O.L.D.

Fantasy Heroic Role-Playing Game

Russ Morrissey

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A What's O.L.D. Is N.E.W. Core Rulebook

by Russ Morrissey

Artists Bartlomiej Fedyczak, Bien Flores, Felipe Gaona, Carl Holden, Darren Morrissey, Claudio Pozas, Alida Saxon, Carly Sorge, jupeart, Dabarti CGI, cigdem, Yuttana Samol, diversepixel, denisgo, Obsidian Dawn (obsidiandawn.com). Some art © 2004 Ed Bourelle. Used with permission. www.bourellearts.com Also includes works in the public domain.

Additional Text Wade Rockett, Ryan Nock
Elements of Magic based on a work by Ryan Nock
Art Directors Alida Saxon, Gayle Reick
Art Commissioned by Savage Mojo
Layout and Graphic Design by Eric Life-Putnam
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WHAT'S O.L.D. IS N.E.W.™ WOINRPG.COM ROLE-PLAYING GAME SYSTEM

O.L.D. Fantasy Heroic Roleplaying Game

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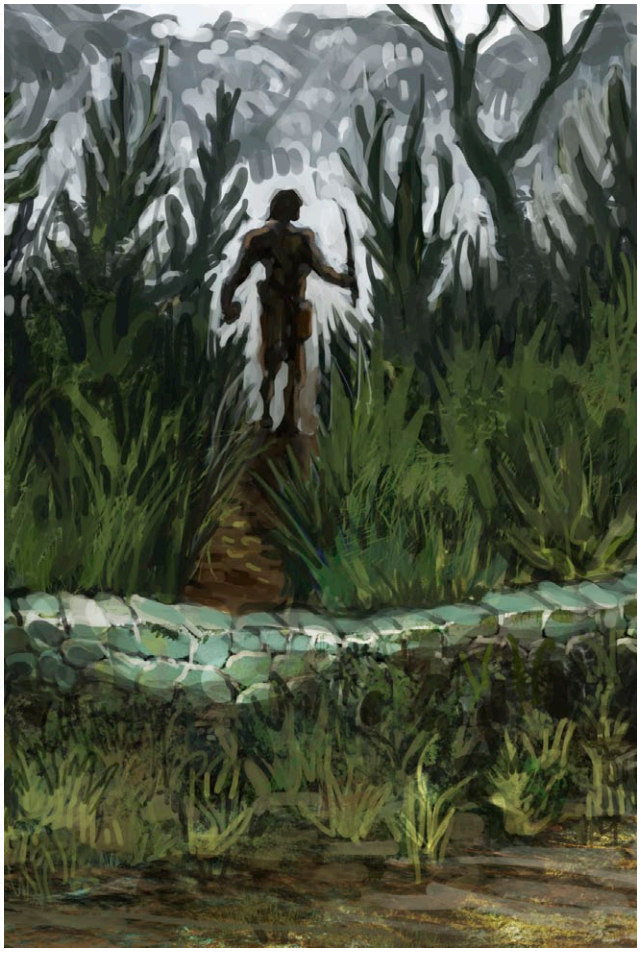

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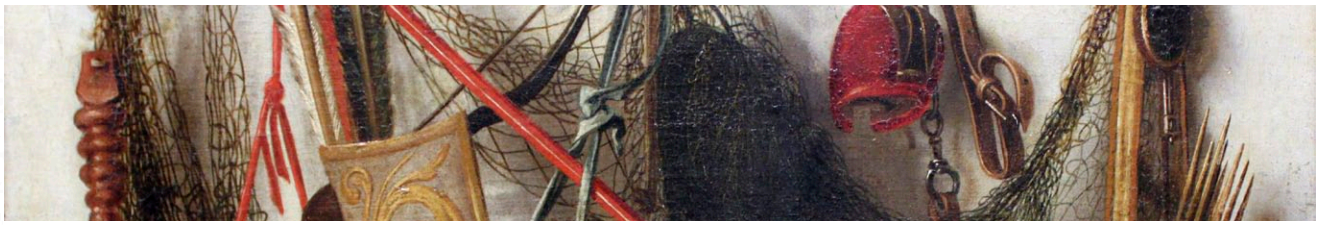


Chapter I
Introduction

O.L.D. Is...

Elven musketeers lining up in the rain to defend against an oncoming orc charge...

Mighty warriors battling ice dragons in the arctic wastes...

Epic wilderness journeys across mountain, field, and forest...

Pirates and swashbucklers battling for supremacy on the high seas...

Pale alchemists collecting and mixing complex ingredients for their latest concoctions...

Earnest clerics turning back vampires deep in unholy crypts...

Fearsome inquisitors hunting down those who use illegal sorcery...

Masters of the dark arts bringing the dead back to life...

Minstrels spreading tales of heroism and great deeds across the land...

Weathered watchmen investigating a murder in a scummy tavern...

Treasure hunters exploring ancient catacombs and dungeons...

Burglars sneaking into a great fire dragon's lair...

Evil forces from the depths of Hell seeking to extend their influence on the world...

Shining knights with sword and lance charging heroically at their foes...

Nature-loving druids striding through the woods with their animal companions...

Powerful archmagi exerting their will over the world from their high towers...

Famous gladiators fighting for their freedom against fearsome monsters in the arena...

Stoic rangers tracking their foe across miles of unkempt wilderness...

Foreword

More so than its companion science fiction game, N.E.W., I was aware while writing this RPG that universal fantasy rule sets are a dime a dozen. Making O.L.D. stand out from the pack would be a challenge.

Of course, O.L.D. uses the same innovative mechanics which I believe distinguish both games. The countdown mechanic, the streamlined rules which make movement, the environment, and tactical positioning in combat important while keeping the action moving, the life-path system which helps you to build your character's history and have it affect his current abilities and traits, the open-ended skill system, and so much more.

When conceiving this game, there were a couple of things I wanted to see dealt with thoroughly. One of those things was the concepts of herbalism and alchemy—the idea of experts preparing herbs for exotic uses or mixing substances to make things like medicines and beneficial treatments. These things are well grounded in literature, and I enjoy the idea that troll's blood can help you heal wounds, or certain herbs when mixed, drunk, smoked, made into soups or ointments, or burned as incense might have interesting effects. Appendix J of Gygax's 1st Edition AD&D *Dungeon Master's Guide* contained a lengthy list of herbs and their alleged old-world remedies, and this served as a springboard into a whole chapter which would become a central conceit of the game world.

Magic, too, needed a good look. A decade ago, I published Ryan Nock's revised version of *Elements of Magic*, a freeform spell system for D&D 3.5. The system involved learning spell lists, and then spending magic points to combine those spell lists into whatever effect you desired, and it was very well-received and used by D&D players to this day. *Elements of Magic* is, as you can see, a large influence on this rulebook.

With O.L.D. not being a class-based game, I was able to capture another "feel" that I enjoy in a roleplaying game. Anybody can learn magic, herbalism, or alchemy. Certainly, a dedicated mage, druid, or cleric will be better at it, but there's nothing to stop a knight learning a protective prayer, a farmer learning a couple of minor spells to help his crops, or adventurers learning enchantments which protect, aid, or lend them strength.

But it's not just a magical game! Martial careers are well served; watchmen, squires, knights, musketeers and more join those servants of skullduggery—the assassins and burglars—and the eclectic medieval assortment of bards, gladiators, and inquisitors.

All in all, this medieval fantasy roleplaying game lends itself towards immersion while encouraging a broad range of settings. I hope that you enjoy it!

What's O.L.D. is N.E.W.

What's O.L.D. Is N.E.W.

—Russ Morrissey

The tall, graceful Grand Elf sat alone at the writing desk in her tent. On it lay the still unused journal her betrothed gave her before she left for the border. Well, she thought, no time like the present to make an entry. She opened it to the first page, took up her fountain pen, and wrote:

"I am Captain Agathe Drake, daughter of the house of Albanus. Today, it seems, I am very likely to die."

Outside, lightning flashed; seconds later came the rumble of thunder. "Awful weather for a massacre," she muttered.

"Ma'am?" Drake looked up to see Lieutenant Ivo in the doorway, his cloak drenched, rain pouring from the broad brim of his hat. "Sentries report goblins to the northeast."

"How many?"

"Thousands, ma'am."

She nodded grimly and stood, straightening her tunic. "Right. Time to let War-Chief Korkush know what elves are made of."

"Steel and starlight, captain."

"Steel and starlight, Ivo."

The goblin army appeared at the crest in less than an hour. The elves could see them standing in ranks in the pouring rain, their banners held high and their spearheads glinting whenever lightning flashed. Drake had hoped the sentries' report was exaggerated, but as she gazed on them with a practiced eye she estimated at least two thousand on the field. She could see War-Chief Korkush with his captains, and could imagine the smile on the crafty old goblin's face as he counted the elven muskets arrayed against him.

"I rather hoped there'd be more," Corporal Skarskad said drily.

"That lot over there." Ivo pointed. "Look what they're holding."

"Their privates?"

"Muskets," Hawkfriend said. "Probably old and poorly cared for, and their owners terrible shots. Still, let's keep an eye on them."

"Here they come," Ivo said. A roar went up from the goblin ranks, and several hundred warriors began to charge the eastern wall. The elves at the barricades squared their shoulders, their mouths set in grim lines as they readied their muskets.

"At one hundred yards, volley fire, present!" Ivo shouted. The earth shook with the thunder of the goblin's charge.

"Aim!" A hundred musket barrels snapped into position.

"Fire!" With a deafening crash the musketeers fired into the charging goblins, spitting fire from their muzzles and filling the air with a cloud of blinding, acrid smoke. Through it Drake heard screams of pain, rage, and fear as the elf-shot found its deadly mark.

"Volley by ranks! Right rank, fire!" Ivo shouted. Another volley tore into the goblin army. Drake could see warriors falling into the mud, to be trampled by their oncoming fellows.

"Front rank, fire! Rear rank, fire! Reload!" With precision like dwarven clockwork, the musketeers took turns cutting down swaths of the enemy. But it wasn't enough, and in moments the goblins were at the walls, stabbing with swords and spears, trying to wrest the muskets from the defenders' hands. The musketeers fought back with their bayonets and sabres; some drew charged wands designed for close-range fighting and aimed blasts of frost and fire at their foes.

Drake unsnapped the holster at her hip and drew her wand of ash. Pointing it at the sky she cried out in the ancient tongue. A fountain of golden sparks leaped from its tip, rising a hundred feet in the air. They swirled, coalesced, and all at once the sign of the Summer Queen blazed brightly overhead. A cheer went up from the defenders.

"Steel and starlight!" she shouted. And drawing her blade, Agathe Drake leaped into battle with a song in her heart.

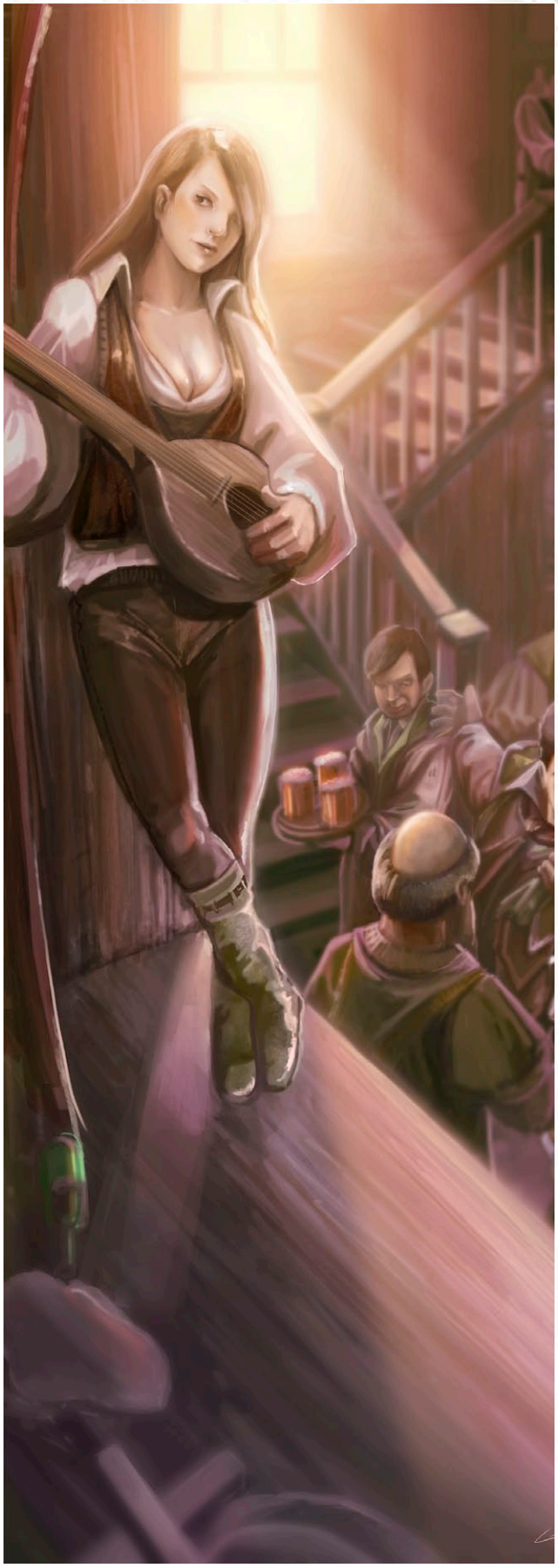
Welcome to O.L.D.

O.L.D. is a medieval fantasy role-playing game. Players take on the roles of adventurers and play through scenarios presented to them by a Game Master (GM). The GM creates the world, the places, the people and monsters who populate that world, and the adventures that the player characters (PCs) will encounter.

O.L.D. is set an indeterminate time in the past. Magic, dragons, elves, and wizards are all possible, but the setting itself is up to you.

In O.L.D., you'll create a character and adventure in a fantasy world with characters created by other players. Your characters might be warriors, wizards, rangers, thieves, or barbarians. They could be human, or they could be one of a number of other races: an Elf, a Smallfolk, or even an Ogre! Each player creates his or her own character, decides on that character's personality, abilities, and attributes, and plays that character through numerous adventures.

O.L.D. allows you to explore a haunted castle, defend a village from an invasion of barbarians, seek lost artifacts from ancient civilizations, or smuggle secrets from city to city.



What You Need

To play O.L.D. each player will need the following:

- A selection of six-sided dice (referred to as "d6s"). The more you can gather, the better—about a dozen is a good number.
- A character sheet (you can photocopy the one in this book or download one from the Internet; at worst, a sheet of scrap paper will do).
- If the GM is using battlemaps to display combat positioning, a small miniature, figurine, or token to represent your character. You can find these in most game stores, but pennies or chess pieces will do in an emergency.
- If you are the GM, you will need a copy of this book and some kind of scenario or adventure. You can devise one of your own, or purchase a pre-written one.

How to Play

This book provides you with the core rules of play. It tells you how to create characters, adjudicate challenges and combat, and more.

During a game of O.L.D., the GM will describe the environment and events of the game world, and the players will describe what their characters do within that scenario in a collaborative story-telling manner. Often the success of an action is not guaranteed, at which point you will use your dice to determine the outcome. Some tasks will be more difficult than others, and some characters will be better at certain types of activity than others.

As your adventures throughout the world, he or she will earn or find money and equipment and will gain Experience Points (XP) which can be spent to improve his or her capabilities. The GM awards XP to the players when they complete storylines or defeat challenges and enemies.

Example of Play

Ian, Elijah, Sean, and Liv are playing in an adventure being run by Cate. They play Mandallan, Selena, Gimnor, and Agathe, members of the Grey Fellowship, a group of itinerant adventurers. The characters are about to enter a dark and foreboding place—an ancient, abandoned dwarven city—and they confront that staple of fantasy campaigns: a door!

Cate (the GM): The door before you is made of solid iron. It stands nearly ten feet high, and it is covered with elaborate carvings. The workmanship appears to be of excellent quality—the door is flush with the stone wall.

Sean (playing Gimnor): Ah, fine dwarven craftsmanship! I'm a dwarf—can I read the engravings?

Cate (the GM): There are no words; the engravings are ornate pictures of thrones, crowns, scepters, and other symbols of rulership.

Liv (playing Agathe): Can I sense anything magical about the door?

Cate (the GM): Your innate elven senses do not alert you to any enchantment. As far as you can tell, the door is of excellent quality, but not magical.

Sean (playing Gimnor): I assume it's locked? I'll give it an experimental push…after checking it over for traps, of course! I roll my Intuition of 3d6, and my *thievery* skill gives me another 1d6. 4d6 … I roll 14.

Cate (the GM): Lucky you checked! Yes, there is indeed a trap. If you'd tried to open the door, a rockfall would have crushed you! You believe you can disable the trap, though, with an Agility check.

Sean (playing Gimnor): OK. Agility is 2d6, *thievery* again for another 1d6, makes 3d6. And my high quality thieves' tools give me another 1d6. 4d6 again, rolling 12.

Cate (the GM): It was a *Routine [10]* task, so you disabled the rockfall.

Ian (playing Mandallan): Right! I draw my sword and push on the door.

Cate (the GM): It opens easily and smoothly. Beyond you see a dark, natural hewn passageway descending into darkness. There are no light sources, and a faint smell of something rotten wafts out.

Elijah (playing Selena): I whisper a quick light spell, centered on me, radius of 30 feet, and follow behind Mandallan.

Liv (playing Agathe): I have my musket ready as we enter. Anything moves, it'll get musketshot right in the face!

Cate (the GM): Well, everyone make an Intuition check please. Add *perception* if you have it. Liv, Agathe's acute hearing counts for this, so add that 1d6 bonus.

(All: Assorted rolls are made, and the results quickly reported).

Cate (the GM): Agathe and Gimnor both hear a scrabbling sound, and look up to see a giant spider, about the size of a large dog, directly above you! It's about to drop down, in an attempt to ambush you all. Luckily, you spotted it in time. Roll Initiative, everybody!

Liv (playing Agathe): Like I said. Musketshot. Right in the face.

About this Book

This book is the main rulebook for O.L.D.: The Role-playing Game. Using just this book, you can run a complete fantasy roleplaying campaign. It describes how to create a character, adjudicate the game, run combat, and design settings and adventures.

The remainder of this book is divided into the following chapters and sections.

- **Chapter II: Fantasy Careers.** This chapter deals with character creation. It takes you through the process of generating new characters from start to finish, including attributes, races, and careers.
- **Chapter III: Fantasy Equipment:** This chapter details equipment, armor, and weapons that your characters can purchase.
- **Chapter IV: Fantasy Core Rules.** This chapter describes how to run a game of O.L.D. It covers the core game mechanics, including attribute checks and countdown pools, and the combat rules, along with details on the environment, objects, and movement.
- **Chapter V: Elements of Magic.** This chapter describes how to create and adjudicate spells and magic; it also contains details on herbalism and alchemy.
- **Chapter VI: Wilderness, Strongholds, and Warfare.** This chapter of the book tells you how to build and maintain castles, groves, towers, and more. It also details wilderness travel and exploration.
- **Chapter VII: Fantasy Worldbuilding.** The final chapter of the book contains rules and guidelines for designing your own setting, races, careers, places, monsters, and more. It is a GM's toolkit for campaign and adventure design.
- **Appendices:** This section contains miscellaneous information for the GM, including information on adding deities to your world, as well as reference tables and a blank character sheet. It also includes a selection of monsters and enemies for use in an O.L.D. game.

"Rule Zero"

The GM is the final arbiter of what happens in the game. If a rule needs to be interpreted, it is the GM who decides how to resolve it. At times, the GM may need to create new rules, or alter existing rules. In other words, the rules in this book should be viewed as guidelines, and they should neither interfere with nor hinder your game.

The ultimate goal of this game—like that of any game—is to enjoy it and have fun. There is no right or wrong way to play O.L.D. If you're all enjoying yourselves, you're playing it correctly.

The Setting

O.L.D. is set in a medieval fantasy world. That world might be our own world in an alternate past, or it might be a fictional one of your own devising. Your setting might be small in scale—perhaps a village and its environs—or it might encompass a whole world or more with myriad fantasy races, cities, and civilizations. Here are some example setting briefs:

- **Holdenshire is a peaceful county.** Ruled by Lord Pemberton, the villages of Hengistbury and Thornbury exist in a friendly rivalry. All is not well, however. Children have been disappearing into the Weirwood; howls of an unearthly nature have been echoing across the Fogmoor; and Three-Fingered Jake, the county's itinerant bard, has been spreading rumors of treasure and hauntings in the ruins of Brockendale Castle. And that's not to mention the lizardmen aggression or the bandits upriver! And there's that dragon in Skull Mountain....
- **Steam and soot darken the skies above the city of Flint,** and winds sweeping across its majestic harbor blow the choking products of industrial forges into the fey rainforests that dot its knife-toothed mountains. Since the earliest ages when the people of Risur founded this city, they feared the capricious beings that hid in those fog-shrouded peaks, but now as the march of progress and the demands of national defense turn Flint into a garden for artifice and technology, the old faiths and rituals that kept the lurkers of the woods at bay are being abandoned.
- **As the new year turns, winter's grip intensifies.** Worry rises as regular channels of communication between nations cease like a candle suddenly snuffed. Slowly, throughout the lands claimed by the Ragesian Empire, rumors spread between isolated villages, traveling by foot and horse and word of mouth. The rumors say Drakus Coaltongue, the immortal emperor who conquered every land he set his gaze upon, has fallen in a distant land far to the west. How the tyrant was defeated is unknown, but if it is true, everyone knows that war is coming.

> The generals of Emperor Coaltongue will strike for control, oppressed peoples will rise up in rebellion, and dangers once held in check only by fear of the mighty warlord will bring doom to the world.

Other settings might include naval adventures complete with swashbuckling pirates, excursions to other planes of existence, or environs based on the Far East or Viking cultures. The scope of O.L.D. is bound only by your imagination!

A Brief Glossary

This is a short introduction to some of the terms you'll encounter throughout this book. These elements are building blocks for a character—some are bigger, and some are smaller, but when put together they create an overall picture.

Race. Your character is one of a number of available fantasy races (including Human)—perhaps a fierce Orc, a diminutive Smallfolk, or a serene Grand Elf.

Attributes. Attributes represent a range of core measurable facets of your character in numerical form. These attributes are Strength, Agility, Endurance, Logic, Intuition, Willpower, Charisma, Luck, and Magic. The higher an attribute, the more your character exemplifies that attribute.

Attribute Check. Many actions in the game require an attribute check. This is a test whereby one of your character's attributes helps determine how many dice you get to roll to accomplish an in-game task such as shooting at a bandit or lifting a heavy object.

Benchmark. The difficulty of an in-game task is described by its benchmark. This is a descriptive word and numerical value (such as *Challenging [13]*) which is the target value for an attribute check. Any attribute check result that matches or exceeds the benchmark numerical value is a success.

Countdown Pool. A countdown pool is a special sort of dice pool used to add suspense when racing against an unknown clock. It involves periodically rolling a dice pool and removing any dice which show a certain value until the pool is empty.

d6. A d6 is a regular six-sided die. O.L.D. is based around pools of dice in which you roll a number of dice, add up the total, and compare that to the task's difficulty, or benchmark (*q.v.*). If you need to roll *x* dice and add them together, this is expressed as *x*d6—for example, "3d6" means "roll three dice and add them together," while "5d6" means "roll five dice and add them together."

d66. When the rules ask you to roll a d66, you should roll 2d6 but read them a little differently. Instead of adding them together, you read the first as "tens" and the second as "ones"—for example, if you roll a 3 and a 2, you read that as 32. Similarly, rolling a 1 and a 6 yields a result of 16. This way of rolling dice is mainly used by the GM when rolling on random tables.

Descriptor. At the top of the character sheet you will see an area known as the "descriptor." The descriptor presents a number of fundamental things about your character in the form of a single summarizing sentence.

Dice Pool. A dice pool is the handful of dice you roll when making an attribute check. It can be formed in various ways (for example, you might add dice because of your character's attributes, skills, or equipment) and is limited in size by your character's grade.

Die Bonus / Penalty. If something grants a die bonus or inflicts a die penalty (usually in the format "a +2d6 die bonus"), this refers to additional dice which can be added to (or which must be removed from) your dice pool when you make an attribute check.

Experience Points (XP). Characters earn Experience Points by accomplishing tasks, defeating enemies, and completing adventures. After they are earned, you can spend XP on a range of abilities and character improvements.

Exploits. Exploits are individual abilities or benefits. There are different types of exploit—race exploits, career exploits, attribute exploits, age exploits, and universal exploits. Exploits include such things as an assassin's death blow or an Ogre's thick, damage-soaking hide. These abilities are recorded separately and may be used to achieve effects that other characters will not be able to emulate.

Game Master (GM). The GM is the referee of the game. The GM describes the universe to the players and controls the actions of NPCs and monsters.

Grade. Your character's grade is simply the total number of career grades he or she has taken. A starting character is Grade 5. Your character's grade is important because it determines the maximum size of the dice pool you can form when your make attribute checks (*qq.v.*).

Non Player Character (NPC). An NPC is a character which is not played by one of the players. Instead, all NPCs are played by the GM.

Skills. Skills are smaller, concentrated packets of interest, expertise, or training. They include things like *cooking*, *swords*, *brawling*, *poetry*, *sailing*, *dungeoneering*, and more. Your character picks up new skills throughout his or her life. The skill list is open-ended and unlimited; a skill kicks in at any time your character performs an activity related to it.

Career. A career is a temporary building block which helps your character develop. Characters take careers for periods of time during character generation as the process works its way through their lives. Each career affects attributes and skills. For example, a few years spent working as a sailor might enhance a character's nautical skills. At any given time, a character will have a current career.

Setting the Tone

O.L.D. is designed to fit a wide range of fantasy styles, from heroic high fantasy to gritty low fantasy. Whatever your favourite fantasy setting, you should find that you are able to play it with O.L.D.

Later in this book you'll find an entire chapter which discusses the creation of your own setting, along with rules and guidelines for designing worlds, races, monsters, careers, and more.

What follows is a short introduction to some of the styles and settings an O.L.D. game might encompass. It does this by looking at two concepts: Advancement Level and Genre. The first is a scale that determines the technology available in a setting (for example, whether firearms like muskets are available), while the second is a rough indication of how common fantastical elements are within the setting, especially magic. These are only guidelines, but they can help you peg the tone of your campaign.

Advancement Level

Advancement Level (AL) is a broad technological scale. O.L.D. settings are typically AL 2–3 (Medieval or Renaissance) with occasional examples of earlier time periods. ALs 0–3 are collectively known as the Archaic Era, which is broken down into four Ages.

Archaic Era

Age	AL	Earth Example
Stone and Bronze Ages	0	Until 1200 BC
Iron Age	1	1200 BC–400 AD
Medieval	2	5th–15th century AD
Renaissance	3	15th–17th century AD

N.O.W., the game of '80s action, covers the Modern Era, which is AL 4–5 (Industrial through Information Ages), while N.E.W. picks up at AL 6+, the Future Era.

Genre: Low/High Fantasy

Many factors work together to make up a complete fantasy setting, but arguably the preponderance and power of magic is one of the fundamental things that help define its tone. In a particular setting, magic might encompass only minor rituals designed to ward off sickness, or it might include epic spells capable of destroying entire cities in great fiery conflagrations; it might be limited to enchantments which harden armor or heal minor injuries, or it might include complex rituals capable of summoning awesomely powerful archdevils from the depths of Hell. Some settings may eschew magic altogether, while in others, all PCs and many NPCs can use some magic.

The terms "low fantasy" and "high fantasy" mean different things in roleplaying games than they do in literature. In literature, "low fantasy" refers to a fantasy story set in the real world, while "high fantasy" means a story set in a fictional fantasy world. In RPGs, however, and in this rulebook, these terms are used to determine the prevalence and power of magic on a scale from the near-realistic to the mythical.

This book is designed to handle a wide range of magical potency. None of this is iron-clad, of course—exceptions are, after all, often the rule of the day. The "default" Genre of this book is somewhere in the middle, near the Tolkien level.

No Fantasy

A no-fantasy setting has no magic in it. In O.L.D. it remains the Archaic era, but spells and magical items are absent. There may perhaps be one example of magic—maybe a single holy relic or other item—but this single example will be the only exception.

Low Fantasy

Low fantasy emphasizes a more realistic worldview. While magic exists, it is not commonplace or overly flashy. The works of Robert E. Howard are low fantasy, as are the Arthurian myths and the Game of Thrones series. In a low-fantasy setting, magical items tend to be rare, even unique, and magic is deeply mysterious and generally feared.

Medium Fantasy

Medium fantasy is best exemplified by the work of J. R. R. Tolkien. While powerful creatures such as balrogs and dragons exist in that world, magic does not usually tend towards great fireballs; it is more subtle, rarer, although it can still be powerful. For example, the greatest magical item in Middle-Earth is fairly low-key despite its mighty power.

High Fantasy

High fantasy encompasses such settings as those portrayed in Dungeons & Dragons and many other fantasy roleplaying games. Magic is widespread and powerful, gods and monsters walk the world, and magical items abound in great quantities. Other high-fantasy settings might include the Shannara series, or the novels of C. S. Lewis, as well as some Greek or Norse mythology.

But That's Not What That Means!

These categories are somewhat arbitrarily chosen as a way of delineating different game setting flavors. If you feel that a given author or show belongs in a different category, that's okay. You're right.

It's also worth noting that nothing fits into a box perfectly. There are always exceptions, and a given setting might fit one category most of the time, except for one or two things.

Putting the Two Together

Using a combination of AL and Genre, you can easily summarize the tone of a setting and determine which elements of this rulebook are applicable to the setting and which are not.

For example, if the world has a typical AL of 2 and is a medium fantasy setting, you will know that muskets are not available, but that Elves are appropriate.

Default Assumptions

The primary default assumption in this book is that your setting is what you want it to be. It can be high or low fantasy, and you are encouraged to build, hack, bash, tweak, and design as much as possible. However, in general the game does have a sort of "starting baseline" of its own.

- Magic exists, and anybody can theoretically use it if they have the aptitude. However, spectacular immense effects are much rarer than minor enchantments, even from the greatest of mages.
- Dragons, elves, monsters, and demons can all be found in the world.
- Gunpowder exists, and muskets and other archaic firearms are in use.
- Demons and devils are dark and truly evil; they aren't just powerful combatants.
- Gods and other supernatural entities exist and influence the world in subtle ways.

Chapter II
Fantasy Careers

Each player in *O.L.D.* plays a character—a Human knight, a Grand Elf musketeer, a Smallfolk burglar, or one of many other possibilities. You can choose from a variety of races and careers to build the character you want to play.

The following pages tell you how to create a player character. They include information on attributes, skills, careers, exploits, and equipment. By working through this chapter, you will be able to easily create a fully playable character ready for play in a *O.L.D.* campaign. All you need is a character sheet, a pencil, and a copy of this rulebook.

Good luck! We're all counting on you.

About This Chapter

A character, in its basic form, is simply a collection of three types of element: attributes (which define core capabilities), skills (which define areas of special competence or knowledge), and exploits (which are special abilities and traits). The rest of the elements listed below, such as careers, age, race, and so on, are simply choices which help determine your attributes, skills, and exploits. This chapter on character creation includes the following information:

- An overall walkthrough of the character creation process.
- Details about character descriptors and grades.
- Information about attributes, what they mean, and how they are used.
- A list of over 150 example skills.
- A selection of 7 character races, along with their descriptions and abilities.
- Over 40 distinct careers your character can adopt.
- Universal exploits—distinct abilities which can be acquired by any character.
- Details on how to calculate a number of derived statistics.
- Nearly 40 traits.
- Information how age affects your character.

These elements are building blocks that contribute to your character. It may seem like a lot, but creating a character is actually very simple—you simply choose a race, five careers, a couple of items like exploits and traits, and then you buy equipment for your character. When you're used to the process, a character shouldn't take more than a few minutes to create.

Character Creation Walkthrough

Follow these steps to create your character:

1. Note your starting attributes (**each attribute starts at 3**, except for Magic and Reputation, each of which start at 0).
2. Choose a race.
   a) Apply race attribute adjustments.
   b) Note your Size.
   c) Choose **three** racial skills.
   d) Note **all** the listed race exploits.
3. Choose a hook, and note it in your descriptor.
   a) Choose one attribute related to that hook; this is called your *hook attribute*.
4. Choose **five** careers. Start with an **origin**, and then select **four** further careers. For each career grade, do the following:
   a) Apply **all** of the listed attribute adjustments. Note that you may optionally substitute either one of your racial attributes or your hook attribute for one of the listed attributes.
   b) Choose **two** of the listed skills and advance each by one point. Note that characters may always select a **defensive skill** instead of a listed skill.
   c) Choose **one** new career exploit from the list shown or choose one universal exploit.
   d) Roll for the number of years your character spends at that career grade and increase your age (your age starts at zero).
5. Select Aim or Feint (free universal exploits) plus **one** other exploit of your choice for which you qualify.
6. Choose **one** trait based on your highest or lowest attribute and note that in your descriptor.
7. Determine your age and apply any age exploits.
8. Calculate your derived statistics.
9. Spend money to equip your character with armor, weapons, and equipment.

Total Checklist

When you are finished, you will have chosen:

- 5 careers, including one origin.
- 10 skill ranks from careers plus 3 from race, making 13 in total.
- 20 attribute points from careers, plus 24 you started with, adjusted by race.
- 2 universal exploits, including either aim or feint.
- 1 possible age exploit, a trait, and a hook.

Descriptor

At the top of each character sheet is a *descriptor*. This is a short introductory character summary. For example, **Selena's** reads:

a brilliant Human Firemage who loves to gamble

The descriptor is made up of the following elements, some of which are not always used.

***a[n]** [age] **[trait] [race] [career] who/with [hook]**.*

Trait. The *trait* is the name of a special ability defined by a character's lowest or highest attribute (see section on *traits*, later).

Age. The *age* entry is only used if the character is younger than adult or older than middle-aged. You may choose a synonym you like for "young" or "old" (adolescent, youthful, aged, mature, etc.); age can give you a free exploit (see the section on age below).

Career. The career entry can be one of two choices. It can be the character's current career, or it can be the character's longest-serving career. If the longest-serving career is not the current career, it should be prefixed with "ex-" (for example, an ex-Inquisitor or an ex-Soldier).

Hook. A character's *hook* is a broad background, skill, or area of interest chosen by the player. It can be anything, but it's designed to round out the character with personality, interests, or hobbies. For example, a player might choose "...who enjoys hard liquor," or "...who has a taste for romance," or even "...who collects insects as a hobby".

The *hook* complements career and skill choices as a lifelong background aspect to the character, unconnected to specific vocations and training.

The *hook* works as a broad skill. Any time a character makes an attribute check, the player can use the descriptor to gain a +1d6 bonus, but *only if the roll is not using a skill already*. The GM should be generous in allowing this; the hook should provide a frequent reminder of a character's background.

What a player can't do with the character's hook is sneak in a combat bonus to attack or damage. Characters can have hooks like "...who enjoys archery" or "...who likes bar-room brawls," but hooks that imply proficiency in combat can't actually help a character in combat. For example, an archery hook won't ever benefit a character who's firing a bow; a brawling hook won't ever assist a character who's throwing a punch.

The hook has one other effect, which occurs during character creation only. The player should assign one attribute to be loosely linked to the hook; for example, if the hook is "...who enjoys reading poetry," the player might choose Logic. The chosen attribute is called the character's *hook attribute*.

Whenever advancing attribute scores through a career choice, the hook attribute may be chosen *instead* of one of the listed career attributes.

Example Descriptors

Each player should read their full descriptor to the rest of the group before beginning play. For example:

- **Captain Agathe Drake** is a commanding Grand Elf Musketeer who reads poetry and old literature
- **Selena** is a brilliant Human Firemage who loves to gamble
- **Gimnor** is a shy Mountain Dwarf Assassin who collects rare flowers
- **Mandallan** is an inspiring Human Knight who believes in ancient myths and legends
- **Marla** is a naive Smallfolk Cleric who is fastidiously clean
- **Krute** is a tough-as-nails Orc Barbarian who wears trophies of his fallen foes

Attributes

Player characters are defined by a set of attributes. Attributes are a selection of values which help describe a character. They quantify things about a character like his or her strength, dexterity, intelligence, and wisdom; somebody with a higher Strength attribute is stronger than somebody with a lower one. The core attributes are Strength, Agility, Endurance, Willpower, Intuition, Logic, Charisma, and Luck. There are also two secondary attributes called Reputation and Magic.

There is no upper limit to an attribute. The human race is used as a benchmark for "average", with a score of with 4 in each physical, mental, and personal attribute being roughly average for an adult human. An attribute score of 11–12 typically represents capabilities like those exhibited by record-holding human athletes, noteworthy geniuses, or world-famous (or even infamous) personalities. Characters in *O.L.D.* can exceed even these values under certain circumstances.

For example, Albert Einstein and Sherlock Holmes would merit a score of 12 in Logic, while Adolf Hitler and Grigori Rasputin could be given scores of 11 or 12 in Charisma.

Monsters, too, are described in terms of attributes. For example, a mighty giant might have a Strength attribute of 20 or more. Non-human races have different averages and norms than humans; this is represented by their different starting attributes.

Attributes can change during character generation, and then later through character advancement as your character embarks on new careers. A stint in the military might make you a bit tougher, increasing your Endurance attribute, while years spent as a con-man might increase your Charisma. The attributes are described in more detail below.

Attributes sometimes combine to create derived statistics—for example, the physical attributes can affect a character's physical Defense scores, and the mental attributes affect a character's Mental Defense score. Other attributes are used to determine how fast your character can run, how much he can carry, how far he can jump, or how much damage he can take.

Attributes & Dice Pools

Attribute scores are only used during character creation and advancement. During play, you will use your attributes' associated dice pools. There is more detail on this later, but dice pools are groups of dice which you roll when your character attempts a task; the more dice you roll, the higher you'll likely score. Your attributes determine how many dice you can roll. The total that you roll is compared to a difficulty benchmark; if you roll equal to or higher than that benchmark, your character succeeds at the task.

In running text, a benchmark looks something like this: "a *Challenging [13]* AGI check." This means that you roll your dice pool, and if you roll 13 or more, your character succeeds. There is much more information on difficulty benchmarks and attribute checks in the section on adjudicating the game.

Attributes grant dice to these dice pools in a granular, expanding scale, meaning that each new die is harder to obtain—for example, an AGILITY of 7 means that your AGILITY dice pool is 3d6, while an AGILITY of 10 lets you roll 4d6.

Skills (covered a little later in this book) use the same expanding scale, granting more dice to your dice pool. So a skill rank of 3 in *swords* gives you 2d6. You would add that to the 3d6 you got for your AGILITY score of 7 when swinging your sword at an attacking goblin, meaning that you get to roll 5d6 in total.

Dice Granted by Attribute/Skill Score

1–2	3–5	6–9	10–14	15–20	21–27	28–35
1d6	2d6	3d6	4d6	5d6	6d6	7d6

You can also gain dice for high quality equipment. For example, an exceptional quality item gives you another 2d6 to add to your dice pool. Equipment is dealt with in detail later.

Strength (STR)

STRENGTH measures physical power, might, and brawn. It is used to determine carrying capacity, some melee attacks, and melee damage. If you want to break a door down, your GM may ask you for a STR check.

Agility (AGI)

AGILITY measures dexterity and reflexes. It is also used to determine ranged attacks and some melee attacks. You might use your AGI to climb a wall or to land safely after a nasty fall.

What Attribute Scores Mean

Though the following terms are not used in the game in any meaningful way, they can help you to envision what your character's attribute scores actually mean. The table below can be used as a quick tool to understanding your character's attributes as viewed from a human perspective (although a dragon might not consider a human with 12 STR to be powerful). It doesn't include all the attributes, but the ones it does include should give you a reasonable perspective on the overall scale.

Generally, an average Human rolls 2d6 for any given attribute. If you are rolling more than 2d6 you are better at that attribute than the average Human.

Dice Pool Comparisons

Dice Pool	Strength	Agility	Logic	Reputation	Attribute
1d6	Weak	Clumsy	Low	Unknown	1–2
2d6	Average	Average	Average	Village	3–5
3d6	Strong	Adroit	Gifted	Town	6–9
4d6	Powerful	Agile	Genius	City	10–14
5d6	Mighty	Remarkable	Extraordinary genius	Country	15–20
6d6	Superhuman	Superhuman	Supra-genius	World	21–27

Endurance (END)

Endurance is a measure of healthiness, constitution, and hardiness. It is used to determine your overall Health score. An END check might also be used to resist the effects of poison or disease.

Intuition (INT)

Intuition measures common sense, perception, empathy, and natural instinct. It is used to tell when someone is lying, spot something, or sense impending danger. Some might refer to it as "EQ" or "emotional intelligence." Animals often have high INT attributes, especially those with keen senses.

Logic (LOG)

Logic is a mixture of reasoning, knowledge, and education. While IQ isn't a great measure of intelligence, 60 + (LOG × 10) gives an approximate IQ in the mid-ranges. You would make a LOG check to heal an ally's injuries, perform herbalism, or recall specific knowledge.

Willpower (WIL)

Willpower is strength of mind and power of concentration. Along with END, it determines your overall Health, and is part of your Mental Defense.

Charisma (CHA)

Charisma is a combination of physical attractiveness, personal magnetism, and force of personality. It is the attribute used when interacting with others, whether leading them, negotiating with them, or deceiving them. While physical appearance is part of the CHA score, it is a minor part at best (especially in a world full of Elves and Dwarves with differing standards of beauty); far more important are personality and presence.

Luck (LUC)

Luck is an unpredictable force, and some people are naturally luckier than others. However, fate, fortune, and destiny are all powerful influences on the world. Your Luck dice pool forms a resource of dice which can be added at will to other dice pools on order to improve your chances, or which can be spent on other special actions. That resource replenishes itself every day.

Reputation (REP)

Reputation is a measure of fame, respect, influence, and social standing. You can make a REP check to get a loan or see if somebody has heard of you. Your REP also partly determines your starting gold.

Magic (MAG)

Magic is a measure of raw magical power. While magical ability is customized through choices of skills and secrets, the MAG attribute determines both the power level of your spells and how much magic you can cast before exhausting your reservoir.

Grade

Your grade is equal to the total number of career grades you have taken, and the largest dice pool you can form during play is defined by your grade. A starting character with 5 career grades is grade 5, and has a maximum pool size of 5d6. Some NPCs, civilians, or weak monsters may be lower than grade 5, and their maximum dice pool is equal to their grade.

For example (this will be explained in more detail later), Kilrave the Assassin has 9 AGI, 4 ranks in knives, *and an exceptional dagger. That would normally give him a dice pool of 7d6 (3d6 for his attribute, 2d6 for his* knives *skill, and 2d6 for his exceptional weapon). However, he is only grade 7, which gives him a maximum dice pool of 6d6. In effect, some of his dice are wasted until he can gain some experience.*

Maximum Dice Pools by Grade

Grade	5	6–7	8–10	11–14	15–19	20–25	26–32	33–40
Max Pool	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6

Starting Grade

A typical character begins at grade 5, which includes an origin and four career grades. However, the GM may wish to start the game at a different grade.

Starting characters at grade 1 will make them very young, and they will have only an origin. They will be below average in terms of competency, but have limitless scope to grow. Alternatively, starting at grade 2 can give characters an origin and the start of a career. A new militiaman or a teenaged farmer longing for adventure might fit this approach.

A grade 3 or lower character has a maximum dice pool of 3d6; a grade 4 character has a maximum dice pool of 4d6. A character's maximum dice pool cannot be reduced to lower than 3d6, no matter how low their grade, though an NPC's or monster's dice pool can.

Conversely, starting characters at grade 10 will make them highly competent, experienced professionals. These characters know what they're doing, and they're good at it. They've likely already maxed out one entire career—perhaps they could be ex-military or reformed criminals. A grade 10 character has a maximum dice pool of 7d6.

The GM can set any starting grade. You may find you enjoy certain styles of game over others, and the starting grade can play a major role in flavor. It is recommended, however, that all players begin with characters of the same grade so that none overshadow the others.

Skills

Skills represent things your character is good at. Skills are picked up as a character progresses through his life, and reflect training and background. Some are academic skills, such as *herbalism* or *religion*; others are physical skills like *running* or *climbing*. Still others may reflect social skills like *intimidation*, magical skills like *abjuration*, or things like *sailing* and *dungeoneering*.

A skill is not required to attempt a task. Having ranks in a skill indicates that you have particular training in that subject; however, even if you have no ranks in *riding*, you can still try to ride a horse, and having no ranks in *swords* does not prevent you from taking a swing at an attacking monster.

The skill list is open-ended. This means that *anything* can be a skill; it doesn't have to be on the list below. You might wish to choose *flower arranging*, *origami*, or *rain dancing*. The list below is simply a list of examples; feel free to add to it.

A skill forms part of a dice pool. When making an attribute check, you may add skill dice to your attribute dice (you may also add equipment dice) to form a dice pool which is rolled against a target difficulty benchmark.

Artistic Skills

Examples: *calligraphy*, *literature*, *modeling*, *painting*, *poetry*, *pottery*, *printmaking*, *sculpting*

Combat Skills

Examples: *axes*, *bows*, *brawling*, *reactions*, *knives*, *staves*, *swords*, *tactics*, *light armor*, *medium armor*, *heavy armor*

Crafting Skills

Examples: *appraisal*, *basket-weaving*, *blacksmith*, *carpentry*, *cooking*, *stone-masonry*

Developmental Skills

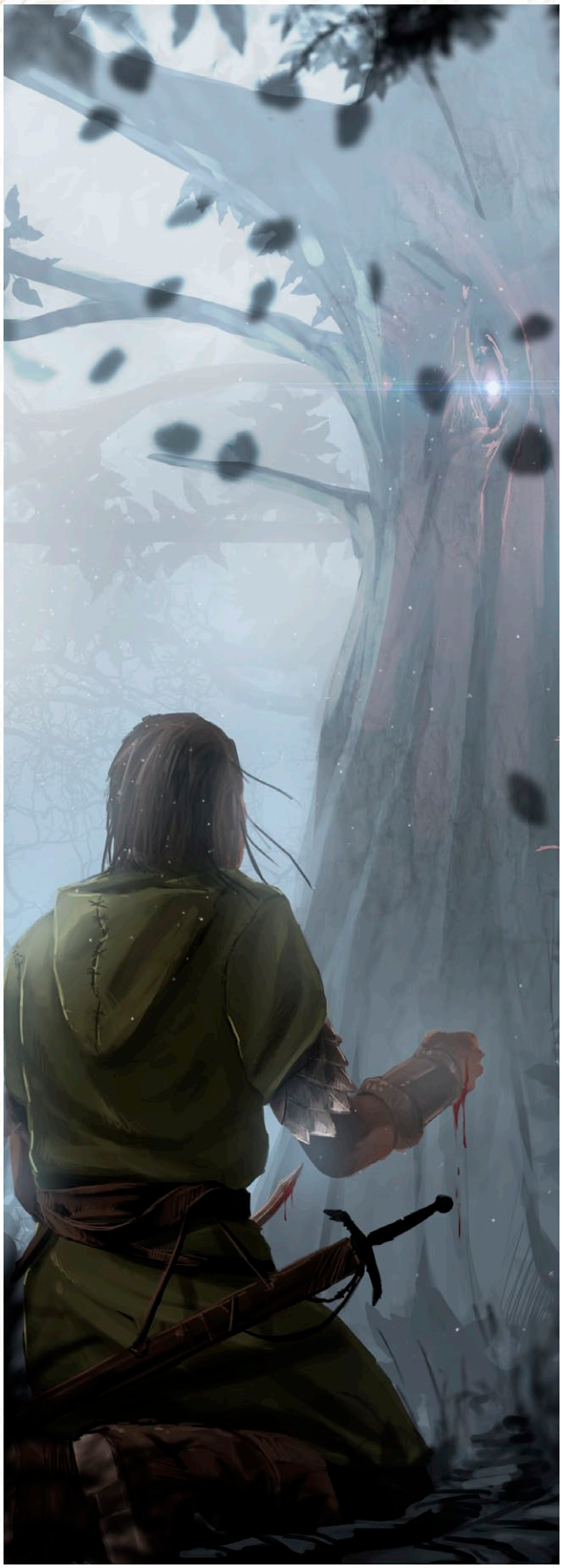
Examples: *bravery*, *concentration*, *hardy*, *insight*, *meditation*, *perception*, *resistance*

Gaming Skills

Examples: *backgammon*, *blackjack*, *checkers*, *chess*, *darts*, *dominoes*, *draughts*, *poker*

Miscellaneous Hobby Skills

Examples: *brewing*, *fishing*, *gardening*, *hunting*, *ornithology*, *riddles*, *sewing*



Magical Skills
Examples: *abjuration*, *compulsion*, *creation*, *displacement*, *divination*, *enchantment*, *evocation*, *healing*, *hexes*, *illusion*, *infusion*, *infliction*, *movement*, *summoning*, *transformation*

Lore Skills
Examples: *astronomy*, *alchemy*, *herbalism*, *medicine*, *religion*, *heraldry*, *history*, *law*, *local knowledge*

Physical Skills
Examples: *acrobatics*, *carrying*, *climbing*, *jousting*, *jumping*, *running*, *swimming*, *throwing*

Performance Skills
Examples: *acting*, *dancing*, *fortune-telling*, *juggling*, *magic*, *musical instrument*, *singing*, *storytelling*, *ventriloquism*

Subterfuge Skills
Examples: *appraisal*, *bribery*, *cryptology*, *disguise*, *escape artist*, *forgery*, *interrogation*, *stealth*, *thievery*

Social Skills
Examples: *bluffing*, *carousing*, *flirtation*, *intimidation*, *leadership*, *linguistics*, *negotiation*

Vehicle Skills
Examples: *driving*, *navigation*, *piloting*, *riding*, *sailing*

Outdoor Skills
Examples: *animal handling*, *farming*, *mining*, *nature*, *survival*, *tracking*

Other Skills
Examples: *accounting*, *bureaucracy*, *history*, *hypnotism*, *law*, *local knowledge*

Skill Notation
When referring to a skill category, the category is enclosed in square brackets to avoid confusion. For example, an entry which says *[outdoor]* refers to the entire list of outdoor skills above, including *survival*, *animal handling*, *tracking*, *farming*, *mining*, and any new skills players devise, as long as they fall within the category's overall topic and the GM approves them.

For example, if a career tells you that you may choose a *[performance]* skill, you can choose any of the listed examples in that category, or you might decide instead on a new skill like *mime* or *comedy*.

When noting a skill, you do not need to indicate categories or placeholder titles. You simply note "*chess*" rather than "*[gaming] chess*"; similarly, you simply note "*bows*" rather than "*[combat] ranged weapon (bows)*."

When selecting *local knowledge*, you need to specify a locale you know.

Weapons. In combat, unarmed fighting and weapon skills all add to relevant AGI, INT, or STR attack checks. Melee weapons include categories of weapon type (*swords*, *axes*, *clubs*, *knives*, etc.); ranged weapons similarly include weapon types, such as *bows*, *spears*, or *slings*. Unarmed combat types include (but are not limited to) *boxing*, *wrestling*, *brawling*, and *martial arts*.

Armor. Armor is divided into *light*, *medium*, and *heavy* armor. You can wear armor in which you have no skill ranks, but—as with all equipment—you need skill ranks to benefit fully from higher quality armor.

Skill Levels

Skills are used to form dice pools in the same way that attributes are. They use the same scale as attributes to derive the size of the dice pool.

As a general rule, 1 skill rank is proficient; 3 is considered skilled, and is roughly equal to a modern bachelor's degree; 6 is an expert, and is roughly equal to a modern doctorate; 10 is regarded as mastery; and 15 makes you an authority on that subject.

These ranks correspond to derived dice pools of 1d6, 2d6, 3d6, 4d6, and 5d6.

For example, Albert Einstein would rate a score of 15 (5d6) in *physics*. Miyamoto Musashi would be assigned a score of 15 (5d6) in *swords*. Characters with skill scores that high are extremely rare.

Skill Levels and Skill Dice by Rank

Skill Ranks	Skill Level	Dice Pool
1	Proficient	1d6
3	Skilled	2d6
6	Expert	3d6
10	Mastery	4d6
15	Authority	5d6

Races

Your character is likely nothing like you. In fact, your character may be a completely different race to you. There are a number of fantasy races to choose from; they all have different starting attributes representing typical members of their race. Some fantasy races may be fast, or strong, while others might be intelligent or magically gifted. Each race is different.

Start by choosing a race and sex for your character. Your race will determine your starting attributes, which are the attributes of a youngster of that race (human adult average is 4 in each attribute). Your gender does not affect your attributes or skills at all.

Humans provide the simplest, most straightforward playing experience.

Once you have selected your race, record your starting attributes, and choose three from the list of available skills. Each race also has a number natural exploits (such as the Sylvan Elf's ability to ignore difficult terrain, or the Ogre's acidic blood).

Racial Attribute Adjustments

	STR	AGI	END	INT	LOG	WIL	CHA	LUC	MAG
Grand Elf	—	+2	—	—	+2	—	—	−2	+3
Human*	—	—	—	—	—	—	—	+2	—
Mountain Dwarf	—	—	+2	—	—	+2	—	—	—
Ogre	+3	—	+3	—	—	—	—	—	—
Orc	+2	+2	—	+3	—	—	—	—	—
Smallfolk	—	+2	—	—	—	—	+2	+2	+1
Sylvan Elf	—	+2	+2	—	—	—	—	—	+2

** +2 to one other attribute and +1 to one further attribute*

This rulebook presents seven basic races (Grand Elves, Humans, Ogres, Sylvan Elves, Smallfolk, Mountain Dwarves, and Orcs), although more may be available from other sources. These races are a "generic" set, designed to suit a multitude of campaign settings. A given setting may well have an entirely different set of fantasy races, especially if it's set in a popular fantasy world from your favorite novel or fantasy TV series.

A Note About Gender & Ethnicity

Neither gender nor ethnic origin have any mechanical effect on your character; they should be treated as purely descriptive elements. Some truly alien races may have entirely different genders, or no gender at all. You should feel free to select from the entire range of gender-identification and sexuality, though these things will likely not form a major part of the game.

Races & Attributes

Every race is different, and part of this difference is highlighted by their different starting attributes. Ogres are strong, and Elves are highly magical, while Humans are known for their luck.

All of your attributes start at 3, except for Magic and Reputation which start at 0. Your choice of race modifies those attributes in the form of bonuses and some (rare) penalties.

Attributes which grant a species bonus also serve another important function. The starting bonus to your attributes isn't overwhelming. However, later in the character creation process, whenever you take a career grade, you may substitute one of the listed attribute advancements for one of the attributes to which your species grants a bonus—so Ogre characters may replace one of their attribute increases with either Strength or Endurance, and Grand Elves may substitute a listed attribute increase with Agility,

Logic, or Magic. Alternatively, you may substitute your hook attribute for of the listed attributes.

You cannot increase an attribute twice during a single career grade advancement; if substituting a species or hook attribute for another would mean that an attribute was being improved more than once, you cannot make the substitution.

Humans

There's a reasonably strong chance that you, the reader, are human. Often referred to simply as the "Race of Man," Humans are an adaptive and expansionist race, with a tendency towards colonization and innovation—they are as varied as the many cities, plains, hills, and forests from which they hail.

Human lifespans are about 70 years in length. Most humans reach adulthood at about age 18, although some cultures vary.

Human adventurers are extremely varied, from military officers to knights, to priests, to wizards.

Statistics

- **Size:** Medium
- **Attributes:** LUC +2, add 2 to one other attribute, and add 1 to one further attribute
- **Skill Choices:** *[crafting]*, *[gaming]*, *[lore]*, *climbing*, *dungeoneering*, *running*, *sailing*, *swimming*

Exploits

- ***Explorers.*** Driven by an inquisitive, exploratory nature, Humans gain bonus XP equal to their grade every time they take a journey of more than one week. They cannot gain this bonus more than once per month.
- ***Varied.*** Human boast more variation within their race than most. Add 2 to any attribute, and add 1 to a further attribute (noted above).

Ogres

Ogres stand 7 feet tall. Towering masses of muscle, accompanied by green skin and bestial tusks, Ogres have a well-earned reputation for stupidity.

Ogres have greasy, lice-ridden black hair, and are often covered in warts and other blemishes. They smell terrible, and an indescribable odor reminiscent of a mixture of stale sweat and rotting food.

Ogres are technically goblinoids, distantly related to orcs and goblins, but some giant blood was added in the long past. They are brutish, prone to violence, and tend to act on instinct.

Ogre adventurers tend to be mercenaries and soldiers. Tribal in nature, those which have joined adventuring outfits tend to curb their worst instincts and possess slightly higher intelligence than their wilder brethren.

Typical names (male and female): Lúrbag, Lugog, Gorrat, Ugbug, Bolglúk, Maudush, Radhur, Ugdush, Grishog.

Statistics

- **Size:** Large
- **Attributes:** STR+3, END +3
- **Skill Choices:** *axes*, *brawling*, *bravery*, *carrying*, *clubs*, *hardy*, *intimidate*, *swords*

Exploits

- ***Acid Blood.*** Ogres have acidic blood. In addition to gaining an additional 5 Soak (acid), melee attackers which cause more than 10 slashing or piercing damage in a single blow take 1d6 acid damage from the blood splash.
- ***Darksight.*** Ogres can see in the dark as though it were normal daylight.
- ***Smelly.*** No matter what they do, Ogres smell bad. They take a permanent –1d6 penalty to any attempts at stealth.
- ***Thick Hide.*** Ogres are extremely tough, with leathery skin. They gain +2 natural Soak to physical attacks.

Grand Elves

Grand Elves are an ancient race. Masters of gunpowder, there is nothing more awe-inspiring than the sight of ranks of Grand Elves lined up with their muskets in the driving rain, felling row after row of charging goblin hordes. Tall, pale, and serious, Grand Elves are strong believers in the good of the community being more important than that of the individual.

Grand Elves are slightly taller and slimmer than humans, with a grave, stoic bearing. Their ears are pointed, and their faces tend towards the angular. They are immortal, and do not age past middle-age, although can still be slain by accident, illness, or violence.

Music is important to Grand Elves. Most are able to play one or more musical instruments, and singing comes naturally to them. Their music is beautiful and ethereal.

Grand Elf adventurers tend to be musketeers, alchemists, and sailors.

Typical names (male and female): Nimrothor, Anduilas, Galmoth, Earros, Mabborn, Celelas, Mirairë, Glorgolfin, Lúfindel, Arwë.

Statistics

- **Size:** Medium
- **Attributes:** AGI +2, LOG +2, LUC –2, MAG +3
- **Skill Choices:** *[musical]*, *alchemy*, *intimidate*, *law*, *leadership*, *muskets*, *pistols*, *sailing*, *swords*

Exploits

- ***Cultural Weapon.*** Grand Elves begin play with a free musket or pistol.
- ***Fey.*** Elves of all types are considered Fey.
- ***Magic Sense.*** Grand Elves can sense magic within 10' of them. They can intuitively sense the presence of magic, but not the power level, type, direction, or exact location.
- ***Meditation.*** Grand Elves do not need to sleep. They may sometimes choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.
- ***Naturally Magical.*** Grand Elves begin play knowing one free magical secret.

Sylvan Elves

Wild, fierce, and at one with nature, Sylvan Elves live in the woodlands and forests, armed with bow and spear. Sylvan Elves can be xenophobic at times, and are well-trained in the arts of both war and nature.

Sylvan Elves are slim, like their Grand Elf cousins, but much shorter, at about 5 feet in height. With pointed ears, their skin tones tend to be dark or earthy, their hair brown, black, or sometimes with a greenish tinge. Unlike the Grand Elves, Sylvan Elves are not immortal. However, they have extremely long life spans of up to two-thousand years.

Naturally magical, Sylvan Elves know the words and spells of the forest. They are known to talk to plants and command animals. At home in the trees, Sylvan Elves are also adept at hiding their presence, and more than a few unwary intruders have found themselves ambushed upon entering Sylvan woodlands.

Sylvan Elf adventurers tend to be priests, rangers, and druids.

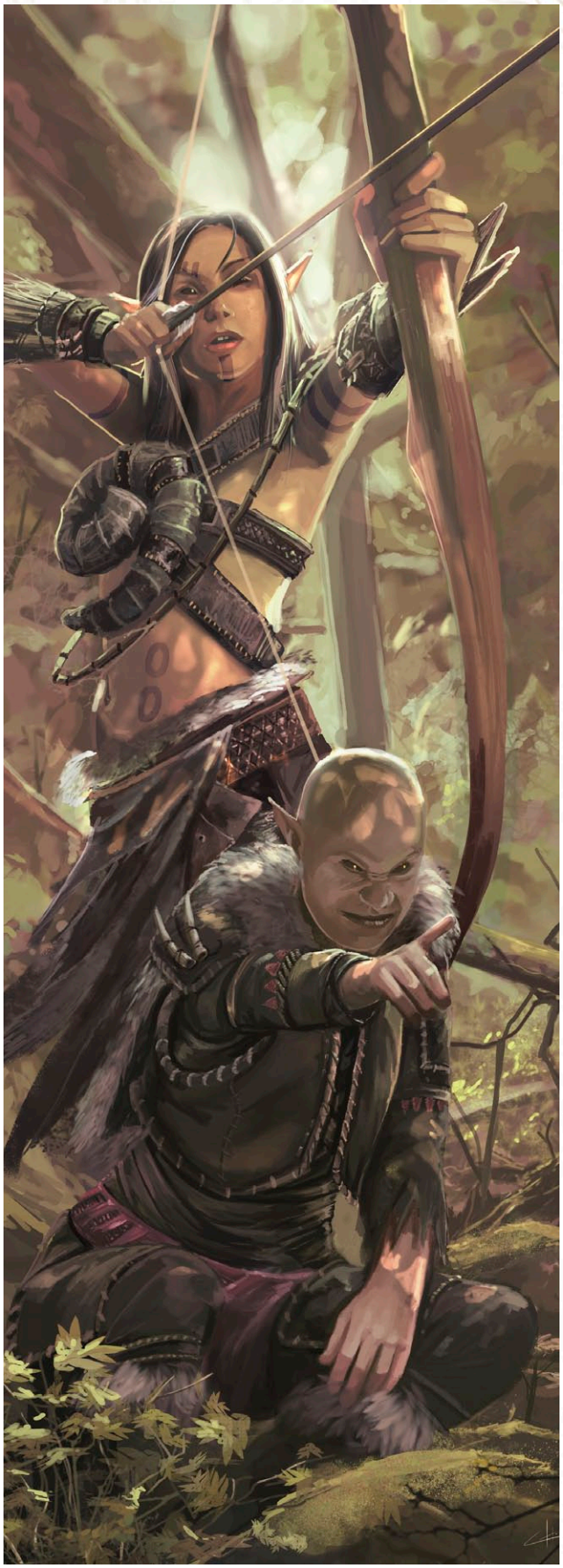
Typical names (male and female): Ashonn, Branmer, Kozain, Kalier, Tereval, Rathell, Sinehan, Nerrat, Dukhon, Deerenn, Delon, Mayen.

Statistics

- **Size:** Medium
- **Attributes:** AGI +2, END +2, MAG +2
- **Skill Choices:** *animal handling*, *bows*, *climbing*, *herbalism*, *nature*, *running*, *stealth*, *survival*, *tracking*

Exploits

- ***Fey.*** Elves of all types are considered Fey.
- ***Healthy.*** Sylvan Elves are completely immune to illness and disease of a non-magical nature.
- ***Nature Affinity.*** All Sylvan Elves know either the *secret of plants* or the *secret of beasts*.
- ***Trance.*** Sylvan Elves do not need to sleep. They may choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.
- ***Tree-Dwellers.*** Sylvan Elves gain a Climb speed equal to their regular Speed.
- ***Unimpeded.*** Sylvan Elves are not affected or slowed by difficult terrain.



Mountain Dwarves

Mountain Dwarves are a sturdy folk who live in great mountain strongholds. They have a love of treasure, and great skill at mining and engineering.

Sometimes gruff, they can be very serious about their work, but are amongst the world's greatest carousers.

An honorable race, Mountain Dwarves tend toward the serious-minded, although their reputation for sometimes excessive pride is not undeserved. Craftsmen, engineers, miners, metalworkers, stone workers—Mountain Dwarves are skilled with their hands, and most are equally skilled using weapons reminiscent of the tools of their trade. Hammers and axes, therefore, are common Dwarven weapons.

Mountain Dwarves, like most Dwarves, are stocky and broad. They stand about 4 feet tall; the males almost invariably sport beards, while the females do not. They are stronger and tougher than Humans, though they lack grace and agility. Mountain Dwarves are mortal; they live for about 250 years on average.

A reputation for greed follows all Mountain Dwarves. Almost every member of the race is born with an innate appreciation of precious metals and rare gems, and much of their industry has historically been based around these things.

Mountain Dwarf adventurers are usually warriors. They tend to shun magic, and have no innate natural ability.

Typical names (male and female): Kibur, Bruebur, Finor, Donor, Bomnor, Toin, Barin, Dwali, Gimlin, Babur.

Statistics

- **Size:** Small
- **Attributes:** END +2, WIL +2.
- **Skill Choices:** *[crafting]*, *alchemy*, *appraisal*, *axes*, *engineering*, *carousing*, *hammers*, *mining*

Exploits

- ***Darksight.*** Mountain Dwarves can see in the dark to a distance of 60', and when underground can see in the dark to any distance as though it were daylight.
- ***Earthy.*** Mountain Dwarves automatically know the *secret of earth*, although Mountain Dwarves with Magic attributes are rare.
- ***Iron Constitution.*** Mountain Dwarves are not affected by non-magical poisons, with the exception of alcohol.
- ***Sturdy.*** With a low center of gravity, it is hard to knock a Mountain Dwarf down. Any attempt to do so suffers a –2d6 die penalty.

Orcs

Orcs are tribal, aggressive, violent, quick to anger and easy to offend. Strong and tough, Orcs can be a little slow on the uptake.

The warlike Orcs have a barbaric, strength-based society. Orcs venerate warriors to the extreme, and include violence in most social rituals. Orcs believe that those who die gloriously in battle are guaranteed an afterlife of drinking, carousing, and fighting.

Orcs tend to be slightly taller, stronger, and broader than humans, with green skin and black hair. Their ears are pointed, and some historians claim they are an ancient corrupted mockery of the Elves. Like Ogres, they are goblinoids, perhaps with Elven lineage in the distant past.

Orcs tend to be crafty and cunning, both on the battlefield and elsewhere. They are adept at crafting weapons, and wield many custom blades with unusual shapes. Equally, they are at home underground.

Orcs excel at soldiery and other warrior pursuits.

Typical names (male and female): Kevak, Deshe, Brael, G'Vera, Dracla, K'Ehleyr, Kellein, Kargan, Kalan, Adjur

Statistics

- **Size:** Medium
- **Attributes:** STR +2, AGI +2, INT +3.
- **Skill Choices:** *[combat]*, *blacksmithing*, *carousing*, *hunting*, *intimidation*, *mining*, *running*, *tactics*, *tracking*

Exploits

- ***Bloodlust.*** Once per day an Orc can drink fresh blood to recover 2d6 Health. This takes an action. The blood must come from a creature slain in the last hour.
- ***Darksight.*** Orcs can see clearly in the dark as though it were daylight. However, bright sunlight hurts their eyes, inflicting a –2 Defense penalty.
- ***Glory.*** Orcs take pleasure in battle, and pride in their wounds. When reduced to below half Health, they gain a +1d6 die bonus to attack rolls.

Smallfolk

Smallfolk are welcome in most places. Standing at about 3 feet in height, with ruddy cheeks and simple clothing, they have a reputation for good cheer and friendliness. Homebodies, Smallfolk are agile and resilient, and are good with their hands. They make excellent farmers and shopkeepers.

Smallfolk favor simple clothes in bright colors. They tend towards the stout (though not nearly so much as Dwarves), and live to over 100 years of age. They boast pointed ears, although not as pronounced as those of the Elves, and frequently hidden by their curly hair.

Jovial in nature, it can be hard to make a Smallfolk take offense. Smallfolk will put a positive spin on almost anything, a trait which endears them to many. They are as generous as they are jovial, and always happy to welcome others to their homes: indeed, entertaining others is a prime instinct for the Smallfolk.

Many view the Smallfolk as weak, sometimes even cowardly. While it is true that the race does not tend towards violence, a cornered Smallfolk will defend his or her friends to the death. In truth, Smallfolk are the most courageous of all races.

Typical names (male and female): Dobur, Thrari, Kirin, Borin, Boli, Filin, Gimnor, Thrarin, Dwain, Dolo, Kibur.

Statistics

- **Size:** Small
- **Attributes:** AGI +2, CHA +2, LUC +2, MAG +1.
- **Skill Choices:** *[crafting]*, *appraisal*, *bluffing*, *brewing*, *cooking*, *diplomacy*, *farming*, *fishing*, *slings*, *stealth*, *thievery*

Exploits

- ***Evasion.*** Smallfolk are nimble and adept at dodging. They gain a +2 bonus to either their Melee Defense or their Ranged Defense. This bonus does not stack with other exploits which increase your Defense scores.
- ***Stubborn.*** Smallfolk are difficult to enchant. They gain a +4 bonus to their Mental Defense. This bonus does not stack with other exploits which increase your Defense scores.

Careers

Careers are occupations held by characters over the course of their lives. Characters may hold multiple careers over a period of many years, and gain knowledge and skills from each. What's O.L.D. Is N.E.W. uses a "life-path" system to create and advance characters.

Characters begin play with five careers. Choose **one origin** and **four further careers**. When you choose a career, you gain attribute increases, skill ranks, and unique exploits.

Prerequisites. Careers do not have career prerequisites, but they can have skill prerequisites. A skill prerequisite can be thought of as a qualification—an ability to demonstrate competence in a given area. Specific game settings may have more stringent prerequisites—for example, a wizarding organization might require that a character complete the Mage career before becoming a Necromancer. The GM should inform players of any setting-based prerequisites such as organizational career ladders.

Skills. Characters may choose *two* skills from each career grade. Defensive skills—*acrobatics*, *bravery*, *concentration*, *conviction*, *discipline*, *dodging*, *foresight*, *leadership*, *meditation*, *psychology*, *religion*, and *rulership*—are always available. Listings in *[square brackets]* indicate categories; the player may choose any skill from the indicated category or create a new relevant skill. A completed grade 5 character will have a total of 13 skill ranks (3 race skills and 2 career skills per grade).

Attributes. Characters advance 4 attribute points from each career grade. Apply *all* listed attribute adjustments. You may optionally choose to substitute one of the attributes listed for either one of your racial attributes, or for your hook attribute, as long as doing so doesn't grant you a duplicate attribute advancement.

Exploits. Choose *one* of the listed exploits or select a universal exploit. You may only choose each once, unless that exploit specifically indicates otherwise. Some exploits have prerequisites, which are noted in their description—you must meet that prerequisite before selecting the exploit. Occasionally, an exploit may appear in more than one career; you may still only select it once, even if you choose both careers.

Repeating Careers

You can take careers multiple times (except for origins, which can only be taken once). Each time you take the career, you choose two skills, apply the attribute increases again, and select one of the available exploits. Once you have exhausted all of the listed exploits through repetition of a career, you may select a universal exploit instead when you advance a grade in that career.

Career List

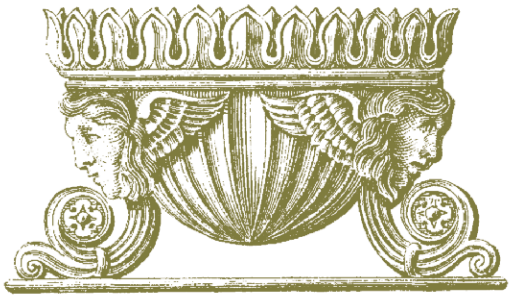
Below is a full list of all careers, sorted by type.

- *Origin*. Acolyte, Farmhand, Noble, Page, Primitive, Slave, Urchin, Wizard's Apprentice.
- *Academic*. Alchemist, Herbalist, Loremaster, Smith, Undead Hunter.
- *Criminal*. Assassin, Burglar, Pirate, Prisoner, Ruffian.
- *Magical*. Cleric, Diabolist, Druid, Firemage, Inquisitor, Mage, Necromancer.
- *Military*. Archer, Knight, Knight-Errant, Man-at-Arms, Musketeer, Squire, Watchman.
- *Vocational*. Barbarian, Berserker, Gladiator, Minstrel, Ranger, Sailor, Warrior-Monk.

Origins

Origins can only be taken at the time of character creation. They represent a character's upbringing and childhood prior to their embarkation upon their first real career.

Some races have race-specific origins. You can take an origin multiple times (after the first time, they each take only 1d6 years), but once you leave an origin, you can never go back.



Acolyte (2d6+6 years)

A childhood spent in a monastery taught you well for a life of piety.

Prerequisites: none.

Attributes: INT +1, WIL +1, CHA +1, LUC +1

Skill Choices: *[artistic]*, *[magical]*, *herbalism*, *intuition*, *linguistics*, *meditation*, *medicine*, *religion*

Daily Worship. Once per day, you may pray to your deity and refresh your Luck (or "faith" as you view it) dice pool.

Farmhand (2d6+6 years)

You grew up on a farm, learning how to manage crops and livestock.

Prerequisites: none.

Attributes: STR +1, END +1, LUC +2

Skill Choices: *animal handling*, *farming*, *fishing*, *herbalism*, *nature*, *survival*

Outdoorsman. You know the *secret of plants*.

Noble (2d6+6 years)

You had a privileged upbringing surrounded by luxury.

Prerequisites: none.

Attributes: LOG +1, CHA +1, LUC +1, REP +1

Skill Choices: *[artistic]*, *[gaming]*, *carousing*, *linguistics*, *leadership*, *[performance]*, *religion*, *swords*

Silver Spoon. Your wealthy upbringing means that you start play with 1,000 bonus gold coins and a superior quality set of clothing.

Page (2d6+6 years)

You spent years in the service of a lord or lady, learning the ways of court, running messages, cleaning, and serving a noble.

Prerequisites: none.

Attributes: AGI +1, INT +1, CHA +1, REP +1

Skill Choices: *[artistic]*, *[gaming]*, *heraldry*, *history*, *linguistics*, *[performance]*, *running*, *riding*

Page Gear. You start play with a superior set of clothing and a high-quality musical instrument.

Primitive (2d6+6 years)

You grew up in a tribe where you knew little of civilization.

Prerequisites: none.

Attributes: STR +1, AGI +1, END +1, INT +1

Skill Choices: *[outdoor]*, *herbalism*

Fleet. You gain +2 to your Speed when outdoors in a non-urban environment. This does not stack with other exploits that add to your Speed.

Slave (2d6+6 years)

A lifetime of slavery and labor has toughened you both mentally and physically.

Prerequisites: none.

Attributes: END +2, INT +1, WIL +1

Skill Choices: *[crafting]*, *animal handling*, *farming*, *mining*, *[performance]*

Hardship. A life of oppression has taught you to endure hardship; you gain an extra death/dying countdown die when reduced below 0 Health.

Urchin (2d6+6 years)

A rough childhood on the streets taught you how to survive.

Prerequisites: none.

Attributes: AGI +1, INT +1, END +1, LUC +1

Skill Choices: *perception*, *[performance]*, *running*, *stealth*, *survival*, *thievery*

Life on the Streets. Accustomed to sleeping rough, you heal a bonus 1d6 Health each day.

Wizard's Apprentice (2d6+6 years)

Your childhood was an academic one of study and lore.

Prerequisites: none.

Attributes: INT +1, LOG +1, MAG +1, REP +1

Skill Choices: *[artistic]*, *[lore]*, *[magical]*, *hypnotism*

Prestidigitation. You learned little magical tricks to help with your chores as an apprentice. You are able to use small displays of magical prestidigitation at will to assist you with day-to-day inconveniences: cleaning clothes, keeping the rain or mud off, a tiny reading light, polishing silverware, and the like.

Careers

You can take careers multiple times. Each time you take the career, you choose two skills, apply the attribute increases again, and select one of the available exploits.

If a career is repeated, additional grades are referred to by their title, as shown in the table. For example, an archer who has taken the Archer career four times is regarded as a seasoned archer. This ranking system applies only to grades within a career, not to a character's total grade.

Career Grades

Grade	Experience
1	Novice
2	Practiced
3	Experienced
4	Seasoned
5	Veteran
6	Doyen

Criminal Careers

From low level street thugs to gangsters to smugglers, all criminal careers carry the added risk of prison. After taking a grade in a criminal career, roll 1d6. On a roll of 1 you must next take the Prisoner career.

Alchemist (1d6 years)

Alchemists mix potions and substances and transform substances from one to another. Creating elixirs in bubbling cauldrons and seeking the secrets of magical chemistry, alchemists are creators. Many make a living selling their concoctions. Unlike herbalism, alchemy involves a touch of magic.

For each alchemical concoction, you should create a unique process; for example, it might require you to dilute amber in a jade keg or cool mercury in a ruby flute.

Prerequisites: *herbalism*, *alchemy*

Attributes: LOG +1, END +1, MAG +1, REP +1

Skill Choices: *alchemy*, *animal handling*, *brewing*, *concentration*, *cooking*, *medicine*

Concoction. Choose one status track (see the list on page 41). You can spend five minutes to create a concoction which, when drunk (and a MAG vs. the appropriate Defense attack is made), moves the recipient one stage along the chosen track. You may take this exploit multiple times, choosing a new status track each time.

Careers & Ranks

For those who wish to add an additional level of realism into the career path system, you can use these optional rank advancement rules. A military or watchman's rank increases as she takes more career grades, but as she rises in rank it becomes harder to progress.

An archer or soldier begins as a Private, and a watchman begins as a Guard. Each career grade thereafter offers an opportunity for promotion. Simply make a REP check each time you take a grade; your GM will inform you if your new grade allows for a military or nobility promotion. The difficulty of the REP check is based on your next rank. If you succeed, you pass whatever exams, boards, or other entry requirements exist, and gain the new rank.

Having players with characters of different ranks within the same structure can cause problems. Generally speaking, you should not try to enforce rank-based behavior between players—having some players able to tell other players what to do generally makes the game less fun for players of lower ranked characters. Instead, the rank should be treated as part of the character's background, and not used as a bludgeon against other players. In this situation, a friendly agreement between players (not characters) can make the game better for everybody.

The above list is for two sample organizations and feudal nobility, but your own game setting will have its own structures with their own ranks. This system can be used for any type of organization, including holy orders or wizarding organizations.

Rank Advancement

Military Rank	Watchman Rank	Nobility	Promotion Difficulty
Private	Guard	Peasant	—
Lancepesade	Constable	Yeoman	Automatic
Corporal	Lance-Constable	Gentleman	*Easy [7]*
Sergeant	Corporal	Esquire	*Routine [10]*
Lieutenant	Sergeant	Knight/Dame	*Challenging [13]*
Captain	Captain	Baronet	*Difficult [16]*
Major	Deputy Inspector	Baron/ Baroness	*Demanding [21]*
Marshall	Inspector	Viscount/ Viscountess	*Strenuous [25]*
Colonel	Deputy Commander	Earl/Count/ Countess	*Severe [29]*
General	Commander	Marquess/ Marquis	*Herculean [33]*
Field Marshal	Chief of Watch	Duke/Duchess	*Superhuman [37]*
High Constable	Commissioner	Archduke/ Archduchess	*Impossible [40]*

Explosive Alchemy. You can create an explosive concoction using your alchemy kit. This takes a full round (two actions), and the concoction can be thrown (range increment 3, radius 5', damage 3d6 fire). The concoction remains potent for 5 minutes before it stops working.

Gaseous Concoction (requires Concoction,* alchemy *5). Your concoction can be thrown in a glass bottle which breaks on impact, creating a 10' radius area of gas lasting for 1 minute. This effect attacks any creatures which enter or start their turn in the cloud.

Greater Healing Potion (requires Healing Potion,* alchemy *3). Your healing ability using your alchemy kit improves. You may now restore 3d6 Health.

Healing Potion. You can use your alchemy kit to heal 2d6 Health in yourself or any creature you can touch. No creature may benefit from this more than once per day.

Sticky Concoction (requires Concoction,* alchemy *3). You may turn an already-created concoction into a substance which can be applied to an edged weapon. The next successful damaging attack made by that weapon will deliver the concoction to the target as though the target had drunk it. The substance only remains potent for one successful attack or for five minutes, whichever comes first.

Strong Concoction (requires Concoction, alchemy 3). One concoction you can create using the Concoction exploit now moves targets two stages along that status track.

Protective Oil. You may spend 5 minutes to create an oil which, when smeared over a creature, grants it Soak 2 against one damage type. This is enough to protect against climate-based effects.

Archer (1d6 years)

You joined the army as an archer, manning walls and front lines in times of war.

Prerequisites: AGI 3+

Attributes: STR +1, AGI +1, LUC +1, REP +1

Skill Choices: *bows*, *carousing*, *perception*, *survival*

Bowyer. You know how to maintain your equipment. One standard quality bow becomes a high quality weapon, as long as you spend an hour maintaining it every day.

Careful Aim. When aiming, your bonus to hit increases to +2d6.

Double Shot. You notch two arrows and let both fly simultaneously. Each must be directed at a different target, and both targets must be within 10' of each other. You cannot combine this ability with any other exploits.

Intercepting Shot (requires INT 8+; Rapid Shot). You can shoot another arrow out of the sky as a reaction. Roll an opposed attack roll against that of the attacker's arrow; if you succeed, the arrow is split and falls harmlessly to the ground.

Long Shot. You have an eye for distance. You can double the range increment of a bow by taking a –1d6 die penalty to damage.

Rapid Shot. You fire faster; once per turn you can fire two shots at a single target instead of one.

Stand Your Ground (requires AGI 8+; Rapid Shot). As long as you do not move, you can plant arrows in the ground and loose two shots every action.

Assassin (1d6 years)

You have mastered the skills of a stealthy killer for hire.

Prerequisites: *stealth*

Attributes: AGI +1, INT +1, WIL +1, REP +1

Skill Choices: *[melee weapon]*, *[ranged weapon]*, *disguise*, *herbalism*, *intimidate*, *perception*, *stealth*, *thievery*

Create Poison. Using an herbalism kit, you can create a poison in five minutes. The poison will remain effective for five further minutes, and is administered via food or drink, doing 6d6 poison damage.

Death Blow (requires Surprise Attack). Your damage bonus for attacking unaware targets increases to +3d6.

Poison Resistance. You become resistant to poisons, gaining Soak 5 (poison). You can take this exploit multiple times, gaining an additional Soak 5 (poison) each time you do.

Quiet Kill. You are a master of silent death. Any target you kill during the ambush turn dies silently and without obvious visible signs. Nobody notices the target is dead for one minute; thereafter, noticing the target is dead requires a *Strenuous [21]* INT check.

Surprise Attack. If you successfully hit a target that is unaware of you, you gain a +2d6 damage bonus.

Weak Point. Once per enemy you may ignore any Soak score it possesses by targeting a weak spot. You can never use this ability on the same enemy again.

Barbarian (1d6 years)

Tribal warriors from the very fringes of civilization, barbarians are wild and uncouth. Barbarians exemplify physical prowess and natural prowess, but can feel uncomfortable in enclosed spaces.

Prerequisites: None

Attributes: STR +1, END +1, AGI +1, INT +1

Skill Choices: *[physical]*, *[outdoor]*, *axes*, *hardy*, *herbalism*, *spears*, *swords*

Beastly Visage. You have modified your body in various ways (scars, tattoos, piercings) as to make yourself as intimidating as possible. With a CHA vs. Mental Defense attack, you can move a target who can see and hear you one stage along the Fear status track.

Feral. You gain a bite attack; your natural damage increases by +1d6 and becomes piercing damage.

Magic

Magic (see Chapter V, Elements of Magic) is a supernatural power used by various careers, including the Mage, Cleric, Druid, Alchemist, Necromancer, and more.

Some careers grant unique exploits (the Firemage, for example, gains abilities which control or resist fire). In addition to these career exploits, any creature with a MAGIC attribute can use magic; those with high MAGIC attributes can use it more effectively.

Magic-users need two things. They need to know *skills*, which include various things you can do with magic—these include things like *abjuration*, *creation*, and *divination*. They also need to know *secrets*, which are keyword-based exploits like *fire*, *earth*, *fey*, *birds*, *plants*, *good*, *evil*, and so on. The two combine in a verb-noun (skill-secret) fashion to make spells—for example, *create fire*, *abjure evil*, or *charm beasts*. This combination essentially tells you what you can do with magic, and the higher your MAGIC attribute, the more powerful your magical effects will be.

You gain skills the normal way—by selecting them when you take careers. You gain secrets in the form of exploits, either as universal exploits bought with Experience Points, or as career exploits granted by magical careers. Some races, also, grant secrets—all Sylvan Elves, for example, start play knowing either the *secret of plants* or the *secret of beasts*.

The important thing to know during character creation is that gaining magical skills and secrets is important. You should list all the magical skills and secrets you know. All sentient creatures know the *secret of self*.

Patrons & Virtues

While some practitioners of magic gain power through knowledge, others beseech mysterious entities for intervention—some claim that they are favored by the gods. Druids fall into this category, as do clerics, both evil and good. Where a mage will cast a spell, a worshiper will call upon a higher power. This applies also to diabolists, for not only gods grant favors to mortals.

A patron always defines a virtue—often Good or Evil—in addition to any portfolio it may have. The eternally unchanging virtues of angels, devils, demons, and undead come from the wellspring of a god's divine power. Mortals, however decent or villainous, almost always have the free-willed virtue (which makes them immune to most virtue-based effects), but a very devoted cleric can eventually become one of those rarities: a mortal with a virtue.

A virtue is a blessing and a curse. It can grant power over things aligned to it and can be hurt, dispelled, or abjured against. There is no finite list of virtues—Good and Evil are common and used in this book, but others might include Greed, Wrath, Charity, and more. Virtues form secrets, just like elements and creatures do. You can therefore learn the *secret of good* or the *secret of avarice*.

Fleet of Foot. In an outdoor environment, you gain a +2 bonus to your SPEED. This does not stack with other exploits that add to your SPEED.

Hides and Skins. You know how to make the most out of basic gear. Hide armor worn by a barbarian counts as one quality level higher than it actually is.

Iron Skin (requires Leathery Skin). Your natural SOAK bonus increases to +4.

Keen Senses. You gain +1d6 to perception checks.

Leathery Skin. You gain +2 natural SOAK from hard, conditioned, leathery skin.

Mighty Leap. Your horizontal free jump distance increases by 5' (one square).

Natural Serenity (requires Sacred Terrain). In your chosen sacred terrain, you may pause for five minutes once per day, reflecting on nature and speaking to the Old Gods, to recover your full HEALTH.

Primal Charge (requires Fleet of Foot). When charging, you howl and screech, moving twice your SPEED and gaining +2d6 to damage.

Reap the Whirlwind. You may spend two actions to make one melee attack against every adjacent foe. You cannot add additional exploits to these attacks.

Sacred Terrain. Choose a terrain type, such as forest, plains, ocean, or mountains. You gain a +1d6 to all dice pools when in that terrain; this is still limited by your maximum dice pool.

Scarred Visage (requires Beastly Visage, Leathery Skin). You are covered in scars. You are immune to the Bleeding status track below the Extreme stage.

Set in the Old Ways. You gain +5 to your Mental Defense.

Trophy Collection (requires Set in the Old Ways). You collect gruesome trophies from your vanquished foes—teeth, skills, bones, etc. Each trophy replenishes one Luck die in your Luck dice pool, and loses its power once the Luck die is spent. You may only claim a trophy if you delivered the killing blow to a creature of Medium size or larger.

Berserker (1d6 years)

Some barbarians become berserkers—raging warriors of fury.

Prerequisites: STR 6+, Feral exploit

Attributes: STR +1, END +1, CHA +1, LUC +1

Skill Choices: *[physical]*, *[unarmed]*, *axe*, *hardy*, *spear*, *sword*

Fearless (requires Frenzy). While frenzied, you are completely immune to the Fear status track.

Frenzy. You can fly into a berserk rage. When berserk, you must always attack the closest active enemy. You gain Soak +5 (even when wearing armor) and +1d6 damage. In each round you rage, you take 1d6 damage; you do not stop raging until you pass out or until all enemies are dead.

One with Nature (requires Frenzy). When frenzied and wearing no armor, you gain a +2 Melee Defense bonus.

Regenerate (requires Frenzy). Every time you deal a killing blow while frenzied you gain +1d6 Health.

Burglar (1d6 years)

You become a master thief, able to infiltrate the most secure of locations. Some cat burglars work for hire and conduct industrial espionage, while others prefer to steal valuable artifacts and jewels from museums and high security vaults.

Prerequisites: *stealth*

Attributes: AGI +1, INT +1, LUC +1, REP +1

Skill Choices: *acrobatics*, *appraisal*, *climbing*, *escape artist*, *jumping*, *stealth*, *thievery*

Cat Burglar. An expert at climbing, you do not take any die penalties in combat while climbing (climbing normally inflicts a –2d6 die penalty).

Climber [requires Cat Burglar]. Your climbing speed becomes equal to your regular Speed.

Heist. You commit a robbery. Gain a bonus 3d6×100 gc. You may repeat this exploit, gaining 3d6×100 gc each time.

Locksmith. You gain a exceptional quality lockpicking kit. This gives you a +2d6 bonus to attempts to pick locks.

Sixth Sense. You have a sixth sense when it comes to traps, and gain a +2d6 bonus to spot them and a +1d6 bonus to avoid or disarm them.

Cleric (1d6 years)

The cleric devotes his or her life to a higher power, hoping to serve that power's will. Whether that power is a noble god or a vicious demon lord, the cleric gains power from faith and learns to wield magic in the service of that deity. Because clerics deal more in abstract realms of soul and spirit, their magic has a definite slant toward the intangible, generally eschewing direct offensive magic in favor of spells that affect creatures' essence and behavior, or that make creatures more or less able to fight. Clerics are also trained to be capable warriors, able to defend themselves physically if their spells fail them.

Most clerics worship one specific deity from a pantheon, but still respect other members of that pantheon, even if they are not actual followers. The agendas of deities' worshipers may conflict in the realm of mortals, but it is folly to defy even enemy deities. Thus, though a cleric may choose to change the deity he or she reveres, if the clerics truly abandons the pantheon, he or she will never be accepted by any deity, being forced to rely on mortal magic alone.

Prerequisites: *religion*.

Attributes: WIL +1, LOG +1, CHA +1, MAG +1

Skill Choices: *[magical]*, *herbalism*, *history*, *leadership*, *local knowledge*, *maces*, *medicine*, *religion*, *staves*

Beatification (requires* religion *6). You gain the virtue of your god. Additionally, all damage you do is damage of that virtue type, whatever the delivery instrument.

Blessing/Curse (requires Portfolio). You can issue a blessing or a curse. This takes one minute, lasts one hour, and affects one creature within 30'. A curse makes the target unable to access its LUC pool; a blessing grants it a bonus 2d6 to its LUC pool for the hour. Only one target can be blessed or cursed by you at any given time. You cannot bless or curse yourself.

Divine Touch (requires Portfolio). The potency of your touch increases. If you chose the *secret of good*, your touch can now heal 2d6 HEALTH. A creature can only be affected once by your healing touch per day. Alternatively, if you chose the *secret of evil*, your touch now also pushes your target one stage along the Nausea status track.

Portfolio. Choose either the Good or the Evil virtue, plus one elemental or creature secret from your god's portfolio.* If you choose the *secret of good*, your touch can heal 1d6 HEALTH as a single action (although any given creature can only benefit from this once per day). If you choose the *secret of evil*, it inflicts 1d6 evil damage beyond your natural damage.

Sense Virtue (requires Portfolio). You are able to sense the presence of (but not the location of) any beings or objects within 60' with a virtue opposite to that of the secret you chose.

DIABOLIST (1D6 YEARS)

A diabolist consorts with the infernal, and dabbles in the darkest and most dangerous of magical arts—he deals with demons and devils, risking his very soul in the process. A diabolist needs a strong will, for devils and demons know the powers of temptation, deceit, and the lure of pure evil. A diabolist knows how to summon infernal creatures and bind them to his will.

Prerequisites: *religion*, *secret of evil*

Attributes: WIL +1, CHA +1, LUC +1, MAG +1

Skill Choices: *[magical]*, *[social]*, *alchemy*, *concentration*, *knives*, *law*, *linguistics*, *religion*

Blood Magic (requires Faustian Pact). You are now able to cast spells for fewer MP by spilling your own blood. As an action, you may do either 1d6 or 2d6 damage to yourself; the MP cost of the next spell cast within one minute is reduced by the number of d6s damage you cause.

Demonic Traits (requires Faustian Pact). You begin to take on the appearance of the infernal. You may take this exploit up to six times. Each time you take it, roll 1d6 to determine the trait you gain; if a trait is duplicated, roll again.

1. *Horns*. +1d6 Magic Points
2. *Red eyes*. Darkvision 60'
3. *Claws*. +1d6 to unarmed damage
4. *Red skin*. SOAK 5 (fire)
5. *Hooves*. +1 SPEED
6. *Tail*. +1 AGILITY

Faustian Pact. Your Faustian pact begins, but power comes at a price. You gain 2d6 additional Magic Points. Whenever you cast a spell that uses those bonus MP, you take damage equal to the number of MP placed in that spell. However, you know that true power comes later to those who are patient.

Imp. You gain an imp familiar which will do your bidding. It will undertake dangerous tasks, but to persuade it to do something suicidal (or near-so) requires a *Difficult [16]* CHA check; if you fail, your imp betrays you.

* *The cleric presented here selects only from the Good and Evil virtues, along with any other secrets which form part of her god's portfolio. Other virtues do exist (see the sidebar on page 33), but this career assumes only those two. For divine portfolios, see Appendix A.*

Infernal Mysteries. You learn the basics of diabolism. You gain the *summoning*, *abjuration*, and *hexing* skills at 1 rank (1d6) if you do not already have them, and learn the *secret of demons*.

Druid (1d6 years)

Guardians of nature, druids are attuned with the natural forces of the world. Plants and animals are their allies, and druids frequently live in the wild, deep within forests. A druid typically wields a staff or sickle.

Prerequisites: *nature*.

Attributes: INT +1, WIL +1, END +1, MAG +1

Skill Choices: *[crafting]*, *[magical]*, *[outdoor]*, *herbalism*, *medicine*, *nature*, *staves*

Animal Affinity (requires Speak with Animals). With a successful CHA vs. Mental Defense check, you can shift an animal within 10' one stage along the Charm status track for one hour.

Animal Companion. You gain an animal companion in the form of a wolf or other beast with a maximum dice pool of 6d6 and a maximum LOG attribute of 2. This companion will accompany and defend you. If your companion dies, you attract a new companion in one month. However, if you abuse your companion (for example by sending it ahead to set off traps), it will leave you and you will never be able to replace the companion. The companion is bright for its species, but has no special intelligence or abilities. You may take this exploit multiple times, gaining an extra animal companion each time.

Ageless (requires Poison Immunity). You no longer age and become effectively immortal, saving accidental death.

Beast Form. You may transform into a small or medium-sized animal (and back again) once per day for up to one hour. You cannot speak in this form, and retain your own mental attributes, but otherwise use the animal's statistics.

Companion Link (requires Animal Companion). You gain a telepathic link with your animal companion with a range of 1 mile; this enables you to send it instructions and to see through its eyes.

Elemental Druid. You gain any two of the *secrets of air*, *earth*, *fire*, and *water*.

Greater Beast Form (requires Beast Form). You may now change into a large or tiny animal.

Nature's Passage. You can move through woodland areas and thick undergrowth without any speed reduction, and leave no tracks or traces of your passing unless you choose to do so.

Nature Priest. You gain the *secrets of beasts* and *plants*.

Poison Immunity. You become immune to all poisons and poison damage.

Speak with Animals. You may freely speak with animals, although they do not gain special intelligence or knowledge.

Animal Companions

Careers like the Druid, Mage, Pirate, and Knight all grant animal companions. An animal companion has a special bond with the character. It understands the character's instructions, and will carry out orders, but mistreatment (including putting the companion in unnecessary danger) will break the bond and cause the companion to leave. A character who loses his companion in this manner can never replace it.

If an animal companion dies, or is killed, the character may attract a new companion after a month has passed. This occurs naturally; a new animal will simply start following the character.

Firemage (1d6 years)

Firemages are fascinated by fire. They love the way it flickers and dances; they excel at creating flames, throwing fire, and creating and controlling infernos and conflagrations. Firemages can sometimes be identified by a scent of sulfur.

Prerequisites: *secret of fire*.

Attributes: MAG +1, AGI +1, CHA +1, LOG +1

Skill Choices: *[magical]*, *[lore]*, *[crafting]*, *bluffing*, *knives*, *perception*, *reactions*

Fiery Affinity. Your focus on fire grants you +1d6 to any attribute which interacts with fire or heat.

Fire Immunity (requires Fire Resistance). You become completely immune to fire or heat damage. Your vulnerability to cold, however, increases to 2d6.

Fire Resistance. You permanently gain Soak 5 (fire). However, you also suffer Vulnerability (1d6) to cold.

Firebolt (requires Flaming Touch). You can throw a bolt of fire as a single ranged attack (using your MAG attribute) which has a range increment of 30' and does 2d6 fire damage.

Firebolt, Greater (requires Firebolt). Your Firebolt's damage increases to 3d6 fire.

Firesculptor. You can "sculpt" fire easily; any non-magical flame within 30' can be shaped or enlarged as a single action and a mere effort of will as long as it remains within 30' (things outside can catch fire as normal, but you have no control over them).

Flaming Aura (requires Flaming Touch). You gain an aura (based on your size) of flame and heat, although you may suppress it easily. Creatures entering or starting a turn in this aura take 2d6 fire damage.

Flaming Touch. Your touch becomes hot enough to injure others, causing an additional 1d6 of heat damage beyond your natural damage.

Sticky Fire (requires Fiery Affinity). Every time you damage a foe with fire or heat damage, they are pushed one stage down the Fire status track.

Gladiator (1d6 years)

You fought in an arena for money and fame with a flashy combat style and a few dirty tricks.

Prerequisites: None

Attributes: AGI +1, END +1, REP +1, CHA +1

Skill Choices: *[combat]*, *acrobatics*, *dancing*, *intimidation*, *reactions*, *storytelling*

Crowd's Worship (requires Exhibitionist). You feed off the admiration of a crowd to the extent that if there are 6 or more non-participating people watching you fight, every time you defeat a foe, you gain 2d6 Health as you bask in glory.

Exhibitionist. Victory gives you strength. You replenish your Luck pool by 1 die every time you defeat an opponent.

Fake Wounds. Once per day, you may use your expertise in faking injuries to turn an actual blow into a pretend one. Your opponent, and all onlookers, will believe you have suffered the damage inflicted by the attack, but in fact it causes no damage at all.

Gladiator's Cut. Your successful strikes move your target one stage along the Bleeding status track.

Gladiator's Skills. You gain two of the following universal exploits: Disarm, Trip, Achilles Heel, Blinding Attack, Crippling Strike, Quick Stand, Taunt. You may repeat this exploit to gain two additional universal exploits from the list.

Showoff. You can make a CHA vs. Mental Defense attack in combat against a single target within 30' as a standard action to put on an intimidating and flashy display of prowess. If successful, the target is moved one stage down the Fear status track.

It took them an hour to reach the clearing where the feywort grew, which gave Master Flavius an opportunity to regale Arp with a learned discourse on the healing properties of sap.

"…For as the philosopher says, 'Anything purple that oozes from trees, will make a fine ointment to ward off disease.' What on earth are you doing?"

"I'm handing you the yarrow, like you asked."

"The yarrow?" The King's Herbalist stared. "I said the arrow, you fool! Behold: I am holding a bow. Did you think I was going to fire a volley of flowers from it?"

"I wasn't certain, master. Your arts are as yet beyond my understanding."

Flavius harrumphed. "Just so. Now that you mention it, the healers of the Capalotia tribe do perform medicinal rites wherein certain efficacious herbs are fired at the four quarters by means of a bow; or when a bow is not available they may be crushed to a powder, wrapped tightly in a broad leaf or a bit of cloth, and flung using a makeshift sling."

Arp never knew how many of these bits of lore were actually true, but he'd found that he could avoid a thrashing by giving his master a chance to boast of his knowledge. He returned the yarrow to his knapsack, but left it in a pocket that he could reach easily. Yarrow was good for staunching the flow of blood from a wound. And considering what traditionally guarded the feywort, Arp was sure they'd need it.

He withdrew a single arrow from the sack and passed it to Flavius. It was unlike any Arp had ever seen, carved with tiny holes along its length, and with brilliant, colorful feathers.

"Master, why don't you just keep that arrow in your quiver?"

"Because it is a special arrow. I mustn't risk firing it in haste when pursued by a mundane creature." Arp opened his mouth to ask another question, but Flavius cut him off. "You will see soon enough. Now be silent, and tread softly. They are near."

The pair crept quietly through the woods until the sun-drenched clearing was just in view. Through the trees Arp saw tiny figures fluttering and capering in the air.

Pixies. Horrible, swarming creatures whose needle-sharp claws and teeth could strip a man's bones clean in seconds.

Flavius fitted the strange arrow to the bowstring. He drew the bow, aimed it at the clearing, slowly let the air out of his lungs—and released. As the arrow flew through the glade, the wind whistled through its holes, sounding remarkably like a piper playing a sprightly tune. The feathers caught the sunlight and held it, so they flashed and sparkled with rainbow colors even as the arrow sped into the darkness of the trees beyond. Drawn by the light and noise, the excited pixies cried out and flew after it. Instantly the clearing was empty.

"Quickly now! We have no time to waste!" Flavius ran to the center of the clearing, with Arp close behind. There, growing in a clump, was the feywort. Its deep red leaves were dotted with silvery stalks, each one tipped with a drop of sweet nectar that pixies found irresistible. Sometimes the feywort's leaves closed around an incautious pixie, drawing it into a hidden bell-shaped cavity to be slowly digested. As a result of its diet of magical beings, the feywort's nectar could be used to make potions for curing wounds, attracting luck, repelling undead, breathing water, and at least twelve other impossible things.

Arp pulled a shovel out of the sack and thrust it into Flavius' outstretched hand. Without pausing, Flavius thrust its blade deep into the soft ground on which the feywort grew.

"Ouch!"

Arp and Flavius looked at each other in confusion. Then the ground heaved up beneath them. They stumbled back as a massive figure of packed dirt rose up before them, the feywort perched atop its head. The thing stretched and yawned like a man waking from a deep sleep, and blinked its pebble eyes as it gazed down at them.

"Woss all this, then?" it rumbled. "And izzat a swarm of pixies flyin' this way?"

Signature Move (requires Gladiator's Skills). Choose one exploit that you have learned from the Gladiator's Skills list. This becomes your signature move. You gain a permanent +1d6 when using that move.

Surprise Recovery (requires Fake Wounds). After using your Fake Wounds ability, you may make a single free melee attack until you make an actual regular melee attack. The free attack must be your first melee attack after using the Fake Wounds ability.

Unusual Weapon. Choose one of the following weapons: trident, net, spear. Weapons of that type count as one quality level higher when you use them.

Herbalist (1d6 years)

An herbalist knows how to gather, store, prepare, and administer herbs and herbal concoctions which have a wide variety of effects. An expert herbalist can, merely from gathering resources found in nature, create ointments and mixtures which protect, heal, or ward.

For each herbal mixture, you should create a unique name, such as soup of the spirit-wood weed, *or* incense from the blue-vine nut.

No creature can benefit from any of the herbalist's exploits more than once per day.

Prerequisites: INT 4+

Attributes: LOG +1, INT +1, WIL +1, LUC +1

Skill Choices: *alchemy*, *cooking*, *brewing*, *gardening*, *herbalism*, *medicine*, *nature*, *perception*, *survival*

Alleviate Condition. You can automatically devise an herbal concoction to relieve any condition (stunned, blinded, and so on) by mixing the herbs you have on you and adding additional components from your surroundings as long as you have your herbalism kit on you. This takes two actions (a full turn) and reduces any status track by one stage automatically. This does not affect permanent conditions.

Depressant. You can create a herbal mixture which decreases the die pool of one attribute by 1d6 for five minutes. You must choose the attribute when you select this exploit; you may select it multiple times and choose a different attribute each time. It takes one minute to create the mixture.

Healing Herbs. As long as you have your herbalism kit on you, you can heal an ally by 1d6 of Health as a single action. A given creature can benefit from this ability only once per day.

Herbal Ward. You can create a herbal abjuration effect (equal to a 0 MP spell) at will. It takes you one minute to prepare the herbs, and they remain usable for five minutes. Choose one creature type; any time a semi- or non-sentient creature of that type attempts to come within 10' of you (or the recipient of your herbs), it is subject to a LOG vs. Mental Defense attack. On a success, it may not come any closer for five minutes, at which point it may try again. The duration of the effect is 30 minutes.

Stimulant. You can create a herbal mixture which increases the die pool of one attribute by 1d6 for five minutes. You must choose the attribute when you select this exploit; you may select it multiple times and choose a different attribute each time. It takes one minute to create the mixture.

Inquisitor (1d6 years)

Inquisitors are magical bodyguards and interrogators skilled in uncovering plots and opposing enemy magic. Inquisitorial magic is subtle in its effects, with few sensory cues, but very distinctive with regard to its caster. Inquisitors learn to intimidate foes, so they typically growl their spells loudly and gesture clearly at their spell's targets. They use few directly offensive spells, though many can create flaming barriers for defense or to trap foes. Inquisitors are easily recognized by their masks, which they claim protect their souls from enemy magic. Most Inquisitor masks are wood or stone carved in the shape of bear skulls, and many Inquisitors favor bearskin cloaks. They seldom arm themselves with more than a claw-shaped dagger.

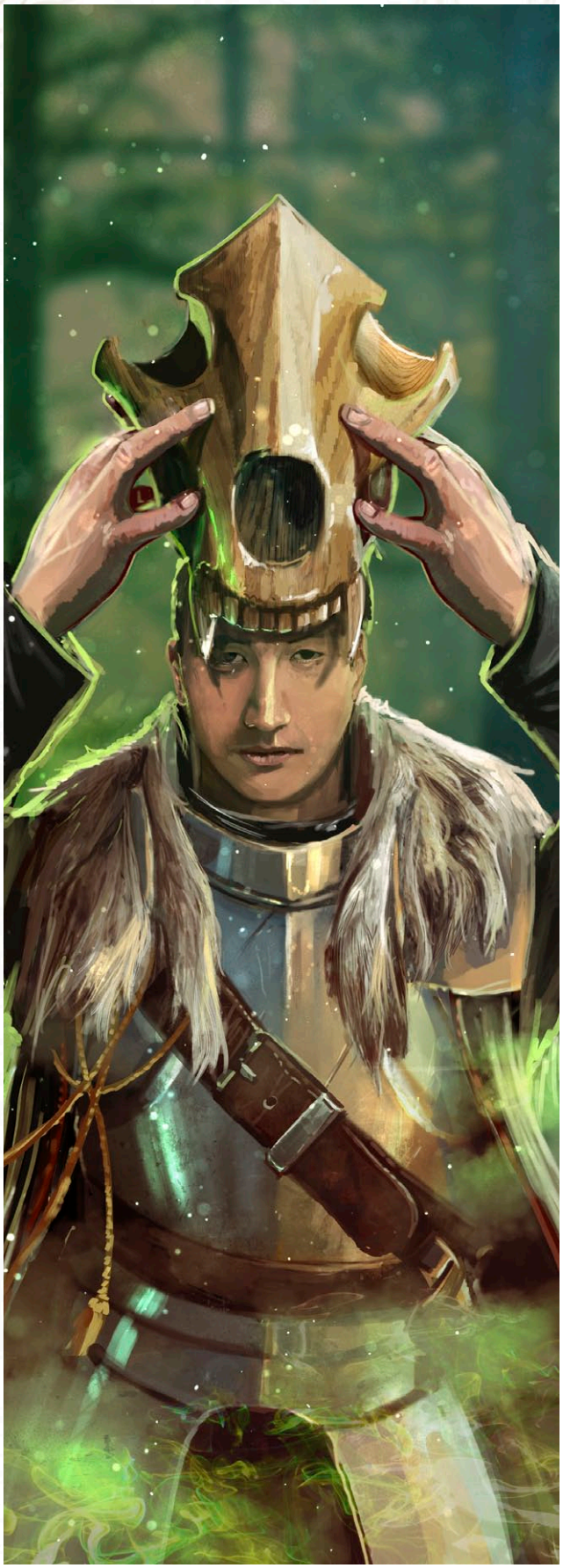
Inquisitors learn their spells from old spellbooks scribed by the founders of the Inquisitorial order centuries ago. These spellbooks are written in a civilized form of Orcish and are closely protected by the order. Experienced Inquisitors typically study other styles of magic to better counterspell it.

Prerequisites: *law*, *divination*.

Attributes: END +1, INT +1, WIL +1, MAG +1

Skill Choices: *abjuration*, *compulsion*, *divination*, *interrogation*, *intimidation*, *knives*, *law*, *religion*, *tracking*

Dispel Magic (requires Sense Magic). You can dispel magic within 30' as a single action by making a MAG vs. MAG check against the effect you're trying to dispel.



Inquisitor's Mask. You can protect yourself from spells by hiding your soul behind a special mask. You create the mask yourself. While you wear that mask you gain a +4 Mental Defense bonus, and divination spells that directly target you take a –1d6 die penalty. You must make the mask yourself, and it must be specifically designed to protect your soul. You can take this exploit a second time to create a Greater Inquisitor's Mask, which gives you +6 Mental Defense and inflicts a –2d6 penalty to divination spells targeting you.

Inquisitor's Sight (requires Inquisitor's Mask). You gain the *secret of humanoids*, and gain one rank in the *compulsion*, *divination*, and *abjuration* skills.

Magic Resistance. You gain Soak 5 (magic). This applies to any damage caused directly by magic; it does not apply to indirect damage.

Sense Magic. You are able to sniff out magic within 60'.

True Sight (requires Inquisitor's Sight). You are able to automatically see through illusions (and can see invisible creatures) and disguises, and can discern the true shape of a shapechanged creature.

Knight (1d6 years)

You became a knight—a mounted warrior proficient in lance, shield, and sword.

Prerequisites: *heraldry*

Attributes: STR +1, CHA +1, LUC +1, REP +1

Skill Choices: *animal handling*, *bravery*, *carousing*, *heraldry*, *lances*, *law*, *leadership*, *riding*, *swords*, *tactics*

Bonded Mount. You gain a loyal warhorse. The warhorse is bonded to you, and gains +2 Speed while you are riding it. If the warhorse dies, you can replace it after a week of mourning. The horse counts as an animal companion (see the Druid for more details on animal companions).

Jouster. You can charge an enemy from horseback using your lance. This attack gains +2d6 to both attack and damage, and requires you to move on horseback at least 20' in a straight line.

Jumper. Your horse's free Jump distance increases by 5' horizontally and 5' vertically.

Knight's Banner (requires Knight's Courage). Allies within 30' of you gain +2 Mental Defense. This does

Status Tracks

Status tracks measure a range of conditions which might apply to a character. They have various degrees of severity, and characters can progress up and down those tracks because of attacks, spells, concoctions, and other things. The status tracks are:

- Alertness
- Anger
- Autonomy
- Bleeding
- Charm
- Cheer
- Cognizance
- Courage
- Drowsiness
- Fear
- Fire
- Hearing
- Intoxication
- Memory
- Mobility
- Sight
- Pain
- Nausea
- Tiredness

not stack with other exploits which increase their Defense scores.

Knight's Courage (requires Knight's Honor). You gain +4 Mental Defense. This does not stack with other exploits which increase your Defense scores.

Knight's Honor. Your courage and honor are such that you automatically succeed in attempts to shake off Fear status track effects.

Might Is Right. You can make a REP vs. Mental Defense attack against any creature as a single action. If successful, the target is pushed one step down the Fear status track, awed by your presence.

Squire (requires Bonded Mount). You gain a free squire. You must protect your squire; in exchange, one weapon or one suit of armor you possess increases by one quality level (to a maximum of artisan). If your squire dies, he is replaced in one month.

Knight-Errant (1d6 years)

The ultimate holy warrior, you wander the lands serving your god—whether good or evil.

Prerequisites: *heraldry*, *religion*, *Portfolio exploit*

Attributes: STR +1, CHA +1, WIL+1, REP +1

Skill Choices: *animal handling*, *bravery*, *heraldry*, *lances*, *law*, *medicine*, *riding*, *swords*

Black Knight (requires Evil Portfolio). You are known as a dark knight, an agent of evil. All damage you do is Evil damage.

Divine Smite (requires Portfolio). You automatically do +1d6 Good or Evil damage (depending on your virtue) to creatures of a virtue opposed to your own.

Great Deed. You perform a great chivalric deed. Describe a quest or deed. You gain +2 REP. You may only take this grade by spending time; you may not purchase it with XP.

Lay on Hands (requires Portfolio). Your touch reduces (Good) or increases (Evil) any status track of a creature you can touch by one stage. This takes a single action. This does not affect permanent conditions.

Slayer (requires Great Deed). You have become known as the Slayer of a specific creature type associated with your deed. You gain a permanent +1d6 bonus to attacks and other attribute checks related to that creature type. Choose from spiders, dragons, giants, goblins, demons, or undead.

Loremaster (1d6 years)

A loremaster is a scholar and academic expert; years spent in libraries studying ancient texts makes loremasters amongst the most knowledgeable in the world. Loremasters even pick up some minor magical spells which help them in their studies.

Prerequisites: INT 4+

Attributes: LOG +2, WIL +1, MAG +1

Skill Choices: *[artistic]*, *[gaming]*, *[lore]*, *[magical]*

Anatomist. You automatically know the resistances and vulnerabilities of any creature you encounter.

Experienced. Your knowledge and expertise borders on the prophetic. Your entire party gains a +1d6 Initiative bonus if they are within 30' of you when they make their check.

Greater Ritual (requires Ritual). You can now cast spells of up to 5 MP or less as a ritual.

Identify. You can automatically identify a magical item, its name, and its properties.

Language Lore. You gain the scholastic ability to decipher any written language, whether or not you have seen it before, based on its similarity with and common roots with other languages. This takes one minute per sentence.

Language Mastery (requires Language Lore). You can now speak or read any unknown language automatically.

Ritual. You can cast a specific spell of 3 MP or less as a ritual; this takes one minute per MP, but costs you no MP. You may take this exploit more than once, creating a new ritual each time.

Secrets. You learn four magical secrets.

Wise Counsel. You can spend two actions to offer advice and counsel, giving one ally within 30' a +2d6 bonus to a single attribute check. Any given target can only benefit from this once per day.

Mage (1d6 years)

You are practiced in the arcane arts, able to wield spells with ease. A mage is a trained magic-user—sometimes known as a wizard, or sorcerer. Able to cast a variety of spells, and well-versed in a range of lore, the mage is a generalist.

Prerequisites: one *[magical]* skill.

Attributes: MAG +1, LOG +1, WIL +1, REP +1

Skill Choices: *[artistic]*, *[lore]*, *[magical]*, *staves*

Arcane Knowledge Base. Choose four *[magical]* skills and one element secret. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Arcane Secret. You have learned or discovered an arcane secret—either an element, creature type, or virtue. You can take this exploit multiple times, learning a new secret each time, but you may know no more secrets than your LOG attribute.

Attuned. You easily detect magic. You do not need to make an attribute check to detect magic within 30'; you are automatically aware of its existence.

Familiar. You gain a familiar, which is a tiny-sized creature (cat, bat, owl, mouse, rat, etc.) You can speak to your familiar, which is able to report back things it has seen or heard.

Learned. When using any *[lore]* skill as part of a dice pool, you may reroll any 1s.

Specialization (requires Arcane Knowledge Base). Choose one secret that you already know. You are specialized in that secret. You may exceed your MAG attribute by 2 points when using that secret. You may only ever specialize in one secret.

Man-at-Arms (1d6 years)

An infantryman, you fought in battle on the front lines.

Prerequisites: None.

Attributes: STR +1, END +1, WIL +1, LUC +1

Skill Choices: *[unarmed fighting]*, *carousing*, *carrying*, *leadership*, *medicine*, *polearms*, *running*, *spears*, *survival*, *swords*, *tactics*

Advance! Proficient at charging across poor terrain or mud, you ignore difficult terrain when charging.

Equipped. You start play with a high quality sword, spear, or suit of chainmail.

Hold the Line. When standing adjacent to an ally, you both gain a 1d6 cover bonus.

Shield Bearer. Any medium or large shield you wear increases its Defense bonus by +2.

Shield Wall. When standing between two allies, all three gain a +2d6 cover bonus. This does not stack with itself or with Hold the Line.

Minstrel (1d6 years)

You used the power of your music to earn a living.

Prerequisites: CHA 4+

Attributes: INT +1, WIL +1, CHA +1, REP +1

Skill Choices: *[lore]*, *[performance]*, *[social]*, *carousing*

Beast Song (requires Song). Select a song you know. That song now affects beasts as well as sentient beings.

Instrument. You start play with a high quality musical instrument. You can make money by playing at taverns and doing local performances. You can automatically make 1d6×10 gc per day by doing this. This ability cannot be used during downtime.

Marching Song. When travelling in a group of three or more, you can perform a marching song which increases your group's average Speed by 2.

Projection (requires Song). You use the power of your voice to increase the radius of your songs to 60'.

Song (requires Instrument). You can take this exploit multiple times, learning a new song each time. The song affects sentient beings who can hear and understand it. Each time you learn a song, choose one Status track (*e.g.*, Cheer, Courage, or Tiredness); that song allows you to move those within 30' who can hear you one stage up or down that status track. Unwilling targets require a CHA vs. Mental Defense attack.

Musketeer (1d6 years)

Wielding musket and sword, you became a swashbuckling musketeer.

Prerequisites: AGI or INT 5+

Attributes: AGI +1, INT +1, CHA +1, LUC +1

Skill Choices: *carousing*, *heraldry*, *intimidate*, *muskets*, *perception*, *swords*

Cloak Flourish. You can use a cape or cloak with a flourish to distract your foes; the garment counts as a small shield, but does not require a free hand to use it.

Musket Charge. When charging with a melee weapon, you may begin your charge with a single musket shot, switch weapons, charge, and end it with a single melee strike.

Pistol-Whip. You can use a firearm as a club by striking with the butt once per turn as a free action as long as you are currently wielding that weapon.

Quick Reload. You can fire your musket every action, rather than just once per turn.

Swashbuckler. Your swashbuckling swordplay gives you any two of the following universal exploits: Disarm, Sidestep, Taunt.

Whites of Their Eyes. You are accustomed to standing your ground as oncoming hordes charge, firing only when you see the whites of their eyes. When charged by an opponent, you may fire a free musket or pistol shot when they come within 10' of you.

Necromancer (1d6 years)

A master of the dark arts, a necromancer is able to summon, bind, and control the undead. Eventually, a necromancer turns into a terrifying lich, the most powerful of undead. A necromancer knows the ways of disease, poison, and the power of fear.

Prerequisites: *secret of undead.*

Attributes: LOG +1, WIL +1, CHA +1, MAG +1.

Skill Choices: *[magical]*, *[social]*, *alchemy*, *knives*, *medicine*, *religion*

Corpse Visage (requires Eyes of the Dead). Your skin and visage alter slightly, becoming more like the undead you surround yourself with. You gain 5 natural Soak, but become Vulnerable 1d6 (light) and your CHA attribute is reduced by 2 points (to a minimum of 2).

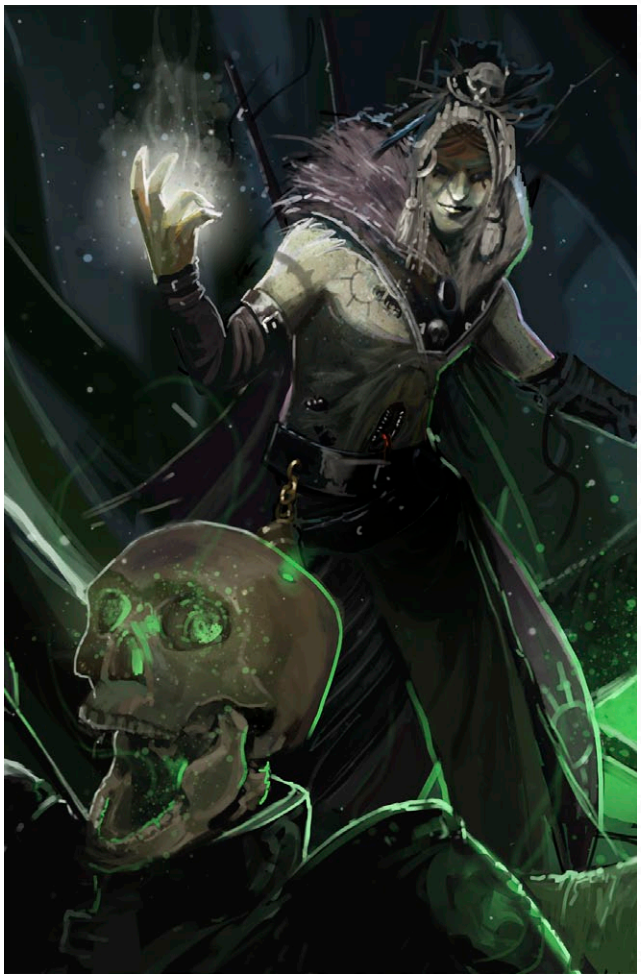
Eyes of the Dead. You share the senses of the undead, gaining darksight 60'.

Necromantic Lore. You gain the skills of *summoning*, *affliction*, and *creation* at a rank of 1 (1d6) if you do not already have them. You also gain the *secret of death* and the *secret of shadow*.

One of Us (requires Corpse Visage). Undead having a lower maximum dice pool than you do are unable to attack or harm you in any way.

Touch of the Grave. Your touch gains the foulness of death, doing an additional 1d6 death damage. You also kill any small (non creature) plants you come into contact with.

Undead Servant. You gain an undead slave—a skeleton or zombie—which obeys your every command until destroyed. If destroyed, you may summon a new one with a 24 hour ceremony and access to an appropriate corpse. You may take this exploit multiple times, gaining a new servant each time.



Undeath (requires One of Us). You perform a grotesque and elaborate ceremony and become undead yourself. You are now effectively immortal, and will never die of old age, although you will still visibly age forever unless you disguise yourself with illusions. You no longer need to breathe, eat, or sleep, and you are immune to poisons.

Vampiric Touch (requires Touch of the Grave). You are able to steal the life essence of a victim for yourself. When you use your Touch of the Grave to do damage to another creature, you gain that amount of HEALTH.

PIRATE (1D6 YEARS)

A scourge of the high seas, you plunder for loot and fame.

Prerequisites: *sailing*

Attributes: AGI +1, INT +1, LUC +1, EP +2

Skill Choices: *appraisal*, *carousing*, *climbing*, *crossbows*, *knives*, *law*, *leadership*, *navigation*, *sailing*, *swimming*, *swords*, *thievery*

Crows' Nest. You have spent many hours on the lookout. You cannot be ambushed.

Hook. One of your hands is now a hook. You do an extra 1d6 damage with an unarmed attack, and that damage is slashing damage. You also gain +1 to your REP score.

Fearsome Reputation. Your reputation precedes you. With a REP vs. MENTAL DEFENSE attack you can intimidate a single target within 30'. If successful, the target moves one stage down the Fear status track.

Fierce Reputation (requires Fearsome Reputation). Your reputation is now so fierce that you can either push one target two stages down the Fear status track, or all targets within 30' one stage down the track, with a REP vs. MENTAL DEFENSE attack.

Keelhauled. You've been keelhauled or felt the lash of the cat at least once. You gain natural SOAK +2.

Polly. You gain a small bird (crow, parrot, owl, etc.) as an animal companion. See the Druid career for information on animal companions.

Rigging. You do not suffer penalties for fighting while climbing.

PRISONER (2D6 YEARS)

Your life of crime ended you up in prison where you served time; or perhaps you were a political prisoner or a prisoner-of-war. It was a tough environment and you spent most of your time just trying to survive, although you did make one or two lifelong contacts.

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, REP +1

Skill Choices: *intimidation*, *survival*, *[subterfuge]*, *[unarmed fighting]*, *knives*

Prison Tough. You are mentally and physically toughened. Each time you take this exploit you gain a permanent +1 bonus to all three of your DEFENSE scores. You may repeat this exploit.

Shiv. You are easily able to improvise weapons using your surroundings—glasses, rocks, and so on. You always count as carrying a knife or club. You may also use the *brawling* skill with knives and clubs.

RANGER (1D6 YEARS)

Woodsman and hunter, you are a master of the outdoors. The ranger is the quintessential outdoorsman.

Prerequisites: WIL 3+

Attributes: AGI +1, INT +1, END +1, WIL +1

Skill Choices: *[outdoor]*, *bows*, *climbing*, *herbalism*, *local knowledge*, *navigation*, *running*, *stealth*, *swimming*, *swords*, *tracking*

Beast Whisperer. You can speak to animals. This does not grant them special knowledge or intelligence, so the information you can gain is limited by their own capabilities. Neither does it guarantee friendship or cooperation.

Beastmaster (requires Companion). You gain a second animal companion. You can repeat this exploit, gaining a new companion each time you take it.

Companion. You gain an animal companion, much like the Druid's. This companion will accompany and defend you. If your companion dies, you attract a new companion in one month. However, if you abuse your companion (for example by sending it ahead to set off traps), it will leave you and you will never be able to replace the companion.

Nature's Camouflage. You can camouflage yourself to become effectively invisible at a distance of 30' or

greater while in an outdoor, non-urban environment. You may only move at half Speed while camouflaged, and any attack ends the effect for anybody within sight.

Nature's Secrets. You learn the *secret of plants* and the *secret of beasts*.

Traveler. You are skilled at wilderness travel, at home under the open sky. While travelling through Wilderness, you automatically gain your group +1 Fortune per day.

Wilderness Stride. You are not affected by difficult terrain caused by plants or undergrowth.

Ruffian (1d6 years)

You fell into the fringes of society and ended up as a thug on the street, committing petty crimes for small amounts of money.

Prerequisites: none.

Attributes: STR +1, END +1, CHA +1, LUC +1

Skill Choices: *brawling*, *clubs*, *intimidation*, *knives*, *running*

Street Tough. Life on the streets is tough. You gain a natural +2 Soak.

The Filth! You have developed an uncanny ability to detect the Watch. When attempting to sniff out a watchman or similar authority figure, you gain a +1d6 bonus.

Sailor (1d6 years)

At home on the sea, you spent time aboard a ship mastering the art of sailing.

Prerequisites: None

Attributes: AGI +1 INT +1 LUC +1 END +1

Skill Choices: *carousing*, *climbing*, *clubs*, *crossbows*, *fishing*, *knives*, *leadership*, *navigation*, *sailing*, *swimming*

Any Port. You may take this exploit multiple times. Each time you take it, you may designate an additional port town. At that location, you will have one contact upon whom you can (generally) rely, and one tavern at which you can drink for free.

Climb the Rigging. You can climb your Speed instead of half your Speed.

Grog. While you may well enjoy a drink, you never suffer any penalties from intoxication via alcohol.

Hold Breath (requires Swimmer). You gain two additional countdown dice when holding your breath.

Lookout. Crow's nest duty is a mandatory part of a sailor's life. You gain +1d6 to perception checks.

Peg Leg. One of your legs is a wooden peg. You are used to it, so it does not negatively affect you; you gain a kick attack which increases your unarmed damage by 1d6.

Sea Legs. You adapt to the motion of a ship; this makes you very hard to knock down. When you are knocked prone, you may make a *Challenging [13]* AGI check; if you succeed, you remain standing.

Sea Shanty. By singing a sea shanty, a sailor can combat sickness and tiredness. Anyone who hears the shanty is reduced by one stage in the Nausea or Tiredness status tracks (the sailor must choose which of the two songs he is singing).

Sea Weather. You are able to ignore the effects of rain, wind, mist, and fog.

Swimmer. You gain a Swim speed equal to your regular Speed.

Smith (1d6 years)

A smith is a master metalwork. Blacksmith, weaponsmith, armorer, a smith is able to create, maintain, and even enchant a warrior's tools. Many smiths combine traditions of smithing and alchemy to learn how to make magical weapons and armor.

Prerequisites: STR 4+

Attributes: STR +1, END +1, LOG +1, REP +1

Skill Choices: *[artistic]*, *[crafting]*, *alchemy*, *appraise*

Alchemical Armor (requires Exceptional Forge, Protective Oil, MAG 2+). You combine the Protective Oil ability from the Alchemist career and Exceptional Forge or greater from the Smith career; the armor you created permanently gains the extra protection granted by the Protective Oil. You may repeat this exploit.

Alchemical Weapon (requires Master Forge, Sticky Concoction, MAG 4+). You combine the Sticky Concoction ability from the Alchemist career and Master Forge or greater from the Smith career; the weapon you created permanently gains the effect granted by the Sticky Concoction. You may repeat this exploit.

Artisanal Forge (requires Master Forge;* weaponsmithing *12 or* armorer *12). You forge yourself a single artisanal quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes artisanal quality automatically. You may repeat this exploit.

Chink in the Armor. You know armor, and its styles well, including the weaknesses of each type. Once per suit of armor, you may ignore its Soak value when attacking.

Exceptional Forge (requires Quality Forge;* weaponsmithing *7 or* armorer *7). You forge yourself a single exceptional quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes exceptional quality automatically. You may repeat this exploit.

Forge (requires* weaponsmithing *or* armorer*). You forge yourself a single standard quality weapon (weaponsmithing) or suit of armor (blacksmithing), which you gain for free.

Legendary Forge (requires artisanal Forge; MAG 3+;* weaponsmithing *15 or* armorer *15). You forge yourself a single legendary quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes legendary quality automatically. You may repeat this exploit.

Lore of the Masters. You are able to identify rare or magical weapons and armor without making an attribute check.

Maintenance. You know how to maintain equipment. Designate one standard quality suit of armor or a weapon; this item becomes high quality, as long as you spend an hour maintaining it every day.

Master Forge (requires Exceptional Forge;* weaponsmithing *10 or* armorer *10). You forge yourself a single mastercraft quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes mastercraft quality automatically. You may repeat this exploit.

Quality Forge (requires Forge;* weaponsmithing *4 or* armorer *4). You forge yourself a single high quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes high quality automatically.

Squire (1 year)

You spent time as a squire to a noble knight. While some move straight into knighthood, paying your dues as a squire is the only way to truly rise to the top of the knightly tradition. You can always tell a knight who wasn't a squire first, as he lacks some of the basics.

Prerequisites: none.

Attributes: AGI +1, CHA +1, LUC +1, REP +1

Skill Choices: *animal handling*, *bravery*, *carrying*, *heraldry*, *lances*, *medicine*, *riding*, *swords*

Dress Wounds. You can heal 1d6 Health using a basic healer's kit; this costs two actions. No recipient can benefit from this more than once per day.

Etiquette. You learn the ways of court and castle; you gain a +1d6 bonus in situations which involve courtly etiquette, music, dance, and chivalry.

Loyal Guardian. You are able to protect a fallen ally. An unconscious character in an adjacent square cannot be further harmed while you remain adjacent to him; instead you take half damage (round down) from any attacks. In addition, you gain a +1d6 bonus to LOG checks made to stabilize a fallen character or to perform emergency healing on the battlefield.

Standard-Bearer. You can carry a flag or banner which grants allies who can see it +1d6 to Initiative checks.

Sword-Sharpener. You know how to maintain your (or your liege's) equipment. One standard quality suit of armor and one standard quality melee weapon becomes high quality, as long as you spend an hour maintaining it every day.

Undead Hunter (1d6 years)

An expert on the undead, you have vowed to hunt and destroy them. Your academic research and knowledge are powerful weapons against your immortal foes. Many undead hunters choose to learn a little magic, also.

Prerequisites: *religion*.

Attributes: LOG +1, WIL +1, CHA +1, LUC +1

Skill Choices: *religion*, *abjuration*, *tracking*, *history*, *herbalism*, *linguistics*, *medicine*

Death Bane. Using an herbalism kit, you can create a death bane—an ointment or natural amulet (such as the stereotypical garlic vs. vampires). This grants you +4 Defense vs. the undead.

Death Ward. You learn the *secret of undead*.

Divine Strike. Your attacks do Good damage to the undead.

Holy Symbol (requires Turn Undead). Brandishing your holy symbol aloft, your Turn Undead ability now pushes the undead two steps along the Fear status track.

Lore of the Dead. You can identify undead creatures by sight and know their weaknesses.

Special Enemy (requires Lore of the Dead). Choose one type of undead. You become known as a hunter of that type of undead (e.g. a Vampire Hunter), and gain +2 REP. You automatically ignore any natural Soak that that creature possesses (although not armor Soak).

Stalwart. You become immune to fear effects caused by the undead.

Stench of Death. You can sense the presence of the undead within 30'.

Turn Undead (requires Stalwart). You can make a CHA vs. Mental Defense attack which affects all undead within 30' of you. Undead affected by this attack are moved one step along the Fear status track.

Warrior-Monk (1d6 years)

You became a member of a militant monastic order, and were trained in philosophy and martial arts.

Prerequisites: *religion* or *martial arts*

Attributes: AGI +1, END +1, INT +1, WIL +1

Skill Choices: *[artistic]*, *acrobatics*, *dancing*, *martial arts*, *philosophy*, *religion*, *staves*

Defensive Stance. You gain +4 to your Melee Defense. This does not stack with Drunken Fist.

Drunken Fist. When intoxicated through alcohol, you gain +4 to both your Melee and Ranged Defense. This does not stack with Defensive Stance.

Elemental Fist (requires Iron Fist, MAG 2+). Your fist is surrounded by the glow of elemental energy. The damage type becomes heat, and does an additional +1d6 damage.

Iron Fist. Your unarmed damage increases by 1d6. This does not stack with other exploits or equipment which increase your unarmed damage, except for Elemental Fist.

Iron Skin. Your training grants you +2 natural Soak.

Martial Leap. Increase both your vertical and horizontal Jump distances by 5'.

Martial Technique Base. You gain two of the following universal exploits: Trip, Throw, Sidestep, Flying Kick. You may take this exploit again to gain the remaining two exploits.

Mountain Stance (requires Defensive Stance). You become as immobile as a mountain. No knockdown or knockback attempt by a creature of your size or smaller will work against you.

Weapon Synthesis. When using any Eastern weapon, you gain one free unarmed melee attack whenever you make two weapon attacks.

Zen Mind. You gain +4 to your Mental Defense.

Watchman (1d6 years)

A town guard or local police force, you enforce the law.

Prerequisites: None.

Attributes: END +1, INT +1, LUC +1, REP +1

Skill Choices: *clubs*, *interrogation*, *intimidate*, *law*, *local knowledge*, *perception*, *polearms*, *tracking*, *swords*, *thievery*

Chaser. When chasing someone, your Speed increases by +2.

Clues. If there are clues to be discovered at the scene of a crime, you automatically find them within 5 minutes.

Sap. You gain a special sap attack, used to knock out and apprehend criminals. You use any weapon; you do no damage, but a successful attack pushes the target along the Alertness status track by one stage for each 5 points of damage you would have done.

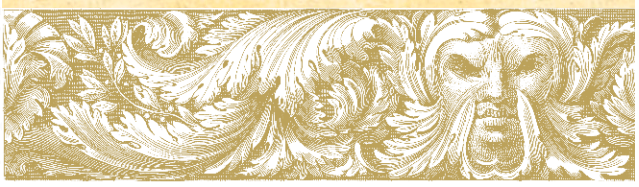
Trouble Sense. You are able to spot trouble before it happens. You gain a +1d6 bonus to Initiative checks.

Vigilant. Constantly vigilant, you are hard to surprise. You gain a +1d6 die bonus to access the ambush turn.

Paying for Effects

The concept of buying effects with your attack dice is fundamental to the combat system of *O.L.D.* Without "buying" extra damage dice or desired effects, a successful attack will tend to do very little damage. High damage, therefore, is achieved by a large attack dice pool being partially spent on damage and effects.

For example, a massive Ogre might have enormous strength and lots of training, and as such have a big attack dice pool of 8d6 with its giant battleaxe. Normally, it only does 3d6 damage. However, it can spend some of that pool, exchanging some of those 8d6 for extra damage or an effect such as knockdown. The Ogre has exchanged some of its hit potential for damage potential.



Exploits

Exploits come in a number of forms. Characters gain exploits from their race and their careers, but they can also choose Universal Exploits (available to any who qualify for them) and exploits based on their age.

Universal Exploits

Universal exploits are distinct exploits a character has learned; any character can learn a universal exploit as long as he qualifies for it. A universal exploit costs XP equal to half the cost of a new grade to purchase; it is the only type of exploit that can be purchased directly with XP. Characters begin play with one free universal exploit of their choice plus either Aim or Feint. Characters also gain universal exploits when they repeat a career for which they have already chosen all the available career exploits.

Prerequisites: Most exploits have prerequisites in terms of attribute scores or previous exploits. In order to purchase a universal exploit, a character must meet those prerequisites.

Achilles Heel (requires LOG 5+, Aim, any* [lore] *skill). Identifying a weakness in your target, you pay 2d6 and bypass its Soak score. This exploit can only be performed once per target.

Aim. This is identical to the Feint exploit, but for ranged combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the Aim or Feint exploit for free.

Always Prepared (requires LOG 8+). You have a brilliant tactical mind, and are always prepared. You may declare a single action which you took prior to the encounter (even if you didn't know the encounter was going to take place) which helps you in this exact scenario. This must be an action you were capable of.

Analytics (requires LOG 6+). Studying your target's behavior, you notice a pattern to its actions. You grant all allies within 30' a +1d6 bonus to attack the target until the start of your next turn. This costs one action.

Arcane Recharge (requires* meditation *skill). You can spend five minutes to recover 2d6 Magic Points once per day.

Arcane Secret (requires LOG 4+). You have learned or discovered an arcane secret—an element, creature type, or virtue. You can take this exploit multiple times, learning a new secret each time, but you may know no more secrets than your LOG attribute.

Arm Lock (requires AGI 8+,* martial arts *skill). This exploit, which costs 2d6 to execute, puts your target's arm in a painful and restrictive position. He immediately drops anything held in that arm. The lock remains in place until he makes an AGI-based attack action to escape it, and while it is in place you can inflict 1d6 damage per round for free. You can also move at half speed, and your victim must accompany you.

Bear Hug (requires STR 8+). You grab your target with both arms, squeezing him. You can only bear hug a target of your size category or smaller. Once established, you cause your unarmed damage per round for free, and can move at half speed, moving your victim with you. It takes a STR or AGI attack action to escape your bear hug.

Blinding Attack (requires AGI 6+). This is a temporary blinding attack—throwing sand in an opponent's face, pulling his hat down over his eyes, throwing a cloak or blanket over him. Pay 1d6; the opponent is blinded for one round.

Blind Shot (requires LUC 5+). While in full cover, you may pay 2d6 to take a shot without looking at what you are shooting at or exposing yourself. You use your LUC attribute instead of your AGI or INT for this shot.

Brush Off (requires STR 8+). You contemptuously brush aside a melee attack, gaining the effect of cover from one melee attack from a creature of your size category or smaller.

Burst of Speed (requires* riding *skill). Your mount gains a speed boost of 2 (10') for the turn.

Charge. When making a melee attack, move your speed in a straight line and then attack at the end of it and pay 2d6. You gain +1d6 damage to your attack.

Crippling Strike (requires AGI 5+, Deadly Strike). Pay 1d6; a leg wound slows your foe for 3 rounds.

Once per Turn

A character may use any given exploit once per turn, but is free to combine multiple exploits into a single maneuver. For example, an archer might choose to disregard cover, stand out in the open (Reckless Attack) and take careful aim (Aim) in order to disarm an opponent (Disarm). He gets +3d6 to his attack rolls from the recklessness and careful aim, and –3d6 for the disarm attempt. However, his opponents get a +2d6 bonus to attack him for the next round. Another common combination is a Charge and a Knockdown.

Once a character has used an exploit (or a multiple exploit combination), including a reactive exploit, he cannot use that exploit until his next turn begins.

Deadly Strike (requires AGI or STR 5+). You inflict an additional 1d6 damage with a successful hit. For a ranged attack, this is likely a head shot. By default, any character can trade attack dice to increase damage on a 2:1 basis.

Death from on High (requires Charge). You pay 2d6 and drop down on your opponent from at least 5' above him. This counts as a Charge but knocks your opponent prone and does 2d6 extra damage instead of 1d6.

Disarm (requires AGI 6). Pay 3d6; the target drops its weapon or other hand-held item.

Dive for Cover (requires AGI 7+). If a ranged attack misses you, you may immediately move half your speed and either throw yourself prone or get behind cover if it is in range as a free action.

Dodge (requires AGI 6+). You gain the effect of cover from ranged attacks when in the open as long as you have moved at least 10 feet this turn.

Draw a Bead (requires INT 5+). The penalty for firing at a target engaged in melee combat is reduced from 2d6 to 1d6.

Extreme Concentration (requires WIL 8+,* concentration *skill). You can maintain concentration on two simultaneous spells. Each requires an action to maintain (you need a whole turn to maintain both).

Feint. This is identical to the Aim exploit, but for melee combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the Aim or Feint exploit for free.

Flying Kick (requires AGI 8+, martial arts skill). You move your speed and issue a flying kick at the end of it, dealing your martial arts damage with a bonus 1d6 damage.

Hunker Down (requires END 6+). Cover grants you one extra die of cover.

Knockback (requires Knockdown). The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown (requires STR 5+). The target is knocked prone for a cost of 2d6. You cannot knock down a target that is two sizes or more larger than you.

Opportunist Stomp. You can stomp on an adjacent prone opponent as a free action. This is an unarmed attack and uses your natural damage value.

Organization Member. You are a member of a specific organization, and gain all the benefits that membership grants. You do not recover this exploit should you leave the organization or should it cease to exist.

Pep Talk (requires CHA 6+). You can spend your ambush turn (if you have access to it) giving your allies a pep talk. They all gain a +1d6 bonus to INITIATIVE in the ensuing combat.

Piledriver (requires STR 8+, wrestling skill). You grab your opponent, lift him, and then drop to the ground, driving his head into the ground. Both you and your opponent end up prone. The exploit costs 3d6 and, if successful, the target takes double damage and is stunned until he shakes the condition off.

Predictive Reflexes (requires INT 6+). You are good at reading the situation. You gain a permanent +1d6 bonus to your initiative checks.

Protector (requires END 5+). You can take an attack meant for an adjacent ally. If the attack hits your ally, you take the damage instead. If you have a shield, the ally also benefits from your shield's defense bonus.

Quick Draw (requires AGI 6+). You are an expert at readying a bow quickly. Whenever you have a bow on your person, you are always considered to be holding it.

Quick Mount (requires riding skill). You can mount or dismount from a horse or other mount as a free action.

Quick Stand (requires AGI 6+, martial arts skill). Once per turn you can stand immediately from prone as a free action.

Reckless Act. In utter disregard for your own safety, you make yourself a target as you unleash your attacks. Attackers gain a +2d6 bonus to attack you until your next turn, but you gain +1d6 bonus to your attack rolls.

Roll with It (requires AGI 5+). By voluntarily falling prone, you reduce damage by 2d6. You cannot use any instant-stand exploits in combination with this exploit.

Sidestep (requires AGI 8+). When charged by an attacker, you casually step aside, causing him to rush past you. If the attack misses, the attacker continues onwards in a straight line to the extent of his movement, unless something blocks his way. If he collides with an object, he takes 1d6 blunt damage.

Signature Spell (requires LOG 6+). Using the magic rules, devise and name a spell from the skills and secrets that you know. This spell becomes a signature spell. You may take this exploit multiple times, adding a new signature spell each time, but you may not have more signature spells than the value of your LOG attribute. A signature spell takes only one action to cast (rather than the usual two actions), although you may cast only one per round. Additionally, you gain a +1d6 die bonus to attribute checks or attacks with your signature spell.

Spinning Kick (requires AGI 8+, martial arts skill). A quick turn, and your foot lashes out to strike your opponent. This exploit costs 2d6, but can strike any adjacent opponent (even one behind you), and includes a free Knockdown effect.

Taunt (requires CHA 8+). You taunt your target, enraging it, and make a CHA vs. MENTAL DEFENSE attack. If successful, the target focuses all its attacks on you until the start of your next turn.

Throw (requires STR or AGI 7+; Trip or Knockdown). For 2d6, the target is knocked prone and pushed back 5'. For 3d6, this can be increased to 10'. STR is the prerequisite if the qualifying exploit is Knockdown; AGI if it is Trip.

Trip (requires AGI 6+). For 2d6, the target is knocked prone. If you are one size smaller than your target, you may use this exploit for only 1d6.

Whirlwind Frenzy (requires AGI 6+). You attack all adjacent targets, but only do 1d6 damage to each. This costs you 3d6. You must still make an attack roll against each target. If you hit every target, all targets are pushed back 5', clearing a space around you.

Age

Your age is determined by the total of your character's years in each career. Age falls into three broad bands: young, adult, and old.

Consult the table below to find out which band you fall into, based on your species.

If your character is young or old, choose any synonym for that word and insert it into your descriptor. It's up to you what adjective you choose. If your character is an adult, you do not need to add it to your descriptor. Some example synonyms are listed below, but you should feel free to create your own.

Adding years. Players may always add extra years to their age at character creation or during downtime with no corresponding advancement. This allows players to play older characters without unduly high attributes. NPCs may (and often do) similarly have years added—an NPC bartender might be 60 years of age but that doesn't necessarily require her to be grade 15. In cinematic mode, adult characters gain an additional LUC die, and old characters gain a further LUC die, representing experience.

Young Characters

Young characters are characterized by curiosity and brashness. You gain the following exploit. You lose the exploit when you are no longer young.

Young. Once per day, when rolling a dice pool, you may declare it to be an exploding dice pool. Any 6s that you roll may be rolled again, the new roll adding to the existing 6. If you roll a 6 again, repeat, until you roll less than a 6.

Example synonyms: young, youthful, adolescent, childish, teenaged, juvenile.

Old Characters

Old characters are characterized by experience. You gain the following exploit.

Old. Once per day, when rolling a dice pool, you may declare it to be a careful dice pool. Any 1s that you roll may be rerolled, with the new roll replacing the 1. If you roll a 1 a second time, however, you must keep the 1.

Additionally, the bonus gained from your hook increases to +2d6.

Old characters can no longer improve physical attributes (STR, AGI, END) through career advances or experience expenditure, although they may do so via other means (magic, etc.)

Example synonyms: old, elderly, mature, venerable, aged, aging, hoary.

Age Categories By Race

Each race ages differently, as shown below.

Age Categories by Race

Race	Young	Adult	Old
Grand Elf	1–189	190–549	550+*
Human	1–25	26–59	60+
Mountain Dwarf	1–89	90–209	210+
Ogre	1–19	20–39	40+
Orc	1–33	34–67	68+
Smallfolk	1–38	39–84	85+
Sylvan Elf	1–119	120–349	350+

** Grand Elves (but not Sylvan Elves) cannot die of old age.*

Trait

The bonus exploit granted by your attributes is called your *trait*.

Your trait is an exploit based on your attributes. If someone were to describe your character, this is the first word they'd use.

Your trait forms part of your descriptor.

You may choose between two attribute exploits. The options available to you are dependent on your attributes: one is defined by your highest attribute, and one is defined by your lowest attribute. LUC is not included in this process.

Identify either your highest attribute or your lowest attribute (your choice), and choose or roll for a corresponding exploit. Note that all attribute exploits are beneficial, even if they correspond to a low attribute.

Attribute Exploits (Traits)

Attribute	Highest Attribute	Lowest Attribute
STR	[1–2] Massive, [3–4] Athletic, [5–6] Brawny	[1–3] Feeble, [4–6] Tottering
AGI	[1–2] Nimble, [3–4] Deadeye, [5–6] Ambidextrous	[1–3] Clumsy, [4–6] Lame
END	[1–3] Rugged, [4–6] Tough as Nails	[1–3] Coughing, [4–6] Asthmatic/Anemic
INT	[1–3] Empathic, [4–6] Alert	[1–3] Naive, [4–6] Distracted
LOG	[1–3] Brilliant, [4–6] Erudite	[1–3] Illiterate, [4–6] Forgetful
WIL	[1–3] Stoic, [4–6] Unflappable	[1–2] Alcoholic, [3–4] Reckless, [5–6] Spendthrift
CHA	[1–2] Commanding, [3] Inspiring, [4] Suave, [5–6] Persuasive	[1–2] Unwashed, [3–4] Disfigured, [5–6] Obnoxious
REP	[1–2] Egotistical, [3–4] Well Known, [5–6] Flamboyant	[1–6] Nondescript

Trait Descriptions

Alcoholic. You are usually drunk. While this can impair your judgment, it also enables you to shrug off injury. You gain +2 Soak when intoxicated.

Alert. You always gain access to the ambush turn.

Ambidextrous. You are able to use both hands with ease. You do not pay the –2d6 penalty when dual-wielding weapons or using a double weapon.

Asthmatic/Anemic. Your poor health often prevents you from undertaking extended physical exertion. However, you have developed coping strategies which enable you to recover quickly from hardship. Once per day you may gather your strength and determinedly recover 1d6 Health.

Athletic. Brawny and strong, you are able to plow through difficult terrain. Difficult terrain does not reduce your speed.

Brawny. You gain a +40 lb. carrying capacity.

Brilliant. You mind is honed, sharp, and analytical. Once per day you may replace any other attribute check with a LOG check.

Clumsy. You often stumble or drop items. You are so used to falling that you take less damage than most from a fall. Reduce the height fallen by 10' when calculating falling damage.

Commanding. You have presence, and people listen to you. By spending two actions (a full turn) you can give an ally within earshot a single free action.

Coughing. Your constant coughing elicits sympathy from onlookers who are hesitant to attack an obviously ill person. You gain a +4 Defense bonus against anyone you have not yet attacked.

Deadeye. Once per day you automatically hit with a ranged shot within two range increments as long as you do not exchange any attack dice for damage dice or combine it with another exploit.

Disfigured. Your appearance is memorable. However, it serves to instill fear when you need it to. You gain an additional 1d6 bonus to intimidation attempts.

Distracted. Your attention is always somewhere else and can be a cause of frustration for others. However, a *non sequitur* can sometimes prove useful; once per day, as an ally is making an attribute check, you can make a completely random comment which jogs their memory and grants them a +2d6 bonus to the check.

Egotistical. You have a very high opinion of yourself, which manifests itself as extreme confidence and surety. You gain a +4 Mental Defense bonus. Unfortunately, you sometimes ask, "Don't you know who I am?"

Empathic. You are able to easily understand how others feel. Once per day you can attempt to adjust another's mood with a CHA vs. Mental Defense check. If you succeed, you can move them one step up or down the Cheer or Anger status tracks. You must be able to converse with your target to do this.

Erudite. You remember a vast catalog of knowledge. At any time you may make a LOG check in place of any CHA check to interact with someone by recalling a piece of trivia of interest to your target.

Feeble. You are physically weak and frail, which has taught you the value of brains over brawn. Once per day you may use a LOG check in place of a STR check and accomplish your goal through cunning and ingenuity.

Flamboyant. You dress and act in an obvious and noticeable manner. For good or ill, people remember you. If you have met someone before, they will always recall the previous encounter.

Forgetful. You constantly forget and misplace things; often they are still about your person. Once per day you may produce an item you didn't know you were carrying. The item can be any type of item, but must be worth less than 5 gc.

Illiterate. You cannot read. Instead, you have learned to memorize common words which you need to recognize often. You gain a +1d6 bonus when attempting to recall visual information.

Inspiring. You are able to instill positive emotions in people with your words, using an action to give them a +1d6 bonus to their next attribute check if they are within 30 feet of you.

Lame. You have a limp, and move slowly, possibly with a cane. This causes people to underestimate you, granting you a +1d6 bonus to Initiative checks.

Massive. You are enormous and solid. You are immune to knockdown and knockback effects by anything of your size category or smaller.

Naive. Naivete can be an endearing trait in some; it can also act as an insulation. Once per day you may completely ignore a fear-based effect or condition.

Nimble. You gain a climb speed equal to your regular Speed.

Nondescript. You're the type of person nobody remembers. Even after you have met someone, you can meet them again and they will not recognize you if you choose to act in a nondescript manner. You can only do this the second time you meet somebody; from the third time onwards, you are recognized as normal.

Obnoxious. Your personality really repels people. You are an expert at insults, and can use an action to make an INT vs. Mental Defense check to enrage and distract others, causing them to move one step along the Anger status track.

Persuasive. You are adept at negotiating with others. When you purchase anything under 5,000 gc in value, you are able to save 2d6 percent.

Reckless. Your poor judgment often lands you in trouble, but it leads to a certain confidence. If you completely ignore cover, you gain a +1d6 attack bonus as long as you are not using a shield.

Rugged. You are tough and shrug off hardships. Once per day you can spend two actions (a full turn) to recover to half your normal maximum Health.

Spendthrift. You lack self-discipline and spend your money on trivialities and things you don't need. This can have its advantages, however; once per day you can pull a small item from your pocket that you forgot you'd bought, retroactively spending up to 5 gc.

Stoic. You are able to hide pain and discomfort. Once per day, when you would normally be reduced to zero Health, you are reduced to 1 Health instead.

Suave. Once per day you may make a CHA check vs. a target's Mental Defense to move them one step along the Charm status track. The target must be able to hear and understand you, and be sentient.

Tottering. You find it a struggle to stand and require the use of a wheelchair which gives you a +1 Speed bonus on normal terrain.

Tough as Nails. You have a natural Soak of 3. This stacks with other natural Soaks, but not with armor Soak.

Unflappable. You are not easily distracted or surprised. The *feint* exploit does not work on you.

Unwashed. Your unkempt appearance causes others to overlook you. You can hide in plain sight using INT in place of AGI.

Well Known. You are famous; people recognize you, for good or ill. You have learned to use this reputation. Once per day you may substitute your REP attribute for another attribute in order to make a social attribute check.

Derived Statistics

Derived statistics are values which are calculated based on existing statistics. You'll need to calculate each of the derived statistics in the section below, and record them on your character sheet.

All derived statistics increase or decrease if their underlying statistics change through character advancement or for other reasons.

Dice Pools

For each attribute and each skill, record the derived dice pool on your character sheet. These are noted on the character worksheet for convenience. They are as follows:

Derived Dice Pool

1–2	3–5	6–9	10–14	15–20	21–27
1d6	2d6	3d6	4d6	5d6	6d6

The actual attribute scores are not needed during play; you need only refer to the dice pools. The attribute scores are used during character creation to provide an expanding granular scale to attribute development.

Health

Health is a mixture of physical and mental stamina. Roll an END dice pool and a WIL dice pool. If you have the *hardy* skill, you may roll that also. Record the total as your Health (minimum 10). When you take damage, you lose Health; when you reach 0 Health you are unconscious.

Speed

You need to determine your regular Speed, and your Climb speed. Note that this process also applies to Swim and other forms of movement.

Your Speed is equal to the size of your STR dice pool plus your AGI dice pool. You may also add your *running* dice pool if you have that skill. Small (or smaller) characters suffer a –1 penalty to Speed.

For *climbing*, *swimming*, etc., replace the *running* skill and **halve the final total** unless a career or exploit tells you otherwise.

Jump

This is the distance and height you may jump automatically. It should be recorded on your character sheet in units of feet, not squares (unlike Speed) in the format 7'/4'.

Your horizontal jump is equal to twice your AGI attribute in feet. Your vertical jump is equal to your STR attribute in feet, but cannot exceed your horizontal jump. These values assume a 10' run-up. From a standing start, they are halved.

Jumps exceeding these values require STR (vertical) or AGI (horizontal) attribute checks equal to the number of feet jumped horizontally or three times the number of feet jumped vertically.

Carry

Your basic carry increment is equal to STR + END multiplied by 10. Record the value in pounds. If you have the *carry* skill, you may add this (the raw value, not the dice pool) before the multiplier. Each carry increment inflicts a –1d6 penalty to physical attribute checks and –1 to Speed.

The maximum weight you can lift is equal to 50 lb. times your STR attribute.

Initiative

Initiative measures how quickly you can react in combat situations. It is equal to your INT dice pool. You may also add *tactics* or *reactions* dice pools.

Perception

Your Intuition dice pool forms your perception score; for example, if your INT dice pool is 3d6, then your perception score is 3d6—when you need to roll to spot something, you would roll 3d6. To this dice pool you can add any relevant skills. For example, if you have a score of 3 (2d6) in the *perception* skill, you add that to the 3d6 INT score to give you a perception total of 5d6.

Some perception scores are situational; in this case, note them separately.

Also note any special sensory powers you might have, such as *darksight*, *feysense*, and so on.

Defense

A character has three Defense scores: Melee Defense, Ranged Defense, and Mental Defense. These scores are pre-calculated dice pools; because they are used frequently, the average value is used and noted on your character sheet.

For each score, form a dice pool consisting of attribute, skill, and equipment, as normal (and subject to the usual dice pool limit). Use the following elements to form the dice pool:

Attribute (use only one)

- For Melee Defense, use the highest of your STR and AGI.
- For Ranged Defense, use your AGI.
- For Mental Defense use the highest of INT, LOG, and WIL.

Skill (use only one)

- For Melee and Ranged Defense, you may use *acrobatics*, *dodging*, or *foresight*.
- For Mental Defense you may use *bravery*, *concentration*, *conviction*, *discipline*, *leadership*, *meditation*, *psychology*, *religion*, or *rulership*.
- Skill with a melee weapon or unarmed combat can apply to Melee Defense.
- If you double-move in a round, you may use *running* for Defense for that round only.

Equipment (use only one)

- For Melee Defense, the quality of your weapon, armor, or shield can be used.
- For Ranged Defense, the quality of your armor or shield can be used.
- Remember that you can only benefit from high quality equipment (including armor) up to your skill level.

Having formed your Defense dice pools, consult the table below to determine the corresponding static score. This is an average roll of the dice pool—the size of the dice pool multiplied by 3.5, rounded up—and is used to speed up play (you could, theoretically, roll it as an opposed check each time). Adjust the static score according to your Size (see the table below). Finally, apply modifications for shields and armor.

- Small shields give +2, medium shields +4, and large shields +6.
- Medium armor inflicts a −2 penalty, and heavy armor inflicts a −4 penalty.

If the final score is less than 10, increase it to 10. Your Defense score is capped by your maximum dice pool. Multiply your maximum dice pool by 4; your Defense scores cannot exceed this number.

Static Defense Scores

Pool	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6
Static Defense	4	7	11	14	18	21	25	28	32

Defense Adjustment by Size

Size	Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal
Adjustment	+8	+4	+0	−4	−8	−16	−32

Cinematic Mode

Combat in WOIN can be deadly—even an advanced character can be downed by just one or two shots.

For a more heroic feel, the GM can opt to use Cinematic Mode. In Cinematic Mode, characters and creatures add a LUC dice pool when calculating their total Health. Lucky characters can be very resilient, if sometimes accidentally so. Adult characters also gain an additional LUC die, and old characters gain a further LUC die, representing experience.

Cinematic Mode may be especially appropriate to high fantasy settings.

Careers & Defensive Skills

As noted earlier, any time you take a career skill, you may take a Defense skill instead. These aren't specifically called out in the careers, but all Defense skills are always available to all careers.

The following are examples of defensive skills:

Melee and Ranged Defense Skills

Examples: *acrobatics*, *dodging*, *foresight*

Mental Defense Skills

Examples: *bravery*, *discipline*, *concentration*, *conviction*, *leadership*, *meditation*, *psychology*, *religion*, *rulership*

Melee skills and weapon quality apply to Defense against melee attacks, but not against ranged attacks.

You should train Defense, otherwise you'll get hit a lot. It's as important as training in weapons. Try to get your Defense pool to about 4d6 if possible.

The lowest any Defense score can be is 10. If any of your final Defense scores are lower than 10, increase them to 10.

Equip Your Character

Your starting gold is based on your Reputation attribute. Gold is measured in gold coins (gc). Roll your REP dice pool and your LUC dice pool and multiply the result by 20. If the total comes to less than 100 gc, increase it to 100 gc. You can spend this starting gold on weapons, armor, and equipment.

Attacks

Finally, note down your attacks. You should have two or three, depending on your equipment. The first is an unarmed attack (*brawling*, *boxing*, *wrestling*, *martial arts*, depending on skills) and the others might be a melee and a ranged weapon. An attack is recorded in this format:

Longbow 3d6 (2d6+2 piercing damage; range 20; *notes*)

The first value (3d6 in the example) is your attack roll. This is a dice pool formed as normal from attribute + skill + equipment.

Melee attacks use STR or AGI.

Ranged attacks use AGI or INT.

The damage value, range, and any notes are found in the weapon's entry in the *Equipment* chapter. You may also add the size of your STR dice pool or skill dice pool to a melee weapon damage, or the size of your skill dice pool to ranged weapon damage. So, if you have STR 6 (3d6), add 3 to your sword's damage.

Unarmed damage is 1d6 for size Medium and smaller creatures, plus 1d6 for each size category above Medium (see the table at the bottom of this page).

- Add your unarmed skill rank *or* your STR dice pool size (not both) to unarmed damage as a flat bonus, using the dice pool size. This bonus does not apply to melee weapon attacks.
- Some exploits increase your unarmed damage.

Advancement

Throughout a campaign, characters will advance. They will gain or improve skills, acquire new exploits, and increase attributes. Characters have two "currencies" to spend on advancement.

Time. A character can take a new career grade by spending the required time (usually 1d6 years, but the career itself will provide specific information). Instead of XP, this type of advancement requires downtime—periods when a character's actions take place in the background—and it advances a character's age.

The indicated time is an optimum adventurer hero progression—characters can always spend more time than the amount indicated. Additionally, NPCs may take much longer to progress; it's not unusual to see old NPCs with only a few career ranks.

Experience Points. The GM awards experience points (XP) for overcoming challenges, defeating enemies, and completing milestones. These XP can be spent on new career grades. The XP cost of a career grade is equal to 10 times the new grade—deduct the XP from the character's total when he spends them. If XP are spent, no time expenditure is needed.

Advancements are accessed via career grades, and contextualize any given advancement.

Defeating Enemies and Overcoming Challenges

The core advancement assumption is that you need to defeat or overcome 10 encounters of Medium difficulty to advance to the next grade. The XP requirement for each grade is shown in the table below; it is equal to ten times the next grade. For a Medium difficulty encounter, characters gain XP equal to their own grade.

The GM evaluates how difficult the players found the encounter and awards XP accordingly. Round down when calculating half grade values.

Encounter XP Awards

Encounter Difficulty	XP Award
Trivial	No XP
Easy	Half grade (round down)
Medium	Equal to grade
Hard	Two times grade
Extremely hard	Three times grade

GMs are free to set different advancement rates. Changing the speed of character advancement can affect the tone of a campaign, and the GM should be sure to inform the players before play what the campaign's advancement rate is. To set a different advancement rate, simply increase or decrease the cost of a new career grade from 10 XP per grade to a higher or lower value.

Planning

If the PCs research and plan to the extent where they make a supposedly difficult encounter into easier encounter by virtue of their preparations and forethought, they are awarded XP for an encounter one difficulty level higher (for example, an encounter which turned out to be Easy because of good planning becomes a Medium encounter for the purposes of XP awards). Planning awards require GM discretion, and ensures that players aren't penalized for thinking their way around a problem.

Unarmed (Natural) Damage

Size	Tiny–Medium	Large	Enormous	Gigantic	Colossal	Titanic
Damage	1d6	2d6	3d6	4d6	5d6	6d6

Completing Milestones

The GM awards XP for completing major storyline milestones. Milestones are major non-combat challenges or obstacles which have required substantial effort on the part of the characters. This award is equal to the character's existing grade (the same as for a Medium encounter). A grade 5 character, therefore, receives 5 XP for completing a milestone. Milestones are fairly arbitrary, but a good guideline is to include one in every session of play.

Incremental Advances

Sometimes a character increases just her STR attribute by working out, or just her *bows* skill at the archery range. To do this, the character needs to spend XP. The cost of the increase is equal to three times the new score—so an increase from 9 to 10 STR costs 30 XP, while an increase from rank 2 to rank 3 in *bows* costs 9 XP. The XP is deducted from the character's total XP.

A universal exploit (but not a career exploit) can be purchased for half the price of a new grade.

You cannot spent time to make incremental advances; you must spend XP. Only full career grades can be purchased with time. Incremental advances take place in the background at the same time as regular activity, and are assumed to have involved current and prior training. Therefore a character gains the benefit of an incremental advance immediately upon spending the XP.

Incremental advances are not as cost effective as career grades, but they allow for fine-tuning and granular advancement. Note, however, that a character's maximum dice pool is always based on his overall grade, so incremental advancements should always be viewed as a supplementary advancement method.

Typical Point Values and Advancement Cost

Grade	Attr. Points	Skill Ranks	Exploits	Max Dice Pool	XP Cost	Total XP*
0	24	3	2	3d6	0	0
1	28	5	3	3d6	10	10
2	32	7	4	3d6	20	30
3	36	9	5	3d6	30	60
4	40	11	6	4d6	40	100
5	44	13	7	5d6	50	150
6	48	15	8	6d6	60	210
7	52	17	9	6d6	70	280
8	56	19	10	7d6	80	360
9	60	21	11	7d6	90	450
10	64	23	12	7d6	100	550
11	68	25	13	8d6	110	660
12	72	27	14	8d6	120	780
13	76	29	15	8d6	130	910
14	80	31	16	8d6	140	1,050
15	84	33	17	9d6	150	1,200
16	88	35	18	9d6	160	1,360
17	92	37	19	9d6	170	1,530
18	96	39	20	9d6	180	1,710
19	100	41	21	9d6	190	1,900
20	104	43	22	10d6	200	2,100

** This is the cumulative total of spent XP to reach this grade*

Incremental Advancement

Attribute or Skill	Advancement Cost
1	3
2	6
3	9
4	12
5	15
6	18
7	21
8	24
9	27
10	30
11	33
12	36
13	39
14	42

Age

Each character's age should be tracked. Characters are categorized as young, adult, or old. For more information, see the aging rules.

Once a character reaches old age, their physical attributes (STR, AGI, END) can no longer be increased by non-supernatural, non-technological means. Career advances which would normally increase those attributes no longer do so, and incremental increases to those attributes can no longer be purchased.

Chapter III
Fantasy Equipment

Introduction

A character's skills and attributes are only part of the full story. On top of all that, characters need gear. Most characters outfit themselves with weapons, armor, and other supplementary equipment.

In this chapter you'll find details on swords, bows, and other weapons; armor, including helmets and gauntlets; adventuring gear and kits; mounts; and many other fantasy items including herbs and assorted goods and services, along with rules on equipment quality and details on how to enchant or customize equipment, weapons and armor.

Starting Money

Each character's starting assets need to be determined before any cash is spent on equipment. A character's wealth is a function of his Reputation attribute, an attribute which encompasses creditworthiness, assets, and other measures of wealth (as well as fame, rank, notoriety, and other less quantifiable factors).

To determine a character's starting money, roll a REP dice pool and a LUC dice pool and multiply the total by 20. If the total comes to less than 100 gc, increase it to 100 gc. You may spend this starting cash on equipment, weapons, armor, and other gear.

Wealth & Gold

In O.L.D. The Roleplaying Game, the standard unit of currency is the gold coin (denoted as "gc").

The **gold coin** is a generic term. The GM may tailor the currency unit to his or her own setting. They may be "crowns" or pennies, shillings, guineas, crescents, galleons, bits, marks, or talents. They need not be gold—the setting's standard unit of currency might be silver, or steel, or something more exotic.

Some items which cost less than 1 gc have prices noted in this rulebook which look like "0.5 gc" or "0.2 gc." Most GMs will choose an additional currency unit, such as a silver penny (denoted as "sp"), equal to one-tenth of a gold coin. Generally speaking, two units is enough for a campaign, and gold and silver are good choices for those units.

Depending on career choices, a starting character typically begins play with 200–1,000 gc to spend on equipment—enough to buy a basic weapon, armor, and a couple of items of equipment. Some careers also grant free bonus starting items to the character.

Typical monthly wages (as a point of comparison) can be 500 gc (for the lowest paid jobs) to 1,500 gc for an average loremaster or bureaucratic occupation.

Example NPC Wages

Occupation	REP	Monthly	Yearly	Carry
Guard, footman	2 (1d6)	1,000	12,000	50
Guildmaster	15 (5d6)	16,500	198,000	825
Laborer, cargo handler	3 2d6)	1,500	18,000	75
Loremaster, junior	3 (2d6)	1,500	18,000	75
Loremaster, senior	5 (2d6)	2,500	30,000	125
Maid, bartender, food seller	1 (1d6)	500	6,000	25
Market trader	2 (1d6)	950	11,400	50
Military, admiral	10 (4d6)	4,800	57,600	240
Military, captain	7 (3d6)	3,400	40,800	170
Military, ensign	3 (2d6)	1,600	19,200	80
Military, lieutenant	4 (2d6)	2,000	24,000	100
Military, recruit	1 (1d6)	400	4,800	20
Scribe	4 (2d6)	1,800	21,600	90
Waiter/waitress/clerk/wagon driver	1 (1d6)	800	9,600	40

Example Wages

The figures in the Example NPC Wages table, above, are for reference only. Player characters will not (typically) have a monthly salary—they earn their gold coins during play. An NPC will typically only carry 5% of his monthly salary on his person, and have access to an amount equal to his monthly salary in the form of savings.

Equipment, Skills, & Quality

Throughout this chapter, prices and information are presented for the basic or standard version of each item of equipment, whether that be a spyglass, a crossbow, or a set of thieves' tools.

Sometimes equipment is of a higher quality. Such items are more expensive, but grant the user bonuses to attribute checks made while using them. Equipment contributes to a dice pool if it is of high quality or greater. Performing the action already assumes you are using appropriate basic tools.

Standard equipment doesn't contribute to the dice pool; it merely allows you to perform the corresponding action without suffering any penalties for improvised equipment. For example, a crossbow allows you to shoot somebody, a lockpick allows you to

Item Quality in Context

Exceptional quality items are rare, and those of mastercraft quality and above should seldom be encountered in a campaign. Generally speaking, characters should not be able to easily purchase items of higher than high quality, and those of mastercraft quality should require considerable effort to obtain (also, given that they grant a +3d6 bonus to attribute checks, only characters with 6 or more ranks in a related skill will be able to fully benefit from them). Items of artisanal or legendary quality are items spoken of in awe, and never seen by regular people.

In 21st-century terms, as a point of comparison, a standard new automobile might cost $20,000; a luxury car would be considered high quality at $60,000; a high-end sports car is exceptional at $100,000; mastercraft vehicles at $200,000 would include the average supercar. Artisanal automobiles, therefore, are priced in the region of $2,000,000—the very best cars in the world, such as the Bugatti Veyron in 2014 (also in 2014, the Lamborghini Veneno Roadster cost around $4,000,000, and only nine were ever made), and legendary cars would be unique vehicles worth something in the region of $20,000,000—the sort of vehicle only bought and sold in private auctions.

These real-world examples should give you an idea of what the equipment quality categories mean, and help give a sense of perspective on what it means for a character to run around in an artisanal set of chainmail.

pick a lock, and a healer's kit allows you to perform emergency medical aid.

To gain an equipment bonus, you need high-quality equipment or better. A high-quality longsword gives you +1d6 to your attack dice pool, a high-quality lockpick gives you +1d6 to your AGI dice pool when picking a lock, and so on.

You can also improvise equipment if you don't have the right tools available. This inflicts a –2d6 penalty to your dice pool. You can use a hairpin to pick a lock, but that's an improvised item.

This same rule applies in combat. When trying to attack somebody, the character rolls a dice pool made up of an attribute, a skill, and sometimes equipment bonuses. When Gimnor fires his crossbow at a goblin, he normally rolls 4d6, which includes his attribute and his skill. If he picks up a high-quality crossbow, that increases to 5d6.

An item cannot change quality, or be upgraded to a higher quality. The table below details the various quality levels.

Dice Pool. This indicates the contribution to a dice pool that high-quality equipment grants (subject to minimum skill limits). Conversely, the same is applied as a penalty to oppose a higher quality item (for example, break an exceptional chain or pick an exceptional lock).

Rarity. This is an indication of how common high quality equipment is.

Min. Skill. Effective equipment quality is limited by skill level—you cannot gain more dice in your dice pool from equipment than you have from skills. For example, if you have 2d6 in your dice pool from *lockpicking*, you gain only 2d6 from mastercraft lockpicks.

Equipment Quality

Quality	Price	Rarity	Dice Pool	Min. Skill	Upgrades	Armor
Improvised	—	—	–2d6	—	—	—
Standard	Normal	Common	—	—	—	—
High quality	×3 then +100	Uncommon	+1d6	1 (1d6; proficient)	+1	+2 Soak
Exceptional	×5 then +250	Rare	+2d6	3 (2d6; skilled)	+1	+4 Soak
Mastercraft	×10 then +500	Very rare	+3d6	6 (3d6; expert)	+2	+6 Soak
Artisanal	×100 then +1,000	Very rare	+4d6	10 (4d6; mastery)	+2	+8 Soak
Legendary	×1,000 then +2,500	Unique	+5d6	15 (5d6; authority)	+3	+10 Soak

This minimum skill rule applies to all equipment, including gear, weapons, and armor. WOIN is a game system which relies on attributes and skills more heavily than equipment; excellent equipment can help make up for a shortfall, but an optimized character in terms of skill and raw ability is often near the peak of his potential even without superior gear. The mark of a true master is one who can accomplish a incredible tasks without aids.

If the user doesn't have the minimum skill level required to benefit from equipment quality, then the quality of the equipment is effectively reduced to match the user's skill level. For example, a character with 3 ranks (2d6; skilled) in the *light armor* skill treats artisanal light armor as exceptional, and only gains the benefits of exceptional light armor.

Upgrades. Weapons and armor can be upgraded with new features. The upgrade capacity depends on size (for weapons) or type (for armor). Higher quality weapons and armor gain additional upgrade slots.

Armor. High-quality armor gains a Soak bonus.

Availability

Advancement Level (AL), detailed elsewhere, determines the available technology in a game setting. Most fantasy campaigns tend to be between AL 0 and AL 4 (Stone Age through to Renaissance). The equipment in this book is generally available in all settings with the following restrictions: firearms are all AL 4, crossbows are AL 3, and metal objects are AL 2. In a higher AL setting, such as a modern or future setting, all equipment is available.

Selling Gear

Items can normally be sold to an appropriate buyer for half their listed value—some careers or exploits may enable characters to sell items for more. If a character wishes to haggle, make an opposed CHA check versus the merchant and adjust the price up or down by 20%, depending on who wins. A typical merchant will make a 5d6 check (combining her CHA and *negotiation* skills), but some merchants may be much more proficient.

Out of Time

Out of Time is an optional rule for those mixing gear from other W.O.I.N. reference books.

Characters operating equipment not from their own era (archaic, modern, or future) suffer –1d6 to attribute checks.

This applies to futuristic characters using archaic equipment, or vice versa.

Generally speaking, characters will know the value of an item. Unique items, however, require LOG checks (and a good *appraisal* skill), otherwise the characters will have no idea of their worth. Usually, that will be a check with the following difficulty benchmarks:

Appraisal Benchmarks

Item is worth....	Difficulty
Under 100 gc	*Challenging [13]*
Hundreds of gc	*Difficult [16]*
Thousands of gc	*Demanding [21]*
Tens of thousands of gc	*Strenuous [25]*
Hundreds of thousands of gc or more	*Severe [29]*

General Gear

General gear consists of a variety of basic, common equipment types. General gear is usually widely available, and can be purchased easily at even the smallest villages and towns.

Most of the items in the table below simply allow character to perform a particular task. A compass, for example, simply tells a character which way is north; a lantern sheds light in a specified area. Other items, like the various toolkits available, are used to assist attribute checks, and it is these items which benefit the most from being of higher quality. That's not to say that a mastercraft compass is not a beautiful, valuable, and obviously expensive object, or that exceptional soap is not delightfully fragrant and rare, but in game terms certain high-quality items won't do a lot more than standard ones do.

General Gear Table

Item	Cost (gc)	Weight (lbs.)
Abacus	5	2
Backpack	4	2
Bandolier	3	0.5
Bedroll	0.5	6
Bell	1	2
Blanket	0.5	3
Candle	0.2	0.1
Chain, per 10'	40	4
Chest, large	15	75
Chest, small	5	20
Clothing	1	4
Compass	50	0.5
Crowbar	1	4
Dagger, shoe	100	4
Ear trumpet	8	2
Flask	0.2	0.5
Flint and steel	1	0.5
Grappling harness	200	15
Grappling hook	1	3
Healing kit	75	2
Holy water, flask	1	1
Horn	1	2
Hourglass	20	1
Lantern, bullseye	10	3
Lantern, hooded	5	2
Lantern, open	2	2
Magnifying glass	75	1
Manacles	30	1
Mirror	20	1
Musical instrument	75	4+
Oil, flask	1	1
Parchment, sheet	1	0.1
Pick, mining	3	8
Pocket watch	10	0.5
Pole, 10'	1	4
Pouch	1	0.5
Rope, 50', hemp	4	10
Sack	0.1	0.5
Satchel	2	1
Saw	0.5	2
Scale	4	4
Scroll case	1	1
Sextant	250	2
Sheath, spring	75	3
Shovel	2	10
Smoke bomb	15	0.2
Soap	1	0.5
Spyglass	250	2
Tent, 2-man	50	50
Tent, 7-man shelter	350	200
Toolkit (see text)	75	4
Torch	1	4
Trap, bear	30	12
Vial, glass	1	0.5
Waterskin	1	2
Whetstone	0.5	1
Whistle	2	0.5
Whistle, dog	3	0.5

Improvised Equipment

Standard quality equipment allows you to perform an action without suffering any penalty for improvisation.

If you don't have basic equipment, you can often still attempt an action by improvising. For example, lacking lockpicks, you might try to use a hairpin (or a large nail) as a lockpick. When improvising, you suffer a penalty of –2d6 to your dice pool.

Abacus. Also known as a counting frame, this tool is made of wood and is used by merchants to quickly make calculations.

Backpack. A typical backpack holds up 60 lbs. of equipment. It grants the wearer a +20 lb. carrying capacity bonus.

Bandolier. A belt which runs diagonally across the body and holds 10 items—potions, ammunition, gunpowder measures, knives, and so on. A bandolier improves the reloading time of firearms by one action (i.e. a firearm which takes two actions to reload instead takes only one, and a firearm which takes one action to reload can do so as a free action).

Bedroll. Often made with oilskin and thinly padded with straw, a bedroll can be rolled tightly and stored.

Bell. A one-handed metal percussion instrument.

Blanket. Often used in conjunction with a bedroll, a blanket can provide warmth while travelling.

Candle. A candle sheds dim light in a 10' radius.

Chain, per 10'. Chains can hold weights of up to 1,000 lbs. and require a *Herculean [33]* STR check to break.

Chest. Chests are typically wooden and bound in iron. A small chest holds about 2 cubic feet of goods, while a large one holds 5 cubic feet.

Clothing. Clothing comes in various prices and quality. As with many things, you get what you pay for, and high quality, exceptional quality, mastercraft, and artisanal clothing can be obtained for the appropriate prices. Clothing includes robes, travel wear, vestments, peasant's clothes, and more.

Compass. A magnetic instrument used for navigation. The needle on a compass always points North.

Crowbar. A crowbar can be used to pry items open, or as an improvised club.

Dagger, shoe. A dagger which protrudes from the toe of a shoe, this weapon can be used to ambush others (via the bluffing approach). It changes unarmed damage to piercing damage.

Ear trumpet. A funnel or cone which amplifies sound. Ear trumpets can be used to listen through doors or walls, or to aid those with partial hearing.

Flask. A steel flash holds about 8 oz. of liquid.

Flint-and-steel. A flint-and-steel can be used to light a fire; it takes two actions to start a fire in normal conditions, or one minute in adverse weather.

Grappling harness. A grappling harness can be disguised as suspenders and a belt or within a bulky outfit. Once tethered or anchored, the wearer can ascend at a speed of 20' a round or rappel down as fast as 60' a round. Once used to ascend or for controlled descent, a grappling harness becomes unusable until rewound, which takes one minute.

Grappling hook. Attached to a rope, a grappling hook can secure a line for a climber, turning the surface into a wall-and-rope rather than a simple wall.

Holy water. Holy water acts like acid to those with the Evil virtue—a pint flask causes 1d6 good damage.

Horn. A horn is used to summon or alert others. A typical horn can be heard for one mile.

Hourglass. A sand-filled device used to measure time. Made of two glass bulbs connected vertically, sand runs from one to the other. Most hourglasses measure one hour, but other sizes are available.

Lantern, open. A lantern which sheds light in all directions to a radius of 30'. A lantern requires a flask of oil to burn for 4 hours.

Lantern, bullseye. A lantern which can be directed. It has a longer range (50') than a regular lantern but only illuminates in a cone ahead of the holder.

Lantern, hooded. Either a bullseye or an open lantern with a cover which can be snapped open and shut.

Magnifying glass. A circular lens with a handle, a magnifying glass can be used both to examine objects close-up, or to light fires in bright sunlight (which takes 2 actions).

Manacles. Metal iron cuffs are chained together and made to only open when a specific type of key is inserted within. A *Strenuous [25]* STR check or *Demanding [21]* AGI check can free a person from a pair of manacles. Every level of quality a pair of handcuffs has increases the difficulty to break out of or escape from them by one benchmark.

Mirror. A mirror can be used for viewing a reflection or for signalling.

Musical instrument. The list of musical instruments is vast, especially taking into account the many alien cultures in the universe. A musical instrument works much like a toolkit—it offers bonuses to related checks depending on its quality.

Oil, flask. A pint of oil enables a lantern or lamp to burn for 4 hours. An oil flash can be thrown; it coats a 5' square area. When lit (a single action), it burns for 3 rounds and causes 1d6 fire damage to those who enter or start their turn in the square. Multiple flasks can be used to cover larger areas which, when combined with a flaming arrow, can make for a good ambush.

Parchment, sheet. Parchment is used for writing, ledgers, and records.

Pick, mining. A hammer with a spike on the reverse end; can be used as an improvised military pick.

Pocket watch. A small timepiece, the hands of pocket watches spin wildly in the presence of fey; this does not happen with elves, as those beings are very attuned to the mortal realm.

Pole, 10'. A common item used to test for traps, probe the depths of water and other liquids, used as a lever, poling a raft, and a myriad of other tasks.

Pouch. A pouch can hold about 25 coins.

Rope, 50', hemp. Hemp rope can hold weights of up to 500 lbs., and require a *Strenuous [26]* STR check to break.

Sack. A sack can hold about 60 lbs. of goods.

Satchel. A satchel is often used by messengers to carry letters and scrolls.

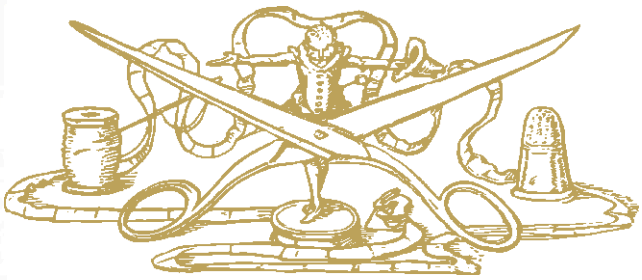
Saw. A serrated blade used to cut through wood. A saw can be used as an improvised shortsword. It does double damage to an object when used to saw through wood.

Scale. Merchants use scales to measure the weight of goods. The goods are balanced against various set weights.

Scrollcase. A scrollcase holds one scroll or parchment and protects it from water, fire, and other environmental damage.

Sextant. A nautical navigational instrument, the sextant measures the angle between two distant objects (usually a star or the sun and the horizon). In this manner, it accurately determines the user's latitude. It can also be used to determine the distance to or between visible objects.

Sheath, spring. A blade can be concealed in a spring sheath and called to hand instantly. It makes it easy to ambush someone using the bluffing technique.



Shovel. A standard tool used to dig holes or move earth.

Smoke bomb. A smoke bomb, when thrown, emits concealing smoke in a 10' radius area for 3 rounds.

Soap. Soap is not too common amongst the peasantry, but most nobles are fans.

Spyglass. A spyglass enables objects and scenes up to a mile away to be seen clearly.

Tent. A tent is designed to protect against inclement weather.

Toolkit. A toolkit is an important piece of equipment. Almost any specialized activity uses a toolkit. A toolkit allows you to undertake the activity with no improvisation penalties; high quality toolkits grant bonuses to your dice pool.

Alchemist's Kit. This includes beakers, flasks, utensils, measuring devices, and other items designed to assist in the gathering and mixing of alchemical substances.

Climbing Gear. Climbing gear includes pitons, ropes, and more.

Cooking Kit. Pots, pans, spoons, knives, and other assorted cooking utensils for use on the go.

Disguise Kit. Makeup, mirror, putty, wigs, and more.

Healer's Kit. A healer's kit contains various items, including a bandages, poultices, some basic herbs and salves, needle and thread, splints, leeches, and other assorted items.

Herbalist's Kit. An assortment of basic herbs, pipes, bowls, pestle, mortar, and other items to aid in the gathering, preparation, and storage of herbs.

Interrogation Kit. This type of kit is not looked upon favorably; it consists of herbs and devices designed to facilitate the gathering of information from a captured suspect. It doesn't include torture equipment; but some of the techniques can be unpleasant.

Survival Kit. A survival kit includes a compass, iron rations, flint, tinder, some very basic medical supplies, and more.

Thieves' Tools. Thieves' tools contain lockpicks, saws, and other items which aid the burglar in infiltration.

Torch. A flask of oil can light up to 5 torches. A lit torch burns for one hour and emits light in a 30' radius.

Trap, bear. A bear trap attacks (5d6) anyone who enters its square, doing 2d6 piercing damage on a hit, and rendering the victim Immobilized until the condition is shaken off.

Vial, glass. A glass vial holds a small amount of liquid.

Waterskin. A waterskin holds a pint of water which lasts one day.

Whetstone. Used to keep weapons sharp.

Whistle. A whistle can be heard up to a quarter of a mile away.

Whistle, dog. As a whistle, but can only be heard by those with INT 8 or higher.

Weapons

There are many weapons available to a character—melee weapons, ranged weapons, polearms, large weapons, small weapons, and more. The following sections list a number of common weapons and their statistics. Weapons are divided into different groups for convenience—swords, polearms, other melee weapons, Eastern melee weapons, and ranged weapons (including firearms).

Reading the Weapon Tables

The weapon tables below have the following categories.

Damage. This entry tells you how much damage a weapon does to a target on a successful hit. Damage may be reduced by Soak values often found in armor or large creatures. Most weapons do at least 2d6 damage.

If the wielder has skill with a weapon type, the size of the dice pool may be added to the damage. For example, a *knives* skill of 6 (3d6) adds 3 to a knife's damage, resulting in a total of 2d6+3 piercing damage rather than the listed 2d6 damage. Alternatively, the size of the wielder's STR pool can be added to melee weapons if that is larger than the skill pool.

When damage is completely negated by Soak, any 6s in the damage roll always cause 1 point of damage each anyway.

Type. This is the type of damage the weapon does, such as piercing, fire, or sonic. Sometimes different armors have different Soak values vs. different types of damage, or certain creatures or objects might be vulnerable to certain damage types. This also determines what type of effect occurs when a critical hit (rolling triple-sixes on a successful attack roll) occurs.

Cost. The cost in gold coins to purchase a standard version of this weapon.

Size. The size of the weapon (tiny, small, medium, or large) can be used to determine one or two-handed use of a weapon, eligibility for two-weapon use and more. Size is a relative term—the table indicates a weapon's size as compared to a human, but larger or smaller species will adjust the (relative) size up or down. For example, an Ogre, which is size Large, using a longsword, which is size Medium, considers it to be a Small weapon. Similarly, a size Small Dwarf considers a shortsword (a Small weapon) to be size Medium.

Weight. This is the item's weight in pounds.

Range. In the case of ranged weapons, this indicates a range increment. For each range increment, an attacker takes a 1d6 penalty to his attack roll. Unless otherwise noted, weapons can be used out to five range increments, although an attacker will suffer a –4d6 penalty to attack rolls at that range.

Damage Types

Every bit of damage caused to a creature or object is of a certain type, whether fire damage, blunt damage, or any of dozens of other damage types. A fireball does fire damage, a crossbow does piercing damage, and a warhammer does blunt damage. The list of damage types is an open-ended set of keywords. Any given weapon can have multiple damage keywords associated with it (although most only have one). These damage types are listed in the weapons tables.

Damage type also determines which status track a target is pushed along when it suffers a critical hit (triple-sixes on a successful attack roll).

The following damage types cannot be Soaked unless equipment or an exploit specifically says so: psychic, radiation, sonic.

Resistance and Vulnerability

Resistance. Some armor, creatures, objects, or materials have Soak values based on a damage type. This means that they are particularly good at resisting damage of that type. Fire-resistant armor, for example, might have a Soak entry which reads Soak 5 (heat). Many creature stat-blocks will also list resistances (and, in some cases, immunities) to certain damage types. A Soak value is the amount by which damage of that type is reduced when it affects the target.

Soak only applies to attacks which target Defense (not Mental Defense) except for Soak which specifically designates psychic or psionic damage.

When damage is fully Soaked, some may still get through—any sixes in the damage roll automatically do 1 point of damage regardless of Soak. This means that it is always possible to damage a target, even if it's just a little.

Vulnerability. Conversely, something might be particularly vulnerable to a damage type. Ice creatures are vulnerable to heat damage, and devils are vulnerable to holy damage. A vulnerability entry will generally note how vulnerable the target is—typically 1d6 or 2d6—and that entry tells you how many extra damage dice to roll when affecting the target. A golem, for example, has vulnerability 1d6 (electricity) which means that an lightning spell which normally does 2d6 electricity damage would do 3d6 electricity damage to the golem.

Targets suffer from vulnerability if the keyword is listed amongst a weapon's damage types.

Targets benefit from resistances only if they are resistant to all listed damage types. A target resistant to heat damage does not benefit from resistance to a weapon which does heat/sonic damage. The target would need to be resistant to both damage types.

Because damage type is a keyword system, there is no finite list of damage types. However, you will find a list of some common types below.

Ballistic. Projectiles fired from pistols and muskets tend to do ballistic damage.

Blunt. Blunt damage comes from falls, heavy blunt weapons, and most forms of unarmed combat.

Crushing. Large objects can cause crushing damage.

Cold. Cold weapons are uncommon, but cold is a common environmental damage.

Death/Necrotic. This type of damage is usually referred to as necrotic damage; it can be caused by weapons or creatures channeling the *secret of death*.

Electricity. Electricity damage can come about in a number of ways, including magical traps; electricity weapons usually have the stun trait, meaning that a target reduced to 0 Health with the weapon is knocked unconscious but is not dying.

Force. Force is a type of energy damage, usually caused by magic.

Good/Holy. This type of damage is usually referred to as holy damage, and can be caused by weapons or creatures with the Good virtue.

Evil/Unholy. This type of damage is usually referred to as unholy damage, and can be caused by weapons or creatures with the Evil virtue.

Heat/Fire. Heat damage is caused by fire or by magical attacks. It is often referred to as fire damage.

Piercing. Piercing damage, like slashing damage, can be caused by swords and knives

Poison. Poison damage can come about from gas, food, stingers, bites and more; armor does not soak it unless noted.

Psychic. Some mental or magical attacks can cause psychic damage (also sometimes called psionic damage).

Slashing. Swords and other slashing weapons do slashing damage.

Sonic. Sonic damage is caused by sound waves; armor does not soak it unless noted.

Special Traits

This column indicates any particular properties or notes associated with a weapon or item.

Agile. An agile weapon is complex and difficult to use. You need an AGI of 8 to use it without penalty, otherwise you take a –1d6 penalty to your attack rolls. These weapons always use AGI for their attack rolls.

Bypass. A weapon with this trait is able to ignore shields. An example is the Eastern three-section-staff, which can be used to strike around a shield.

Climber. A weapon with this trait counts as climbing gear.

Close-quarters. A close-quarters weapon can be used even when its user is grappling. These weapons gain +1d6 to attacks against foes in the same square.

Double. Double weapons are melee weapons treated as though they were two weapons, one in each hand. This typically means that the attacker will gain an additional attack per turn with it. Review the combat rules on dual-wielding and double weapons.

Heavy. A heavy weapon is difficult to use. You need a STRENGTH of 8 to use it without penalty, otherwise you take a –1d6 penalty to your attack rolls. These weapons always use STR for their attack rolls.

Hook. Many polearms incorporate hooks. Against a mounted target, a successful strike can dismount the rider. When using it to dismount a target, a hooked weapon does no direct damage and costs 2d6.

Huge. A huge weapon (which is almost always heavy as well) is so large that medium-sized or smaller creatures need STR 10 to avoid the heavy penalty.

INITIATIVE bonus. Some weapons are lighter and faster than others. These may grant a bonus to INITIATIVE.

MELEE DEFENSE bonus. Some weapons grant a flat bonus to the wielder's MELEE DEFENSE score.

Reach. A reach weapon is a longer melee weapon. It can attack opponents up to 10' away. Weapons with long reach can attack up to 15' away, but cannot attack adjacent targets.

Sacrificial. Sacrificial weapons are often used in ritual and rites. They gain +1d6 to attack a prone foe.

Set. Some piercing polearms can be set as a single action against incoming attackers. This creates a cone (10' for reach weapons, 15' for long reach weapons) in the direction in which the weapon is set. As an attacker enters the cone from the front edge, it is subject to an automatic attack from the polearm. If successful, the attacker is stopped in its tracks, and its movement ends for that action, as well as taking damage as normal. The attacker may attempt to enter the cone again.

Melee Weapons and Size

The size of a melee weapon is indicated in the weapons table. Weapons can be increased or decreased in size to make oversized or undersized versions suitable for larger or smaller creatures.

An **undersized** weapon is one size category smaller and weighs half the regular weapon.

An **oversized** weapon is one size category larger, weighs twice the regular weapon, and does an extra 1d6 points of damage. Oversized weapons cost three times the regular price. The wielder of a weapon must use two hands to use a weapon one size category larger than himself, and must use his STRENGTH attribute for attacks even when the regular sized version offers an option to use AGILITY. Weapons two sizes larger cannot be used.

Shield. The wielder of this weapon is automatically considered to be also wielding a shield of the same size category. This applies for the purposes of MELEE DEFENSE only.

Sidearm. Weapons designated as sidearms gain +1d6 to hit at point-blank range (when the user is adjacent to the target) and do not suffer a penalty for firing at an adjacent target.

Single. A weapon with this quality can only be used once per round, even if the user is able to make multiple attacks.

Stonebreaker. These weapons are designed to break stone and do +1d6 damage to stone targets.

Stun. When the target is reduced to 0 HEALTH by a weapon with the Stun trait, it is unconscious but not dying. It wakes with 1 HEALTH 5 minutes later.

Thrown. A melee weapon with this trait can be thrown with the noted range increment. For example, a weapon with the trait "Thrown (3)" has a range increment of 3. Without this trait, a thrown weapon has a range increment of 2 and counts as improvised (inflicting a –2d6 penalty to the attack roll).

Trap. Some weapons can be used to trap a foe. A weapon which can trap an enemy does so on a successful hit, rendering the target immobilized until they shake off the status.

Swords

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Bastard sword (hand-and-a-half sword)	3d6 / 3d6+2	Slashing	40	M	6	Versatile
Broadsword (basket-hilted sword)	3d6	Slashing	30	M	5	+1 Melee Defense
Claymore (great sword)	3d6+4	Slashing	70	M	7	Heavy
Cutlass	2d6+2	Slashing	20	M	4	Close-quarters
Falchion (cleaver)	2d6+4	Slashing	8	M	5	—
Flamberge (flame-bladed sword)	3d6	Slashing	30	M	4	Vicious
Gladius	2d6	Piercing	15	S	3	Close-quarters
Khopesh (sickle-sword)	2d6+2	Slashing, Blunt	25	M	6	—
Longsword	3d6+2	Slashing	15	M	4	—
Machete	2d6	Slashing	10	S	3	Close-quarters
Rapier (dueling sword)	2d6	Piercing	20	M	3	+1 Melee Defense, +1 Initiative
Saber (backsword)	2d6	Slashing	18	M	3	+1 Melee Defense
Scimitar	2d6+1	Slashing	15	M	4	—
Shortsword	2d6	Piercing	10	S	3	*Swords* or *knives* skill
Smallsword	1d6+4	Piercing	15	S	2	+1 Initiative
Two-bladed sword (double sword)	2d6	Slashing	100	L	10	Double, Agile
Zweihander (two-handed sword)	4d6	Slashing	25	L	8	Heavy

Versatile. A versatile weapon has two damage values: the first is for the weapon used one-handed, and the second is for the weapon used two-handed.

Vicious. Some weapons are barbed or jagged; conditions from such weapons are harder to shake off, and inflict a –1d6 penalty to attempts to do so.

Woodbreaker. Designed to split wood, these weapons do +1d6 damage against wood targets.

Sword List

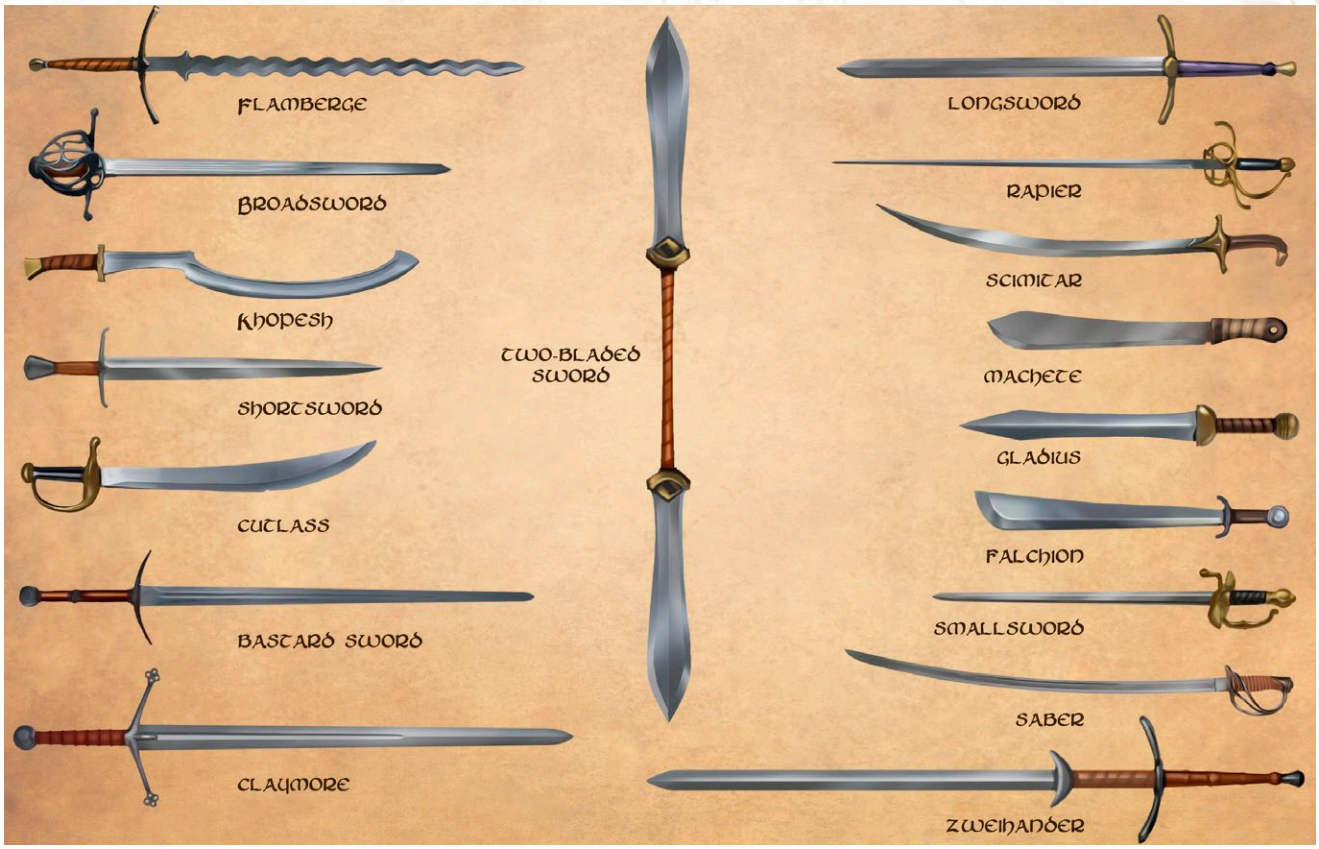
Swords are bladed weapons, and are designed for thrusting or cutting. Swords vary in size, style, and shape, from single-edged straight blades (backswords), doubled-edged straight blades (broadswords), dueling weapons, curved swords designed to slash from horseback, to massive, heavy weapons which bludgeon as much as they cut.

Different sword types have different strengths and weaknesses—cutlasses are short curved swords designed for use in close-quarter ship combat, while rapiers are thin, fast piercing weapons with an emphasis on dueling. Some swords have wide cross guards, quillons, or basket-hilts which aid in defense and protect the wielder's hand.

Eastern swords such as the katana are included in the Eastern Melee Weapons List, below.

Bastard sword. A bastard sword, or a "hand-and-a-half sword," is designed to be used either one-handed or two-handed. Used two-handed, the weapon does slightly more damage.

Broadsword. A double-edged cut-and-thrust sword, often including a basket hilt which encloses the hand, with a wider blade than a rapier. The basket hilt has a number of variations, including the Walloon hilt and the Sinclair hilt. From the broadsword is descended both the saber and the claymore. The term "broadsword" distinguishes the weapon from various "backswords," which have only a single edge.



Claymore. The claymore is a large bastard sword often used by highlanders. Its name translates roughly as "great sword."

Cutlass. A short, curved saber often associated with sailors; a backsword, with a single edge, that can be equally used for close-quarter shipboard combat and for chopping through ropes and sails.

Falchion. A cheap one-handed single-edged sword, the falchion resembles a large machete. Falchions often do double-duty as tools, and tend to be thought of as a lower quality than more expensive swords.

Flamberge. Noted for its wavy blade, this weapon is sometimes called the "flame-bladed" or "wave-bladed" sword. The undulating blade shape can cause more damage when pulled across a surface than a straight edge, and can also damage a foe's weapon.

Gladius. A short thrusting weapon, the gladius is typically accompanied by a large shield and used to stab at the opponent's mid-section. Gladii have two edges and a tapered point.

Khopesh. The sickle-sword has a straight hilt and a curved blade. The sharp edge is on the outside of the curved end, while the blunt tip can serve as a bludgeon.

Longsword. The longsword is a straight blade, double-edged, with a cruciform hilt. Designed for two-handed use, the hilt is typically long. It is this hilt which gives rises to the weapon's name, not the length of the blade. It is strongly associated with knights, although variations are numerous.

Machete. A short sword shaped like a large cleaver. The machete is used to cut through undergrowth, or for agriculture. Easy to obtain, it is a popular weapon for civilian uprisings.

Rapier. The rapier is the classic dueling sword, fast and accurate. Thin and long, often with elaborate hilts and hand-guards, rapiers are designed for thrusting.

Saber. The saber is a single-edged, curved backsword with a large hand-guard. It is frequently used as a cavalry weapon—it is light enough to be swung easily one-handed, and the curved blade makes slashing attacks very easy, not requiring a "pull" like a straight sword does.

Scimitar. Another single-edged curved sword, the scimitar is longer and thinner than the saber. Like the saber, it is primarily used in mounted combat.

Shortsword. The shortsword is related to the longsword. Where the former has a long hilt designed for two-handed use, the shortsword's hilt is shorter and designed for one-handed use. Despite the name, the blade is not very short, and it is a common weapon used in combination with a shield. You can use either the *swords* or *knives* skill with a shortsword.

Smallsword. The smallsword is a light, thrusting sword descended from the rapier. They are commonly used both by the military and for dueling, and are often used as dress swords.

Two-bladed sword. This double sword has a hilt in the middle and blades which extend from both ends. It is wielded more like a staff than a sword, and its use requires a lot of practice and coordination.

Zweihander. Descended from the longsword, the *zweihander* is a large two-handed sword. These weapons are typically 5–6 feet in length and carried across the shoulder. *Zweihanders* require two hands.

Axe List

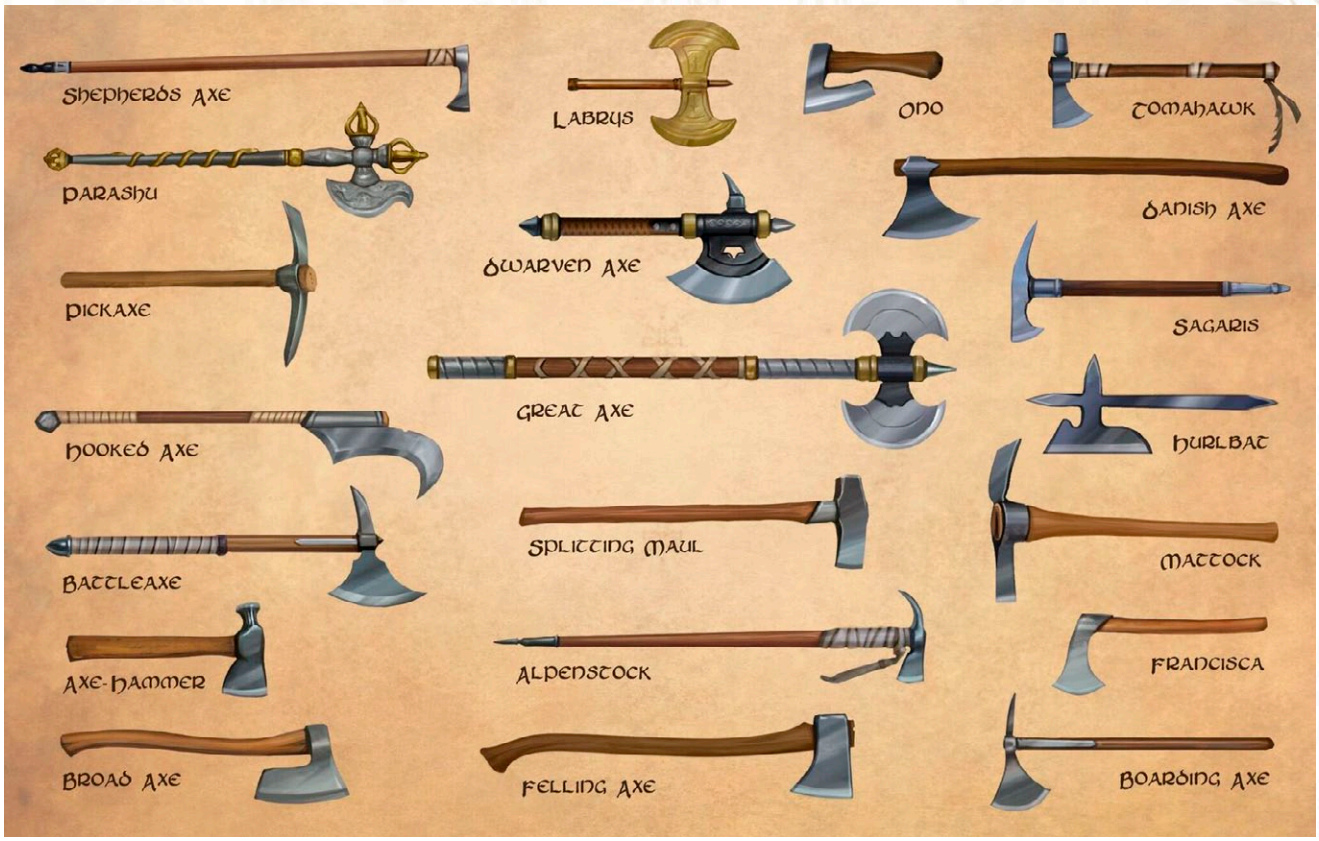
This category of weapons includes a number of hafted tools designed for chopping wood or breaking stone.

Alpenstock. The ice, or climbing axe, is a multipurpose tool. It functions as a walking stick (with a pick at the handle end), as an anchor or belay, and as an axe and pick for chopping ice and carving hand and footholds. It has a number of components: head, pick, hammer, spike, and shaft.

Axe-hammer. The axe-hammer, or hammer axe, features a hammer head mounted opposite the blade. Stone axe-hammers are common in Stone Age settings, while iron versions exist later. As tools, axe-hammers are useful for a range of activities.

Axes

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Alpenstock	1d6+3	Slashing/Piercing	2	M	2	Climber
Axe-hammer	2d6+2	Slashing/Blunt	15	M	6	—
Battleaxe	3d6	Slashing	10	M	5	—
Boarding axe	2d6	Slashing	9	M	4	Close-quarters
Broadaxe	3d6	Slashing	8	L	7	Heavy, woodbreaker
Danish axe	2d6+2	Slashing	8	L	3	—
Dwarven axe	3d6	Slashing	10	S	10	Heavy
Felling axe	2d6	Slashing	5	M	6	Woodbreaker
Francisca	1d6+3	Slashing	4	S	2	Thrown, woodbreaker
Great axe	3d6+3	Slashing	25	L	12	Heavy, huge
Handaxe	2d6	Slashing	4	S	2	Thrown
Hatchet	2d6	Slashing/Blunt	3	S	3	—
Hooked axe	2d6+2	Slashing	12	M	3	Hook
Hurlbat	1d6+2	Slashing, Blunt	2	S	2	—
Labrys	2d6+3	Slashing	20	L	7	Sacrificial
Mattock	2d6	Piercing	3	M	4	Stonebreaker
Ono	2d6	Slashing/Blunt	3	S	3	—
Parashu	2d6+3 / 3d6	Slashing	12	M	6	Versatile
Pickaxe	2d6	Piercing	3	M	4	Stonebreaker
Sagaris	2d6+2	Slashing	9	M	4	—
Shepherd's axe	1d6+3	Slashing/Blunt	2	M	2	—
Splitting maul	2d6	Slashing/Blunt	8	M	8	Woodbreaker
Throwing axe	2d6	Slashing	4	S	2	Thrown
Tomahawk	2d6	Slashing	9	M	3	Close-quarters, thrown



Battleaxe. This is a two-handed axe designed for combat. Many variations on the battleaxe exist, both primitive and, in the case of many warlike cultures, ceremonial.

Boarding axe. A sailor's implement, the boarding axe is used for firefighting, combat, cutting through enemy nets and rigging, and smashing doors. While it is not quite as effective in combat as a cutlass, its other functions more than compensate.

Broadaxe. A large axe with a single broad blade designed to hew wooden logs. These axes are also sometimes known as long-bearded axes.

Danish axe. A primitive battleaxe, this weapon is often called the sparthe, pale-axe, sparr axe, or hafted axe. The Danish axe is the quintessential Viking axe—a wide, thin blade, and a long 3'–4' haft. The blade has a pronounced heel and toe, making the shape almost horn-like.

Dwarven axe. Dwarves are heavily associated with axes and hammers. The dwarven axe is short, but heavy. Dwarven axes are of high craftsmanship, often ornate, and even the standard versions are able to receive enchantments (normally a weapon must be of exceptional quality to be enchanted). Although the weapon has the heavy trait, it does not have that trait when wielded by a dwarf.

Felling axe. A sharp, long-handled axe specifically designed to cut down trees.

Francisca. The francisca, or Frankish axe, is a throwing weapon with an arch-shaped head. It is traditionally thrown just before hand-to-hand combat with the intention of breaking wooden shields.

Great axe. A larger version of the battleaxe, this immense weapon is formidable indeed. Very few people can wield a great axe.

Hooked axe. The blade on this small battleaxe is hooked, designed to disarm or dismount enemies.

Hurlbat. This weapon, also known as the whirlbat or the whorlbat, is a type of throwing axe. Some variations are actually throwing clubs. A given hurlbat does either slashing or blunt damage (not both).

Labrys. The labrys, or double-axe, is a Greek weapon, and is often associated with the Minoan civilization. In fantasy settings, it is commonly used by minotaurs. The labrys features a blade on either side of the shaft, and is often very ornamental and used in

ritualistic or ceremonial events, including sacrifices of both people and animals.

Mattock. Similar to the pickaxe, the mattock is a versatile tool used to chop ground, and dig holes. It is designed to be swung between the wielder's legs.

Ono. An Eastern-style axe, this weapon is often used in depicting folk heroes. It is essentially a hatchet.

Parashu. A one or two-handed iron or steel battleaxe, the parashu does an additional +2 damage when wielded two-handed. The parashu is closely associated with Hindu deities.

Pickaxe. The pickaxe is a tool used for digging and breaking ground. It is very effective at breaking stone.

Sagaris. A long-shafted axe with a small metal head, this weapon is favored by Amazons. Some say it is the precursor to the battleaxe.

Shepherd's axe. A long, light axe, used both as a walking tool and a weapon. Other similar axes

Miscellaneous Melee Weapons

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Baton	1d6+3	Blunt	5	S	3	—
Cestus	—	Blunt	10	S	1	—
Chain, weighted	2d6+2	Blunt	7	L	9	Reach
Club	2d6	Blunt	1	M	3	—
Club, spiked	2d6+2	Piercing/Blunt	8	M	6	—
Flail, footman's (ball-and-chain)	2d6	Blunt	20	M	5	—
Flail, horseman's	2d6+4	Blunt	50	L	9	Heavy
Garrote	1d6	-	2	S	-	—
Hammer, light	2d6	Blunt	1	S	2	—
Knife/dagger	1d6+3	Piercing	2	T	1	Thrown (3)
Lance, heavy	4d6	Piercing	200	L	50	—
Lance, light	3d6	Piercing	120	L	30	—
Lasso	-	-	1	L	4	Trap
Mace, footman's	2d6+2	Blunt	15	M	5	—
Mace, horseman's	2d6+4	Blunt	30	M	9	—
Main gauche (parrying dagger)	1d6+4	Slashing	5	S	5	Shield
Morningstar	3d6+2	Piercing/Blunt	75	L	7	Heavy
Net	—	—	5	L	3	Trap
Pick, military	2d6+3	Piercing, Blunt	10	M	5	—
Quarterstaff	2d6	Blunt	-	L	4	—
Sap	2d6	Blunt	1	S	2	Stun
Scythe	2d6	Slashing	4	M	9	—
Sickle	2d6+4	Slashing	8	L	2	—
Spear	2d6+2	Piercing	3	M	6	Thrown (6)
Spear, longspear	3d6+2	Piercing	8	L	9	Reach
Spear, shortspear (javelin)	2d6	Piercing	2	M	3	Thrown (5)
Stake, wooden	1d6	Piercing	-	S	1	—
Warhammer (maul)	3d6	Blunt	12	M	5	—
Whip	2d6	Slashing	12	M	2	Reach, Trap
Whip, cat-o'-nine-tails	1d6	Slashing	20	M	2	Reach

include the fokos, bartka, or baltag. This axe is often overlooked as a weapon, making it easy to get past guards and the like.

Splitting maul. This axe has a variety of names—go-devil, sledge axe, blockbuster. It is a long-handled, heavy tool with an axe head on one side and a sledge-hammer head on the reverse. It is very effective at splitting wood.

Tomahawk. A single-handed axe used for close-quarters combat and for throwing.

Miscellaneous Melee Weapon List

Throughout history, nearly everything has been used as a weapon. Hammers, chains, picks, sickles, even wooden stakes have all been turned against foes in anger. The following list contains a variety of weapons, some specifically designed as such, or based on an existing tool, and others which were tools which came to be used as such. These weapons do not fall neatly into an existing category.

Baton. A baton, or truncheon, is a short club. It is often called a billy-club, blackjack, or nightstick, and is used by ruffians and law-enforcement.

Cestus. A battle-glove, made of leather and iron. The cestus was originally devised for a particularly gladiatorial form of boxing. A cestus adds +1d6 to base unarmed damage (this does not stack with other items or effects which increase base unarmed damage).

Chain, weighted. A chain with blunt weights at either end, designed to reach out to 10'.

Club. A simple wooden or metal stick or bat. This includes baseball bats, cricket bats, tire-irons, and other crude blunt weapons.

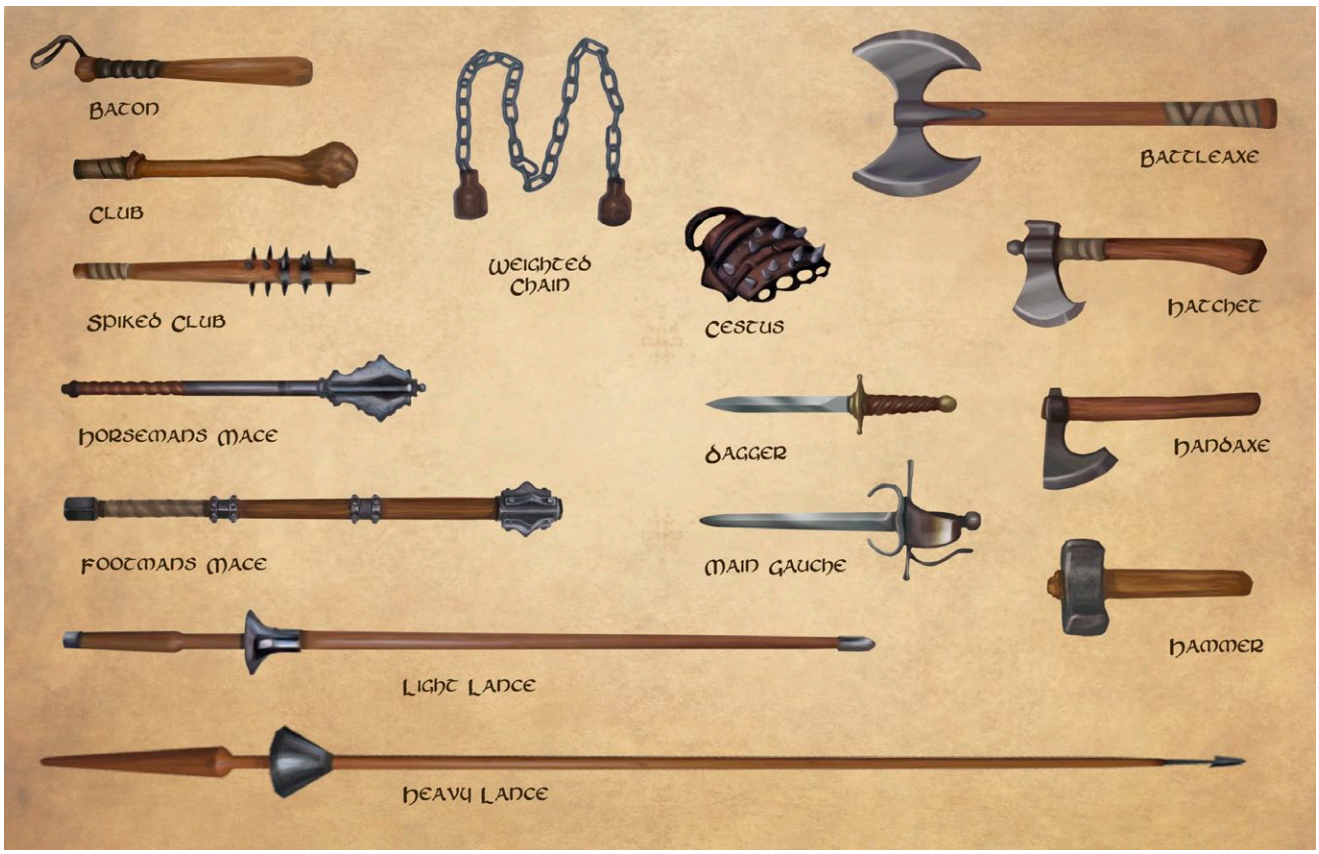
Club, spiked. A club with sharp metal protrusions.

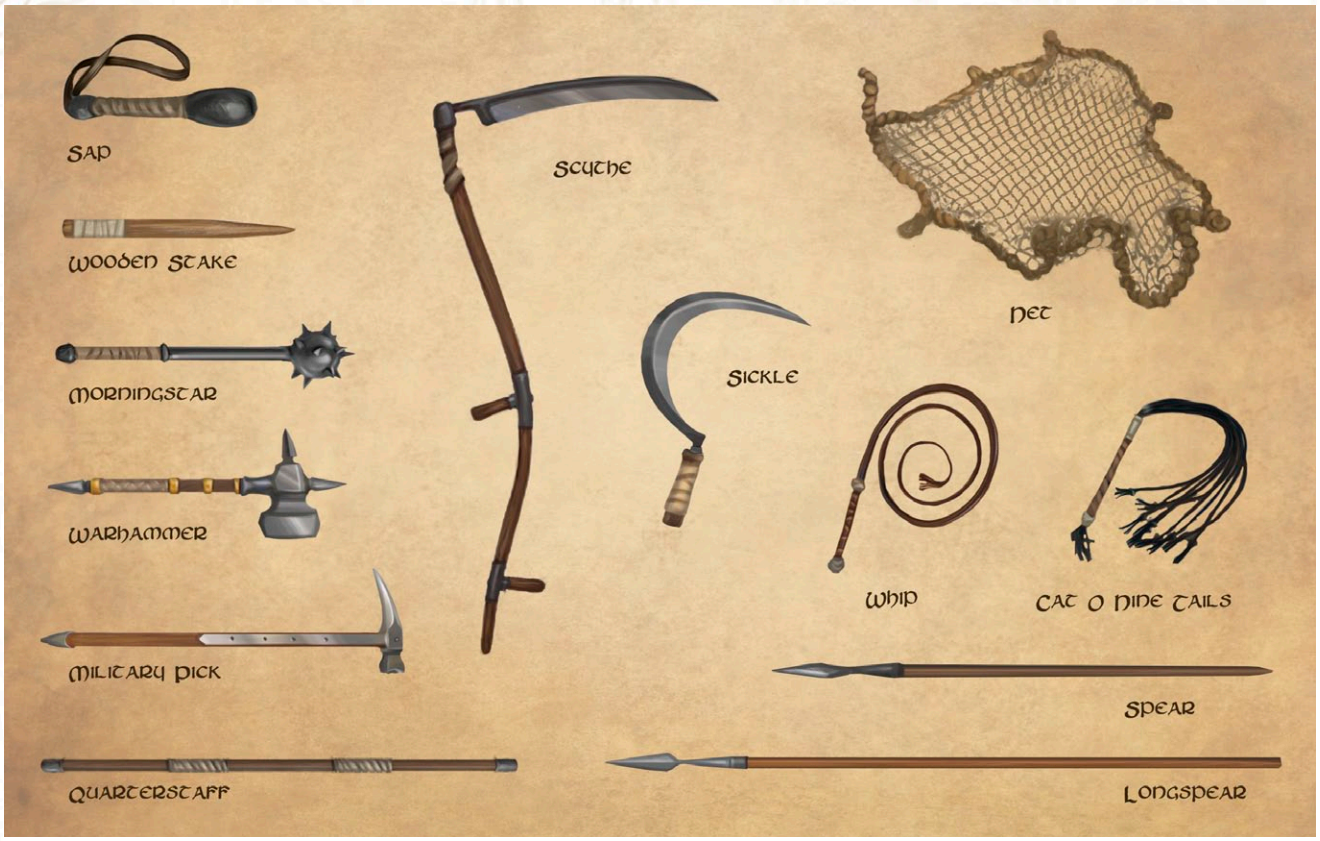
Hammer, light. A light hammer is heavier than a standard tool, but lighter than a sledgehammer.

Knife/dagger. Knives and daggers range from kitchenware to ceremonial blades.

Lance, heavy. A lance is along spear designed for use by a mounted warrior referred to as a lancer. Lances are heavily associated with knighthood.

Lance, light. Light lances are often used for training or sport, or sometimes by footmen (in which case it is referred to as a footman's lance).





Lasso. A lasso has a range increment of 3, and only has two range increments.

Mace, footman's. A mace is a heavy bludgeoning head on the end of a sturdy handle. Some maces have flanges which help them to pierce plate armor, while others are knobbed and designed to cause damage without penetrating the armor.

Mace, horseman's. A horseman's mace is heavier than the footman's version. It has a shorter shaft, making it easier to use from horseback.

Main-gauche. The main-gauche is a parrying dagger. Usually used in the off-hand, it operates like a small shield.

Morningstar. A morningstar resembles a mace, but has a spiked head. It is a common backup weapon of the medieval knight.

Net. Nets are usually weighted, and are able to entangle and immobilize a foe.

Pick, military. A military, or horseman's pick, resembles a warhammer but has a down-curved spike on the reverse of the hammer head. The spike is designed to penetrate thick armor or mail, but can be unwieldy.

Quarterstaff. A quarter staff is a six-foot staff, often made of wood, but sometimes of metal.

Sap. A sap is a small, blunt object used to render a target unconscious. It does little damage, and that damage is non-lethal (stunning) damage, and it is a weak melee weapon, but if the target is unaware of the attack he must made a *Difficult [16]* END check or become stunned.

Scythe. An agricultural tool used for reaping crops. A scythe has a long wooden shaft, with a back-curving blade extending sideways from the end. The sharp edge is on the inside of the blade. Scythes are sometimes used in combat.

Sickle. A sickle is a one-handed tool shaped much like a scythe but with a much shorter handle.

Spear. A spear is a long stick with a pointed impact head that can be thrown. The shortspear, or javelin, is designed to be thrown but can be used in melee in a pinch. The longspear is about 8' in length—longer than a spear but shorter than a pike. Too large to be thrown, it is the ancestor of many polearms.

Stake, wooden. A wooden stake makes for a poor melee weapon; however, against vampires it instead

counts as a dagger, and is not subject to a vampire's Soak.

Warhammer. A warhammer is designed especially for battle. Warhammers weigh about the same as a sledgehammer, although some designs are larger and heavier.

Whip. A whip is a melee weapon with a 10' reach. Skilled practitioners can perform tricks with a whip. The whip can trap an opponent by paying 2d6; if successful, the opponent is immobilized, although the whip itself cannot be used while trapping a victim. A whip can also be used to grab items and objects.

Whip, cat-o'-nine-tails. This whip, known as the cat, has multiple tails and is generally used for inflicting pain rather than in combat. The nine tails are knotted cord. The cat is a common military and naval punishment tool.

Polearm List

Polearms are, in short, long sticks with an assortment of blades, hammers, and hooks at the other end. These weapons provide greater reach to the footman, greater angular momentum than shorter weapons, and are cheaper to make than swords and the like. For this reason, they are greatly favored by peasants and militia. The wide range and variety of polearms is immense, and some weapons defy classification.

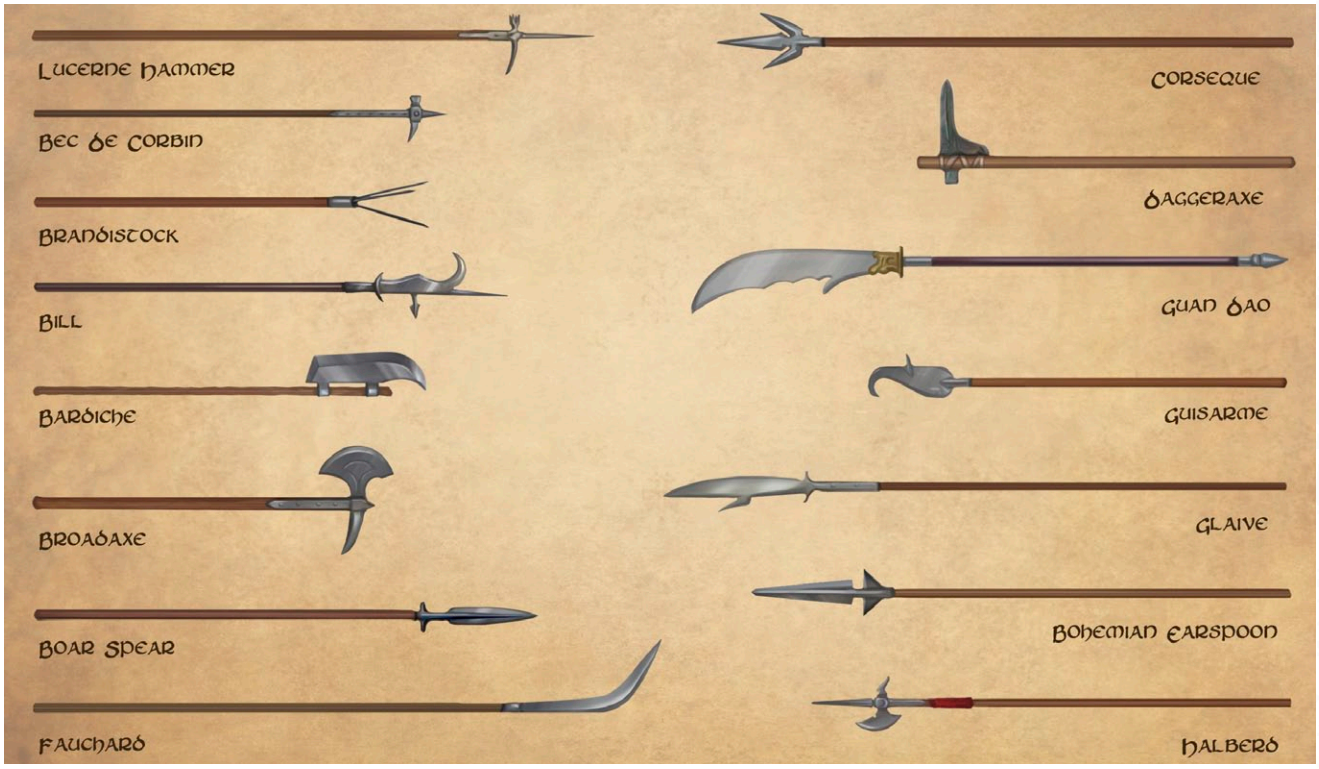
Eastern polearms such as the *naginata* and *nagamaki* are included in the Eastern Melee Weapons List.

Bardiche. A bardiche is similar to a halberd, but lacks the hook and spear point. A long cleaver-like blade is attached to a 5' pole, making it one of the shortest polearms; variations include the Lochaber axe and the Jeddart staff.

Bec de corbin. Similar to a Lucerne hammer, this polearm has a hammer head and spike atop a long pole, although the "beak" is typically used rather than the hammer head.

Bill. Similar to the halberd, the bill is also known as the bill hook or the bill-guisarme. It has a hooked, edged blade with pointed spikes mounted on the end of a pole; the hooked blade curves back to form a hook. A couple of variations include the 6' black (military) bill and the 8'–9' forest (civilian) bill. This weapon is ideal for fighting mounted knights with heavy stopping power in the spearhead, a powerful swing, and the hook to drag the unlucky horseman to the ground.

Boar spear. Used for boar hunting, this shortish spear has two lugs behind the spearhead; this stops



Polearms

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Bardiche	2d6	Slashing	4	L	4	—
Bec de corbin	2d6	Blunt, Piercing	5	L	5	Reach
Bill	3d6	Slashing, Piercing	7	L	6	Reach, Hook
Boar spear	2d6	Piercing	4	L	4	+1 Melee Defense, Set
Bohemian earspoon	2d6	Piercing	4	L	5	Reach, +1 Melee Defense
Brandistock	2d6	Piercing	4	L	4	—
Broadaxe	2d6+4	Slashing	5	L	6	Reach
Corseque	2d6	Slashing, Piercing	5	L	7	Reach
Dagger-axe	2d6	Piercing	4	L	4	Reach
Fauchard	2d6+2	Slashing	5	L	6	Reach
Glaive	2d6+4	Slashing	5	L	7	Reach
Guan dao	2d6	Slashing, Piercing	5	L	6	Reach
Guisarme	2d6	Slashing	4	L	5	Reach, Hook
Halberd	2d6	Slashing, Piercing	5	L	5	Reach, Hook
Lucerne hammer	2d6+2	Piercing, Blunt	5	L	7	Reach
Man-catcher	2d6	-	4	L	7	Reach, Trap
Military fork	2d6	Piercing	4	L	5	Reach, Set
Ox-tongue	2d6	Piercing	4	L	4	Reach, Set
Partisan	2d6	Piercing	4	L	4	Reach, +1 Melee Defense
Pike	3d6	Piercing	6	L	8	Long Reach, Set
Poleaxe	2d6	Slashing, Piercing	4	L	7	Reach
Ranseur	2d6	Piercing	4	L	6	Reach, +1 Melee Defense
Sovnya	2d6	Slashing	4	L	6	Reach
Spetum	2d6	Piercing	4	L	7	Reach
Svärdstav	2d6	Slashing	4	L	8	Reach
Trident	2d6	Piercing	4	L	6	Reach, Set
Voulge	2d6	Slashing	4	L	6	Reach
War-scythe	2d6	Slashing	4	L	6	Reach

an angry boar from working its way up the shaft after being impaled, and this trait made it very effective against a charging horse.

Bohemian earspoon. This unusually-named hunting weapon has a long, wide spearhead with two lugs at the head's base in a guard-like fashion.

Brandistock. This weapon is only about 5' long, and is often used by militia. It has a retractable blade (sometimes up to three thin blades) kept inside the hollow shaft and propelled and locked in place with a sharp thrust.

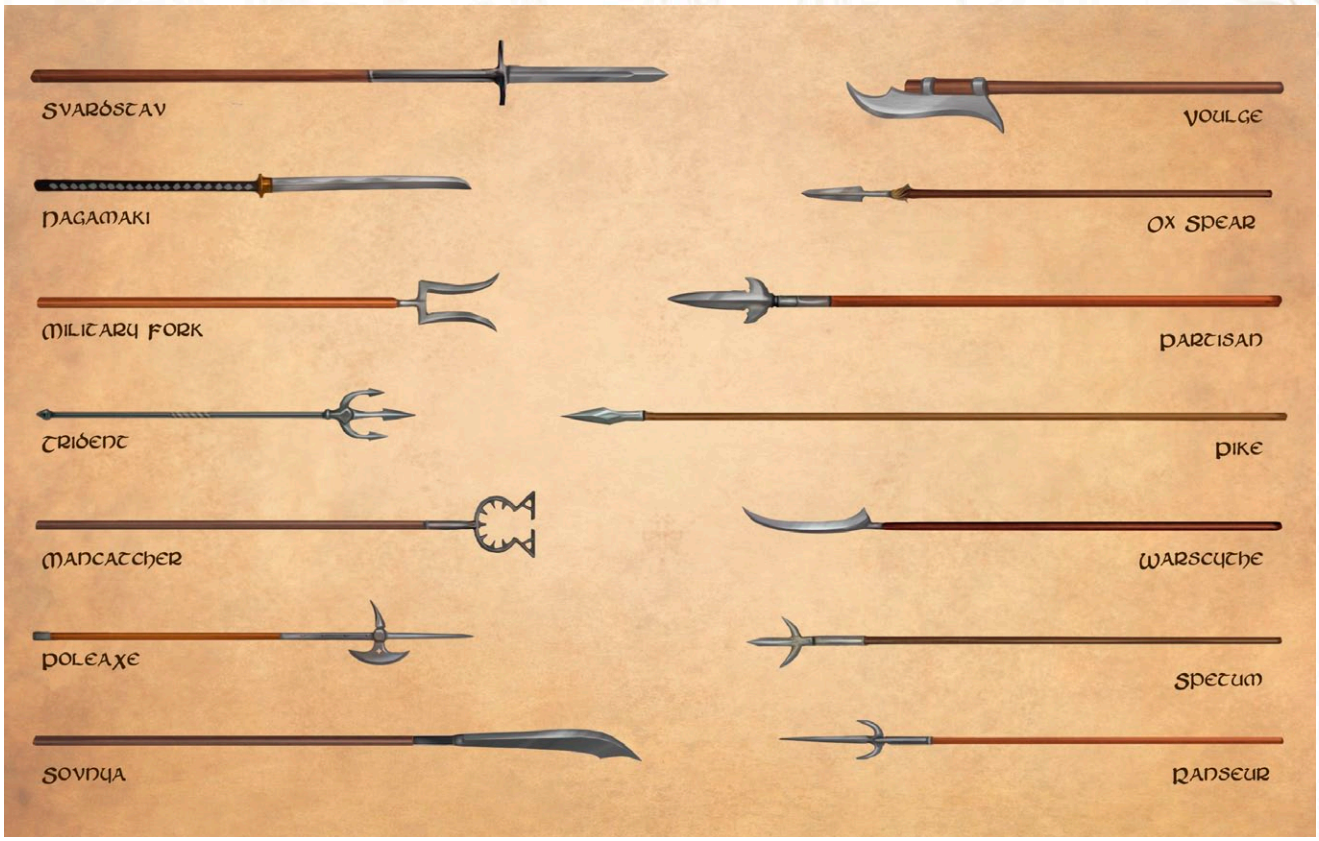
Broadaxe. A 5' haft with a heavy crescent-shaped axe-head on the end. Also known as a longaxe. The sparr axe is similar to the broadaxe; this weapon has a larger head, and the bottom part of the crescent is curved back to touch the haft.

Corseque. A 7' pole with a three-bladed head on the end, typically a long spike with a shorter blade on either side at 45–90 degrees.

Dagger-axe. This oriental weapon has a bronze or iron dagger mounted atop a wooden staff. Some ceremonial variations include two or three blades.

Fauchard. This polearm consists of a long pole up to 7' in length with a curved blade atop it; the sharp edge is the inside (concave) edge of the blade.

Guan dao. This cavalry weapon, also known as the



moon blade, has a 6' pole with a heavy curved blade counterweighted by a pointed metal spike.

Guisarme. This weapon was designed to dismount mounted opponents, knights in particular. It is basically a hook on a spear shaft, although some variants contain additional points or spikes.

Glaive. Glaives have a single-edged 18" blade on the end of a 7' pole, affixed in a manner similar to an axe-head. A variation, called the glaive-guisarme, combines the glaive and the guisarme by including a hook on the other side of the pole.

Halberd. The halberd is one of the most common polearms. It has an axe blade and spike atop a long shaft, with a hook on the reverse side similar to that of a guisarme.

Lucerne hammer. This weapon combines a bec de corbin with a warhammer—a three or four pronged head on a 7' pole, with long spikes on the reverse and the end.

Man-catcher. This polearm has two semicircular spring-loaded prongs able to encircle and trap a man-sized target. It was primarily used to dismount riders and then restrain them.

Military fork. Based on the pitchfork, this weapon has two prongs which point straight forward, parallel or close to it. It is easier to use than a sword.

Ox-tongue. A broad-headed double-edged spear.

Partisan. A spearhead on a long shaft, this weapon has side-protrusion used to parry swords.

Pike. A pike is a very long spear, over 10' and up to 20' in length. Its extensive reach makes it useful in massed formations to defend against charging horses.

Poleaxe. A weapon which came about in order to penetrate plate armor, the poleaxe is like a longaxe or broadaxe with additional spikes—one on the back, and one on the end.

Ranseur. The ranseur is a long spear with a crescent-shaped cross hilt, almost like a *sai* on the end of a 6' staff. It can be used to trap enemy weapons.

Scythe. A pole with a curved blade mounted at 90 degrees to the pole; this is primarily a farming implement, but can be tasked to combat.

Sovnya. This resembles a long pole with a curved sword on the end, much like a *naginata*.

Spetum. This 7' pole has a spearhead with two shorter single-edged prongs set at an acute angle.

Svärdstav. The *svärdstav* is a double-edged sword blade attached to a 7' staff.

Trident. A trident is a three-pronged spear; originally designed for fishing, it was quickly adopted as a military weapon.

Voulge. A voulge is a primitive glaive—a long blade is attached to a pole by binding the lower half or more of it to the shaft, making it almost a long axe.

War scythe. Similar to a regular scythe, the blade extends upright from the pole rather than sideways.

Eastern Melee Weapons List

Eastern weapons are as many and varied as any other. The following is a list of some common Eastern weapons for settings which include cultures which use such weapons. The availability of these weapons is decided by the GM—they may be freely available, they may only be available in certain regions, or they may be used exclusively by a particular culture. Many Eastern weapons are descended from agricultural tools, including sickles, staves, threshers, forks, and fans.

Butterfly sword. These short, single-edged swords are usually used in pairs. About the length of a forearm, they can easily be concealed. The swords are only sharpened for half their length, enabling the user to deliver bludgeoning attacks and to parry easily.

Gunbai. The *gunbai*, or war fan, can be used as a blade, a shield, and signalling device. War fans are typically made of wood or metal.

Hanbō. The *hanbō*, or half-staff, is about 3' long. The stick is often used as a walking cane, and can be used in a variety of ways to strike, block, and achieve joint locks and throws.

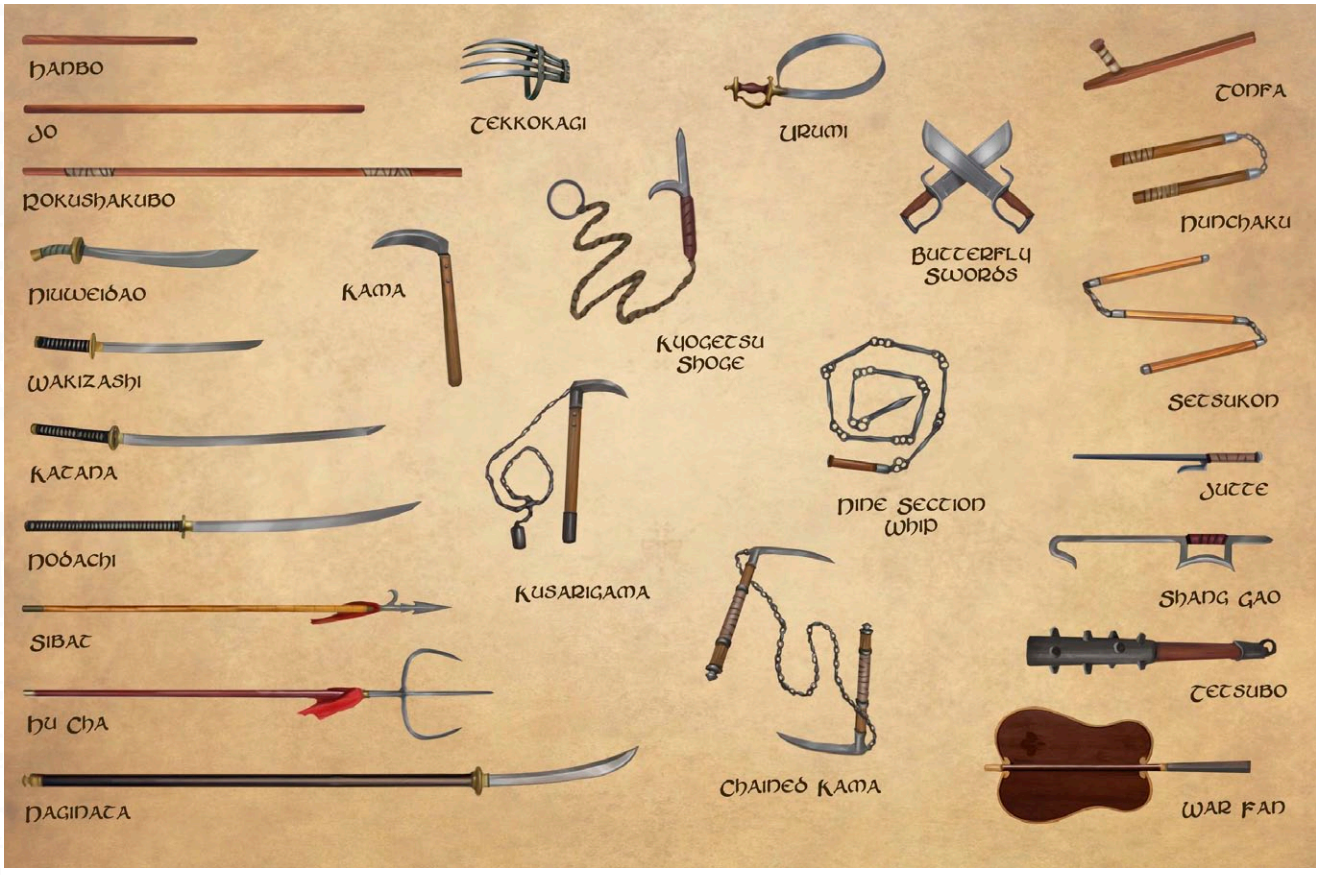
Hu cha. A hunting trident, this weapon is known as the "tiger fork."

Jō. The *jō* is a wooden staff, shorter than the *rokushakubō*, typically around 4' in length.

Jutte/Sai. A weapon often used by militia, the *jutte* is used to block and parry sword attacks. Often made of heavy iron, the *jutte* can also be used to deliver very painful close-quarter strikes. The *sai* is a two-pronged variant with the same statistics.

Kama. The *kama* is a sickle-type weapon.

Kama, double-chained. The *kama* can sometimes



Eastern Melee Weapons

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Butterfly sword	2d6	Slashing/Blunt	20	M	1	+1 Melee Defense
Gunbai (war fan)	2d6	Slashing	5	S	—	Shield
Hanbō	1d6+4	Blunt	1	S	1	—
Hu cha (tiger fork)	3d6	Piercing	5	L	8	Reach
Jō	2d6	Blunt	1	M	2	—
Jutte/Sai	2d6	Blunt	8	S	1	Disarm, sheld
Kama	3d6	Slashing	4	M	2	—
Kama, double-chained	2d6+2	Slashing	8	L	6	Double, reach
Katana	3d6+2	Slashing	50	M	6	—
Kusarigama (sickle and chain)	2d6+2	Blunt	12	L	3	Reach, trap
Kyogetsu-shoge	2d6	Slashing	6	S	1	Reach, trap
Nagamaki	3d6+2	Slashing	75	L	7	Reach
Naginata	3d6	Slashing	35	L	9	Reach
Niuweidao (Chinese broadsword)	3d6	Slashing	15	L	4	Heavy
Nodachi (great sword)	3d6+4	Piercing	60	L	8	—
Nunchaku	2d6	Blunt	4	M	2	Bypass
Rokushakubō (bō staff)	2d6+2	Blunt	1	L	3	Double, reach
Sansetsukon (three-piece-staff)	3d6	Blunt	8	L	3	Bypass
Shang gou (hook sword)	2d6	Slashing	6	S	1	Disarm
Sibat (spear)	2d6+1	Slashing	2	S	2	Thrown
Tekko-kagi (iron claw)	see text	Slashing	2	S	1	—
Tetsubo (war club)	2d6+4	Blunt	20	M	10	Heavy
Tonfa	2d6	Blunt	1	S	1	Shield
Urumi (curling blade)	3d6	Slashing	30	M	6	Bypass, reach
Wakizashi (side-sword)	2d6+1	Piercing	35	S	2	Close-quarters
Whip, nine-section (steel whip)	2d6+2	Blunt	8	L	3	Shield, trap

be used in pairs, with a chain linking the two weapons.

Katana. A katana is a curved, single-edged sword, not dissimilar in role to the longsword. It is designed for two-handed use, but, like the bastard sword, can be used with one hand.

Kusarigama. The chain-sickle consists of a *kama* on a *kusari-fundo*, or weighted chain. The weapon is swung in a circle over the head and then whipped forward. It can be used to both strike and trap.

Kyogetsu-shoge. This is a double-edged knife which has a back curving blade extending like one half of a crossguard. The device is attached to the end of about 15' of rope or chain, on the other end of which is a metal ring. It has multiple uses, and can be used for slashing, stabbing, climbing, and entangling. The weapon counts as climbing gear when climbing.

Nagamaki. With a shorter staff and longer blade than the *naginata*, this weapon is considered more upper-class than the latter.

Naginata. The *naginata* is an Eastern polearm consisting of a pole with a curved blade at the end.

Niuweidao. This heavy bladed saber is sometimes called the "ox-tailed sword."

Nodachi. This is a large, curved longsword, designed for two-handed use. The blade is at least three feet in length, and is worn across the back.

Nunchaku. This traditional martial-arts weapon is made of two sticks connected by a short chain or rope, derived from a rice-threshing tool. The weapon can strike around shields.

Rokushakubō. A long hardwood staff, typically around 6' in length, the *rokushakubō* uses thrusting and swinging techniques based on movements similar to empty hand movements. The same literally translates as "six foot staff," although it is often referred to simply as a "*bō* staff."

Sansetsukon. This is a flail weapon made of three short staffs connected by short chains, rings, or ropes. It can be spun over or around shields.

Shang gou. A longsword with a hook near the tip which can be used to deflect other weapons.

Sibat. A *sibat* is a bamboo spear with a metal, often barbed, head. It can be used for melee or ranged combat.

Tekko-kagi. An Eastern cestus, this weapon has four iron "claws." It increases unarmed damage by +1d6 and turns it into slashing damage.

Testsubo. The *tetsubo* is a heavy one-handed club covered in metal spikes or knobs.

Tonfa. A short stick with a handle one-third of the way down its length. It can be used to strike or block.

Urumi. This unusual weapon is a cross between a sword and a whip. The blade is thin and whip-like, and able to curl around shields. It is worn coiled around the waist like a belt.

Wakizashi. A short sword, often worn with a katana, the wakizashi is used as a back-up weapon or for some ceremonial uses, including executions and ritual suicide. It is often used instead of the katana when close-quarters fighting is expected.

Whip, nine-section. A nine-section whip, or chain whip, is made of connected metal rods. The other end often has a blade. It is sometimes simply called a "steel whip."

Ranged Weapon List

Ranged weapons are tremendously useful. Most of the weapons listed herein have been adopted with little variation across multiple cultures down through the centuries.

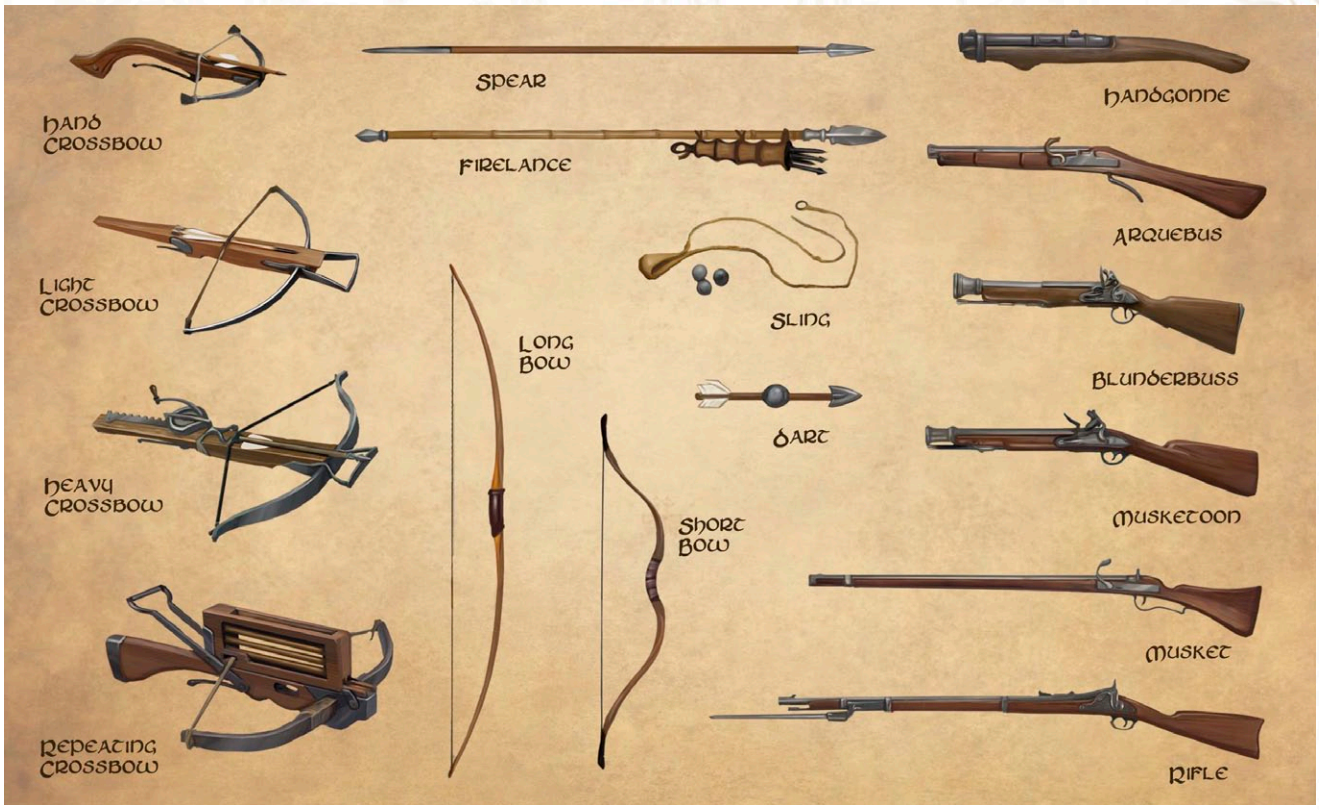
Crossbow. Crossbows are horizontal, mechanical weapons which shoot bolts or quarrels; easier to use than a longbow, they are common with guardsmen, militia, or rank-and-file military. Hand crossbows are small, light items, easily concealed. Heavy crossbows do more damage and have a longer range. Crossbows can only be fired once per round.

Crossbow, repeating. A repeating crossbow uses a cunning automation system to string the bow and place the bolt, allowing it to be used much more rapidly. It mounts a "magazine" which typically holds 6 bolts, and it can be fired twice per round, rather than once like most crossbows. Reloading the magazine takes a full turn (two actions).

Ranged Weapons

Bows	Damage	Type	Range Inc	Cost (gc)	Size	Weight (lbs.)	Special
Crossbow, hand	1d6	Piercing	6	130	S	3	Single
Crossbow, heavy	2d6+4	Piercing	15	60	M	10	Single
Crossbow, light	1d6+2	Piercing	10	40	S	5	Single
Crossbow, repeating	1d6	Piercing	10	750	M	12	—
Longbow	2d6+2	Piercing	18	70	L	4	—
Shortbow	1d6+2	Piercing	12	25	M	3	—

Thrown Weapons	Damage	Type	Range Inc	Cost (gc)	Size	Weight (lbs.)	Special
Dart	1	Piercing	3	1	S	1	—
Sling	1d6	Blunt	8	—	S	—	—
Spear	2d6+2	Piercing	6	2	M	6	Thrown (6)
Spear, shortspear (javelin)	2d6	Piercing	5	2	M	3	Thrown (5)



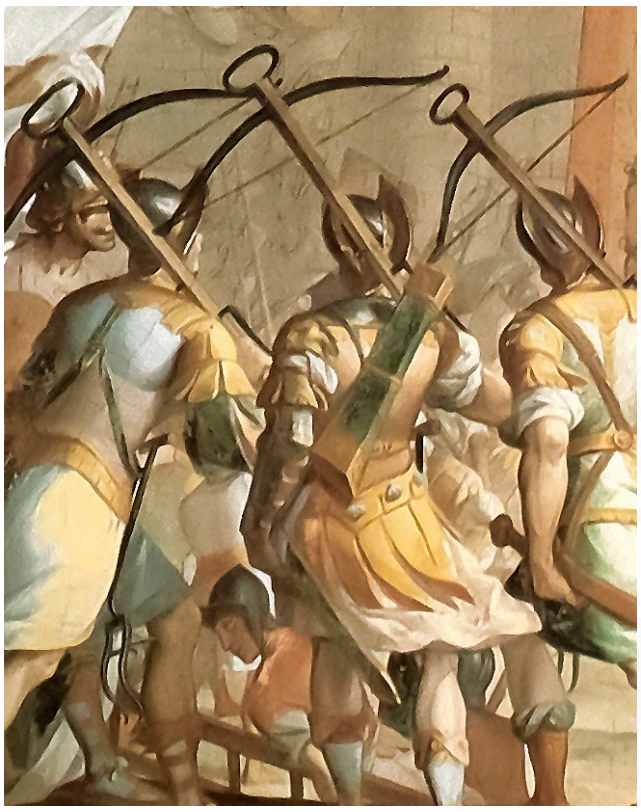
Dart. A dart is a small piercing weapon. It can be thrown or fired from a blowgun. Darts do very little damage, but can deliver poisons.

Longbow. A longbow is a tall, wooden weapon which projects arrows at the enemy. Typically 5–6 feet in height, bows are frequently made of yew or elm. Bows are used for both hunting and for warfare. The practice of bow-use is called archery.

Shortbow. A shortbow is a recurved composite bow, more modern than the longbow. Its use is primarily military, and often incorporate bamboo into the weapon, with birch arrows.

Sling. A sling is used to fire a stone or bullet. It is comprised of a pouch between two lengths of cord. The sling is swung in an arc above the head so that the stone or bullet is released at the apex of the swing.

Spear. A spear is a long stick with a pointed impact head that can be thrown. The shortspear, or javelin, is designed to be thrown but can be used in melee in a pinch.



Gunpowder Weapon List

More so than most, the availability of these weapons is very dependent upon the setting—especially the existence of advanced firearms such as the rifle and revolver. Some settings may exclude gunpowder weapons altogether. Firearms are AL 4 weapons. Ammunition for an archaic firearm costs one-twentieth (5%) the cost of the weapon (round up) for 20 shots (includes shot, gunpowder, and wadding). The ammunition costs are noted in parenthesis in the above table for convenience. Ammunition weights 1 lb for 20 shots.

Note that weapons with the Single trait can be fired only once per round; a separate action is not required to reload them.

Arquebus. A forerunner of the musket, an arquebus is a large muzzle-loaded smoothbore firearm which uses a matchlock firing action.

Axe-pistol. The axe-pistol is a dwarven innovation, attaching a handaxe to an extended, reinforced pistol barrel. With a simple switch of grip, which can be done as a free action, an axe-pistol can be used either as a handaxe or a pistol, albeit with a shorter range increment.

Bayonet, pistol. Adding a short blade to the end of the pistol allows the wielder to strike any foe who gets too close to safely shoot. This item can be added to any pistol, allowing the pistol to be used as either a dagger or a pistol.

Blade pistol. Similar to a pistol with a built-in bayonet, a blade pistol's cutting edge is sturdier, with the barrel of the gun built into the blade. The blade is treated as a short sword.

Blunderbuss. A lightweight firearm often used by cavalry which spreads shot over a wide area. A blunderbuss can attack two adjacent targets with each shot.

Caplock pistol. The caplock is the successor of the earlier flintlock, and uses a percussion cap struck by a hammer to ignite the gunpowder in the firing chamber. These pistols are more reliable than flintlocks, and more weather-proof.

Dueling pistol. The dueling pistol is a gentleman's weapon, its design heavier and slightly larger than the standard pistol in order to give it added punch. Designed for use in duels and other forms of single combat where a single shot is the sole arbiter of success or failure, the care that's taken with crafting and balancing a dueling pistol gives it more accuracy and power. Dueling pistols are typically personalized by their owners, bearing ornate markings and decoration that show an individual aesthetic. Apart from the members of the gentry who use them to settle disputes of honor, dueling pistols often find their way into the hands of officers, royalty, particularly rich pirates and adventurers.

Fire lance. This is one of the earliest gunpowder weapons, also known as the fire spear. The fire lance is a bamboo tube containing gunpowder and small projectiles or darts. The weapon also incorporates a spear, and can be used as such. This weapon might be available at AL 3, depending on the campaign.

Flintlock pistol. This is the "default" pistol - a one handed firearm with a flint striking mechanism. All of the pistols in this section are technically variations on the flintlock.

Handgonne. The handgonne (or hand cannon) is the oldest portable firearm. It requires ignition via a touch hole and fuse rather than an actual trigger, resembling more a simple barrel with a handle. It can only be fired once per round.

Hilt pistol. Essentially a pistol built into the hilt or cross guard of a melee weapon, the hilt-pistol allows an easy switch between melee and ranged combat. The pistol and the blade it will be attached to are forged separately, then fused in the last stages of the weapons forging. Of necessity the size of the pistol is reduced to avoid unbalancing the weapon it is being attached to, and it is often damaged by errant attacks or parries. Reduce the Soak of the melee weapon by 2, and reduce its Health by 25%.

Hold-out pistol. Easily tucked into the sleeve of a robe, a ladies muff, or in the folds of a sash, the hold-out pistol is a favourite among many who would prefer to be seen as unarmed. Rarely longer than seven or eight inches, the hold-out pistol sacrifices power for concealablity. The reduced size means the weapon has smaller ammunition and a reduced range, but for

Gunpowder Weapons

Weapon	Damage	Type	Range Inc	Cost (gc)	Size	Weight (lbs.)	Special
Arquebus	2d6	Ballistic	5	500	L	7	Single
Axe-pistol	2d6	Ballistic or slashing	4	125	S	6	Sidearm, single
Bayonet, pistol	1d6	Piercing	—	8	T	1	—
Blade pistol	2d6	Ballistic or piercing	5	150	S	4	Sidearm, single
Blunderbuss	2d6+1	Ballistic	5	250	M	7	Single
Caplock pistol	2d6	Ballistic	7	75	S	3	Sidearm, single
Duelling pistol	2d6+3	Ballistic	6	300	S	4	Sidearm, single
Fire lance	1d6	Piercing	7	25	L	4	Single
Flintlock pistol	2d6	Ballistic	6	50	S	3	Sidearm, single
Handgonne	1d6+2	Ballistic	5	60	S	4	Single
Hilt pistol	1d6+3*	Ballistic*	3	500	S	2	Sidearm, single
Hold-out pistol	1d6	Ballistic	3	175	T	1	Sidearm, single
Musket	2d6+2	Ballistic	8	100	M	7	Single
Musketoon	2d6	Ballistic	5	75	M	4	Single
Ogre pistol	3d6	Ballistic	3	400	M	7	Sidearm, single
Revolver	2d6	Ballistic	4	500	S	3	Sidearm
Rifle	2d6+3	Ballistic	10	350	M	8	Single
Shield pistol	1d6+2	Ballistic	2	350	M	6	Sidearm, single
Twin-barrel pistol	2 × 1d6+3	Ballistic	3	800	S	4	Sidearm, single

** Or damage of the melee weapon*

those who want to sneak a weapon into a place where a standard pistol would be all too noticeable it is the perfect choice. The small size of the hold-out pistol gives a +1d6 bonus on checks made to conceal the weapon on a characters body.

Musket. The musket is a muzzle-loaded smoothbore firearm, and is the successor to the arquebus. Muskets include matchlock, flintlock, or loose powder weapons, and can sometimes be fitted with a bayonet (a musket with a bayonet fitted can be used as a shortsword).

Musketoon. This is a short-barrelled musket, used much like a shotgun or carbine. It is easier used by mounted troops or on ships.

Ogre pistol. While experimenting with the length of a pistol quickly led to weapons capable of greater range and accuracy, the solution to dealing greater damage came by expanding the width of the barrel. Ogre-pistols are named for their wide barrels and the crude shot used as ammunition in the weapon, often referred to as "ogre spit" or "ogre fist," which has a closer resemblance to a small cannonball than standard pistol ammunition. While it sacrifices some of the already limited range of the pistol in order to inflict greater damage, the ogre pistol remains popular among many savage humanoids and those who want to wield a pistol that seems more imposing than its size would suggest.

Revolver. Early revolvers were used in Germany as far back as the 16th century, although they were complex and expensive. They didn't become popular for another 200 years. This revolver is an early, powder-and-shot version. An early revolver cannot easily be reloaded in the midst of battle—it takes a full minute—but once loaded the revolver allows the wielder 6 shots before it is empty. Revolvers can be fired twice in one round.

Rifle. More advanced than the musket, a rifle is breach-loading weapon. It gets its name from its innovative rifled barrel.

Shield pistol. The shield pistol consists of a small shield or buckler with a single pistol-barrel emerging

from its centre, its firing mechanism on the other side. Designed primarily to compliment the idea that the pistol is a weapon of self defence, it is awkward to use and difficult to built. Accurately firing a shield pistol at a target over any kind of distance can become a difficult proposition, as the weight and bulk of the shield often prevent careful aim at the target. The wielder counts as using a small shield (+2 Defense).

Twin-barrel pistol. The twin-barrel pistol allows the wielder to fire two bullets at his target, each of which has its own separate damage roll. Only one attack roll is needed. While such pistols are popular choices among those who wish to ensure they're always ready for trouble, the cost and complexity of crafting such twin mechanisms is often prohibitive. If the pistol is enchanted, each barrel must be enchanted separately.

Armor

Armor is as varied as weapons are. Protective coverings which deflect sword and arrows can be made from hide, leather, metal or scales; they may be fashioned in plates, or rings, and decorated and styles in a hundred different ways.

Note that armor, like all equipment, is limited in quality by the wearer's skill level in the armor type. Armor skills include *light armor*, *medium armor*, and *heavy armor*. While any character can wear any armor, to fully benefit from high-quality armor you must be skilled in its use.

Armor does not include a shield, helm, or gauntlets; these must be acquired separately.

The tables below include general armor, Eastern armor, shields, helms, and gauntlets.

Reading the Armor Table

The armor tables include the following entries.

Soak. This is the most important part of an armor's entry. It tells you how much damage the armor can absorb. Usually this is expressed as a simple number (Soak 5, for example). Sometimes, however, a damage type might be noted also—so a Soak 5 (heat) entry means that the armor soaks five points of heat damage, but cold or blunt damage is unaffected. An armor type can have multiple Soak entries for different damage types.

Cost. This is the cost in gold coins of a standard example of this armor type.

Type. This indicates whether the armor is light, medium, or heavy, which can affect things like available upgrades and upgrade slots.

Defense. Heavy armor imposes a –4 Defense penalty. Medium armor enforces a –2 Defense penalty.

Weight. This is the weight in pounds of the armor. Armor can be heavy, and exceeding your Carry value can have negative effects.

Ineffective. The armor does not offer any Soak towards damage of this type. This is not the same as Vulnerability (which means that the target takes additional damage). All armors are ineffective against psychic, radiation, and sonic damage unless otherwise specified.

General Armor

Armor	Soak	Cost (gc)	Type	Defense	Weight (lbs.)	Ineffective
Banded mail	7	300	Medium	−2	40	Electricity
Brigandine	5	70	Light	−0	25	—
Chainmail	6	200	Medium	−2	50	Crushing, Electricity
Cloth	2	20	Light	−0	8	Crushing, Fire
Full plate armor	10	2,000	Heavy	−4	70	Electricity
Hide armor	3	30	Light	−0	20	Fire
Iron breastplate	6	40	Medium	−4	50	Electricity
Lamellar	6	120	Medium	−2	27	—
Leather	4	35	Light	−0	15	—
Padded	2	30	Light	−0	10	Fire
Platemail	8	1,000	Heavy	−2	60	Electricity
Ringmail	5	50	Light	−0	20	Piercing
Scalemail	6	100	Medium	−2	30	—
Splintmail	7	230	Medium	−2	45	—
Studded leather	5	50	Light	−0	20	—

Armor List

Banded mail. Horizontal strips of metal fashioned into circular bands (referred to as "girth hoops") and attached to leather straps. The metal bands encircle the body horizontally, overlapping downwards, while the shoulders are protected by separate shoulder guards.

Brigandine. This is cloth armor, often a doublet, with small steel plates riveted onto it. The plates are sometimes riveted between two layers of sturdy cloth, and sometimes onto the outside, and often larger plates cover the central chest. Brigandine is flexible, and commonly used by archers and men-at-arms.

Chainmail. Chainmail (often simply called "mail") is made of thousands of small metal rings linked together in a mesh pattern. Typically, the armor consists of leggings, a coif, and a hauberk. Chainmail is weak against stabbing attacks, especially arrows and crossbow bolts.

Cloth. The most basic form of armor, this is merely multiple layers of cloth or fabric sewn together to create very rudimentary protection.

Full plate armor. Full plate armor is a metal suit which completely encases the wearer. Lighter suits, known as **platemail**, have fewer plates and use chainmail in the gaps. Plate armor is carefully articulated, allowing for surprising flexibility. Higher quality plate armor is often fitted to one wearer, although largely restricted to the wealthy and jousters. Plate armor sometimes incorporates "pieces of exchange"—parts which can be switched out for different purposes.

Hide armor. Animal hide is a primitive form of armor fashioned from the hides of animals. The hides are tanned and preserved.

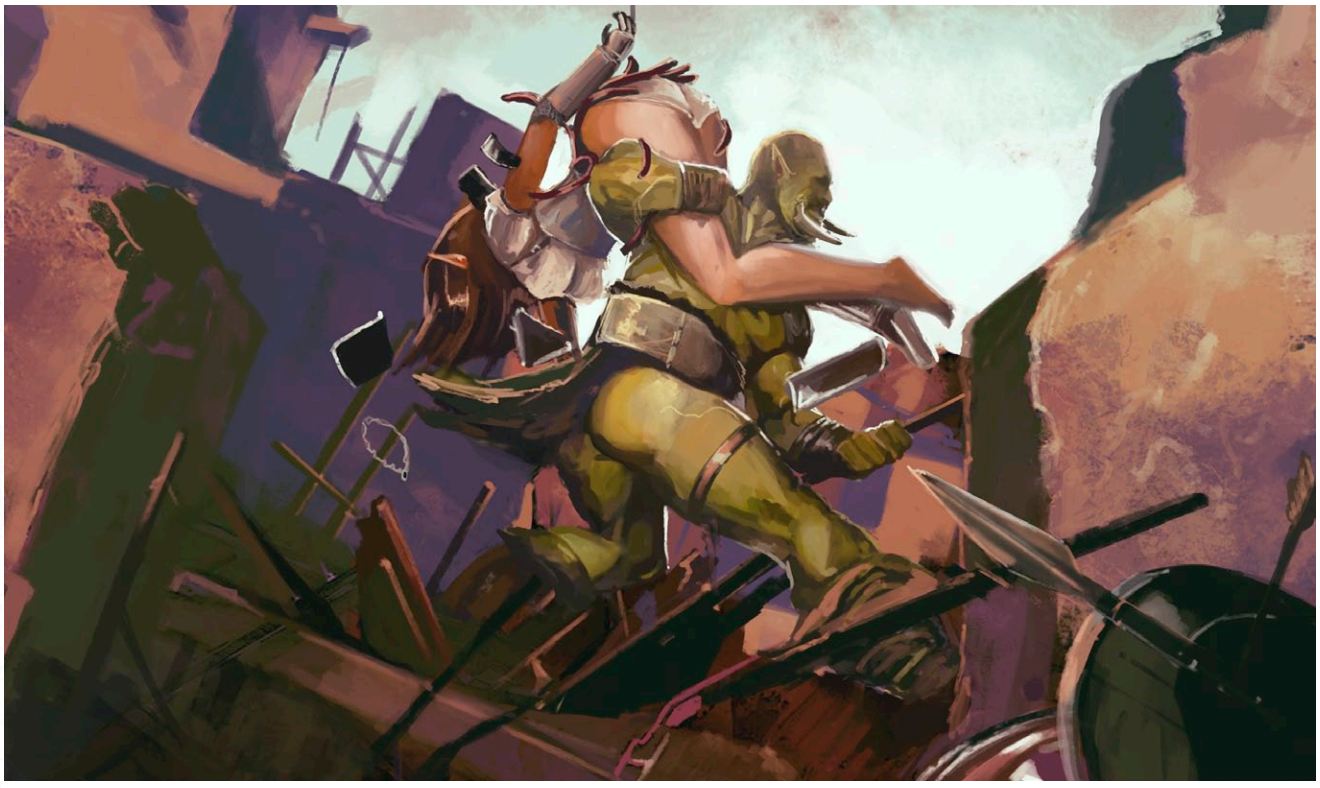
Iron breastplate. A breastplate covers the torso, leaving the arms uncovered.

Lamellar armor. Rectangular scales of iron, leather, or bronze, laced into horizontal rows. Lamellar replaced scale armor because it was lighter and more flexible.

Leather armor. Hard-boiled leather, fashionably sewn or bonded together, leather armor is designed for both fashion and utility. **Studded leather** is leather armor reinforced with metal studs.

Padded armor. Padded armor is a very basic tunic or vest filled with quilted cloth designed to protect the wearer.

Ringmail. Ringmail is a leather or cloth tunic with



metal rings sewn directly onto it. Unlike chainmail, the rings do not interlock. This type of armor is sometimes referred to as an "eyelet doublet." Some knights and armorers prefer this name, because "mail" is technically a term referring to interlinked meshes.

Splintmail. Splint armor is made of hundreds of vertical metal strips riveted or sewn to a leather backing.

Scalemail. Scale armor uses many small plates in an overlapping pattern, attached to a leather backing. The scales are typically made of bronze or iron, although other materials are sometimes seen. The plate arrangement resembles the scales of a fish or reptile. A variation, lamellar armor, uses perforated scales which are lashed together and not attached to backing, making the result slightly lighter.

Eastern Armor List

Eastern armor is varied and often stylized. Leather and lacquer are common materials, with later styles constructed from iron and steel plates. The bright lacquer is designed to protect against harsh climates. Eastern armor is presented here separately so that the GM can decide whether or not to make it available to player characters.

Haramaki. A *haramaki* is a thick cloth wrap around the midsection.

Huxinjing. A type of partial plate armor developed from metal mirrors worn over mail. The mirrors reflect heat, and many believe they also protect from magic. The mirrors are usually disc-shaped, but other variations exist.

Kusari gusoku. Typically made with tiny rings (smaller than regular chainmail), this chain armor comes in an incredibly wide variety of styles. The chain weaves can be square or hexagonal patterns, and are sometimes doubled-up and lacquered against rusting.

Lamellar cuirass. A leather breastplate and shoulder guards attached to a silk or cloth shirt.

Lamellar (various types). Eastern lamellar was made of rectangular plates of leather, horn, steel, or iron arranged in rows to form a snug body armor. The plates are called *kozane*. Lamellar is not attached

Eastern Armor

Armor	Cost (gc)	Soak	Type	Defense	Weight (lbs.)
Dō-maru (body wrap)	200	5	Medium	−2	30
Haramaki (cloth wrap)	3	1	Light	−0	1
Huxinjing (four-mirror armor)	450	6 (10 fire, magic)	Medium	−2	45
Kikko armor (tortoise armor)	30	5	Medium	−2	25
Kusari gusoku (chain armor)	350	7	Heavy	−4	45
Lamellar cuirass	15	2	Light	−4	8
Lamellar, horn	100	5	Medium	−2	30
Lamellar, iron	200	7	Heavy	−4	50
Lamellar, leather	60	4	Light	−0	25
Lamellar, steel	150	6	Medium	−2	35
O-yoroi (great armor)	1,700	8	Heavy	−4	45
Shānwénkăi (mountain pattern armor)	250	6	Medium	−2	40
Stone coat	5,000	12	Heavy	−4	100
Tatami-do (folding armor)	100	4	Heavy	−4	45

to a cloth backing, and as such is usually worn over a padded tunic. Early types resemble a sleeveless jacket.

Dō-maru. Leather scales laced into plates to form chest armor. The *dō-maru* opens on the right side.

Kikko armor. *Kikko* consists of hexagonal iron plates attached to a cloth lining.

O-yoroi. Heavy armor designed for horsemen, this armor is the full-fledged samurai armor. The name means "great armor." *O-yoroi* is extremely expensive to make, and a symbol of wealth of power.

Shānwénkăi. This armor, known as "mountain pattern armor," has many small metal pieces riveted to cloth or leather, covering the body, shoulders, and upper legs. The pieces are shaped like the symbol for "mountain," giving the armor its name.

Stone coat. An ancient armor, hundreds of pieces of stones are carefully assembled into a heavy suit of armor. The stones are connected by bronze wires, which enable it to remain flexible.

Tatami-do. A lightweight portable armor used by light infantry. The armor includes a jacket and hood, and is convenient for transportation.

Shields

Shields add to the wielder's Defense rather than acting as a damage soak. A shield requires a free arm, and so cannot be used with two-handed weapons. Larger shields inflict a Speed penalty on the wielder.

Shields can be used as melee weapons (see below).

Shields

Shield	Defense	Cost (gc)	Weight (lbs.)	Speed
Aspis, metal	+4*	1,000	100	−1
Aspis, wooden	+4*	350	50	−1
Buckler, metal	1	30	3	
Buckler, wooden	+1	10	1	
Large, metal	+6	700	50	−1
Large, wooden	+6	200	25	−1
Medium, metal	+4	200	20	−1
Medium, wooden	+4	90	10	−1
Small, metal	+2	80	12	
Small, wooden	+2	40	6	
Throwing shield	+3	400	15	
Tower, metal	+6**	900	80	−1
Tower, wooden	+6**	350	40	−1

** Also +2 Defense to allies on either side of the wearer*

*** +8 vs. ranged weapons as long as the wielder didn't move in his or her last turn*

Aspis. Similar to a tower shield, but offers protection to comrades on the left and right of the wearer.

Buckler. A buckler (see "swashbuckler") is a small one-handed shield designed for melee protection against light weapons. It provides no defense against ranged weapons.

Tower. A tower shield is 6' in height and designed to provide full-body protection. It provides very effective defense against ranged weapons.

Throwing. A throwing shield has metal reinforced edges and is designed to be thrown at an enemy for 2d6 blunt damage. The shield has a range increment of 3 (15').

Metal shields. Metal shields cannot be sundered, but inflict Vulnerability (1d6) electricity on the wearer.

Wooden shields. Wooden shields are sundered if an attack roll with a weapon equal to or greater than the shield's size category successfully attacks the wearer and rolls 3 or more 6s for damage.

Attacking with a shield. A shield can be used as a melee weapon (primary weapon or off-hand weapon). Used this way, a shield causes 1d6 blunt damage (bucklers cannot be used to attack). A shield used as a weapon does not grant its Defense bonus until the beginning of the wielder's next turn. Shield spikes change the damage type from blunt to piercing and cost the same as the base shield.

Helms

Headgear protects the wearer, but can sometimes obstruct vision. Helms, or helmets, vary in style from simple caps to large, intimidating constructions which obscure the entire head.

Soak. A helm can only provide a Soak bonus if the wearer also wears armor—a helm on its own just encourages an attacker to focus on other areas of the body. Additionally, a helm cannot provide more Soak than the wearer's armor. If the helm's Soak bonus is greater than the armor's, reduce the helm's Soak bonus to that of the armor.

Defense. This column indicates the wearer's penalties (if any) to Melee, and Ranged Defense, and the bonus (if any) to Mental Defense.

INT. Helms sometimes inflict a penalty to Intuition checks, including but not limited to *perception* and Initiative.

Helmets

Helm	Cost (gc)	Weight (lbs.)	Soak	Defense	INT
Armet (close helm)	10	4	+3	−2 Melee/Ranged, +1 Mental	−1d6
Aventail	8	3	+2	—	—
Barbute (open face helm)	7	3	+2	−1 Melee/Ranged	—
Cap	2	1	+1	—	—
Frog-mouth helm (jousting helm)	12	4	+3 (+4 vs. piercing)	−3 Melee/Ranged, +1 Mental	−1d6
Galea (Roman imperial helm)	9	2	+2	—	—
Great helm	15	5	+4	−3 Melee/Ranged, +2 Mental	−2d6
Kabuto	10	3	+2	−1 Melee/Ranged	—
Kettle hat	4	2	+1 (+2 vs. attacks from above)	—	—
Mail coif	3	1	+2	—	—
Morion (conquistador helm)	6	2	+1 (+2 vs. attacks from above)	—	—
Nasal helmet	6	3	+2	−1 Melee/Ranged	—

Armet. A helm which completely encloses the head of the wearer and roughly follows the contours of the neck. This helm is made of four pieces, with moveable face and cheek plates. Armets often have plumes which emerge from the top of the helm. This helm is often associated with knights, and higher quality versions can be shaped and contoured.

Aventail. This helm consists of a pointed skullcap with a mail curtain which covers the neck and shoulders.

Barbute. A war helmet with a "T" or "Y" shaped opening for eyes and mouth. The Corinthian (or hoplite, or Spartan) helmet is a type of barbute.

Cap. A leather or padded cap which covers the head.

Frog-mouth helm. This helm developed from the great helm, and is primarily used by jousters. The eye slit resembles a frog's open mouth.

Galea. The galea is an open helm featuring cheek protectors and a limited visor, and is often decorated with a spike or a plume which adds to the illusion of height. A ridge (sometimes embossed eyebrows) protrudes from the forehead.

Great helm. The great helm (pot or bucket helm) is roughly cylindrical with a flat top and a narrow slit for the eyes. This helm offers good protection, but limits the wearer's senses.

Kabuto. The *kabuto* is an Eastern helmet with a notable central ridge and a suspended neck guard. The helm is usually adorned with a large frontal crest.

Kettle hat. The kettle hat is a wide-brimmed steel hat. It offers good protection from blows from above, and is used by infantry.

Mail coif. A close-fitting mail cap which extends down to the neck and shoulders, leaving the face free.

Morion. A development of the kettle hat, the morion has a flat brim and a crest or comb from front to back. This helm is also known as the pikeman's pot, and is popular with pikemen and musketeers.

Nasal helmet. This combat helmet has a metal skullcap with a vertical nose-guard which protects the center of the wearer's face.

Gauntlets

Gauntlets protect the hands during combat, but can make intricate hand-based activities difficult.

Defense. Gauntlets provide a Melee Defense bonus. If the weapon also provides such a bonus, use the higher of the two. This bonus applies only to Melee Defense. As with helms, gauntlets only provide a bonus if a suit of armor is also worn.

AGI. This column indicates the penalty the wearer suffers to hand-based Agility checks (lock-picking, knot-tying, etc.) as well as operation of non-thrown ranged weapons.

Gauntlets

Gauntlet	Weight (lbs.)	Cost (gc)	Defense	AGI
Articulated gauntlets	1	9	+2	—
Boxer's gloves	1	6	—	−2d6
Cloth gloves	—	2	—	—
Demi-gauntlets	1	6	+1	—
Hourglass gauntlets	2	7	+2	−1d6
Leather gauntlets	0.5	2	—	—
Mail gloves	1	3	+1	—
Spiked gauntlet	3	10	+1	−1d6
Steel gauntlets	2	6	+2	−1d6

Articulated gauntlets. Steel gauntlets with articulated joints.

Boxer's gloves. These large, very cumbersome canvas and leather gloves allow the wearer to strike harder without fear of injuring the hand. They increase unarmed damage by +1d6, but change it to stunning damage rather than lethal damage. No objects can be held while wearing boxer's gloves.

Cloth gloves. These gloves provide basic comfort and fashion advantages, and they can be enchanted.

Demi-gauntlets, leather. Leather gloves which cover the back of the hand and the wrist but leave the palm and fingers free in order to not affect dexterity.

Demi-gauntlets, steel. Gauntlets which cover the back of the hand and the wrist but leave the palm and fingers free in order to not affect dexterity.

Hourglass gauntlets. Metal gauntlets with flared wrist cuffs.

Leather gauntlets. Sturdy leather gauntlets designed to protect the hands.

Mail gloves. Heavy rawhide covered with sturdy chainmail.

Spiked gauntlets. These gauntlets increase unarmed damage by +1d6 and change it to piercing damage. This damage increase does not stack with a cestus, claws, or other similar unarmed bonuses.

Steel gauntlets. Gauntlets with little articulation.

Customizing Gear

Weapons and armor can be customized and enchanted with additional features. These range from simple features like a larger quillon or hand-guard to more involved enhancements like serrated blades or enchantments which guide arrows, cause swords to burst into flame, or protect against the elements.

There are two types of customization: enhancements (mechanical alterations) and enchantments. Not all customizations are appropriate to all settings.

The number of customizations a weapon or set of armor can support is based on its size and quality. A customization must match quality with the item being upgraded, along with standard attached quality price increases—if an exceptional quality bow is being enchanted, the cost of each upgrade is multiplied by 5

with an additional 250 gc on top (if you are designing an item from scratch, simply design a standard one, add the regular customization costs, then apply the quality modifier to the total at the end).

Upgrade Slots

Size/Type	Slots*
Small (weapon or item); light armor	2
Medium (weapon or item); medium armor	3
Large (weapon or item); heavy armor	5

** Additional slots are granted by higher quality items.*

General Customizations

In addition to the individual customizations listed below, any spell can be stored in an item at a cost of 1,000 gc times the square of the spell's MP total. This grants the item a once-per-day usage of the spell. Using the W.O.I.N. spell creation rules, this allows a lamp to summon a spirit, or a ring to provide an aura of protection. An item must be of at least exceptional quality to accept an enchantment.

General Customization Costs

Spell MP	Cost (gc)
1	1,000
2	4,000
3	9,000
4	16,000
5	25,000
6	36,000
7	49,000
8	64,000
9	81,000
10	100,000
11	121,000
12	144,000
13	169,000
14	196,000
15	225,000
16	256,000
17	289,000
18	324,000
19	361,000
20	400,000

If not otherwise specified, a stored spell is usable once per day and requires two actions to activate. Increasing usage to three times per day increases the cost by 2 MP, and increasing it to at-will increases the cost by 5 MP. An enchanted item has a MAG attribute equal to the number of MP it holds; this attribute is referenced when its ability is used against an unwilling target.

Weapon Customizations

Weapon customizations include the following.

Black metal (base cost × 10). This customization can only be applied at the time of forging. A weapon made of black metal is able to hold two additional enchantments, cannot be destroyed, and will never dull. Black metal weapons can never be lower than exceptional quality. Black metal can be found in meteorites or in certain very dark and deep places.

Blessed (500 gc). A blessed weapon's damage gains the good type in addition to its regular damage type.

Cursed (10,000 gc). The wounds from this weapon will not heal naturally. Only healing magic can restore the victim's health.

Disease (5,000 gc). A successful strike from this weapon imparts a disease onto its victim. The disease must be chosen at the time of enchantment.

Elemental (2,000 gc). Once per day, the weapon can burst into flame or freeze into ice (chosen at the time of enchantment). The damage it does gains the fire or cold type. The effect lasts for one minute. If this enchantment is applied a second time, it lasts for 5 minutes; a third time makes it last an hour; four times means it will last all day.

Eversharp (1,000 gc). An eversharp weapon will never go blunt or rust. This enchantment can only be applied to bladed or pointed metal weapons.

Fast (2,500 gc). The weapon is unnaturally light and fast. If the wielder attacks twice in a round with it, he gains a third attack as a free action.

Light (500 gc). When drawn, the weapon emits a cold bright light in a 30' radius circle.

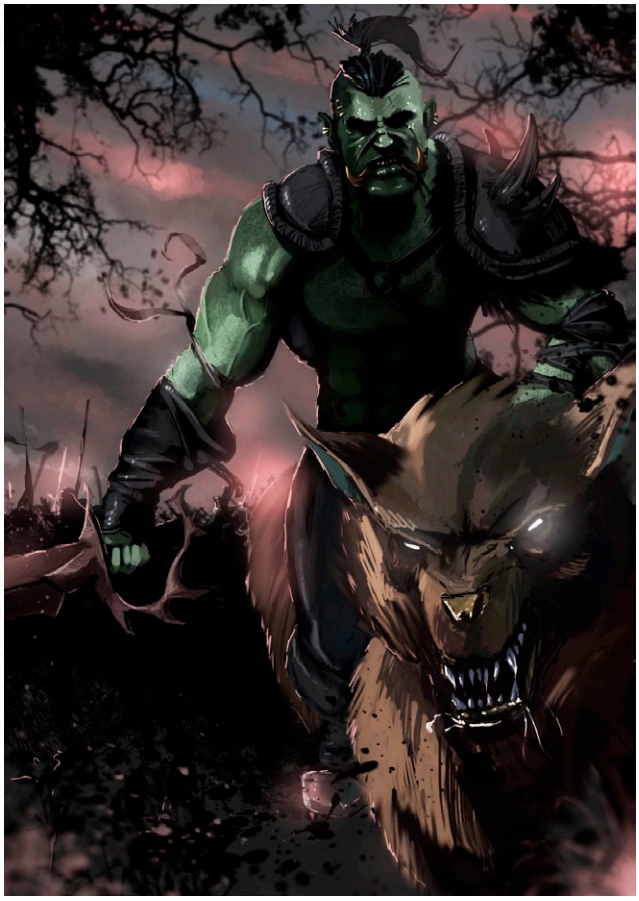
Malice (1,000 gc). A weapon imbued with malice is cruel and seeks to kill and maim. Every time its wielder slays a being, he recharges a LUC die (but cannot exceed his normal maximum LUC pool).

Pernicious (10,000 gc). More malevolent even than malice weapons, a pernicious weapon cannot be drawn without killing. The wielder loses 1d6 Health every minute until the weapon kills a victim. The weapon cannot be discarded until it has been sheathed.

Rangefinder (1,000 gc). When placed upon a bow or other ranged weapon, the weapon's range increment increases by 50%. This enchantment cannot be placed upon ammunition.

Returning (1,000 gc). When applied to a thrown weapon, the weapon returns automatically to the wielder's hand after being thrown.

Serrated blade (1,000 gc). A bladed weapon can be serrated, rendering the sharp edge jagged. While this makes the weapon less useful for single cuts, it makes wounds much more cruel as the jagged edges are dragged across the target, causing an additional +1d6 damage. A serrated blade cannot be sharpened, however, and any abilities which improve weapon quality through maintenance or sharpening do not work with it.



Sharpened (1,000 gc). Most blades are sharp, but some are razor sharp. A sharpened blade automatically renders the target Bloodied [16], even if a critical hit is not achieved. A critical hit automatically renders the target Wounded [16].

Slayer (5,000 gc). The weapon is designed to destroy a specific creature type. Choose one, such as fey, goblinoids, reptiles, etc. That creature type cannot wield the weapon (and will suffer 1d6 damage every turn in which it is touching it) and automatically suffers critical hits from it on a successful attack.

Sonic (5,000 gc). The weapon emits an immense crashing sound when it strikes. Its damage type gains the sonic damage type in addition to its regular damage type. The sound is loud enough to be heard for up to a mile. On a critical hit, all within 30' also take 1d6 sonic damage.

Soulsucker (30,000 gc). A hit from this weapon not only physically harms the victim, but sucks out his very soul. The weapon targets the victim's CHA dice pool, reducing it by one die with every successful hit. If the target's CHA dice pool reaches 0d6, his soul is transferred to the weapon and consumed, and the victim dies. Many weapons with this property also have the malice property, making them truly malignant items.

Spellbreaker (2,500 gc). The weapon can smite magical effects, ending them. When it scores a hit on an enchanted creature or object, a MAG vs. MAG opposed check is made. If the weapon wins, the target's enchantment ends. The MAG dice pool of the weapon is 5d6; that of the target is the MAG pool of the caster of the enchantment. If the enchantment is a temporary one, it is ended immediately; if it is a permanent one, it is suppressed for one hour. This enchantment can be added multiple times; every time beyond the first adds +1d6 to the weapon's MAG pool.

Summoning (10,000 gc). A summoning enchantment allows the owner to speak the name of the weapon and call it to his hand as a free action from a distance of up to one mile. Taking this enchantment a second time makes the owner able to summon it from any distance. This property can be used once per day.

Quillon/Guard (200 gc). The handle of the weapon can have a hand guard added to it; or, if there is already one, the existing guard can be enlarged or strengthened. This enhancement grants the wielder +1 Melee Defense. If the weapon already grants such a bonus, it stacks with this additional bonus.

Unerring (10,000 gc). This enchantment is applied to an arrow or thrown weapon. It always hits its target as long as it is within one range increment. However, when using this property of the weapon, dice cannot be paid for additional effects.

Venom groove (2,500 gc). A slashing or piercing melee weapon can have a groove cut into it into which poison or venom can be delivered via a small container. The poison must be provided separately, and is delivered when the weapon delivers a critical hit. The container must be refilled (takes one minute) after it has delivered its poison.

Warning (750 gc). The weapon can warn of the presence of a selected creature type. Typically it does so with a soft glow, but alternatively it may do so with an audible hum or other signal. The range of the detection is 30', but if the enchantment is applied twice it becomes 100'. A third time extends the range to one mile.

Wilful (35,000 gc). A wilful weapon is intelligent. It can speak or whisper telepathically to its owner, and has its own agenda and desires which are established at the time of enchantment. Once per day it can attempt to take control of its owner for one minute by making an opposed check vs. its wielder's WIL dice pool. The weapon's CHA dice pool for this purpose is 5d6. This enchantment can be added multiple times; every time beyond the first adds +1d6 to the weapon's CHA pool. These weapons may be good or evil.

Worthy (5,000 gc). The weapon can only be wielded by those who meet a criteria set by the enchanter. This may be a specific person, or someone who meets a condition. Those who do not meet the criteria are unable to lift or move the weapon.

Named Items

Enchanted weapons are rare and precious. Upgraded weapons deserve names. In fact, enchantments only work on weapons with names, because the name itself forms part of the enchantment. Any weapon which has benefited from an upgrade or customization should be named, either by the owner, or by the person who performed the enhancement.

Many enhancements are performed at the time of forging, so the weapon's creator will be the one to name it.

Every enchanted weapon or other item should be named and given a unique description and history.

How Rare Are Enchanted Items?

The rarity of enchanted weapons, armor, and other items depends on the game setting. In one game, magic swords might be worn by every guard, adventurer, or rogue; in another, enchanted weapons might be rare and wondrous things to be treasured and prized. The GM will decide the genre of the setting before play begins. Below are some guidelines as to the rarity of magic items.

In a high fantasy setting, magic is commonplace. Enchanted items can be purchased in most large towns, and gear can be upgraded and enchanted as a routine matter. Most adventurers have one or more magical items after a quest or two.

In a middle fantasy setting, enchanted items are less common. Gaining a magical sword or shield is a rare occurrence; most adventurers have one magical item at most. Enchanted items can be purchased in the largest cities, but not in villages and small towns, save for the occasional potion or concoction of a hedge wizard or witch. Getting an existing item enchanted as a service is difficult—it requires making appropriate contacts and approaching an expert blacksmith and alchemist.

In a low fantasy setting, magic items are very rare. You cannot simply buy one; they are only obtained through the most fortuitous of circumstances. Having items enchanted as a service is next to impossible.

Once the genre has been chosen, the GM should remain consistent throughout the campaign.

Armor Customizations

Armor, too, can be customized. The following standard options are available.

Blinding (5,000 gc). This customization can only be applied to metal armor. The armor is polished to such an extent that it reflects light like a mirror. The wearer gains +10 Defense against attacks dependent upon radiation (heat, light), and when in bright sunlight gains +5 Defense against all other attacks. Additionally, once per day, it can reflect a spell, granting the wearer immunity to that one attack. Anyone wearing blinding armor suffers –3d6 to any attempts to hide.

Camouflage (300 gc). Camouflage armor is an easy and cheap way to blend into the surroundings. Camouflage can be applied to any armor, and must be selected for a specific terrain (desert, snow, jungle, night). Wearing the correct camouflage armor for the terrain grants a +1d6 bonus to checks to hide. This does not stack with the chameleon property, and cannot be combined with the blinding property.

Chameleon (5,000 gc). The ultimate in camouflage, a chameleon enchantment rapidly changes color to react to its environment. Chameleon armor grants a +2d6 bonus to checks to hide. This does not stack with the camouflage property, and cannot be combined with the blinding property.

Discrete (10,000 gc). This powerful enchantment makes the armor invisible to the naked eye. Even plate armor can be worn over clothing, and to the casual viewer, the wearer appears to be unarmored. This cannot be combined with the blinding property.

Elf-silk (10,000 gc). This customization can only be applied at the time of creation, and can only be applied to cloth or padded armor. Armor made of elf-silk gains +2 Soak, is able to hold two additional enchantments, cannot be destroyed, and will never dull. Elf-silk armor can never be lower than exceptional quality, and weighs only 1 lb.

Fortified (5,000 gc). Fortified armor is designed in a way that weak spots are carefully protected. This is intense and expert work. To score a critical hit against a foe wearing fortified armor, four sixes are required on the attack roll, rather than three.

Healing (5,000 gc). Once per day, the wearer can use an action to magically heal herself 1d6 Health.

Invisibility (10,000 gc). Once per day, the wearer of this armor can use a single action to turn invisible for up to five minutes.

Mighty (20,000 gc). This armor looks large and powerful, almost fantastically so. The wearer gains +1d6 to his STR dice pool.

Mithril (base cost × 10). This customization can only be applied at the time of forging, and can only be applied to metal armor. Armor made of mithril gains +2 Soak, is able to hold two additional enchantments, cannot be destroyed, and will never dull. Mithril armor can never be lower than exceptional quality. Mithril is a silver-colored metal mined by dwarves.

Resistant (1,000 gc). For every 1,000 gc (and each slot used), the armor gains +2 Soak against a specified elemental damage type. The type is chosen at the time of enchantment. This stacks with the armor's existing Soak.

Silent (2,000 gc). Silent armor uses a noise-dampening enchantment to grant a +1d6 bonus to Agility checks to be stealthy, and—as a side-effect—provide 5 Soak vs. sonic damage.

Staunching (10,000 gc). The wearer becomes immune to the Bleeding status track.

Spikes (80 gc). This adjustment looks intimidating and exotic; however, their primary purpose is to cause damage to opponents who attempt to grab the wearer. Any attempt to grab the wearer of spiked armor causes the attacker 1d6 piercing damage.

Thermal (250 gc). Thermal armor both protects against cold environments, and also grants 5 Soak vs. cold damage.

Unencumbering (2,000 gc). This armor is designed to be especially easy to move in. Unencumbering armor counts as one weight category lower for the purposes of determining Defense penalties. Medium armor becomes light, and heavy armor becomes medium.

Weightless (10,000 gc). Weightless armor is enchanted so that it does not hinder the wearer at all. The wearer suffers no penalties to Defense, and the armor weighs 0 lbs. when worn.

Shield Customizations

The following customizations are available for shields.

Elemental (2,500 gc). As a free reaction, the wearer can use the shield to absorb some or all of the damage of an elemental attack directed against her up to three times per day. The type of element must be selected at the time of enchantment. This property can be taken multiple times, and each time the shield gains +4 Soak versus that elemental damage type.

Kingly (2,000 gc). A kingly shield has an elaborate enchanted rune or motif design which inspires allies. Once per day, the wearer can use an action to raise the shield aloft and inspire allies within 30', all of whom gain +1d6 to their next attribute check made within one minute.

Mirrored (1,000 gc). A mirrored shield has a very highly polished metal surface. The wearer can reflect light at a foe by making an attack with the shield; if successful, the target is rendered Bleary [16]. This property only works in areas of bright light.

Mithril (base cost × 10). This customization can only be applied at the time of forging, and can only be applied to metal shields. Shields made of mithril gain +2 Defense, are able to hold two additional enchantments, cannot be destroyed, and will never dull. Mithril shields can never be lower than exceptional quality. Mithril is a silver-colored metal mined by dwarves.

Reflector (5,000 gc). A shield must be mirrored to receive this enchantment. Once per day, the wearer can reflect a spell cast at him back at the caster as a free reaction. This property can be taken multiple times; the ability works against spells of 3 MP for each time the property is taken (so taking it 3 times makes it effective against spells of 9 MP).

Spikes/Knobs (100 gc). Metal spikes or knobs can be added to a shield to aid in its use as an offensive item. This increases the damage inflicted by the shield by +1d6. Spikes change the damage from blunt to piercing.

Weightless (5,000 gc). Weightless shields are enchanted so that they do not hinder the wearer at all. The shield weighs 0 lbs. when worn.

Helmet Customizations

These standard customizations apply to helmets.

Darksight (1,000 gc). The wearer of this helm can see in the dark as though it were daylight.

Horns/spikes (50 gc). Horns or spikes enable the wearer to use the helm as a piercing head butt attack. This counts as an unarmed attack, but does an extra +1d6 damage. The damage is piercing damage.

Fortitude (1,000 gc). The helmet is enchanted to protect against mental attacks, granting the wearer +2 Mental Defense. This property can be taken multiple times, adding +2 to Mental Defense each time.

Invisibility (10,000 gc). Once per day, the wearer of this helm can use a single action to turn invisible for up to five minutes.

Visage (500 gc). The helm is shaped into the visage of a beast, animal, demon, or other creature.

Gauntlet Customizations

Lastly, the following customizations are available for gauntlets.

Claws (100 gc). Adding claws to gauntlets has a similar affect to spikes. Claws inflict a –1d6 AGI penalty if the gauntlets do not do so already. However, the gauntlets qualify as climbing gear when climbing.

Elf-silk (10,000 gc). This customization can only be applied at the time of creation, and can only be applied to cloth gloves. Gloves made of elf-silk gain +1 Defense, are able to hold one additional enchantment, cannot be destroyed, and will never dull. Elf-silk gloves can never be lower than exceptional quality.

Elemental (1,000 gc). The gauntlets can take on the aspect of an element (fire, ice, etc.) and turn the wearer's unarmed damage into damage of that type.

Larceny (10,000 gc). This enchantment can only be applied to gloves. It increases the thief's manual dexterity, giving him a +1d6 bonus to AGI checks when performing actions with his hands.

Locking (50 gc). This simple mechanical enhancement allows the wearer to attach a held weapon to the gloves so that it cannot be dropped. The weapon cannot be disarmed. However, detaching the weapon takes 2 full actions, making switching weapon mid-combat more difficult.

Mithril (base cost × 10). This customization can only be applied at the time of forging, and can only be applied to metal gauntlets. Gauntlets made of mithril gain +1 Defense, are able to hold one additional enchantment, cannot be destroyed, and will never dull. Mithril gauntlets can never be lower than exceptional quality. Mithril is a silver-colored metal mined by dwarves.

Spiked (100 gc). These gauntlets increase unarmed damage by +1d6 and change it to piercing damage. This damage increase does not stack with a cestus, claws, or other similar unarmed bonuses. This enhancement cannot be applied to spiked gauntlets or to gloves.

Strength (10,000 gc). Gauntlets with this enchantment increase the wearer's STR dice pool by +1d6.

Summoner (25,000 gc). The gauntlets can be used to summon a predefined item to hand as a single action. It takes one hour to attune an item to the gauntlets, and the effect has a range of one mile. The attuned item can be changed at any time, as long as the hour is spent. The item must be one which the summoner can hold in one hand.

Herbs

Herbs and other ingredients found in the wild have long been a staple part of the healer's toolkit. Indeed, herbalism is linked not just with healing, but also with protection, witchcraft, and—of course—poison. Whether applied as a poultice, infused as a incense, drank as a soup or tea, nature's power over the world is undeniable, especially when applied by those skilled in its use.

Herbs have predefined uses; herbalism is a practice of following specific recipes.

Herbalism differs from alchemy in that the former is based on existing herbal properties and recipes, while the latter uses more exotic ingredients to create magic. Herbalism is covered here with equipment, while alchemy is dealt with separately in the magic rules (q.v.).

This section lists a range of herbs and their uses. Anybody can perform herbalism, but those with strong LOG attributes and ranks in the *herbalism* skill will find it much easier.

Herbs

Herb	Usage	Cost (gc)	Preparation	Difficulty	Alternate Skills
Abyssal bloom	Happiness	10	Gum	*Challenging [13]*	—
Acorn of the pipemold flower	Healing	100	Swallowed	*Difficult [16]*	*medicine*
Alfalfa	Good fortune	500	Leaf	*Demanding [21]*	—
Angelica	Protection from spirits	250	Incense	*Demanding [21]*	*religion*
Bittervine	Pain relief	30	Compress	*Difficult [16]*	*medicine*
Blessed bean	Protection from evil	100	Soup	*Difficult [16]*	—
Bulb of the goldbark bud	Concentration	75	Chewed	*Challenging [13]*	Any [magical]
Chamomile	Sleep	250	Potion	*Demanding [21]*	—
Darkberry	Darksight	100	Tea	*Difficult [16]*	*mining*
Death seed	Adrenaline	100	Raw	*Difficult [16]*	—
Devil's berry	Strong pain relief	50	Salve	*Difficult [16]*	*medicine*
Elder bean	Antidote	50	Tea	*Challenging [13]*	*medicine*
Firedrake petals	Fire protection	200	Ointment	*Difficult [16]*	—
Garlic	Repel vampires	250	Worn	*Demanding [21]*	*religion*
Gilly flower	Magic resistance	500	Smoked	*Demanding [21]*	—
Horsebloom	Disease resistance	50	Smoked	*Challenging [13]*	—
Lotus nut	Remove memories	500	Nut	*Demanding [21]*	—
Marjoram	Ease sickness	250	Tea	*Demanding [21]*	*medicine*
Mistletoe	Enhance nature magic	100	Worn	*Difficult [16]*	—
Pepper foil	Oxygenation	75	Paste	*Challenging [13]*	—
Pipe grass	Tranquilizer	100	Oil	*Difficult [16]*	—
Queen's orchid	Adrenaline	30	Incense	*Challenging [13]*	—
Silver garlic	Protection from undead	500	Worn	*Demanding [21]*	*religion*
Spiderbulb	Sight	100	Under tongue	*Difficult [16]*	—
Spirit petal	Fake death	1,000	Powder	*Strenuous [25]*	—
Sticky graysap	Stops bleeding	100	Paste	*Difficult [16]*	*medicine*
Stinkfruit	Ward off hunger and thirst	250	Eaten	*Demanding [21]*	—
Swamp slime	Cures blindness	250	Smeared	*Demanding [21]*	—
Tanglethorn	Mild antibiotic	5	Jelly	*Challenging [13]*	*medicine*
Thunder flower	Truth drug	250	Tea	*Demanding [21]*	—
Violet mold	Quick reactions	100	Brewed	*Difficult [16]*	—
Whistling vine	Youth	1,000	Ointment	*Strenuous [25]*	—
Yellow bark	Cures madness	250	Incense	*Demanding [21]*	*medicine*

The difficulty listed in the Herbs table above represents the challenge required to gather and prepare a dose of the herb in the wild. It takes one hour to make a LOG check; success results in one dose. A dose remains usable for only one day before it is spoiled. An herbalist kit is required; otherwise the –2d6 improvisation penalty is applied.

The *herbalism* skill can always be used to gather and prepare herbs. For some herbs, alternate skills can also be used; for example, *medicine* for healing herbs, and *religion* for herbs dealing with undead and the like.

Of course, a herbalist does not need to gather her herbs in the wild. At the GM's option, they can also be purchased at markets and similar places; the price

to purchase one dose of a herb is indicated in the Herbs table. When a herb is purchased, it does not expire in one day—it is already properly gathered, prepared, treated, and stored, and lasts until it is used. The GM should determine the availability of herbs for purchase, but generally no more than one dose should be available except in unusual circumstances.

One dose is sufficient to affect one medium-sized or smaller creature. Larger creatures require more doses. Each size category above medium doubles the dosage requirement. A large creature requires 2 doses, an enormous creature needs 4 doses, and so on.

Using an herb takes two actions. No creature can be affected by a given herb more than once per day, and no creature can benefit from the effects of more than one herb at a time.

Abyssal bloom. These common herbs are used to create a feeling of well-being or happiness for four hours. They are used recreationally by many and are easily available, though mildly addictive. Users are immune to the Anger and Fear status tracks while under the effect.

Acorn of the pipemold flower. These acorns are potent indeed. Stored correctly by an experienced herbalist in a vial of vinegar, the acorn becomes brittle and hard. Simply swallowing it is enough to recover 1d6 Health, although doing so is a fairly unpleasant task and requires the recipient to swallow it whole.

Alfalfa. Alfalfa brings good fortune. Using this herb replenishes a LUC dice pool by one die; any given creature can only benefit from this herb once per day.

Angelica. This herb protects from spirits and is used in exorcisms. It grants +2 Defense vs. spirits for one hour.

Bittervine. Painkillers can be used to grant temporary Health—however, the effects wear off, and the temporary Health wears off at the same time. The vine grants 1d6 temporary Health for one hour.

Blessed bean. These beans grant the user a +4 Defense vs. creatures with the Evil virtue for one hour.

Bulb of the goldbark bud. Sometimes used by student scholars and apprentice wizards, this foul-tasting bulb can be chewed to gain a degree of mental clarity. For one minute, those who chew the bulb gain +1d6 on all Logic based checks. Unfortunately, there is a side effect: for one hour afterwards, the recipient suffers −1d6 to those same checks.

Chamomile. This herb can be turned into a sleep potion. The herbalist makes a LOG check vs. the target's Mental Defense; if he succeeds, the target falls asleep for 5 minutes.

Darkberry. The darkberry is a small, sweet fruit with the ability to endow darkvision on those who eat it. Upon consuming the berry, the recipient gains superior darksight for ten minutes.

Devil's berry. Painkillers can be used to grant temporary Health—however, the effects wear off, and the temporary Health wears off at the same time. A berry grants 2d6 temporary Health for one hour, but when it wears off, the imbiber loses an additional 1d6 Health.

Elder bean. Antidotes work to counteract slow-acting toxins. The elder bean grants poison immunity for one minute.

Firedrake petals. Firedrake is a leafy bush, noted for its almost complete imperviousness to fire. Indeed, many craftsmen try to incorporate it into the walls of buildings, but the effects sadly do not last. When crushed and mixed into an ointment, and smeared all over the body, the recipient gains Soak 10 (fire) for one hour.

Fireseed. Strong boosters which are rare, expensive and addictive. They grant a +1d6 bonus to Agility, but for five minutes only, and that same attribute suffers a −1d6 penalty for an hour thereafter.

Garlic. Properly prepared, garlic can repel vampires. This herb grants +4 Defense vs. vampires.

Gilly flower. A group of very rare, valuable herbs. They are highly addictive, and extremely expensive, but they grant a +4 Defense vs. magic for one hour.

Horsebloom. Immunity boosters are used as preventative herbs; they increase the user's resistance to disease. Horsebloom gives the user a +2d6 bonus to disease dice pools for one day. These herbs are often used in long-term medical care. Note that the +2d6 bonus is temporary—it wears off after a day (although another dose can be taken at that time).

Lotus nut. Lotus nuts are used to remove memories. Developed for trauma victims to help them forget certain events, less beneficial uses were soon found. The herbalist makes a LOG check vs. the target's Mental Defense; on a success, the last day's event's are forgotten. There is a risk that more will be lost: roll 1d6, and on a roll of 6 the user loses one skill rank from a random skill.

Marjoram. Marjoram eases coughs and similar ailments. It reduces the Nausea status track by one stage; any given creature can only benefit from this herb once per day.

Mistletoe. This herb is used by druids and shamans to focus nature magic. Magic using the *secret of plants* gains +1d6 when this herb is worn by the caster. Mistletoe counts as an implement, and does not stack with any other implement.

Pepper foil. This herb can enable a creature to operate normally in a zero-oxygen environment (such as underwater) for 5 minutes, or a low-oxygen environment (like the thin air on a mountaintop) for one hour.

Pipe grass. Tranquilizers are used to put a patient (or victim) to sleep. These are used by hunters, criminals, and also by customers who have trouble with insomnia. The herbalist makes a LOG check vs. the target's Mental Defense; if he succeeds, the target falls asleep for 5 minutes.

Queen's orchid. A basic, cheap herb which grants the user a temporary burst of strength. This herb gives the user a +1d6 bonus to her STR attribute for one minute. Doses do not stack with each other—taking two does not increase the bonus to +2d6.

Silver garlic. Silver garlic is a particularly potent form of garlic found near silver mines. It has powerful warding properties against the undead when worn around the neck in the form of a necklace, although the smell can be off-putting. The wearer gains +4 Defense vs. all undead creatures for one hour; however, the wearer suffers a –1d6 penalty to all stealth related activity due to the obvious aroma.

Spiderbulb. Spiderbulb grows in the ground, and has a pungent, spicy taste and aroma which can sting the eyes. When carefully sliced and placed under the tongue, it heightens the recipient's senses of sight and hearing for ten minutes, granting +1d6 to all *perception*-based checks.

Spirit petal. An extremely potent form of metabolic depressor, this herb completely halts metabolism and life signs for 4 hours. The user appears dead to a cursory visual inspection. The user is unconscious during this time.

Sticky graysap. This sap is made into a paste which is able to stop bleeding. Smeared over a creature's wounds, it removes all conditions from the Bleeding status track as far as the severe condition (bleeding); it is ineffective against the extreme condition (hemorrhage).

Stinkfruit. These fruits ward off the need for food and water for 24 hours. They are highly addictive, but are fortunately so much more expensive than actual food and water that they never became a societal problem.

Swamp slime. A disgusting, foul-smelling ointment smeared across the eyes can cure blindness. Any creature suffering from conditions on the Sight status track due to illness, poison, or other effects, but not including situations where vision is merely obscured, has its sight restored.

Tanglethorn. An antibiotic jelly which can treat small injuries. Application of tanglethorn cures 1 point of Health. However, a person can only benefit from it once per day.

Thunder flower. Truth herbs like thunder flower compel the imbiber to talk truthfully. In reality, they're not a guarantee—the herbalist makes a LOG check vs. the target's Mental Defense. The herb wears off after just 20 minutes.

Violet mold. Violet mold increases cognitive processing, awareness, and reaction speed. It adds +1d6 to Initiative checks for one hour, and is mildly addictive.

Whistling vine. Anti-aging herbs are applied monthly, and each application effectively reduces the user's age by 1d6 years. However, they are slightly addictive. If an application is missed, the user ages 3d6 years (but will not age beyond his actual, natural age).

Yellow bark. The yellow bark of the yewclaw is a wonderful way to ease the strain of madness on an afflicted person. Burnt as an incense, and deeply inhaled, the resultant smoke calms the mind, suppressing a short-term madness completely, and easing a long-term madness for one hour.

Creating New Herbs

The New Herbs table can be used to generate a new herb. Simply roll d66 three times and read the results in the format "*alpha* of/from the *beta gamma*." For example, *syrup* of the *abyssal mold*.

New Herbs

d66	Alpha	Beta	Gamma
11	water	red	mold
12	tea	bitter	leaf
13	soup	milk	plant
14	incense	devil's	wood
15	smoke	lotus	nut
16	poultice	abyssal	fig
21	ointment	black	mushroom
22	powder	elder	bark
23	pill	pepper	grass
24	unguent	dragon's	fruit
25	pellet	barnacle	acorn
26	elixir	wild	bloom
31	essence	blue	tree
32	cake	blessed	berry
33	injection	passion	orchid
34	stew	drake's	bean
35	raw	spirit	petal
36	boiled	witch	pod
41	fragrance	gold	shrub
42	dried	morning	root
43	syrup	thunder	bud
44	snuff	king's	vine
45	brewed	assassin	stem
46	fermented	whistling	foil
51	bath	green	week
52	oil	evening	seed
53	dissolved	frost	rose
54	tincture	queen's	bush
55	compress	gilly	pollen
56	maceration	tangle	sap
61	decoction	violet	herb
62	liniment	horse	flower
63	bolus	pipe	stalk
64	salve	death's	spud
65	paste	flutter	bulb
66	gum	stink	thorn

Mounts

Mounts can be incredibly advantageous, especially in combat. They enable a traveller to move faster, and they give combatants a height advantage while making them harder to attack. While every mount has its own statistics as an independent creature, when mounted they are treated as part of the rider.

A mounted combatant automatically gains the following benefits while outdoors (an interior area counts as outdoors for this purpose if it is at least 100' wide and long). Indoors, things are too cramped and crowded to make full use of a mount, and while a rider can physically be astride a steed, he does not get the below benefits.

- The rider gains the Speed score, Jump score, and any other movement mode of the mount.
- The rider gains +4 Melee Defense.
- The rider gains a +1d6 height advantage to attacks and +1d6 damage to opponents who are not mounted.
- A mounted rider who is knocked down or pushed back is dismounted, falling prone to the ground and taking 1d6 blunt damage.

Normally, the mount does not get hit and lose Health in combat; nor does it attack. The rider and mount are treated as one entity, unless a dismount exploit is used against the rider. Polearms having the hook trait are designed to dismount horsemen.

An attacker can choose to specifically attack a mount; this costs −2d6 to the attack, and if it is done within reach of the rider (many use long reach weapons, however), subjects the attacker to a free attack.

A rider can ride a mount of his size or larger.

After selecting a mount, roll randomly for its statistics on the Mount Statistics table. Reroll any die showing a 1 or a 6. Once the mount's base statistics have been determined, roll d66 twice on the following list (starting on the next page) to select two quirks.

11) **Fleet.** The mount is unusually fast. Increase its Speed by +1d6.
12) **Hardy.** The mount gains +2 Soak.
13) **Sturdy.** Increase the mount's Carry value by 20%.
14) **Loyal.** The mount will always immediately come to you when it is called or whistled for.
15) **Lame.** The mount has a bad leg or foot. Reduce its Speed by −1d6.
16) **Intelligent.** The animal is unusually intelligent and has a LOG attribute of 3 and can understand basic instructions.
21) **Aggressive.** In combat, once each round, the animal gets a free attack against an adjacent opponent. The attack's damage is based on size (1d6 for medium or smaller, 2d6 for large, 3d6 for enormous) and uses a 5d6 attack roll.
22) **Skittish.** Any time the rider is attacked in

Mount Statistics

Mount	Cost (gc)	Size	Carry (lbs.)	Speed	Jump (ft.)
Camel	175	L	1d6+1 × 100	3d6−2	2d6+4/1d6
Dog, riding	100	S	3d6+2 × 10	3d6	3d6/1d6+2
Donkey	30	M	3d6 × 10	2d6	1d6+2/1d6−1
Eagle, giant	12,000	E	1d6+2 × 100	3d6+6	Flight
Elephant	2,500	E	3d6 × 100	2d6	—
Griffon	10,000	L	1d6 × 100	3d6+4	Flight
Horse, heavy warhorse	1,500	L	1d6+2 × 100	3d6	2d6+2/1d6+4
Horse, light warhorse	1,000	L	1d6 × 100	3d6	2d6+4/1d6+4
Horse, riding	150	L	1d6 × 100	3d6+2	3d6/2d6+3
Mule	40	M	2d6 × 20	2d6−1	1d6/1d6+2
Pony	50	M	3d6 × 10	2d6+2	2d6+2/1d6+1
Tiger	4,000	L	1d6+2 × 100	3d6	3d6+5/2d6
Wolf, great	600	L	3d6 × 20	3d6−1	3d6+5/2d6

melee combat, there is a 1-in-6 chance that the mount will panic and flee in a random direction at full speed.

23) **Leaper.** Increase the mount's JUMP distances by 1d6 feet each (although vertical jumps still cannot exceed horizontal jumps).

24) **Guardian.** The mount is especially useful as a guard. It has a 6d6 INT check.

25) **Proud.** The mount will carry its rider, but refuses to carry bags.

26) **Jump-shy.** The mount will not attempt a jump of any kind.

31) **Kicks.** The mount will attack anybody it does not know who wanders close while it is not being ridden.

32) **Protective.** Once per day, the mount takes a hit for its rider. The attack is negated.

33) **Loud.** The animal barks, neighs, trumps, bays, etc. making it impossible to ambush anybody while the creature is nearby.

34) **Large.** The mount is large for its species. It grants its rider an additional +1 DEFENSE.

35) **Dislikes barding.** The mount will not wear barding of any kind.

36) **Charger.** When charging, the mount grants its rider an additional +1d6 damage.

41) **Spirited.** The mount is eager to act. The rider gains +1d6 to his INITIATIVE checks.

42) **Bestial.** The mount is unusually bestial-looking, perhaps with broken tusks, scars, or a missing eye. The rider can spend two actions to make the mount rear up fiercely, making a 5d6 attack vs. MENTAL DEFENSE of all foes within 30'. Those who are affected are rendered Apprehensive [16].

43) **Hunter.** The mount has an excellent sense of smell, gaining the *tracking* skill at a rank of 6 (3d6). The rider can use this skill as though it were his own.

44) **Unusual color.** The mount is an unusual color for its species, making it somewhat unique.

45) **Willing.** The mount assists when someone tries to mount it by lowering itself to accommodate the maneuver. In effect, the mount can always be mounted as a free action.

46) **Placid.** The mount is unusually docile and friendly.

51) **Rotund.** The mount enjoys its food a bit too much. It is round and fat. It gains +5 SOAK but suffers −2 SPEED.

52) **Devil-touched.** Somehow the mount has a little devil in its lineage, given away by its red eyes. It grants SOAK 2 (fire) to its rider.

53) **Plodder.** The mount is especially suited to long distances. Its SPEED counts as 4 higher for wilderness travel.

54) **Light-footed.** Especially light on its feet, the mount does not leave tracks except in snow or similar terrain.

55) **Independent.** Once per day, for one round, the rider can leave the mount to handle directions and movement decisions and focus on other activities; one move that turn is a free action.

56) **Vertigo.** The mount is afraid of heights. Any height, bridge, or ledge of over 10' height requires the mount to be coaxed. This takes an action and is a *Routine [10]* CHA check.

61) **Fey-touched.** Somehow the mount has a little fey in its lineage. It grants +1 MENTAL DEFENSE to its rider.

62) **Small.** The mount is small for its species. It gains +1 SPEED, but its CARRY capacity is reduced by 10%.

63) **Emaciated.** No matter how much it eats, this mount always looks painfully thin.

64) **Shy.** The mount takes a while to become acclimatized to its new owner due to its shy nature. For the first week, it holds back, moving at −2 SPEED and not allowing quick-mount abilities to work.

65) **Greedy.** When food is unattended within 30' of the mount, it moves to it and begins to chow down. It takes a *Challenging [13]* CHA check to persuade it to leave the food alone (a successful check regains control for five minutes).

66) **Fearful.** The mount is afraid of fire, and will not move within 5' of a fire source unless a *Difficult [16]* CHA check is made to persuade it.

Barding

Barding can be acquired to protect a mount. Barding is similar to regular armor, and comes in many of the same types.

The prices below indicate the cost of medium-sized barding. Double the price for each creature size above medium, and reduce it by half if the creature is smaller than medium sized.

Barding does not inflict a Defense penalty on the mount wearing it, unlike armor worn by characters. While wearing barding, a mount uses either its natural Soak or the Soak of its barding, whichever is higher.

Barding can customized with any of the same enhancements as regular armor (q.v.), and it follows the same quality rules.

Barding

	Medium Size	
Barding	**Cost (gc)**	**Soak**
Cloth	30	2
Padded	35	2
Hide	40	3
Leather	50	4
Ringmail	70	5
Scalemail	130	6
Chainmail	250	6
Platemail	2,000	9

Services & Foodstuffs

When you need to know the cost of a drink or a carriage-ride, the table below lists appropriate costs for many services an adventurer may need.

Services and Foodstuffs

Services	**Cost (gc)**
Carriage, per mile	1
Drink, beer	2
Drink, coffee, tea	1
Drink, spirit, common	3
Drink, spirit, exotic	10
Inn, average, per night	20
Inn, cheap, per night	5
Inn, luxury, per day	100
Meal, restaurant, luxury	25
Meal, restaurant, typical	7
Meal, street vendor	3
Meal, tavern	5
Messenger, per mile	0.5
River crossing	2
Ship, basic, per mile	1
Ship, luxury, per mile	4
Theater, play or show	20
Wagon, per mile	0.5
Scribe, per page	1
Bath, hot, private	0.5
Bath, public	0.1

Organizations & Requisitions

Some characters are part of a larger organization which has greater resources than the character might have individually. Whether part of the crew of a pirate ship, a secret thieves' guild, or a unit of militia inquisitors, characters who are part of an organization can requisition gear for use in missions.

If organizational requisitions are used, all characters should be part of the organization.

Organizations have Reputation attributes, just like characters do. This helps determine the resources at the organization's disposal, the amount of gear that characters can requisition from the organization, as well as the organization's fame and influence.

When an organization is in play, characters do not use the normal rules for wealth and equipment. Instead, equipment is requisitioned from the organization itself. The total amount of gear that a character can requisition from the organization is noted by the Requisition Cap in the table below. Once this cap is reached, the character can requisition no further equipment until the previous allotment has been returned.

This has the advantage of giving starting characters access to better equipment; however, it means that character wealth and upgrading gear becomes a less important part of the game.

The size category names have a military theme, but an organization does not have to be military in nature. A large corporation may have many thousands of employees and uses the same classifications. A single wizard's school may have 200 students, making it a Company, while a wealthy worldwide merchant's guild may have 80,000, making it a Corps. The organization itself will not use these terms (unless it actually is military—and even then, different military structures exist) and might call itself a guild, a cell, a gang, a league, a school, a church, or a militia.

Reputation. An organization's REP score indicates a number of things—its wealth, the resources at its disposal, how easy it is to find the organization, and more. This is how well-known an organization is and how likely people are to recognize its name or importance. Larger organizations are better known, and depending on its exploits, an organization may only have a reputation among certain circles like investigators and criminals, the military, or occultists, and so on—but remain hidden from the public at large (it can be a bit hard to attain worldwide domination when anybody can find and foil your schemes, after all).

Requisitions and Organizations Table

Size	Members	REP	Locate Info	Requisition Cap (gc)
Team	1–8	4 (2d6)	*Superhuman [37]*	700
Squad	8–12	6 (3d6)	*Herculean [33]*	1,100
Section	12–25	8 (3d6)	*Severe [29]*	1,100
Platoon	25–50	12 (4d6)	*Strenuous [25]*	1,400
Company	50–250	16 (5d6)	*Demanding [21]*	1,800
Battalion	250–1,500	20 (5d6)	*Difficult [16]*	1,800
Regiment	1,500–3,000	25 (6d6)	*Challenging [13]*	2,100
Brigade	3,000–5,000	30 (7d6)	*Routine [10]*	2,500
Division	5,000–25,000	40 (8d6)	*Easy [7]*	2,800
Corps	25,000–100,000	50 (9d6)	*Trivial [—]*	3,200
Service	100,000–500,000	60 (10d6)	*Trivial [—]*	3,500
Force	500,000–1,000,000	70 (11d6)	*Trivial [—]*	3,900
Country	1,000,000–5,000,000	100 (13d6)	*Trivial [—]*	4,600
Empire	5,000,000+	130 (15d6)	*Trivial [—]*	5,300

Being a member of an organization gives a character access to the organization's REP attribute rather than its own once per day. An organization may also provide access to specific careers or exploits. Note that an individual has access only to the REP of its sub-group, not the organization as a whole.

Locate Info. When attempting to gain information about or locate an organization of which they are not a member, characters make an attribute check (typically LOG or CHA, depending on the methods used); the difficulty of the check is noted in the Locate Info column in the organization table.

Requisition Cap. This is the maximum amount by which an organization can outfit all its members for missions. Usually, this will replace the money available to a character for equipment.

Sub-groups. Large organizations are composed of multiple smaller organizations—one does not normally encounter the entirety of a spy network at once, or an entire army. The sub-groups have REP attributes according to their size, which tend to escalate in larger and larger subgroups until the final group is the whole organization. For example, while a group of PCs may be part of the navy, their actual organization is a single ship.

Example Organizations

Calamity, Inc.

Size Battalion (400 thieves); **REP** 20 (5d6);
Locate Info *Difficult [16]*
Requisition Cap 1,800 gc

Calamity, Inc, is a thieves' guild based in the great temple city of Meerchant. A powerful organization, it has dealings with the militia and the major, and enjoys its freedom within certain boundaries. Its headquarters is a large warehouse in the docks area.

Royal Homeland Constabulary (Flint Directorate)

Size Company (20 constables, 100 civilians); **REP** 16 (5d6); **Locate Info** Demanding [21]
Requisition Cap 1,800 gc

The Royal Homeland Constabulary uses a combination of investigators, spies, and warriors to root out, undermine, capture, and if necessary kill any groups who endanger Risur. The 20 constables of the Flint Directorate are supported by almost a hundred researchers, office assistants, laboratory technicians, security guards, carriage drivers, and the like. The Flint branch is run by Lady Inspectress Margaret Saxby, a former superstar investigator who cracked many famous cases, became the darling of the public, and earned herself a knighthood. Saxby leaves most affairs of investigations to Assistant Chief Inspector Stover Delft, who oversees four units of constables and coordinates their activities.

Sample Enchanted Items

Breath of Dead Men

Exceptional evil dueling pistol (rare)

Size small; **weight** 4 lbs; **value** 31,750 gc; **traits** —

Attack +2d6; **damage** 2d6+3 ballistic; **range** 6

Upgrade slots 3 (soulsucker)

Description This pale, yellowed pistol appears to be a fragile construction of bone and sinew, with thin hairline cracks and chips apparent along its entire length. When the weapon is fired, a deep red glow seems to manifest deep within the weapon, seeping through these cracks in a disturbing display that puts men in mind of burning flame and dark deeds. The *Breath of Dead Men* was created by the necromancer Halzadar, a skilled marksman and duelist in addition to his magical studies. A hit from this weapon not only wounds the victim, but it injures his very soul, reducing his CHA dice pool by one die. When that pool reaches 0d6, the victim's soul is consumed by the weapon and the victim dies.

Dwarven Hand-Cannon

Exceptional twin-barrel pistol (rare)

Size small; **weight** 4 lbs; **value** 9,250 gc; **traits** —

Attack +2d6; **damage** 2× 1d6+3 ballistic; **range** 3

Upgrade slots 3 (worthy)

Description These double-barrelled flintlock pistols are hand-crafted by dwarven smiths. The weapons can only be wielded by dwarves.

Duelist's Mark

Exceptional dueling pistol (rare)

Size small; **weight** 4 lbs; **value** 21,750 gc; **traits** —

Attack +2d6; **damage** 2d6+3 ballistic; **range** 6

Upgrade slots 3 (unerring, cursed)

Description A *duelist's mark* is a finely crafted, enchanted dueling pistol. The enchantments ensure that the weapon always hits its target as long as it is within one range increment (however, no other effects or exploits may be applied to this shot).

Wounds from a *duelist's mark* will not heal naturally. Only healing magic can restore the victim's health.

Excalibur

Legendary good longsword (artifact)

Size medium; **weight** 4 lbs.; **value** priceless; **traits** —

Attack +5d6; **damage** 3d6+2 slashing/good

Upgrade slots 6 (blessed, eversharp, sharpened, worthy, light)

"There drew he forth the brand Excalibur,
And o'er him, drawing it, the winter moon,
Brightening the skirts of a long cloud, ran forth
And sparkled keen with frost against the hilt:
For all the haft twinkled with diamond sparks,
Myriads of topaz-lights, and jacinth-work
Of subtlest jewellery."

—Alfred, Lord Tennyson

Description *Excalibur*, forged on the Isle of Avalon, is an ornate longsword, engraved along the blade on either side with two phrases. On one side it says "Take me up" and on the other it says "Cast me away". The hilt of *Excalibur* is golden, with a design of two chimeras. This holy sword can only be drawn (whether from scabbard or stone) by the rightful King of Albion. *Excalibur* is described as "the finest sword that there was, which sliced through iron as through wood".

When drawn, *Excalibur* emits a cold, bright light in a 30' radius circle. *Excalibur* will never go blunt or rust. In fact it is so sharp that any hit renders the target Bloodied [16], even if no critical hit is scored; a critical hit renders the target Wounded [16].

The wielder of *Excalibur* will never bleed; while injuries can be sustained, the wielder is immune to the Bleeding status track. If rendered unconscious and dying, the wielder automatically stabilizes (although any given creature can only benefit from this property once per day).

Executioner's Axe

Mastercraft evil labrys (very rare)

Size large; **weight** 7 lbs; **value** 10,700 gc; **traits** sacrificial

Attack +3d6; **damage** 2d6+3 slashing

Upgrade slots 7 (eversharp, pernicious)

Description: Ceremonial blades used in rituals and executions, executioner's axes possess a deep malevolence. Once drawn, the wielder must kill with it, and loses 1d6 HEALTH ever minute until he does so. An executioner's axe remains ever sharp, and will never go dull or rust.

Fastwalker Boots

Exceptional boots (very rare)

Size tiny; **weight** —; **value** 2,500 gc

Upgrade slots 3 (move self)

Description These boots grant the wearer +4 SPEED once per day for up to five minutes.

Gauntlets of Strength

Exceptional articulated gauntlets (very rare)

Size tiny; **weight** 1 lb.; **value** 3,600 gc

Upgrade slots 3 (infuse metal)

Description Once per day, these gauntlets grant the wearer +1d6 to all STR checks for five minutes. A more powerful version, *Greater Gauntlets of Strength*, increases the bonus to +2d6 and costs 81,000 gc.

Girdle of Aphrodite

Exceptional girdle (very rare)

Size medium; **weight** 3 lbs.; **value** 10,000 gc

Upgrade slots 3 (charm person)

Description These girdles allow the wearer to charm humanoids. Once per day, the wearer may invoke its power, rendering a target within 30' Enchanted [10]. A MAG (3d6) vs. the target's MENTAL DEFENSE is required. This is a subtle charm, and the target does not realize he has been affected, and thus cannot shake off the charm. The effect wears off after 10 minutes.

Artifacts

Some legendary items (such as *Excalibur* and *Mjölnir*) are designated as artifacts. These items often possess additional unique properties not normally accessible via the regular process of enchantment. The GM should feel free to create unique artifacts for the game setting.

Priceless. Artifacts do not have a price or value attached – they are priceless and their value cannot be calculated. They cannot be purchased or constructed by player characters.

Unlimited. Artifacts have no limit on the number or power of enhancements or enchantments.

Indestructible. Artifacts, if they can be destroyed at all, can only be destroyed in specific, prescribed ways. This method is given in the artifact's description.

Iron Pyre

Exceptional caplock pistol (rare)

Size small; **weight** 3 lbs; **value** 7,625 gc; **traits** —

Attack +2d6; **damage** 2d6 ballistic/sonic; **range** 7

Upgrade slots 3 (sonic, elemental)

Description The red steel of this pistol is warm to touch, and its intricate design gives the impression of a small dragon that appears to curl around the targets fist and extend its long neck and open mouth towards the target. On any successful hit, a loud booming sound is heard. The sound is loud enough to be heard for one mile. On a critical hit (triple-sixes), all within 30' of the target also take 1d6 sonic damage. Once per day, the bullets fired from this pistol can burst into flame, and the pistol gains the fire damage type (doing ballistic/sonic/fire damage). The effect lasts for one minute, applying to all shots made within that time period. At least three pistols are known to exist bearing the name *Iron Pyre*, all with identical powers, thought to be the work of a crazed gnome that crafted them as a gift for the fire dragon he worshipped.

Legionnaire's Musket

Exceptional musket (rare)

Size medium; **weight** 7 lbs.; **value** 6,000 gc; **traits** —

Attack +2d6; **damage** 2d6+2 ballistic/good; **range** 12

Upgrade slots 4 (blessed, rangefinder)

Description These rare muskets are handmade for high-ranking Grand Elf officers. They are finely crafted, highly accurate to a greater than normal range, and each is individually blessed, making them excellent weapons against the undead.

Lesser Helm of Darkness

Mastercraft barbute (very rare)

Size medium; **weight** 3 lbs.; **value** 111,007 gc; **traits** —

Soak +2; **Melee/Ranged Defense** –1

Upgrade slots 3 (invisibility, darksight)

Description A lesser form of the Helm of Hades, these helmets with "Y" shaped openings for eyes and mouth are nevertheless potent magical items. Like all barbutes, they offer +2 Soak, although they inflict a -1 penalty to Melee and Ranged Defense due to the way they slightly obscure peripheral vision. The wearer of this helm can see in the dark as though it were daylight. Additionally, once per day, the wearer of this helm can use a single action to turn invisible for up to five minutes.

Lesser Thunderbolt

Exceptional javelin (very rare)

Size medium; **weight** 3 lbs.; **value** 15,760 gc; **traits** —

Attack +2d6; **damage** 2d6 piercing; **range** 5

Upgrade slots 6 (elemental, returning)

Description Once per day, these javelins can be transformed into lightning by the wielder as a free action. While in lightning form, they can be thrown as a normal javelin, but they deal lightning damage instead of piercing damage; additionally, while in lightning form, the javelin returns immediately to the wielder's hand after being thrown. *Lesser thunderbolts* can remain in lightning form for up to one minute.

Mage-Cuffs

High quality manacles (uncommon)

Size tiny; **weight** 1 lb.; **value** 1090 gc

Upgrade slots 3 (divine magic, create sound, evoke electricity)

Description *Mage-cuffs* are sturdy, high quality manacles and inflict a -1d6 penalty on attempts to break, escape, or pick them. When a person wearing *mage-cuffs* uses any magical power, the manacles glow, make a warning whistle sound, and deal 1d6 points of electricity damage to the wearer. A creature reduced to 0 Health this way is knocked unconscious, not killed.

Mithril Shirt

Exceptional chainmail (rare)

Type medium; **weight** 3 lbs.; **value** 10,500 gc; **traits** —

Soak 12; **Melee/Ranged Defense** –0; **ineffective** blunt, electricity

Upgrade slots 6 (mithril, unencumbering)

Description These rare dwarf-forged chain shirts are extra-ordinarily resistant. Mithril is a bright, shining silver which never dulls, and is almost indestructible. These shirts are designed to be very easy to move in, and count as light armor for the purposes of determining Defense penalties, although their actual weight does not change.

Mjölnir

Legendary warhammer (artifact)

Size medium; **weight** 5 lbs.; **value** priceless; **traits** —

Attack +5d6; **damage** 3d6 blunt/sonic; **range** 6

Upgrade slots 6 (returning, slayer, unerring, worthy, sonic)

"Then he gave the hammer to Thor, and said that Thor might smite as hard as he desired, whatsoever might be before him, and the hammer would not fail; and if he threw it at anything, it would never miss, and never fly so far as not to return to his hand; and if be desired, he might keep it in his sark, it was so small; but indeed it was a flaw in the hammer that the fore-haft was somewhat short."

—The Prose Edda

Description *Mjölnir* is the hammer of Thor, the god of thunder. It is said that *Mjölnir* is capable of levelling mountains. *Mjölnir* can only be lifted by those it deems worthy; the exact criteria are unknown, but it certainly shows preference for strong, honorable warriors. Crafted by a pair of dwarven brothers, this warhammer has an uncharacteristically short handle, and is designed for throwing as well as melee combat.

When thrown, *Mjölnir* always returns to its wielder's hand, and within one range increment (30') it always automatically hits its target as long as the wielder does not pay for additional effects out of his attack pool. Designed to destroy giants, the hammer always delivers a critical hit on a successful attack against a giant (and, indeed, any giant that attempts to touch the hammer takes 1d6 electricity damage).

Mjölnir emits an immense crashing sound when it strikes, loud enough to be heard for up to one mile. On a critical hit, all within 30' take 1d6 sonic damage.

Ring of Invisibility

Exceptional ring (very rare)

Size tiny; **weight** —; **value** 3,600 gc

Upgrade slots 3 (illusion)

Description A *ring of invisibility* allows its user to turn invisible once per day for up to five minutes.

Royal Dwarven Waraxe

Exceptional dwarven axe (rare)

Size small; **weight** 10 lbs; **value** 300 gc; **traits** heavy

Attack +2d6; **damage** 3d6 slashing

Upgrade slots 3

Description These rare axes are wielded by the bodyguards of mountain dwarf royalty. Of exceptional quality, like all dwarven waraxes they do not have the heavy trait when wielded by a dwarf.

Talaria

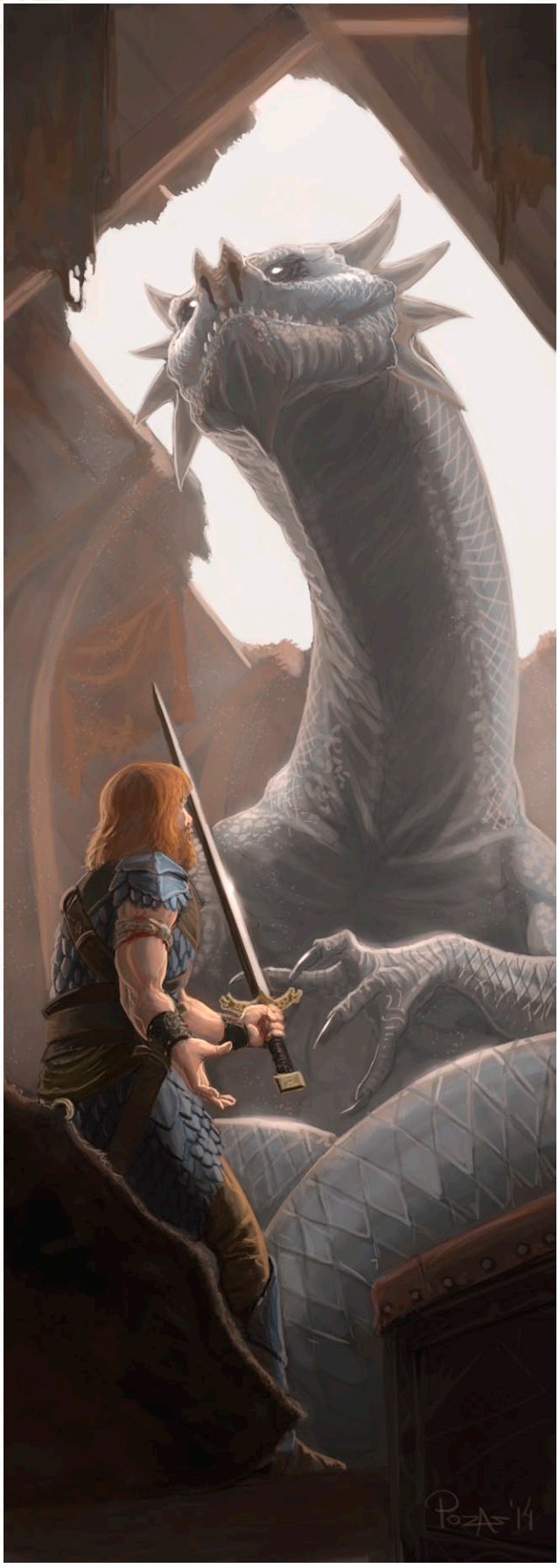
Exceptional boots (very rare)

Size tiny; **weight** —; **value** 64,000 gc

Upgrade slots 3 (move self)

Description These winged sandals grant the wearer flight equal to his normal base Speed once per day for up to one minute. Upon utterance of the command word, small wings sprout from the boots.

Chapter IV
Fantasy Core Rules



Playing the Game

One of the Game Master's primary functions is that of referee. He or she needs to adjudicate the result of actions by using the rules found in this book. This section is the core of the *What's O.L.D. Is N.E.W.* roleplaying game system. While other sections tell you how to create a character, design a setting, or buy equipment, this section tells you how to play the game. To that end, you will find the following information in the pages to come.

The Attribute Check. This is the core mechanic of the game. Almost everything revolves around the attribute check. When you know how to make and adjudicate an attribute check, you know how to play most of the game. This section includes guidelines on assigning difficulty benchmarks, running opposed or extended tasks, and details some common situations including herbalism, chases, tracking, interrogations, and more.

Countdowns. A countdown is a special type of dice pool that depletes as time passes. Countdowns depict a race against time, such as a ticking clock or a disease, when the characters don't know exactly how much time remains. Countdowns are used to create suspense and tension.

The Role of Luck. Luck is a special attribute that provides characters with a replenishing dice pool that can be drawn upon as needed to assist in various tasks.

Combat. Combat is a common occurrence in the game, whether it be with spells and muskets at range or duels with sword and shield. This section tells you how to move, attack, and perform other actions in combat. Combat in W.O.I.N. is a tactical skirmish system where position and cover are very important.

Injury & Death. It's a dangerous world, and harm can befall any character. Such harm takes three forms: Health damage, status tracks, and diseases.

Objects. This part of the book explains how objects can be broken or damaged, how to break down a door, or how much damage a chest can take. It details various materials, from wood to mithril.

The Environment. The environment affects many things. Variations in gravity, severe weather, slippery surfaces, and many other environmental traits can be

applied to areas both big and small. Fighting in the crater of a volcano as fire rages all around is very different to fighting on a frozen wasteland in the midst of a blizzard.

The Attribute Check

Whenever a character attempts an action in a *What's O.L.D. is N.E.W.* game where the outcome is not certain, dice are used to randomly decide whether the attempt succeeds. This process is called an *attribute check*.

You don't always need an attribute check. If your character is merely opening a door, or reading a computer screen, or performing some other routine task, he can do so automatically. However, if the GM feels that the outcome is in doubt, she may call for an attribute check.

Attribute checks are the central mechanic of this game. Everything hinges around them, whether you're trying to pick a lock, lift a heavy log, shoot at a bandit, treat an illness, or win a dice game.

The GM is the final arbiter of whether or not an attribute check is required.

Making an Attribute Check

When the GM decides that an attribute check is required, she first needs to decide which attribute applies. Breaking down a door might require Strength, balancing on a tightrope might be Agility, while translating an ancient language might need Logic.

Secondly, the GM must decide how difficult the task is. Some tasks, especially during combat, have built-in difficulties, while others call for some adjudication by the GM. The difficulty will be determined either by a static score, such as a creature's Defense scores, or by a difficulty benchmark chosen by the GM, such as *Routine*, *Challenging*, or *Difficult*. Each of those benchmarks have an assigned static score (*Challenging* is 13, for example).

The GM calls for the attribute check, naming the required attribute and the difficulty level if appropriate—for example, she might say "Make a *Challenging [13]* STR check" when a character tries to move a boulder. The player then forms a dice pool, as described below, and then rolls the dice. If the total is equal to or greater than the difficulty score, the character succeeds at the task; otherwise, the character fails: the character doesn't move the boulder, read the language, or hit the target.

Example Tasks

Task	Attribute	Example Skill
Appraising an item's value	INT	*appraisal*
Breaking down a door	STR	—
Calming a spooked animal	CHA	*animal handling*
Climbing a wall	AGI	*climbing*
Deciphering a code	LOG	*cryptology*
Diagnosing an illness	LOG	*medicine*
Disabling a trap	LOG	*engineering*
Hiding from a guard	AGI	*stealth*
Holding your breath	END	*swimming*
Holding your drink	END	*carousing*
Lifting a heavy rock	LOG	*carrying*
Making a speech	CHA	*leadership*
Navigating a ship	LOG	*navigation*
Painting a picture	INT	*painting*
Picking a lock	AGI	*thievery*
Playing a dice game	CHA	*dice games*
Playing chess	LOG	*chess*
Recalling a specific law	LOG	*law*
Recognizing a language	LOG	*linguistics*
Recognizing a creature	LOG	*nature*
Remembering historical information	LOG	*history*
Repairing a musket	LOG	*engineering*
Riding a horse	AGI	*riding*
Running a marathon	END	*running*
Spotting a forged document	INT	*forgery*
Spotting a hidden door	INT	*perception*
Swimming a river	STR	*swimming*
Tracking a suspect	INT	*tracking*
Treating an injury	LOG	*medicine*
Using a disguise	CHA	*disguise*
Walking a tightrope	AGI	*acrobatics*

Forming the Dice Pool

To make an attribute check, the player must form a dice pool. Each attribute's associated dice pool is noted on the player's character sheet. If a character attempting to pick a lock has an AGI of 6, his AGI dice pool is 3d6 (see the table below).

To this, the player may choose to add a skill. This is up to the player to choose and—if necessary—justify. It would be hard to justify adding *botany* when trying to pick a lock, but it would be easy to justify *thievery*. The GM may disallow the use of any skill she feels is not justifiable.

To add the skill, simply locate the associated dice pool for the skill (just like with the attribute) and add those dice to the dice pool. If the above character has *thievery* 3 (2d6), he adds 2d6 to the existing 3d6 dice pool. This makes his dice pool 5d6.

Finally, choose equipment to use. Standard equipment allows an attempt with no penalty; better quality items may grant extra dice. For example, high quality thieves' tools add 1d6 to a dice pool, bringing the erstwhile thief's dice pool up to 6d6.

The GM has already determined that picking this lock is a *Difficult [16]* task. The player grabs his dice pool of 6d6 and throws it, scoring 19, higher than the target of 16, so he succeeds in picking the lock!

Dice Pool = Attribute + Skill + Equipment

Equipment Quality

Equipment contributes to the dice pool, in addition to the contribution attributes and skills.

Standard equipment simply allows you to attempt an action normally—a crossbow allows you to shoot at a guard, a healer's kit allows you to treat wounds, and a lockpick allows you to pick a lock.

If basic equipment is not available, improvised equipment inflicts a –2d6 penalty. Using an improvised tool like a hairpin to pick a lock instead of an actual set of thieves tools reduces the dice pool by 2d6.

The number of dice that equipment contributes to a dice pool can never exceed the number of dice that skills contribute to it; you need a certain degree of expertise to fully benefit from higher quality equipment. If the equipment dice exceed the skill dice, reduce the equipment dice to equal the skill dice.

This includes armor (skill in *light*, *medium*, or *heavy*), weapons (skills in *swords*, *bows*, *rifles*, *staves*, *knives*, etc.), and general equipment for which an associated skill might be relevant (skill in *medicine* when using a herbalist's kit to prepare an antidote, for example).

Dice Pool Adjustments for Quality

Equipment Quality	Dice Pool
Improvised	–2d6
Poor	–1d6
Standard	—
High	+1d6
Exceptional	+2d6
Mastercraft	+3d6
Artisanal	+4d6
Legendary	+5d6

Maximum Dice Pools

The size of a dice pool is limited by a character's grade. If a dice pool exceeds the maximum allowed, it is simply reduced to match the limit. Continuing the example above, if the character is grade 5, he can't use the full 6d6 dice pool—he would only get to roll 5d6.

The table below shows the maximum dice pool allowed for characters of various grades.

Starting Dice Pools by Attribute/Skill Score

Attribute/Skill	1–2	3–5	6–9	10–14	15–20	21–27	28–35	36–44	45–54
Dice Pool	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6

Maximum Dice Pool by Grade

Grade	5	6–7	8–10	11–14	15–19	20–25	26–32	33–40
Max Dice Pool	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6

A character's grade is equal to the number of careers taken: a starting character is typically grade 5, with a maximum dice pool of 5d6. Remember, the maximum dice pool limit applies to the initial attribute + skills + equipment dice pool. Exploits and LUC can exceed that limit once it has been reached.

Difficulty Benchmarks

Sometimes a difficulty benchmark is determined by an existing static number. In combat, the target's DEFENSE scores indicate the difficulty benchmark which must be reached by rolling a dice pool. Combat is dealt with in greater detail later.

In other situations, the GM may need to decide on an appropriate difficulty benchmark. This is done by choosing a difficulty level such as *Routine*, *Difficult*, or *Impossible*. Each of these difficulty levels has a difficulty score assigned to it. The benchmark names are from the perspective of an average human; what's impossible for the average citizen might not be for legendary heroes of myth!

The most commonly used benchmarks are those shaded in the table—*Trivial*, *Routine*, *Difficult*, *Strenuous*, *Herculean*, and *Impossible*. The white rows provide the GM with more granularity if needed, but they are an optional level of detail. (See the Difficulty Benchmarks table on the next page.)

Indirect Skills

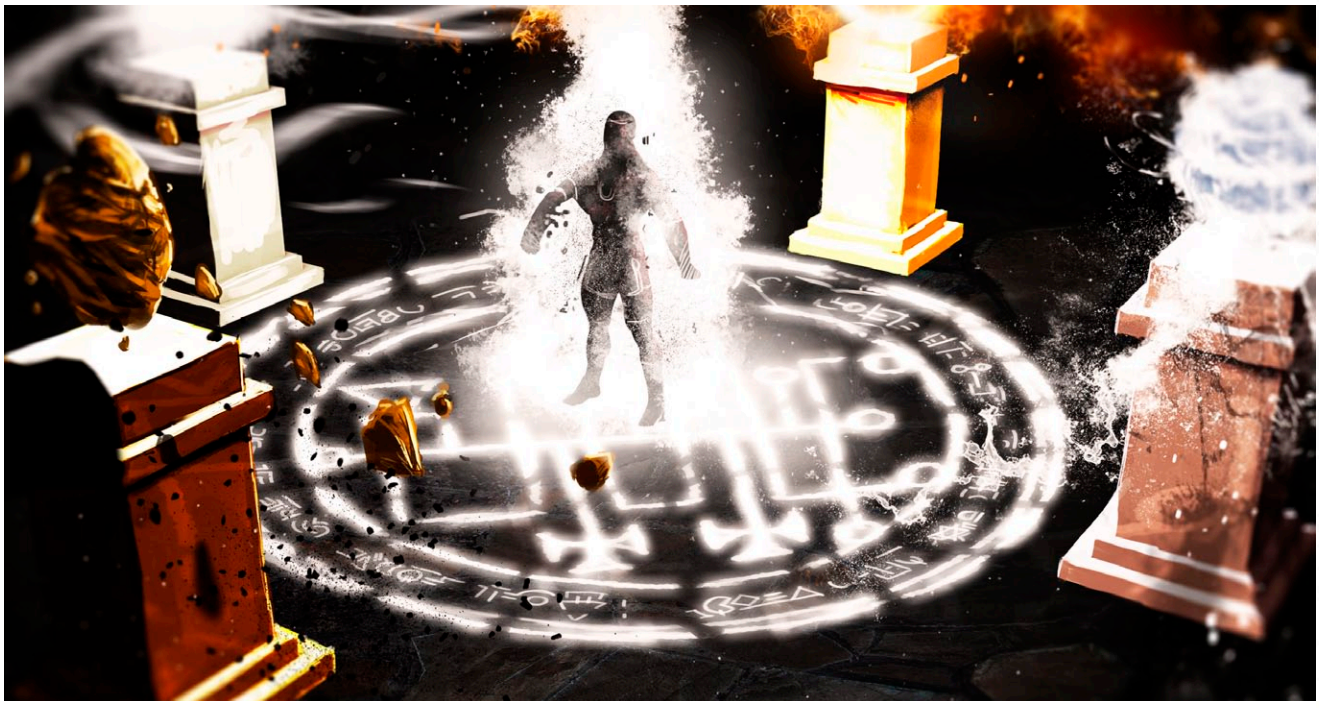
Sometimes a skill is only indirectly related to the activity at hand. Skill in chess helps a little with skill in draughts, but not as much as specific skill in draughts would be. In these situations the GM may choose to allow a skill but declare it an indirect usage; the die contribution to the dice pool from an indirect skill usage cannot exceed 1d6.

So if a player wants to use *geology* to help climb a cliff, the GM is free to rule it an indirect usage and limit the skill's dice pool contribution to 1d6.

The Math

Each benchmark represents a roughly 50/50 chance of success for a given dice pool size. An *Easy [7]* benchmark is about a 50% success rate for a 2d6 dice pool; a *Routine [10]* benchmark is about a 50% success rate for a 3d6 dice pool; a *Challenging [13]* benchmark is about a 50% success rate for a 4d6 dice pool, and so on. Each successive benchmark represents one extra die in the dice pool.

To put this into perspective, a starting grade 5 character with a dice pool of 5d6 will succeed on a *Difficult [16]* check about half the time.



Difficulty Benchmarks

Benchmark	Score	Examples
Trivial	—	Breaking a window, lifting a heavy book
Easy	7	
Routine	10	Climbing a tree, building a campfire, sailing a small boat
Challenging	13	Climbing a cliff
Difficult	16	Picking a lock, swimming a fast-flowing river, climbing a brick wall
Demanding	21	Climbing a smooth stone wall
Strenuous	25	Walking a tightrope
Severe	29	
Herculean	33	Bending a steel bar, climbing an ice wall
Superhuman	37	
Impossible	40	Lifting a wagon, bursting iron chains
Legendary	42	
Mythical	45	Building a portal to other planes

Die Penalty or Increased Difficulty?

Some GMs might wonder whether to apply a die penalty or increase the difficulty of the task. Mathematically, both are roughly the same—increasing a task's difficulty benchmark by one stage (say, from Challenging to Difficult) is about the same as applying a –1d6 die penalty. Generally speaking, die penalties are applied on-the-fly as the result of adjudication, while higher difficulties are simply the same thing calculated in advance. When running a published adventure, for example, the text might tell the GM that climbing a slippery wall in a storm is a *Difficult [16]* check. The adventure has done the math in advance; this is effectively the same as a *Routine [10]* check with a –2d6 die penalty for the two complications (strong winds, and a slippery surface). Including them in the difficulty benchmark in advance simply saves a little work for the GM.

However, removing dice reduces the chances of a critical success.

Complications

Complications typically apply a –1d6 die penalty to a check. These are cumulative—two complications apply a –2d6 die penalty. When shooting at a target in cover, or crossing a tightrope in a storm, the GM simply applies a –1d6 penalty for each complication (note that in combat, common complications like cover, firing into melee, prone targets, and so on are called out for convenience).

Critical Successes

If a triple-six is rolled while making an attribute check, and the check is one which succeeds, a critical success takes place. This means that an additional or extra-ordinary benefit occurs—the task is accomplished to a much higher degree. The GM should devise this benefit (although in the case of a combat attack roll, the benefit is predefined as pushing the target along a status track). The more dice being rolled, the higher the chances of rolling a triple-six.

A critical success results in an extra-ordinary success level for the task at hand. For example, when trying to calm an angry wolf, a ranger might gain its friendship.

If there is no obvious extraordinary success level for a given attribute check, the character gains a bonus LUC die in his LUC pool instead.

In an extended task (see below) a critical success counts as two wins but has no other effect.

On a combat attack roll, a critical success pushes the target one stage down a status track (depending on the damage type).

Opposed Checks

Often, two characters or creatures may compete to perform an action such as arm wrestling or racing. In these situations, each participant creates the other's difficulty benchmark with his own attribute check—in other words, both make an attribute check, and whoever rolls highest wins.

Each participant forms a dice pool as normal. A thief trying to sneak past a guard on a lookout tower might roll a dice pool made up of his Agility (3d6) and his *stealth* skill (2d6). The guard would roll his Intuition

(3d6), and maybe another 1d6 for his high-quality spyglass. The thief rolls 5d6, the guard rolls 4d6, and if the thief beats the guard's roll he sneaks past unnoticed. If he doesn't, the guard sees him.

Below are some examples of opposed checks. Suggested skills are noted in parentheses.

Opposed Check Examples

Task	Check
Arm-wrestling	STR vs. STR
Bluffing a guard	CHA (*bluffing*) vs. INT (*insight*)
Bribing an official	CHA (*persuasion*) vs. WIL
Disguising yourself	CHA (*disguise*) vs. INT (*perception*)
Foot racing	STR or AGI (*running*) vs. STR or AGI (*running*)
Interrogating a captive	CHA (*intimidation*) vs. WIL (*bluffing*)
Picking a pocket	AGI (*thievery*) vs. INT (*perception*)
Playing a chess game	LOG (*chess*) vs. LOG (*chess*)
Sneaking/hiding	AGI (*stealth*) vs. INT (*perception*)
Horseback racing	AGI (*riding*) vs. AGI (*riding*)
Tracking a thief	INT (*tracking*) vs. AGI (*stealth*)

Static scores like a Defense score are actually pre-calculated opposed checks. This speeds up combat by ensuring that players (and creatures) do not have to form dice pools each time they are attacked—you can simply refer to the static score.

Extended Tasks

The preceding section described how to adjudicate simple tasks (those which require just a single attribute check to resolve). Not all tasks require just a single attribute check, however. Some tasks are extended efforts which require considerable time to accomplish. In these cases, the GM may call for multiple attribute checks at specified intervals which might be each minute, hour, day, week, or even longer. The GM assigns the difficulty benchmark of those checks as usual.

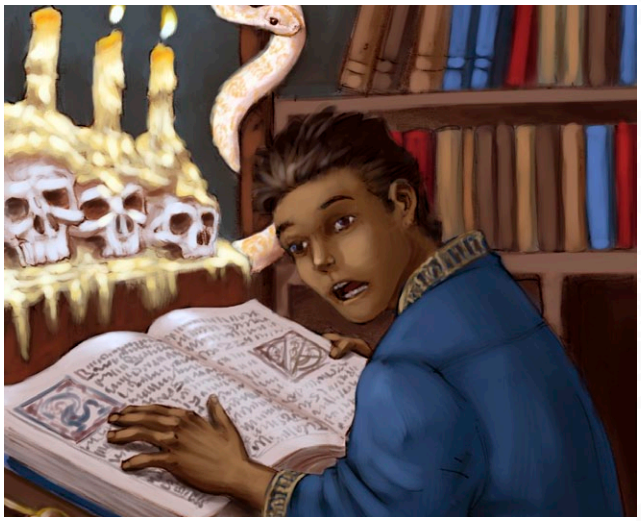
Unless something prevents it, multiple people can contribute to an extended task. Subject to the GM's approval, they may be able to use different attributes or skills to contribute in different ways. Indeed, different stages of an extended task may require different types of checks (although the difficulty level should remain constant).

Unless otherwise specified, three checks is appropriate for an extended task. However, the GM can require more checks if she feels it is appropriate.

Some tasks, such as curing a disease, have predefined complexity levels. When a *minor challenging herbalism task* is called for, this means that it is a minor task (checks are made at 1-hour intervals) with a difficulty benchmark of *Challenging [13]* using *herbalism* and skills that complement *herbalism*; similarly, a *major routine alchemical task* is a major task (checks are made at 1-day intervals) with a difficulty benchmark of *Routine [10]* using *alchemy* and skills that complement *alchemy*. The GM, as always, is the arbiter of whether any given skill can be profitably applied to the task.

Group Checks

Sometimes, during an activity which requires multiple participants, the stronger members of a group can assist the weaker members; in other situations, the weaker members can hinder the stronger ones. Perhaps the party is scaling a cliff together, or making a group stealth check. In these circumstances, the GM may call for a group check. All characters make the check, and the group succeeds if half the group succeeds. If there is an odd number of PCs, round up (so for a group of five PCs, three must succeed).



Time Between Checks

Extended Task Complexity	Time Interval
Quick task	1 minute
Minor task	1 hour
Major task	1 day
Extensive task	1 week
Epic task	1 month

During an extended task, failed checks can be retried, but the time is wasted.

The number of successes required also tells you the number of failures that will result in complete failure. If 3 successes (the default number) are needed to succeed, a character who reaches 3 failures first will fail at the extended task.

To run an extended task, the GM should ask each player what they intend to do. Armed with that information, she may assign attribute checks to the players. The players can attempt any action to assist with the task, but the GM is the final arbiter of whether any given action can contribute.

Contests

From time to time you will need to combine the rules for opposed checks and for extended tasks. A long race around the town walls, or a chase across a crowded city, might require an extended sequence of opposed checks.

In these situations, simply use the rules for extended tasks as normal. The first to reach the required number of successful opposed checks wins.

You can simulate an arm wrestling contest in this way. Rather than using just a single check, you might declare that the first to reach three wins on the opposed checks wins the game. Similarly, a long race on foot or mounted on a horse might require winning a dozen opposed checks.

The opposed checks do not have to be the same. As always, each participant uses checks appropriate to his activity. When tracking a suspect across a city, the suspect may be making AGI checks and calling upon the *stealth* skill, while the pursuer may be making INT checks and the *tracking* skill. The first to reach 6 wins on the opposed rolls wins—either the suspect escapes, or the pursuer catches up with him.

As with other extended tasks, different stages might require different checks. Perhaps in a foot chase the first checks might both be STR *(running)* checks, and then the second might be AGI *(climbing)* checks as both participants scale a wall, followed by another stage of running, a jump across an alleyway, even a sequence in which the suspect tries to lose himself in a crowd using AGI and *stealth* checks vs. the pursuer's INT and *perception*. In such a scenario, the suspect might even define the checks by choosing what to do at each stage of the process, forcing the pursuer to match his skills. Contests can be as exciting and detailed as you wish to make them, or they can be quickly resolved with a single check.

Common Tasks

The previous section described the overall framework in which actions are resolved. What follows is a selection of common situations, ways to handle them, and resources for spicing them up. From races and chases, to applications of herbalism and alchemy, these situations are ones which crop up regularly in the game.

Chases

Common skills: *running*, *riding*, *jumping*, *climbing*, *stealth*, *bluffing*, *swimming*.

A chase is an opposed extended task. The first to reach six wins is the winner of a chase situation (although the GM can modify this for longer or shorter chases). Multiple people can be involved in a chase, each making their own checks.

A simple foot chase simply involves STR or AGI checks, along with the *running* skill. A horseback chase may instead use AGI and *riding*, or a chase across a lake may use STR and *swimming*. Chases might need different skills for different stages of the route.

A complex chase involves other skills. The target chooses the action (he might elect to climb a wall, run into a forest, jump a canyon, and so on), and the pursuers must match it. Examples of actions include:

Foot Chases:

- Climb a wall (*climbing* vs. *climbing*)
- Jump an alleyway (*jumping* vs. *jumping*)
- Disappear into a crowd (*stealth* vs. *perception*)
- Swim a river (*swimming* vs. *swimming*)
- Squeeze through a tight gap (*acrobatics* vs. *acrobatics*)
- Balance along a narrow ledge (*acrobatics* or *climbing*)
- Use a hidden shortcut (*local knowledge* vs *perception*)
- Cause a distraction (*bluff* vs. *perception*)
- Cause an obstruction or obstacle (varies)
- Duck into a blind alley (*stealth* vs. *perception*)
- Get somebody to give the pursuers false directions (*bluffing* vs. *local knowledge*)

Task Lexicon

- **Simple task**—a task made against a static difficulty benchmark.
- **Opposed task**—a task made against an opposed attribute check made by another creature.
- **Extended task**—a task that requires more than one attribute check to complete.
- **Simple extended task**—a task that requires multiple attribute checks against a static benchmark.
- **Opposed extended task**—a task that requires multiple attribute checks against attribute checks made by another creature, with the first to reach a target number of wins being the victorious participant.

Horseback Chases:

- Jump a canyon (*riding* vs. *riding*)
- Ride through dense forest (*riding* vs. *riding*)

Different characters, creatures, vehicles, and ships have different speeds. While skill is the most important factor, speed is also very important. Anybody involved in a chase can add their Speed to their opposed checks.

One way to adjudicate a chase is to randomly determine terrain and obstacles at each stage. Some basic examples using 2d6 follow, although you are encouraged to devise your own tables tailored to your setting. Each obstacle gives the participants opportunity to devise how to use or circumvent them.

Example Chase Terrain and Obstacles

2d6	Urban	Wilderness
2	Slick footing	Cliff
3	Gap/hole	Mud patch
4	Barrels or crates	Steep incline
5	Twisting alleyways	Dense trees
6	Slow passing wagon	Tangled undergrowth
7	Straight	Straight
8	Wall	Rock formation
9	Ladder	Unsure footing
10	Crowded street	River
11	Shortcut	Animal herd
12	Pool/river	Canyon

Alchemy

Common skills: *alchemy*

Alchemy is a simple extended task. Using Logic and various skills, characters can accomplish a variety of things. Any character can attempt to use alchemy in order to solve a problem or achieve a goal. Alchemy often involves at least a touch of magic. As an extended skill task, alchemy is used for more mundane chemical purposes. Examples of mundane uses of alchemy include:

- Removing a permanent condition.
- Melting a lock with acid.
- Treating a disease.
- Create a strong glue.
- Creating a poison or an antidote (for poisons, an opposed task is needed vs. the target's Defense, assuming the poison can be delivered in food or drink; it does 2d6 poison damage plus 1d6 for each complexity level used, which means that the longer you spend making a poison, the more deadly it is).
- Burn or combust materials like metal and stone.

Poison Crafting

Task	Time	Poison
Quick	1 minute	2d6
Minor	1 hour	3d6
Major	1 day	4d6
Extensive	1 week	5d6
Epic	1 month	6d6

Like herbs, alchemical concoctions can also be used to inflict conditions, thus creating a love potion or a sleep draught. The concoction must be delivered (imbibed by the target, or similar). A concoction which is eaten or drunk is a minor task, a poultice, salve, or ointment is a major task, and a gas, incense, or smoke is an extensive task.

The traditional, legendary uses of alchemy (transforming lead into gold, or creating an elixir of immortality) are covered in the magic rules.

If the concoction needs a duration (such as an antidote that will protect the imbiber from a certain poison), the duration equals one time increment of the extended task. Characters can choose to increase the tasks's complexity (say, from minor to major) in order to gain a longer duration.

The check is a simple opposed one vs. the target's Defense or Mental Defense, and success inflicts a moderate condition with a critical success inflicting a severe condition.

The players start by declaring their intentions. This goal may be anything they wish, although they may find some goals too hard to accomplish. It might be to devise an acid to melt the lock on a cell door, save an ally who has been turned to stone by a gorgon, or build an explosive. The GM sets the difficulty as normal, and characters may attempt Logic checks until they have reached the target number of successes (typically three successes). The complexity and duration of the task are established by the quick/minor/major/extensive scale as normal. Alchemy is a classic example of a very simple use of the extended task mechanism.

To add some flavor to an alchemical task, roll d66 four times on the following table and read off the result in the format *alpha beta* in a *gamma delta* (e.g. "boil zinc in a sapphire bowl").

Alchemy is an acceptable way to accomplish many tasks, even if other methods are available. A locked door can be picked or hacked by a burglar, or an alchemist might attempt to open it by melting the lock with alchemical acid. The difficulty of the task does not change—if it's a *Difficult [16]* task to pick the lock, then it's a *Difficult [16]* alchemical task also.

Alchemical Task Table

d66	Alpha	Beta	Gamma	Delta
11	calcinate	copper	copper	bowl
12	dissolve	gold	gold	flask
13	separate	iron	iron	kiln
14	conjoin	lead	lead	amphora
15	ferment	mercury	mercury	bottle
16	distil	silver	silver	carafe
21	coagulate	platinum	platinum	cup
22	boil	nickel	nickel	decanter
23	sublimate	zinc	zinc	ewer
24	heat	amber	amber	flagon
25	freeze	firestone	firestone	flute
26	purify	jade	jade	goblet
31	dilute	adamantium	adamantium	jar
32	evaporate	bloodstone	bloodstone	keg
33	cook	ruby	ruby	mug
34	circulate	sapphire	sapphire	pitcher
35	burn	diamond	diamond	snifter
36	filtrate	topaz	topaz	beaker
41	smelt	ivory	ivory	tube
42	refine	coral	coral	funnel
43	centrifuge	obsidian	obsidian	dish
44	crystallize	coal	coal	cylinder
45	fractionate	chalk	chalk	retort
46	cool	salt	salt	kettle
51	bake	limestone	limestone	oven
52	agitate	pearl	pearl	crucible
53	crush	mithril	mithril	cauldron
54	grind	crystal	crystal	jug
55	cohobate	ironwood	ironwood	pot
56	brew	lava rock	lava rock	vial
61	dessicate	electrum	electrum	canteen
62	separate	moonsteel	moonsteel	cistern
63	agitate	marble	marble	firkin
64	simmer	sulphur	sulphur	drum
65	warm	fool's gold	fool's gold	vat
66	chill	arsenic	arsenic	cask

Example Alchemical Task

The fellowship has discovered a basilisk's lair; the creature has been terrorizing a local village, and they have agreed to help rid the region of the menace. But the basilisk's lair is filled with poisonous swamp gasses the monster is immune to. The fellowship decides to devise an antidote to the poison.

Cate (the GM): ... however, the basilisk's lair is filled with poisonous gas. If you sneak in, you'll not last long.

Elijah (playing Selena): Can we come up with an antidote? Gimnor, haven't you been learning alchemy?

Sean (playing Gimnor): Yes, I have! Let's see if this alchemy training has paid off! I've spent a year learning alchemy, so this task shouldn't be beyond me.

Cate (the GM): Very well. To create an antidote you can drink, you need to perform a minor task: that's three checks at one-hour intervals. The gas is *Difficult [16]* to overcome. Remember that your attempt ends after three failures.

Sean (playing Gimnor): Very well. Let's see ... I need to ... [rolls dice] ... heat amber in an jade decanter. I have 2d6 LOG, 1d6 from my *alchemy* skill, plus that high quality alchemy kit I picked up in Chee. That's 4d6. Not easy, but I can do it. First check ... 16 exactly!

Cate (the GM): Excellent. You've made a good start. You heat the amber in the jade decanter. An hour has passed. The hut is full of acrid smoke and peculiar smells.

Ian (playing Mandallan): I think we'll wait outside.

Sean (playing Gimnor): Second check. That's ... 12. Not so good. That's one failure.

Cate (the GM): No, you make no progress this hour. Outside, you all hear a loud bang and black smoke leaks through the windows.

Sean (playing Gimnor): Second check again. 19! Phew, nearly there. Oh, and I got triple-sixes! That's a critical success!

Cate (the GM): Yes, that counts as two successes. Another hour passes and you're done—three successes to one failure. Gimnor has concocted an antidote for the poisonous gas! Now you can enter the basilisk's lair in safety. Well, safety from the gas. Not from the basilisk....

Interrogations

Common skills: *interrogation*, *bluffing*, *intimidation*, *persuasion*, *seduction*.

An interrogation is an opposed extended task. The goal is to extract information from a subject.

A simple interrogation involves CHA vs. WIL checks, along with the *interrogation* skill. That skill is used to both conduct and withstand interrogation. Each time the interrogator makes a check, he asks a question. If he wins the opposed check, the subject answers truthfully; if he fails, the subject lies or refuses to answer. The answer can be no more than a short sentence—the interrogator can't ask "What is your entire plan, in full detail?"

Interrogations begin as quick (one-minute interval) tasks. Although interrogations do not have an established ending point, every time the questioner fails an opposed check the task is escalated to a minor (one-hour), major (one-day) task, increasing the length of time needed to extract information. Eventually the amount of time needed to gain the smallest piece of information may become impractical.

Interrogation kits indicate when a subject is lying (although the subject may make an opposed CHA vs. INT check, using his *bluffing* skill if he has it, to deceive the interrogation kit), as well as granting possible bonuses to checks. Some drugs can also obviate the need for an interrogation, or prevent the subject from lying. Of course, a subject cannot reveal information he does not have. Each use of an interrogation kit causes 1d6 damage to the subject.

More advanced interrogations may use other skills, including *persuasion*, *bluffing*, even *seduction*.

That's Not Real Terminology!

The alchemy and herbalism tables in this book create what is known as "technobabble" or "magibabble." It doesn't really mean anything; there's no such thing as an idiopathic genome, and boiling zinc does not undo petrification. That's fine. It's all as fictional as a fireball or a dragon! The idea is to provide some flavor, not to create real solutions to real problems.

Herbalism

Common skills: *medicine*, *herbalism*

Much like alchemy, herbalism is a type of fantasy science. It's a simple extended task which works in exactly the same way as an alchemical task, but it uses different skills as it is largely focused on medical situations. Like alchemy, it is based on Logic. Herbalism can be used to remove permanent conditions, treat diseases, or perform other medical tasks.

See the Alchemy section for details on how to adjudicate this type of task.

Like alchemical concoctions, herbs can also be used to inflict conditions, thus creating a love potion or a sleep draught. The herb must be delivered (imbibed by the target, or similar). A herb which is eaten or drunk is a minor task, a poultice, salve, or ointment is a major task, and a gas, incense, or smoke is an extensive task. The check is a simple opposed one vs. the target's Defense or Mental Defense, and success inflicts a moderate condition with a critical success inflicting a severe condition.

To add some flavor to an herbalism task, roll d66 four times on the following table and read off the result in the format *alpha* the *beta gamm* (e.g. "poultice of the elder bean").

Herbalism Task Table

d66	Alpha	Beta	Gamma
11	water	red	mold
12	tea	bitter	leaf
13	soup	milk	plant
14	incense	devil's	wood
15	smoke	lotus	nut
16	poultice	abyssal	fig
21	ointment	black	mushroom
22	powder	elder	bark
23	pill	pepper	grass
24	unguent	dragon's	fruit
25	pellet	barnacle	acorn
26	elixir	wild	bloom
31	essence	blue	tree
32	cake	blessed	berry
33	injection	passion	orchid
34	stew	drake's	bean
35	raw	spirit	petal
36	boiled	witch	pod
41	fragrance	gold	shrub
42	dried	morning	root
43	syrup	thunder	bud
44	snuff	king's	vine
45	brewed	assassin	stem
46	fermented	whistling	foil
51	bath	green	week
52	oil	evening	seed
53	dissolved	frost	rose
54	tincture	queen's	bush
55	compress	gilly	pollen
56	maceration	tangle	sap
61	decoction	violet	herb
62	liniment	horse	flower
63	bolus	pipe	stalk
64	salve	death's	spud
65	paste	flutter	bulb
66	gum	stink	thorn

Example Herbalism Task

Sir Mandallan, badly wounded during an engagement in the Wugh Quagmire, has contracted Wailing Sickness, and the illness has progressed to its final stage, leaving him with permanent psychosis. Marla, Mandallan, and Krute are holed up in a cave on the edge of the swamp, and Marla is doing her best to save Mandallan.

Cate (the GM): The psychosis has fully set in; Mandallan is prone to extreme rage and bouts of violence.

Miranda (playing Marla): What do I know about Wailing Sickness? *[makes a quick LOG check]* I roll 19.

Cate (the GM): It causes psychosis in its victims. It's an airborne disease, so Mandallan must have breathed in too much foul swamp air while he was there. It's a major herbalism task to nurse him back to health, so it'll take three days at minimum, possibly longer.

Miranda (playing Marla): I'd better get started then! What do I need? *[rolls dice again]* Elixir of the violet fig bush. OK, that sounds easy enough.

Cate (the GM): Wailing Sickness is a *Difficult [16]* disease. You're making daily checks, and you need three to succeed. Remember, three failures means you'll lose Mandallan to the psychosis permanently!

Orlando (playing Krute): We don't want *that*. I can help. My herbalism isn't very good, but I know nature and have good eyes. I can go find the violet fig bush: 1d6 from *nature* and 4d6 INT. That's 5d6 … I roll 17.

Cate (the GM): Great! Krute, you manage to locate the violet fig bush. You have one success now.

Orlando (playing Krute): I'll take the bush back to Marla. It's all up to you now, Marla!

Miranda (playing Marla): No pressure, huh? My first check is … LOG 3d6, *herbalism* 2d6, healing kit 1d6, that's 6d6 in total. Good odds. My check is … oh, no! Only 12!

Cate (the GM): Your first failure. The day passes, but Mandallan's condition does not improve. His psychotic rages are getting worse; luckily you have Krute there to help hold him down! Now, third day. Your check?

Miranda (playing Marla): I got 21 this time. That's one success. Three days have passed and we're at two successes and one failure.

Cate (the GM): Keep going. You need three successes!

"Helgar, whom you seek, is gone," said the village elder. "Vanished from his house in the dead of night, one week ago. None saw or heard anything, and none have seen or heard aught since."

Fitch nodded. "A week, you say." He pointed across the square. "And this was his house?"

"Aye. Built it with his own hands, in hopes of marriage to Tess, the miller's—"

Fitch held up his hand and turned to the hooded ranger who stood silently nearby. "Latimer?"

The ranger gave a curt nod and strode toward the house. He vanished inside, and emerged minutes later. "Three men, armed with axes," he said. "One tall and lean. Didn't enter with a broken nose, but he left with one. One squat, probably a sailor. One shorter than Pell—maybe a dwarf, but I'm guessing a gnome."

"Helgar?"

"Taken by surprise. Light wounds. Bound with rope of a type used on the docks at Middleton, and loaded onto the back of a horse. " He pointed west. "That way. Moving fast."

"So he's lost to us."

"To you, maybe." Latimer grinned. "Not to me."

On the first day, Latimer led the party at a rapid pace. Once away from the village, the horsemen had plunged recklessly through the forest in their haste to put distance between themselves and any of Helgar's neighbors who might give chase. Latimer followed a clear trail of deep hoofprints, shredded leaves and broken twigs for many miles.

The second day brought them to plains dotted with bare rock. Latimer sought fragments of stone chipped by iron-shod hooves, a sliver of dried meat dropped by a careless eater on horseback, and a rock smeared with dried blood. Latimer grunted with satisfaction at this, pointing at the strands of reddish-blonde hair embedded in the blood. Helgar, he explained, had either been flung roughly to the ground or contrived to fling himself headfirst so as to leave this trace of his presence.

Pell frowned at this. "That seems far-fetched. Why bother to leave a sign most people would never spot?"

"Because he knew 'most people' wouldn't be looking," Latimer answered.

On the fourth day the trail went cold.

Latimer prowled like an angry wolf. He touched the leaves, smelled the air, tasted the dirt, and listened to the wind, his expression as dark as they'd ever seen. "Something's amiss," he muttered to himself.

After several hours of this, the sun had almost dipped below the horizon. Fitch cleared his throat. "Maybe we should make camp."

"No," Latimer snapped. "No camp. The hunt continues." He stalked into the woods. Glancing at each other nervously, Pell and Fitch hastened after him.

They found him crouched before a towering oak tree. His knife was out, and as they watched in horror, he slashed his open palm with the blade. Squeezing his hand into a fist, he poured his blood upon the tree's thick roots.

With a creaking, groaning sound, the tree's branches shuddered. Leaves rained down upon Latimer's bent back. *Little creature,* a vast and ancient voice breathed. *Thou hast awakened me with thy blood. I acknowledge the Old Pact. What wouldst thou of me?*

"I seek a comrade—Helgar, of the village of Orling. He was taken west by three men on horseback, and I have…" Latimer paused. "I have lost the trail."

Helgar, the oak mused. *Yes, the crows of Red Hill speak highly of him, for as a child he saved one of their tribe. Fear not, little creature. I will summon aid for thee.*

The oak fell silent. Moments later a wind rose, roaring through the trees. When it died, they heard a flutter of wings. A large black crow flew into the clearing and settled on Latimer's shoulder, cawing loudly.

The ranger got to his feet, and when he turned around his eyes were alight with triumph.

"We have them," he said.

Tracking

Common skills: *tracking*, *stealth*, *perception*, *local knowledge*.

Tracking someone is an opposed extended task similar to a chase, although much less energetic and more cerebral. Rather than physical tasks, opposed checks are more focused around a contest of mind and skill. The target tries to hide his tracks, while the pursuer tries to uncover them.

A simple tracking scenario involves AGI checks for the target and INT checks for the pursuer, along with the *stealth* and *tracking* skills, respectively. This assumes that the target is aware of and trying to shake off the trackers. If the target is unaware of the trackers, simply use a *Routine [10]* benchmark and a simple extended task.

A more complex tracking` scenario allows the target to try different things. To help spice up a tacking scenario, you can use the following table to generate different stages and obstacles. Depending on the distances and time scales involved, these could be minutes, hours, even days apart.

Tracking Complications

2d6	Event
2	Cross a river to hide tracks (*swimming* vs. *tracking*)
3	Create a decoy or false trail (*tracking* vs. *tracking*)
4	Hide (stealth vs. tracking)
5	Outpace the trackers (*running* or *riding* vs. *tracking*)
6	Set a trap (thievery vs. perception)
7	Double back (*bluffing* vs. *tracking*)
8	Change shoes and other clothing (*bluffing* vs. *tracking*)
9	Traverse difficult obstacles (*swimming* or *climbing* vs. *swimming* or *climbing*)
10	Use minor evasion enchantments (*spellcraft* vs. *spellcraft*)
11	Use animals to create confusion and distraction (*animal handling* vs. *animal handling*)
12	Stage misdirecting witnesses (*bluffing* vs. *insight*)

An expert tracker can also glean a lot of information about a location or about creatures who have been present. This is a simple, single-check task using Logic and the *tracking* skill. The tracker simply makes a Routine *[10] LOG* check and ask one closed question which the GM will answer. The question asked must be specific closed questions which the GM can answer with a single, short sentence. Any question can be asked, and each question takes one full minute—the more questions asked, the more detailed information can be determined, but each subsequent question past the first inflicts a –1d6 die penalty. An example sequence of questions might look like this:

Example Tracking Questions

Question	Answer
Has anybody passed through this clearing in the last hour?	Yes, a group of creatures passed through very recently.
How many creatures?	Six creatures.
What type of creatures?	They were all humanoid.
Was any of them one-legged?	Yes, there was a one-legged humanoid present.
Were there any Smallfolk present?	Yes, two Smallfolk.
Were the Smallfolk prisoners?	Yes, from the way they were walking, it seems they were restrained in some way.

Tailing

A simple tailing scenario is an opposed extended task which involves INT checks for the target, and AGI checks for the pursuer (the reverse of the tracking process). The pursuer is the one trying to stay out of sight and not be spotted by his target. The target will use *perception*, while the pursuer may use *stealth* or *bluffing*. This assumes that the target is trying to be inconspicuous or use anti-surveillance techniques. If the target is not worried about a tail, simply use INT *(perception)* checks.

- Change appearance (*disguise* vs. *perception*)
- Blend with a crowd (*stealth* vs. *perception*)

Countdowns

Countdowns form the second major core mechanic in the W.O.I.N. game system. A countdown takes place when there is an unknown time limit before something occurs. It is used in the following situations:

- **Death.** An unconscious character uses the countdown mechanic as he slips towards death.
- **Disease.** Disease and illness use the countdown mechanic as symptoms worsen.
- **Drowning or suffocation.** Characters who cannot breath (underwater, or some other reason) use the countdown mechanic to determine when they lose consciousness.
- **Other ticking clocks.** There are many other situations where a ticking clock is relevant. Occasions where you need a tense situation as a character tries to do something before something else happens are ideal for it. Can a climber scale a crumbling cliff before it collapses? Can a thief pick a lock before the magical alarms go off? Can a Smallfolk burglar recover the magic goblet and escape the dragon's lair before it wakes up?

The countdown is started by forming a dice pool. The situation determines the size of that dice pool—a dying character uses one equal in size to his Endurance dice pool, for example, while cliffs or magical alarms will have their dice pool size set by the GM. The larger the dice pool, the longer you (probably) have.

Each turn, the dice pool is rolled. Usually it's rolled by the player in question—she rolls her own death dice, or her own drowning dice.

Any die which comes up with a six is removed from the dice pool, and play continues.

Eventually the last die will be removed from the dice pool. It is then that the character dies, the trap explodes, or the soldier looks in the crate.

Fast, Medium, and Slow Countdowns

The default countdown—removing a dice on a roll of 6—is a slow countdown. Countdowns can run down faster than this, however. For faster countdowns, dice are removed on rolls of 5–6, or even 4–6.

Countdowns are always expressed in terms of fast, medium, or slow. The default countdown (if not specified) is a slow countdown expiring on rolls of 6.

Die Rolls to Remove from Countdown Pool

Fast	Medium	Slow
4–6	5–6	6

Stabilizing and Replenishing Countdowns

Some countdowns can be stabilized or replenished.

A **stabilized** countdown simply stops counting down—the trap has been disarmed in time, or the character is no longer in danger of dying.

Replenishing a countdown allows extra dice to be added, effectively extending it. In this way, illnesses can be pushed back "up" the countdown and dying characters can be stabilized with emergency healing.

Not all countdowns can be stabilized or replenished; the specific countdown will clearly indicate whether or not these are appropriate. Sometimes the cliff *is* going to crumble whatever you do—it's just a question of whether you get to the top before that happens!

Countdowns and Stages

Most countdowns are fairly simple—the dice pool is rolled until it reaches zero, at which point an effect (death, explosion, and so on) takes place. However, some countdowns have effects which take place at various stages throughout the process. Stages take place as the dice pool reaches certain sizes. For example, an illness might have a character becoming blind when the pool reaches two dice, and dying when it reaches zero dice. All countdowns technically have two stages—the starting condition and the ending condition.

Average Countdown Length

The table below shows the expected (average) number of rolls a countdown will last for before expiry. This can be used by the GM to set appropriate countdown dice pools.

Average Countdown Length (Number of Rolls)

Dice Pool	Slow (6)	Medium (5–6)	Fast (4–6)
1d6	6	3	2
2d6	9	4	3
3d6	11	5	3
4d6	12	6	4
5d6	13	6	4
6d6	14	7	4
7d6	15	7	4
8d6	15	7	4
9d6	16	7	5
10d6	17	8	5

The Role of Luck

Luck is a special attribute. It is used as a replenishable resource which can modify other die rolls and perform special actions. It represents luck, fate, chance, destiny, faith, divine favor, karma, and more.

At the start of each game day, each player should form a Luck dice pool. As dice are used from the Luck pool, simply discard them. Luck can be used to:

- Add dice to any attribute check on a 1:1 basis.
- Deduct dice from someone else's attribute check on a 1:1 basis.
- Add dice to a damage roll on a 1:1 basis.
- Absorb dice of damage on a 1:1 basis. Note that fractional dice cannot be absorbed (so of 2d6+3 damage, the 2d6 can be absorbed, but not the remaining 3).
- Perform other special actions granted by careers and exploits.
- Gain one bonus action per turn by spending a LUC die. This can only happen during a character's own turn.

Exploding Dice

Luck dice "explode." This means that whenever a 6 is rolled, the die is rolled again and the new roll added to the original 6. This process is repeated if subsequent 6s are rolled. It is recommended that when you roll Luck dice, choose a different color than the other dice being rolled so that the Luck dice can be easily distinguished.

What Luck Represents

Luck can be interpreted in any way by characters and creatures who use it. For some, it is merely coincidence and serendipity; for others it represents destiny and prophecy; while for others still it may be divine in origin, representing faith and blessings. However the character interprets the concept of luck, it is used in the same way.

Forming a Luck Pool

There are two ways to form a Luck pool, depending on the style of game.

- In **normal mode**, the LUC pool is equal to the associated dice pool of the character's LUC attribute.
- In **cinematic mode**, adult and old characters gain bonus LUC dice to represent experience. Adults gain one additional LUC die, and old characters gain two additional dice.
- LUC pools are replenished once per day with a 5-minute rest, unless otherwise stated.

Leadership

The *leadership* skill creates a dice pool (replenished daily at the same time as the LUC dice pool; bonus replenishments for LUC do not grant bonus *leadership* replenishments) which can be used to donate LUC dice to other characters.

Form a dice pool based on your *leadership* skill. As a free action you may issue instructions and advice to donate any of these dice to another character with whom you can communicate. The dice must be spent within 5 minutes, and the donation can include any limitations the player chooses as to which attributes or skills it may be used with.

Your leadership dice come out of your own LUC pool. They are not a separate, additional pool. This action allows you to donate your own LUC to others.

If the bonus dice are used to add to an Initiative check, this does not cost a free action. The dice can be divided at will between different recipients.

Replenishing Luck

Once per day, a character may spend 5 minutes to replenish his Luck pool. Some careers or exploits allow for an additional daily replenishment These do not stack, however—you cannot gain more than one additional daily replenishment of Luck.

Other Uses of Luck

Other uses of Luck manipulate situations where the odds are normally even.

- When determining a 50/50 chance of an outcome, roll a *Routine [10]* Luck check instead. Characters with higher Luck succeed more often on an ostensibly 50/50 chance.
- When randomly determining a PC, have each player roll Luck. Either the highest or the lowest wins, depending on the situation.

Combat

While things like skills, herbalism, chases, and social encounters make up a large part of a fantasy campaign, combat is an important pillar of the game. Characters will sometimes find themselves in situations which can only be resolved by violence—and it is then that the arrows and fireballs start flying, and the swords, maces, and spears start swinging.

Combat takes place on a battlemap. A battlemap is a grid on the tabletop which depicts the environment. Each square on the grid represents 5'. Players pace miniatures (or other tokens) on the map to represent their characters, and the GM places miniatures to represent their opponents.

Combat is a tactical skirmish-like affair. Position and cover are vital to a *What's O.L.D. is N.E.W.* combat encounter. Characters and their foes will move, use suppressive fire and overwatch, set up crossfires, and try to gain higher ground in an attempt to gain the advantage. Those who do not use these tactics will find it difficult to succeed in combat-based situations.

The Combat Sequence

Combat follows a set sequence. The encounter progresses in rounds, which are a small but unspecified unit of time measured in seconds. In each round, every participant gets a turn which consists of one or more actions—moving, shooting, aiming, giving emergency healing, casting a spell, attacking with a sword, climbing a ladder, and so on.

The order in which combatants act is determined by their Initiative score, which is determined by making an attribute check. Those with higher scores act first, followed by those with lower scores.

When combat begins, follow the procedure below.

1. Make attribute checks—if appropriate—for access to the ambush turn. Those who succeed take one action; all actions in the ambush turn occur simultaneously.
2. Everyone rolls Initiative. This is simply an Intuition check, although some characters may get bonuses from skills or other abilities. On a tie, compare Agility, and if still tied, simply have each roll 1d6 and the highest wins.
3. All combatants then act in order from highest Initiative to lowest. Each character may take *two* actions unless otherwise noted. An action is a move, an attack, or a regular action. You can move twice, or attack twice, or move and attack, or any other combination.
4. Once everybody has acted, return to step 3 and repeat until the combat ends.

Actions and Turns

A turn represents a short but unspecified length of time measured in seconds. Most characters have two actions to use each turn, unless they have an ability which says otherwise, and some creatures have more. These actions can be spent to move, fight, or perform other tasks, and can be performed in any order. For example, a character might move and then fire his laser pistol, or vice versa.

Number of Actions for Some Common Activities

Activity	Actions
Aim or feint	1
Cast a spell	2
Draw or sheath a weapon	Free
Drop an item	Free
Drop to prone or crouch	Free
Fire a ranged weapon or make a melee attack	1
Go into overwatch	1*
Move your Speed	1
Open an unlocked door or chest	1
Perform emergency healing	2
Pick a lock (and open the door) or disarm a trap	2
Pick up an item	1
Reload or recharge a weapon or item	Varies
Shake off a condition	1
Stand from prone	1

* *Going into overwatch always ends a character's turn.*

Characters typically have two actions per turn, but there are additional action types which can be taken:

- **Free actions** use none of the character's actions, and must be taken in the character's turn. Only one free action is permitted to a character per round.
- **Reactions** take place outside a character's turn in response to a specified trigger. Many exploits provide reactions. Only one reaction is permitted to a character per round.
- **Bonus actions** can be provided by spending a Luck die. Only one Luck die can be spent by a character in this way per turn. Bonus actions take place in the character's own turn.

If a creature has more than two actions in a turn, it cannot repeat a given action more than once. For example, a creature with 3 actions can only move twice, not three times.

The Ambush Turn

Before a fight starts, individual combatants can attempt to get the jump on each other. In practical terms, that commonly involves one of two things: unexpectedly initiating combat, or ambushing an enemy from hiding. However, it can involve any participant-initiated strategy.

If nobody is attempting to ambush the other, or if all combatants encounter each other simultaneously and launch straight into combat, the ambush turn is skipped. Only use the ambush turn if one or more participants are deliberately trying to get the jump on the others. From a PC point of view, the ambush turn can only be accessed if the character in question specifically attempts to do so before combat begins; once everybody realizes a fight is breaking out, the ambush turn is long past.

Anybody trying to gain access to the ambush turn needs to win an opposed attribute check against his intended target. This is usually an AGI (*stealth*) or CHA (*bluff*) combination, but the GM should allow any reasonable plan from a player. Situational factors are also important—if one side is aware of the other, but not vice versa, then only that side has opportunity to access the ambush turn.

When attempting to access the ambush turn, participants must declare their intended target and action. It is possible that various combatants in one encounter can ambush other combatants who are in turn ambushing still further participants—the ambush turn is a relative concept between the (hopeful) ambusher and the intended target only.

Groups don't ambush each other; individual combatants ambush specific other individual combatants. However, if two combatants successfully ambush *each other*, neither gets access to the ambush turn.

In the ambush turn, all actions take place simultaneously. Those with access to the turn may take one single action.

Movement

Movement is a vital part of any combat encounter. Any creature can use one action to move its Speed. A creature's Speed indicates the number of 5-foot increments (squares) it can move in one action (it also indicates its normal speed in miles-per-hour).

Speed is the total of the raw dice pool of Strength and Agility plus one relevant skill. Movement skills include (but are not limited to) *running*, *climbing*, *swimming*, and *flying*.

Movement methods. For non-primary movement methods, the movement rate is halved. For most characters, this means that walking/running is at the full rate, and climbing, swimming, etc. are at half rate (after adding the bonus from the skill). Some exploits may grant a full movement rate. Some creatures (such as birds) may have a different primary movement mode, and walk/run at half speed. A skill cannot turn a movement method into a primary method; only an exploit can do that.

Hustling. A character who moves with two actions in a turn is "hustling," and effectively moving at twice its normal speed. Creatures with more than two actions available may not move more than twice in a turn. For reference, an Olympic sprinter typically has a Speed of 10 or more, and is using both actions to run, resulting in movement in the range of 20 miles-per-hour.

Grids. If no grid is being used, the creature can move a number of inches on the tabletop equal to its Speed. If a square grid is being used, a diagonal movement counts as 5', but creatures may not move diagonally around a corner.

Difficult terrain. Difficult terrain (deep snow, swamp, ice, etc.) halves ground movement rates. Some exploits may allow full movement rates on one or more difficult terrain types.

Actions. If a character moves and takes an action in her turn, the action can take place at any point during that movement. For example, a character may run from one place of cover to another, firing as she goes.

Climbing and balancing. Climbing is an AGI check. A successful check allows the climber to move at her climb speed up a vertical surface. The climber need only make one check per turn—this check applies to all climbing movement in that turn. Balancing on a narrow ledge or beam is a form of climbing. A failed check simply means that the character cannot climb the wall or object. She may attempt another check next turn. A high quality climbing kit can assist with climbing. The surface determines the difficulty of the climb.

Climbing and Balancing Checks

Overall Condition	Difficulty
Cliff, rough, many handholds	*Challenging [13]*
Brick or stone wall, few handholds	*Difficult [16]*
Ice or smooth metal	*Demanding [21]*
Overhand or ceiling	*Demanding [21]*
Narrow ledge or plank	*Challenging [13]*
Tightrope	*Strenuous [25]*

Fighting while climbing. Fighting while hanging precariously to a wall is difficult. A non-climber attacking a climber gains a +2d6 bonus to the attack. A climber attacking a non-climber suffers a –2d6 penalty. If both combatants are climbing, nobody gets any bonuses or penalties.

Creatures with primary climbing modes. If a creature has climbing as a natural movement mode, it simply moves its Speed along walls and ceilings with no checks requires or combat checks imposed.

Falling. When a character falls from a height, she takes 1d6 damage for every 10' fallen. Falls of less than 10' do not cause damage. Any fall results in the character ending up prone unless a successful AGI check with a difficulty value equal to the number of feet fallen is made (this constitutes an attempt to reduce falling damage by jumping down; see below).

Long Distance Travel

Long-distance. Long distance movement takes place at a character's Speed in mph. Hustling (moving with both actions in a turn) doubles this movement rate but can only be sustained for a number of hours equal to half a creature's Endurance attribute before an equal period of rest is required.

Jumping. Every character and creature has a "free" jump allowance noted on its character sheet or stat block. This is a distance that the character may make a running jump without making any check at all; it simply happens automatically (for a standing jump, simply half the values). A jump counts as one action.

Important Combat Actions

Move

The character or creature moves its Speed as indicated in the *Movement* section, above.

Attack

A ranged attack uses a bow, gun, thrown weapon, or other form of ranged weapon. A melee attack is either unarmed (punches, kicks, claws, bites, and the like) or uses a melee weapon such as a sword or club.

A **melee attack** is performed by rolling a STR or AGI check (attacker's choice unless otherwise noted) against the target's Melee Defense.

A **ranged attack** is performed by rolling an AGI or INT check (attacker's choice unless otherwise noted) against the target's Ranged Defense. Longer ranges can reduce the number of dice rolled.

On a successful hit, the attacker **rolls damage** (in d6s) according to the weapon. Armor reduces this damage by its Soak value. The resulting damage is deducted from the target's Health.

Magical attacks use a MAG check vs the target's Defense or Mental Defense.

Damage is indicated as a dice range, and the amount rolled is deducted from the target's Health. Soak reduces damage before it is applied to Health. Even if all damage is Soaked, each 6 rolled for damage does 1 point of damage anyway. Only creatures noted as being specifically immune to a damage type can avoid this damage.

If triple-sixes are rolled on the attack roll, and it hits, a *critical hit* occurs. A critical hit pushes the target one stage along a status track; the type of damage inflicted determines which status track is used. Creatures immune to a specific damage type do not suffer critical hits from that damage type.

Making an Attack

Spending attack dice is an important part of combat, and it is fundamental to the way that powerful or accurate attacks do a lot of damage or achieve special effects. The larger your dice pool, the more you have to spend on damage and effects. Follow this process:

- Form your dice pool from attribute + skill + equipment up to your maximum dice pool.
- Adjust the dice pool for positional factors (cover, range, etc.)
- Choose how much of the final dice pool to spend on damage and effects Include bonuses or costs from exploits.
- You may add Luck dice, which enables you to exceed your maximum dice pool.

Spending on damage. Everybody can spend attack dice on damage; this allows you to choose between easier, less damaging attacks or more difficult, more damaging attacks. Before making an attack roll, spend two dice for each extra die of damage you wish to do. A base attack, with no dice spent on extra damage, will often be easy but have little effect.

Spending on effects. Your exploits tell you what effects you can spend attack dice on. You can spend dice on knockdowns, disarms, blinding attacks, trips, armlocks, and many more effects.

(Remember, the maximum dice pool limit applies to the initial attribute + skills + equipment dice pool. Positions, exploits, and LUC can all exceed that limit.)

Aiming & Feinting

Aiming or feinting, both universal exploits, cost one action and grant a +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the aim or feint action. All characters get either Aim or Feint for free; aiming applies to ranged attacks, while feinting applies to melee attacks.

Overwatch

Overwatch is a special type of action. When you choose to enter overwatch, you wait ready with a ranged weapon to fire on any targets which make themselves available or fulfills some other trigger

Dual-Wielding

Sometimes a character might have a weapon in each hand. This might be a pair of knives, or a pair of pistols; it might be a sword and a dagger; it even includes—technically—the use of a sword and shield. Dual-wielding also includes the use of double weapons, such as a two-bladed sword.

Generally speaking, any single-handed item (weapon or shield) can be used for offense or defense. Most items can be used for offense, including shields; shields and weapons with the *Shield* trait can be used for defense. Even improvised weapons and other items can be used, although they are subject to the usual improvisation penalties, which may make them near useless to all but the most proficient of combatants.

Defense. When a shield or a weapon with the shield trait is used for defense, it grants a bonus to the wielder's DEFENSE scores. A shield is assumed to be used for defense unless it is specifically used for offense. Double weapons and missile weapons cannot usually be used for defense, and weapons with the *Shield* trait only apply to MELEE DEFENSE.

Offense. When a shield or a weapon is used for offense it cannot grant a defensive bonus to the wielder until the start of his next turn. Instead, once per turn, it grants an additional attack as a free action if the wielder has attacked twice already in the round (in other words, the wielder can spend two actions to get three attacks—two with the primary weapon, and one with the off-hand weapon). If an off-hand weapon is used for offense, *all* the character's attacks for that round are subject to a –2d6 die penalty.

Attributes. Dual-wielding characters must use their AGI attribute to attack with their secondary weapon. They cannot use STR (melee) or INT (ranged).

Ambidexterity. Characters with the Ambidexterity trait do not suffer the –2d6 penalty to attacks when dual-wielding.

Shields. As mentioned above, shields can also be used in offense. Shields typically do 1d6 blunt damage (or 1d6 piercing damage for a spiked shield).

Exploits. You can incorporate exploits into attacks, but exploits can only each be used once per round as normal (and thus usually only apply to one attack).

Unarmed attacks. When making unarmed attacks, your body counts as one weapon. You do not dual-wield two fists, or a head and a knee; you are simply using your single body to attack. You can dual-wield a one-handed weapon and an unarmed attack.

condition defined by you. Usually this means targets which break cover and enter your line of sight, or which move suddenly while you have them covered. You enter overwatch in your turn, and remain in overwatch until the start of your next turn.

You may fire on a given target only once during a turn when on overwatch, and only when the target has zero cover. Your shot interrupts your target's turn at the earliest point possible.

The maximum number of targets you can fire upon during a turn when in overwatch is equal to your INTUITION attribute. When attacking multiple targets, each subsequent target beyond the first takes a –1d6 penalty to hit.

Entering overwatch uses one action and ends your turn, so it should be the last action taken by a creature on its turn. Your overwatch status lasts until you take another action. A very common maneuver used by skirmishing archers is to use two actions to move and then enter overwatch, proceeding from one location of cover to the next. This is a very effective tactic for advancing safely upon the enemy.

Positional Effects

Combat in *What's O.L.D. is N.E.W.* is a highly positional, tactical affair. Using crossfires and avoiding getting pinned down or falling into the enemy's crossfires, combatants move about the battlemap in an attempt to gain an advantage over their foes.

The five important positional effects are range, higher ground, cover, getting pinned down, and crossfires/flanks.

Range

In ranged combat, every weapon has a range increment. Any ranged attack which exceeds that range increment suffers a –1d6 die penalty for each range increment beyond the first. Unless otherwise noted, weapons can only fire out to five range increments.

Higher Ground

Combatants on higher ground than their targets gain a +1d6 bonus to attack them. Higher ground is defined as at least 5' for melee attacks or at least 10' for ranged attacks.

Cover

Cover is very important. Targets without cover are very vulnerable to arrows and other missile fire. A target in cover inflicts a –2d6 penalty to attack rolls made against him (although this can be alleviated by the "pinned down" rule, below).

It's important to distinguish between cover and a blocked line of sight. A character cannot be completely protected against ranged attacks and simultaneously able to make ranged attacks, and cannot be in a position where line of sight is completely blocked except for when he pops up to make a ranged attack.

There are three positions which require a move action to switch between:

- **Open:** A character without the benefit of any cover is considered in the Open.
- **In Cover:** If a character can fire on an enemy *without expending a move action*, he is In Cover; line of sight is not blocked.
- **Blocked:** If a character must expend a move action in order to fire upon an enemy, line of sight is Blocked. The move action need not involve leaving the square, but it is important that the move action is needed to move to a firing position, and another one is needed to move back to the fully blocked position.

Getting Pinned Down

For every turn that you remain in the same square, opponents gain an additional die to ranged attacks against you. When you move, this gets reset back to zero again. However, you must move to a location at least 10' away from your original location, and returning to that location does not count as a "move" when determining whether you are pinned down. Some careers, such as the sniper, are harder to pin down. You can also negate pinning with a successful AGI vs. INT check to hide from your aggressor.

Crossfires & Flanks

In an exchange of ranged weapon fire, every soldier dreads being caught in a crossfire. Avoiding missiles from multiple directions is extremely difficult.

A **crossfire** exists if two attackers are positioned at greater than 90-degree angles to each other with respect to the target. Each of the attackers beyond the first grants a cumulative +1d6 bonus to ranged attacks against that target (making a maximum bonus of +3d6 for four attackers).

A **flank** is the melee equivalent of a crossfire. It requires two diametrically opposite attackers, and grants a flat +1d6 to melee attacks against the target.

Other Modifiers

Other things can affect an attack roll.

It is harder to shoot someone engaged in melee combat without endangering your ally. Such attacks take a –2d6 cover penalty, although some exploits can reduce this. Similarly, darkness or obscuring fog or smoke inflict a –2d6 cover penalty.

A prone target is harder to hit at range (a penalty of –1d6) but easier to hit in melee (+2d6).

Ranged Modifiers

Situation	Modifier
Cover	–2d6
Crossfire	+1d6 per attacker beyond the first
Each range increment beyond the first	–1d6
Firing into melee	–2d6
Higher ground (at least 10')	+1d6
Obscured (smoky, dark, invisible)	–2d6
Pinned down	+1d6 per round
Prone target	–1d6

Melee Modifiers

Situation	Modifier
Flanking target	+1d6
Helpless target	Automatic critical hit
Higher ground (at least 5')	+1d6
Prone target	+2d6
Sneaking/target unaware	+2d6

Facing

The direction you face can matter when using miniatures in combat. It determines whether somebody is attacking you from the rear, and which directions certain attacks can be used in.

You can change which direction you face at any time while moving. If you don't move in your turn, you can still change your facing for free at any point during your turn. This is not an actual action or a free action.

Most attacks can be used in any direction. However, occasionally an attack will only be valid in a particular direction—a dragon's tail swipe affects a cone to its rear, for example. If this is the case, the attack (or exploit) will specify that direction.

Injury & Death

It's a dangerous world, and many activities—especially combat—risk injury or death. While combat is the most common cause of injury, there are many ways in which a creature might suffer damage. Falling from a great height, falling victim to a trap, suffering environmental effects, and many more things add to the wide range of ways in which a character can be harmed.

Harm takes three common forms:

- **Health.** As a creature takes damage, its Health is reduced. When Health reaches zero or lower, the creature is unconscious and at risk of death. Health can be recovered in a variety of ways.
- **Status tracks.** Movement along a range of special status tracks measure things like mobility, tiredness, alertness, and more. Conditions on status tracks can be temporary or permanent.
- **Illnesses and diseases.** Individual diseases like wyrm flu, zombie fever, or scarlet malady can have specific effects on a creature. Illnesses have long-term effects which can last days, weeks, or longer.

These forms of damage are described below.

Health Damage

A character's Health score is a measure of her physical and mental condition. The lower the score, the closer to unconsciousness and death she is. Any attack can cause damage, and this damage is deducted directly from the target's Health score. When Health is zero or lower, the character is unconscious and in danger of death.

When a character is reduced to zero or less Health, he forms a dice pool equal in size to his Endurance dice pool. This dice pool represents the clock ticking down as the character slides towards death. Every time his turn comes around, he throws the dice pool once. Any dice which come up 6 get removed from the pool. When he has no dice left, he dies.

Each time an unconscious character takes additional damage, one die is removed from the dice pool. The amount of damage does not make any difference.

Once per day, a character may spend one hour to recover Health. The amount recovered is equal to one roll of her END dice pool. Health can also be recovered in other ways: certain herbs, spells, and career exploits can grant the ability to restore or regain Health. No creature can benefit from a given source or type of healing more than once per day.

Additionally, anybody can attempt to perform emergency healing. Emergency healing is applied to a patient which has been reduced to zero Health or lower, and takes two actions.

To perform emergency healing, simply make a LOG check (with dice pool contributions from relevant skills and equipment) equal to the negative Health value of the patient (with a minimum difficulty of *Routine [10]*). If successful, the patient is stabilized and restored to 1 Health.

Critical Hits

When an attack is made, if three sixes are rolled then a *critical hit* takes place and the target is pushed one step along a status rack. (The attack hits even if the roll would have missed.) The track is dependent on the type of damage the attack does. If more than three sixes were rolled, each additional six pushes the target one further stage down the relevant status track.

Critical Hit Effects

Damage Type	Status Track
Acid	Pain (plus 1/6 chance of Sight)
Ballistic	Bleeding
Blunt	Alertness
Cold	Mobility
Electricity	Pain
Fire/Heat	Fire
Force	Alertness
Ion	Tiredness
Piercing	Bleeding
Poison	Nausea
Psionic	Cognizance
Slashing	Bleeding
Sonic	Hearing
Stun	Alertness

Status Tracks

The other form of damage is measured using a range of status tracks. Characters can find themselves subject to a variety of conditions as they adventure. Conditions are usually temporary, and inflict certain restrictions or penalties on a character. Conditions can be brought about by spells, diseases, environmental effects, and more, and are measured on status tracks. Status tracks include conditions like bleeding, blindness, nausea, fatigue, and so on.

Each status track has four degrees—a *normal* state, and then four increasingly serious conditions—*mild*, *moderate*, *severe*, and *extreme*. The mild stage has no mechanical effect—it serves as a warning before the more serious effects begin. The severe version of a condition is worse than the mild, and the extreme version worse than the severe. Some situations can cause a character to move up or down a status track; others immediately place a character at a certain position.

If the effect says something like "the target is blinded" or "the target becomes sick" these refer to specific stages along specific status tracks. The target is immediately placed at that position on that status track, unless they are already at a more severe stage of that track.

If you are inflicted with an equal or lesser condition on the same status track you are already on, your status is increased by one stage of severity. A condition cannot be increased in severity beyond *extreme*. If you are inflicted with a greater condition on the same status track you are already on, your status moves to that stage of severity.

If you "shake off" a condition (see below) it is reduced by one stage.

In addition to any specific effects, each condition inflicts a die penalty to one attribute (indicated in parenthesis after the status track name in the table below). The die penalty is −1d6 for a moderate condition, −2d6 for a severe condition, and −3d6 for an extreme condition. These die penalties never affect attribute checks made to shake off a condition.

If more than one condition inflicts penalties to the same attribute checks, the highest penalty is used. The penalties do not add together.

Statuses can represent different things—paralysis might be caused by freezing, petrifaction, entanglement, and so on, and blindness might be a medical issue or the result of a blindfold.

Removing Conditions

Temporary conditions automatically wear off after 5 minutes (at the end of an encounter, in practical terms). Persistent conditions wear off after a night's rest. Conditions with a fixed duration wear off when that duration expires. Permanent conditions do not wear off. Temporary conditions and those with a fixed duration can be removed before they expire by shaking them off.

Shaking off a condition is an action; it might be a physical action (wiping blood from your eyes to remove the half-blind condition), or an effort of will (summoning up the courage to ignore the nervous condition). It might even involve healing or application of herbs.

Shaking Off Conditions

Condition Type	Duration	Shake Off?
Temporary	5 minutes	Yes
Persistent	Until a night's rest	No
Fixed duration	As indicated	Yes
Permanent	Permanent	No

Each status track has an attribute noted at the end of it (see the table on the next page). This is the attribute used to shake off the conditions in that track. Usually, the attribute is WIL (for mental conditions) or END (for physical ones). To shake off a condition, a creature uses an action to make an attribute check; if successful, the character moves one stage along the track towards normal—a mild condition is removed, a severe condition is reduced to mild, or an extreme condition is reduced to severe.

The opposed attribute check is made vs. the attribute check of the source of the condition (for example, the attack roll). If no attribute check is available, a default of *Difficult [16]* is used. With NPCs and monsters, the average difficulty is often used. The difficulty is noted in square brackets such as: the poison inflicts the Sick [15] condition.

The second and each subsequent check made to remove a condition gains a +1d6 bonus. You may only make one check each round.

Skills and equipment can assist in this check as always, with GM approval for uncertain or corner cases. A healer's kit, for example, might contain appropriate herbs or salves that help restore sight or hearing.

Assisting Somebody

Characters can remove conditions from each other, too. To do so, the assisting character must be able to touch the afflicted character. Mechanically, the process is identical to a character shaking off his own condition—an action and an attribute check against the condition's severity. However, the attributes used are different.

- If the condition requires an END check to shake off, an ally needs a LOG check to remove it from a friend.
- If the condition requires a WIL check to shake it off, an ally needs a CHA check to remove it from a friend.
- If the condition requires an AGI check to shake it off, an ally also needs an AGI check to remove it from a friend.

As with shaking the condition off, skills and equipment can assist in this check.

Permanent Conditions

Sometimes conditions are permanent, and cannot be shaken off. However, they can be removed with an extended alchemical or herbalism task.

- **Mild** conditions require a trivial alchemical or herbalism task.
- **Moderate** conditions require a trivial alchemical or herbalism task.
- **Severe** conditions require a minor alchemical or herbalism task.
- **Major** conditions require a major alchemical or herbalism task.

The difficulty benchmark is the same as for shaking off the condition.

Condition Effects

In addition to the attribute check penalties, some conditions have additional effects. Note that only conditions marked with the word "permanent" are permanent. Mild conditions usually—but not always—have a description but no additional mechanical effect.

Absent-minded. The target's signature spells take two actions, just like non-signature spells.

Addled. The target can take only one action per round.

Afraid. The target must move away from the source of the fear with at least one action per round; it cannot approach.

Agreeable. The target becomes more receptive to the source's point of view. No additional effect.

Agony. The target is experiencing debilitating pain which prevents it from taking actions.

Amnesic. The target forgets almost everything, and is unable to access any skills or cast spells.

Angry. The target can only attack the nearest enemy.

Apprehensive. The target feels mild fear. No additional effect.

Beguiled. The target becomes friendly. No additional effect.

Besotted. The target is completely in love with or loyal to the source of the condition beyond all rationality.

Bewildered. The target drops any items it is holding.

Condition Tracks

Status	Normal	Mild	Moderate	Severe	Extreme	Shake Off**
Alertness/Stun (INT)	Normal	Dazed	Disoriented	Addled	Stunned*	WIL
Anger (CHA)	Normal	Vexed	Irate	Angry	Enraged	WIL
Autonomy/Domination (WIL)	Normal	Agreeable	Suggestible	Dominated	Controlled	WIL
Bleeding [END]	Normal	Bloodied	Wounded	Bleeding	Hemorrhaging	END
Charm (WIL)	Normal	Beguiled	Charmed	Enchanted	Besotted	WIL
Cheer/Mania (—)	Normal	Cheerful	Jolly	Merry	Joyous	WIL
Cognizance/ Sanity (LOG)	Normal	Muddled	Bewildered	Confused	Insane	WIL
Courage (—)	Normal	Confident	Brave	Valiant	Heroic	WIL
Drowsiness (END)	Normal	Drowsy	Snoozing*	Sleeping*	Comatose*	END
Fear (WIL)	Normal	Apprehensive	Nervous	Afraid	Terrified*	WIL
Fire (AGI)	Normal	Singed	Charred	Smoldering	Burning	AGI
Hearing/ Deafness (INT)	Normal	Dulled	Hard of Hearing	Half-deaf	Deafened	END
Intoxication (AGI, LOG)	Normal	Tipsy	Lubricated	Drunk	Inebriated	END
Memory/Amnesia (LOG)	Normal	Distracted	Absent minded	Forgetful	Amnesiac	WIL
Mobility (AGI)	Normal	Hindered	Slowed	Immobilized	Paralyzed*	END
Sight/Blindness (INT)	Normal	Fuzzy	Bleary	Half-blind	Blind	END
Pain (END)	Normal	Discomfort	Soreness	Painful	Agony*	WIL
Nausea (ALL)	Normal	Queasy	Sick	Nauseated	Debilitated*	END
Tiredness (ALL)	Normal	Weary	Flagging	Fatigued	Exhausted	END
Attribute Penalty**	—	—	−1d6	−2d6	−3d6	—

* *These prevent characters from acting. Use them sparingly.*

** *Attribute penalties don't affect "shake off" attempts.*

Bleary. The target's vision is impaired, limiting it to one range increment for ranged attacks.

Bleeding. The target loses 1 Health at the start of each turn.

Blind. The target cannot see at all, cannot make ranged attacks, and suffers a −8 Defense penalty.

Bloodied. The target has sustained a visible injury. No additional effect.

Brave. The target gains +4 Mental Defense.

Burning. The target takes 1d6 heat damage per round. If wearing metal armor, it takes 2d6 heat damage.

Charmed. The target is unable to attack the source of the charm.

Charred. The target takes 1 point of heat damage per round if wearing metal armor.

Cheerful. The target becomes happy. No additional effect.

Comatose. The target is in a coma and will not awaken.

Confident. The target becomes willing to take risks. No additional effect.

Confused. The target is unable to distinguish ally from foe.

Controlled. The target will follow all commands to the best of its ability.

Dazed. The target becomes slightly disoriented. No additional effect.

Deaf. The target cannot hear at all.

Debilitated. The target is so overcome by nausea that it cannot take any actions.

Discomfort. The target suffers from unpleasant physical sensations. No additional effect.

Disoriented. The target stumbles 5' in a randomly determined direction.

Distracted. The target becomes absent-minded. No additional effect.

Drowsy. The target feels sluggish and tired. No additional effect.

Drunk. The target moves at half Speed.

Dominated. The target will obey commands which do not overly conflict with its nature.

Dulled. The target finds it harder to hear. No additional effect.

Enchanted. The target becomes attracted to or in awe of the source of the enchantment and will permit no harm to come to them.

Enraged. The target can only attack the nearest enemy. If there are no enemies to fight, the character starts attacking allies instead.

Exhausted. The target has a max HEALTH of half its normal HEALTH and cannot access its LUCK pool.

Fatigued. The target has a max HEALTH of half its normal HEALTH.

Flagging. The target cannot double-move in a single round.

Forgetful. The target struggles to recall things, and cannot cast spells.

Fuzzy. The target's vision is mildly impaired. No additional effect.

Half-blind. The target cannot see more than 10', and suffers a –4 DEFENSE penalty.

Half-deaf. The target cannot hear speech more than 10' away.

Hard of Hearing. The target cannot hear speech more than 30' away.

Hemorrhaging. The target loses 1d6 HEALTH at the start of each turn.

Heroic. The target becomes immune to fear-based effects.

Hindered. The target suffers a –2 SPEED penalty.

Immobilized. The target cannot leave its current location, but can otherwise act normally.

Inebriated. The target's actions appear insane. See Insane.

Insane. The target's actions each round are randomly determined. Roll 1d6. (1) attack nearest creature; (2) flee; (3) babble incoherently; (4) switch sides; (5) become joyous; (6) become enraged.

Irate. The target is unable to take any non-attack actions, although it can refrain from action.

Jolly. The target cannot initiate any hostile action toward any creature who has not attacked it in the last minute.

Joyous. The target falls prone in gales of uncontrolled laughter, and can take no other actions.

Lubricated. The target cannot double-move in a single round without falling prone.

Merry. The target cannot initiate any hostile action.

Muddled. The target is slightly confused. No additional effect.

Nauseated. The target is reduced to one action per round; the other action is spent vomiting.

Nervous. The target feels fear and cannot approach the source of the fear.

Painful. The target is experiencing severe discomfort. SPEED is halved.

Paralyzed. The target cannot take any physical action.

Queasy. The target feels sick. No additional effect.

Sick. If the target climbs or jumps, that is the only action it can take that round.

Singed. The target is blackened and mildly burned, and flammable items are ruined. No additional effect.

Sleeping. The target is asleep, and will not awaken unless it takes damage.

Slowed. The target moves at half SPEED.

Smoldering. The target suffers 1 heat damage per round (1d6 if wearing metal armor). Clothing and hair are ruined.

Snoozing. The target is asleep, but will awaken immediately with loud noises or physical contact.

Soreness. Pain causes a –2 SPEED penalty.

Suggestible. The target will obey short suggestions with a simple CHA vs. MENTAL DEFENSE attack.

Stunned. The target can take no actions.

Terrified. The target drops anything it is holding, and must move away from the source of the fear at its full SPEED, and cannot approach the source.

Tipsy. The target is mildly intoxicated. No additional effect.

Valiant. The target gains +1d6 to attacks made while not in cover.

Vexed. The target becomes hostile. No additional effect.

Weary. The target is tired. No additional effect.

Wounded. The target takes 1 point of damage any time it takes a second action in a turn.

Illnesses & Disease

From wailing sickness to devil rot, illnesses can be debilitating without a trained healer to treat them.

Illnesses and disease all use a countdown pool, usually based on the victim's END attribute, although some are based on other attributes, including mental illnesses based on WIL. Some stronger or weaker viruses and diseases may increase or decrease the start of the countdown pool. Most countdown pools require a check every day, but a few may allow for weekly checks or inflict hourly checks. This information is noted in the table below.

Unless otherwise noted, a creature infected with any disease suffers one or more conditions until cured.

Catching a Disease

To be affected by a disease, a character is subjected to an attack against Defense or Mental Defense. This could be as a result of a creature attack, or poison, or even an attack by the environment. If the attack is successful, the character contracts the disease.

Each disease mentions the basic method of transmission.

Treating Diseases

Treating a disease requires a LOG check performed at the same time interval that the disease progresses—so if a disease requires daily dice pool rolls, the LOG check must be made daily. Of course, medical skills and facilities help enormously with these checks. The difficulty of the LOG check is noted in the table below.

Success: Every time the LOG check is successfully made, the dice pool is increased by 1d6. Sometimes this means that the progression will be held steady temporarily (since the dice pool is being depleted by time) but it can also mean that the pool grows in size.

Curing: If the pool exceeds its starting value (END, WIL, or other) for three time intervals, the illness is cured.

Failure: If the pool is depleted to zero, the victim permanently suffers the effect noted—often death. If the victim is still alive at this stage, permanent effects can be removed with major medical task. The difficulty of this task is noted in the table below.

List of Diseases

The table below details the game effects of these diseases.

Creeping chills. This illness causes dementia, leaving the victim unaware of the most basic facts about himself or those he knows. Victims are forgetful while suffering this disease.

Creeping parasites. The victim's flesh is slowly eaten away from the inside by vile parasitic bugs. This illness is extremely painful. The victim suffers the painful condition when he contracts it, and the agonizing condition when there are two or fewer dice left in the pool.

Diseases

Illness	Transmission	Pool	Interval	Difficulty	Speed	Effect
Creeping chills	Exposure	WIL	Hourly	Difficult [16]	Fast	Dementia
Creeping parasites	Exposure	END	Daily	Difficult [16]	Slow	Death
Devil rot	Contact	END	Daily	Strenuous [21]	Slow	Death
Flesh rot	Airborne	END	Daily	Routine [10]	Slow	Fever
Moor plague	Injury	END	Daily	Strenuous [21]	Slow	Death
Salt plague	Bite	END	Daily	Strenuous [21]	Fast	Salt cravings
Scarlet malady	Bite	END	Hourly	Severe [25]	Medium	Vampirism
Wailing sickness	Airborne	WIL	Daily	Difficult [16]	Slow	Psychosis
White fog	Airborne	WIL	Daily	Strenuous [21]	Medium	Blindness
Wyrm flu	Injury	INT	Daily	Difficult [16]	Medium	Death
Zombie fever	Contact	END	Daily	Difficult [16]	Medium	Death

Devil rot. A horrible disease caused by contact with devils and demons, the victim's flesh becomes hotter and hotter to the touch. While victims eventually spontaneously combust, in the meantime they gain Soak 5 (heat/fire) and their touch does an additional 1d6 heat damage.

Flesh rot. Victims of this unpleasant disease resemble zombies more than they do living people. Over a period of times, flesh turns rotten, and is slowly eaten away. The stench is incredible, and the disease is incredibly painful. This disease is all the more dangerous because it is airborne. Victims are debilitated while suffering this disease.

Moor plague. An unpleasant illness caused by scratches and cuts in foul swamps, this illness slowly turns the victim's skin green; additionally, the victim begins to emit the most unpleasant stench. Victims are slowed while suffering this disease.

Salt plague. This unpleasant disease feeds on the victim's bodily salt levels. The victim eventually loses her humanity as her salt cravings become so intense that she becomes violent, seeking the salty blood of other victims.

Scarlet malady. This bacteria forces the victim to drink blood in order to survive. It also causes photosensitivity and lengthening of the canine teeth. An infected person needs to drink at least a pint of fresh blood every day, and loses 1 END attribute point for each day that the blood is not consumed. This illness is known both as Vampiris and Scarlet Malady.

Wailing sickness. An horrific disease which leaves its victims psychotic and insane, this illness is characterized by emotional outbursts, tempers, and, eventually, violence. Victims are confused while suffering this disease.

White fog. This illness attacks the eyes of the patient, slowly eroding his vision. Patients tend to see an increasingly opaque white fog obscuring their vision. Victims are half-blind while suffering this disease.

Wyrm flu. Supposedly an illness originally suffered by great dragons, this injury-transmitted disease is often suffered by those who survive attacks by wyrms and similar creatures. Victims are fatigued while suffering this disease.

Zombie fever. As suggested by its name, this disease turns its victim into one of the undead, a mindless zombie hungry for living flesh. In the meantime, however, victims are debilitated while suffering this disease.

Objects

The world is full of objects. Chairs, doors, trees, boulders, wagons, crates, and more. Most of the time, player characters will simply interact with them in the way they're supposed to be interacted with—they'll sit on the chair or put some supplies in the crate. Sometimes, however, the attributes of an object will be needed. An object's statistics are based on its size and its composition. These two pieces of information are all that is needed to determine an inanimate object's Defense, Health, and Soak.

Health. The health of an object is simply the square root of its weight in pounds (if known). If the exact weight is not known, use the average figures below. An object is broken when reduced to half Health and destroyed when reduced to zero. This does not apply to creatures or characters, whose Health is based on other attributes.

Base Defense and Health

Size	Defense	Health	Creature	Object
Tiny	22	5	Mouse, Cat	Book, Ball
Small	18	10	Dog	Chest
Medium	14	15	Human	Chair
Large	10	25	Ogre, Tiger	Table, Door
Enormous	10	70	Elephant, Tyrannosaurus Rex	Small Boat
Gigantic	10	150	Whale	House
Colossal	10	250	Kaiju	Warehouse
Titanic	10	800	Titan	Castle

Defense. An object's Defense is based on its size.

Soak. An object's Soak is based on the material it is made of. If an object is made of multiple materials, simply use the most prevalent. Some materials are vulnerable (+1d6) against certain types of damage.

For example, a wooden door is a large wood object with 25 Health, 5 Soak, and 10 Defense. Following is a list of common objects and their stats.

Objects can have the following qualities that modify their stats.

Reinforced Objects. Reinforced objects have double the normal Health.

Spellproofed. Spellproofed objects gain +10 Soak vs. magical damage.

Fireproofed. Fireproofed objects gain +10 Soak vs. heat damage.

Material Soak

Material	Soak	Vulnerable
Ceramic, china	0	Blunt
Crystal	5	Sonic
Diamond	20	—
Fabric, leather	5	Fire
Glass	0	Blunt
Gold, lead, silver	5	—
Iron, steel	10	—
Mithril	20	—
Paper	0	Fire
Stone, brick, marble	10	—
Tin	5	—
Wood	5	Fire

Common Objects

Item	Type	Health	Soak	Defense	Vulnerable
Altar, stone	Large stone	25	10	12	—
Barrel	Medium wood	15	5	14	Heat
Book	Tiny paper	5	0	18	Heat
Bottle	Tiny glass	5	0	18	Blunt
Chair	Medium wood	15	5	14	Heat
Chest	Small reinforced wood	20	5	16	Heat
Chest, steel	Medium reinforced steel	30	10	14	—
Dagger	Tiny steel	5	10	18	—
Desk	Large wood	25	5	12	Heat
Door, cell, iron	Large reinforced iron	50	10	12	—
Door, cell, magedoor	Large spellproofed iron	25	15 (25 vs magic)	10	—
Door, stone	Large stone	25	10	12	—
Door, wood	Large wood	25	5	12	Heat
Lute, mandolin	Small wood	10	5	16	Heat
Pouch	Tiny fabric	5	5	18	Heat
Stone statue	Large stone	25	10	12	—
Sword, two-handed	Medium steel	15	10	14	—
Table/desk, wood	Large wood	25	5	12	Heat
Tree	Enormous wood	70	5	10	Heat
Tree, large	Gigantic wood	150	5	10	Heat
Wall, stone, 5' section	Enormous stone	70	10	10	—
Window	Medium glass	15	0	14	Blunt

The Environment

An adventurer can't always rely on the fact that she'll be in a comfortable temperate environment. Deserts, volcanoes, mountaintops, howling storms, blizzards, driving rain, underwater cities, and more can contrive to create a wide array of environments and can make for extremely memorable set-piece battles.

The following templates can be applied to areas the size of a world or as small as a room or part of a room. Each has a regular version, and some have an extreme version.

Regular environments sometimes require hourly attribute checks to avoid movement down a specified status track (these are persistent conditions, and can only be removed by a night's rest).

Extreme environments often inflict 1d6 damage of the specified type any time a creature starts its turn in the area. Extreme environments also cause the lesser effects of their regular counterpart.

Areas can have more than one environmental type. For example, an ice dragon's lair may be cold and slippery, while an arctic wasteland might be cold and windy.

Some creatures are immune to certain environmental types. 5 or more Soak of the appropriate damage type makes a creature completely immune to a regular damage type; immunity makes it immune to the extreme version.

The environment types listed in the table below have the following characteristics.

Caustic. Acidic environments can be caused by acid rain or by being immersed in an acidic liquid. A caustic environment causes irritation and pain.

Cold. From arctic wastelands to ice dragon lairs, cold environments can be debilitating and deadly. Cold environments reduce the Speed of creatures by 2 (to a minimum of 1) due to sluggish reactions and slowing metabolisms.

Dampened. In a dampened environment, magic is reduced in potency. Spells reduce their damage by 1d6 and spell-based protections do not work. All MAG checks take a –1d6 penalty. In an **inhibited** environment, magic does not work at all.

Difficult terrain. Snow, mud, rubble, debris, swamp, shallow water, deep undergrowth, and more can create difficult terrain. Difficult terrain halves ground movement Speed.

Dim. Dim light renders creatures half-blind while they are in the area (this cannot be shaken off). **Dark** areas render creatures blind.

Hot. From hot volcanic fire dragon lairs to burning warehouses, a hot environment is an environment similar to that of a desert; somewhere in the region of 100+ degrees Fahrenheit (or 45 degrees Celsius). A **scorching** environment is significantly hotter, and burns those within it.

Environmental Types

Environment	Status Track	Extreme Version	Damage Type
Caustic	Pain	Acidic	Acid
Cold	Mobility	Freezing	Cold
Dampened	—	Inhibited	—
Difficult terrain*	—	—	—
Dim/smoky/snow/rain	—	Dark/obscured	—
Hot	Fire	Scorching	Heat
Slippery*	—	—	—
Thick/thin atmosphere	Tiredness	Vacuum	Crushing
Tremors*	—	Quakes	—
Underwater	—	—	—
Wet	—	Underwater*	—
Windy	—	Hurricane	—

**Difficult terrain. Move at half Speed.*

Slippery. A slippery area counts as difficult terrain (half Speed). There is no extreme version of this environment.

Thick/thin atmosphere. While both thick and thin atmospheres are very dissimilar, their effects on creatures are not so different. Both types of atmosphere can quickly tire a creature not used to it. There is no extreme versions of thick atmospheres (that's a liquid), although an extreme thin atmosphere is considered a vacuum. A **vacuum** is an area with no atmosphere. It is a myth that vacuums cause spontaneous explosion of human tissue, although exposure is certainly not healthy. The biggest danger from a vacuum is simply the lack of air. Without some way to breathe, living creatures in a vacuum will quickly suffocate. Lack of oxygen causes *suffocation*, which uses a similar process to that when an unconscious character is dying. Create a countdown dice pool equal in size to the character's END attribute. Each turn, the dice pool is rolled and any 6s rolled are removed from the pool. When the final die is removed, the character falls unconscious and the unconscious and dying process begins as normal.

Tremors. Unstable environments could be caused by earthquakes, sailing ships under extreme fire, or buildings about to explode. Tremors count as difficult terrain (half Speed). At the start of each round, all creatures must make a *Routine [10]* AGI check for fall prone. **Quakes** make for an extremely difficult environment—horizontal movement is counted as climbing—and the AGI check is *Challenging [13]* and additionally inflicts 2d6 blunt damage on a failure (as well as knocking the creature prone).

Wet. A wet environment is a humid or rainy one—tropical jungles, aboard a sailing ship, in driving rain. In these environments, the Fire status track does not operate below its extreme level (singed, charred, and smouldering have no effect) and fire-based spells and weapons cannot cause critical hits. An **underwater** environment eliminates all fire-based effects, reduces fire damage from weapons and spells by –1d6, increases electricity damage by +1d6, and counts as difficult terrain. It is also airless (see *suffocation*, under "thick/thin atmospheres." above).

Windy. Windy environments are caused by rushing air (or other gases). Wind always has a direction of movement, which is determined beforehand. Moving *into* the wind counts as difficult terrain. In a **hurricane**, it is harder—to move into the wind, a *Challenging [13]* STR check is required. Additionally, at the start of every turn, all creatures must make a *Challenging [13]* STR check or be pushed 1d6 squares in the direction of the wind.

Example Areas

The following areas are common examples. You can slot these into your game, or devise your own.

Arctic Plains

Icy winds batter at your skin. As far as you can see, the ground is blanketed with snow as deep as your knees.

Traits windy, freezing, difficult terrain.

Burning Warehouse

The whole room is aflame, the heat searing your face. Smoke fills the area, reducing visibility.

Traits hot, smoky.

Desert

The sun beats down relentlessly. In the distance, the horizon is dotted with the occasional distant moisture farm, breaking the otherwise featureless desert landscape. The deep sand makes walking awkward.

Traits hot, difficult terrain.

Rain Forest

The trees tower around you, and the undergrowth closes in. The sound of insects and alien critters can be hear in every direction. The air is wet and humid, your footing treacherous.

Traits wet, difficult terrain.

Theater of the Mind Combat

"Theater of the mind" combat refers to a combat encounter which doesn't take place on a battlemap. Because there's no battlemap, values like speed and distance are tracked differently.

In theater of the mind encounters, the area is divided by the GM into "zones." Each zone has its own name, environmental traits, and possible access requirements. For example, a flaming balcony would be described as:

Flaming balcony. Hot, smoky, high. Access 2 actions; *Challenging [13]* AGI via climbing.

Any creatures in the same zone can strike at each other with melee weapons. Creatures in different zones must use ranged weapons.

It usually takes one action to move from one zone to another. However, some zones are marked as "far," and require two actions to enter or leave. Zones which are difficult terrain also require two actions to enter (but not to leave).

SPEED works differently in theater of the mind combat. Instead of describing how many squares a creature can move, it instead describes how many actions it has. A creature has one action for every five points of SPEED or part thereof (minimum 2 actions). A creature with SPEED 11 therefore has 3 actions. It could use those three actions to attack three times, to move into a far zone and attack, or to move into a nearby zone and attack twice.

Zones with access requirements might include high places, places which require a balancing act to enter, zones which are hot and require an END check to access, thick undergrowth which requires a STR check to penetrate, and so on. Usually, this check is a *Challenging [13]* check, but it can be more difficult. A failed attempt to enter a zone still takes an action.

Stunt Areas

A stunt area is a particular type of environmental effect. It is usually applied to an area within the overall encounter area. Stunts are colorful maneuvers characters may use while in combat. They serve to liven up combats, creating more interesting and varied battles.

You may perform a stunt when in a Stunt Area. The GM places the Stunt Areas on the battle map before the combat begins (or designated a zone as Stunt Area is using theater of the mind play). Each Stunt Area contains a feature which applies to any stunts performed there; it is up to the player how that feature is used. A Stunt Area may feature a hanging cable or chandelier, a stack of shipping crates, a roaring fireplace, an icy patch, or even a trampoline. The character may spend one action to use the feature of the Stunt Area as long as he is anywhere within the area (in other words, he doesn't have to be in the same square as, or adjacent to, the feature itself). At the end of this chapter, you will find a list of sample Stunt Areas.

Each character may only make use of a given Stunt Area once, whether he succeeds or fails to perform the stunt. A stunt is usually a *Challenging [13]* check. AGILITY is the most common attribute used in a stunt, although any attribute is permitted. Similarly, skills like *climbing*, *acrobatics*, *jumping*, and *bluffing* are common skills.

Stunts can do any one of the following, at the player's choice:

- Stunts can grant a +1d6 attack bonus.
- Alternatively, stunts can help with movement, granting double movement for one action or double a jumping distance.
- Finally, stunts can grant anther attribute check a +1d6 bonus.

Bonus dice granted by stunts can exceed a character's normal maximum dice pool.

If you fail the attribute check when attempting to perform a stunt, you do not gain the benefits of that stunt, although you may continue to act normally. However, you cannot attempt to use that Stunt Area again.

If the attribute check is a critical success, the stunt does not cost the character an action.

Example Stunt Areas

- Barrels, crates
- Banquet table
- Hanging chandelier
- Icy patch
- Ladder
- Ivy
- Low branches
- Pillar
- Suit of armor
- Pool
- Rapids
- Banister
- Tapestry, curtain

Some Examples of Stunts

How each character uses a Stunt Area is up to them. Below are some examples.

Hanging Chandelier. The character could choose to use the chandelier to swing across the room, giving him double movement. The character uses AGI (*climbing*).

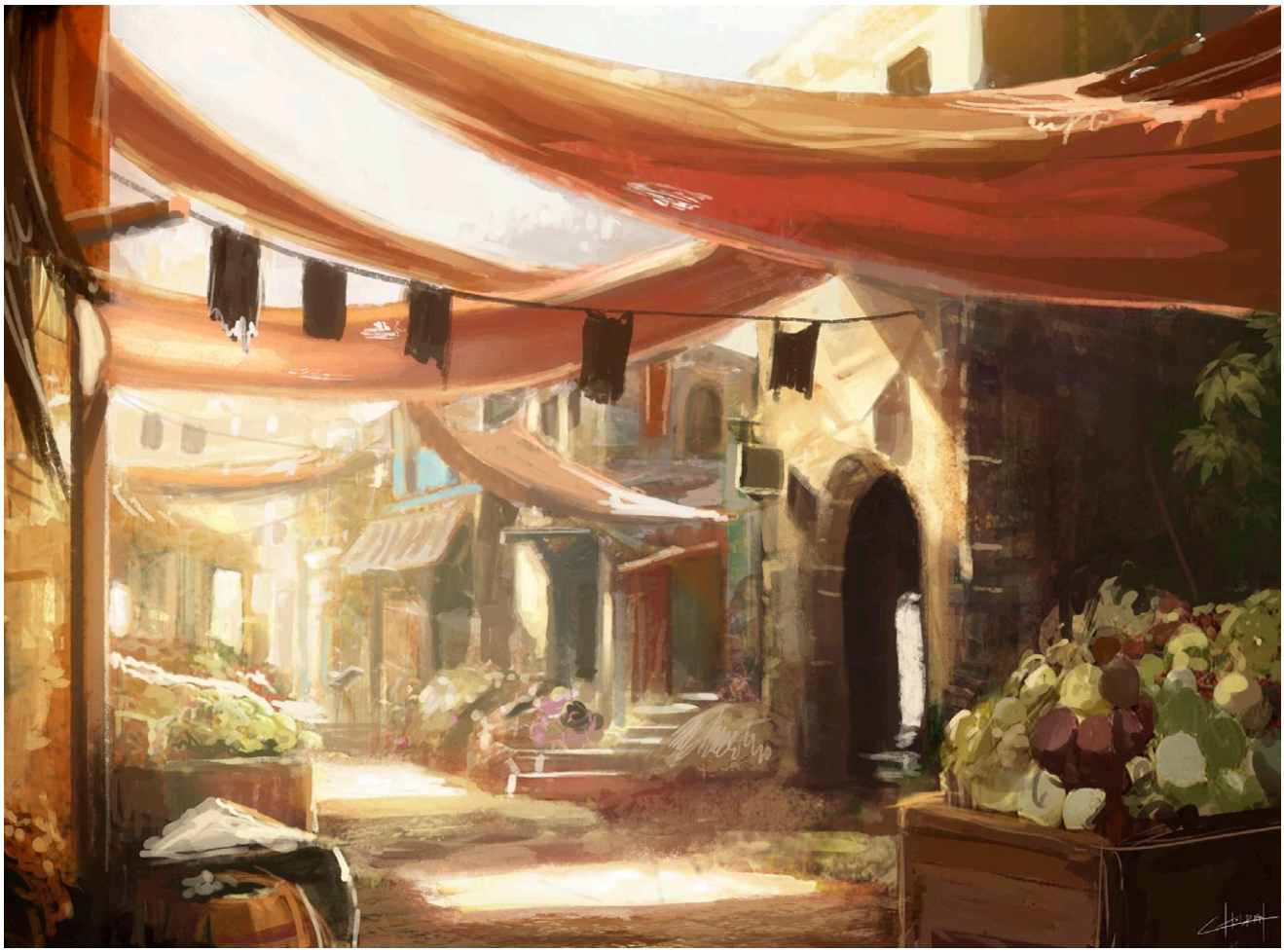
Stack of Barrels. The character might use the barrels in a similar way, rolling the barrel across the room as he works it like a treadmill. The character uses AGI (*acrobatics*).

Roaring Fireplace. The character might flick coals at the opponent in an attempt to distract him, giving him +1d6 to attack his opponent. The character uses AGI (*bluffing*).

Icy Patch. The character might slide across the icy patch in an attempt to gain momentum and surprise his opponent, benefiting from a +1d6 to hit his opponent. Alternatively, he might use the same icy patch to double his movement. The character uses AGI (*acrobatics*).

Trampoline. The character is a poor jumper and needs to leap up to a balcony. Using the trampoline, she doubles her vertical jumping distance and reaches it easily. The character uses STR (*jumping*).

Banister. The character slides down a banister, doubling his movement. The character uses AGI (*acrobatics*).



Master Attribute & Skill Chart

Attribute/Skill	Dice Pool	Average Roll*
1–2	1d6	4
3–5	2d6	7
6–9	3d6	11
10–14	4d6	14
15–20	5d6	18
21–27	6d6	21
28–35	7d6	25
36–44	8d6	28
45–54	9d6	32
55–65	10d6	35
66–77	11d6	39
78–90	12d6	42
91–104	13d6	46
105–119	14d6	49
120–135	15d6	53
136–152	16d6	56
153–170	17d6	60
171–189	18d6	63
190–209	19d6	67
210–230	20d6	70

**Rounded up to next whole number.*

Difficulty Benchmarks

Benchmark	Difficulty	Roughly 50% Success By...
Trivial	—	—
Easy	7	2d6 (grade 2)
Routine	10	3d6 (grade 3)
Challenging	13	4d6 (grade 4)
Difficult	16	5d6 (grade 5)
Demanding	21	6d6 (grades 6–7)
Strenuous	25	7d6 (grades 8–10)
Severe	29	8d6 (grades 11–14)
Herculean	33	9d6 (grades 15–19)
Superhuman	37	10d6 (grades 20–25)
Impossible	40	11d6 (grades 26–32)
Legendary	42	12d6 (grades 33–40)
Mythical	45	13d6 (grades 41–49)

See also pages 121–122.

Maximum Dice Pools

Grade	5	6–7	8–10	11–14	15–19	20–25	26–32	33–40	41–49
Max Dice Pool	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6	13d6

Chapter V
Elements of Magic

Introduction

Magic defines fantasy. Whether it is the timeless narrative magic of unlikely heroes defeating fiendish plots, or the more tangible magic of sorcery and charms, it is the magical that makes a normal story into a fantasy that delights listeners, readers, and gamers by making all the impossibilities we can imagine become real. Dreams of magic can make even the most mundane day something to cherish, like a poem evoking the charm of the everyday world.

This book allows you to create almost any type of magic-user you'd like. Magic is an art form, like poetry, and any good poet is never content to merely recite the works of others.

Magic is rooted in the deepest secrets of the fabric of the world. Practitioners use spells, prayers, formulas, incantations, and rituals to unlock hidden powers, gain protection and strength, to heal wounds or throw fire, or to transmute objects into others. Many careers exist—the ancient druids, the reverent priests or the scholarly mages—each of them tapping into that otherworldly power in their own way. Magic can be a gift from the gods, the ancient lingering spirit-energies of dead dragons, the essence of the fey realm, or a power innate in the world. But while careers, trappings, and secrets may vary, there is only one magic. And, like a poet, a wielder of magic is an artist.

A Quick Summary

Magic in the WOIN RPG uses a "verb-noun" system that allows magic-users to devise and cast spells on the fly. For example, a spellcaster might use *evoke* (verb) *fire* (noun) to throw a bolt of fire at a foe. The verbs are known as *skills*, and the nouns are known as *secrets*. The spellcaster can combine any skills and secrets she knows to cast a spell—*enchant beast*, *move metal*, *create water*, *abjure undead*, and so on. There are, of course, rules which govern exactly how that spell can manifest itself in terms of range, duration, targets, and other rule mechanics; but the spellcasting system as a whole is incredibly flexible and allows for a vast range of combinations and possibilities limited only by the magic-user's imagination.

Magical Careers

Fantasy Careers introduces a number of magical careers, including the mage, the cleric, the druid, the diabolist, the necromancer, and the inquisitor. A career is not required to access magic, of course; anybody with a score of 1 or more in their MAGIC attribute can wield magic to some degree with a little tutelage, but those careers focus, teach, and enhance a magic-user's potential. In game terms, they offer greater MAGIC attribute increases, and enable members to learn secrets that might otherwise be unavailable to them. Careers also, of course, teach a range of valuable skills associated with magic use, and grant unique abilities.

Just as different cultures and religions have different world views, so too do different groups of spellcasters have different views of magic. These magical traditions, in the form of careers, help shape characters just as much as their religions and homelands do, and they give spellcasters a clear direction to take as they develop their magical powers.

Most (but not all) magic-users embrace a magical career of some sort, and members of the same magical career are unified by the types of magic they learn and the habits they maintain. Magical careers are not a necessary part of the game, but they provide an easy way to help make characters distinct and adventures unique. The possible range and variety of magical careers is infinite, although *Fantasy Careers* introduces only a handful. Every setting, every world will have its own careers; some may be common careers like the mage or the druid; others may be more esoteric or unusual, specific to certain game worlds or settings, such the godhand, the taskmage, or the spellweaver.

Every major fantasy setting has many different groups of spellcasters with their own peculiar brand of magic. Since the WOIN spellcasting system allows for great flexibility when designing spellcasting characters, it is important to have clear archetypes to which PCs can compare themselves, to prevent every spellcasting character from being a muddle of unrelated spells and powers. Though PCs will likely dabble in multiple types of magic as they adventure, choosing a magical career is a good way to start when you're first becoming familiar with these rules.

A Magical Glossary

The language you use to talk about and define magic is a powerful influence over its flavor in your game. Whether magic is referred to by its practitioners as "Wizardry" or their "Art," or whether Magic Points are known as *mana*, *energy*, *faith*, or *stamina*, this terminology helps form our image of how magic is seen and how it works in the world.

Below you will find WOIN's default terminology.

Art. This is the practice of magic. It is always referred to with an upper-case "A."

Career. Magical careers are areas of study or domain; while WOIN's core assumption is that there is but one Art, it can be accessed in different ways by different careers.

Magic Points. Magic points, or MP, are the expendable reservoir from which a magic-user draws magical power. A magic-user's total MP is equal to three times her MAGIC attribute.

Magic Skills. Magic skills include types of magic such as *abjuration*, *summoning*, *healing*, and so on. Not only do these skills grant access to specific forms of magic, but higher ranks in those skills grant access to more complex and powerful enhancements.

Magic-User. This is a practitioner of magic, whether a studious mage, a devout cleric, a foul necromancer, or a nature-loving druid.

Secrets. Secrets are the keys to "things" in the world. The *secret of fire*, for example, gives you access to fire magic. Careers grant specific secrets. Secrets are like true names, and are sometimes referred to as such; once you know the true name, or secret, of an element or creature, you gain power over it.

Spellcraft. Spellcraft is the academic understanding of magic. It is not the use of magic itself; it is knowledge *about* magic, its history, its signs, and so on. Spellcraft is a category including a number of magic skills (see above).

Anybody Can Cast Spells

Magic use isn't limited solely to specialized spellcasters. While someone who devotes their life to the mage, druid, or other magical careers will undoubtedly far outweigh others in terms of ability, a farmhand can mutter an incantation to help with the crops, a knight can whisper a prayer asking for his god's guidance, and a woodsman may know a minor healing spell.

Anybody with the appropriate skill or secret can use a cantrip (a spell with a cost of 0 MP) even if they have no Magic attribute; and anybody can have a Magic attribute even if they have never taken a magical career. Finally, through the use of alchemy and spell components, anybody—even without any MAGIC attribute or MP—can cast a spell using the right materials.

Spellcraft

The word "spellcraft" is a broad term that refers to an academic understanding of magic. A character can know a lot about magic without actually having any magical ability himself—he is still able to identify the tell-tale traces of magic, work out what items do, know about the history of great mages and recognize their handiwork, and so on. These actions are not spells; they are simply applications of intelligence, perception, and knowledge, and as such they require Intuition or Logic attribute checks.

Spellcraft has two common applications: detecting magic and identifying magical effects or items. Detecting magic requires an INT check, while identifying magic requires a LOG check. Both applications benefit greatly from the *spellcraft* skill.

Flavoring Your Magic

When you have mastered the basic rules of magic in WOIN, you may wish to try out some of the following optional rules to flavor your magic a little differently.

Fatigue. Instead of using MP (which, as a default, are three times a character's Magic attribute), magic can be fueled using Health. This means that magic-users become physically weaker as they cast more spells. If you use this rule magical healing spells cost—at a minimum—the amount of Health they restore.

If you use fatigue as your casting mechanism, magic-users will be much weaker in your setting. A magic-user will need to diversify, train in other skills, and use magic carefully and rarely.

Subtle Magic. WOIN allows you to make magic more subtle than the default. In this way, you can match the feel of different novels or movies. In particular, subtle magic more accurately emulates J. R. R. Tolkien's Middle-Earth.

If you prefer subtle magic (where the use of magic is rarer and the effects less blatant and powerful), simply double the MP cost of every spell. This doesn't formally "cap" the power level of magic, but it greatly reduces its efficacy by reducing both the amount of magic that a caster will use in a given day and the power level of that magic.

It's important that a GM tells his players that the setting uses subtle magic before they create their characters. In a world with subtle magic, many characters will opt not to focus entirely on magic, and ensure competency in other areas. Magic will likely become one of a character's skills rather than the focus.

Rituals. With this option, spells are complex, recorded magical formulae: casters cannot create spells on the fly or modify spells spontaneously. They must research and devise them, write them down, and memorize them. To devise a new spell, the caster must spend one day per MP cost of the spell. Any change in a spell, however small, requires a new spell to be devised.

Flexible Rituals. As Rituals, but casters can modify spells to an extent. They may alter range, area, duration, and casting time by simply adjusting the MP spent at the time of casting.

High Magic. High magic resembles the flashy and omnipresent magic of settings such as Wizards of the Coast's Forgotten Realms. Magic is common, easy to access, and permeates the world in many ways. In a high magic setting, magic-users gain double MP. To even more closely emulate this style of magic, also use the Rituals option above.

Spellcraft & Skills

In addition to *spellcraft* itself, the following skills can also be very useful when making attribute checks related to spellcraft.

History can help with identifying artifacts and recalling ancient lore.

Blacksmith, *armorer*, and *weaponsmith* can help with identifying magical weapons and armor.

Herbalism and *alchemy* can help with the preparation and use of potions and concoctions.

Magical skills like *abjuration*, *evocation*, *compulsion*, etc. relate to broad types of magic. These help when casting spells.

Detecting Magic

There are, of course, supernatural ways to detect magic: some races (Grand Elves in particular) are able to intuitively feel the presence of magic and can sense magic within 30' instantly with no attribute check. Additionally, divination magic can be much more efficient at locating or identifying magical effects, spells, and devices.

Other characters can detect the presence of magic within 10' with a *Difficult [16]* INT check by inspecting the surroundings and identifying subtle but telltale signs. Each attempt to detect magic in this manner takes one minute and requires active examination. If you succeed with the check, you know whether there is any magic within 10', but not its level of power or type, or the number of effects. You can also tell whether any given creature in the area has magical or spellcasting abilities.

With a *Demanding [21]* check, you can determine the approximate power level of the most powerful effect in the area from ambient (up to 1 MP), faint (up to 5 MP), moderate (up to 10 MP), strong (up to 20 MP), and overwhelming (over 20 MP).

If you beat a *Strenuous [25]* INT check you know roughly how many different magical effects there are, and what their general power levels are, but if there are more than spells in the area of effect than the value of your INT score, it is too difficult to untangle the specific spell powers.

Detecting Magic

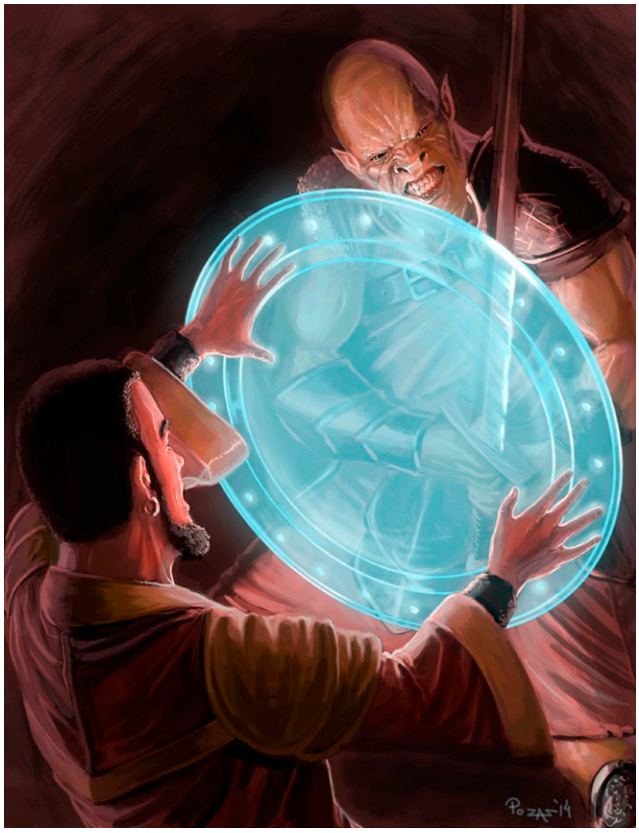
Task	Difficulty
Detect the presence of magic within 10'	*Difficult [16]*
Determine the approximate power level of the most powerful effect in the area	*Demanding [21]*
Know roughly how many different magical effects there are, and what their general power levels are	*Strenuous [25]*

Magic Power Levels

Effect Cost	Power Level
Up to 1 MP	Ambient
2–5 MP	Faint
6–10 MP	Moderate
11–20 MP	Strong
21+ MP	Overwhelming

Identifying Magic

A magic item or effect can be identified with a *Difficult [16]* LOG check. Each attempt to identify magic requires one hour. If you succeed with the check, you can identify a single spell effect, and what it does.



On a magical item, you can identify one spell that is bound to the item.

If you beat a *Strenuous [21]* LOG check, you can even identify the hallmarks of the caster of that spell and recall other information about him. For example, you might recognize that a ring bears the markings of Ragnar the Munificient, renowned for his love of illusions, and that this is one of his collection of invisibility rings.

Retries. You cannot normally retry the check if you fail. You simply don't have that information. You can retry if your chance of success improves—perhaps you use a library, or a high quality magnifying glass, which gives you a +1d6 equipment bonus to the check.

Magical Implements

Magic-users can use implements to enhance or aid their spellcasting. These implements are the basic equipment for a magic-user in the same way that a sword is the basic equipment of a knight. The magical implement forms the "equipment" part of a spellcaster's dice pool.

These implements typically come in the form of staves, orbs, wands, and holy symbols, and apply to either a skill (as with a *wand of summoning*) or a secret (say, a *staff of fire*). The bonuses the implement grants apply only to use of the appropriate skill or secret, and bonus MP provided by the implement can only be spent on that skill or secret.

Implements

Implement	Cost (gc)	MP
Holy symbol	200	12
Orb	2,500	24
Staff	5,000	36
Wand	500	12

Holy symbols (200 gc) *store 12 MP and are used for a secret or secrets related to a deity's portfolio.*

Orbs (2,500 gc) *store 24 MP and are used for divination, enchantment, and compulsion magic.*

Staves (5,000 gc) *store 36 MP.*

Wands (500 gc) *store 12 MP and allow spells using the stored MP to be cast as a single action.*

Note that a caster still cannot cast a spell that costs more MP than her Magic attribute.

Implements function as equipment as normal, granting dice to a dice pool based on quality, on any spells using the appropriate skill or secret (not just those which use the item's MP reservoir).

The cost of an implement is affected by quality level as normal.

Recharging Implements

Implements recharge at a rate of 1d6 MP per day.

Attunement

A creature can be attuned to only one implement at a time. It takes one hour to attune to an implement.

Spellcasting Basics

All magic-users, whether practitioners of divine, natural, or arcane careers, use the same broad, flexible system. Whatever their source or focus of power, they're all accessing the same magic, albeit in different ways. A user of magic is referred to herein as a *magic-user*; this refers to any character or creature using magic, whatever career they possess, if any.

Magic-users use *Magic Points* to cast their spells. Different careers may refer to this reservoir of magical potential as spirit, energy, mana, faith, or any number of other names.

Magic Attribute

The Magic attribute determines how many Magic Points (MP) a magic-user has available, and also forms part of the dice pool used when casting a spell. A character's Magic attribute can be increased in various ways. Spellcasting ability improves incrementally as magic-users improve their Magic attribute, granting access to more powerful spells, knowledge of more diverse spells, and a greater pool of MP to cast spells with. This can also allow a magic-user to study multiple magical careers and still be able to cast powerful spells.

Magic Points. A magic-user's total MP is equal to three times his Magic attribute (unless a career or ability says otherwise).

Maximum spell MP. A magic-user can spend no more MP on a single spell than the value of her Magic attribute. Thus, a character with a Magic attribute of 5 could spend no more than 5 MP on each spell. The Magic attribute presents the top level of a magic-user's power.

Magic Points

Magic points (MP) are the reservoir of power magic-users expend in order to cast spells. When a magic-user runs out of MP she cannot cast any more spells until she rests and regains her MP. The amount of MP that a caster has depends on her Magic attribute (three times her Magic attribute).

Different careers may refer to Magic Points in different ways, whether that is *mana*, *faith*, *energy*, *power*, *spirit*, *juju*, *mojo*, or something else. Players should note their character's name for Magic Points on their character sheet.

A magic-user recovers MP by resting. Once per day, a magic-user may spend an hour to regain MP. During this hour she might pray, meditate, study notes she has written about her spells, or take any other sort of focused, non-stressful action. A magic-user can only spend time to regain MP if she is relatively well rested—usually this means after 8 hours of sleep. After resting, she fully regains all of her MP.

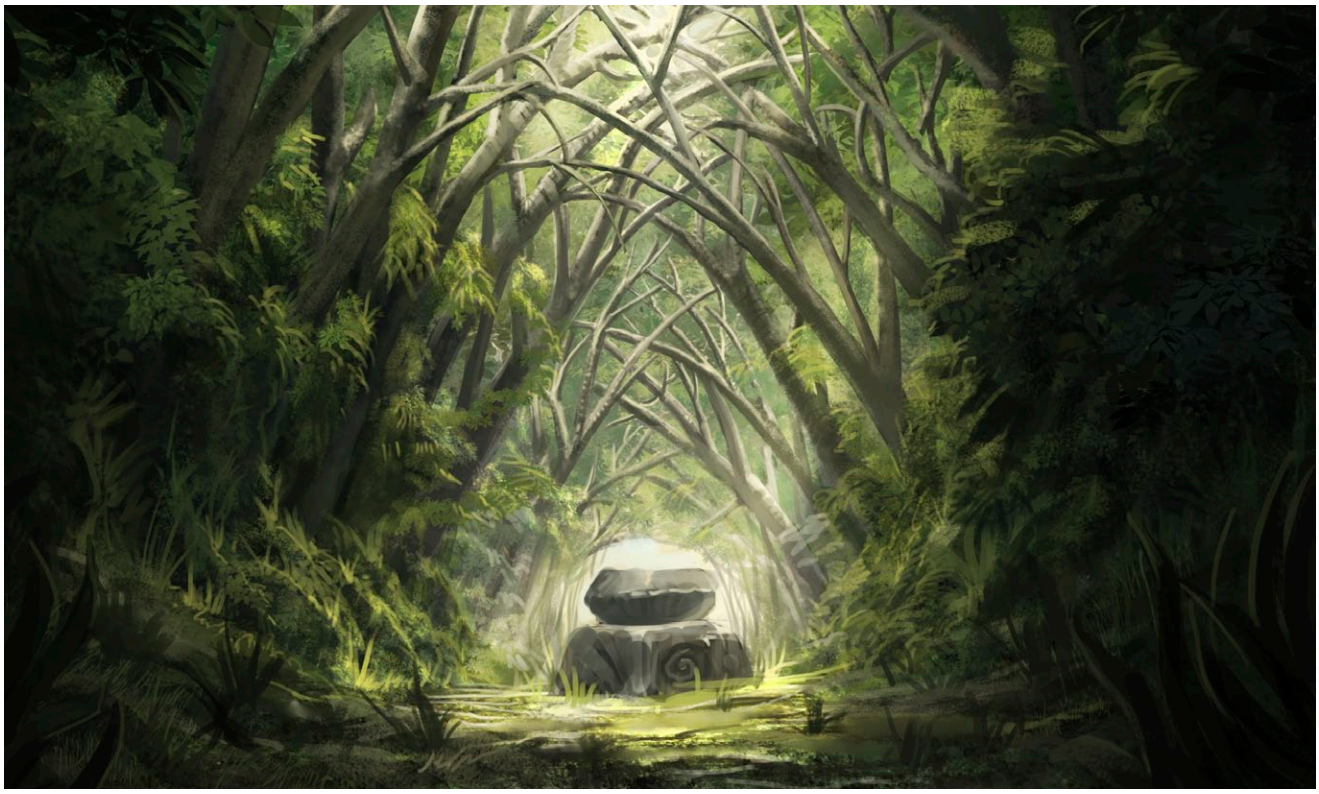
Casting a spell costs from 0 to 20 or more MP. You can pay no more MP for a single spell than your Magic attribute.

Secrets

The world is governed by uncountable secrets. Everything has a secret—every element, every material, every creature. Some secrets are broad, and some are more specific. Some are common, and others are rare. These secrets can be discovered by magic-users, and hold the key to their use of magic.

There is no finite list of secrets. However, some common examples include *good*, *evil*, *fire*, *air*, *earth*, *water*, *demons*, *beasts*, *fey*, *plants*, *shadow*, *metal*, *undead*, *life*, *death*, and *weather*. A secret gives a magic-user the key to a "thing" in the world. Secrets are words of power—the true names of things in the world, whether those things be elements, objects, or creatures.

Characters learn secrets by selecting the Arcane Secret exploit. The GM should determine which secrets are available; for example, the PCs could engage



on a quest to find the *secret of dragons*. Like skills, secrets operate in a keyword-based manner, and are divided into elements, creatures, and virtues.

Virtues are present only in certain beings who personify or exemplify that virtue; most creatures are free-willed. There is no set limit to the number of secrets—technically, there is a *secret of curtains* and a *secret of shoes*—but those in the table below are common secrets.

An additional secret, *self*, is automatically known by all creatures. This ensures that a caster can always affect himself, and also serves as an "all" secret for some specific enhancements.

Some of the common secrets listed in the table at right are occasionally referred to in different ways.

- **Person.** Person is equivalent to humanoid.
- **Good & Evil.** Good and evil damage is often referred to as holy and unholy damage.
- **Life & Death.** Death damage is often referred to as necrotic damage. The life element cannot cause damage.

Common Secrets

Special Secrets
Self
Example Creatures
Aquan
Automaton
Avian
Beast
Demon
Fey
Goblinoid
Insect
Person
Plant
Reptile
Spirit
Undead
Example Virtues
Evil
Good

Example Elements
Acid
Air
Death
Earth
Fire
Ice
Lava
Life
Light
Lightning
Magic
Metal
Mist
Ooze
Shadow
Sound
Space
Void
Water
Wood

Skills

Skills, such as *abjuration*, *evocation*, *creation*, and *divination*, are areas of study. While a secret holds the "magic" part of spell, the skill holds the "technical" part—the practice of spellcasting. Non-casters can have ranks in magical skills, representing their knowledge of that subject, but when the skill is combined with a secret a spell is formed.

Magical skills represent areas of arcane expertise. Magical skills also serve as prerequisites for many magical exploits.

Magical Skills

Skill	Form
Abjuration	*Abjure [element], [creature], or [virtue]*
Affliction	*Inflict [element]*
Compulsion	*Compel [creature] or [virtue]*
Creation	*Create [element]*
Displacement	*Displace [element] or [creature]*
Divination	*See [element], [creature,] or [virtue]*
Enchantment	*Enchant [creature]*
Evocation	*Evoke [element]*
Healing/Mending	*Heal/mend [element] or [creature]*
Hexes	*Hex [creature]*
Illusion	*Illude**
Infusion	*Infuse [element] or [virtue]*
Movement	*Move [creature] or [element]*
Summoning	*Summon [creature]*
Transformation	*Transform [element] or [creature]*

* *Does not require a secret*

List of Magical Skills

The following are the default magical skills in the WOIN RPG. Words in parentheses following the skill name indicate the spellcasting verb associated with the skill.

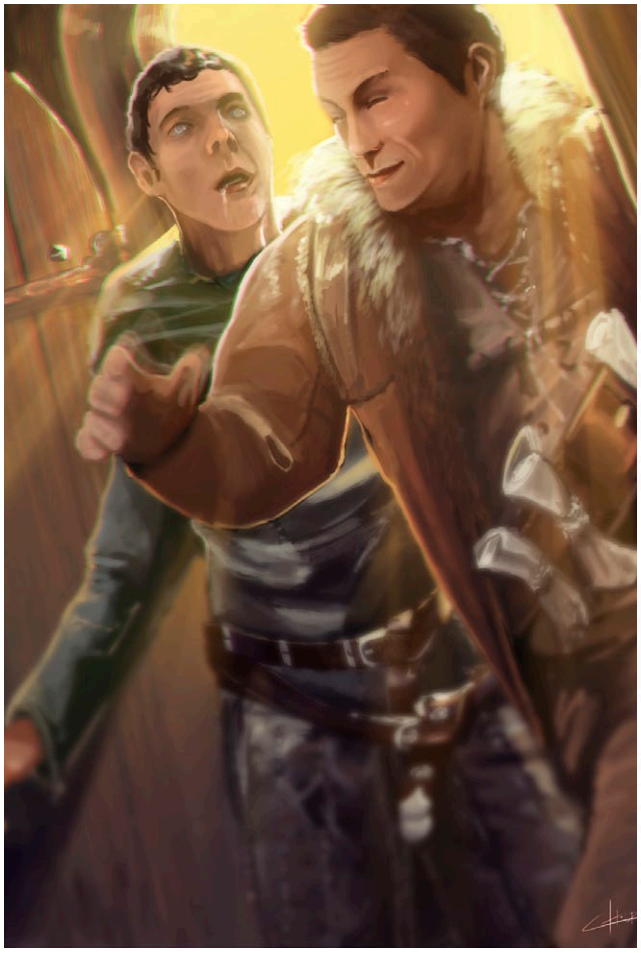
Abjuration (Abjure). Abjuration spells can provide numerous types of defenses. Most abjuration spells defend individual creatures or objects, but you can create a spell that limits the movements of creatures into or out of an area, enhance Defense, grant damage resistance, or restrict the movements of certain creatures. Abjuration also includes the suppression or dispelling of magical effects.

Affliction (Inflict). Affliction spells are the reverse of infusion spells. An affliction spell saps a creature, reducing its attributes or other aspects, or causes diseases. Afflictions inflict END-based conditions on a creature.

Compulsion (Compel). Compulsion spells force creatures to act certain ways. Weaker compulsions let you set a specific task for the character to perform, while more powerful compulsions give you ongoing control of the creature's actions.

Creation (Create). Creation spells let you make objects or energy out of nothing. You cannot create creatures, and any energy you create is no more damaging than the weakest evocation, but many other effects are possible.

Displacement (Displace). Displacement is the manipulation of time and space. Through its use, time can be sped up, slowed, or even stopped, and different dimensions and planes can be accessed. This includes teleportation, phasing, and dimensional travel.



Divination (See). Divinations allow the magic-user to discover information, view distant locations, to see things normally unseen, and to let her spells reach extreme distances.

Enchantment (Enchant). Enchantment spells alter the moods and emotions of creatures, making them more likely to perform certain actions. Unlike compulsions, enchantments cannot force a character to perform more than the most primitive actions; at best, an enchantment might put a creature to sleep or make it attack in a frenzied anger. Enchantments inflict WIL-based conditions on a creature.

Evocation (Evoke). Evocations are the flashiest, most impressive end of spellcasting, and the most directly applicable to combat. Evocations are what a caster uses to throw fire and lightning, blast her enemies, or wield ice and lightning as weapons.

Healing/Mending (Heal/Mend). Healing spells cure or mend damage and other afflictions to creatures, or to objects with the appropriate element type. Healing spells affecting objects are called mending spells.

Hexes (Hex). A hex is the opposite of an abjuration—instead of providing defense, it instead weakens a target's defenses.

Illusion (Illude). Illusions are sounds, images, and other sensory deceptions.

Infusion (Infuse). Infusion spells fill creatures with spiritual or elemental energy, enhancing attributes that are related to the chosen element, or making the target detect as the chosen virtue or element.

Movement (Move). Movement spells enhance movement abilities, allowing creatures to swim, burrow, fly, and travel at great speeds. They also enable you to move other objects using telekinesis-like spells.

Summoning (Summon). Summoning spells can bring creatures to you from elsewhere (such as the classic demon summoning), create a creature out of existing material (like turning bones into a skeletal warrior), or can create a creature whole cloth (like making a construct out of ectoplasm).

Transformation (Transform). Transformation spells can physically transmogrify your target into a particular type of creature or a particular substance you choose.

Casting a Spell

To cast a spell, you must know the secret and the skill associated with the spell, you must have enough Magic Points available to cast it, and your Magic attribute must be at least equal to the MP cost of the spell.

Casting a spell costs two actions. Spells take place automatically with no attribute check required unless they are targeting another creature, in which case a Magic attack vs. the creature's Defense (for physical effects) or Mental Defense (for mental effects) must be made, or unless they are performing an action for which an attribute check would normally be required (such as picking a lock).

For example, a spell which simply creates a wall of stone across a passageway requires no attribute check. The magic-user simply deducts the cost of the spell from his current MP pool, and the spell is cast. However, firing a bolt of fire at a goblin requires the magic-user to make a ranged Magic attack at the goblin, and unlocking a locked door requires a check vs. the difficulty to pick the door's lock.

Spells which directly affect other creatures *always* require a Magic attack roll, unless the creature is a willing recipient of the spell.

Components. Spells require verbal and somatic components, meaning the caster must be able to move and speak freely. Certain exploits can eliminate the need for these components. Material components are optional, and are discussed in the *Alchemy* section of this book.

Designing a Spell

Magic-users can create spells on the fly using the verb-noun (skill-secret) system.

Skills (see the list above) are combined with secrets (*fire*, *air*, *blood*, *demon*, *undead*, *ice*, *plant*, *beast*, etc.) to create a spell. A caster must know both the skill and the secret. A magic-user with *compulsion* and *undead* can compel undead, but cannot compel animals or summon undead.

For example, a spell might use the skill *abjuration* and the *secret of undead* (*abjure undead*) to create an effect which protects the caster from the undead. Similarly, he might use *create fire* to light a candle.

Basic Spell (Cantrip)

Choose a skill and a secret which you know and combine them to form an action. The action might be something like lighting a candle (*create fire*), cleaning a garment (*transform cloth*), or closing an iron door (*move metal*), and is subject to attribute checks as normal (although MAG is always used as the attribute) unless it is an action you could normally perform without an attribute check (opening a door would not require a check, but picking a lock would). For example, if the spell unlocks a door, it may require a check vs. the lock's difficulty to pick it, which is normally made with an AGI check. The action can cause a maximum of 1 point of damage; additional damage must be purchased separately.

Each spell has a duration, range, and target (the target is either an area, a creature, or a point in space), plus a magical action which meets those criteria.

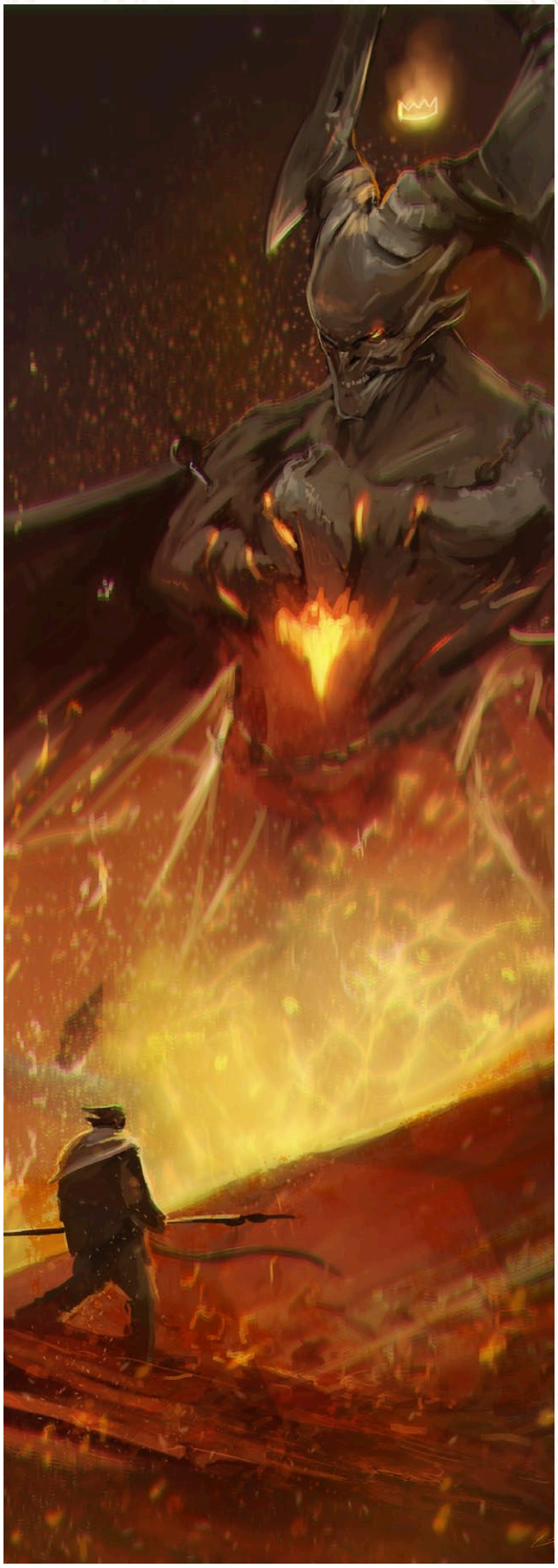
A basic spell (cantrip), which costs 0 MP, is as follows. You may purchase increases to these stats. You cannot spend more MP on one spell than your Magic attribute. Note that anybody with the skill and secret combination can cast a 0 MP spell, even if they have no Magic attribute. This represents the fact that magic permeates the world and can be manipulated by techniques, prayers, and rituals commonly know.

Basic Spells

Statistic	Value at 0 MP
Casting Time	2 actions
Duration	Instant or concentration
Range	Touch or self
Target or Area	One creature or object, a point in space, or one 5' square
Effect	One action (e.g. open a door, light a candle, deal 1 point of damage, move 1 lb.)

**Unwilling creatures require an attack roll using the caster's MAG attribute*

A basic spell uses the above statistics and costs 0 MP. It can be enhanced with additional MP. Choose a range, duration, and target from the Improving a Spell table, below, and add on the MP cost for each.



Improving a Spell

MP	Duration	Range	Target/Area (Diameter)	Casting Time (MP Reduction)
0	up to one minute/ concentration	touch (5') or self	5' or one creature or object	2 actions (default)
1	5 minutes	10'	10'	2 rounds
2	10 minutes	30'	20'	1 minute
3	1 hour	50'	30'	1 hour
4	4 hours	100'	50'	8 hours
5	8 hours	150'	75'	1 day
6	1 day	200'	100'	1 week
7	2 days	300'	150'	1 month
8	3 days	400'	200'	—
9	4 days	500'	250'	—
10	5 days	600'	300'	—
11	6 days	700'	350'	—
12	1 week	800'	400'	—
13	2 weeks	900'	500'	—
14	3 weeks	1,000'	600'	—
15	1 month	1,200'	700'	—
16	2 months	1,300' (approx. ¼ mile)	800'	—
17	3 months	1,500'	900'	—
18	4 months	2,000'	1,000'	—
19	6 months	2,500' (approx. ½ mile)	1,300' (approx. ¼ mile)	—
20	1 year	3,000'	1,600'	—
21	Permanent	3,500'	2,000'	—
22	—	4,000'	2,500' (approx. ½ mile)	—
23	—	4,500'	3,000'	—
24	—	5,000' (approx 1 mile)	3,500'	—
25	—	6,000'	4,000'	—
26	—	7'000'	4,500'	—
27	—	8,000'	5,000' (approx. 1 mile)	—

Gameplay Example

GM: You come to the end of the passageway with the goblins in hot pursuit. They're a couple of rounds behind you, but they'll be upon you soon.

Player: Yikes. Is the door locked?

GM: Yes. It's a big, solid, wooden door with a metal lock.

Player: I use *transform metal* to unlock the door. I'm adjacent to it, so I touch the lock with my staff.

GM: OK, you have the skill *transform* and you know the *secret of metal*. It's a minor 1 MP spell; you could do it from 10 feet away if you wanted. The lock is well made; it's a *Difficult [16]* check to unlock it.

Player: 3d6 from MAG, plus 1d6 from *transform*, and my staff adds +1d6, that's 5d6. I roll … 19!

GM: The lock snaps open, and you hurriedly usher your companions through the door.

For example, using *move wood* to hold a wooden door 30' away closed for 1 minute would cost 2 MP. Lighting a candle 100' away using *create fire* would cost 4 MP. *Abjure water* for an hour to keep the rain off would cost 3 MP, or to keep the rain off a campfire within 30' for the same time would cost 5 MP.

Spell Aesthetics

It is up to the caster to decide what sensory form the spell takes. As long as your Game Master approves, your *abjure evil* spell might look like a shimmering suit of angelic armor, a faint holy glow, a wispy guardian spirit, or even be completely discreet. Also, you can add mild enhancements to your spells, such as faint glowing lights, eerie hissing noises, or a faint sense of dread felt by those in the area of effect. These enhancements have no statistical game effect, though they can add a lot of flavor, and make your spells more unique.

Spell Statistics

Magic-users can spent MP to improve any of the following statistics of their spells, according to the Improving a Spell table.

Duration. Duration also applies to delayed effects; the delay is counted as part of the duration.

Duration, abjuration. As a special exception to the costs for duration enhancements, if you cast an Abjure spell with only Soak 1 (and range or target), and no other secrets or skills, you can purchase a one hour duration for 1 MP, and a one day duration for 2 MP. This can be used for longer term environmental protection.

Duration and conditions. Conditions can be shaken off as normal with an opposed attribute check. The duration of a condition puts an upper time limit on the condition. The condition ends when the duration expires, or when it is shaken off, whichever comes first.

Duration, concentration. The spell's duration is only as long as you maintain concentration. Concentrating takes one action per round, and you can only concentrate on one spell at a time. If the caster takes damage, a WIL check vs. the damage amount is required to maintain concentration.

Spellbooks

Magic-users should create their own spellbooks in which they record the statistics of all the spells which they devise using these rules. That spellbook can be referred to by the player when casting spells. This helps ensure that the game is not slowed down by players devising spells during their turn, and adds a sense of immersiveness as players thumb through spellbooks which they themselves have written. The spells in a player's spellbook will likely be unique. The spells should include all the necessary statistics and descriptions needed for use.

A magic-user's spellbook is a very personal and precious item, and should be guarded with jealousy and care. Much like a master chef's recipe book, it contains a caster's own creations and ideas.

Duration, spread. Effects can be spread over a period of time rather than happening instantly. For example 10d6 damage could be 10d6 damage in one round, or 1d6 damage per round for 10 rounds. You may divide these damage dice (or ability drain, aging, and other effects) however you choose across the spell's duration. If you divide the effect *evenly* across the duration of a spell, you gain a –1 MP discount on the spell cost for every 3 rounds of duration (note that 10 rounds or less is equal to one minute and has no duration cost itself, so this is a pure saving). You cannot reduce the cost of the damage or effect to less than half its normal cost, however.

Target/Area. The effect must fit inside this area, which is noted as a diameter. Alternatively, double the value for a single line (5' wide, 5' high), or halve it for a cone. For spells with both range and target area, the range represents the center of the target area.

Charging objects. You can charge an object (such as an arrow or a sword) with a spell effect and use it as a ranged delivery mechanism. The duration begins when the spell is cast. You may choose a trigger (continuous, when the arrow hits, if the door is walked through by a goblin, etc.)

Casting Time (Reduction). Spells normally take 2 actions to cast. By increasing the casting time, you can exceed your normal maximum MP limit—you can reduce the effective MP cost of the spell for the purposes of determining the maximum MP you can use on one spell, but you still need to actually spend the original MP cost. You cannot reduce a spell's effective MP by more than 50% by increasing the casting time; neither can you reduce it to 0 MP. If interrupted during casting, the spell fails, the time spent is wasted, and the full MP is still expended. To cast a spell faster than 2 actions, you need to take certain exploits, such as Signature Spell.

General Enhancements

You can apply other enhancements to the spell. This increases the MP cost.

Additional skills or secrets. You can use more than one skill or secret in a spell beyond the two in a basic cantrip. This does not cost anything extra.

Discerning (1 MP). The spell only affects creatures of your choice within the target area. You may apply your own criteria—all enemies, all goblins, etc. If your spell has more than one effect and you wish to apply different effects to different groups, you need to include discerning for each effect.

Contingency (varies). A contingency is a set of criteria which triggers the spell. Contingencies cost half the usual cost for the spell's duration. For example, casting a spell on yourself which lasts 1 day would normally attract a duration cost of 6 MP. If it held a contingency trigger (e.g. a teleport which whisks you to safety if you fall below half Health), that duration would cost 3 MP instead. Contingencies are often used for alarms and similar spells. The contingency must be precisely specified and cannot require knowledge that would not be available. Setting a contingency requires the *divination* skill with a number of ranks equal to the cost of the contingency's duration.

Skills & Cantrips

Listed below are example uses of 0 MP cantrips for each skill in order to give a sense of what is appropriate for a minor effect associated with such a spell.

- An *abjuration* cantrip can grant a simple 1 point of Soak against a specific damage type for up to one minute. This is enough to provide basic environmental protection against non-extreme conditions.
- A *compulsion* cantrip can allow you to issue a simple one-word command to a target or send a one-word telepathic message to an ally.
- A *creation* cantrip can create a tiny object worth no more than 5 gc which lasts for up to one minute.
- A *divination* cantrip can read tea leaves, throw bones, do a tarot reading, or other divination implements, to answer a single yes/no question, but this can only be done once per day. Alternatively, it can be used to detect the presence of (but not the exact location or details of) a creature, element, or virtue within 5'.
- An *enchantment* cantrip can make a target feel a very weak emotion for up to one minute.
- An *evocation* cantrip can do 1 point of damage.
- A *healing* cantrip can heal one point of Health; a given target can benefit from this once per day.
- A *hex* cantrip can inflict a –1 penalty to all Defense attributes for up to one minute.
- An *illusion* cantrip can create a small, clearly illusory effect for up to one minute.
- An *infusion* cantrip can cause a creature to detect as the appropriate alignment or element for up to one minute.
- An *affliction* cantrip can cause a feeling of slight nausea for up to one minute.
- A *movement* cantrip can move a 1-pound object within a 5' area.
- A *displacement* cantrip can cause a slight blurring effect, granting +1 to Defense for up to one minute.
- A *summoning* cantrip can summon a tiny, harmless creature like a mouse or rat for up to one minute; it has no special intelligence or abilities.
- A *transformation* cantrip can change the color of an object or target or other minor cosmetic changes for up to one minute.

Magical Enhancements

This section covers the common magical skills. You can select enhancements from this chapter to add to your spells if you require effects more complex than those allowed in the basic spell creation section.

The section is divided into broad skill-based spell types (*abjuration*, *evocation*, etc.) to aid navigation, but you can choose any enhancement for which you have enough Magic Points and skill ranks and apply it to your spell. You should view this section as a smorgasbord of enhancements from which you may select as you wish. However, note the following:

Magic Points

Each enhancement requires the expenditure of additional MP when it is used. You can stack as many enhancements as you can afford onto a basic spell, but you cannot spend more MP on a single spell than your Magic attribute.

Skill Prerequisites

Every enhancement requires a certain level of mastery of a relevant skill. The skill rank required is equal to the MP cost of the individual enhancement (to a minimum of 1 skill rank). For example, the Antimagic enhancement of the *abjure* skill costs 5 MP, so it requires a caster with 5 ranks in *abjuration*. Note that you refer to the MP cost of each enhancement, not to the final MP cost of the spell.

Targeting Creatures

As always, any spell which affects an unwilling target *always* requires a melee, ranged, or mental MAG attack roll, even if it is not specifically mentioned in the description.

Conditions

When a condition is inflicted, the MAG check used to inflict it is used as the opposed roll when the target attempts to shake it off. All conditions can be shaken off: the spell's duration is an upper bound, and the condition ends when the duration expires whether or not it has been shaken off.

Quick Common Enhancement Reference

MP	Soak/Defense*	Damage/Healing	Attribute	Size	Summon
1	2	1	—	Tiny (mouse, cat)	1d6
2	4	1d6	—		2d6
3	6	1d6	—		3d6 (skeleton, zombie)
4	8	2d6	+1d6	Small (dog, halfling)	4d6 (wolf)
5	10	2d6	+1d6		5d6 (headless)
6	12	3d6	+1d6		6d6 (bear)
7	14	3d6	+1d6	Medium (human)	7d6 (mountain troll)
8	16	4d6	+2d6		8d6 (velociraptor)
9	18	4d6	+2d6		9d6 (raskillon demon)
10	20	5d6	+2d6	Large (tiger, ogre, cart)	10d6 (hill giant)
11	22	5d6	+2d6		11d6 (tyrannosaurus)
12	24	6d6	+3d6		12d6 (hydra)
13	26	6d6	+3d6	Enormous (elephant, giant, tree, carriage)	13d6 (swamp dragon)
14	28	7d6	+3d6		14d6 (greater fire demon)
15	30	7d6	+3d6		15d6 (fire dragon)
16	32	8d6	+4d6	Gigantic (whale, small dragon, building, small ship)	16d6
17	34	8d6	+4d6		17d6
18	36	9d6	+4d6		18d6
19	38	9d6	+4d6	Colossal (kaiju, large dragon, large ship)	19d6
20	40	10d6	+5d6		20d6
Spell	*Abjure (element, creature, virtue, self)*	*Evoke (element)* or *heal (creature, self)*	*Infuse (element)*	*Move (element, creature, self)*	*Summon (creature)*

**For a specific damage/creature type. Half this amount for all damage types/creatures using the "self" secret.*

Abjure

[self], [creature], [element], or [virtue]

Abjuration spells can provide numerous types of protection and defenses. Most abjuration spells defend individual creatures or objects, but you can create a spell that limits the movements of creatures into or out of an area, enhance Defense, grant damage resistance, or restrict the movements of certain creatures.

Abjuration also includes the suppression or dispelling of magical effects.

An *abjure* cantrip can grant 1 point of Soak against a specific damage type for up to one minute. This is enough to provide basic environmental protection against non-extreme conditions.

Breaching. ***Cost 2 MP per 1d6.*** This gives the target a +1d6 die bonus per 2 MP to attribute checks made to resist or breach a spell effect of the specified type.

Dispel Magic. ***Cost varies.*** You can only dispel an effect if its area of effect is within range. You must devote the same amount of MP to the Dispel Magic effect, in addition to MP paid for range, area of effect, duration, etc, as the caster of the spell you are trying to dispel. The more MP you spend, the more powerful effects you can dispel. The check is a Magic check directly opposed by the caster's Magic check. In many cases, the caster's Magic check may have been made previously, and should be recorded as the difficulty of the effect.

Antimagic. ***Cost 5 MP.*** You can create an antimagic area, making it difficult or impossible for all magic to work within. You must spend a minimum of 5 MP to create antimagic, in addition to area of effect, range, and duration. You make a Magic check as normal, and any spells or effects cast within that area must exceed that check as a difficulty value or have that magic countered. Whenever any spell or effect enters the area, or its area of effect intersects the antimagic area, its controller makes the check against this effective difficulty benchmark. Obviously, an antimagic area will not suppress itself.

Targeted Antimagic. ***Cost 1 MP.*** As Antimagic, except that you choose a single magical skill and the antimagic effect only applies to spells which use that skill. You can therefore create a cheaper anti-scrying area or other specific defense.

Hedging. ***Cost 1 MP.*** You must declare a creature type (fey, goblinoid, beast, etc.) or virtue (such as Good or Evil). Creatures with the declared type or virtue who try to enter the area of effect or try to target Mental Defense of creatures within the area are subject to a MAG vs. Mental Defense attack; if it succeeds, the hedged creature cannot enter the protected area for one minute. Every minute it can make one attempt; if the creature fails, it is stuck outside for at least the next minute. This effect prevents the creature from making melee attacks into the area, but it can still use ranged attacks and spells which don't target Mental Defense.

Hedging, All. ***Cost 2 MP.*** As Hedging, but it applies to all creatures. This uses *abjure self*.

Hedging, Enduring. ***Cost 3 MP.*** You can only use this option in combination with Hedging or Hedging, All. Affected creatures only get one chance every day to enter the area, rather than once per minute. Of course, if the duration is less than a day, this benefit is slightly reduced.

Hedging, Greater. ***Cost 2 MP.*** You can only use this option in combination with Hedging or Hedging, All. None of the hedged creature's attacks, spells, or abilities can cross into the area of effect.

Shielding. ***Cost 1 MP per +2 Defense.*** This a deflection ability; attacks of the secret's type are diverted away from the target. Affected creatures gain a bonus to their Defense against any selected creature type equal to the MP spent. To gain Defense against all creature types, the cost is 1 MP/+1 Defense and uses *abjure self*.

Withstanding. ***Cost 1 MP per +2 Soak.*** This enables the target to withstand the damage type of the secret; it does not deflect it away. Affected creatures gain a bonus to their Soak score vs. any selected damage type equal to the MP spent. To gain Soak against all damage types, the cost is 1 MP per +1 Soak instead, and the spell uses *abjure self*.

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Compel

[CREATURE] OR [VIRTUE]

Compulsion spells reflect classic "telepathy": mind-reading, control, and thought-sending. Compel spells force creatures to act certain ways. Weaker compulsions let you set a specific task for the character to perform, while more powerful compulsions give you ongoing control of the creature's actions.

If a creature is successfully affected by a compel spell, it obeys your commands to the best of its ability. Low-MP compel spells are language dependent, and thus creatures are allowed to obey the letter of your commands, rather than the spirit. The more powerful the spell, the more control you have, and the more complicated actions you can command.

Each round, creatures can try to shake a compulsion off. Obviously suicidal commands are ignored, and dangerous acts grant a +1d6 bonus to the check.

A *compel* cantrip can allow you to issue a simple one-word command to a target or send a one-word telepathic message to an ally.

Compulsion. ***Cost varies.*** You inflict a condition on the Autonomy status track. A mild condition (agreeable) costs 2 MP, a moderate condition (suggestible) costs 3 MP, a severe condition (dominated) costs 4 MP, and an extreme condition (controlled) costs 5 MP.

Subtle Compulsion. ***Cost 3 MP.*** The creature is unaware that it has been controlled, and cannot shake off the effect, which lasts for a set duration (which must be purchased). If the spell also contains charm enhancements, this enhancement also functions as the Subtle Charm enhancement. You only need to buy one. Without this enhancement, creatures will be aware that they are being affected.

Erase. ***Cost varies.*** You inflict a condition on the Memory status track. A mild condition (distracted) costs 1 MP, a moderate condition (absent-minded) costs 2 MP, a severe condition (forgetful) costs 3 MP, and an extreme condition (amnesic) costs 4 MP.

Message. ***Cost 1 MP.*** As Send Emotion, but with speech; however, this does not allow you or the target creature to understand additional languages.

Communicate. ***Cost 4 MP.*** As Message, but you can communicate clearly regardless of language.

Send Emotion. ***Cost 0 MP.*** You can communicate simple concepts to creatures in the area of effect, like friendship or emotion, but you cannot communicate actual language. You can only communicate as long as the creature is within range. The creature can choose to reply in kind, but this gives you no power to know what it doesn't want to tell you. You can use this on willing targets to allow easy communication, but unwilling creatures require an attack roll as normal.

Senselink. ***Cost 1 MP.*** As Send Emotion, but you can sense whatever the creature is sensing, and you can impart your senses to it. Pain can be understood, but damage does not cross over this link.

Mind Modify. ***Cost 4 MP.*** By concentrating, you can rewrite the creature's memory or knowledge. The knowledge or modification only lasts as long as the spell's duration, and you must about one round concentrating to change the creature's memory. You can choose to rewrite several pieces of simple information (password, the location he's currently at, which way the prisoners went), or rewrite a complex piece of information (making a guard think he's an escapee, imparting knowledge equal to a skill rank or one spell, or changing his memory of the lyrics of a song), or modify the memory of a single event. What constitutes an event varies, but can include several related small events covering no more than a month.

Mind Read. ***Cost 4 MP.*** By concentrating, you can deeply read the mind of the creature. Each round, you can either search for specific information (e.g., the name of a spy, the location of hidden treasure, the gate password) or simply browsing for interesting information. Browsing for general information normally garners nothing very urgent or secretive unless the creature was recently thinking about it, but gives you a broader sense of the creature's mind. You can only browse one creature at a time, but if there are multiple creatures in the area, you can look for specific information in all of them at once.

Mind Scan. ***Cost 1 MP.*** By concentrating, you can "overhear" the thoughts of the creature. If there are multiple creatures in the area, you can focus on one at a time, or try to decipher out their thoughts all at once, like hearing one person in a crowded room. This does not give you the ability to understand the creature's language, but you can comprehend emotions and simple desires like fear or hunger regardless of language. The affected creature can attempt to shake this off each round.

Mindwipe. ***Cost 6 MP.*** You completely erase all the creature's memories and knowledge. You must concentrate for a full minute to accomplish this. The target must be within range for the entire modification. This only lasts for the duration of the spell.

Shared Perception. ***Cost 3 MP + 1 MP per additional sense.*** You can use the senses of a creature within the area of effect. The duration of the spell must be concentration, and you gain access to one of the creature's senses: sight, hearing, smell, taste, and/or touch. For each additional MP you spend, you gain access to one more sense, for a maximum of 7 MP for all five senses. However, any such sense you access replaces your own equivalent sense for the duration; this can render you effectively blind or deaf (as per the conditions). You also gain access to the creature's Perception score (and, if you have the appropriate sense linked, any additional specific Perception scores such as scent or hearing).

Telepathic Command. ***Cost 1 MP.*** More powerful than a verbal command, you can instruct another creature using only your mind. You must use this exploit to modify a verbal command exploit.

Verbal Command. ***Cost varies.*** The target must be able to hear and understand you. For 0 MP you can give the target a one or two word command, which it obeys, though it may distort your intent. For 2 MP your command can be one or two sentences long, detailing a single slightly complex task. Once you finish casting the spell, the command doesn't take effect until you finish telling the target, so you might need to rush if the target is threatening you. For 5 MP the command can be as long or complex as you want. The more complex the command, often the more easily the target can distort its intention, but the main limiting factor is how much time the spell lasts. Commands can only be instantaneous spells. For longer periods of control, use the Compulsion enhancement.

Create

[ELEMENT]

Creation spells let you make objects or energy out of nothing. You cannot create creatures, and any energy you create is no more damaging than the weakest evocation, but many other effects are possible.

The specifics of your creation spell is up to you and your Game Master to decide. Does a creation spell summon objects from other dimensions, or does it create objects whole cloth? When the spell ends, does the object just vanish, or dissolve into mist, or perhaps burst into hundreds of skittering insects that disappear into the nearest nooks and crannies?

When you create weapons or clothes, you can create them in the hands or on the bodies of willing subjects; you cannot force them to appear on the unwilling.

At the end of the spell's duration, the object you created goes away entirely. If you make nails and use them to hold up a painting, the nails will vanish when the spell ends, and the painting will fall. Created dirt and mud that soils clothing will leave the clothes clean when the spell ends. If you create water and boil pasta in it, when the spell ends the water will disappear from the pasta and leave it dry.

Created materials always have some special "air" about them that make them seem unnatural. This is not enough to make people or animals uneasy, but an experienced person can easily determine that an item is magically created.

As a restriction of the rules, you cannot use a creation spell as a directly offensive spell that is unavoidable: you cannot create a metal block over a creature that will unavoidably crush it—the creature will be granted at least a roll to get out of the way.

A *create* cantrip can create a tiny object worth no more than 5 gc which lasts for up to one minute.

Also as a general guideline, you can never create something (like lava) inside a creature, nor can you create something if it would displace solid matter; you can only create objects in air, water, or other fluids. If you want a spell that injures by creating things inside a creature, choose an evocation effect.

It is still possible to create hazardous things, like flames, lava, or a vacuum, but usually creatures can escape such substances quickly. Higher level spells can trap creatures in a hazardous area.

Regardless of what specific enhancements you get for a creation spell, the total MP spent on a creation spell also determines the maximum monetary value of item you can create—300 gc per MP spent (round up). This monetary value refers to both craftsmanship and materials. For example, a suit of armor that costs 2,000 gc normally would need at least 7 MP.

Create Object. ***Cost varies.*** You can create almost any object**.** The basic cost of a creation depends on its size, determined by the area of effect of the spell, and the value (in other words, you just pay for the area; you don't need to pay for the object itself). If you don't buy any area of effect, you can create objects no larger than a human-sized longsword or a set of clothes. While the majority of the object much match the secret (*create stone*, *create wood*, etc.), minor elements (about 10%) can be of materials to which you do not possess the secret. Thus a set of clothing can have metal buttons, or a stone building can have wooden doors.

Elemental Object. ***Cost varies.*** You can create an object out of elemental force rather than actual matter. This enhancement simply doubles the basic cost of the creation's area. The object is solid, but can take any form you want. If used to create a weapon, the weapon does elemental damage of the appropriate type (fire, cold, etc.) If used to create some other type of object, there may be other effects, detailed in the entry for each element. You can always safely handle objects you create yourself, but others can be harmed if they try to walk on a bridge made of fire. Elemental objects are considered to be steel for the purposes of determining their statistics, but they weigh one-hundredth of the weight an equivalent steel object would weigh.

Elemental Damage. ***Cost 1 MP.*** For elements which cause damage (acid, fire, ice, lava, lightning) you can increase the normal 1 damage to 1d6 for 1 MP. For more damage, you need to use evocation enhancements. Choose an element for which you know the secret.

Acid. Elemental objects created of acid are mild, and deal 1 point of acid damage per round to anyone who touches them. Stronger acid is not available as a creation. If you want to hurt things with acid, see the section on evocations.

Air. When you create air, you can choose its temperature, between extremes of –40 and 150 degrees Fahrenheit (–40 and 65 degrees Celsius). Severe heat and cold cannot be used offensively unless you have a way to keep someone from moving out of the area of effect, since it takes a while to die of exposure. The air in the area can be breathed for the duration; if a creature is the target, the spell enables them to breathe fresh air for the duration. For an additional 1 MP, a moderate wind of up to 20 mph can be created. For 2 MP, the wind is strong (up to 50 mph), and for 5 MP it is a hurricane of over 100 mph. For 8 MP a tornado with winds of up to 300 mph can be created.

This exploit can also be used to create a type of weather within the area of effect natural to the local climate and season which takes 10 minutes to develop, and fades when the spell's duration ends. The duration must be at least 10 minutes to use it in this manner, but the area cost is one-quarter normal (round down).

Fire. Elemental objects created of fire deal 1 point of damage per round to anyone who touches them (normal fire deals 1d6 damage per round).

***Force* (6 MP).** Force objects exist both materially and ethereally, affecting incorporeal creatures. They count as forcefields for determining stats.

Ice. Elemental objects created of ice deal 1 point of damage per round to anyone who touches them (normal ice deals 1d6 damage per round).

Lava. Elemental objects created of lava deal 1 point of damage per round to anyone who touches them (normal lava deals a base of 1d6 damage per round of exposure). You can't create lava that surrounds and engulfs a creature, but it's certainly possible to create enough lava to push creatures into.

Life. You can create any sort of object of once-living matter, such as clothes, wooden desks, food, or boats. You could even create a corpse. The market price of a corpse varies wildly depending on its nature. Life is not actually created; "life" in this context means "organic matter." This includes food.

Light. Light creates bright illumination in the spell's area of effect, and dim light for a further distance equal to half the spell's radius. For an additional 3 MP, the light can be made so bright that no shadows are cast, and any who see it are subject to a MAG vs. Defense check or becoming inflicted with the half-blind condition.

Lightning. Elemental objects created of lightning deal 1 point of damage per round to anyone who touches them (normal lightning deals 1d6 damage per round).

Mist. A fog cloud obscures vision beyond 5'. A creature within 5' has concealment (–2d6 die penalty to hit it). Fog and mist can be dispersed by a moderate wind (11+ mph) in 4 rounds, or by a strong wind (21+ mph) in 1 round.

***Ooze* (3 MP).** Ooze objects are semi-solid, and can only be moved through at a rate of 5' per round. Melee attacks made in the area suffer a –1d6 die penalty to attack and damage rolls. Ranged attacks are impossible. The created object looks normal.

Shadow. Shadow creates darkness in the spell's area of effect, and dim light for a further distance equal to half the spell's radius. Creatures with darksight can see through this area normally. For an additional 1 MP, the darkness becomes impenetrable even to those with darksight, but does not have an additional dim light perimeter.

Sound. The spell creates actual, not illusory, sound somewhere within the spell's range that dissipates normally with distance. The sound is simple and repetitive, and is roughly as loud as four men talking. For an additional 1 MP, the sound can be as complex as a conversation, or simple musical quartet, and as loud as a crowd of shouting men. For 5 MP, the sound can be deafening, attacking all who hear it with a MAG vs. Defense check or becoming inflicted with the addled condition (severe concussion).

Void. You can create a vacuum, emptying an area of liquids and gasses. You can use this to snuff flames or suffocate creatures.

Pocket Dimension. ***Cost varies.*** You can use *create space* to create a pocket dimension, with an entrance big enough for you to walk through (though you may choose to make it smaller). You create the entrance anywhere within range. If you are inside, you can close or reopen the entrance with two actions. The area of effect you choose is the size of the pocket dimension, and also defines the cost in MP of the dimension—the MP cost of the pocket dimension is equal to twice the normal area of effect cost. Anything in the area of effect is effectively removed from the rest of the world. The interior of the pocket dimension you create is bare, and it ends without any apparent solid walls. Temperature and air within are the same as those without when the dimension is created. If the spell's duration ends, anything in the area of effect is expelled. The pocket dimension expires when the duration of the spell expires. You can include for free items using creation spells up to half the MP cost of the dimension itself (so if you created an 18 MP pocket dimension, it can include up to 9 MP worth of free creations).

Displace

[ELEMENT], [CREATURE], OR [SELF]

Displacement is the manipulation of time, space, and spirit. Through its use, creatures can teleport, time can be sped up, slowed, or even stopped, and different dimensions and planes can be accessed.

A *displacement* cantrip can cause a slight blurring effect, granting +1 to Defense for up to one minute.

Accelerate. ***Cost 5 MP.*** Time for a specific creature is altered to accelerate its thoughts and actions. Each turn, affected creatures can take an extra action.

Preternatural Celerity. ***Cost 10 MP.*** Each round for the duration, affected creatures can take two full rounds worth of actions.

Speed Flurry. ***Cost 4 MP.*** Once per turn, affected creatures can attack twice as a single action.

Chronomancy (cost varies). These enhancements affect time.

Burst of Time. ***Cost 15 MP.*** At any time during the spell's duration, an affected creature may gain one free bonus round to act outside the normal flow of time. Only affected creatures can take actions in this free round. You cannot harm creatures, and spells you cast simply tick down their duration with no effect. You can move unattended objects, run away, or cast spells to affect yourself which will function normally. For each additional 2 MP you spend, affected creatures each gain another one round, which can be used at any time.

Dilated Time. ***Cost 3 MP.*** All creatures, objects, and spell effects in the area age one round. Their effects still occur, so an ongoing spell deals damage for the round, a fire burns one round worth of fuel, and poison runs its course one round faster. Likewise, a spell will end one round sooner. For spells that grant an attribute check to resist on a round by round basis, use the result of the last-made check to determine effects. Things within the area of effect cannot influence those outside, so if a dilated fuse sets off a bomb in the area, the explosion will be limited to the area of effect. Unwilling creatures in the area of effect must be subject to an attack vs. Mental Defense or they are unaffected. For 6 MP, things age 5 rounds; for 10 MP they age 5 minutes; and for 15 MP they age half a day.

Grow Plant. ***Cost 1 MP.*** Non-sentient plants in the area of effect age one day. You can purchase this enhancement multiple times. This effect is natural growth, and is not undone when the spell's duration ends. Indeed, the spell's duration doesn't matter for this effect.

Pocket of Time. ***Cost 15 MP.*** The area of effect and everything inside it gain extra time, equal to the spell's duration. The outside world stands still while the area of effect speeds along. Anything leaving the area of effect loses the effect of this extra time, and returns to the normal flow of time just slightly outside the area. Spell effects created

during this time pocket do not continue after this spell ends, so it is useful for resting and healing, but not for actual offense or defense. Unwilling creatures in the area of effect must be subject to an attack vs. Mental Defense. If unsuccessful, they are shunted to outside the area of effect.

Slow Time. ***Cost 5 MP.*** For the duration of the spell, affected creatures can only take one action per round.

Time Hop. ***Cost 4 MP per round.*** The Time Hop enhancement lets you skip forward in time 1 round per 4 MP spent. Traveling backward in time is impossible by default; meddling with history is only available in campaigns where the GM wants to introduce the possibility. One time during the spell's duration, affected creatures can time hop once, using two actions to do so. When a creature time hops, it vanishes, then reappears in the same place after the allotted time passes. For the creature, the transition is instantaneous. If the creature would reappear in a solid object, it instead is shunted to the nearest suitably large open space and takes 2d6 blunt damage.

Timeless. ***Cost 15 MP.*** The area of effect is removed from time for the spell's duration. Nothing inside the area of effect changes or can be affected.

Ghost Touch. ***Cost 1 MP.*** The attack can harm incorporeal creatures as easily as corporeal ones. If used on a creature, the creature gains the benefits to natural attacks and attacks made without weapons, including spell attacks. If used on an object or weapon, the object grants the benefit to all attacks made with it.

Phasing Attack. ***Cost 3 MP.*** The attack selectively passes through certain types of matter harmlessly, and it only hurts those you want to strike. It ignores armor and shield Soak values, and deals damage normally. If used on a creature, the creature gains the benefits to natural attacks and attacks made without weapons, including spell attacks. If used on an object or weapon, the object grants the benefit to all attacks made with it.

Phasing Movement. ***Cost 9 MP.*** This allows you to move through any sort of solid objects as easily as through air, but you are not ethereal and can still be harmed by attacks normally. While traveling through these materials, you can choose to move across any part of the material as if it were solid, allowing you to walk across mud, or climb upward or downward through stone at up to 45 degree angles. You can move at up to half your base speed through solid objects. You still cannot breathe while inside a solid object.

Spirit Wander. ***Cost 1 MP.*** Spirit Wander simply lets the creature release its spirit from its body. The spirit can travel at the creature's base speed, vaguely observing the world around it as if through a thin curtain. It can sense the presence, number, and general size of all creatures present, but it can only see clearly or communicate with other spirit wanderers and can in no way influence the real world. The distance the spirit can travel from its body is the same as the normal range of the spell. The creature is aware vaguely of the state of its real body, and can return at any time by using two actions.

Possession. ***Cost 5 MP.*** The Possession enhancement allows you (or the affected creature) to move its soul into the body of another. First, your (or the creature's) spirit must leave its own body. You may then choose to enter some sort of receptacle, generally called a "magic jar." With two actions you can try to possess any living creature your spirit touches, or that is within range of the magic jar. You make a MAG vs. Mental Defense attack, and if you fail, your spirit stays out of its body, and each successive attempt to enter that creature takes a –1d6 die penalty. If the attack succeeds, your spirit enters its body. If you used a magic jar, the creature's soul is trapped in the jar, but otherwise, its spirit automatically enters your own body. A magic jar costs at least 100 gc to purchase or make. Alternatively, your own body can be the magic jar, in which case your spirits switch places.

While in the body of another, you can freely move beyond the normal range of the spell.

When the spell ends, your spirit leaves the host and tries to return to its own body, and the host's soul returns to its body. However, you cannot leave the host if neither your original body nor the magic

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jar is within range. If the spell ends and you cannot reach your original body, you die. This likewise happens to the soul of the host if its body is out of range when the spell ends.

If either body dies during the spell, both souls must make a *Difficult [16]* WIL check or die. If both succeed, whoever rolled highest gains permanent possession of the remaining body. If one fails, the other gains possession. If both fail, the remaining body simply dies.

If the spell is made permanent before its duration ends, however, the souls become comfortable residents of their current locations.

Projection. ***Cost 3 MP.*** The Projection enhancement allows you to send your soul out of your body yet still influence the real world. Your spirit is visible and has all the same qualities as your real body, except that by spending two actions you can return to simply a spirit state, unseen and intangible. Also with two actions you can return to your body. You still cannot move beyond the spell's normal range. If your spirit body is slain, your spirit returns to your body and are reduced to 0 Health. If this spell is combined with a teleport spell, the range you can roam is determined from the point you teleport to.

Teleport. ***Cost 5 MP.*** One time in the spell's duration, the affected creature can teleport up to anywhere within spell's area. This requires two actions. A creature that teleports can bring along any objects it carries.

If you teleport to somewhere out of your line of sight, you must make a LOG check (see the table below). If you fail, you end up off course by d66% of the distance traveled.

At-Will Teleport. ***Cost 9 MP.*** For an extra 9 MP on top of your Teleport effect, you can get the At Will enhancement. This gives you the ability to activate the teleport as many times as you want during the spell's duration. If you individually target this spell, the affected creature or creatures can teleport independently. Each teleportation takes just a single action.

Teleport Difficulty

Familiarity with Destination	Check Difficulty
Familiar	*Routine [10]*
Seen	*Difficult [16]*
Description Only	*Strenuous [21]*

Divine

[element], [creature], or [virtue]

Divinations allow the magic-user to discover information, detect objects, view distant locations, to see things normally unseen, and to let her spells reach extreme distances. When you successfully divine something, a vision of the location appears in the mind of the target or targets of the spell (usually just you). You might see the image appear in a pool of water or a crystal ball, but only those affected by this spell can see the image. If you fail the MAG check, you see nothing.

Normally, since you receive the visions directly, you do not need to buy range or area of effect enhancements for divinations. If you do, however, any creature in the area of effect sees the same vision that you would. If you are not in the area of effect of your own spell, you yourself do not see anything from the divination. Duration functions normally.

You can attach a "rider" spell to a scrying attempt, effectively sending a spell at long distance. The rider spell costs double the amount it normally would.

To make an area rather than a specific creature or object the target of your scrying, you need to use the *secret of space*.

Clairvoyance. ***Cost 5 MP.*** The most common use of a divination is to spy on a distant creature, object, or location. To spy on a creature, you make a Magic check, opposed by the target's Mental Defense. You must have seen the target before. If your MAG check is successful, you can see the immediate surroundings of your target, about a 20' radius (so gigantic creatures may take up all of your view). Your target gets an INT check (opposed by your casting check) to notice that he is being scried upon.

To be able to hear or use other senses through the divination, or to expand the field of view, requires extra enhancements. To spy on an area or object, make a *Challenging [13]* MAG check. If you have special vision (darksight, truesight, omnisight), these work normally. This can be combined with Clairaudience.

You can also move your viewpoint with telekinesis; the "sensor" counts as a tiny object (1 MP, Speed 5) and requires the *movement* skill.

A *divination* cantrip can read tea leaves, throw bones, do a tarot reading, or other divination implements, to answer a single yes/no question, but this can only be done once per day. Alternatively, it can be used to detect the presence of (but not the exact location or details of) a creature, element, or virtue within 5'.

Clairaudience. ***Cost 2 MP.*** As Clairvoyance, but you hear sounds instead of seeing the target. Sounds from beyond the 20' radius are muffled and unclear. This can be combined with Clairvoyance.

Discreet View. ***Cost 2 MP per die.*** You can make your scrying harder to notice. You gain +1d6 per 2 MP to the second roll when remote viewing.

Expanded View. ***Cost 1 MP per 10' radius.*** Increase the radius of a Clairvoyance field of view by 10'. You can choose this enhancement multiple times.

Comprehension. ***Cost 1 MP.*** Choose one language. Affected creatures understand and can read that language. This can also enable semi-sentient creatures to understand a language in order to convey simple commands. For an additional 1 MP, affected creatures can write in the chosen languages.

Comprehension, Full. ***Cost 3 MP.*** Affected creatures understand and can read any language. For an additional 1 MP, affected creatures can write in any language.

Decode. ***Cost 5 MP.*** Affected creatures can decipher encrypted text or speech in code.

Darksight. ***Cost 1 MP.*** You or the target gains darksight to the spell's range for the duration of the spell.

Truesight. ***Cost 2 MP.*** You or the target gains truesight to the spell's range for the duration of the spell, enabling the creature to see invisible creatures, through illusions, and through disguises.

X-ray Sight. ***Cost 5 MP.*** Affected creatures can see through solid objects within the selected range. Darkness still provides concealment, but objects, fog, etc. do not. The creature can choose which objects it wants to see through, such as if it wants to be able to shield itself from a medusa hiding behind a rock.

Dowsing. ***Cost 1 MP.*** Dowsing is basic detection and location: you determine the direction to the nearest significant quantity of the selected secret. If there are several different things of the chosen type within the area of effect, you are aware of roughly how many there are, and can concentrate on each one by one to determine its location.

Dowsing, Specific. ***Cost 3 MP.*** As Dowsing, except you choose a specific object or creature you would be able to identify if you saw it, and you sense the direction to it.

History Reading. ***Cost 5 MP.*** If you have a creature or object available, you can use this ability to see an overview of the history of the subject. When you make this divination, choose a span of time in history you want to read through. The shorter the span of time, the more specific the details are, and the longer the span, the more general. If you do a reading for a sword's history in the past week, you will see what battles it has been used in, and who it has killed, but if you try to read the past hundred years on it, you will likely just learn the vague identities of its owners. Using the *secret of magic*, this enhancement can be used to identify a magical item: name, effects, and methods of activation.

Oracle. ***Cost 2 MP.*** Questions are asked of an entity, whether local or extraplanar. You can ask a nearby tree or a bird, or you can try to contact distant planar entities. You cannot ask the same question through a divination in the same 24 hour period. You receive a short answer to your question. If the question is direct, you will likely receive a simple "yes," "no," or "neither" answer. If the question is complex, the answer will be cryptic. The question must relate to the present (within a minute); to ask questions about the past or the future, an additional 2 MP must be spent, and to ask questions about the distant past or future, an additional 5 MP must be spent.

Enchant

[CREATURE]

Enchantment spells alter the moods and emotions of creatures, making them more likely to perform certain actions. Unlike compulsions, enchantments cannot force a character to perform more than primitive actions; at best, an enchantment might put a creature to sleep or make it attack in a frenzied anger.

The affected creatures' minds are altered slightly. They are influenced by the spell you cast, but generally they are still free to act as appropriate to their (now slightly altered) nature. You have no actual control over enchanted creatures; however, if you instill in them friendly or helpful attitudes, you can influence them much more easily.

An *enchantment* cantrip can make a target feel a very weak emotion for up to one minute.

Enchantment spells manipulate certain status tracks, increasing or decreasing the target's position on the track. Each round, creatures affected by condition shake it off as normal for a condition. However, if you choose the Subtle Enchantment enhancement, creatures cannot try to shake it off each round because they do not realize they have been enchanted.

Enchantment spells affect the following status tracks: Anger, Charm, Cheer, Cognizance, Courage, Drowsiness, Fear.

Charm. ***Cost varies.*** You inflict a condition on one of the allowed status tracks. A mild condition costs 1 MP, a moderate condition costs 2 MP, a severe condition costs 3 MP, and an extreme condition costs 4 MP.

Subtle Enchantment. ***Cost 3 MP.*** The creature is unaware that it has been enchanted, and cannot shake off the charm, which lasts for a set duration (which must be purchased). The target's allies may still attempt to remove the condition. If the spell also contains compulsion enhancements, this enhancement also functions as the Subtle Compulsion enhancement. You only need to buy one. Without this enhancement, creatures will be aware that they are being affected.

Targeted Enchantment. ***Cost 1 MP.*** You may designate the focus of an enchanted creature's emotions as another creature within range. For example, a love spell would normally make the target love the caster; instead you can make the target love a third party. This also goes for anger, fear, and so on.

Evoke

[ELEMENT]

Evocations are the flashiest, most impressive end of spellcasting, and the most directly applicable to combat. Evocations are what a caster uses to throw fire, blast her enemies, or wield ice and lightning as weapons. For this reason, evocations are popular amongst many mages.

Note that in terms of damage types, Good damage is usually referred to as holy damage, and evil damage is normally referred to as unholy damage. Death damage is usually referred to as necrotic damage.

An *evocation* cantrip can do 1 point of damage.

Elemental Damage. ***Cost 2 MP per 1d6 damage.*** All Evoke spells deal a base of 1 point of damage of the secret's type to all in the spell's area for 0 MP. This damage is increased by 1d6 for every 2 MP spent. In addition, some elements have an additional environmental bonus effect as long as 2 or more MP is spent:

Acid. Acid coats affected creatures and objects, continuing to deal 1 point of acid damage per round. The acid eventually becomes inert after a number of rounds equal to the MP spent, but it can also be washed off with about one gallon of water for every 5' square of area. A creature can scrape or wipe acid off itself or a comparably-sized object with two actions, though this usually ruins the scraping implement.

Air. Intense winds can knock affected creatures across the battlefield. All creatures affected by a single spell are knocked in the same direction, though if the spell has an area of effect you may knock creatures away from a chosen central point. Creatures in the area of effect successfully hit by the spell are blown back 5'. Swarms of tiny flying creatures are dispersed. Clouds of non-magical mist and smoke are dispersed automatically. Larger creatures are unaffected.

Fire. The spell's flames ignite flammable material. The area is illuminated with firelight each round. Only highly flammable materials, such as exposed oil or sheets of paper, catch fire, but for an additional +3 MP materials that can burn but need to be coaxed, such as logs, catch fire, and the flames to 1d6 damage to those who enter or start their turn in the area. Note that to make a living creature catch fire, a critical hit is needed as normal.

Force. Force damage cannot affect inanimate objects. However, it harms incorporeal or intangible creatures normally. Force damage has no other side effects.

Ice. The spell can freeze affected creatures and objects. Frozen objects become brittle, becoming vulnerable (1d6) to blunt damage. The freezing effect ends at the end of the spell's duration. Normally only tiny creatures and objects are affected in this manner, but for 2 extra MP it affects small objects and creatures, for 4 extra MP it affects medium objects and creatures, for 6 MP it affects large objects and creatures, and so on (2 MP per size category). The area within an area affected by an ice evocation becomes slippery.

Lava. Affected objects become dangerously hot (baking) for the spell's duration. Creatures are not

burned in this way, but if they bear metal armor or weapons, they suffer 1d6 fire damage per round until the spell ends or they drop the metallic objects. This applies both to lava effects, and to general heating which does not involve actual fire or flames.

Light. For an extra 3 MP, you can create bright light that will blind those within the area on a successful attack roll. For 5 MP, the bright light will stun them. For 7 MP it will do both.

Lightning. Electrical shocks pass through water, attacking anybody in contact with the water but outside the spell's area of effect, although this damage dissipates by 1d6 damage for every 10' from the point of origin.

Mist. Fog flows around barriers and through narrow cracks. Creatures behind cover do not gain cover bonuses against mist spells, and the spell's area of effect will even bypass barriers if there is a path for the fog to flow.

Ooze. Affected areas are coated in slime, which makes it difficult terrain.

Sound. The sound can shatter glass and similar materials.

Water. Affected creatures and objects in the area are drenched with liquid water. This water can do such things as put out exposed flames in the area, wash away acid and ooze, and cool objects baking because of exposure to lava.

Heal/Mend

[ELEMENT], [CREATURE], OR [SELF]

Healing spells cure or mend damage and other afflictions to creatures, or to objects with the appropriate element type. Healing spells affecting objects are called mending spells. Depending on what enhancements you purchase, a healing spell can cure damage, repair injuries such as blindness or lost limbs, or restore life energy by allaying exhaustion and other conditions.

A *healing* cantrip can heal one point of HEALTH, but a given target can only benefit from this once per day.

Cure Wounds. ***Cost 2 MP per 1d6 HEALTH.*** The spell cures HEALTH damage in creatures at a rate of 1d6 HEALTH for each 2 MP spent.

Regenerate. ***Cost 12 MP.*** The spell regenerates lost body parts no larger than a limb. This is proportional to the creature being healed, and can heal a giant as easily as a pixie.

Resurrection. ***Cost 18 MP.*** The spell restores to life a creature that has died in the past day. The creature returns with 0 HEALTH, but stabilized. For 25 MP, there is no time limit on how long ago the creature died, as long as it did not die of old age.

Mend Objects. ***Cost 1 MP per 2 HEALTH.*** The spell mends HEALTH damage in objects at a rate of 2 HEALTH for each MP spent.

Purify Food. ***Cost 1 MP.*** You can make up to four pounds of food and drink safe to ingest. It removes poison from the food, but cannot be used to neutralize poison in creatures or on weapons.

Remove Condition. ***Cost 1 MP per step.*** You decrease a target's position on a specified status track by one, two, or three steps.

Slow Disease. ***Cost 5 MP.*** You add one countdown dice to the target's disease countdown pool. A patient can only benefit from this once per day.

Cure Disease. ***Cost 9 MP.*** You completely cure one disease, removing it entirely from your target.

Slow Poison. ***Cost 2 MP.*** For the spell's duration, poison in the area of effect has no effect. Once the spell elapses, poison takes its usual course.

Negate Poison. ***Cost 5 MP.*** The spell neutralizes poison in the area. Any poison that enters the area during the spell's duration is permanently neutralized. Creatures with natural poison abilities are subject to an attack which neutralizes their venom for the duration if successful.

Hex

[CREATURE]

A hex, or curse, is the opposite of an abjuration—instead of providing defense, it instead weakens a target's defenses. A hex is essentially a curse.

A *hex* cantrip can inflict a –1 penalty to all Defense scores for up to one minute.

Attracting. ***Cost 2 MP per 1 Defense.*** The target attracts attacks, which are diverted towards the target. Affected creatures take a penalty to their Defense equal to half the MP spent.

Binding. ***Cost 3 MP.*** The opposite of Hedging is called Binding. It traps creatures within a given area, following the same rules as hedging. The binding also includes dimensional movement, so the creature cannot teleport out. If the creature is not entirely inside the area of effect when the spell takes effect, it is not bound. If a creature attacks or otherwise deals damage to the bound creature, it is free to retaliate, but is still bound spatially. If the caster attacks the bound creature, it is freed entirely from the binding.

Binding, Enduring. ***Cost 6 MP.*** As Binding, but affected creatures get only one chance per day to bypass the barrier. Of course, if the duration is less than a day, this benefit is slightly reduced.

Binding, Greater. ***Cost 5 MP.*** As Binding, but none of the bound creature's attacks, spells, or abilities can cross the area of effect.

Curse. ***Cost 1 MP per 1d6 Luck.*** You curse the target, diminishing its LUC pool for the duration by 1d6 per MP spent. For 4 MP, you can completely suppress a LUC pool of any size.

Vulnerability. ***Cost 4 MP per 1d6 vulnerability.*** The target becomes vulnerable to one damage type. For every 4 MP spent, the target's vulnerability increases by 1d6. The caster may choose any single damage type.

Illude

Illusion magic is a little different from other magical skills. Unlike those, illusion magic requires no secret—it is the art of deception and fakery. It may mimic a secret, but it is not real. For this reason, these spells are cast without an associated secret, and are available to any with the *illusion* skill.

You create some sort of sensory illusion, which can be any size up to the size of the area of effect. An illusion can create an image or hide something (invisibility). Invisibility is basically a visual illusion of nothingness.

Once you set the illusion, it remains the same. If you are within range, you can spend an action concentrating to make slight changes to the illusion or move it, but the general theme must remain the same, and the illusion cannot move beyond the area of effect. You can automatically disbelieve this illusion if you want.

The basic cost of an illusion is determined by its size (the area of effect that comprises the illusion) plus a modifier for its quality. You can build the illusion out of various sensory components.

Disbelief

Illusions do not require an attack roll against creatures, but a Magic check should be rolled to determine the quality of the illusion. If a creature has reason to suspect an illusion is not real, it can make an opposed INT check vs. the pre-rolled Magic check to discern its true nature. If a creature receives actual proof that an illusion is not real (an ally falls through an illusory wall, for example, or an invisible creature attacks the observer), it automatically disbelieves it. Disbelieving an illusion does not remove it; disbelief merely makes its illusory nature apparent to the viewer.

Bundled Senses

When combining multiple illusion types (visual, olfactory, audio, etc.) you can "bundle" the effects to save some MP, as each reinforces the others and helps mask imperfections. Each sense beyond the first is discounted by 1 MP, to a minimum of 1 MP.

Notes on Invisibility

Invisibility is a complex visual illusion. Camouflage can be achieved with a simple illusion (+1d6 to attempts at stealth), and a weak invisibility effect which has a visible distortion effect is an average illusion (+2d6 attempts at stealth). Full invisibility as a complex illusion gives +3d6 to stealth attempts and, of course, renders the target completely invisible (a failed stealth attempt or a disbelieved invisibility illusion—such as if the invisible creature attacks the observer—means that the viewer knows where the invisible creature is due to other clues—sound, moving items, tracks, being stabbed in the face, etc. but can't actually see it).

Other illusions which mask various senses contribute to invisibility. An illusion that masks all five senses makes the target completely undetectable by normal means: a creature so well concealed doesn't need to roll stealth checks.

An *illusion* cantrip can create a small, clearly illusory effect for up to one minute.

Audio Illusion, Average. ***Cost 3 MP.*** Creating an average sound can make noise as loud as a small crowd of shouting men, with one or two articulate sounds. Thus, you could have a simple song with a few instruments, or a conversation. Hiding an average sound can make a roar sound like a soft quack, make one conversation sound like a different one, or reduce the volume by a substantial amount (granting +1d6 to stealth attempts).

Audio Illusion, Complex. ***Cost 5 MP.*** A complex sound can be as loud as a dragon's roar or an entire parade cheering, and all of it can be as articulate as you want, complete with subtle sounds like kids in the crowd whining to their moms, and the dragon's roar echoing properly in an opera house. Hiding a complex sound lets you turn any noise into practically anything else of the same volume or quieter. Complete silence is a complex audio illusion which grants +2d6 to stealth attempts.

Audio Illusion, Simple. ***Cost 1 MP.*** Creating a simple sound could create any simple repeating sound, like a growl, laughter, or moan of wind, but nothing articulate. The volume can be no louder than four men talking. Hiding a simple sound could make speech sound like an indistinct murmur, or reduce the volume of a sound slightly.

Aura Illusion. ***Cost 3 MP.*** An aura illusion enables you to create a fake magical aura, or to mask an existing aura.

Olfactory Illusion, Average. ***Cost 3 MP.*** An average olfactory illusion could make the air smell like warm root beer, or make an illusory steak taste real. Hiding an average olfactory sensation would let you fool the scent and taste buds of any human except the finest connoisseurs, and could throw animals off your trail.

Olfactory Illusion, Complex. ***Cost 6 MP.*** A complex olfactory illusion can be whatever you want, as complicated and subtle as you like. Similarly, hiding a complex olfactory sensation would let you turn any taste or smell into anything else that isn't very much more or less strong.

Olfactory Illusion, Simple. ***Cost 1 MP.*** Creating a simple olfactory sensation can fake intense smells, like blood, sour milk, or ammonia. Hiding a simple olfactory sensation lets you conceal the distinct stench of rotting zombies, or hide your own body odor, but the new smell would be bland.

Reactive Illusion. ***Cost 4 MP.*** You can make your illusion react on its own. For example, normally, you could have an illusion of a guard standing watch, shifting occasionally in his stance and appearing to breathe, but not reacting to anyone else. With a simple reactive illusion, the guard would look at and glower slightly at anyone who came by. A standard reactive illusion would let the guard respond to questions with disinterest. A complex reactive illusion would let the guard act exactly as you would want it to if you were there to direct it consciously.

Tactile Illusion, Average. ***Cost 4 MP.*** An average tactile sensation could make someone feel they're being jostled by invisible people, or give a visual illusion of a cat a real texture. Hiding an average tactile sensation would let you make blood gushing from a wound feel like worms crawling across you, and could make a suit of armor feel like a fine royal robe.

Tactile Illusion, Complex. ***Cost 8 MP.*** Creating a complex tactile sensation would let you make a person feel like he's on fire, and would put the finishing touches on an illusion of a beautiful nymph: warm, wet, and covered in fine sand particles from the bank of a stream. Hiding a complex tactile sensation would let you make a real object feel like it is intangible, and could turn a lover's embrace into the segmented coils of a demon leech.

Tactile Illusion, Simple. ***Cost 2 MP.*** Creating a simple tactile sensation could make the air feel moist and heavy, or make you feel wet. Hiding a simple tactile sensation could make glass feel like sandpaper, give metal a wood grain, or make a fire feel cold. Hiding a tactile sensation won't stop a person from feeling pain, but it might confuse him as to how to avoid the injury.

Visual Illusion, Average. ***Cost 3 MP.*** Creating an average visual would let you create a bookshelf with a lot of books that look generally the same, make a ghostly glowing word appear in the air, or create a convincing orc warrior (though if you made several orc warriors, they'd all look alike). Hiding an average visual would allow you to blur your own image as you move, change the appearance of one person to resemble another person, or make an immobile object invisible.

Visual Illusion, Complex. ***Cost 5 MP.*** Creating a complex visual would let you make any sort of visual image, no matter how fine the details are. You could make the illusion of a full person, complete with distinctive markings, unique pieces of clothing, and an expressive demeanor. Hiding a complex visual can make things invisible even while moving, make a group of sneaking goblins look like harmless ducks, or make a worthless rock look like an ornate bejeweled porcelain egg. Attacks against a blurred creature have a –1d6 die penalty. Attacks against an invisible creature have a –2d6 die penalty.

Visual Illusion, Simple. ***Cost 1 MP.*** Creating a simple visual would let you make a fairly drab set of clothes, a wall with a repeating pattern of tiles, or a very rough approximation of a living creature. Hiding a simple visual would let you replace a complicated image with a simple one, like hiding a scar with smooth skin, hiding a secret door with flat stone, or turning an elaborate tapestry into a mono-color rug.

Infuse

[element] or [virtue]

Infusions infuse creatures or objects with the qualities of an element or virtue, enhancing attributes related to the chosen element or making the target detect as the chosen virtue. These spells are used to grant strength, resilience, or even charisma to the target. The recipient of an infusion spell detects the appropriate element or virtue for purposes of divination and is affected as though it were of that element or virtue (for example, when affected by abjuration or healing spells).

An *infuse* cantrip can cause a creature to detect as the appropriate virtue or element for up to one minute.

Enhance Attribute. ***Cost 4 MP per 1d6.*** For every 4 MP spent, the recipient gains +1d6 bonus to attribute checks of the specified type for the duration of the spell. The attribute affected depends on the element used.

Elements by Attribute

Attribute	Element
Strength	Metal
Agility	Fire
Endurance	Earth
Intuition	Air
Logic	Ice
Willpower	Water
Charisma	Lightning

Elemental Touch. ***Cost 2 MP.*** For the duration, the recipient's natural attacks, or a weapon's attacks, do damage of the selected element or virtue type. Their very touch gives this nature away—a creature infused with cold will feel icy to the touch.

Youth. ***Cost 1 MP per 5 years.*** You must use the *secret of life* to de-age a target. You decrease the recipient creature's age. The effect lasts for the duration of the spell. This enhancement does not affect objects or creatures that don't age, like undead or constructs. This cannot be used to kill a target.

Inflict

[element]

Infliction spells are the reverse of *infuse* spells. An infliction spell saps a creature, reducing its attributes or other aspects or causing disease.

Inflict spells can also can increase or decrease a target's position on a status track. Each round, creatures affected by condition shake it off as normal for a condition. Inflict spells can affect the following status tracks: Hearing, Mobility, Sight, Nausea, Tiredness.

An *inflict* cantrip can cause a feeling of slight nausea for up to one minute.

Affliction. ***Cost varies.*** You inflict a condition on the one of the allowed status tracks. A mild condition costs 2 MP, moderate costs 3 MP, severe costs 4 MP, and extreme costs 5 MP. The secret needed for the spell depends on the associated element (see the Elements by Attribute table, above, and the Status Tracks table in *Fantasy Core*).

Age. ***Cost 1 MP per 5 years.*** You must use the *secret of death* to age a victim. You increase the recipient creature's age. The effect lasts for the duration of the spell, but should it cause death, the death is permanent. This enhancement does not affect creatures that don't age, like undead or constructs. This cannot affect objects.

Cause Disease. ***Cost varies.*** You must use the *secret of death* to inflict disease upon a target. Diseases can be inflicted upon victims. Select one disease. The MP cost of the spell is equal to half the difficulty value of the disease itself. Recovering from a disease requires use of the countdown rules. Diseases do not need a duration component; the disease is inflicted, and is removed using the normal rules for diseases.

Drain Attribute. ***Cost 4 MP per die.*** For every 4 MP spent, the recipient suffers −1d6 penalty to attribute checks of the specified type for the duration of the spell. The attribute affected depends on the element used (see the Elements by Attribute table, above).

Move

[creature], [element], or [self]

Movement spells enhance movement abilities, allowing creatures to swim, burrow, fly, and travel at great speeds, or allow the caster to move inanimate objects, and sometimes creatures. For many movement spells, the duration of the spell will be an important cost.

A *move* cantrip can grant +1 to one character's Speed for up to one minute.

Fly. ***Cost 8 MP.*** Fly gives the creature a Fly speed equal to its base Speed for the duration of the spell.

Airwalk. ***Cost 5 MP.*** The creature can walk or stand on clouds as though they were solid ground.

Featherfall. ***Cost 1 MP.*** Featherfall makes the target fall at a maximum of 60'/round, which is slow enough that it will not take impact damage. Note that this does not reduce the creature's weight; it simply falls slower.

Hover. ***Cost 2 MP.*** Hover allows the creature to travel in a straight horizontal line in mid-air, and downward at any angle, but not upward.

Levitate. ***Cost 4 MP.*** Levitate allows a creature to move up or down 20' as a single action; only one action per round can be used for this movement.

Jump. ***Cost 1 MP per +5'.*** Increase your jump distance by 5' horizontally or vertically for each 1 MP spent.

Free Movement. ***Cost 6 MP.*** Free movement allows creatures to move and attack normally, even under the effect of magical and mundane factors that usually impede movement. This includes paralysis poison, or paralytic compulsion effects. The subject cannot be grappled, held, restrained, grabbed, or pinned. The spell also allows the subject to move and attack normally underwater, but not to breathe water.

Movement Modes (cost varies). These enhancements grant a creature new movement modes. The movement mode the spell grants becomes one of the creature's natural movement mode for the duration (thus not requiring checks).

Burrow. ***Cost varies.*** You can burrow through any material at half your Speed, as long as you pay the MP cost. The MP cost is equal to the Soak score of the material being burrowed through.

Snowstep. ***Cost 1 MP.*** The creature can walk across snow or ice as though they were solid ground, suffering no movement or balance penalties.

Swim. ***Cost 1 MP.*** The Swim effect gives the creature a Swim speed equal to its base Speed.

Waterwalk. ***Cost 2 MP.*** The creature can walk across liquids as though they were solid ground.

Slow. ***Cost 1 MP per –1 Speed.*** Slowing spells actually slow creatures, reducing their base movement speeds

for all forms of movement. Except when using the Immobilize or Anchor option, a creature's base movement cannot be reduced below 1.

Anchor. ***Cost 8 MP.*** If a creature or object is anchored, it cannot move, or be moved from its position at all, even by external forces. This does not paralyze the creature, however, so it can still take actions and defend itself normally. Anchor can be cast on the caster himself to make himself immovable.

Immobilize. ***Cost 5 MP.*** If a creature or object is immobilized (a severe condition on the Mobility status track), it cannot move on its own power from its current spot (this includes magical means of transport, like teleportation or flight). This does not paralyze the creature, however, so it can still take actions and defend itself normally.

Speed. ***Cost 1 MP per +1 Speed.*** Speed spells increases the speed at which a creature can move for the duration of the spell.

Telekinesis. ***Cost varies.*** Telekinesis can be used to move objects or creatures at a Speed of 5. You could cause a wagon to roll forward on its wheels, make a taxidermied bird fly around, or make a chair skitter across the floor. You can also use it for simple manual tasks, such as untying knots or opening doors. You can only control the creature or object while it's within range. If the creature or object moves beyond the spell's range, the spell does not end, but you cannot control it until it enters range again. The size of the object you can move is given in the Common Enhancements table, above. Telekinesis requires concentration, and must have a duration of "concentration" selected.

Telekinetic Thrust. ***Cost 2 MP per 5'.*** This is a focused application of telekinesis. You make a ranged attack using your MAG attribute against a target creature as normal, and shove it 5' for each 2 MP you spend. It is an instantaneous effect, and cannot have a duration attached. If you want to do damage, you need to add the appropriate evoke effect. This applies to creatures of size Large or smaller; the cost doubles for size Enormous (4 MP for 5'), double again for Gigantic (8 MP for 5'), and so on.

Tremor. ***Cost 5 MP.*** The area shakes, and small objects fall off shelves. The entire area is considered difficult terrain for the duration of the spell.

Earthquake. ***Cost 10 MP.*** The area shakes violently. Cracks appear, and some weak structures tumble. Creatures in the area are subject to an attack vs. Defense or they fall prone. The entire area is considered difficult terrain.

Summon

[Creature]

Summoning spells can bring creatures to you from elsewhere (such as the classic demon summoning), create a creature out of existing material (like turning bones into a skeletal warrior), or can create a creature whole cloth (like making a construct out of ectoplasm). How the creature ends up in front of you doesn't matter except for flavor reasons. The more MP you spend, the more powerful a creature you can create, build, or summon. High-MP Summon spells can also create multiple weaker creatures.

You cannot use a Summon spell to bring a specific individual to you, unless the creature is extraplanar.

Thus, you could summon Bharat, Warrior of the Heaven of Snows, but you cannot summon Hrothgar the baker from your home town (unless you're in another dimension). If a creature is semi-sentient, you cannot choose to summon it specifically; you simply get a random creature of the appropriate type.

You have no special control over the summoned creature. Other skills allow you to bind, anchor, or compel creatures. However, you do have enough of a connection to the summoned creature that it can understand you to the extent of its intelligence (a LOG 2 animal can understand simple commands, and a LOG 3 creature can understand more complex commands).

When the spell ends, extraplanar summoned creatures return whence they came, taking with them any items or injuries they received. The same creature cannot be summoned again the same day. Creatures you simply created or cobbled together from local material vanish or revert to their original form, and if you try to summon them again, you will simply create a new creature very similar to the last.

A *summon* cantrip can summon a tiny, harmless creature such as a mouse or rat, for up to one minute, although it has no special intelligence or abilities.

Summoning. ***Cost 1 MP per die.*** The primary enhancement for *summoning* spells is to buy the power level of creatures you can summon. Note that this does not compel or bind the creature—it is free to act as it wishes upon arrival unless other enhancements are used! Summoning requires an attack roll against the creature's highest Defense. The cost is 1 MP for each die in the creature's maximum dice pool.

Religion, Tradition, & Magic

The Elements of Magic spell system (see Chapter V) operates independently of the actual source of magic. Whether your magic springs from an internal source of power or is granted by a distant omnipotent entity, the rules work the same way.

However, when designing religions and deities for a game setting, it is important to define exactly what secrets a given deity has power over, and can grant to its followers. A follower of an evil god might not be able to access the secret of light, for example. A "deity" in this context means any external power which is able to grant miracles to its followers—a god, a devil, a spirit, a distant cosmic horror.

The GM may have a predefined list of deities and religions, or the player may wish to define his own. In either case, the religion should be accompanied by a list of secrets. A follower of that religion may only use those secrets.

A character or creature can only follow one religion at a time. While following that religion, he may use the listed secrets (as long as he has learned them!) and no others. If he switches to another religion, the list of secrets he may use changes. It's important to note that a character may well end up having learned secrets, but be unable to use them; or be permitted secrets, but not have learned them.

The GM may, optionally, choose to restrict a PC's spellcasting abilities if the tenets of the religion are not followed.

A religion can often be represented by its own custom career, although the cleric career in Fantasy Careers serves well for a generic religion.

Of course, not every follower of a religion is a spellcaster.

Non-religious traditions can be embodied in careers in the same way, at the GM's discretion.

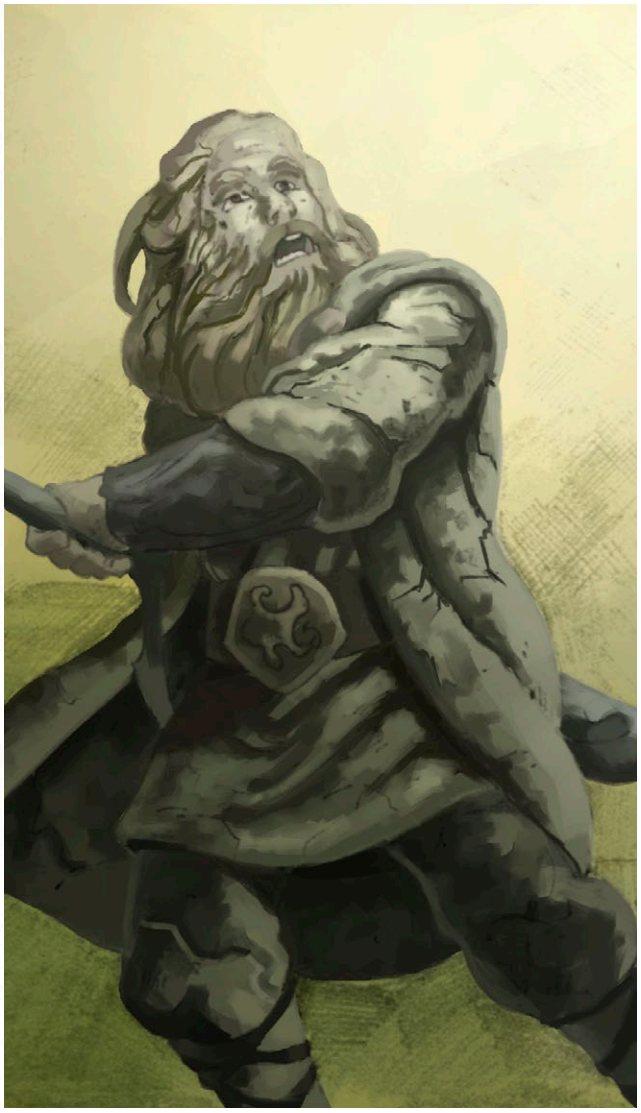
Transform

[element], [creature], or [self]

Transform spells can turn your target into a particular type of creature or substance. When the spell ends, the target reverts to its original form, though damage taken while transformed endures. You must use the secret of the new form.

Items and creatures transformed into larger objects or creatures must fit within the area of effect in their new form. You cannot use a transform spell as a directly offensive spell that is unavoidable: you cannot turn the air over a creature into a metal block to crush it, nor can you turn the air around it into stone.

When transformed into a creature, the target gains the new form's physical attributes, but not its mental attributes. Creatures keep their original mind, personality, and memories. If you transform a creature into another creature, its gear adapts to an appropriate form if there is one. Other items are subsumed into the new form, such as weapons if the form has no hands with which to wield them.



For objects, the total MP you spend determines the maximum gold coin value of items you can produce at a rate of 300 gc per MP.

A *transform* cantrip can change the color of an object or target, or make other minor cosmetic changes, for up to one minute.

Remember that the "secret" part of a transformation spell is the resultant form, not the starting form. Transforming a floor from stone to ice is *transform ice*, not *transform stone*.

Animate. ***Cost 2 MP per die.*** Transform an object into a creature. The object gains a mind and intelligence appropriate to its new form, although the highest LOG, WIL, or CHA attribute it can gain is 3. The cost is 1 MP for each die in the creature's maximum dice pool.

De-Animate. ***Cost 8 MP.*** Transform a creature into an object. To transform an unwilling subject, you must spend an additional 6 MP. This includes the ability to turn creatures to stone (petrification).

Difficult Terrain. ***Cost 0 MP.*** Most terrain transformations are able to create difficult terrain. Difficult terrain halves a creature's Speed unless it has an ability which allows it to move normally in such terrain. Difficult terrain can be caused by snow (*ice*), mud (*ooze* or *earth*), rubble (*earth*), swamp (*water*), deep undergrowth (*plant*), and more.

Elemental Damage. ***Cost 0 or 1 MP.*** Damage caused by transformed terrain can do up to 1 point of damage for free. By spending 1 MP, the damage can be increased to 1d6 damage of the appropriate type. This damage is automatic, and requires no attack roll. For more damage, evocation spells must be used instead. Elements useful for damaging effects include *lava*, *acid*, *plants* (thorns), *earth* (jagged ground), and so on.

Enlarge/Shrink. ***Cost 4 MP per size category.*** You can enlarge or shrink an object or creature.

Immobilize. ***Cost 5 MP.*** An immobilized creature suffers the severe Mobility status when it enters or starts its turn in the area. It can shake this off as normal. An immobilized creature cannot move from its spot on its own power (including flight) but is not paralyzed and can take actions normally. A creature might be immobilized by sticky mud (*earth*), *ooze*, grasping *plants* or even freezing *ice*.

Slick. ***Cost 2 MP.*** Slick areas are more slippery even than slippery areas. While a slippery area is merely difficult terrain (half Speed), a slick area is also almost impossible to stand on. Creatures can move safely across slick terrain at a Speed of 1. If they move faster than this, they must make a *Difficult [16]* AGI check or fall prone, ending their movement for that action. Note that slick areas are difficult terrain, too.

Split. ***Cost varies.*** You can split the target into multiple entities (1 MP for each). If transforming a target into multiple creatures, the total cost is that used for the Transform Creature enhancement. They all recombine when the spell ends as long as at least one is left.

Transform Creature. ***Cost 2 MP per die.*** Transform a creature into another creature. The target is transformed into a creature of the specified type. To transform an unwilling subject, you must spend an additional 6 MP. The cost is 2 MP for each die in the new creature's maximum dice pool (minimum 2 MP).

Transform Element. ***Cost 1 MP per 300 gc value or by size.*** Transform an object into another object of similar size. This enables the object's new form to be of a different material. Use the value or the size of the object, whichever is larger.

Note that the maximum depth/height of a *transform* effect that alters terrain is 5'. Deeper or taller effects can be achieved by layering effects one atop (or underneath) the other until the desired depth/height is achieved.

Creation & Summoning

Certain *transform* effects can also be replicated using *creation* spells. See the *creation* enhancements for the side effects of creating different elements.

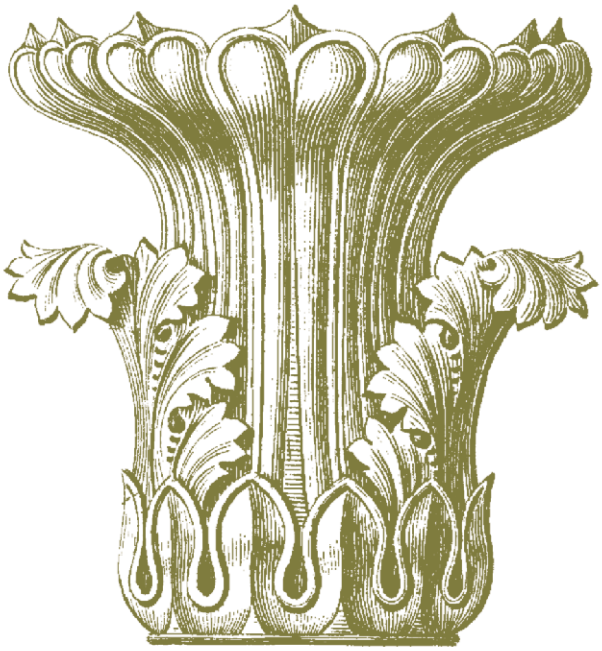
In particular, the *secret of plants* can be used to *create plant* (non-sentient plants can be created; sentient or semi-sentient creatures must be summoned, not created).

Affecting Creatures

Terrain effects affect creatures as soon as they enter the area, or at the start of their turn if they begin their turn within the area.

Difficult terrain affects creatures automatically. Unless the effect says otherwise (such as Elemental Damage, which is inflicted automatically), conditions like Immobilize require an attack roll as normal. The attack roll for a terrain effect is a melee attack roll, not a ranged one.

Remember that a spell's duration is the maximum amount of time an effect can be inflicted on a creature. Creatures can shake conditions off earlier.



Spell Components

Many spell casters choose to use spell components to bolster or enhance their spells. Whether this component is a lump of bat guano, a vial of troll's blood, or a valuable gemstone, different components have different effects. In this book, we introduce some introductory spell components - a selection of creature parts, some metals, and a variety of gemstones - but components can take many forms. Bestiaries may contain more information on specific creature parts, for example.

Of the components described in this chapter, creature parts and metals have specific effects (the feather of a giant eagle makes it easier to cast flight spells, copper is associated with lightning, and so on), and gemstones can be used to power spells, providing much-needed MP.

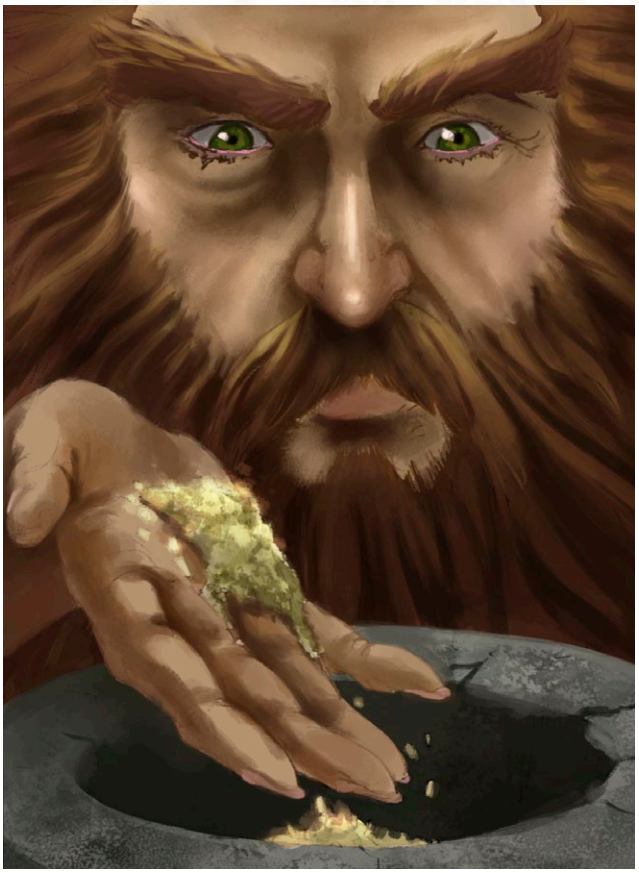
Spell components are not required, but they can make spells more powerful or assist the magic-user in the casting of them. For that reason, many spellcasters have a collection of spell components, and gather them where possible.

Additional component types, not included in these pages, might include certain flowers, minerals, or additional metals. Sand or rose petals might assist in a sleeping drought, for example. There is no limit to the potential number of components and their possible effects, and some can be very specific—a tin model of a bird, or a necklace of wooden beads. Another type of component is a ritual—an act or process such as a sacrifice.

Note that spell components are consumed in the casting of a spell.

Alchemists & Ritualists

An alchemist (or ritualist—the terms are interchangeable) is somebody who casts a spell without the use of a MAGIC attribute. To an alchemist, spellcasting is a science; to a ritualist it might a plea to higher powers or an ancient recipe invoking world magics. The thing which sets them apart from true mages and clerics is that they do not draw on inner power from within themselves, but from the innate power of acts and ingredients.



An alchemist (or ritualist)—defined as somebody not using a Magic attribute or any of her own MP—uses her Logic attribute and the *alchemy* skill to cast spells. Anybody can do this. All you need is the ability to form a LOG dice pool, although skill ranks in *alchemy* certainly help with that pool. This means that everybody is an alchemist of sorts—anybody can pick up the right components and make a LOG check to cast a spell.

The MP for the spell comes from gemstones. A spellcaster uses gemstones to boost spells and provide additional MP; however, the gemstone can provide *all* of the MP if required. To some, the gemstone might be viewed as “fuel” for the spell; to others, it is a valuable offering.

The alchemist still needs to know a secret (remember that everybody knows the *secret of self*), but does not need any MP (or even a Magic attribute) to cast a spell, and uses the *alchemy* skill instead of any magical skills. However, if even 1 MP is used from the caster's own power, then it is no longer an alchemical process, and the normal magic skills come into play.

Metallic Efficiency

The form of a metal used in alchemy is not usually important; its value determines how effective it is. However, the form the metal is in affects its value.

Raw metal. In its raw, unrefined form (a gold bar or a lump of copper) metal is at its least efficient. In raw form, metal has 50% of its normal alchemical value.

Coins. Coins are more useful than raw metal, but are still somewhat inefficient. In coin form, a metal has 75% of its normal alchemical value. However, gold coinage used for *creation* effects has 100% of its value.

Dust/filings. Metallic dust is useful and valuable. Properly refined by an alchemist, this is the "textbook" form of an alchemical metal and in this form the metal maintains 100% of its value. Refining metal from its raw or coin form into a dust requires the correct amount of metal, and an AGI *(alchemy)* check with a difficulty equal to 10 + 1% of the dust's gc value (500 gc of silver dust requires a check of 15).

Art. An object of art representative of the desired spell effect and made of the correct metal is the most efficient and magical of alchemical metal forms. These objects have 150% their normal value. Examples include a little iron lightning bolt for an electricity evocation, or a silver bird for a flight transformation spell. Creating such an object requires the correct amount of metal and an AGI *(crafting)* check with a difficulty equal to 10 + 2% of the art object's gc value (a 500 gc silver bird requires a check of 20). Artistic and crafting skills are very useful in this process.

What Form Does The Result Take?

Generally speaking, a spell cast through alchemical means is functionally no different to one cast without material components. The effect, range, duration, and other aspects of the spell are defined by the spell's statistics. The exact description is up to the character, of course. Whether a ball of fire requires the alchemist to fling a glob of some elemental goo, or drink a concoction which gives him the ability to exhale flames at his foes, doesn't matter.

To store the effect as some form of potion, incendiary, salve, or other alchemical concoction which can be used later, simply use the Charging Objects option for spellcasters. This costs nothing extra; you simply choose a duration for the spell and a trigger for release as normal. The duration gives you the amount of time the concoction lasts until it is spoiled or otherwise becomes useless, and the trigger can be something like when the concoction is drunk, thrown, ignited, and so on. Generally speaking, the trigger will require an action.

A few examples are listed below.

Example Concoctions and Triggers

Concoctions	Triggers
Potion	Drunk
Salve	Applied to skin
Dust	Sprinkled
Incense	Ignited
Gas	Thrown
Smoke	Inhaled
Powder	Eaten
Ointment	Timed
Goo	Touched

Metals

In alchemical terms, there are seven metals. These are gold, silver, mercury, copper, iron, tin, and lead. Traditional alchemists hold that other metals are simply variations of these seven metals, although other metals certainly have other properties. Each has certain associations.

Different metals (detailed on the Sample Alchemically Significant Metals table, on the next page) reduce the costs of certain magical enhancements. However, the number of MP is linked to the value of the metal (see the Precious Stone and Metal Components table, below, and the Metallic Efficiency sidebar, above). For example, while copper reduces the cost of a blast of lightning, if the caster only has 250 gc worth of copper, it cannot reduce the cost of that lightning spell by more than 2 MP.

Creature Parts

> Eye of newt and toe of frog,
> Wool of bat, and tongue of dog,
> Adder's fork, and blind-worm's sting,
> Lizard's leg, and howlet's wing…

Creature parts are often used in magic. The grisly process of extracting, preparing, and using creature parts is complex and requires great expertise and care. You can't just grab a skeleton's finger bone; to gain any benefit from it you need to remove it in the proper manner, and prepare and store it in prescribed alchemical ways.

Extracting a body part or substance requires a Logic *(alchemy)* check as indicated in the Sample Alchemically Significant Creature Parts table, below. This grants you one dose of the substance; a given creature can only provide one dose, whatever its size. If the check is failed, the extraction is spoiled and no further extraction can be made from that creature. The process takes one hour.

The effect that a creature part has when casting a spell varies; each is different. Not all creature parts have special effects, and not all special effects are necessarily documented or known; some of that are known are listed in the Sample Alchemically Significant Creature Parts table.

At the GM's option, some creature parts can be purchased at market. Because of the difficulty involved in harvesting them properly, such items should not be common. The costs of these items are noted in the Sample Alchemically Significant Creature Parts table. A given seller will typically only have one such item available but may also stock a lot of junk and snake oil—no bins full of proper creature parts (if such a situation is encountered, it's probably a scam and a trap for the unwary). A creature part made available for sale by a reputable dealer is already extracted and has been properly prepared and appropriately stored.

The creature list in the Sample Alchemically Significant Creature Parts table is not exhaustive. Other creatures are linked with the elements *ice* (ice dragons, yeti), *lava* (cherufe, salamander), *lightning* (cyclops, thunderbird, valkyrie, kitsune), *ooze* (swamp creatures such as giant frogs and toads, or the bunyip), or *void* (creatures from other planes, like angels and demons).

Power Components

Power components are those from particularly powerful creatures. Not only do they grant access to secrets and possible additional side-benefits, but they also grant the caster a bonus to checks made to spells cast using them.

A power component is a creature part extracted from a particularly powerful creature such as a fire dragon. The potency of these components is such that they add dice bonuses above and beyond that granted by the caster's maximum dice bonus. The casting bonus granted is shown on the Power Components table, below.

These components are considered equipment—they are essentially implements for casting spells, and form the equipment dice part of a dice pool when casting spells.

Power Components

Creature Max Dice Bonus	Casting Bonus	Difficulty	Cost (gc)
1–5	—	*Routine [10]*	100
6–10	+1d6	*Challenging [13]*	500
11–13	+2d6	*Difficult [16]*	1,000
14–16	+3d6	*Demanding [21]*	2,000
17–20	+4d6	*Strenuous [25]*	3,000
20+	+5d6	*Severe [29]*	5,000

Sample Alchemically Significant Metals

Metal	Effect
Adamantine	This strongest of metals allows the caster to reduce the cost of any Abjure/Withstanding enhancement.
Antimony	Antimony is linked with animals and beasts. It reduces the cost of any spell using the *secret of beasts*.
Arsenic	Used for medicine and alchemical cures, this substance reduces the cost of the Heal/Slow Disease, and Heal/Cure Disease.
Gold	Gold, associated with the sun, allows the caster to reduce the cost of any Create/Elemental Object enhancement when used to create light or fire. Additionally, if the value of the gold is greater than the material value normally allowed by the magical creation of an object, it increases to the value of the gold.
Silver	Silver, associated with the moon, allows the caster to reduce the cost of any Create/Elemental Object enhancement when used to create shadow.
Magnesium	This substance reduces the cost of Displace spells.
Mercury	Mercury, known as quicksilver, allows the caster to reduce the cost of the Move/Speed enhancement. Mercury, along with sulfur and salt, is considered one of the three heavenly materials.
Copper	Copper allows the caster to reduce the cost of Evoke/Elemental Damage spells when used to evoke lightning.
Iron	Iron allows the caster to reduce the cost of Infuse/Enhance Attribute spells to enhance Strength.
Phosphorus	This substance acts similarly to gold with relation to Create/Elemental Object spells to create light.
Platinum	This valuable metal is often used for Abjure/Hedging enchantments, reducing the cost of those spells.
Salt	Salt, along with sulfur and mercury, is considered one of the three heavenly materials. It is the stuff of growth, and relies the cost of Transform/Enlarge and Transform/Shrink enhancements.
Sulfur	Sulfur is associated with fire and evil. Evoke/Elemental Damage enhancements are reduced in cost. Sulfur, along with mercury and salt, is considered one of the three heavenly materials.
Tin	Tin is associated with wisdom and knowledge, and allows the caster reduce the cost of the Divine/Oracle enhancement.
Lead	This metal, associated with death, can be used to reduce the cost of Inflict spells.
Zinc	In the form of philosopher's wool, or "white snow," this metal is used with Transform/Element spells, reduce the cost.

For the amount by which metals reduce spell costs, see the Precious Stones and Metal Components table.

Sample Alchemically Significant Creature Parts

Creature (Type)	Difficulty	Dice Bonus	Cost (gc)	Effect
Attercop (insect)	*Routine [10]*	—	100	An attercop's poison allows the user to use the Infliction/Drain Attribute enhancement for half the usual cost of 4 MP per 1d6.
Basilisk (fey reptile)	*Challenging [13]*	+1d6	500	A basilisk's eye allows the caster to use the Evocation/Elemental Damage enhancement to inflict death (necrotic) damage for half the normal cost of 2 MP per 1d6 damage.
Carnivorous Plant (plant)	*Challenging [13]*	+1d6	500	The paralysis poison of a carnivorous plant enables the caster to use the Infliction/Affliction enhancement to inflict the Mobility status track for half the usual cost.
Cloaked Rider (evil spirit)	*Challenging [13]*	+1d6	500	A scrap of a cloaked rider's cloak allows the caster to use the Enchantment/Charm enhancement to inflict the Fear status track for half the usual cost.
Ent (fey plant)	*Challenging [13]*	+1d6	500	A scrap of bark from an ent allows the caster to use the Abjure/Withstanding enhancement against metal for half the normal MP cost of 1 MP per 2 Soak.
Fire Dragon (fey reptile)	*Demanding [21]*	+3d6	2,000	A fire dragon's blood allows the caster to use the Abjuration/Withstanding enhancement against fire/heat damage for half the normal MP cost of 1 MP per 2 Soak.
Ghost (evil spirit)	*Challenging [13]*	+1d6	500	An item belonging to a ghost allows the caster to use the Evocation/Elemental Damage enhancement to inflict sonic damage for half the usual cost of 2 MP per 1d6 damage.
Giant Centipede (insect)	*Routine [10]*	—	100	A giant centipede's poison allows the caster to use the Infliction/Affliction enhancement to inflict the Cognizance status track for half the usual cost.
Giant Eagle (avian)	*Challenging [13]*	+1d6	500	The feather of a giant eagle allows the caster to use the Movement/Fly, Airwalk, Featherfall, Hover, and Levitate enhancements for half the usual cost.
Gibbermouth (fey monstrosity)	*Challenging [13]*	+1d6	500	A gibbermouth's acid spit can be used to cast Evocation/Elemental Damage enhancement to inflict acid damage for half the usual cost of 2 MP per 1d6 damage.
Gremlin (fey)	*Challenging [13]*	+1d6	500	The hair of a gremlin allows the caster to use the Hex/Curse enhancement for half the usual cost of 1 MP per 1d6 LUC.
Hill Giant (fey)	*Challenging [13]*	+1d6	500	The hair of a hill giant allows the caster to use the Infuse/Enhance Attribute enhancement to increase a target's STR for half the usual cost of 4 MP per 1d6.
Hydra (fey reptile)	*Difficult [16]*	+2d6	1,000	A hydra's blood allows the caster to use the Healing/Regeneration enhancement for half the normal 12 MP cost.
Iron Golem (automaton)	*Challenging [13]*	+1d6	500	The witchoil from an iron golem allows a caster to use the Transform/Animate enhancement for half the usual cost of 2 MP per die.

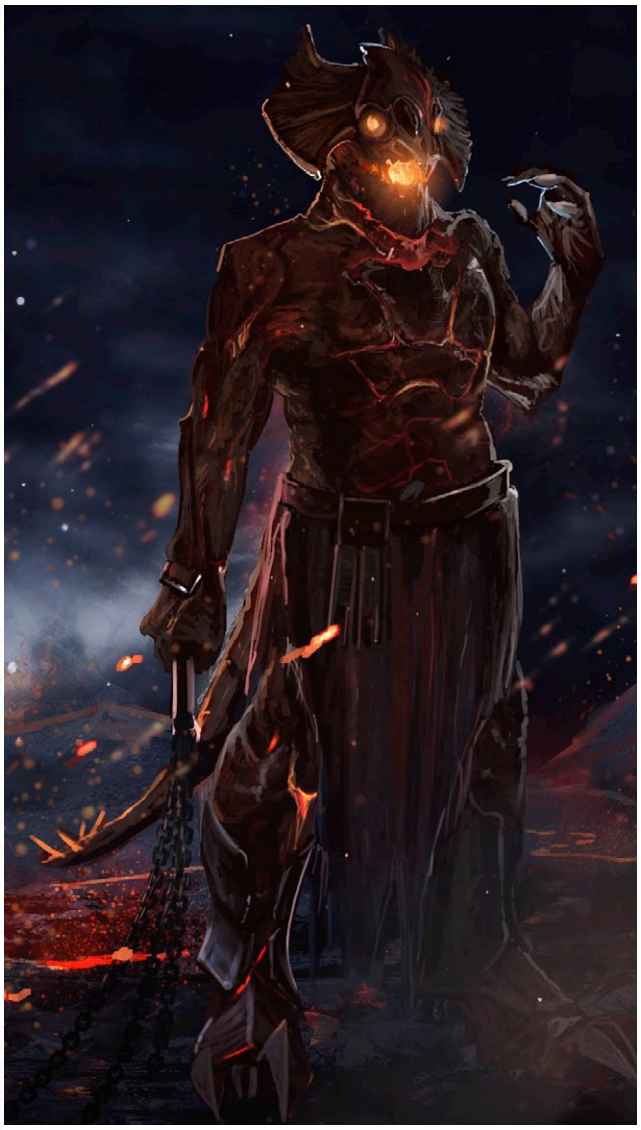
Creature (Type)	Difficulty	Dice Bonus	Cost (gc)	Effect
Minotaur (fey)	*Challenging [13]*	+1d6	500	The horn of a minotaur allows the caster to use the Divination/Dowsing enhancement for free.
Mountain Troll (fey goblinoid)	*Challenging [13]*	+1d6	500	Troll's blood allows the caster to use the Healing/Cure Wounds enhancement for half the normal cost of 2 MP per 1d6 Health.
Pixie (evil fey avian)	*Challenging [13]*	+1d6	500	The feather of a pixie's wing allows the caster to use the Illusion/Complex Visual Illusion enhancement to conceal things for half the usual cost of 5 MP.
Satyr (fey)	*Routine [10]*	—	100	A satyr's horn allows the caster to use the Enchantment/Charm enhancement to inflict the Drowsiness status track for half the usual cost.
Siren (aquatic fey)	*Challenging [13]*	+1d6	500	A siren's scale allows the caster to use the Compulsion/Compulsion enhancement to inflict the Autonomy status track for half the usual cost.
Skeleton (evil undead)	*Routine [10]*	—	100	A finger bone from an undead skeleton allows the caster to use the Summoning/Summoning enhancement to summon undead creatures at a discount of 1 MP.
Sphinx (fey)	*Challenging [13]*	+1d6	500	A lock from a sphinx's mane allows the caster to use the Divination/Oracle enhancement for half the usual cost
Swamp Dragon (fey reptile)	*Difficult [16]*	+2d6	1,000	The saliva of a swamp dragon allows the caster to use the Creation/Elemental Object enhancement to create mists.
Vampire (evil undead)	*Challenging [13]*	+1d6	500	The soil from a vampire's grave allows the caster to use the Infuse/Age enhancement to de-age a target for half the normal cost of 1 MP per 5 years.

Sample Alchemically Significant Gemstones

Color	Examples	Effect
Red	Jasper, ruby, bloodstone, red coral, garnet	Fire (element) spells gain +1 MP
Pink	Rhodonite, chalcedony, rose quartz, tourmaline	Compulsion (skill) spells gain +1 MP
Brown	Tiger eye, aragonite, bronzite	Earth and wood (element) spells gain +1 MP
Orange	Fire opal, sunstone, carnelian	Healing (skill) spells gain +1 MP
Yellow	Amber, citrine, sulphur, imperial topaz	Charm (skill) spells gain +1 MP
Green	Emerald, malachite, aventurine, jade, peridot, moss agate, serpentine	Plant and beast (creature) spells gain +1 MP
Blue	Sodalite, turquoise, aquamarine	Water and mist (element) spells gain +1 MP
Purple	Amethyst, fluorite, sugilite, charoite	Illusion and air (skill) spells gain +1 MP
White	White pearl, opalite, diamond	Light and life (element) spells gain +1 MP
Black	Obsidian, onyx, jet	Death and shadow (element) spells gain +1 MP
Gray	Hematite, galena	Time and space (element) spells gain +1 MP

Precious Stones

Valuable gemstones such as diamonds, rubies, sapphires, and pearls have special properties which make them valuable to alchemists. A gemstone acts as a power source or battery, providing Magic Points to the spellcasting process. Only one gemstone can be used at a time, and it is consumed in the process. You cannot entice more MP out of a gem than the number of your ranks in *alchemy*.



Semi-precious stones grant the number of MP listed in the Precious Stones and Metal Components table, below. Diamonds, rubies, sapphires, and emeralds are considered precious stones; these grant double the MP amount of a semi-precious stone of the same value. There are hundreds of types of gemstone, but the value of the stone, and whether it is a precious stone, determines how many MP it grants.

Specific gemstones can also have certain properties useful to the alchemist/ritualist. While the sheer number of gemstone types is immense, the color of the stone determines when it provides bonus MP. See the Sample Alchemically Significant Gemstones table, above.

Precious Stones and Metal Components

Component Value (gc)	Semi-Precious Stone MP	Precious Stone or Metal MP
100	1	2
250	2	4
500	3	6
1,000	4	8
2,000	5	10
3,000	6	12
5,000	7	14
7,500	8	16
10,000	9	18
15,000	10	20
20,000	11	22
25,000	12	24
30,000	13	26
35,000	14	28
40,000	15	30
50,000	16	32
60,000	17	34
70,000	18	36
80,000	19	38
90,000	20	40

Spell List

The following spells are all made using the spell creation system outlined in detail above. Players are encouraged to maintain their own personal spellbooks as they devise new spells to use.

As always, when an unwilling creature is targeted, a Magic attack must be made against an appropriate Defense score.

It's easy to modify a spell on the fly. Elements like range, duration, casting time, and so on can be easily adjusted by simply adding or subtracting MP. In this way, it is a simple task to cast more powerful or lesser versions of specific spells. Equally, the target of a spell can be altered by using a different secret—switching *heal person* to *heal animal*, for example.

Conditions. As always, an inflicted condition can be shaken off. For spells with a duration, the condition ends when the duration expires, or when it is shaken off, whichever is sooner.

Airship

Move Wood

Cost 15 MP; **Skills** *movement* 18

Casting Time 1 hour

Duration concentration

Range touch; **Target** one touched primarily wooden object weighing up to 30 tons

You can move the target object through the air at a Speed of up to 5, allowing it to travel at a maximum speed of approximately 10 miles per hour as directed by your will. You must remain in physical contact with the object or the spell ends.

Costs 18 MP telekinesis, –3 MP casting time.

Ambush of the Coward

See Person/Evoke Death

Cost 25 MP; **Skills** *divination* 5, *evocation* 10

Casting Time 2 actions

Duration 1 minute, including 1 round of damage

Range unlimited; **Area** 20' diameter

With this powerful spell, an archmage need never leave the safety of his home. If the attack roll is successful, you can scry (visual senses only) on a humanoid target you have seen before, and then cast an evocation dealing 5d6 points of death damage to everything in a 20' radius, centered on the target. Though this is hardly a major threat against powerful enemies, it is often enough to drive off weaker threats without the mage needing to risk his own life.

Costs 5 MP clairvoyance, 20 MP elemental damage.

Antipresence

Abjure Magic

Cost 10 MP; **Skills** *abjuration* 2

Casting Time 2 actions

Duration 1 day

Range self; **Area** 20' diameter, centered on you

You make yourself and the area around you very difficult to detect with divination, and hard to reach with teleportation for a whole day. You make a Magic check, and any divination or phase spells targeted within that area must exceed that check as a difficulty value or have that magic countered.

Costs 2 MP targeted antimagic (1 each against two magic skills), 6 MP duration, 2 MP area.

Arctic Blast

Evoke Ice

Cost 8 MP; **Skills** *evocation* 6

Casting Time 2 actions

Duration instant; freezing lasts one minute

Range 40'; **Area** 5' wide line

You release a mighty spray of ice shards and dense, frigid water, impacting foes and possibly freezing them. Creatures in the area of effect take 3d6 points of elemental ice damage from the cold. The area of the line becomes slippery.

Costs 6 MP ice damage, 2 MP area.

Aspect of Phoenix

Heal Person

Cost 19 MP; **Skills** *healing* 18

Casting Time 1 minute

Duration 1 day

Range touch; **Target** one humanoid creature

Used by mighty clerics to protect their monarchs during times of war, the caster places a delayed ward on a humanoid creature, which lasts one day. If the creature dies during that time, it is immediately restored to life at 0 hit points.

Costs 3 MP duration with contingency, –2 MP casting time, 18 MP resurrection.

Beastform

Transform Animal

Cost 8 MP; **Skills** *transformation* 6

Casting Time 2 actions

Duration 10 minutes

Range self; **Target** self

You turn yourself into any sort of animal with a maximum dice pool of 3d6, such as a woodland creature, as long as the creature fits into the area of effect. After 10 minutes you revert back to your normal shape. You gain the creature's physical attributes, but not its mental attributes, retaining your own mind. Your gear subsumes into the new form and reappears when you transform back.

Costs 6 MP transform creature, 2 MP duration.

Bless Weapon

Infuse Good

Cost 5 MP; **Skills** *infusion* 2

Casting Time two actions

Duration 1 hour

Range touch; **Target** one weapon

One weapon you touch becomes blessed, and does good damage for one hour.

Costs 3 MP duration, 2 MP elemental touch.

Bolster Undead

Heal Undead

Cost 3 MP; **Skills** *healing* 4

Casting Time 2 actions

Duration instant

Range touch; **Area** 30' diameter

Undead creatures in the area of effect heal 2d6 points of damage.

Costs 4 MP healing, 3 MP area.

Burglar's Slip

Displace Person

Cost 6 MP; **Skills** *displacement* 5

Casting Time 2 actions

Duration 1 minute

Range touch; **Area** 10' diameter

One time during the spell's duration, an affected humanoid creature can use two actions to teleport 10', usually enough to pass through a wall. A creature that teleports can bring along any objects it carries.

Costs 5 MP teleport, 1 MP range.

Call for Aid

See Person/Create Sound

Cost 4 MP; **Skills** *divination* 2, *creation* 2

Casting Time 2 actions

Duration 1 minute

Range unlimited; **Target** one humanoid creature

Choose a person you are familiar with. You can communicate audibly with that person, making conversation for one minute. Sounds within 20' of the target person can be heard.

Costs 2 MP clairaudience, 2 MP create sound rider.

Call of Youth

Infuse Life

Cost 15 MP; **Skills** *infuse* 9

Casting Time 2 actions

Duration 1 day

Range touch; **Target** one creature

This spell restores even the oldest person to the vigor of an adult for a day. The target is de-aged by 45 years, but not younger than a young adult.

Costs 9 MP de-age, 6 MP duration.

Chameleon Cloak

Illude

Cost 2 MP; **Skills** *illusion* 1

Casting Time 2 actions

Duration 5 minutes

Range touch; **Target** one creature

The affected creature is concealed by a simple illusion, changing its color to match the surroundings. The target gains +2d6 to attempts at stealth for the duration.

Costs 1 MP simple visual illusion; 1 MP duration.

Concussive Fireblast

Evoke Fire/Evoke Air

Cost 12 MP; **Skills** *evocation* 4

Casting Time 2 actions

Duration instant

Range touch; **Area** 25' cone

An explosion bursts outward from you in a conical shape, knocking creatures away with a concussive blast of flames. Creatures take 2d6 points of fire damage and 2d6 points of air damage. Creatures in the area of effect successfully hit by the spell are blown back 5'. Swarms of tiny flying creatures are dispersed. Clouds of non-magical mist and smoke are dispersed automatically.

Costs 4 MP fire damage, 4 MP air damage, 4 MP area.

Counterscry

See Person

Cost 8 MP; **Skills** *divination* 5

Casting Time 1 minute

Duration delayed up to 1 day, then 1 minute

Range unlimited; **Target** one humanoid creature

You set a contingent spell to go off whenever you notice you're being scried on. An automatic scrying attempt is activated in response to immediately see and hear the person scrying on you for one minute (this requires an attack as normal).

Costs 5 MP clairvoyance, 2 MP clairaudience, 3 MP 1-day contingency, −2 MP casting time.

Create Food and Water

Create Life

Cost 4 MP; **Skills** *creation* 2

Casting Time 2 actions

Duration persistent

Range touch; **Target** 5' diameter

You create fairly tasty food and fresh water in the area of effect, a 5' square spread being enough to feed about ten people, enough to last a day, if a bit sparely.

Costs 2 MP enduring object (food), 2 MP enduring object (water).

Demonbind

Hex Evil

Cost 12 MP; **Skills** *hexes* 3

Casting Time 2 actions

Duration 10 minutes

Range 30'; **Area** 20' diameter

Evil creatures in the area of effect are bound, unable to move outside the area of effect. None of the bound creature's attacks, spells, or abilities can cross the area. If the caster attacks the bound creature, it is freed entirely from the binding. Each minute, the target can make one attempt to cross the boundary.

Costs 3 MP binding, 2 MP greater binding, 2 MP duration, 3 MP range, 2 MP area

Desert Cloak

Abjure Fire

Cost 3 MP; **Skills** *abjuration*

Casting Time 2 actions

Duration 1 day

Range touch; **Area** 20' diameter

Creatures in the area of effect gain Soak 1 (fire) for one day, enough to survive temperatures as high as 300 degrees without negative effect. This spell is useful for small adventuring parties, but creatures have to remain in the area of effect for the protection to apply. This resistance also applies to lava and lightning.

Costs 2 MP discounted duration, 1 MP area, 0 MP free cantrip effect.

Detect Magic

See Magic

Cost 5 MP; **Skills** *divination*

Casting Time 2 actions

Duration 5 minutes

Range touch; **Area** 30' diameter

You determine the direction to the nearest significant quantity of magic within 15'. If there are several different such things within the area, you are aware of roughly how many there are, and you can concentrate on each one by one to determine its location.

Costs 1 MP duration, 3 MP area, 1 MP dowsing.

Dimensional Sanctum

Create Space

Cost 16 MP; **Skills** *creation* 12

Casting Time 1 minute

Duration 1 day

Range touch; **Area** 100' diameter

You create a tiny demi-plane, complete with a small stone manor with modest furnishings, interior light, and breathable air of a comfortable temperature. The plane has a door-sized entrance which appears adjacent to the caster, and which can be closed (or opened) with two actions. If the spell expires while people are still inside, they are ejected into the real world, along with anything else they brought into the demi-plane.

Costs 12 MP (100' diameter pocket dimension), 6 MP duration, −2 MP casting time.

Diogenes's Deshackling

Abjure Magic

Cost 3 MP; **Skills** *abjuration* 1+

Casting Time 2 actions

Duration 1 round

Range 30'; **Target** one *compulsion* spell effect

The Great Diogenes, a renowned enchanter, made and sold many copies of this spell to aid people in dispelling compulsion spells. Anyone who casts this spell makes an opposed check vs. a *compulsion* spell effect within 30'. This spell can only be used as a signature spell, as it is specifically targeted against *compulsions*. The cost of the spell is 2 MP for the range, plus half the MP in the target compulsion spell.

Costs 1+ MP dispel magic, 2 MP range.

Dispelling Gaze

Abjure Magic

Cost 6 MP; **Skills** *abjuration* 5

Casting Time 2 actions

Duration instant

Range 10'; **Target** one spell effect

This is the standard dispel learned by all sufficiently experienced Ragesian Inquisitors, and is the default signature spell most rely on for counterspelling. This is mostly only useful against weak spells, but it can be effective in protecting the Inquisitor's warrior allies. It is used against minor spells of 5 MP or less.

Costs 5 MP dispel magic, 1 MP range.

Domineer

Compel Person

Cost 17 MP; **Skills** *compulsion* 5

Casting Time 2 actions

Duration 1 day

Range 30'; **Target** one humanoid creature

The subject becomes controlled (the extreme Autonomy condition) and will follow your commands to the best of its ability; you can also sense whatever the creature senses, even if it goes beyond range. The creature is unaware that it has been controlled, and cannot shake off the effect. The effect ends at the end of its 1-day duration.

Costs 1 MP senselink, 5 MP compulsion (extreme condition), 3 MP subtle compulsion, 6 MP duration, 2 MP range.

Draco Slavu

Enchant Dragon

Cost 12 MP; **Skills** *charm* 3

Casting Time 2 actions

Duration 1 hour

Range 50'; **Target** one dragon

You distort the thoughts of one of the mightiest creatures in the world, a dragon. It becomes enchanted (the severe Charm condition) and helpful to you, acting as a staunch ally, though its alignment doesn't change, and it acts as it would toward any other valued ally. It is not aware that it has been charmed, and thus cannot shake off the condition until the 1-hour duration is up.

Costs 3 MP range, 3 MP duration, 3 MP charm (severe condition), 3 MP subtle charm.

Dry Campsite

Abjure Water

Cost 9 MP; **Skills** *abjuration*

Casting Time 2 actions

Duration 1 day

Range touch**; Area** 30' diameter

This spell keeps a campsite dry and protected from rain for a day.

Costs 3 MP area, 6 MP duration.

Elementalist Spirit

Evoke Fire

Cost 11 MP; **Skills** *evocation* 4, *abjuration* 5

Casting Time 2 actions

Duration 10 minutes

Range self; **Area** 5' diameter

You are surrounded by a fiery nimbus, 5' in diameter, which does 2d6 damage to any who come into contact with you. You also gain Soak 10 (fire).

Costs 2 MP duration, 4 MP fire damage, 5 MP withstanding.

Entangling Vines

Transform Plant

Cost 6 MP; **Skills** *transformation*

Casting Time 2 actions

Duration 1 minute

Range 50'; **Area** 30' diameter

You cause plants to grow from the ground, covering a 30' diameter circle within 50' area in thorny vines and entangling foliage. The area becomes difficult terrain for 1 minute, and causes 1 point of piercing damage to any creature which enters or begins its turn in the area.

Costs 3 MP range, 3 MP area.

Festival of Dreams

Illude

Cost 17 MP; **Skills** *illusion* 4

Casting Time 2 actions

Duration 1 hour

Range 30'; **Area** 20' diameter

Creatures caught in the area of effect perceive that they have suddenly stumbled upon a beautiful fey festival, complete with gorgeous dancers and tantalizing food and drink. The affected creatures perceive that the illusory partygoers constantly present them with delights: offering them sumptuous wine, bringing them rich foodstuffs, dancing merrily with them, and trying to dazzle and awe them with whatever sorts of fleshly pleasures the affected creatures happen to desire.

Affected creatures who decide to bask in the revels and enjoy the festivities will spend the spell's duration standing in place, caught up in the illusion that they are feasting, drinking, and partying.

Affected creatures perceive the small area of effect as though it were a hundred-foot wide festival area. Though none of the specific senses created by this illusion are complex, their sheer overwhelming number is enough to keep most from seeing through the illusion.

Costs 3 MP average visual, 3 MP average audio, 4 MP average tactile, 1 MP simple olfactory, 4 MP reactive, 3 MP duration, 2 MP range, 1 MP area, –4 MP bundled illusion senses.

Field of Weakness

Inflict Metal

Cost 8 MP; **Skills** *affliction* 4
Casting Time 1 minute
Duration 10 minutes
Range touch; **Area** 30' diameter

You set a triggered spell so that it takes effect whenever two or more medium-size or larger creatures enter the area of effect. This trigger can lay in wait for up to ten minutes. When the spell triggers, it evokes a field of deathly energy, draining Strength of all creatures in the area by −1d6. This spell is typically used in front of an enemy force as the beginning of an ambush.

Costs 4 MP drain attribute, 3 MP area, 1 MP duration (with contingency).

Firebolt

Evoke Fire

Cost 4 MP; **Skills** *evocation* 2
Casting Time 2 actions
Duration instantaneous
Range 30'; **Target** one creature

A bolt of fire streaks out at the target, inflicting 1d6 fire damage.

Costs 2 MP range, 2 MP damage.

Flaming Barrier

Create Fire

Cost 10 MP; **Skills** *creation* 6
Casting Time 2 actions
Duration 5 minutes
Range 30'; **Area** 30' diameter

You create a solid wall of broiling flames with the hardness of steel, and let dangerous heat fill the rest of the area. The actual wall is solid, and you can choose any simple shape for it, as long as it fits inside the area of effect, from a simple flat pane to a ring of fire. Since these flames are actually solid, the wall must actually be supported by something at each end; it cannot simply float in the air. You can designate the rest of the area of effect to be filled with intense heat. Anyone in the area of heat or who touches the actual solid wall takes 1d6 points of fire damage.

Thus, you could create a solid wall across the center of the area of effect, and have the far side of the area be filled with heat, leaving you safe on the near side. Or you could create a solid ring to trap creatures inside, and have the center be filled with painful flames. The solid part of the wall cannot be created in an area occupied by a creature.

Costs 1 MP duration, 6 MP area with elemental object, 1 MP elemental damage, 2 MP range.

Friendship

Enchant Person

Cost 7 MP; **Skills** *enchantment* 3
Casting Time 2 actions
Duration 1 hour
Range 10'; **Target** one humanoid creature

One humanoid target becomes enchanted (the severe Charm status).

Costs 3 MP severe status, 3 MP duration, 1 MP range.

Greasepatch

Transform Ooze

Cost 5 MP; **Skills** *transformation* 2
Casting Time 2 actions
Duration 1 minute
Range 30'; **Area** 10' diameter

A 10' diameter area within 30' becomes slick with grease. Creatures can move safely across slick terrain at a Speed of 1. If they move faster than this Speed, they must make a Difficult [16] AGI check or fall prone, ending their movement for that action.

Costs 2 MP slick, 2 MP range, 1 MP area.

Healing Burst

Heal Person

Cost 5 MP; **Skills** *healing* 2
Casting Time 2 actions
Duration instantaneous
Range touch; **Area** 30' diameter

This spell heals all humanoid creatures within 15' of the caster by 1d6 Health.

Costs 2 MP curing, 3 MP area.

Healing Dose

Heal Person

Cost 1 MP; **Skills** *healing* 2

Casting Time 2 actions

Duration instant

Range touch; **Target** one humanoid creature

The subject of this spell is healed 1d6 points of Health.

Costs 2 MP cure wounds.

Hey, Look! We're Cats!

Illude

Cost 9 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 10 minutes

Range touch; **Area** 20' diameter

All creatures in the area of effect when the spell is cast are disguised as cute little kittens, visually and audibly seeming like cats. This illusion also disguises the actual sounds the group makes, but those who disbelieve it (including those under the spell's effect) can understand each other normally. Others will perceive them simply as meowing and purring, and not as talking. The illusion does not fool tactile or olfactory senses, so people who bend down to pet the kitties and instead bump into a disguised person's leg will be able to disbelieve easily.

Costs 3 MP average visual, 3 MP average audio, –1 MP bundled illusion senses, 2 MP duration, 2 MP area.

Icewall

Create Ice

Cost 9 MP; **Skills** *creation*

Casting Time 2 actions

Duration 1 hour

Range 30'; **Area** 50' line

You create a wall of ice up to 50' in length and 10' in height.

Costs 3 MP duration, 2 MP range, 4 MP area.

Inevitability

Inflict Death

Cost 7 MP; **Skills** *affliction* 10

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one creature

You infuse the targeted creature with entropic energy, causing it to suffer the debilitating effects of aging. Each round, for ten rounds (one minute), the victim ages 5 years. Often, only quick magical intervention can save the victim's life. The victim's age reverts to normal at the end of the duration.

Costs 10 MP aging, –3 MP duration spread.

Infantry's Boon

Abjure Metal

Cost 4 MP; **Skills** *abjuration* 2

Casting Time 2 actions

Duration 1 minute

Range touch; **Area** 20' diameter

Creatures in the area of effect gain Soak 4 against metal weapons. Enemies and allies alike gain the same benefit, so ingenious battle mages have been known to cast this on dangerous enemy warriors to make them less of a threat (because everyone near them is protected against their attacks), allowing friendly infantry to focus on other targets.

Costs 2 MP area, 2 MP Soak.

Invisibility

Illude

Cost 3 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one creature or object

The affected creature is protected by a complex visual illusion, rendering it completely invisible and gaining a +3d6 bonus to stealth attempts. A failed stealth attempt means that the observer knows where the invisible creature is due to other clues—sound, moving items, tracks, etc. but can't actually see it. If no attempt at stealth is made, observers will know where the invisible creature is.

Costs 3 MP complex visual illusion.

Invisibility, Inscrutable

Illude

Cost 5 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one creature or object

The target is hidden by a complex visual illusion and an aura of silence. This works in the same way as the *Invisibility* spell, but grants +5d6 to stealth attempts.

Costs 3 MP complex visual illusion, 3 MP complex audio illusion, –1 MP bundled senses.

Lesser Gaze of the Gorgon

Transform Earth

Cost 15 MP; **Skills** *transformation* 14

Casting Time 2 actions

Duration 1 minute

Range 10'; **Target** one creature

If the target is successfully attacked, it is turned to stone for one minute. Unlike the true gorgon, this petrification wears off after the spell ends, but if the creature is disfigured or dismembered when in statue form, it will be similarly injured when the spell ends. Note that if the target is willing (for whatever reason), the cost is only 9 MP.

Costs 14 MP de-animate unwilling creature, 1 MP range.

Lightning Trap

Evoke Lightning

Cost 8 MP; **Skills** *evocation* 6

Casting Time 2 actions

Duration 4 hours with contingency

Range touch; **Area** one 5' square

You touch the ground, a wall, a door, or container, and charge it with electrical energy that discharges on the next creature to touch the surface. That creature is attacked for 3d6 points of lightning damage. If not triggered within the 4-hour duration, the spell dissipates.

Costs 2 MP duration contingency, 6 MP damage.

Lupus Ally

Summon Beast, Compel Beast

Cost 8 MP; **Skills** *summoning* 4, *compulsion* 4

Casting Time one minute

Duration 10 minutes

Range touch; **Target** one creature

You summon a wolf for 10 minutes, which remains dominated (will obey commands which do not overly conflict with its nature) for the duration. You must make a MAG vs. the wolf's Mental Defense (14) check. The wolf does not gain any special intelligence, knowledge, or abilities, except for a special ability to understand your language.

Costs 2 MP duration, 4 MP summoning, 4 MP severe condition, –2 MP casting time.

Mage Armor

Abjure Self

Cost 5 MP; **Skills** *abjuration* 4

Casting Time 2 actions

Duration 10 minutes

Range self; **Target** self

You encase yourself in invisible force armor, granting Soak 4 for 10 minutes.

Costs 4 MP Soak (half effect for *self* secret), 2 MP duration.

Mage Plate

Abjure Self

Cost 10 MP; **Skills** *abjuration* 8

Casting Time 2 actions

Duration 10 minutes

Range self; **Target** self

You encase yourself in invisible force plate armor, granting Soak 8 for 10 minutes.

Costs 8 MP Soak (half effect for self secret), 2 MP duration.

Mage's Thrust

Move Person

Cost 6 MP; **Skills** *movement* 5
Casting Time 2 actions
Duration instant
Range 30'; **Target** one humanoid creature

You throw a Large or smaller person 10' back. This spell is used primarily to knock opponents around, like Saruman did to Gandalf. This is often taken as a signature spell for emergencies.

Costs 4 MP telekinetic thrust, 2 MP range.

Maleficent Misfortune

Hex Person

Cost 6 MP; **Skills** *hexes* 4
Casting Time 2 actions
Duration 1 minute
Range 30'; **Target** one humanoid creature

The affected creature becomes cursed by misfortune, unable to access its LUC pool for one minute.

Costs 2 MP range, 4 MP curse.

Mantle of Antimagic

Abjure Magic

Cost 9 MP; **Skills** *abjuration* 5
Casting Time 2 actions
Duration 1 hour
Range touch; **Area** 20' diameter

Creatures within the area of effect gain an antimagic effect; make a Magic check when casting the spell. Any magical attacks directed at the recipients of the spell must exceed this value as well as the target's Defense scores.

Costs 5 MP antimagic, 3 MP duration, 1 MP area.

Mask of Nothingness

Illude

Cost 11 MP; **Skills** *illusion* 3
Casting Time 2 actions
Duration 10 minutes
Range touch; **Target** one creature or object

This spell makes the subject completely undetectable by sight, sound, scent, or touch. The combination of different illusions is so powerful that it is not possible to detect the affected creature by normal means—no stealth checks are needed.

Costs 3 MP complex visual, 3 MP complex audio, 3 MP complex tactile, 3 MP complex olfactory, 2 MP duration, –3 MP bundled senses.

Mend Gear

Mend Metal

Cost 2 MP; **Skills** *healing* 2
Casting Time 2 actions
Duration instant
Range touch; **Target** one metal object

You repair 1d6 points of damage to a metal object, such as a sword or a suit of armor. Pieces that had broken off are reattached, dents are smoothed out, and so on. Similar spells exist to repair wood and cloth. It often takes several applications to repair a heavily damaged object.

Costs 2 MP healing.

Mind Blast

Enchant Person

Cost 9 MP; **Skills** *charm* 4
Casting Time 2 actions
Duration 1 minute
Range touch; **Area** 25' cone

You mentally overwhelm enemies in the area, stunning them (the extreme Alertness status).

Costs 4 MP area, 1 MP discerning, 4 MP extreme condition.

Mind Wipe

Compel Person

Cost 14 MP; **Skills** *compulsion* 6
Casting Time 1 minute
Duration 1 day
Range touch; **Target** one humanoid creature

You spend a minute modifying the target's mind, erasing the subject's memories and knowledge, leaving him with the mind of an infant. The subject is unaware that his mind has been altered. The subject's memories return at the end of the spell's duration.

Costs 6 MP mindwipe, 3 MP subtle compulsion, 6 MP duration, 1 MP range, –2 MP casting time.

Murder of Crows

Transform Animal

Cost 9 MP; **Skills** *transformation* 6

Casting Time 2 actions

Duration 5 minutes

Range self; **Target** self

You turn yourself into six crows, with a total grade of 1. The crows recombine in five minutes, as long as at least one is left alive.

Costs 2 MP transform creature, 1 MP duration, 6 MP splitting.

Nightmare Beast

Illude

Cost 9 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 1 minute

Range 30'; **Area** 20' diameter

This spell creates a horrifying illusory creature of up to Gigantic size, which attacks your enemies. Use the actual stats of whatever creature you choose, but any creature struck by it takes no damage, and automatically disbelieves the illusion.

Costs 3 MP complex visual, 1 MP simple reactive, 1 MP simple audio, 2 MP range, 2 MP area.

Nightmare Incarnate

Illude

Cost 15 MP; **Skills** *illusion* 3, *charm* 4

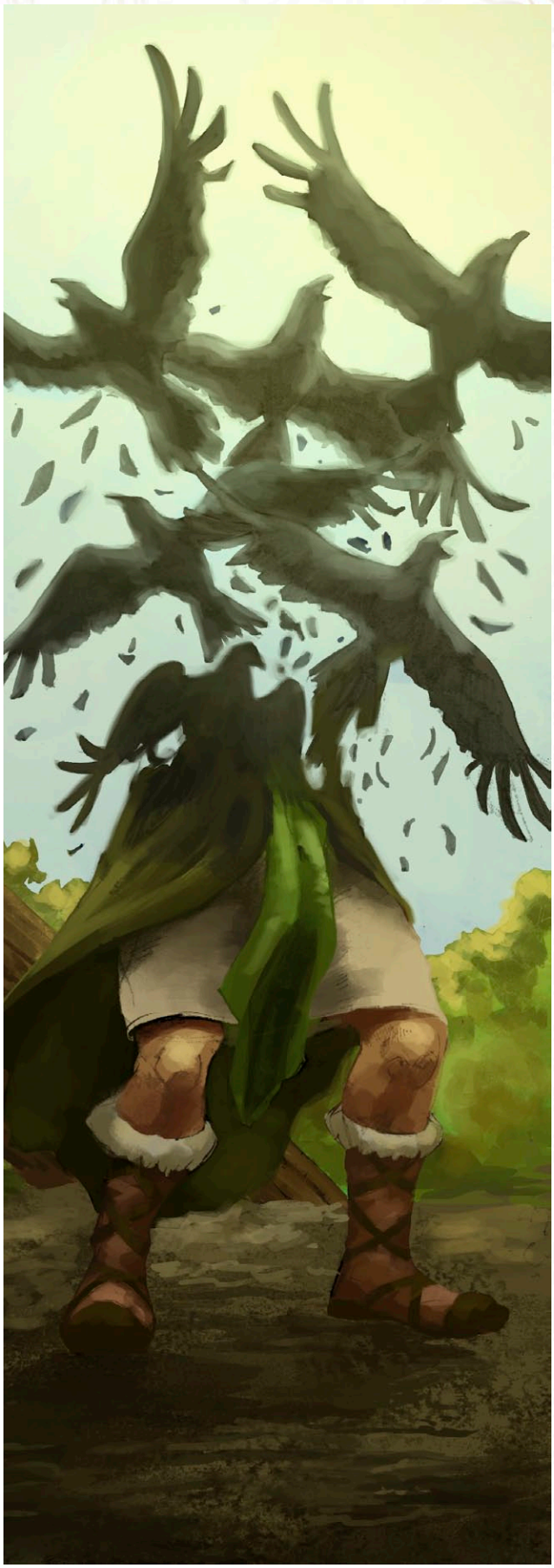
Casting Time 2 actions

Duration 1 minute

Range 30'; **Area** 50' diameter

This spell also creates a horrifying illusory creature of up to Gigantic size, which attacks your enemies. Use the actual stats of whatever creature you choose, but any creature struck by it takes no damage, and automatically disbelieves the illusion. However, this more powerful spell is designed to render victims terrified (the extreme Fear status). For that reason, it has a larger area, and the fear affects all within the area even though the illusory creature is no bigger.

Costs 3 MP complex visual, 1 MP simple reactive, 1 MP simple audio, 2 MP range, 4 MP area, 4 MP extreme condition.



Pocket Armory

Create Metal

Cost 9 MP; **Skills** *creation* 4

Casting Time 2 actions

Duration 1 hour

Range touch; **Area** 20' diameter

You create weapons and armor of your choice worth up to 1,200 gc, in an area 20' in diameter. The items disappear after an hour.

Costs 4 MP create object, 2 MP area, 3 MP duration.

Prince into Toad

Transform Animal

Cost 12 MP; **Skills** *transformation* 6

Casting Time 1 minute

Duration 1 day

Range touch; **Target** one creature

You turn a normal person (or any other creature) into a diminutive toad (1d6) for a day.

Costs 6 MP duration, 6 MP unwilling subject, 2 MP transform creature, −2 MP casting time.

Protection from Evil

Abjure Evil

Cost 1 MP; **Skills** *abjuration* 1

Casting Time 2 actions

Duration 1 minute

Range self; **Target** self

A short prayer provides protection from the touch and corruption of evil creatures. Evil creatures who try to touch the caster or try to target its Mental Defense are subject to a MAG vs. Mental Defense attack; if it succeeds, the creature cannot touch or attack the caster or make a Mental Defense attack against it for one minute. While the hedging effect prevents the evil creature from making melee attacks at the caster, it can still use ranged attacks and spells which do not target Mental Defense.

Costs 1 MP hedging.

Rain Dance

Create Water

Cost 9 MP; **Skills** *creation* 2

Casting Time 1 minute

Duration 1 hour

Range touch; **Area** ¼-mile diameter

You cast this spell and lead your people in a ritualistic dance for ten minutes (technically the spell takes one minute to cast, but the weather appears 10 minutes later; the dance is optional, but it makes the spell more fun.) As the dance ends, rain begins in a quarter-mile diameter area if it is appropriate to the season. The rain lasts until the spell ends, and then normal weather takes its place.

Costs 2 MP create air, 4 MP area, 3 MP duration.

Remedy

Heal Person

Cost 15 MP; **Skills** *healing* 10

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one humanoid creature

This powerful spell negates any temporary conditions and neutralizes all poison affecting a humanoid creature. As a side effect, any poison that enters the creature's system in the next minute is also neutralized. This spell is often made into potions, albeit expensive ones.

Costs 10 MP remove all conditions, 5 MP negate poison.

Rescue Featherfall

Move Self

Cost 4 MP; **Skills** *movement* 1

Casting Time 2 actions

Duration 1 day with contingency

Range self; **Target** self

This is a contingency spell which activates when you fall. You descend up to 600' at a safe speed of 60' per round, at which speed you take no damage.

Costs 1 MP featherfall, 3 MP duration.

Reshaping

Transform Ooze

Cost 8 MP; **Skills** *transformation* 1
Casting Time 2 actions
Duration 1 minute
Range touch; **Area** 5' diameter

You transform up to a 5' area of nonliving matter so that it can be easily shaped, like clay. You can change the form of the affected material, and when the spell's duration ends, the matter will revert to its original substance, but keep its new shape. Thus, you could take a large chunk of glass, use this spell on it, reshape it into a swan, and the glass will keep the form of a swan. This spell is most commonly used by underground races to carve out tunnels and homes out of stone, though multiple uses are often needed to complete a task.

Costs 1 MP transform element, 7 MP medium size.

Roaming Eye

See Space

Cost 8 MP; **Skills** *divination* 5, *movement* 1
Casting Time 2 actions
Duration 10 minutes
Range unlimited; **Area** 20' diameter

An invisible "eye" is created with a 20' diameter viewing area; you can move the sensor for the duration of the spell at a Speed of 5, letting you follow interesting leads. The initial location of the eye must be somewhere you have seen before; a common use is to create the eye adjacent to the caster and then have it scout ahead.

Costs 5 MP clairvoyance, 1 MP telekinesis, 2 MP duration.

Scintillating Evening Wear

Create Light

Cost 5 MP; **Skills** *creation* 2
Casting Time 2 actions
Duration 1 hour
Range touch; **Area** 10' diameter

You create a gleaming set of clothing, enough for a single person. The light from the clothes shines out, illuminating an area 10' diameter (and a further 5' of dim light) centered on the wearer, and although the clothes themselves are translucent, the shining light prevents them from revealing anything you don't want them to.

Costs 2 MP elemental object, 3 MP duration, 1 MP area.

Searing Fireball

Evoke Fire

Cost 11 MP; **Skills** *evocation* 6
Casting Time 2 actions
Duration 1 round
Range 50'; **Area** 20' diameter

Searing flames fill the area of effect, dealing 3d6 points of fire damage. Highly flammable materials catch on fire.

Costs 6 MP fire damage, 3 MP range, 2 MP area.

Shield of Glory

Abjure Self

Cost 6 MP; **Skills** *abjuration* 6
Casting Time 2 actions
Duration 10 minutes
Range self; **Target** self

The caster gains a +6 bonus to all its Defenses.

Costs 6 MP shielding

Shrieking Wall

Create Sound

Cost 5 MP; **Skills** *creation* 1
Casting Time 2 actions
Duration 1 minute
Range 30'; **Area** 40' line

You evoke a wall of hideous, roiling sound, filled with angry spirits. Each round, make a ranged attack against each creature in the area of effect (this represents the spirits aiming their shrieks at interlopers). Creatures struck take 1d6 points of sonic damage.

Costs 1 MP elemental damage, 2 MP range, 2 MP area.

Sic 'Em

Enchant Animal

Cost 6 MP; **Skills** *enchantment* 3
Casting Time 2 actions
Duration 1 minute
Range 30'; **Target** one animal

Choose a target animal and a victim you want it to attack, both of which must be within range. The animal becomes angry (the severe Anger status) more violent toward the victim, its attitude changing as appropriate to its new status. If it is hostile, the animal will attack. Each round, the animal receives a new save to reduce the effect of the spell.

Costs 2 MP range, 3 MP severe condition, 1 MP targeted enchantment.

Spellguard

Abjure Magic

Cost 8 MP; **Skills** *abjuration* 6
Casting Time 2 rounds
Duration 1 hour
Range self; **Target** one creature

This spell was originally designed to counter spells, but it can work on any spell in a pinch. You set this spell upon a creature or object with the contingency trigger, "Counter the first spell cast at this." When a spell targets the affected creature or object, the dispel triggers, making a Dispel Magic check. The shield can lay in wait for up to one hour, but triggers only once. The spell is only effective against spells of up to 6 MP.

Costs 6 MP dispel power, 2 MP contingency duration.

Spookiness

Illude

Cost 7 MP; **Skills** *illusion* 1
Casting Time 2 actions
Duration contingency 1 day, then 1 minute
Range touch; **Area** 20' diameter

Creatures in the area of effect perceive cold, semi-tangible hands touching them, caressing their faces and stroking their hair, trying to press them away. Additionally, the air is filled with a barely-audible murmur of voices, sounding like a crowd on the other side of a wall, from which a listener can occasionally almost make out what sounds like a disturbing statement of pain.

This spell is simply intended to unnerve people. Most untrained animals will flee the area of effect, and superstitious people may think the place is haunted. The spell's area of effect is usually enough to cover the entryway to a house, and the spell has a contingency that can wait up to a day, triggering whenever anyone approaches the area. Mages who value their privacy can cast this spell each day in the morning to ward off the curious.

Costs 1 MP simple audio, 1 MP simple tactile, 3 MP duration contingency, 2 MP area.

Stormbolt

Evoke Lightning

Cost 11 MP; **Skills** *evocation* 6
Casting Time 2 actions
Duration instant
Range 30'; **Area** 20' diameter

Multiple thin bolts of blue lightning cascade from the sky, striking any number of creatures and objects in the area of effect. Those creatures you do not want to hurt are unaffected. Make a ranged attack for each target; any struck take 3d6 points of electricity damage.

Costs 6 MP damage, 2 MP range, 2 MP area, 1 MP discerning.

Soulswitch

Displace Person

Cost 11 MP; **Skills** *phasing* 5

Casting Time 2 actions

Duration 1 day

Range touch; **Target** one humanoid creature

You release your soul from your body and attempt to enter the body of another. The transition is not permanent—when the spell ends, your spirit leaves the host and tries to return to its own body, and the host's soul returns to its body. However, you cannot leave the host if your original body is not within range. If the spell ends and you cannot reach your original body, you die. This likewise happens to the soul of the host if its body is out of range when the spell ends.

Costs 5 MP possession, 6 MP duration.

Telepresence

Create Sound, Illude, See Person

Cost 11 MP; **Skills** *illusion* 3, *divination* 5, *creation* 2

Casting Time 1 minute

Duration concentration

Range unlimited; **Target** special

You send a detailed image of yourself to the location of an ally, to communicate with him almost as if in person, but with very little risk. Through your image you can see and hear normally.

Costs 2 MP elemental object, 1 MP complex sound, 3 MP average visual illusion, 5 MP clairvoyance, 2 MP clairaudience, –2 MP casting time.

Thermonuclear Detonation

Displace Self

Cost 10 MP; **Skills** *displacement* 10

Casting Time 2 actions

Duration 1 minute

Range self; **Target** self

You jump forward up to one minute into the future. When you have allies, this is often enough time for them to finish off any opponents, so to you it seems as if a bunch of enemies suddenly died as a result of you using this spell. This spell is popular among gnomes, and often results in hard feelings.

Costs 10 MP time hop.

Titanic Might

Transform Giant

Cost 20 MP; **Skills** *transformation* 10

Casting Time 2 actions

Duration 5 minutes

Range touch; **Target** one creature

You turn a willing target into a hill giant for up to one minute. The target gains the giant's physical characteristics but maintains its own mental characteristics.

Costs 10 MP transform creature (10d6).

Toast to Unconsciousness

Compel Person

Cost 1 MP; **Skills** *compulsion* 1

Casting Time 2 actions

Duration instant

Range 10', **Target** one humanoid creature

A simple compulsion, often learned by young apprentices with a sense of mischief or a hint of a bully. You hold forth a liquid of some sort and say "Drink this!" If your check is successful, the target creature will drink what you hold forth, unless it recognizes it as poison or some other dangerous substance. The typical drink to use with this spell is strong alcohol with a tranquilizing poison, but you must supply those yourself. If the creature does not finish drinking in the first round, it gets an additional saving throw each round.

Costs 1 MP range, 0 MP simple language command.

Troll's Tenacity

Heal Person

Cost 10 MP; **Skills** *healing* 10

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one humanoid creature

The person touched heals 1d6 points of damage per round for one minute (10 rounds).

Costs 10 MP enduring curing.

Turncoat

Compel Person

Cost 10 MP; **Skills** *compulsion* 5

Casting Time 2 actions

Duration 1 minute

Range 50'; **Target** one humanoid creature

You telepathically compel the target to fight its allies; the target is controlled (extreme Autonomy status).

Costs 5 MP extreme condition, 1 MP telepathic command, 4 MP range.

Turn Undead

Enchant Undead

Cost 6 MP; **Skills** *enchantment* 3

Casting Time 2 actions

Duration 1 minute

Range self; **Area** 20' diameter

You channel holy power to awe and intimidate undead creatures within 10' of you, weakening them and driving them away. The undead is rendered afraid (the severe Fear status) and flees as well as it can from you, but once it leaves the area of effect it is free to act normally (though it cannot re-enter the area of effect).

Costs 2 MP area, 1 MP discerning, 3 MP severe condition.

Vine Chains

Transform Plant

Cost 11 MP; **Skills** *transformation* 5

Casting Time 2 actions

Duration 1 minute

Range 50'; **Area** 30' diameter

An area 30' in diameter within 50' is turned into greedy, grasping vines which grab and restrain any creature which enters or begins its turn in the area. Affected creatures are immobilized (the severe Mobility status). They can still take actions and defend themselves, but they may not move.

Costs 5 MP immobilize, 3 MP range, 3 MP area.

Wallbuilder's Blessing

Mend Earth

Cost 6 MP; **Skills** *healing* 6

Casting Time 2 actions

Duration instant

Range touch; **Target** one wall

Your touch mends damaged stone, strengthening the walls of a building, cave, or other structure. This repairs 3d6 points of damage that has been dealt to the wall. Note that you do not need to purchase an area of effect for this spell as long as you affect only one structure, just as you do not need to purchase an area of effect to heal a large creature.

Costs 6 MP curing.

Watery Grave

Transform Water

Cost 8 MP; **Skills** *transformation*

Casting Time 2 actions

Duration 1 minute

Range 100'; **Area** 50' diameter

An area 50' in diameter within 100' is transformed into a lake of water 5' deep. Those within the area must swim or begin drowning.

Costs 4 MP range, 4 MP area.

Winter's Embrace

Abjure Ice

Cost 14 MP; **Skills** *abjuration* 5, *hexes* 4

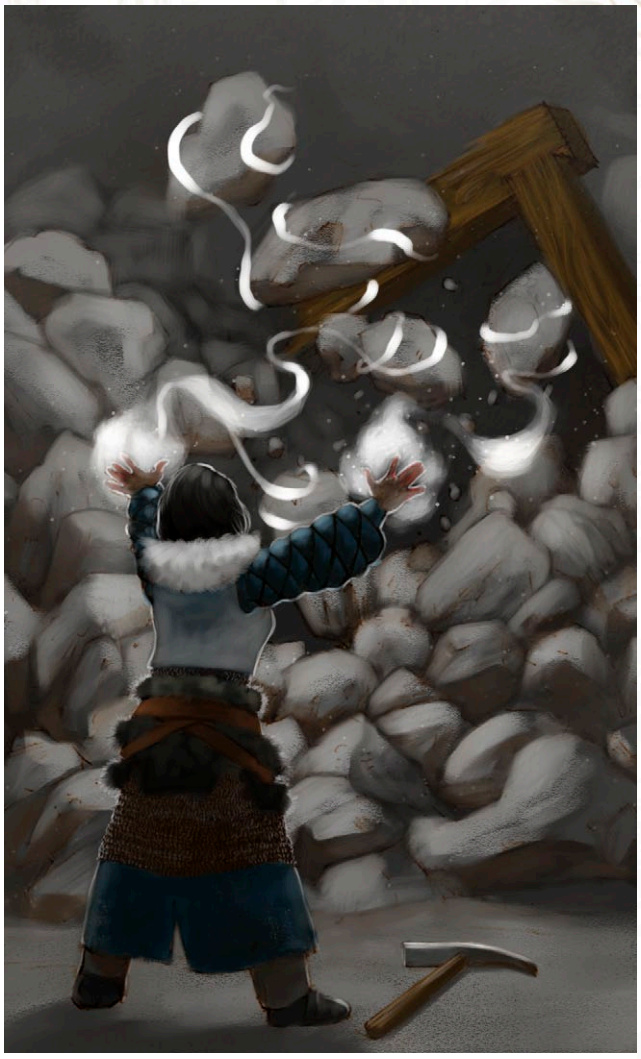
Casting Time 1 minute

Duration 10 minutes

Range self; **Area** 20' diameter

This spell creates an aura around you, benefiting allies and harming enemies. Allies gain Soak 6 (cold). Enemies gain vulnerability 1d6 (cold). This aura travels with you, affecting all creatures that are close enough.

Costs 6 MP withstanding, 4 MP vulnerability, 2 MP duration, 2 MP discerning, 2 MP area, –2 MP casting time.



Word of Sleep

Enchant Person

Cost 4 MP; **Skills** *enchantment* 2

Casting Time 2 actions

Duration 1 minute

Range 30'; **Target** one humanoid creature

Though this spell creates just a light sleep from which the target can be easily awoken, it is easy to cast and can affect even the strongest minds as long as the caster is powerful enough. The target gains the snoozing status (the moderate Drowsiness status).

Costs 2 MP range, 2 MP moderate condition.

Magical Exploits

There are already magical exploits found in *Fantasy Careers*. These include Arcane Recharge, Arcane Secret, Extreme Concentration, and Signature Spell. This section of the book contains a few new magical exploits.

Adaptive Abjuration (requires LOG 8+,* abjuration *6+). When you cast an abjuration spell, choose its basic function as usual, such as Soak or Defense. However, you may choose to have the spell be adaptive. If you do, the first time you would be attacked or damaged by a source that matches a type you know the secret of, the spell will switch to the appropriate element, virtue, or creature type. You can choose for this not to happen, but you can only choose whether to switch the first time you're threatened.

Artificer (requires LOG 8+, [crafting] 6+). You are able to create magical items using the procedure outlined below.

Counterspell (requires AGI 8+;* abjuration *6+). You can use the Abjuration/Dispel Magic enhancement as a free reaction at the same time that an opponent attempts to cast a spell. The opponent must be in range, and the spell must have no other effects.

Jeweller (requires INT 8+). You gain one additional Magic Point out of a gemstone.

Magical Reservoir (requires END 6+). You gain 2d6 extra Magic Points to add to your total number of Magic Points. This does not affect the maximum amount of Magic Points you can invest in a single spell. You can take this exploit multiple times; each time you do, you gain an additional 2d6 MP.

Quickspell (requires INT 8+). Choose one signature spell that you know. You may now cast that spell as a free action, but only once per day. You can take this exploit a second time and increase the frequency of that spell to three times per day.

Silent Caster (requires LOG 8+). Normally spells require verbalization; you have the ability to cast spells silently, with no need to verbally utter words of magic.

Spellblaster (requires END 8+;* evocation *6+). You are very skilled at dealing out magical damage. When you cast an evocation spell, you score a critical hit whenever you roll double-sixes or triple-sixes.

Magical Items

Fantasy Equipment touched on the enchantment of items; this section goes into that process in more detail. Creating magical items is an alchemical process.

As mentioned in *Fantasy Equipment*, exceptional quality items can store spells at a cost of 1,000 gc times the square of the spell's MP total, granting the item a once-per-day usage of the spell. This is the market cost of such an item—it is the cost that a character would have to pay to buy the item, not the cost of creating it. It is up to the GM how common or easily obtainable such items are.

Magic-users who wish to create their own magical items will find the following rules useful. In order to create a magical item, a spellcaster must have the Artificer exploit.

1. First, an exceptional quality item is required. The magic-user might buy such an item or have a skilled craftsman make it. This must be a genuine item, not one magically created.
2. The magic-user then casts the spell into the item. The stored spell will be usable once per day; it can be increased to three times per day by adding +2 MP to the cost of the spell, or at-will by adding +5 MP.
3. The total cost of making the item, including components and other resources, is calculated by using the market value formula above (1,000 gc times the square of the spell's MP total), but if the magic-user is creating it herself, the cost is halved.
4. The time required to enchant the item is one day per MP.

Optional Rule

As an option, you can rule that creating a magical item requires the use of alchemical substances. The caster's own skills, secrets, and Magic Points are not useful in this process; instead, the item must only incorporate metal, creature parts, and gemstones as described in the Spell Components section (*q.v.*).

For example, if Augusto the Enchanter wished to create a pair of boots which the wearer can click together to gain +4 Speed, the process would look like this:

1. Augusto purchases a pair of exceptional quality boots for 255 gc. A 5,000 gc gem is consumed in the process to grant Augusto 7 magic points. He incorporates 2,000 gc of mercury (also known as quicksilver) into the buckles to reduce the cost of the Move/Speed enhancement by 2 MP.
2. He then casts a 7 MP spell into the boots. 2 MP for +4 Speed using the Movement/Speed enhancement (at half cost) and 5 MP to make it an at-will ability. He doesn't need to add any range (touch; the wearer is wearing them), area (self/5'), or duration (he leaves it at one minute).
3. The cost of the spellcasting is 24,500 gc, and the base cost of the exceptional quality boots is 255 gc, bringing the total cost to 24,755 gc.
4. It takes Augusto seven days to enchant the boots.

The result is *Augusto's Marvelous Accelerating Footwear*, a pair of boots which the wearer can click together at any time (two actions) to gain +4 Speed for one minute. The boots cost 24,755 gc to create, and would have a value of 49,255 gc on the market if the character were to buy them instead.

Selling Items

Characters can sell items for half their market value, as usual. Some exploits and skills allow characters to adjust that sale value. In the case of character-created items, half the market value is less than the cost to create the item, meaning that going into business creating and selling magic items is not usually feasible—that's why there are no magic item supermarkets.

Chapter VI

Wilderness, Strongholds, and Warfare

Wilderness travel and exploration is a vital part of a medieval fantasy campaign. Whether traveling across plains and mountains to a distant location, or mapping out a region for a cartographer's guild, here you will find rules for wilderness-based adventuring. Entire adventures can be based around wilderness travel (just ask Professor Tolkien).

In addition, you'll learn how to build a stronghold, which can grant you benefits when out in the field. As adventurers become richer, gain knighthoods, fame, or other honours, they may choose to build a castle, or a temple, or even a shrine or sacred grove. The rules here will allow characters to construct a wide range of strongholds, design them with specific features, and gain special exploits derived from their ownership of them.

Finally, you will also find rules for warfare on a grand scale! These rules are not tabletop battle rules, but rather a way to involve PCs in a war or series of battles and influence the outcome of the conflict by undertaking certain missions or by having their armies engage in certain broad strategies.

Traversing the Wilderness

Wilderness travel is a staple of fantasy literature. Whether your party is a group of dwarves traveling to slay a dragon, or a fellowship sneaking into enemy territory, journeys across epic landscapes through fell weather and foul monsters continue to inspire the imagination. Indeed, in many cases, the journey *is* the adventure, as the heroes trek across field and

Group Checks

The wilderness travel rules often require the PCs to make a group check. When a group check is made, it presumes that stronger party members are able to help others. All characters make the appropriate check; the group succeeds if half the checks succeed. If there is an odd number of PCs, round up (so for a group of five PCs, three must succeed).

Group checks can also be used for party stealth, or when a group attempts to scale a cliff. Whenever the entire group is engaged in an activity where members may assist each other, a group check is appropriate.

Berengar came to the land of the frost giants in search of gold and glory. Now all he wanted was food, fire, and directions to the fastest way out of this thrice-damned realm.

It wasn't the cold that bothered him: Berengar had swum the Korum Strait in the dead of winter to escape the legions of the Skeld, earning him the name Ice-Heart among the clans. No, it was the *magic*. A man could face good, honest steel. He could contend with whatever doom the gods placed upon him. But magic would turn a chest of gold into a pot of ashes, and a winsome snow-witch into a fanged viper. And the land of the frost giants was soaked in it, may the gods curse it to the seventeen hells.

"How much further to the mead-hall?" he growled.

The old man at his side grinned toothlessly. "Not far, not far. Soon, food. Soon, fire. Yes." He chuckled and capered, pantomiming warming his hands at a fire and eating with gusto at a heavily laden table.

Berengar sighed. Yes, once they reached the hall of Colberaht, the Bright-Helmed, he would stay put until the spring thaw. And then he would leave this land through Warden's Pass and never, ever look north again.

As they crested the hill, Colberaht's hall came in sight. But it was not the warm, inviting place Berengar expected. It was still and silent: no singing, shouting or clash of arms marked it as the seat of a lusty warrior and king. No smoke rose from its thatched roof, no smell of roasting meat carried on the chill wind.

Berengar halted. "Thuld, wait." But the old man scampered heedlessly forward, hooting and laughing. The door at the near end of the hall hung open on broken hinges, and Thuld disappeared into the darkness within.

Berengar remained still. Neither shouts of welcome nor screams of terror came from the hall. He slowly drew his sword and crept silently forward.

When Berengar entered the hall, he found it dark and cold. Torn banners hung on the walls and smashed tables and benches lay strewn about. Into its fire pit was heaped the treasures of Colberaht: helms, armor and weapons, gold rings and bracelets, drinking cups inlaid with gold and studded with precious gems.

And perched on the throne was Thuld, with a gold circlet on his brow.

"I bid you welcome to my hall, Berengar, called Ice-Heart."

"Your hall?"

Thuld smiled. A cold mist began to rise from him, as his skin grew pale, then bone-white. "Aye," he said in a voice like the boreal wind as it howls between the trees in midwinter. "Not two winters ago, this was called by men Spear's Rest, the hall of Colberaht, the Bright-Helmed, proud ring-giver. But he and his warriors, and all his kin, were slain by a greater lord. And that lord now sits on this throne."

By now the old man's form was hidden in a chill fog that filled the far end of the hall. "Now this hall is called Cold Triumph. And it is the hall of Thuld!" From the mist emerged a giant creature: fanged and serpentine, with eyes the color of a winter sun, diamond-bright claws the length of a man's arm, and a long, thrashing tail.

Berengar threw back his head and roared with laughter. The dragon stopped, its brow furrowed in puzzlement. "What amuses you?" Thuld demanded.

Berengar smiled broadly. "It has been so long since I visited the courts of the mighty that I forgot my manners, and I did not introduce myself to you properly when we met. I am Berengar Ice-Heart, whose father is Aznal Eight-Fingered, slayer of the dragon Mord; and whose mother is Gerd the Bow-Strong, slayer of the dragon Auzur. The armor beneath these furs is made from the scales of Ulrek the Fiery, and my sword is called Wyrm-Piercer."

With practiced grace he dropped into a fighting crouch. "And you, Thuld, led me to your lair, and your treasure. Maybe you think yourself a fearsome monster, a devourer of heroes. But you were wrong, Thuld. *I* am the monster!"

Roaring the battle cry of his clan, he charged.

mountain, cross rivers and forests, and sleep under the stars or in long-forgotten caves. Perhaps the party has a vital task which can only be accomplished at their destination, or perhaps they are pursuing or being pursued. Maybe they're itinerant wanderers or nomads who call no place home.

Travel Glossary

A few terms are used frequently in this section.

Hustling. Hustling is a faster form of movement which carries with it a risk of fatigue.

Inclement Weather. Weather is determined randomly. Usually it is merely descriptive, but some stronger forms of weather are termed "inclement weather" and worsen the terrain type.

Terrain Type. There are four terrain types—*easy*, *normal*, *rough*, and *arduous*. The terrain type affects overall travel speed.

Fortune. A numerical value which determines how well the journey is going. When it is positive, all is well; if it falls negative, bad things start to happen.

Fortune is an important number, and forms the central pillar of the traveling rules.

Additionally, there are three journey types, described below.

Quick Journey. A quick journey allows the GM to run an entire overland journey in a minute or so. The overall terrain and weather are established and used to determine the journey time and difficulty; the adventurers make one attribute check each, and the resultant Fortune determines what state they arrive in. Quick journeys are used when the travel is not an important aspect of the adventure.

Detailed Journey. A detailed journey covers each day of travel individually, establishing terrain and weather daily and maintaining a changing Fortune throughout. The current Fortune determines what type of day the adventurers have. Detailed journeys are used when the travel itself is an integral part of the adventure.

Exploratory Journey. An exploratory journey is much like a detailed journey, but much slower. It allows the party to fully map each hex and discover features they might otherwise miss.

Rate of Travel

Journeys take place across hex maps; each hex represents five miles. Typically, without hustling, a traveler moves at 1 mile per hour per point of Speed. This is a steady pace and can be maintained indefinitely. In a group, the party moves at the *average* speed of its members—faster characters can help slower characters, while slower characters slow down the faster ones. Mounted travelers use the speed of their mounts or vehicles.

Movement Costs per Terrain Hex

Terrain	Cost to Enter	Difficulty
Easy (road, river)	1	*Routine [10]*
Normal (plains, coastline, lake)	2	*Challenging[13]*
Rough (forest, swamp, mountains, deep sea)*	4	*Difficult [16]*
Arduous (rough plus inclement weather)*	—	*Strenuous [21]*

Hustling. Hustling is a faster form of movement. When hustling, travelers may double their movement rate. However, each day of hustling requires a group END check based on the terrain's difficulty, with a –1d6 penalty for each subsequent day. If the check is failed, it costs a 1d6 point penalty to the group's Fortune and means that a day of rest is required before hustling can be attempted again. Mounted characters make END checks for themselves; their mounts need not make checks but some mounts may offer bonuses or penalties to those checks.

Terrain. Forests, swamps, and mountains are considered *rough terrain*. Rough terrain effectively halves movement rates and does not permit hustling. *Arduous terrain* is a yet more difficult category which only allows movement at a rate of one hex (five miles) per day, and is usually found when combining rough terrain with inclement weather, although it can include some particularly difficult terrain types like lava fields, glaciers, quagmires, maelstroms, and so on. Roads and rivers are considered *easy terrain*, and double movement rates.

The party might cover terrains of different types during a given day. Each hex has a terrain type, and this indicates the movement cost to enter that hex (a party can always see what terrain the adjacent hexes are). Moving at a normal rate, the movement points a party can spend in a day are equal to the group's Speed—so a party with a Speed of 6 has 6 movement points to spend per day. Entering a normal hex costs 2 points, an easy hex costs 1 point, and a rough hex costs 4 points. Arduous hexes reduce speed to 1 hex per day, regardless of Speed—if the party has already moved that day, it cannot enter an arduous hex.

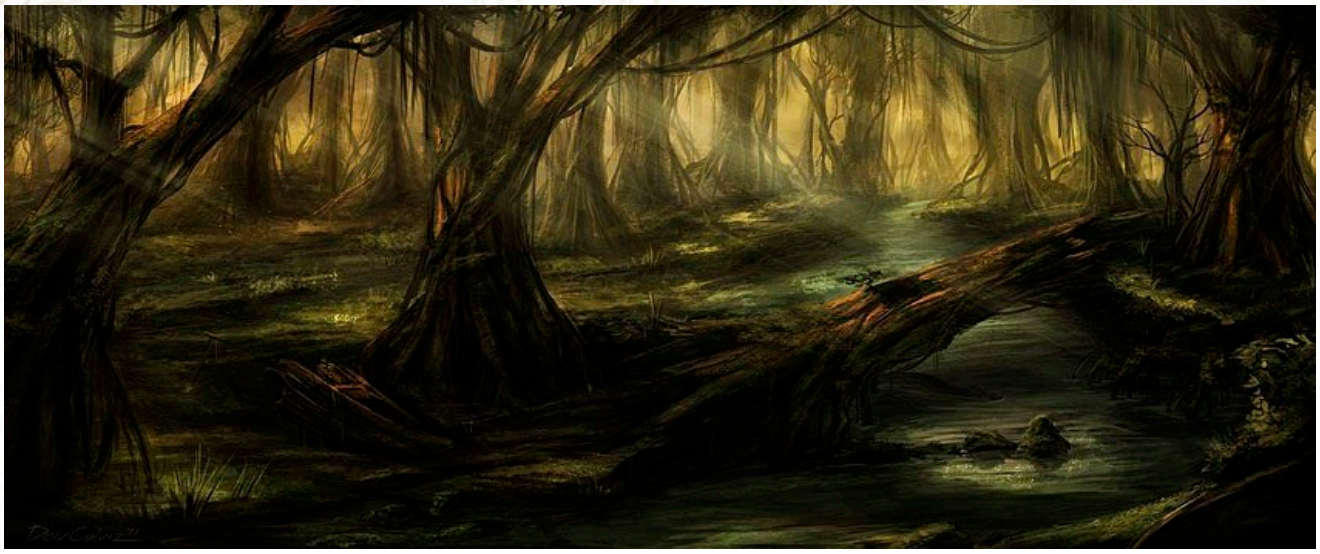
Flight. All terrain is considered easy for flying creatures. However, inclement and freak weather can make it more difficult, allowing for slower travel speeds and higher difficulty levels.

Special Abilities. Some careers offer special abilities for travelers; these can allow a character to aid his entire party when traveling through the wilderness. Spells and magical items can also have similar effects.

Sailing. Rivers count as easy terrain, coastlines and lakes count as normal terrain, and deep sea counts as rough terrain.

Underground. Most underground areas count as rough terrain. Some highly engineered areas may be regarded as normal terrain, but this will be unusual.

Weather. Inclement weather increases terrain by one category—so driving rain or snow will make roads into normal terrain, plains into rough terrain, and mountains into arduous terrain. Terrain cannot be made worse than arduous. Freak weather, which is the most extreme type of weather, increases terrain by *two* categories. For more details on determining current weather conditions, see *Weather*, below.



Weather

Weather is an optional level of complexity. The GM may determine the weather—either every day for a detailed journey, or once for the entire trip for a quick journey. The weather determines whether or not the inclement weather condition applies (see *Rate of Travel*, above). If the weather is inclement, the terrain type increases by one category through *easy*, *normal*, *rough*, and *arduous*. If it is freak weather, the terrain type increases by two categories. To determine the weather, simply roll on the Random Weather Table.

Climates. The climate can determine the prevailing "season." Arctic climates always use the Winter column, Desert climates always use the Summer column, and Tropical climates always use the Spring column.

Freak Weather. Freak weather occurs on a roll of 2 or 12 in the appropriate season. If it does, roll another 1d6; if a 6 is rolled, use a different season (determine randomly). This means that you can get snow in the summer or a heatwave in the winter. Note that freak weather increases terrain by *two* categories, not one.

Travel Increment

A group may travel for a number of days equal to its average END score. After this, the group must rest for a full day and night. If rest is not available, the group suffers 1d6 to its Fortune (see below) each day until it rests. Some careers, such as the ranger, allow a group to increase its travel increment, and keep going for longer without suffering any penalties.

Random Weather Table

2d6	Summer (sun)	Spring (rain)	Autumn (wind)	Winter (snow)
2	Heatwave**	Thunderstorm**	Hurricane**	Blizzard**
3	Heatwave*	Rainstorm*	Strong winds*	Driving hail*
4	Hot day	Heavy rain*	Windy day	Heavy snow*
5	Hot day	Light rain	Breezy	Snowing
6	Pleasant day	Foggy day	Warm day	Cold day
7	Pleasant day	Cool day	Warm day	Cool day
8	Pleasant day	Foggy day	Warm day	Cold day
9	Hot day	Light rain	Breezy	Snowing
10	Hot day	Heavy rain*	Windy day	Heavy snow*
11	Heatwave*	Rainstorm*	Strong winds*	Driving hail*
12	Heatwave**	Thunderstorm**	Hurricane**	Blizzard**

* *Inclement weather—increases terrain by one category* ** *Freak weather—increases terrain by two categories*

New Exploit: Trailseeker

You are an experienced traveler, able to wander the world with ease. When traveling alone, you do not take any die penalties for undertaking multiple roles. When in a group, die penalties are reduced by 1d6 for taking additional roles. If multiple party members have this exploit, this benefit does not stack.

Fortune

Fortune is an ongoing record of how well a journey is going. Each day, every party member must make an attribute check; the difficulty of the check is determined by the terrain type. Fortune is a running total of successful and failed checks.

The best way to do this is to ask each player "What are you doing to contribute to this journey?" It is then up to the player to describe his or her actions. However, the following roles must be filled. Each character should take one role; if a character has to take multiple simultaneous roles, he suffers −1d6 for each additional role he is undertaking. Any role not filled by a character means an automatic fail for that particular check.

- **Hunter (AGI).** The hunter is responsible for gathering food and keeping the party fed. In desert terrains, a −1d6 penalty is applied.
- **Guide (LOG).** The guide is responsible for navigation.
- **Lookout (INT).** The lookout scouts ahead, and watches for danger. In inclement weather, or in dense forest, a −1d6 penalty is applied.
- **Healer (LOG).** Only required for journeys of 7 days or longer, the healer takes care of minor injuries and illness. In swamps and marshy terrain, a −1d6 penalty is applied.
- **Morale (CHA).** In groups of 10 or more, someone needs to keep up morale, possibly even leading marching chants and the like.

Every character must make a check; if they are not helping, they are a burden. Once the required roles are filled, other PCs are free to help in whatever way they wish. However, the GM should reject any frivolous or clearly pointless suggestions. Each character who is unable to contribute (due to illness, injury, or worse) counts as an automatic failed check.

Only the PCs need make checks, even if they are leading an army. Those checks scale up: perhaps Marla is coordinating a group of volunteer medics while

Krute is leading a hunting party. The GM should keep track of the number of successful and failed checks as a single number. This number is the party's Fortune. Every time the party makes a successful check, he should increment Fortune by one; and every time they fail a check, he should deduct one.

While Fortune is positive (1 or higher), things go well: the party makes progress and moves in the right direction, and characters stay reasonably healthy and in good spirits. If Fortune becomes negative (–1 or lower), things start to go wrong: the party gets lost and hungry, and morale suffers. A night at an inn or tavern (or other similar hospitality) automatically resets Fortune to zero if it is currently negative; zero is the default, neutral condition—neither good nor bad.

Every day of a detailed journey that a party's Fortune is negative is considered a bad day. On bad days, bad things happen. At the beginning of each day, check the party's Fortune; if it is negative, the party's Speed for the coming day is halved. Additionally, roll 1d6 for one mundane random event from the list below.

Random Travel Event, Mundane

1d6	Event
1	**Fatigue!** All group members move one stage down the Tiredness status track. This is a persistent condition removed by one stage per full day of rest..
2	**Obstacle!** Travel is halted by a broken bridge, ravine, fallen tree, or the like. An extended skill check is required to overcome it (hourly intervals, three checks, difficulty based on terrain type).
3	**Lost!** The party makes no progress at all that day.
4	**Monster!** The party is attacked by a wandering monster. Roll randomly or choose an appropriate creature.
5	**Injury!** A party member is injured or falls ill. His or her action automatically fails today.
6	**Freak Weather!** The weather the party is experiencing intensifies dramatically, counting as a roll of "12" on the Weather table (see page 6).

If the party's Fortune is zero or higher, these random events stop taking place and characters' Speed scores return to normal.

Special Abilities

There are various abilities characters can use to affect how comfortably or quickly they travel. Some careers grant special abilities such as faster speeds for the entire party in certain terrains, daily Fortune bonuses, the ability to occasionally find shortcuts, and more. Additionally, different mounts, certain spells, and some equipment can greatly affect a journey. Even simply outfitting the entire party with superior hiking boots can make a difference! These abilities are noted in the appropriate places throughout this rulebook, and should be recorded on your character sheet.

An Exploratory Journey

Exploring a hex is not the same as simply traveling through it. Traveling through a hex will reveal major features—general terrain, lakes, towns, and so on. In general, traveling through a hex reveals the major feature of the hex shown on the map (see the sample map on the next page). It won't reveal the goblin lair or the witch's hut or the druid's grove or the secret cave. For that, adventurers need to explore a hex.

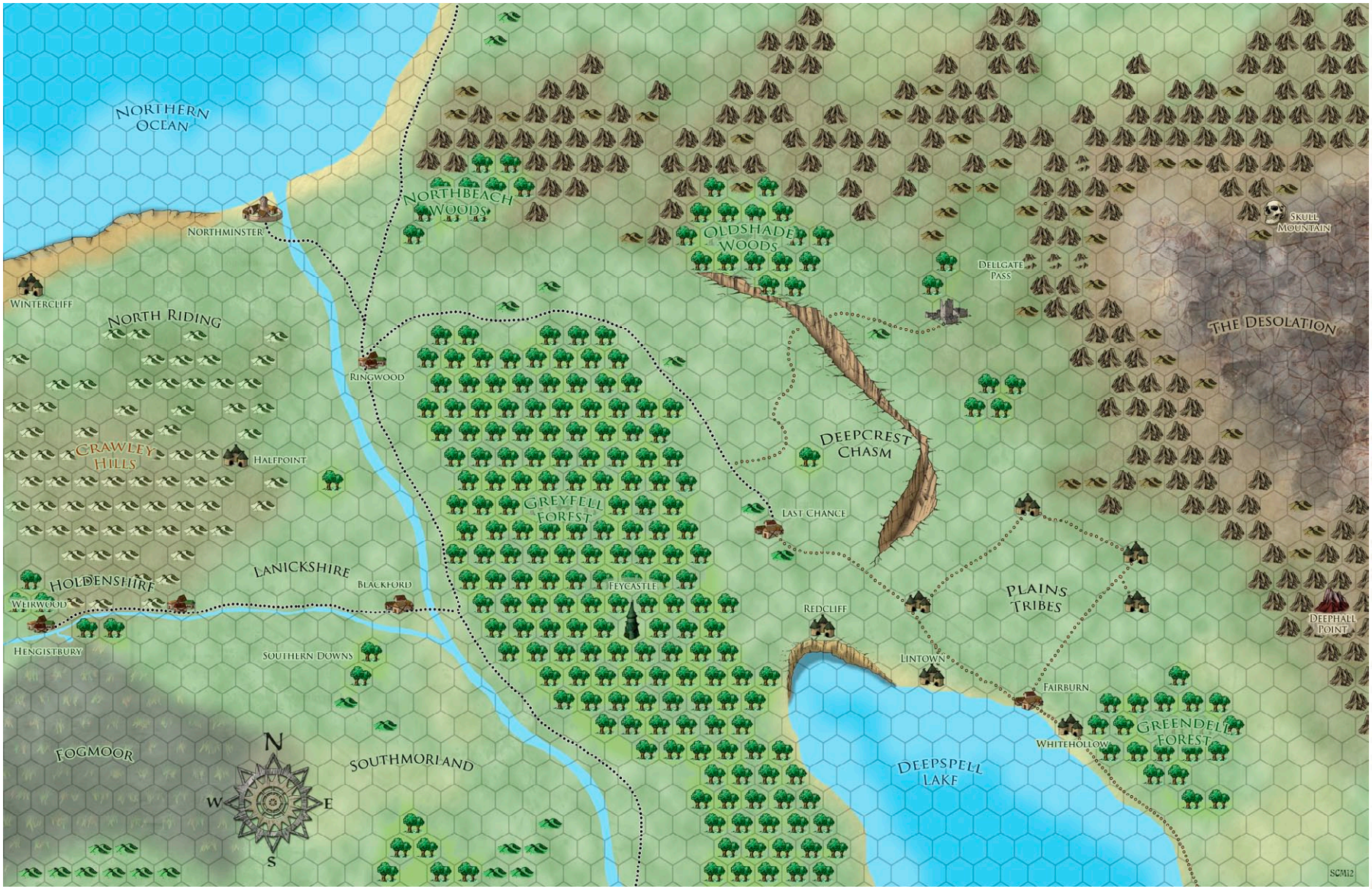
Exploring a hex takes one full day, at the end of which the explorers make a check to see what they have discovered. Sometimes there will be nothing; other times there will be only one noteworthy item or location; some hexes may be full of interesting things. Each hex with features that can be discovered by exploring should have an exploration chart (see the Sample Exploration Chart, below).

Sample Exploration Chart

Difficulty	Feature
Routine [10]	Giant oak tree containing a tiny village of fey
Challenging [13]	Goblin cave in a chasm wall
Strenuous [21]	Hidden druid's grove

The party makes a group INT check and discovers anything equal to or below that check. So a party rolling 17 on the sample table above would discover the oak tree and the goblin cave but not the druid's grove. Locating a feature also earns the party members 1 experience point each.

Sample Overland Map



Countdowns and Deadlines

The countdown mechanic can be easily combined with the detailed travel method. This can be used to great effect if a non-specific time limit is in place, and can add a great sense of drama and urgency. For example, the party might be trying to get to a temple before Boris the fighter succumbs to a deadly disease, or reach a location where an artifact can be destroyed before it overpowers the will of the bearer and turns him evil. Perhaps a cataclysm will take place soon, and the heroes have to reach a dungeon in time to stop it.

Tracking and Pursuit

Extended opposed tasks such as tracking or chases can be integrated into a journey: simply make the opposed checks each day as normal. The rules here serve to fill in the details of each day, while the opposed checks determine the outcome of the actual pursuit. Because these operate independently, it is possible for a good journey to end in a failed pursuit, or the reverse.

Scaling It Up

The travel rules can easily be scaled up to accommodate larger distances and longer time periods; some overland travel can take weeks, and epic sea journeys can take months. You do not need to do anything different to scale the travel rules up; simply use the following values for larger hexes and longer time periods:

Scaling Up Travel

Time Period	One Hex Is...
Hours	1 mile
Days	5 miles
Weeks	30 miles
Months	150 miles
Years	2,000 miles

If you are using the optional provisions rule above, provisions are not needed on the hours scale and cost 1 gc per day, 7 gc per week, and 30 gc per month. Provisions cannot typically be bought to last a year.

Making It Interesting

When it comes to overland travel, the GM's hardest task is to make the journey interesting. One tool is to present a daily (or periodical, depending on the time period being used) event to the players—not a "wandering monster" encounter (those can occur as a result of a bad day), and not so much an obstacle as an interesting occurrence or flavor piece.

Terrain, climate, storyline, campaign setting, and many more factors can affect what sort of events take place during an overland journey. The GM should create events that suit the journey in question—it's unlikely that a flock of birds might be seen underground, but maybe an enormous column of ants is spied? And while there are few farms at the peaks of mountains, maybe a wise old hermit lives up there.

The following table is an example list of mundane interesting events (as opposed to fantastical events) that might involve characters on the go. These can be used as-is or with slight tweaks for many kinds of journey. The events are fairly simple—feel free to embellish and expand on any event that the players find interesting. In general, though, these are merely happenstance events, designed to spice up the description of a period of travel.

Provisions and Rations

Food and supplies are generally covered by the daily checks that characters make during travel. As an optional rule, a successful daily check adds 2d6 days of food to the party's stockpile. The party consumes a number of days worth of food equal to the number of members each day (a 6-person party consumes 6 days of food each day). On any day the party does not have enough food, simply reduce the party's Fortune by the number of portions they fall short. So if there are 3 days of food left for a party having 6 members, reduce the party's Fortune by 3 that day.

Characters can typically purchase rations (food suitable for traveling with) at inns, taverns, towns, farms, and other places. A single day's rations for one person costs an average of 1 gc per person and weigh 1 lb.; rations last one week before they spoil. When using rations, you can still use the Hunter role: in this case, a successful check replenishes the characters' provisions.

70 Mundane Travel Events

#	Event
1	A flock of birds wheels and dives in the air, staying within sight for most of the day.
2	A wagon wheel breaks, a horseshoe comes off, or an NPC twists his ankle.
3	A group of travelling minstrels is encountered; they offer to share their camp, and entertain the heroes while passing on news and rumors.
4	The ground shakes as some kind of burrowing creature passes beneath.
5	An old battlefield littered with skeletons and rusty weapons is discovered.
6	A giant tree, towering above those around it, stands lifeless and dead, charred and burned.
7	A great flying creature such as a dragon or wyvern passes overhead.
8	Strange voices are heard overnight while at camp, but no sign of anyone is discovered.
9	An eclipse takes pace, plunging the heroes into darkness for several minutes.
10	A wounded knight sits at the side of the road, having been waylaid by bandits.
11	The heroes discover a stone circle, some remnant of an ancient religion.
12	A ruined keep covered in ivy stands at the side of the road.
13	A pool of water is home to a nymph.
14	A corpse hangs from a tree, clearly having been hung for some reason.
15	A beautiful waterfall cascades in a picturesque scene.
16	Barrow mounds where ancient warriors were laid to rest make the heroes feel uneasy.
17	A large tree has fallen across the road, blocking passage.
18	A horse becomes sick.
19	A toll is asked of the heroes at a new tollgate.
20	A river can only be crossed by way of the ferryman who asks each traveler for a silver coin.
21	A caravan of traders offers the heroes opportunity to purchase rations and small gear.
22	A drunken man on the road mistakes one of the heroes for a long-lost son or daughter.
23	A patrol of soldiers marches past, heading hurriedly towards some battle.
24	A farmer seeks his strayed livestock.
25	A noble's carriage, richly appointed, passes by imperiously.
26	An ancient paved road from a civilization long before any in recorded history.
27	The bodies of a family are found; they have been gnawed upon.
28	A deserted farm, whose owners clearly left in a hurry. There is still livestock there.
29	A friendly stray dog accompanies the heroes for a while.
30	A travelling priest offers blessings and lectures.
31	A fire is seen in the distance; later refugees are met, fleeing from it.
32	A strange waterfall which flows upwards.
33	Unusual tracks indicate the passage of some rare monster.
34	A forester argues animatedly with a druid.
35	A bridge crosses a chasm, with a sign which reads "beware of the troll." There is no troll.
36	A tribe of gypsies offers dire warnings and prophecies.
37	Pilgrims fill the entire road, slowing the heroes' passage.
38	A broken bridge across a river or chasm needs to be repaired before crossing.
39	An overturned wagon contains supplies; the owners are not in sight.
40	An area of trees and bushes is clearly ravaged by some kind of disease.
41	A ranger stands in a clearing, clearly having been turned to stone.
42	A tree is decorated with humanoid skulls.
43	A majestic white stag leads the PCs through a shortcut and then vanishes.
44	A mad hermit babbles nonsense; but can also provide valuable information.
45	The body of a well-equipped adventurer, in armor and with a sword in hand, is found.
46	A great skull of some kind of massive giant is covered with moss and home to small critters.

#	Event
47	A shallow grave with notice atop it which reads "This is the fate of thieves and liars."
48	Wolves howl in the distance, all throughout the night.
49	A tiny village at which a wedding or other celebration is taking place.
50	A funeral procession moves solemnly down the road.
51	A fantastic camp site is found; it has shelter, water, and is clearly regularly used by travelers.
52	An expensive sword is embedded in a stone.
53	A ghost or spirit visits the heroes at night.
54	A herd of cattle or buffalo stampedes; the cause of the stampede cannot be found.
55	A starving family begs the heroes for money or food.
56	A great face is carved into the side of a cliff.
57	A wooden stick clearly marks the site of a buried object; this turns out to be a small chest with a small amount of gold in it.
58	A large statue of a well-known god or hero overlooks the route.
59	A hot spring provides opportunity for a bath.
60	A riderless horse, still saddled, walks down the road.
61	A swarm of insects, dense enough to be almost opaque, hovers for no apparent reason.
62	Distant and strange lights flash and move in the sky.

Quick Journey Procedure Summary

1. Determine distance in hexes and overall terrain type and season.
2. Roll for weather.
3. Using weather and terrain, establish journey time and difficulty checks.
4. Have each party member make one attribute check and determine Fortune.
5. Narrate results of journey and arrival state.

#	Event
63	An obelisk or stone pillar is etched with eldritch runes.
64	A rare plant is found, useful for herbal concoctions.
65	The sounds of battle can be heard, but nothing can be seen. Perhaps some ghostly remnant of the past?
66	An unusual quiet falls—all is still, the animals remain silent, and no wind disturbs the air.
67	A lone knight is keen to test his mettle; he seeks directions to the nearest "monster."
68	The heroes discover the corpse of a powerful monster—a dragon, giant, or similar.
69	The trees around the party's campsite turn out to be ents or carnivorous plants.
70	The air becomes suddenly chill, even in the height of summer.

A Quick Journey

If the journey is not an integral part of the adventure, you may choose to fast-forward through a journey and describe it in a few short moments using this Quick Journey method. In this case, determine the distance and rate of travel as normal based on the majority of the journey's terrain (whichever hex type has the most occurrences in the journey), and simply have each character perform one action and attribute check for the entire journey, and roll once for the weather. The GM can then use these two results to describe the journey.

Calculate Fortune as normal from the attribute checks made—one point for each successful attribute check, and minus one point for each failed attribute check. Deduct 1 if the weather is inclement, and deduct 2 if freak weather is encountered. Then consuilt the Quick Journey Results table, below right, and apply the arrival condition to the PCs as they reach their destination.

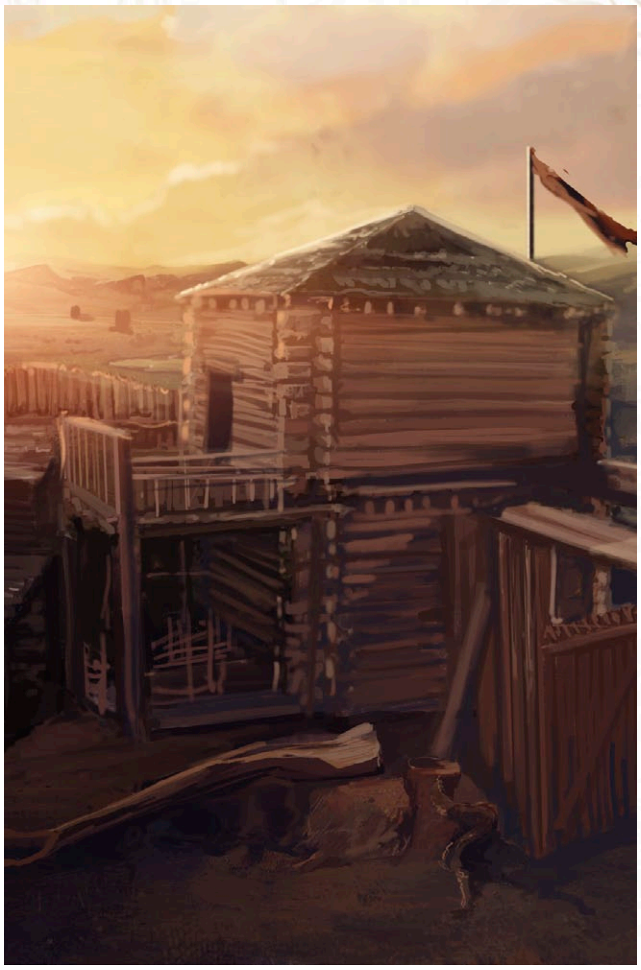
Include one quick descriptive event from the 70 Mundane Travel Events table above.

Example. The party is traveling on horseback across plains and grasslands (normal terrain) towards the town of Cascadium, some 45 miles (9 hexes) away.

It's spring, and the GM rolls heavy rain, which is inclement weather and makes the grasslands rough terrain; the 9 hexes of rough terrain therefore cost 36 movement points. The party's average Speed is 10, making it a 4-day journey (36 ÷ 10, rounded up).

Each of the six party members makes an attribute check at *Difficult [16]*.

- The cleric looks after the health of the party as they travel with a LOG check;
- The ranger navigates, using an INT check;
- The knight makes an END check to determinedly keep going despite his heavy armor;
- The archer makes an AGI check to shoot game;
- The blacksmith uses STR to lead the way through the long grasses;
- The minstrel sings marching songs with a CHA check; and
- The archer also takes the role of lookout with an INT check.



Unfortunately, only three of the six adventurers succeed in their checks, giving a Fortune of 0, and the heavy rain reduces their Fortune from 0 to –1, so they arrive at their destination weary after six days. Had they been traveling along roads, or had the weather been better, the characters would likely have found the journey much easier and gotten there in only four days, well-rested and in good spirits.

Quick Journey Results

Fortune	Travel Time	Arrival Condition
Fully negative	×2	Exhausted
Negative	×1½	Fatigued
Zero or positive	Normal	Weary
Fully positive	×¾	Normal

Penalties. *Conditions are persistent and wear off at a rate of one severity level per day of rest.*

Hustling. *Choosing to hustle for the journey halves the journey time if a successful group END check is made but reduces Fortune by 2 regardless.*

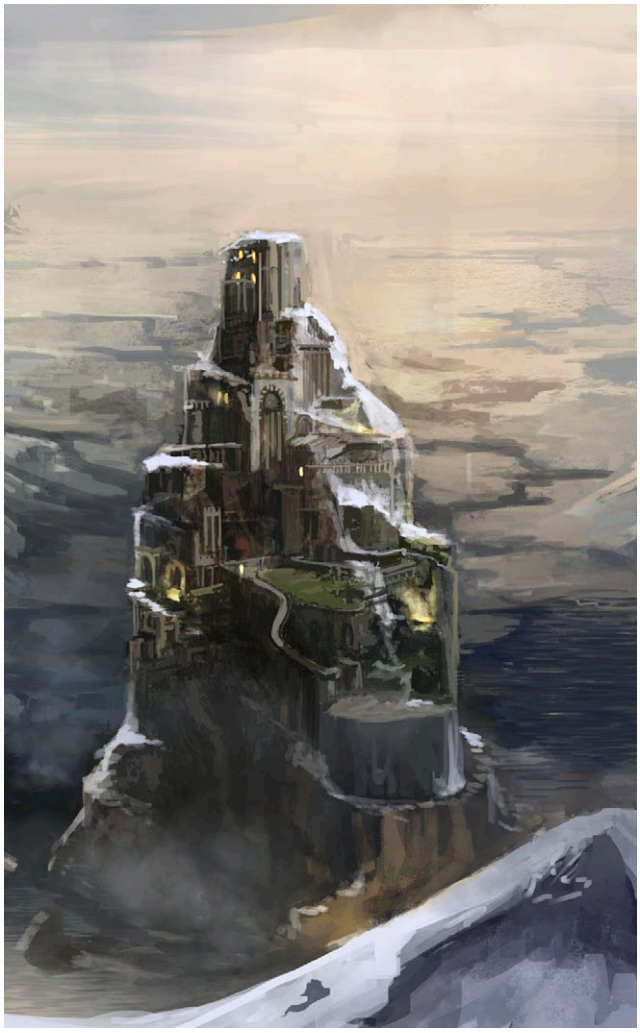
Building a Stronghold

Your character works hard to earn money—plundering tombs, killing things and taking their stuff, accomplishing dangerous feats of derring-do. So why would spend that money on a building rather than on a shiny new suit of armor or a magical sword?

A stronghold offers benefits that are designed to be equal or superior to the equivalent expenditure in arms and equipment. These benefits grant stronghold builders (and their parties) resources, bonuses, powers, and abilities which directly affect them, and which make their tomb-raiding easier.

The Basic Stronghold

There are two ways to build a stronghold. The easiest way is to use one of the following templates; the more difficult way is to map your stronghold in detail, 5' square by 5' square.



Stronghold Templates

The following templates assume a frugal approach to building and a spartan approach to decor; you may adjust for quality later in the section on furnishings and staff. You should choose the number of squares; separately you can buy exterior grounds—fields, courtyards, gardens, and the like—of any size.

Building Templates

Size	Example	Building Cost (gc)	Grounds Cost (gc)	Dice Pool
Tiny (5–15 sq)	Hut	1,000	250	—
Small (16–50 sq)	House	5,000	1,250	—
Medium (51–100 sq)	Farm	10,000	2,500	+1d6
Large (101–200 sq)	Keep	24,000	6,000	+2d6
Enormous (201–500 sq)	Castle	100,000	25,000	+3d6
Gigantic (500–1,000 sq)	Palace	400,000	100,000	+4d6

The size, in 5' squares, is the overall "footprint" or total space occupied by your stronghold; this determines your space "budget" when adding features. General miscellaneous features like hallways, bedrooms, kitchens, etc. are not counted in the square count; it is assumed that a stronghold has enough common areas for its size. The square count above is available *additional* space after the basics are accounted for. If you run out of space, you may need to add a building; if you already have the space in your grounds, you can simply place it there and reduce the size of the remaining grounds appropriately. If you don't, you may need to purchase additional grounds first.

At this point you must also choose your stronghold's *type*. Some examples are shown in the table above, but this is simply a player-created descriptor—a farmhouse, keep, mansion, cabin, etc.

Doors. The building comes with standard wooden doors. See below for superior doors; a building requires one door for every 50 squares.

Reputation. A stronghold counts as "equipment" when forming a dice pool based on REP. This is based on the stronghold's size, and adds to the dice bonus as normal. The table above notes the dice bonus a stronghold contributes. If you lose the stronghold, your dice pool decreases accordingly. Your total dice pool is limited by your maximum dice pool, as normal.

Brick by Brick

Instead of using one of the templates listed above, you can build your stronghold brick-by-brick and actually map it out. Though not required, this can be very rewarding. First, work out your budget and draw a map, paying for each square on the map. Each 5' square of stone costs 100 gc, each 5' square of wood costs 25 gc, and so on. The various materials are listed below in the Stronghold Squares table. The more expensive materials (metals) are generally reserved for very small high security parts of the stronghold—perhaps a steel cell for containing dangerous creatures.

Using your budget, map out your stronghold. It can be any shape, as long as you can pay for each square. At this stage, your stronghold will have nothing inside—no furniture, traps, altars, or anything else. Wooden doors are free; otherwise doors cost as listed in the Stronghold Doors table.

Stronghold Squares

Material	Cost (gc)
Grounds/outdoors	5
Water (moat, lake) or pit (25' deep)	10
Wood	25
Stone	100
Steel/iron	500
Adamantine	5,000
Very unusual (lava, etc.)	1,000

Stronghold Doors

Type	Cost (gc)
Wooden door	Free
Stone door	50
Steel/iron door	250
Adamantine door	500

Each door comes with a basic lock that requires a *Difficult [16]* AGI check to pick. Better locks can be purchased along with other features, below.

Now your stronghold is mapped and paid for. You can alter it at any time—to add new areas, simply spend the required money. Removing areas costs half the price of adding them, so if you wished to remove 4 squares of stone building, it would cost 200 gc. You would then be free to build in the cleared area.

Using Different Materials. When building, note that your enemies can attack individual squares of your stronghold, and each material has different resistances, vulnerabilities and Health (for example, wood is vulnerable to fire). See *WOIN Fantasy Core* for the properties of objects and materials.

Moats and Gates. A moat is constructed simply by purchasing the appropriate squares of water. If you build a moat, it comes with a free drawbridge. You can buy nasty critters to put in a moat: the cost of such a creature is 100 gc times the square of its maximum dice pool (so a 10d6 monster costs 10,000 gc).

Walls need gates. Again, a wooden gate is free, and can be up to two squares wide. You can choose to purchase a superior gate. Simply purchase four doors of the material you wish (remember, wood is free, so you don't need to purchase a wood gate), and this will form your main gate. Your main gate is assumed to be a bit better than the other doors in your stronghold, and is one quality higher than your other doors and locks. Your main gate is a great place to put a trap.

Unusual Strongholds

Now that you have the basics of your stronghold (using one of the two methods indicated above), this is where you apply large multipliers to your stronghold cost in order to make it do unusual things. You can have it completely underwater, or you can have it flying in the air. This modifier applies to the base cost of the stronghold, before you apply furnishings or features.

Unusual Stronghold Features

Feature	Cost Multiplier
Disguised*	×2
Underwater/island	×5
Underground/mountaintop	×2
Floating in the air	×10
Pocket dimension	×100

(e.g. a thieves' guild disguised as a legitimate business)

Furnishings and Staff

Features include furnishings, security elements (traps, enchantments, etc.), and so on. Furnishings are easy to do—you simply decide how much you wish to spend from the Stronghold Furnishings and Staff chart on the next page (the cost is per building square). This applies to the entire stronghold (you can't just create a single decadent room to stand in when talking to visitors and claim the diplomacy bonus).

This decorates your stronghold accordingly. You cannot proceed to simply sell off individual items—it's all part of a general cost—but if you are in desperate need of money you can downgrade your stronghold's furnishings and recover half the money you spent.

Staff come with the territory. Count up the squares, and the staff is included (round down). If you change the size of your stronghold, your staff levels increase or decrease accordingly. Staff includes all household staff and workers, but not soldiers or special hirelings.

A legendary stronghold will be truly unique and renowned the world over.

Diplomacy. If you make CHA checks inside your stronghold to conduct diplomacy, you may add the indicated die bonus. Your stronghold's opulence (or lack thereof) has a direct effect on how others see you.

Reputation. Your stronghold's luxury level counts as equipment for the purposes of forming a REP dice pool. If your stronghold is luxurious, your REP gains +1d6, if decadent it gets +2d6, if opulent +3d6 points, and legendary +4d6. If the bonus you get from your stronghold's size is higher, use that bonus instead; if the bonus you get from its luxury is higher, use that. The two bonuses are not added together.

Your Stronghold

At this this point you have a stronghold which can be described using its size, luxury, type and—when included—unusual qualities. For example, it may be a *large, comfortable keep on an island*, or a *small, luxurious house*. Use the format: *[size] [luxury] [type] [qualities].*

Hirelings, Monsters, and Guards

Individual creatures can be purchased at a cost of 10 gc times the square of their maximum dice pool. Multiply the cost by 2 for uncommon creatures, 10 for rare creatures, and 100 for very rare creatures. A wolf (4d6), therefore, costs 160 gc, a human thug (3d6) costs 90 gc, while a hill giant (10d6) costs a mighty 10,000 gc. A human watchman (4d6), the standard guard choice, costs 160 gc.

You may also require archers on the walls, patrols in the grounds, and so on. There's just a one-off payment; your general income is assumed to handle their wages. In game terms, you just need to worry about "buying" each soldier once. If they die, you need to buy new ones.

If you have mapped your stronghold, place your guards on your map. This is where they'll typically be stationed should an issue arise. 50% of your guards will be active at one time; the other 50% should be placed in barracks, quarters, or the like.

Make sure you review the Training Ground structure before hiring soldiers. You need this structure to recruit anything other than the most basic guards.

Specific Features

Now you can purchase specific rooms and features. These aren't furnishings—you already have your beds, tables, lanterns, doors, altars, and so on. These are moats, prisons, chapels, labs, libraries, superior locks, arrow slits, etc. Rooms and structures can grant you bonuses, resources, or exploits.

Size and Quality

Many features can be "upgraded" to increase their effectiveness. There are five upgraded quality tiers for structures: high quality, exceptional, mastercraft, artisan, and legendary. The cost of each is as follows:

Upgrading Stronghold Features

Quality	Cost	Die Bonus
High	×2	+1d6
Exceptional	×3	+2d6
Mastercraft	×5	+3d6
Artisan	×10	+4d6
Legendary	×20	+5d6

The quality of the upgrade provides the indicated die bonus to associated tasks when performed in the stronghold. For example, an exceptional library provides a +2d6 bonus to research lore, and an artisan quality laboratory gives a +4d6 bonus to the

Stronghold Furnishings and Staff

Furnishings	Equivalent Quality	Cost	Staff Members Required	Diplomacy Bonus
Frugal/bare	Poor	0	1 staff per 1,000 sq	—
Average	Average	5 gc/sq	1 staff per 500 sq	—
Comfortable	High	25 gc/sq	1 staff per 100 sq	+1d6
Luxurious	Exceptional	100 gc/sq	1 staff per 25 sq	+2d6
Decadent	Mastercraft	500 gc/sq	1 staff per 10 sq	+3d6
Opulent	Artisan	1000 gc/sq	1 staff per 5 sq	+4d6
Legendary	Legendary	5000 gc/sq	1 staff per 2 sq	+5d6

Stronghold Feature Base Size and Cost

Room/Feature	Space (5' sq)	Cost (gc)
Armorer or Weaponsmith	16	5,000
Ballista	4*	3,000
Ballroom	20	5,000
Banquet Hall	12	1,500
Cannon	4*	4,000
Barracks	20	6,000
Catapult	4*	1,750
Dock/Jetty	20	2,000
Dungeon	4	1,500
Laboratory	16	5,000
Library	9	2,000
Moat	10% of total	1/sq
Palisade, Wooden**	50	1,000
Stables	20	1,500
Sacred grove	25	1,000
Storeroom	9	1,000
Strongroom	1	2,000
Superior Locks	—	1/sq
Temple	20	2,000
Tower	8	5,000
Training Grounds	100	2,500
Wall, Stone**	100	5,000

** Can be modified by quality level like regular weapons, not by size.*

*** Must match size of surrounded building or grounds.*

preparation of alchemical concoctions. This counts as the "equipment" part of forming a dice pool.

Additionally, the size of the room is important. All of the rooms listed below are "medium" versions of the room, and the basic size of each room type is indicated separately. You can alter the size as follows:

Modifying Upgrades by Room Size

Feature Size	Space	Cost	Die Bonus	No. of Adventurers
Tiny	×¼*	¼	—	1
Small	×½*	½	—	2
Medium	×1	×1	—	4
Large	×2	×2	+1d6	6
Enormous	×4	×3	+1d6	8
Gigantic	×8	×5	+2d6	12

** Round up*

The two factors combined define your feature. For example, a cleric might decide to purchase a large, high-quality temple (40 squares; 8,000 gc); and an alchemist might choose a medium mastercraft laboratory (16 squares; 25,000 gc). A cash-strapped mage might only be able to afford a tiny standard library in his shack (3 squares; 500 gc).

Number of Adventurers. Rooms and features offer a "field benefit" to their owners in the form of a bonus exploit. This exploit is an ability or power available to the owner when not in the stronghold. The room's size defines how many people it can extend that ability to—a medium-sized feature grants the exploit to four adventurers. It is up to the players who the recipients of this field benefit are, but the choice of recipients can only be changed by visiting the stronghold itself.

Armorer or Weaponsmith

An armorer in a stronghold contains a forge, tools, and workers. A weaponsmith forges swords and other weapons and is a separate feature.

Bonus exploit: You gain a free weapon or suit of armor of the quality level of the feature. You may exchange it when visiting the stronghold, but may only have one such bonus item at a time. This item is very carefully designed and fitted to you, and cannot be sold.

Ballistae and Catapults

A ballista or catapult requires a 2×2 square (4 squares) area on a wall or tower. It comes with a crew. Some GMs may also allow the use of cannons.

Stronghold Crewed Weapons

Weapon	Cost	Range	Damage
Ballista	500 gc	30	5d6 piercing
Catapult	750 gc	50	5d6 blunt
Cannon	1,000 gc	30	6d6 ballistic

These items can be modified by quality levels like regular weapons, not by size.

Ballroom

A ballroom is a large space designed for dancing; usually a ballroom should be exquisitely decorated. A ballroom of size large or larger grants a +1 bonus to your REP attribute.

Bonus exploit: You may use the ballroom's quality level as the equipment part of any Charisma dice pool.

Banquet Hall

A banquet hall is designed to entertain guests; a large table or tables, waiting staff, and more. Banquet halls range from rows of tables in the great meadhall of a Viking king to the exquisitely decorated and luxurious home of an aristocrat. A banquet hall of size large or larger grants a +1 bonus to your REP attribute.

Bonus exploit: By visiting the banquet hall, you may gain rations for the appropriate number of adventurers for one month. If you have fewer adventurers than the potential rations you can collect, any extra is spoiled before use and is wasted.

Barracks

Soldiers housed within a stronghold require two squares per size category, to a minimum of 1 square—so a medium sized soldier such as a human requires two squares, a large soldier requires 4 squares, and small (or smaller) soldiers require only 1 square. You must designate enough space in your stronghold to serve as housing for your soldiers.

Defensive Structures

Walls and towers give defensive and offensive bonuses to your soldiers who occupy them during a battle.

Defensive Structure Baselines

Tower Size	Floors	Space
Small	1	4
Medium	2	8
Large	3	16
Enormous	4	32
Gigantic	5	64

Soldiers on walls gain 1d6 of cover; soldiers in towers gain 2d6 of cover plus 1d6 to perception-based checks. This perception bonus is +2d6 for a medium two-story tower, and an additional +1d6 for each story thereafter to a maximum bonus of +4d6. You can build the walls and towers from whatever material you choose.

Walls & Stockades. A stone wall surrounding the stronghold costs 5,000 gc; a wooden palisade costs 1,000 gc; this must be modified as usual for the size of the stronghold. The wall can surround just the building; if it is to surround the grounds also, it should be purchased again for the grounds. You can purchase different types of wall for building and grounds.

Moats. A moat surrounding the stronghold costs 7,500 gc; the price includes a single drawbridge. Additional drawbridges cost 1,000 gc each.

Dock/Jetty

Strongholds located next to a river, lake, or sea may have a dock or jetty where boats can moor safely. See the Docks and Jetties table, below.

Bonus exploit: You gain a single boat of the largest size indicated in the appropriate entry in the Boat Capacity table, below. Its quality matches the quality of the dock. This benefit only grants one boat in total; it does not grant one boat to each adventurer.

Docks and Jetties

Dock/Jetty Size	Boat Capacity
Tiny (jetty)	1 small boat
Small (jetty)	2 small boats or 1 medium boat
Medium (dock)	4 small boats, 2 medium boats or 1 large boat
Large (dock)	8 small boats, 4 medium boats, 2 large boats, or 1 enormous boat
Enormous (dock)	16 small boats, 8 medium boats, 4 large boats, 2 enormous boats, or 1 gigantic boat
Gigantic (port)	32 small boats, 16 medium boats, 8 large boats, 4 enormous boats, or 2 gigantic boats

A large boat can be a ferry or small ship, an enormous boat is a ship, and a gigantic boat is a large ship.

Dungeons and Strongrooms

You might need somewhere to lock away your prisoners or valuables. You don't *need* a dungeon or strongroom—any area in your stronghold with suitable locks will suffice. But for extra security, you can have an area purpose-built. Each square costs 360 gc (in addition to the basic material cost of the area), and the doors and locks are one quality level higher than the rest of your stronghold's locks. You must purchase guards separately. The area's walls, whatever material they are, are automatically considered reinforced.

A dungeon doesn't have to be underground; it can be any type of secure room or row of cells. The capacity of your dungeon uses the same rules as your barracks (2 squares per medium creature, 1 square for small or smaller, or 4 squares for large creatures).

A strongroom has no size requirements other than a minimum of 1 square.

Laboratory

A laboratory contains magical and alchemical equipment suited to research and experimentation. It grants a +1d6 bonus to alchemy checks, and reduces the cost of alchemical concoctions created in the stronghold by 25%. A basic laboratory is a 16 square area.

Bonus exploit: By visiting the laboratory, you may collect bonus alchemical materials, including metals, gems, and creature parts, to a total value of 200 gc multiplied by the feature's quality cost multiplier (high ×2, exceptional ×3, mastercraft ×5, artisan ×10, legendary ×20). If you have fewer adventurers than the potential materials you can collect, any extra is spoiled before use and is wasted.

Library

A library consists of one or more "sections." Each section contains books and references on a single subject—that subject can be any skill (for example, a section on *herbalism*; or a thieves' guild might have a section on *thievery*). Each section is a 9 square area.

Library section upgrades add quality-based die bonuses to lore based checks made in your stronghold.

For any given subject's section (lore skills), the first section costs the same as a high quality upgrade, the second the same as a superior upgrade, and so on; increasingly rare and specialized books are needed to expand the knowledge contained in the library.

Bonus exploit: The library's skill bonuses apply when out in the field, to a minimum of +1d6. This can, of course, include magical skills. This counts as the equipment part of your dice pool, and assumes you happen to have the right book on you.

Locks

Doors come with basic locks for free, which need a *Difficult [16]* AGI check to pick. You can upgrade your locks with a single expenditure based on the size of your stronghold. This upgrade affects all locks in your stronghold. Simply select the quality of the lock you wish to upgrade to on the Upgrading Locks table.

Upgrading Locks

Resulting Lock Quality	Upgrade Difficulty
High	*Strenuous [21]*
Exceptional	*Severe [25]*
Mastercraft	*Impossible [29]*

Sacred Grove

A sacred grove is an example of a structure designed for a specific career or race—in this case the druid. You can create other differently themed structures based on the Sacred Grove, including Dwarven Forges, Elven Archery Ranges, Smallfolk Taprooms, Game Rooms, Dojos, and more.

The sacred grove must be an outdoor area of at least 25 squares. Other career- or race-based structures may not be limited to outdoor areas.

A sacred grove grants a +1d6 bonus to *nature*, *herbalism*, and *religion* checks made in the stronghold. Other kinds of structures should apply a +1d6 bonus to three specific skill checks made in the stronghold.

Bonus exploit: By visiting the grove, you may collect bonus herbs to a total value of 200 gc multiplied by the feature's quality cost multiplier (high ×2, exceptional ×3, mastercraft ×5, artisan ×10, legendary ×20). If you have fewer adventurers than the potential herbs you can collect, any extra is spoiled before use and is wasted.

Stables

Stables are where horses are bred and housed. A tiny stable will fit one horse, a small stable will fit four, a medium stable will fit 8, and so on. The stable comes with mounts based on its quality (e.g. a superior quality stable will have superior mounts).

Bonus exploit: You gain a free mount of the quality level of the feature. Use *Fantasy Equipment* to select and personalize your mount. Normally, this will be a horse, but you may choose a different type of animal for your stables to a total value of 200 gc multiplied by the feature's quality cost multiplier (high ×2, exceptional ×3, mastercraft ×5, artisan ×10, legendary ×20).

Stable Capacity (Horses)

Stable Size	Capacity	Stable Size	Capacity
Tiny	1	Large	20
Small	4	Enormous	50
Medium	8	Gigantic	100

Storeroom

The storeroom is arguably the most important part of your stronghold. It is this room which stores raw materials, food, and basic equipment.

Usually, unwanted magic items are traded in for one-fifth of their market value. However, if you have a storeroom, you can trade directly with local merchants and craftsmen and get better prices in exchange for building materials. As long as you spend the money on your stronghold, you can exchange goods for 40% instead of 20% of their market value,

A high quality upgrade allows you to exchange goods for 50% of their market value, a superior upgrade increases the rate to 60%, mastercraft to 70%, artisan to 80% and unique to 100%. Each upgrade requires 9 squares of additional space.

Storeroom Upgrades

Storeroom	Exchange Rate	Storeroom	Exchange Rate
None	20%	Mastercraft	70%
Standard	40%	Artisan	80%
High	50%	Unique	100%
Superior	60%		

Bonus exploit: You are assumed to be superbly equipped in the field. You are always assumed to be carrying any item you need from the general equipment list in *Fantasy Equipment* up to a value of 100 gc per quality level (100 gc for a standard storeroom, 200 gc for high quality, etc.)

Temple

A temple grants a bonus to *religion* and *healing* checks. The larger the temple, the larger the bonus. In addition, the presence of a temple means that any fallen (dead) soldier can make a *Challenging [13]* END check; if the soldier makes the saving throw, he can return to duty after an extended rest. If he fails the saving throw, he dies as normal.

A basic temple is a 20-square area.

Bonus exploit: You can gain bonus Magic Points if you worship the temple's deity. Each day, when you would normally recharge your MP, if you spend 5 minutes in prayer, roll to see how many bonus MP you gain based on the quality level of the temple (high quality +1d6, superior +2d6, and so on). You may have multiple temples, but any given adventurer may benefit from only one. If you have multiple temples reflecting different virtues, you can't benefit from any of them.

Training Grounds

Training grounds contain a drill square, combat dummies, racks of wooden training weapons, and other equipment designed to improve the combat abilities of soldiers and warriors.

A medium-sized training ground takes up 100 squares. You must have at least 4 squares per troop or guard. Training grounds can be placed inside buildings, but they are more typically located outside.

Training grounds are important if you wish to recruit solders or guards. Without a training ground, you can only recruit hirelings with a maximum dice pool of 4d6 or less. A training ground allows you to recruit guards with a 5d6 dice pool; a high quality tier ground gives you access to minions with a 6d6 dice pool; an exceptional ground enables you to hire minions with a 7d6 dice pool; a mastercraft training ground allows 8d6, artisan 9d6, and legendary 10d6.

Maintenance

Nobody wants to play *Dungeons & Accountants*, and we're certainly not going to ask you to here. But maintaining a castle isn't free—staff must be paid, walls maintained, and so on. However, most strongholds have some manner of income generation, whether it's a thieves' guild taking its annual dues, or a farm selling the harvest at market. You should specify one method of revenue generation, which is assumed to match maintenance expenditure.

Your stronghold will be known for the revenue-generating activity you choose, so choose wisely. However, you are not required to track money or micromanage a business; you have staff for that.

Examples of revenue-generating activities include:

- Farming
- Trading
- Scribing
- Crafting
- Lodging
- Gambling
- Entertainment
- Illegal Activities

Wilverley Hall

a medium, frugal keep

Archibald the Retired, an aging adventurer, has decided to build for himself a safe place to live out his remaining years. He has always dreamed of building Wilverley Hall, named after his mother.

Wilverley Hall is a fairly simple stronghold. It is a one-story wooden building surrounded by a wooden palisade. With limited funds, the whole stronghold is frugally decorated—Archibald was never a very successful adventurer. The building contains a small nature library, a decent armorer, and barracks which can accommodate 10 medium sized soldiers.

Stronghold Size

Building: Medium (100 sq; 10,000 gc)

Grounds: Large (200 sq; 6,000 gc)

Base Total: 300 squares (16,000 gc)

Features

Quality: Frugal (0 gc)

Staff: None

Hirelings: 1 venerable butler (1d6 common; 10 gc)

Guards: 10 watchmen (4d6 common; 1,600 gc)

Defenses

- medium wooden palisade (building; 1,000 gc)

Rooms

- small library (*nature;* 1,000 gc; 5 sq)
- medium barracks (capacity 10 soldiers; 6,000 gc; 20 sq)
- small high quality armorer (5,000 gc; 8 sq)

Field Benefits

- +1d6 bonus to lore-based checks when in the field (2 adventurers)
- Bonus high-quality suit of armor (2 adventurers)

Total Cost: 30,610 gc

Seadancer Castle

an enormous, luxurious castle on an island

Seadancer Castle is built on an island, a mile from the nearest shore. An enormous castle, a stone wall surrounds the entire island; stone towers at each corner boast a ballista and a cannon each. The fortress is luxuriously appointed, with a renowned ballroom to which people travel from leagues around. A company of 50 ogres serves as guardsmen and soldiers, protecting the castle from incursion by pirates or brigands.

Stronghold Size

Building: Enormous (500 sq; 100,000 gc)

Grounds: Enormous (500 sq; 25,000 gc)

Modifiers: Island (×5)

Base Total: 1,000 squares (625,000 gc)

Features

Quality: Luxurious (50,000 gc; diplomacy +2d6)

Staff: 40 workers

Guards: 50 ogres (7d6 uncommon; 49,000 gc)

Defenses

- 2× enormous stone walls (building and grounds; 20,000 gc ea)
- 4× cannons (1,000 gc ea; 4 sq ea)
- 4× ballista (500 gc ea; 4 sq ea)

Rooms

- enormous exceptional ballroom (45,000 gc; 80 sq)
- 3 × enormous barracks (capacity 20 ogres each; 18,000 gc ea; 80 sq ea)
- large high quality armorer (20,000 gc; 64 sq)
- 4 × large towers (3 stories; 10,000 gc ea; 16 sq ea)
- large dungeon (capacity 8; 3,000 gc; 8 sq)
- large high quality temple (8,000 gc; 40 sq)
- training ground (25,000 gc; 200 sq)

Field Benefits

- +2d6 equipment dice for Charisma (4 adventurers)
- Bonus high-quality suit of armor (6 adventurers)
- +1d6 MP per day (6 adventurers)

Total Cost: 965,000 gc

Conducting Warfare

Many campaigns feature large-scale battles. This chapter presents an easy-to-use mass-battle system which involves the player characters on an individual level. The key to the system is tactical and strategic missions that affect the overall outcome of the battle.

The system assumes that the player characters are integral to the battle—in other words, without their actions, the battle will be lost. That's why we play fantasy role-playing games, right?

You'll find that the system is remarkably simple to use, and allows your players to feel they truly are affecting the course of the battle in a vital way, without forcing you to adopt large scale and clunky mass-battle rules involving army units and the like.

The Basics

The system works on a basic Victory Points scale. Successful missions performed by the PCs earn their "side" Victory Points, while the passage of time deducts Victory Points. The scale runs from 0–20; if the PCs' Victory Points total reaches 20, the battle is won; if it reaches 0, the battle is lost.

Generally speaking, the heroes' side will start with 10 Victory Points, adding Victory Points when the PCs succeed in a mission, and deducting Victory Points as time passes. This creates a sense of urgency, because if the PCs sit around doing nothing for too long, the battle will, left to its own devices, be lost.

Missions include such things as: assassinations, captures, reconnaissance, spying, sabotage and so on. A successful mission will earn 1–4 Victory Points: the more difficult the missions, the more Victory Points.

Passage of time reduces the PCs' Victory Points tally at a rate of 3 Victory Points per day.

The Missions

Each day, roll 3d6 three times and offer the players the three resultant missions. They are free to attempt any or all of the missions available. Any missions failed or not undertaken on a particular day may be undertaken on a later day unless failure incurs a penalty, in which case the damage has already been done to the heroes' side.

Random Missions

3d6	Mission	Success	Failure
3–4	Major assassination	1	0
5	Minor assassination	3	0
6	Minor sabotage	1	0
7	Artifact	4	0
8	Major sabotage*	2	–1
9	Reconnaissance	1	0
10	Spying	3	0
11	Minor abduction	2	0
12	Major abduction	4	0
13	Defense	2	–2
14	Bodyguard	1	–2
15	Counterspy	2	–2
16	Morale	2	0
17–18	Allies	4	0

** Major sabotage may constitute a larger, or better defended installation than Minor sabotage, or it may comprise three acts of Minor Sabotage.*

A successful mission gains the party's side the number of Victory Points indicated in the "Success" column in the Random Missions table above. Failure means that the party's side loses the number of Victory Points in the "Failure" column in the Random Missions table. If the failure penalty is 0 Victory Points, the mission can be retried at any point.

Missions with a penalty for failure count as failed if they are not undertaken. They are time critical: the PCs don't get to wait until tomorrow to defend that breach in the wall, protect that famed general, shore up the left flank, etc.

Daily Events

Each day, roll 2d6 on the Daily Events table to determine a daily event. The event can apply to either side in the battle—which side that is should also be determined randomly. The heroes' side gains or loses the number of Victory Points indicated, depending on whether the event benefits them.

Daily Events

2d6	Event	Victory Points
2–3	**Reinforcements.** Reinforcements arrive for one side or the other.	3
4	**Omen.** An omen reduces morale of one side.	1
5	**Traitor.** An important individual or unit defects to the other side.	3
6	**Spy.** One side's secrets are leaked to the others' by a spy.	2
7	**Weather Change.** A change in weather favors one side or the other.	1
8	**Hero.** One side is badly damaged by a successful mission by a hero of the other side.	2
9	**Desertion.** Desertion problems weaken one side.	2
10	**Major Death.** An important individual or unit dies, either slain on the battlefield or at the hands of an assassin.	3
11–12	**Illness.** Plague or other widespread illness affects one side or the other.	3

Putting It All Into Practice

The preceding sections outlined the basic mechanic for describing the course of a battle. However, this needs to be put into practice. You can't just tell your players: "Your daily event is Illness. Missions available are Major Assassination, Minor Sabotage and Defence, plus the Reconnaissance saved from yesterday." You need to translate these results into interesting and varied game encounters!

From a mechanical standpoint, you *should* keep your players apprised of the score they have achieved and the Victory Points available for each mission. This allows them to weigh their strategic and tactical options, and it can help create tension when the score approaches one end of the scale or the other.

The mission possibilities are almost endless. Each available mission should be described as an encounter.

Bonuses and Penalties

Make the PCs' task easier or harder by increasing or decreasing the starting score. Apply a 2-point bonus or penalty for major conditions that affect one side or the other, such as being greatly outnumbered, having significant fortifications, having flying troops, being thoroughly prepared or being completely surprised, and/or for having either extensive or next to no experience. Try not to add or subtract more than 6 Victory Points, or the PCs' job may become either trivial or next to impossible. Some examples:

- Being very outnumbered
- Experienced general
- Extensive local knowledge
- Fearsome monsters
- Favorable weather or climate
- Fortifications
- Legendary hero
- Rookie troops

Scaling

It's easy to scale these rules. The default assumption is a battle of 2–7 days, roughly, with short missions that can be accomplished in a day.

You may need to handle more epic battles lasting weeks, months, or even years. All you need to do is replace "days" with whatever unit of time you prefer, and make the missions themselves larger in scope.

For example, you could stage a massive war which will transpire over a period of several months. The PCs have a month to accomplish each given mission. These lengthy missions may involve long-distance travel or major exploration of expansive locations. In this type of campaign, each mission is actually an entire adventure and is part of a full-length fantasy campaign hinged around the basic structure of the war.

Consider an entire campaign set during an epic war. Perhaps it's an adventure path, with 12 adventures. Each adventure has the PCs undertaking some heroic quest somewhere in the world, and each adventure represents one "time unit." As the PCs complete adventures, Victory Points are gained or lost.

For example:

- "General Arvistas calls you to his tent. He informs you that the three artillery pieces mounted on the hills to the east are creating havoc amongst the defenses, and that it is imperative that these weapons be destroyed. Scouts report each is manned by three ogres." *[Major Sabotage]*
- "Spies have identified the tent of one of the opposing generals, Lord Borstas, and General Arvistas has decided to attempt to abduct him. A small group will need to sneak through the enemy camp at night, infiltrate his tent while he sleeps, and transport him back to the fort." *[Major Abduction]*
- "Morale is low: the troops are grumbling about the time they're spending away from home and supplies are running short. In the nearby village of Bitterne, a cellar full of beer can be found. Obtaining this beer and bringing it back for the troops will result in a great morale boost." *[Morale]*

Designing Missions

The most important piece of information you need when designing the mission encounters is the same piece of information needed when designing any encounter: you need to know how powerful your PC party is and create a challenging mission.

Some missions will be easier than others. The difficulty of the mission matches the number of Victory Points gained for succeeding: between 1 and 4 Victory Points. A 1-point mission should be fairly easy, while a 4-point mission should stretch the party to its limits.

The Mission Itself

You should divide your mission into three parts:

1. **The Approach:** Do the PCs need to scale a cliff, sneak though the enemy camp, fight their way across a guarded bridge, or explore a secret tunnel or cave?
2. **The Mission:** This is the bit where the player characters prove their mettle and accomplish the task they have been set.
3. **The Escape:** In most cases, the PCs will need to go back the way they came—but this doesn't always have to be the case.

Passage of Time

As mentioned earlier, the default assumption is that, without the PCs' help, the battle will be lost. Therefore, every day, the heroes' side automatically loses 3 Victory Points. In other words, if the PCs do nothing, eventually their Victory Points will reach zero and the bad guys will win.

Sample Battle

Castle Northam is under siege!

Manned by a few regiments of green troops, the castle is surrounded by a massive army of veteran killers. To make matters worse, the enemy has brought monstrous allies: a group of hill giants who are bombarding the fortifications with massive boulders, and are busy digging a massive tunnel under the walls. The enemy is led by an evil wizard, Count Jarvis, and his three lieutenants. It is rumored that the enemy has a small dragon, but this has not been seen as yet. The cause seems hopeless.

Start

- **Default**—The defenders of Castle Northam start with 10 Victory Points.
- **Bonuses**—Castle Northam counts as a significant fortification (+2 Victory Points).
- **Penalties—**The defenders are outnumbered (–2) and are rookies to boot (–2).
- **Result**—With 8 Victory Points, the castle will fall in three days if nothing is done. Enter the Heroes of Northam!

Day 1

- **Daily Event: Hero**—A mighty minotaur, hero of the enemy army, slays an entire unit of soldiers singlehandedly (–2).
- **Mission: Minor Sabotage**—The enemy is using a strange mechanical digging machine to construct its tunnel. The heroes infiltrate the tunnel and destroy the machine (+1).

- **Mission: Minor Abduction**—The castle commanders have decided to abduct a staff member on the enemy side. The heroes sneak through the camp at night and attempt to abduct a cook. Unfortunately, they are spotted and barely escape with their lives (+0).
- **Mission: Bodyguard**—Spies report that agents within the castle intend to make an attempt on the general's life. The heroes mount a secretive watch, and intercept a small band of night elf assassins as they close on the general's private quarters (+1).
- **Result**—At the end of the first day, the heroes still have 8 Victory Points. They will need to do better than this if they are to save the castle.

Day 2

- **Passage of Time**—The heroes' side loses 3 Victory Points automatically.
- **Daily Event: Desertion—**Reports indicate that the enemy's hill giant unit has grown tired of the battle and left (+2).
- **Mission: Minor Sabotage—**The enemy has constructed another digging machine. It is not in the tunnel yet, and the heroes sneak behind enemy lines and manage to destroy it (+1).
- **Mission: Major Sabotage—**The enemy is almost certain to build further digging machines. The only long-term option is to flood the tunnel. The heroes make their way to a nearby dam and manage to destroy it, causing the enemy's tunnel to fill with water (+2).
- **Mission: Defense**—The castle has a small lookout tower one mile to the east, which has been used to spy on the enemy camp. Unfortunately, the enemy has decided to deal with this nuisance and has dispatched a unit of ogres to tear it down. The heroes mount a stalwart defense, barely scraping a victory. For now, the tower stands (+2).
- **Result**—Today was a much better day for the good guys, who close the day with 12 Victory Points. The tide of battle seems to be swinging in their favor.

Day 3 and Beyond

If the heroes can keep racking up victories, and especially if they can find and defeat that dragon, the defenders of Castle Northam may yet snatch victory from the jaws of defeat.

Mission Ideas

Assassination/Abduction
- Leaders (generals, clerics, wizards)
- Monsters (giants, dragons)
- Hero (captain, gladiator, champion)

Sabotage
- Artillery (catapults, cannons, onagers)
- Structure (bridge, viewing tower, gateway)
- Magic (portal, Seeing pool, altar)

Artifact
- Obtain the MacGuffin of Winning (a lance that is quite good at killing dragons; a torch that can teleport armies)

Reconnaissance
- Scout out a nearby hilltop
- Investigate a cave complex
- Search for a way across a river or gorge

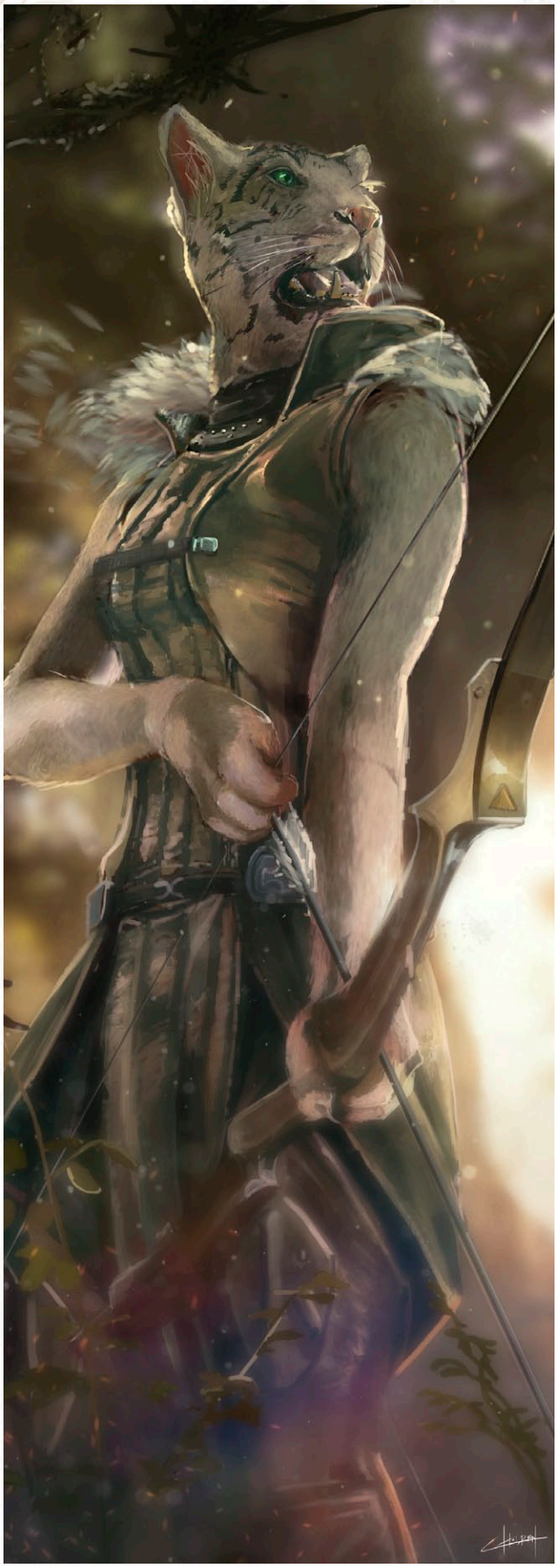
Spying
- Obtain maps, plans, or other documents
- Eavesdrop on a meeting or council
- Recruit an agent

Defense
- Rush to a breach in a wall
- Guard a bridge or other strategic location
- Prevent an assassination attempt

Counterspy
- Identify and apprehend a spy or traitor
- Fake or send false information or put on a deceptive display

Morale
- Organize a bardic performance
- Activate a symbol (a beacon, a flag)
- Obtain resources (ale, an entertainer, food)
- Make a rousing speech

Allies
- Incite an uprising of the populace
- Convince the nearby dwarves to help out



Battle Tactics

In the previous section, the PCs were primarily responsive. Available missions were generated randomly each day, and the PCs engaged with the enemy in commando-style encounters. In this section, the PCs will direct the war effort more directly. These rules assumes that the PCs are in a position of command and can make major strategic decisions.

Choosing Tactics

At the most basic level, each day, both sides choose one tactic from the tactics list. Each tactic has its strengths and weaknesses. Once both sides (the PCs and the GM) have chosen their tactic, both are revealed and the result determined on the Tactics Matrix at the bottom of the next page, and the PCs either gain or lose Victory Points. Simple, right?

Each tactic is strong versus some tactics and weak versus others. For example, a Charge is very weak against an Ambush, but very strong against Artillery.

Tactics are arranged in three basic groups.

- **Regular** includes Attack and Dig In.
- **Reckless** includes Charge and Ambush. These tactics have potential for great damage, but run the risk of great disaster.
- **Specialist** includes Artillery and Skirmish.
- **Maneuver** includes Flank and Withdraw.

Each of those groups includes an offensive and defensive option.

Changing the Odds

Of course, at the basic level the course of combat is a very random affair. The PCs may attempt to use an INT (*tactics*) check to determine what the enemy is going to do, so that they may choose their own tactic accordingly. This INT check is opposed by the enemy's own INT (*tactics*) check. If they succeed, they can choose a tactic and ask the GM whether the enemy is going to use that tactic; the GM will answer "yes" or "no."

For every 5 full points by which they beat the enemy's check, they can ask about one additional tactic. For example, if the PCs beat the enemy INT check by 11 points, they can ask about 3 tactics (one for beating

it, and one for each full 5 points beyond that). They may get lucky and hit a "yes," in which case their choice of tactic will surely be optimal; or they may simply narrow down the field, increasing their odds.

The use of the *tactics* skill is very useful when making this INT check. *Tactics* is the primary skill for interpreting enemy movements and predicting their tactics. However, other skills are also useful in the sphere of battlefield command. They can be used to increase the Victory Points gained with certain tactics.

- *Diplomacy* or *performance* skills—a rousing speech to the troops can improve the Charge and Attack tactics.
- *Intimidate*—there's nothing like a ferocious charge! This skill can improve the Charge tactic.
- *Evocation*—directing your battlemages' spells can improve the Artillery tactic.
- *Local knowledge*—knowing the local layout can improve both the Flank tactic and the Ambush tactic.

Tactics Matrix

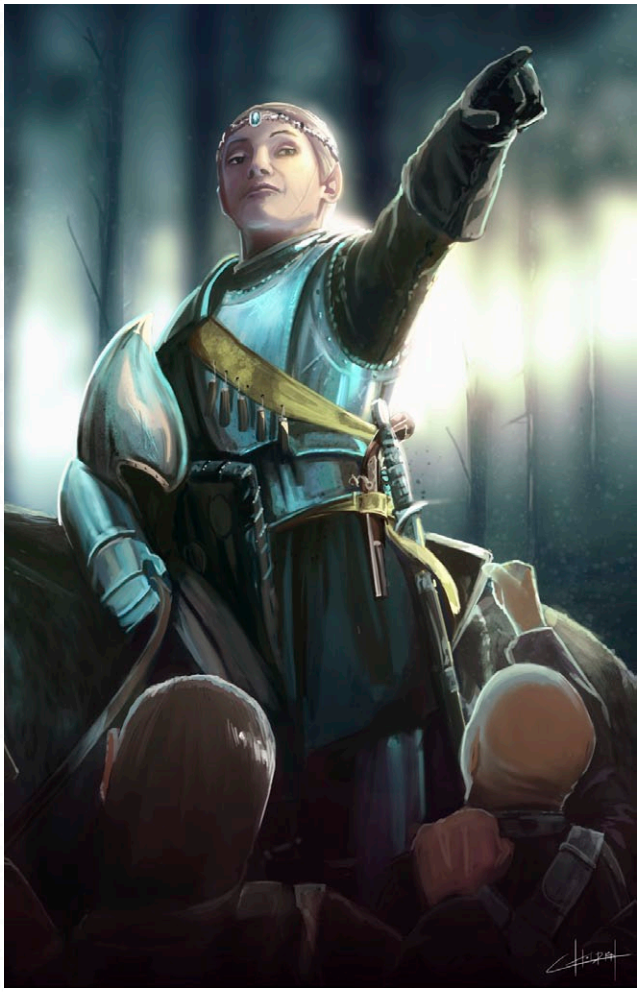
PC Tactic \ Enemy Tactic		Regular		Reckless		Specialist		Maneuver	
		Attack	Dig In	Charge	Ambush	Artillery	Skirmish	Flank	Withdraw
Regular	Attack		−2		−1	+1	+1		−1
	Dig In	+2		+1		−2	−1		
Reckless	Charge		−1		−3	+3	+2		
	Ambush	+1		+3				−3	−1
Specialist	Artillery	−1	+2	−3					+1
	Skirmish	−1	+1	−2				−1	+2
Maneuver	Flank				+3		+1		−2
	Withdraw	+1			+1	−1	−2	+2	

- *Nature*—using the land, you can improve the effectiveness of the Dig In tactic, and also the Ambush tactic.
- *History*—knowing the details of past battles can improve any tactic.
- *Stealth*—knowing how to hide makes your Ambush tactic much better.

Obviously, you can only improve one tactic at any given time (the one you've chosen to use). You may also only use one skill to augment that tactic at any given time. Anyone in your party can provide the skill, but each can only use any given skill once during the battle.

Once you've used your trick, the enemy knows about it.

An improved tactic increases the Victory Points gained by 1; a failed skill check reduces them by 1. This includes negative amounts, so an improved tactic can improve a –1 to a 0, and vice versa.



The skill check is an opposed check. The enemy makes the same check to see if he negates your advantage with his own tactics.

Enemies & Skills

You may be wondering at this point where the enemy general is going to get all those skills to counteract the PCs' skill checks. After all, your Big Bad Evil Guy probably wasn't optimized with these skills in mind. That's OK; you have a couple of options.

First, you can start designing your BBEG with battlefield generalship in mind. Second, you can give him advisers—he may have generals below him who provide the necessary skills. Finally, you may be perfectly happy with the PCs having an advantage with respect to skills.

We suggest the second approach. These advisers and generals not only add to the detail of the battlefield ("Man, I hate that General Ixnious on the left flank! He keeps spotting my ambushes!"), but also provide the PCs with targets for the abduction and assassination missions described earlier. That way, your PCs will be selectively choosing their targets based on who is countering their side's strengths.

If you don't have the time or the inclination to create these NPCs, in a pinch you can arbitrarily set an enemy general's skill at the PCs' level with an additional +1d6.

Putting It All Into Practice

As mentioned earlier, it's not enough to simply present options and make skill checks. You need to translate it all into a narrative that makes sense in the context of your battle.

Each tactic should be described in terms relevant to the forces and situation at hand, and each attribute check should be illustrated with appropriate actions.

The players should select their tactic and then describe it in narrative terms, along with the attribute check (if any) that they wish to make. The DM should then narrate the results after consulting the Tactics Matrix. For example:

INT check: the players beat the enemy by 7 points, giving them two questions. They ask about the Artillery and Dig In tactics.

GM: "The enemy's artillery pieces are not correctly positioned for an effective assault; it seems unlikely that he plans to use them today. His formations are loose, and his spearmen are further back than you would expect if he were planning to form a strong defensive line."

Players: "We're going to hold off on the direct assault for now; we would have charged had he been setting up artillery. Instead, we'll use our own catapults and the warmages from Seaquen to soften up the enemy from a distance. Grusalock is directing the mages' actions and instructing them where to target their magic." [Artillery tactic, bolstered by a successful *evocation* INT check.]

GM [the enemy has selected the Charge tactic]: "As you pull your troops back, your artillery begins to bombard the enemy. At first there is confusion, but the front ranks of the enemy suddenly part to reveal a mass of horse charging straight towards you! They rip into your artillery units, slaying with abandon. However, your expert deployment of your warmages allows them to fall back to safety, mitigating the damage a little. Lucky you studied *Offensive Formations for Magic-Using Battle Troops and Their Effective Withdrawal* during your wizard apprenticeship!"

A Note on Victory Points

Because the Battle Tactics rules provide more ways to gain and lose VPs, you'll need to adjust the starting and victory conditions. Instead of a 20-point scale with the PCs starting at 10 (the default in the previous section) you should use a 30-point scale with the PCs starting at 15.

Chapter VII

Fantasy Worldbuilding

Some worlds are forged by the gods; others have existed forever, while still more are created in a more traditional, astronomical way. One of the GM's most important tasks is to create the setting in which the player characters operate. The GM must design the universe, its inhabitants, its power structures and villains, and more. Every place the player characters go, every non-player character (NPC) they meet, every monster they fight, every dungeon they explore—it all begins with the GM.

That sounds like a monstrous task—and in some way it is. But the GM doesn't need to create an entire universe all at once. It's often enough to simply sketch a broad outline of the setting in a few paragraphs, and some detail around the PCs' starting circumstances, and expand from there as and when it's needed. You may know there's an underground civilization of frog-men, but you don't need to flesh out all the fine details until the player characters actually go there. Or unless you decide to have the frog-men invade the surface world!

In a medieval fantasy campaign, a common starting structure is to design a village and its environs, and start the PCs there. The world around them is hidden by a kind of "fog of war"—though it's more a "need to know," with pertinent details revealed when necessary. After all, as many GMs already know, it can be tough to persuade players to read and memorize a lengthy setting document before the first game begins.

Open Gaming

Remember that WOIN is an "open gaming system." You can read more about this on the official website, but the short of it is that you can use many of the game rules to create, publish, even sell your own WOIN compatible products. You don't even need to ask permission—just check out the terms on the website (www.woinrpg.com).

So if you do create a setting, why not publish it, either for free or for profit? And, of course, you are not limited to settings—you can produce books of careers, monsters, NPCs, exploits, organizations, equipment, and so much more! After all, like every toolkit, WOIN becomes more useful the more tools are added to it..

WOIN is—more than many tabletop roleplaying games—a setting-neutral toolkit. In other words, it provides you with the tools to build your own setting rather than providing you with a pre-made universe. To that end, this section includes tools for building races, careers, organizations, monsters, and NPCs, along with discussions on genre and ideas for locations and events.

Designing Your Setting

You may well find that you need to create new content in order to accommodate your campaign setting. You are encouraged to do so, and this section is designed to help you in that process.

This section contains guidelines and rules for designing new fantasy races, new careers, organizations, and new monsters. You should feel free to use any of the parts of the following chapter in isolation as and when you need to.

Also, don't feel constrained by the charts on the following pages. They are intended as useful tools to provide inspiration when you need it, and hard answers when you want them, but you should always let your imagination guide you.

In a WOIN game, the world doesn't always need to be one of the GM's creation. It could be modeled after a favorite fantasy TV show, novel, or movie, or the GM could purchase a pre-published setting designed specifically to work with the game. In that case, much of the work has been done for you. However, should you need to create your own, the following checklist should help get you started. It is a list of important questions and issues you should address as you design your setting.

The Big Picture

How big is this setting? Does it encompass a small village, a country, a country, a continent, or an entire world? Maybe it includes an entire multiverse, with other planes of existence. Some settings, including, perhaps, Arthurian, Ancient Greek, or Celtic themes, are based in our own world; others are based in fantasy worlds unconnected to ours.

Theme

The general theme and atmosphere of your setting is important. Is it high fantasy, horror, comedic, or militaristic? Is it dark, gritty, or political?

One tool you can use to help model your theme is "Cinematic Mode." Cinematic Mode is a way to play a WOIN campaign which is less deadly and consequently more "heroic" than the default rules. Cinematic mode gives PCs more Health, amongst other things, and results in a game more akin to a heroic *Dungeons & Dragons*® setting where the heroes mow down dozens of enemies than a more gritty *Game of Thrones* setting. You should decide before you start play whether you are using Cinematic Mode. In Cinematic Mode, characters add their LUC dice pool to their Health score.

Genre: Low/High Fantasy

Many factors work together to make up a complete fantasy setting, but arguably the preponderance and power of magic is one of the fundamental things that help define its tone. In a particular setting, magic might encompass only minor rituals designed to ward off sickness, or it might include epic spells capable of destroying entire cities in great fiery conflagrations; it might be limited to enchantments which harden armor or heal minor injuries, or it might include complex rituals capable of summoning awesomely powerful archdevils from the depths of Hell. Some settings may eschew magic altogether, while in others, all PCs and many NPCs can use some magic.

The terms "low fantasy" and "high fantasy" mean different things in roleplaying games than they do in literature. In literature, "low fantasy" refers to a fantasy story set in the real world, while "high fantasy" means a story set in a fictional fantasy world. In RPGs, however, and in this rulebook, these terms are used to determine the prevalence and power of magic on a scale from the near-realistic to the mythical. This book is designed to handle a wide range of magical potency. None of this is iron-clad, of course—exceptions are, after all, often the rule of the day. The "default" Genre of this book is somewhere in the middle, near the Tolkien level.

No Fantasy

A no-fantasy setting has no magic in it. In O.L.D. it remains the Archaic Era (see the discussion on Advancement Level), but spells and magical items are absent. There may perhaps be one example of magic—maybe a single holy relic or other item—but this single example will be the only exception.

Low Fantasy

Low fantasy emphasizes a more realistic worldview. While magic exists, it is not commonplace or overly flashy. The works of Robert E. Howard are low fantasy, as are the Arthurian myths and the Game of Thrones series. In a low-fantasy setting, magical items tend to be rare, even unique, and magic is deeply mysterious and generally feared.

Medium Fantasy

Medium fantasy is best exemplified by the work of J. R. R. Tolkien. While powerful creatures such as balrogs and dragons exist in Middle-Earth, the use of magic there does not result in the appearance of giant fireballs or globes of many colors; it is more subtle, rarer, although it can still be powerful. For example, the greatest magical item in Middle-Earth is fairly low-key despite its mighty power.

High Fantasy

High fantasy encompasses such settings as those portrayed in *Dungeons & Dragons*® and many other fantasy roleplaying games. Magic is widespread and powerful, gods and monsters walk the world, and magical items abound in great quantities. Other high-fantasy settings might include the Shannara series, or the novels of C. S. Lewis, as well as some Greek or Norse mythology.

Technology and Firearms

Fantasy settings can range from Stone Age all the way through to the Renaissance. With that in mind you should select a typical technological level. This is a generalized description of the technology that the player characters can expect to interact with most of the time.

WOIN uses Advancement Level (AL) to denote the overall technological progress of a campaign world. O.L.D. settings are typically AL 2–3 (Medieval or Renaissance), though it's certainly possible to set a campaign in AL 0 or 1. ALs 0–3 are collectively known as the Archaic Era, which is broken down into four Ages.

Archaic Era

Age	AL	Earth Example
Stone and Bronze Ages	0	Until 1200 BC
Iron Age	1	1200 BC–400 AD
Medieval	2	5th–15th century AD
Renaissance	3	15th–17th century AD

N.O.W., EN Publishing's game of '80s action, covers game elements typical in the Modern Era, which is AL 4–5 (the Industrial through Information Ages), while N.E.W., EN Publishing's sci-fi game, picks up at AL 6+, the Future Era.

The GM can easily introduce exceptions to the overall AL if the plot of the campaign requires them, but by and large the campaign's AL circumscribes the technology that the players can expect to encounter. Some areas of a campaign world could easily feature lower ALs—Renaissance-style characters can stumble across isolated Paleolithic civilizations if the campaign calls for it.

With that in mind, one important decision the GM needs to make is whether or not firearms are present in the setting. While firearms do not particularly affect the power level of the game, they can make a big difference to the flavor. Of course, firearms in a strictly archaic setting will be primitive at best—flintlocks and muskets are the best firearms available at AL 3.

Races

You will need to decide which races exist in your setting. While *WOIN Fantasy Careers* presents you with a selection of default races which you may choose to use, you are strongly encouraged to devise your own using the guidelines later in this chapter. Or perhaps there are no fantasy races in your setting, and only humans travel the world, like in the works of George R. R. Martin! Maybe there are hundreds of races, each more exotic than the last, as in many of the worlds published for *Dungeons & Dragons*®. Are fantasy races generally humanoid, or do you want to allow more unusual races?

Magic

A common feature of fantasy settings, magic is an optional element, and you should decide in advance whether magic is part of your setting, and if so whether it is limited in any way. If you choose to limit magic, some options on doing so are presented in Chapter V, Elements of Magic.

If your setting features magic, you also need to think a little about the flavor text around the subject. One setting might refer to magic as an omnipresent force accessed by magical formulae; another might consider it an innate power or an ability unique only to a certain race; while for others it may be the result of divine grace and favor—miracles performed with the help of a patron deity.

Alternatively, if you like to mix your fantasy with a dash of sci-fi or Eastern mythology, you might choose to use the Psionics system from *WOIN Future Careers*, or the Chi rules from *WOIN Modern Careers*.

Gods and the Other Planes

Does your setting include a pantheon of gods? You should define these gods (and assign them magical secrets which form their portfolio—the secrets which their followers are allowed to access). Gods should have a name, brief description, and portfolio at the very minimum.

You will also need to decide where your gods reside. Do they walk the world, or are they distant entities on outer planes? Do they take an interest in mortal

affairs? What other planes exist—is there a fey realm, a realm of death, or a heaven? At the end of this chapter, you will find a sample fantasy cosmology.

When putting together your pantheon of gods (or other powers), you should ensure that each has a number of assigned secrets (see Chapter V, Elements of Magic, for more information on how secrets work). This list of secrets tells you about the god's portfolio, or sphere of influence.

If a character is a religious one, and obtains magical powers from a divine source, this portfolio also defines the only secrets that character may use. While the character could—technically—*learn* additional secrets, a divine power source would not grant the miracle requested when she tries to cast it.

Usually, a character can only follow one god at a time. Even in the case of an allied pantheon of gods, she should choose a specific patron.

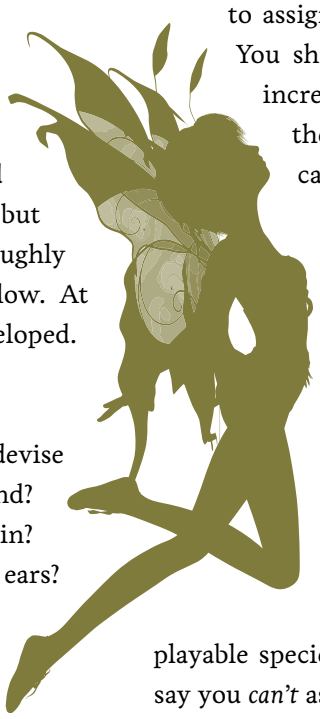
If a character falls out of favor with her patron deity, she loses access to those secrets. If she switches to another deity, she does not automatically gain new secrets—she still knows the same set of secrets, but the new deity is now the one which determines which of them will work for her.

Science Fiction and Modern Action

Other WOIN rulebooks contain a variety of races and careers from science-fiction and contemporary (modern) action, all of which are fully compatible with the rules in this book. So if you want to use lasers, tanks, machine guns, and computers in your fantasy setting, choose an AL higher than 3 and go for it. After all, modern fantasy (or urban fantasy) settings are popular, and science-fantasy settings wherein elves and wizards fly spaceships can be the foundation of an epic campaign.

Designing a New Race

New races are fairly straightforward to create. The most important thing is that you make the race a viable choice—not too powerful, and not too weak. That's not to say every race has to be perfectly balanced with every other—the world doesn't work like that, and a little imbalance will not hurt your game—but you are encouraged to aim for races of roughly equal power levels. Follow the process below. At each stage, an example new race will be developed.



Concept

The first stage in designing a new race is to devise your concept. How similar is it to humankind? Is it a plant-based species with bark for skin? Or is it pretty much a human with pointy ears? The races presented in the WOIN character creation books are all roughly humanoid (although one is much larger than the average human) but that is by no means a requirement! You should also select the race's size at this time.

Our example new species is a small-sized species called a Feychild. It's a magical, agile little species with the ability to turn invisible.

Type & Size

You should also determine the race's type and size. Many races are humanoid, but that is not a requirement by any means, and many are medium-sized, but again that is not a requirement. Generally speaking, sticking within the small, medium, or large range makes for simpler gameplay. Races can be of any of the creature types found in the monster creation guidelines later (fey, beast, goblinoid, insectoid, automaton, and so on). A race gains all of the properties of its type.

Races are always considered to be sentient. Semi-sentient or non-sentient races do not make for fun gameplay!

Feychildren are small (2'–3' tall) fey humanoids.

Attributes

Once you've got the concept for your species, you need to assign adjustments to each of its attributes. You should select two or three attributes to increase. An increase should generally be in the region of +1 to +2, with +3 in extreme cases.

Here are the total attribute adjustments for the core species: Human +5, Ogre +6, Grand Elf +5 (includes a –2 penalty), Sylvan Elf +6, Mountain Dwarf +4, Orc +7, Smallfolk +7.

Generally speaking, you should not assign penalties to a species intended for use as player characters—while there are undoubtedly many creatures in your campaign world with attributes of 1, they don't make good playable species in a roleplaying game. That's not to say you *can't* assign penalties, but you should consider them carefully; for example, in the core rules, only one race, Grand Elf, has a penalty (–2 to LUC).

Magic is an optional attribute depending on the campaign. MAG begins at 0, so if you want your species to be magical, you will need to assign a bonus.

Feychildren are much smaller than humans and are much more nimble. They have keen senses and innate magical ability. The starting attributes for a Feychild look like this: AGI +2, INT +1, MAG +3.

Skills

Your race's skill list helps differentiate it from other races. Select 3–5 skills which are especially relevant to your race. Remember that characters will be choosing three of these skills, not all of them. The more skills you list, the more varied your race will be. Conversely, a small list of only 3 skills makes for a much more homogeneous, uniform race.

Feychildren are agile creatures, great at climbing, and are skilled thieves. Their skill choices are *climbing*, *perception*, *thievery*, *stealth*, and *illusion*.

Exploits

Next you need to create a few unique exploits possessed by every member of your new race. You should aim for three to five exploits. This part of the process is more art than science. You can have negative exploits, but try not to assign too many of these.

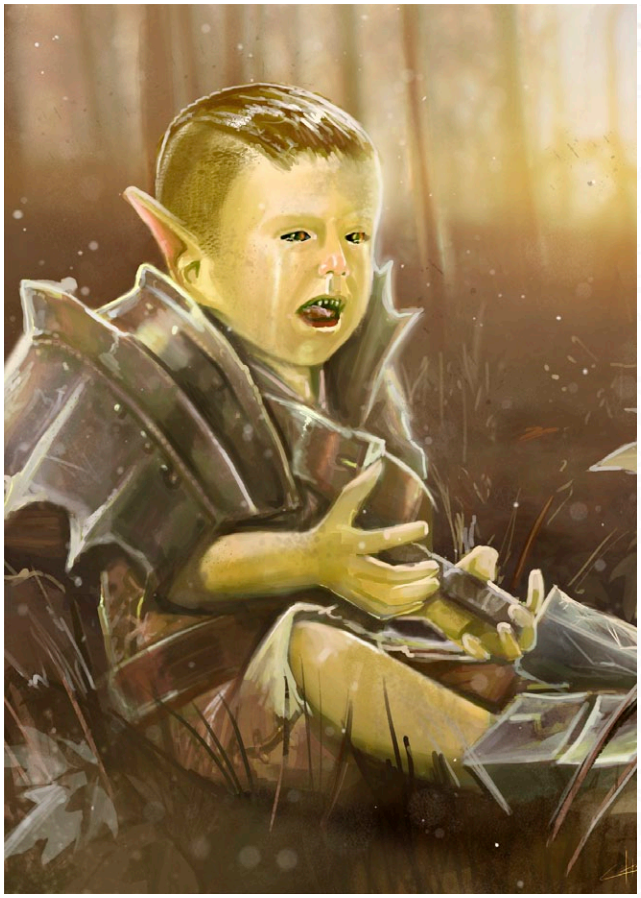
You can use the existing races for ideas. Following is a short list of suggestions that you might use as inspiration to create species traits of your own. It is important to bear in mind that many traits—such as strong, magical, agile, etc.—are better reflected directly via attribute assignments than by traits.

Sample new exploits:

- **Camouflage.** A race whose skin changes color to match its surroundings gets a +2d6 bonus to any attempts to hide or sneak.
- **Four-legged.** Four-legged species have a great speed advantage. They get a +2 bonus to Speed. Additionally, enemies take a −2d6 penalty to any attempt to knock down or trip a four-legged creature.
- **Plant-based.** A plant-based species might be tough to damage but vulnerable to fire damage. They gain Soak 5, but take an additional 1d6 damage from fire.
- **Poison breath.** A creature might possess the ability to breathe a poisonous gas into the face of its foes as a standard attack action. This is an END vs. Melee Defense attack, doing 3d6 poison damage.
- **Winged.** Flight is a fairly powerful ability. It is recommended that races only be able to fly for short distances (for one turn at a time, having to land at the end of each turn). If you wish to have a race that can fly indefinitely, you should compensate for this with a major weakness—perhaps the species is very light and delicate, and has only half Health.

Lifespan

Determine your race's typical lifespan. You will need to divide this lifespan between the three age categories (young, adult, and old). Most species should divide their lifespan equally between the age categories, but this is not a rule—there's no reason a species might not stay young for 80 years before aging quickly and dying within a decade.



Feychildren don't live as long as humans. A typical Feychild lifespan is about 60 years, divided into 20-year age categories.

Description

Finally, you will need to describe your species. Note its appearance, culture, and suitable careers. Also note a selection of typical names.

Developing the Race

To fully realize your new race, there are other things you should consider creating. You should create at least one career unique to your race, some unique weapons (a melee and a ranged weapon), armor, and perhaps a new item of equipment. All these things together can help make your species stand out.

Feychildren

Feychildren are small, humanoid fey creatures, agile and adept at thievery.

Statistics

- **Size:** Small
- **Attributes:** AGI +2, INT +1, MAG +3
- **Skill choices:** *Climbing, perception, thievery, stealth, illusion.*

Exploits

- ***Fey.*** As fey creatures, Feychildren can sense the presence of magic within 10', and are vulnerable (1d6) to cold iron weapons.
- ***Darksight.*** Feychildren can see in darkness as though it were normal light.
- ***Fast Healing.*** Feychildren heal double the normal amount after a night's rest.
- ***Invisibility.*** Once per day a young Feychild can turn invisible for one minute. An adult Feychild can do this twice per day, and an old Feychild can do it three times per day.

Feychild Refugee [1d6 years]

You escaped your burning world, and learned to survive in this one.

Prerequisites: Feychild

Attribute: AGI +1, END +1, INT +1, MAG +!

Skill Choices: *running, survival, stealth, perception, insight.*

Looking over your shoulder. A Feychild refugee is preternaturally alert and aware, and cannot be ambushed.

And there's your new race (see sidebar). Try creating a typical member of the race in the form of a monster stat block for convenient use as an NPC or enemy.

If you are stuck for ideas, try randomly selecting a species feature on the following table.

Racial Features

1d66	Feature
11	Natural armor
12	Camouflage
13	Chameleon
14	Breath weapon
15	Innate magical ability
16	Four-legged
21	Natural weapons (claws, teeth, tusks, etc.)
22	Tail
23	Eyestalks
24	Winged
25	Acidic blood
26	Fast healing
31	Darksight
32	Adonis
33	Automaton
34	Long-lived
35	Floating
36	Sonic attack
41	Hypnotic
42	Tentacles
43	Odor
44	Third arm
45	Strong
46	Emotionless
51	Defensive spikes
52	Slippery
53	Jumper
54	Climber
55	Cold blooded
56	Good hearing
61	Double-jointed
62	Thick fur
63	360-degree vision
64	Short-lived
65	Empathic
66	Technophile

Designing a Career

If you create a new species, you should create at least one career unique to that species. However, you may need to create careers irrespective of any species design you've done. Perhaps your setting has a particular tradition of gladiators, an order of mage-knights, or a particular type of assassin.

Designing a career is a lot like designing a race. The following steps will take you through the process of designing a new career for your setting. Alongside the guidelines, an example Refugee starting career will be designed for the new Feychild species.

Concept

Decide on your concept. What role does this career fulfil in your setting? Can that role be filled by another career? Don't confuse skill selection with full careers—for example, the loremaster career allows you to choose, via skills, what type of expert the character is; additional careers aren't needed for history, law, engineering, and astrology students.

Feychildren are not natural to this world; they are refugees from another place, which died in fire. As such, they rely on their invisibility to hide from their foes; it can take a long time to gain the trust of a Feychild.

Length

Decide how long this career should take. If you're not sure, the standard is 1d6 years. Some careers—in particular educational careers—have a set length of 1, 2, or maybe 4 years. Occasionally something might last longer than 1d6 years. Origins are longer, as they take a character through childhood and adolescence—they are typically 2d6+6 years, but can vary.

The Feychild Refugee will have a standard starting career length of 2d6+6 years.

Attributes

Assign 4 points in attribute adjustments. Remember that a character might take this career four times during character creation, so a bonus of +2 means that he will have a total of +8 added to his starting attributes. So you should be hesitant to give any individual attribute an adjustment of +2, although origins are less restrictive in that regard as they are only taken once.

It can be tempting to assign large attribute adjustments to a career in order to emulate a perceived high level of ability. It is important to remember that just signing up to a career doesn't magically make a member part of the elite—high levels of ability are achieved by repeating the career (effectively "leveling up" in that career).

The attribute adjustments for the Feychild Refugee career are: AGI +1, END +1, INT +1, MAG +1.

Skills

List some skills offered by that career. Remember that the character will only be selecting two of these skills. As with species design, this list is what determines how varied that career is—a short list creates a more uniform career, while a larger selection creates one which is more varied. Also remember that this skill selection is a specialization—the character will be getting better at a wide range of things simply by virtue of the attribute bonuses.

The skills offered by the Feychild Refugee career should reflect hiding and survival: *stealth*, *survival*, *running*, *perception*, *insight*.

Exploits

Finally, create exploits unique to that career. These should be ones that can't just be replicated with a good attribute check (with or without a skill or equipment bonus). If you can, try to give the career at least five exploits; more powerful exploits can require other exploits within the career as prerequisites. Origins, on the other hand, need only one exploit.

The primary characteristic of a refugee is survival. A Feychild refugee is preternaturally alert and aware, and cannot be ambushed.

Having followed this process, you should now have created a new career (see sidebar, previous page).

Creating an Organization

WOIN Fantasy Equipment contains details on organizations and how to use them to requisition gear.

Not only player characters have REP scores; so do evil princes, powerful cult leaders, and barbaric warlords. What sorts of resources do they have at their disposal, and how does this increase the challenges set against the adventurers? How fast can one of these agencies respond to an attack on one of their interests, and how viciously can they do so? When push comes to shove, how far will the party have to go to dismantle an agency or organization?

An organization's size represents the number of agents within it. Destroying an organization requires ridding the world of its agents, or the leader(s) of the organization (removing a leader cuts the organization's number of agents in half as they splinter into factions or seek prosperity elsewhere).

Becoming a member of an organization costs one exploit (Organization Member). The exploit is not recovered if the organization is left, or ceases to exist. In some campaigns, player-characters may be required to all be members of the same organization, in which case they will use their starting free exploit on Organization Member unless a career grants them that exploit.

The organization's size includes those *directly employed* in the service of the organization; it does not include affiliated peasants, families, passengers, and so on, or to regional populations. For example, a country with a population of 500 million might have an Administration as its government: only, say, 3,000,000 people are Administration employees.

Note that in archaic eras of lower population, a country's government can be of only Brigade size. In 1600 the entire population of England and Wales was only around 4,000,000, and London had a population of around 250,000.

The size category names in the table below are military themed, but your organization does not have to be military or militarized in any way. A large corporation is a non-military organization that can have many thousands of employees and would use the same classifications. A single wizard's school may have 100 employees, making it a Company, while a wealthy trading enterprise like the real world's historical Dutch East India Company may have 80,000, making it a Corps. The organization itself will not use these terms (unless it actually is military—and even then, it might use terms drawn from different military structures); your organization might call itself a trading coster, a cell, a gang, a league, a church, an inquisition, a militia, or whatever you deem appropriate.

Organization Sizes

Size	Members	REP	Locate Info	Requisition Cap (gc)
Team	1–8	4 (2d6)	*Superhuman [37]*	700
Squad	8–12	6 (3d6)	*Herculean [33]*	1,100
Section	12–25	8 (3d6)	*Severe [29]*	1,100
Platoon	25–50	12 (4d6)	*Strenuous [25]*	1,400
Company	50–250	16 (5d6)	*Demanding [21]*	1,800
Battalion	250–1,500	20 (5d6)	*Difficult [16]*	1,800
Regiment	1,500–3,000	25 (6d6)	*Challenging [13]*	2,100
Brigade	3,000–5,000	30 (7d6)	*Routine [10]*	2,500
Division	5,000–25,000	40 (8d6)	*Easy [7]*	2,800
Corps	25,000–100,000	50 (9d6)	*Trivial [—]*	3,200
Service	100,000-500,000	60 (10d6)	*Trivial [—]*	3,500
Force	500,000—1,000,000	70 (11d6)	*Trivial [—]*	3,900
Administration	1,000,000—5,000,000	100 (13d6)	*Trivial [—]*	4,600
Empire	5,000,000+	130 (15d6)	*Trivial [—]*	5,200

Reputation

An organization's Reputation score indicates a number of things—its wealth, the resources at its disposal, how easy it is to find the organization, how likely people are to recognize its name or importance, and more. Larger organizations are better known, and depending on its exploits, an organization may only have a reputation among certain circles like investigators, criminals, wizards, and occultists, and so on—but remain hidden from the public at large (it can be a bit hard to attain world domination when anybody can find and foil your schemes, after all).

Any creature, NPC, or character may belong to an organization—a navy, a spy agency, a college or school, or a sinister cult. Membership gives the creature access to the organization's REP attribute rather than its own once per day, along with appropriate resources (which remain the property of the organization and cannot be kept indefinitely). An organization may also provide access to specific careers or exploits. Note that an individual has access only to the REP of its sub-group, not the organization as a whole.

Locate Info. When attempting to gain information about or locate an organization, characters make an attribute check (typically LOG or CHA, depending on the methods used); the difficulty of the check is noted in the Locate Info column in the organization table.

Requisition Cap. This is the maximum amount by which an organization can outfit all its members for missions.

Sub-Groups

Large organizations are composed of multiple smaller organizations—one does not normally encounter the entirety of a kingdom at once, or an entire army. The sub-groups have REP attributes according to their size, which tend to escalate in larger and larger sub-groups until the final group is the whole organization.

Commanders

Every organization (or sub-group) has someone in charge. That person, whether a knight commander or a spymaster, has a *leadership* skill equal to the organization's REP attribute, and may use it in the same way as a PC's *leadership* skill, donating LUC dice to allies. A commander has access to the REP of the sub-group she is commanding, not the whole organization—the head of the Navy has access to far greater resources than the commander of a small village watch has. This only applies to NPCs—player characters must earn their *leadership* skills the hard way!

Traits

Organizations have one or more traits: exploits which members who have taken the Organization Member exploit gain automatically. Any benefits gained by being a member of an organization are lost if the character leaves the organization.

Advanced Tech. The Advancement Level of technology available to the organization increases by one level. Organizations with this trait must have mystics, alchemists, or some other means to justify their impressive gear.

Clandestine. The organization is extremely secretive, a cabal as devoted to silence and mystery as they are to their cause. Only individuals in the same line of business or of similar interests (criminals, mystics, cultists, and so forth) treat the organization's REP score as the normal value when seeking information about the organization; all others treat it as one-third its actual value.

Combat Training. All of the organization's agents receive a specific free combat-related exploit.

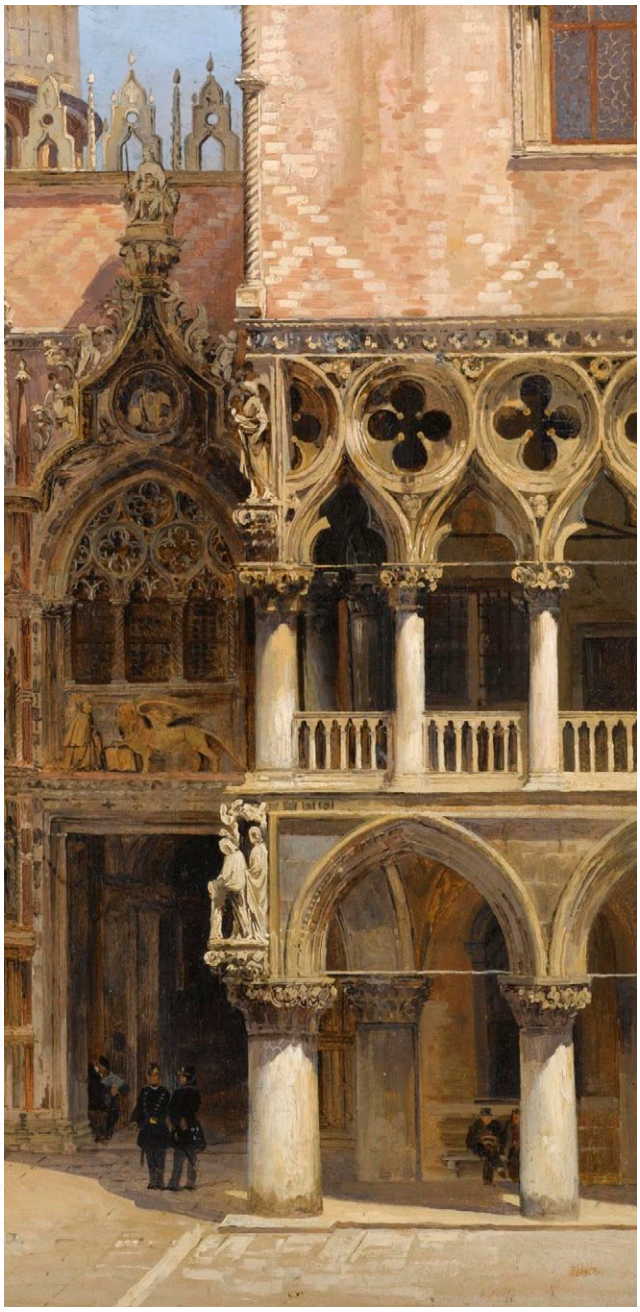
Criminal. The organization is able to handle illicit goods, allowing members to access items which would otherwise be restricted or illegal.

Disciplined. The organization has a strong chain of command, and good unit cohesion. In combat, organizations members gain +1d6 to Initiative as long as they are accompanied by at least 3 other members of the organization.

Excellent Equipment. All of the organization's agents receive a single piece of equipment that is one stage of quality higher than normal. Most of the time these have magical fail-safes that destroy the item after it leaves the agent's possession, or at least render it of mundane quality after combat ends. The item is clearly identifiable as the organization's property.

Expertise. All of the organization's agents receive a basic curriculum of one rank in four organization-specific skills. This does not increase the rank of any of these skills above one rank.

Fearsome. The organization's reputation is one which instills fear in those who hear it. Members can make a REP vs. Mental Defense attack against one target who can hear and understand them. This attack can only be made once per day, and no single target can be affected by it more than once. If successful, the attack stuns the target until they shake the effect off.



Gadgets. Each agent of the organization receives a gadget that functions for 1d6 rounds (minimum 1 round; except the commander agent, in which case the gadget functions until the end of combat). (Gadgets are found in *WOIN Modern Equipment*.)

Mental Training. All of the organization's agents receive a bonus +1 to a specific mental attribute.

Physical Training. All of the organization's agents receive a bonus +1 to a specific physical attribute.

Traditional. The organization is very old, and predates the current era. This gives it access to certain ancient secrets, allowing members to use its REP attribute in place of a LOG check once per month to access information about a subject.

Wealthy. The organization has the REP attribute of an organization one size classification larger.

Types of Organization

Organizations can be as abstract or concrete as you like, as strange as a hive mind that's embodied in an abandoned dungeon to a worldwide conglomerate of ne'er-do-wells bent on domination!

Each organization type below includes one or more recommended traits; however, these should be viewed as guidelines only. As always, you are encouraged to think up creative and interesting organization types of your own to complement the suggestions below. You only need worry about two things: defining the group's purpose and knowing how the PCs might come to care about it.

Academies. Academies include all educational or research institutions—colleges, universities, alchemical laboratories, and so on. Academies often have access to knowledge or experimental technologies. Advanced Tech and Expertise are recommended traits.

Companies. Companies make great enemy organizations. They can be filled with so much bureaucracy that not only can executives potentially get away with murder, but also many of their accomplices have lawyers able to get them well away from legal trouble. Player characters that decide to take on a company should be wary of law enforcement, however, along with the sort of deadly talent that wagon loads of gold can purchase**.** Wealthy is a recommended trait.

Criminal Syndicates. The Yakuza, Triad, Mafia, and any other form of mundane organized crime qualifies as a criminal syndicate. These organizations specialize in illicit activity, often with a focus on drugs, vice, and racketeering, though their operations can range far wider. Often members are incredibly loyal, sometimes having familial ties. Recommended traits are Fearsome and Criminal.

Cults. Steeped in mysticism and dangerous beliefs, cults are another common type of organization. Led by charismatic individuals that indoctrinate their follower, they can appear everywhere in the world, and have operations as simple as robbery to pursuits as esoteric as demonic summoning. More often than not, their agents are fanatically loyal (often bringing their families into the fold). Clandestine and Wealthy are recommended traits.

Law Enforcement. There are no better team players than law enforcement, and the vast majority of settings feature authority figures of some kind that keep the peace. The organization rules are not meant to be implemented with police as a whole, but specific divisions like a order of inquisitors, a town watch, and so forth. Of all the different types of organizations, they are by and far the most responsive and easiest to instigate. Disciplined is a recommended trait.

Mercenaries. Some soldiers keep on fighting well after the war ends, and they don't particularly care whom it is they fight for. These mercenary groups are one of the most dangerous types of organizations and not to be underestimated; each of their agents is a trained combatant that has experienced warfare. Unlike other organizations, their loyalty is not overwhelmingly strong and they can be bribed or coerced into abandoning an operation with relative ease. A recommended trait is Combat Training.

Military. Military organizations may come in the form of armies and navies. They tend to be well-equipped, with strong loyalty and structured chains of command and sub-groups. Disciplined and Combat Training are recommended traits.

Shadow Services. Who cleans up the bodies piled up by assassins, and who supplies their poisons or sells the artwork stolen by cat burglars? Commonly neglected, organizations that support the shadowy underside of society are essential to its workings. Because they're so important, only the most stubborn and vengeful would choose to dismantle an organization that offers support to criminals. Clandestine is a recommended trait, as is Criminal.

Spy Agencies. Spies work for agencies of covert operatives which are, more often than not, directly affiliated with a national power. While some of these individuals are steadfastly loyal to their country, many are too willing to trade state secrets for a plush life of luxury, and double agents are not uncommon. Recommended traits are Clandestine and Gadgets.

Vessel. A ship (even an airship) can operate as an organization of its own. The crew requirement of a vessel can indicate the size organization it carries. Recommended traits are Excellent Equipment and Expertise.

Vigilantes. When heroes or villains team together, they can become truly potent forces that can affect change on a national or even global level. Fortunately, power seems to come with no small bit of egotism and most larger groups fail to remain united for long, splintering into smaller organizations that aren't nearly as disastrous for society. Recommended traits include Fearsome, and Physical and Mental Training.

Sample Organization

Royal Homeland Constabulary

Size Company (120 members); **REP** 16; Locate *Demanding [21]*; Subgroups —

Type Law Enforcement; **Traits** disciplined

Requisition Cap 1,800 gc

RHC constables are law enforcement officers tasked with protecting Risur from serious threats, usually in the form of foreign plots, magically equipped criminals, and various supernatural foes everyday police are not capable of handling. Approximately 20 constables are active in the Royal Homeland Constabulary's Flint directorate, supported by almost a hundred researchers, office assistants, laboratory technicians, security guards, carriage drivers, and the like.

Historical Populations

The table below is for reference purposes only, and gives the historical population of an average country through archaic modern eras. 10% of a population is usually employed by government and is counted for organizational size purposes. 5% of a government is usually the military (or 0.5% of the population), which is often divided into two thirds (one part navy, two parts army).

How these figures extend into the future is entirely up to you! If you have created a world, you already know its population, and you can easily determine the size of its administration and military.

Real World Historical Populations

Year	Country	Capital City*	Administration	Military
43 AD (Roman Britain)	4M	35K	400K (Service)	20K (Division)
500 AD (Dark Ages)	2M	15K	200K(Service)	10K (Division)
1066 AD (Middle Ages)	2M	18K	200K (Service)	10K (Division)
1300 AD (Middle Ages)	4M	45K	400K (Service)	20K (Division)
1600 AD (Tudors)	4M	250K	400K (Service)	20K (Division)
1700 AD (Enlightenment)	6M	600K	600K (Force)	30K (Corps)
1750 AD	7M	750K	700K (Force)	35K (Corps)
1800 AD (Industrial Revolution, Victorian)	9M	1M	900K (Force)	45K (Corps)
1900 AD (Edwardian)	41M	1M	4.1M (Administration)	205K (Service)

** ¼ this value for other cities*

Creating Monsters or NPCs

The following section contains guidelines on how to create a monster or creature. The process is a mixture of art and science—some aspects follow derived rules and calculations, while others are pure assignments.

Named and Unique NPCs

Ideally, unique NPCs should be created with the regular character creation rules.

For a quicker, more flexible NPC creation process, the following freeform method is available. This is useful for GMs creating NPCs and allows for some exception-based design while retaining a balanced grade value.

1. Start all attributes at 3, except REP and MAG which start at 0.
2. Select a species as normal and apply species attributes and exploits.
3. Select additional attributes, skills, and exploits according to the table below.
4. Create a descriptor for the NPC by choosing a trait and hook.

An average completed grade 5 NPC should have 44 attribute points, 13 skill ranks, and 7 exploits. For each grade thereafter, the average NPC will have an additional 4 attribute points, 2 skill ranks, and 1 exploit.

An NPC or monster may select any exploits, including monster and career exploits, as long as they meet the prerequisites.

Monsters and Generic NPCs

Monsters tend to be more arbitrary. Follow these steps to design a monster. However, these should only be viewed as guidelines. Monster design is exception-based, and you should feel free to deviate from these guidelines at any time. This method is also used to create generic NPC stat blocks (such as "Knight" or "Cutpurse") rather than unique, named NPCs.

1. Select a size, sentience, and classification, plus an optional virtue.
   a) Assign physical attribute scores based on size.
   b) Assign mental attribute scores based on sentience.

Expected Abilities at Each Grade

Grade	Attribute Points	Skill Ranks	Exploits	Max Dice Pool
0	24	3	2	3d6
1	28	5	3	3d6
2	32	7	4	3d6
3	36	9	5	3d6
4	40	11	6	4d6
5	44	13	7	5d6
6	48	15	8	6d6
7	52	17	9	6d6
8	56	19	10	7d6
9	60	21	11	7d6
10	64	23	12	7d6
11	68	25	13	8d6
12	72	27	14	8d6
13	76	29	15	8d6
14	80	31	16	8d6
15	84	33	17	9d6
16	88	35	18	9d6
17	92	37	19	9d6
18	96	39	20	9d6
19	100	41	21	9d6
20	104	43	22	10d6

2. Assign skill ranks based on creature type according to guidelines.
3. Note classification exploits for creature type if appropriate.
4. Add additional exploits. Ensure that the creature has at least one unique exploit.
5. Calculate derived statistics.
   a) Adjust statistics for size and classification.

Descriptor

A creature's descriptor includes its size, sentience, and any classifications (e.g. *medium sentient automaton*). Each of these is described below.

Additionally, a descriptor may include the word "unique" (e.g. *gigantic unique sentient insectoid*). This indicates that it is a singular named creature.

Note that abilities and traits derived from the descriptor are not always specifically called out as exploits, but should be numerically incorporated into

a monster's stat block where appropriate. Keep in mind the standard descriptor abilities when using the monster. For example, it is not necessarily called out that an aquatic creature can breathe underwater; this information is derived from the aquatic classification in the descriptor and the underwater breathing ability that all aquatic creatures have.

Size

The following table can be used as a guideline for size-based physical attributes, but monsters may vary greatly from this. There is no need to give larger creatures particularly low AGI attributes, as they are already penalized for Defense. Therefore, only give them lower than 4 AGI if you need them to be particularly clumsy.

Note that Tiny creatures include those up to the size of a house cat. The 20 AGI score can be exceeded greatly for very small or fast creatures, including many flying insects, small birds, and the like.

On the other end of the scale, very large creatures have multiple actions available to them each round beyond the 2 typically available to player characters. These are used for tail swipes and other abilities which enable them to fight a group of enemies. Creatures with multiple actions still cannot move more than twice or repeat any other action more than twice in a round. Additionally, larger creatures have a longer reach with regular melee attacks.

Actions. While large creatures have multiple actions available to them, particularly agile creatures may also have additional actions beyond the basic two actions. For every full 10 points of AGI beyond 10, grant a creature an additional action. However, this is not added to additional actions for large size—if a creature qualifies for both (a large and agile creature) then use whichever of the two methods is better. For example, an Enormous creature with AGI 30 would have 4 actions (3 for being Enormous, or 4 for 30 AGI, taking the better of the two).

Baseline Size-Based Physical Attributes

Size	Example	STR	AGI	END
Tiny	Mouse, cat	1 (1d6)	20+ (5d6)	1 (1d6)
Small	Dog	3 (2d6)	10 (4d6)	3 (2d6)
Medium	Human	6 (3d6)	6 (3d6)	6 (3d6)
Large	Tiger, ogre	10 (4d6)	4 (2d6)	10 (4d6)
Enormous	Elephant, giant, tree	20 (5d6)	4 (1d6)	25 (6d6)
Gigantic	Whale, large dinosaur, building	50 (9d6)	4 (1d6)	60 (10d6)
Colossal	Kaiju, ship	80 (8d6)	4 (1d6)	100 (13d6)
Titanic	Titan, castle	120+ (15d6)	4+ (1d6)	200+ (19d6)

Baseline Size-Based Combat Statistics

Size	Health	Soak	Speed	Defense*	Damage	Reach	Actions**	Carry
Tiny	—	0	−1	+8	1d6	5'	2	×¼
Small	—	0	−1	+4	1d6	5'	2	×½
Medium	—	0	0	+0	1d6	5'	2	—
Large	—	0	0	−4	2d6	5'	2	—
Enormous	×1.5 (70)	5	+1	−8	3d6	10'	3	—
Gigantic	×2 (150)	10	+2	−16	4d6	15'	4	×2
Colossal	×3 (250)	20	+4	−32	5d6	20'	5	×5
Titanic	×5 (800)	30	+4	−32	6d6	30'	6	×10

** This applies to Melee and Ranged Defense only. No Defense score can ever be lower than 10.*

*** No action may be performed more than twice, and an action which costs more than one action cannot be performed more than once.*

Health. Large creatures should have significantly higher Health. The table above gives suggested multipliers, and in some cases, suggested average Health values are also noted in parenthesis.

Defense. No Defense score can ever be reduced below 10. It's easy to accidentally create a creature or NPC that PCs cannot touch. In general, no Defense score should exceed four times the creature's Maximum Dice Pool (a 6d6 creature should have a Defense cap of 24). You can exceed this, but you should think carefully before doing so.

Heavy. Some creatures may be designated as heavy for their size. These creatures move at half Speed, and cannot jump. This should be noted in the Speed line, with the modified speeds already calculated:

Speed 4; **Climb** 2; **Jump** —; *heavy*

Actions by Agility

AGI	Actions
1–19	2
20–29	3
30–39	4
40–49	5
50–59	6

Sentience

Sentience typically comes in the following categories.

Non-sentient. Non-sentient does not necessarily mean non-intelligent. Non-sentient creatures are immune to mental attacks. Lacking a sense of "self," natural insects and arachnids, as well as most natural fish and crustaceans, fall into this category.

Semi-sentient. Many creatures with a rudimentary sense of "self" fall into this category, including dogs, wolves, bears, and other animal-intelligence creatures. Semi-sentient creatures have 1–2 (1d6) LOG (carnivores are usually more intelligent than herbivores), and may often have INT attributes as high as their AGI attributes. INT represents senses, perception, and animal cunning. Note that creatures known for specific senses (such as owls) can also have extremely high skill ranks in those specific abilities. CHA tends to be 1 (for ugly critters) or 2 (for attractive critters).

WIL will tend to be around average (4) unless there is a compelling reason to do otherwise.

Sentient. Most living creatures with LOG attributes of 2 or more, including player character races, have a developed sense of "self" and so fall into this category. Sentient creatures should be assigned mental attributes normally.

Super-sentient. Generally with LOG and INT attributes of 20 or more, creatures in this category are profoundly self-aware, and in addition they are supra-geniuses far beyond even the greatest of humans. Super-sentient creatures automatically have the power of truesight, which enables them to see through illusions, invisibility, and disguises. They can also see in the dark, and through obscuring effects like smoke, although not through cover. Additionally, super-sentient creatures can automatically speak and understand any language.

Sentience, with Typical INT and LOG

Sentience	INT	LOG
Semi-sentient	10+	1–2
Sentient	3–19	3–19
Super-sentient	20+	20+

Classification

Creatures can have multiple classifications (a fey insectoid, for example). The qualities below are listed briefly, but see the rulebooks for longer explanations of creature types and qualities. The classification is found in the creature's descriptor, and the creature has all the indicated abilities associated with that classification unless otherwise noted. If a classification is a subset of another, the creature has the traits of both.

- ***Angels.*** Angels have the Good virtue and can automatically sense Evil to a distance of 5' per point of INT. They also have truesight. Angels are ancient and immortal and cannot be killed. Destroying an angel banishes it from that realm for 99 years.
- ***Aquatic.*** The creature gains a Swim speed equal to its regular Speed. It can breathe underwater. Swimming is a natural movement mode for aquatic creatures.
- ***Automatons.*** Automatons are immune to mental attacks, and vulnerable (1d6) to electricity damage. They are usually immune to the Bleeding, Nausea, and Tiredness status tracks.
- ***Avian.*** The creature gains a Fly speed equal to its regular Speed. Flying is a natural movement mode for avians.
- ***Beasts.*** These are normal animals such as dogs, bears, and dinosaurs.
- ***Changeling.*** A rare creature type, changelings are able to alter their shape and appearance. The exact details of this varies.
- ***Crystalline.*** Crystalline creatures are resistant to heat damage (Soak 5 heat), but vulnerable (1d6) to sonic damage due to their brittle nature. They are immune to the Bleeding status track.
- ***Demons.*** Demons also have the following qualities. Demons include devils, fiends, daemons, succubi, and more. Demons are usually unique.
  - Demons have the Evil virtue and can automatically sense Good within 5' per point of INT. They also have truesight.
  - Demons are ancient and immortal and cannot be killed. Destroying a demon banishes it from that realm for 99 years.
  - Demons are immune to fire and heat damage.
  - Demons are immune to weapons which do not do holy damage or which are not made of silver.
  - A demon can use all its actions for the turn to possess a victim within 5' per point of WIL; to do so, it makes a MAG vs. Mental Defense attack.
  - Demons can cause seeming accidents which do their natural damage. This is a LOG attack with a range of line-of-sight.
  - Any sentient or super-sentient creature can sell its soul in the presence of a demon. Doing so merely requires the creature to make a clear, non-coerced agreement, either verbal or written. Selling one's soul to a demon is an irreversible diabolical pact and gives the seller the Evil virtue.
- ***Fey.*** Fey creatures are automatically able to sense magic within 10' of them. Fey not native to the real world are vulnerable (1d6) to cold iron and tend to be highly magical.
- ***Insectoids.*** Climbing is a natural movement mode for insectoids. The creature gains a Climb speed equal to its regular Speed and does not need to make checks to climb. Such creatures can move on walls and ceilings normally.
- ***Humanoids.*** Humanoids gain no special advantages. They are bipedal, mammalian creatures.
- ***Gaseous.*** Gaseous creatures are immune to non energy-based physical attacks, and have Soak 20 to energy-based attacks.
- ***Goblinoids.*** These include goblins, orcs, and ogres. They have darksight. Goblinoids are a subset of humanoids, and usually have green or yellow skin.
- ***Lycanthropes.*** Lycanthropes are victims of a curse that causes them to change into the form of a beast. They have the following qualities.
  - Lycanthropes involuntarily transform during the full moon. This process takes one minute and destroys any clothing or armor the lycanthrope is wearing.

- Lycanthropes can voluntarily transform, but only at night.
- Lycanthropes are immune to all damage except that from silver weapons when in beast form.
- Lycanthropes pass on the curse when they reduce a victim to 0 Health.

- ***Plants.*** Plant creatures vulnerable (1d6) to fire, but have an additional 5 Soak. Plants usually cannot wear armor. They are usually immune to the Bleeding and Tiredness status tracks. They ignore natural difficult terrain, unless it is fire or heat-based.
- ***Reptiles.*** Reptiles are cold-blooded and are vulnerable (1d6) to cold damage. They usually have scales granting +5 natural Soak.
- ***Spirits.*** Spirits have the following qualities. Spirits include incorporeal entities like banshees, ghosts, poltergeists, and wraiths.
  - Spirits have the Evil virtue.
  - Spirits are incorporeal. This makes them immune to physical weapons unless they do holy damage; they can pass through physical barriers.
  - Spirits cannot be killed; reducing them to 0 Health simply disperses them for one day. To be destroyed a spirit must be permanently banished.
  - Spirits' natural damage is cold damage.
  - Spirits can freely fly, although many are locked into old habits and do not.
  - Spirits have superior darksight and lifesense to a distance of 5' per point of INT.
  - Spirits have a chill aura (1d6 cold damage).
  - Spirits are usually immune to any END-based status tracks.
- ***Titan.*** A titan is a titanic-sized creature. Titans are not affected by difficult terrain, and can only be flanked by enormous or larger foes. Titans are also unaffected by things which would hinder their movement (such as slows, immobilization, restraining, etc.) Creatures of size enormous or smaller can climb on top of a titan. This requires an AGI check vs. the titan's Melee Defense. The check must be made at the start of each round to remain on board, or fall for 3d6 falling damage. A creature on top of a titan can hit it automatically with attacks, but the creature's Soak still applies. A titan gets one free natural attack per round against any creatures aboard it. Titans can spend all of their actions in a turn to shake all attackers off, making a STR attack vs. Melee Defense; any who are successfully hit are thrown 30' through the air in a random direction and land prone, taking the titan's natural damage as blunt damage.
- ***Undead.*** Undead have the following qualities. Undead include corporeal animated corpses such as vampires, liches, mummies, skeletons, and zombies.
  - Undead have the Evil virtue.
  - Undead gain +5 Soak due to lacking vital organs.
  - Undead have superior darksight and lifesense to a distance of 5' per point of INT.
  - Undead are ageless, and continue forever unless destroyed.
  - Undead are Vulnerable (1d6) to holy damage.
  - Undead cannot heal, although some may have regenerative powers.
  - Undead are usually immune to the Bleeding, Intoxication, and Tiredness status tracks.

Virtue

Creatures of a given virtue are immune to damage of that virtue (e.g. Evil creatures are immune to Evil damage). These creatures can usually sense their opposing virtue automatically within a distance of 5' per point of INT. Creatures' virtues are detectable.

Immunities

The immunities given above are only suggestions; you can ignore or add immunities as you deem appropriate. If you think a particular approach would not unduly affect a particular creature, then you should consider whether the creature is immune or merely resistant to that approach. The onus is on you to be consistent, especially in encounters with similar creatures.

Movement & Speed

Calculate a creature's Speed the same way you would a PC's. Speed is land movement; other movement modes include Fly, Climb, Swim, and more. Non-natural movement modes are half regular Speed (as for PCs) and require attribute checks; natural movement modes require no attribute checks, are at full Speed, and are designated with a "+" symbol. If a creature can fly, its Fly speed tends to be double its ground speed. If a flying creature can hover, you should make a note of this in parentheses in the Fly speed entry; a flying creature that can't hover must maintain half its speed to stay aloft.

Jump. Check Jump scores at the end, and reduce any which seem inappropriate—in particular, tiny creatures with 20+ AGI shouldn't automatically get to jump 40' horizontally. Applying the creature's Carry modifier to its Jump values is appropriate.

Example Speed entry:

Speed 8; **Fly** 4 (hover); **Climb** +8; **Jump** —

Skills

Assign skills based on the monster type. The monster equivalent of unarmed combat is simply called *combat*.

Creatures can be naturally much better than humans at certain things, especially senses, movement, and fighting. Don't be afraid to give them 10 or more ranks in something. If in doubt, compare the creature to an exceptional human (a professional athlete, for example), who would have 10 ranks or so. If the creature would be better than a trained athlete at a skill, then give it 10 or more ranks.

- Carnivores should have high (10+) INT and 10+ ranks in *combat*. They are also likely to have ranks of 10+ in at least one sense, such as *scent*. Finally, carnivores will usually do 1d6 more damage than their size would indicate, due to claws, teeth, and other natural weaponry.
- Most animals should have at least several ranks in *running* or another movement mode.
- Some carnivores may have ranks in *tactics* (but not many); herbivores which tend to be prey will more likely have ranks in *reactions*.
- Always give creatures a defensive skill of some kind (*dodging* or *hardy* are good choices).
- Four-legged creatures gain +2 to their Speed.
- Four-legged herbivores suitable for use as beasts of burden often have ranks in *carrying*.
- Flying creatures will tend to have higher INT and AGI scores than equivalent ground-based ones, but lower STR and END scores.

Skills Checklist (pay attention to all of these): *hardy, running/climbing/swimming, carrying, tactics/reactions, [defensive], combat.*

Mental Defenses. Skills useful for Mental Defense include *bravery, concentration, conviction, discipline, leadership, meditation, psychology, religion,* and *rulership*.

Magical Skills. Denote magical skills with an asterisk. For example: *evocation** 3 (2d6).

Exploits

Adding exploits to a creature is more art than science; you can create exploits to cover any ability or trait that a creature might have.

Creatures can have any universal or career exploits for which they qualify.

- Enormous or larger creatures should get Knockdown automatically.
- Enormous or larger creatures with four or more legs should get Trample automatically.

Universal Exploits:

Bear Hug. The creature grabs its target with both arms, squeezing it. It can only bear hug a target of its size category or smaller. Once established, it causes its natural damage each round for free, and can move at half speed, moving the victim with it. It takes a STR or AGI attack action to escape the bear hug.

Charge. When making a melee attack, the creature moves its speed in a straight line and then attacks at the end of it. This costs 2d6 and grants +1d6 damage to the attack.

Death from on high. The creature pays 2d6 and drop downs on its opponent from at least 5' above him. This works much like a Charge but knocks the target prone and does 2d6 extra damage instead of 1d6.

Knockback. The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown. The target is knocked prone for a cost of 2d6. Creatures cannot Knockdown targets two sizes or more larger than them.

Opportunist stomp. The creature can stomp on an adjacent prone opponent as a free action. This is an unarmed attack and uses its natural damage value.

Race/Species/Heritage Exploits:

Acid blood. The creature has acidic blood. In addition to gaining an additional 5 Soak (acid), melee attackers which cause more than 10 slashing or piercing damage in a single blow take 1d6 acid damage from the blood splash.

Berserker. The creature can enter a berserker rage by tasting its own blood when they are below half Health. This grants it a +1d6 bonus to all attack rolls. The rage only ends when all foes are dead, or the creature is rendered unconscious or restored to above half Health.

Other Particularly Suitable Exploits:

A number of exploits particularly suited to monsters can be found below. Feel free to use or modify these for use with a new monster, or to create your own.

Amorphic. The creature possesses no vital organs. It is immune to exploits such as Deadly Strike which require striking precise locations.

Aura. The creature has an aura (see the Other Size-Based Statistics table below). Creatures who begin their turn in or enter the aura take damage of the specified type (fire, cold, etc.).

Breath weapon. A breath weapon deals the creature's natural damage to all creatures and objects in a cone (see Other Size-Based Statistics table, below). The damage type should be specified; common damage types are fire/heat, cold/cryo, poison, and electricity.

Chitinous shell/exoskeleton/hide. The creature gains +5 or more Soak above that granted by its size.

Crush. An already Grabbed creature automatically takes the creature's natural damage at the beginning of the grabbing creature's turn. The crush might be in a creature's jaws, tentacles, or a hug, and may be blunt or piercing damage. Write Crush into the Grab description.

Disease. Those damaged by the creature are inflicted with a disease. The disease should be noted. Alternatively, the disease might be

inflicted upon reducing a victim to 0 Health (even if the victim recovers the Health). Diseases don't take effect until combat is over.

Dive [requires flight]. When making a melee attack, the creature can swoop down at a foe and make the melee attack before swooping up again. This works like a Charge (cost 2d6, +1d6 damage), but carries the creature onwards afterwards. This attack knocks the target prone.

Grab. Many creatures can grab their opponents, often with claws or teeth, or sometimes with a ranged attack like a lasso or spider's web. A grab is an attack with a −2d6 cost. A creature struck by the grab attack is *grabbed* and remains so until escape. It cannot leave the attacking creature's square or use weapons larger than size small. An escape requires a STR or AGI attack against the grabbing creature's Melee Defense and is an action which places the victim free from the grab in an adjacent square. It costs a creature an attack each round to maintain the grab, but it does not need to make any further checks.

Impale. An impaling attack is performed with a horn or similar natural weapon. The creature moves its speed in a straight line, and makes an attack. If successful, the target takes damage as normal and is considered impaled. This is similar to a Grab, except that it automatically does 2d6 damage every round until escape, and the attacker cannot use it to crush its victim.

Other Size-Based Statistics

Size	Damage	Tail Swipe Cone	Aura/Breath Weapon Cone	Reach
Tiny	1d6	—	5'	5'
Small	1d6	5'	5'	5'
Medium	1d6	5'	5'	5'
Large	2d6	5'	10'	5'
Enormous	3d6	10'	20'	10'
Gigantic	4d6	20'	40'	15'
Colossal	5d6	30'	60'	20'
Titanic	6d6	60'	120'	30'

Immunity. The creature is immune to a specific damage type.

Pack attack. Creatures with the pack attack exploit work together well. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more attackers with the pack attack exploit are adjacent to the victim, the victim is pushed one step along the Tiredness status track at the start of its turn.

Poison. Poison is usually a secondary effect of a bite or sting and pushes the target along a status track (Nausea for regular poisons or Mobility for paralysis poisons, etc.). These attacks do the poison damage type in addition to their regular damage type, and the type of effect is noted in the attack. Further detail is provided in the corresponding exploit entry; for example:

> ***Bite*** 4d6 (2d6 piercing/poison damage; paralysis)

Pounce. With a single leap, the attacker leaps upon its victim, bearing it to the ground and inflicting its regular natural damage. The target must be within the attacker's horizontal jump distance. This costs 2d6.

Regeneration. The creature regains 1d6 or more Health at the start of each of its turns. If the creature is vulnerable to any type of damage, it cannot regenerate that damage.

Roar. Some creatures can unleash a roar so loud that its victims are stricken with fear. The roar uses two actions. A roar uses END as its attack, and attacks any creature within its aura (see table, below). Victims successfully attacked are pushed one step along the Fear status track.

Tail swipe. Some creatures have tail swipe attacks. These attacks affect all targets in a cone to the rear of the creature. The cone is half the size that a breath weapon would be for a creature of that size (with a minimum of 1 square). See the Other Size-Based Statistics table. Damage is usually blunt damage unless the tail has edges or spikes, and is equal to the regular base damage with a two-die reduction.

Trample. With a trample attack, a creature can move directly through a target's square, attacking the target as it goes. This is a single action, and the attacker moves its full speed in a straight line. The attacker must be at least one size category larger than the target. If the attack misses, the attacker stops in its tracks. If it hits, the attacker continues moving, inflicts natural damage, and the target is knocked prone. This costs 2d6.

Perception-Based Exploits:

All-round sight. The creature is not affected by crossfire or flanking. Many multi-headed creatures have this ability.

Darksight. The creature can see in the dark to a distance of 10' per point of INT. ***Superior darksight*** allows the creature to see in the dark normally to any distance. Some abilities, like a bat's sonar, vibrosense, or websense, can mimic darksight.

Lairsense. The creature is always aware of everything that happens within its lair.

Lifesense. The creature can sense and effectively see living creatures to a distance of 5' per point of INT even through darkness, cover, concealment, etc. Some abilities, such as bloodsense and mindsense, can mimic lifesense, although they detect blood and sentience, respectively.

Feysense. Some creatures can sense the presence of (but not the exact location of or type of) magic within 5' per point of INT. ***Superior feysense*** determines the exact presence of magic within range.

Truesight. Truesight enables a creature to see through illusions, invisibility, disguises, and to clearly see a creature's virtue. They can also see in the dark, and through obscuring effects like smoke, although not through cover.

Basic Magic

Instead of using the full PC spellcasting rules, which are more complex, you can simply give a monster appropriate magical powers. Devise individual themed magical abilities for the monster to use and list them as exploits. Magical effects typically (but not always) take 2 actions to use. For example:

> ***Confusion (2).*** Ashima-Shimtu can whisper magical words of confusion and lies, making a MAG vs. Mental Defense attack against a creature within 30'. If successful, the target is pushed one stage down the Cognizance status track.

These are magical abilities, but they are not actually spells in the strict rules sense. If the monster uses the full PC spellcasting rules, see Advanced Magic, below.

Advanced Magic

PCs have a daily budget of Magic Points. Monsters aren't used all day (in game time) in this fashion; because they are only "on stage" for short periods of time, they do not need a daily MP budget. Monsters effectively cast spells for free, although the creature's total MP expenditure per spell is still limited by its MAG attribute.

Record the monster's MAG attribute as normal. You do not need to determine its Magic Point total.

For ease of use, the stat blocks of spellcasting creatures include spellcasting information in two columns to the right of the creature's MAG attribute. The left column contains the creature's known skills, and the right column contains its known secrets. This makes it easy for GMs to spot skill-secret combinations. Use the verb form of the skill in the spellcasting matrix. For example:

Example Spellcasting Matrix

MAG 8 (3d6)	*evoke* 6 (3d6)	*fire*
	create 3 (2d6)	*light*
	abjure 3 (2d6)	

Also include magical skills in the creature's skill list. Denote magical skills with an asterisk (*) for clarity.

Called Shot Locations

Many tough creatures have a way to hurt or kill them. The folkloric wooden stake through the heart of a vampire, or mythological Achilles' heel, are good examples. These features are described in the stat block. The entry should describe the called shot and its effects. Unless otherwise noted, a called shot costs –2d6 to make; a creature can only make one called shot per turn. Typically, a called shot requires that the attacker hit the target with an appropriate weapon and cause at least 25% of the creature's Health in damage in one attack. An example is given below.

Called shot. When reduced to zero Health, a vampire is not slain. Instead, it is paralyzed. In order to slay a vampire, it must either be beheaded or staked in the heart. A vampire can remain paralyzed for centuries, returning to unlife with a drop of nourishing blood. A called shot to the heart with a wooden stake can paralyze a vampire instantly.

Determine Maximum Dice Pool

Grade is a tool for use with PCs (and NPCs who use the PC creation rules). For monsters, the important value is its maximum dice pool. Simply identify the largest dice pool in the monster's finished stat block; that is its maximum dice pool. You can use a lower maximum dice pool to constrain a creature if necessary. This value is simply used to establish an approximate suitable grade range for encounters.

Max Dice Pool for Creatures

Max Dice Pool	Grade Range	Max Dice Pool	Grade Range
1d6	1	11d6	26–32
2d6	2	12d6	33–40
3d6	3	13d6	41–49
4d6	4	14d6	50–59
5d6	5	15d6	60–70
6d6	6–7	16d6	71–82
7d6	8–10	17d6	83–95
8d6	11–14	18d6	96–109
9d6	15–19	19d6	110–124
10d6	20–25	20d6	125–140

Simple Scaling

Existing creatures can be quickly scaled on the fly by adjusting their maximum dice pool up or down. If a creature is scaled down, none of its dice pools can exceed the new lower dice pool. Scaling provides the following adjustments for each die of difference. Scaling adjusts final dice pools rather than core attributes and skills:

- ±4 to all Defenses (minimum 10)
- ±4 Health (minimum 10)
- ±1d6 to all dice pools (minimum 1d6)

You can also change the creature's size (not common with humanoid species). This grants it per size category change:

- ±4 to all Defenses (if larger, apply a penalty; if smaller, apply a bonus)
- ±2 Soak (if larger, apply a bonus; if smaller, apply a penalty; minimum 0)
- ±8 Health (if larger, apply a bonus; if smaller, apply a penalty; minimum 10)

Scaled creatures can be referred to in shorthand in the format *Creature Name (±xd6; size)*. Note that scaling a creature in this way does not distinguish between changes due to attributes, skills, or equipment. If this information is specifically needed, the GM will need to adjudicate based on the creature itself and what its key traits are. A creature known for size and strength will likely gain the bonus from improved attributes, while a more highly trained operative might gain it from higher skills or equipment.

For example, a Goblin chieftain might be a Goblin *(+2d6; medium)*. If the creature's size doesn't change, it's not necessary to record it.

Creating Items

Designing new weapons, armor, and other equipment is a much easier task than designing a world. There are no strict rules, but the following guidelines may prove useful. The best, and most interesting items are the ones you design on your own, and you can surely come up with more evocative names and item types than any tables can, but you can use random tables for some or all of the process if you need to.

The most important caveat here is that, more than most things, equipment design allows for very much more latitude than most game elements. The guidelines which follow are not only merely guidelines, but they should be regarded as "soft" guidelines—if you need or want an item in your game which falls outside these parameters, then go right ahead. You can use or ignore as much of the following material as you wish.

The following guidelines are designed to build a standard version of an item. You can design higher quality items by applying the quality modifiers in the following table to a standard item. That doesn't mean that every item has a version at each quality level—a specific weapon or armor type might exclusively be an exceptional quality item.

The following notes apply to the Item Creation table, below.

Dice Pool. This indicates the contribution to a dice pool that high quality equipment grants (subject to minimum skill limits).

Rarity. This is an indication of how common high quality equipment is.

Min. Skill. Effective equipment quality is limited by skill level. This applies to all equipment, including gear, weapons, and armor. If the user does not have the minimum skill level required to benefit from equipment's quality, reduce the effective quality of the equipment to match the user's skill level.

Upgrades. Weapons and armor can be upgraded, adding new features. The upgrade capacity is given by size (for weapons) or type (for armor). Higher quality weapons and armor gain additional upgrade slots.

Weapons

History contains an uncountable number of different weapons, and each of them needs statistics! And that's not counting any new fantasy weapons you might devise. Assigning a weapon's statistics is more art than science. There is no intention that all weapons be equal in effectiveness—just like in the real world, some are clearly better choices than others (although not all may be available at a given time).

The damage of a weapon a PC can carry and wield should usually fall in the 2d6 to 4d6 range. The average person's unarmed attack does 1d6 damage, so weapons tend to start at 2d6—although some ranged

Item Creation

Quality	Cost (gc)	Dice Pool	Rarity	Min. Skill	Armor	Upgrades
Standard	Normal	—	Common	—	—	—
High	×3 then +100	+1d6	Uncommon	1 (1d6; proficient)	+2 Soak	+1
Exceptional	×5 then +250	+2d6	Rare	3 (2d6; skilled)	+4 Soak	+1
Mastercraft	×10 then +500	+3d6	Very rare	6 (3d6; expert)	+6 Soak	+2
Artisanal	×100 then +1,000	+4d6	Very rare	10 (4d6; mastery)	+8 Soak	+2
Legendary	×1,000 then +2.500	+5d6	Unique	15 (5d6; authority)	+10 Soak	+3

weapons with exotic damage types might fall below 2d6. Only a couple of weapons, such as the *zweihänder*, do 4d6 damage. Higher amounts of damage are usually accessed by allowing the character to pay for damage dice with her attack pool.

As a point of reference, it is useful to look at the Health of some common objects. A chair has 15 Health, so a 3d6 weapon might completely destroy it, and will almost certainly break it, with one hit. A wagon has 70 Health, so while it's unlikely to be destroyed with a single arrow from a crossbow, 35 damage is enough to break it. On average that's 10d6, or just over three hits from a 3d6 weapon; with a lucky shot, it's two hits.

If you want to completely randomly generate a fantasy weapon, use the tables below. First, determine the weapon's size. You should choose this, ideally, based on the weapon type (if you used the random weapon name table, the recommended size is noted in parenthesis), but the table below is available to randomly determine the size of an item.

Random Item Size

1d6	Size
1–2	Small
3–4	Medium
5–6	Large

Next, using the size, determine the weapon's statistics.

Default Weapon Statistics by Size

Statistic	Small	Medium	Large
Weight	1d6	2d6 + 2	3d6 + 10
Range	1d6 + 6	2d6 + 6	3d6 + 6
Damage (ranged)	See below	See below	See below
Upgrade slots	1	2	3
Price	See below	See below	See below

The damage and the price of the weapon are linked. Roll 2d6 once to determine the damage and price rolls for the weapon (average price noted in parentheses).

Random Weapon Damage

2d6	Damage	Price (gc)
2	1d6	1d66 (35)
3	1d6 + 2	1d66 + 100 (135)
4	2d6	2d66 + 200 (270)
5	2d6 + 2	2d66 + 300 (370)
6	2d6 + 4	2d66 + 400 (470)
7	3d6	3d6 × 25 (250)
8	3d6 + 2	3d6 × 50 (500)
9	3d6 + 4	3d6 × 100 (1,000)
10	4d6	2d6 × 1000 (7,000)
11	4d6 + 2	3d6 × 1,000 (10,000)
12	4d6 + 4	5d6 × 1,000 (17,500)

You can use quality levels in the normal way to create superior versions of specific weapon types (perhaps a traditional Grand Elf musket is an exceptional quality weapon). This affects the weapon's statistics as shown in the quality table at the beginning of this section.

Other Weapon Stats

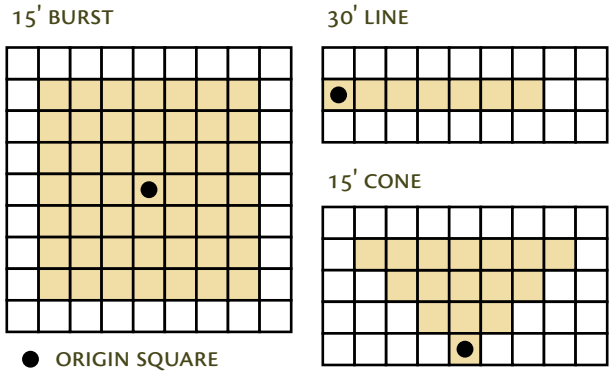
There is no need to assign additional range or damage to a higher quality version of a weapon—the effect of the larger dice pool already trickles down into both of those statistics during play.

You can adjust the target area. Is it a single target weapon, does it affect an area of effect? A grenade type weapon might affect a radius burst at range, while a fantastical alchemical flamethrower might cover a cone emanating from the weapon. Weapons that affect multiple targets cost twice as much as single-target weapons.

Bursts. A burst affects all squares within a given distance from the target square. The diagram shows a 15' burst, which affects the origin square and everything within 15' of the origin square.

Lines. A line affects all squares in a straight line that extends to one range increment from the origin. The diagram shows a 30' line, which affects the origin square and a line of squares extending 30' from the origin square. The line need not be orthogonal, so long as it is straight; each square counts 5' distance, just like movement. Line areas limit the range of a weapon to one range increment.

Areas of Effect



One square = 5 feet

Cone. A cone affects all squares in a 90° arc within a given distance of the origin square, with the origin square as the apex. A 15' cone is illustrated in the diagram; the cone affects the origin square and everything in the arc up to 15' from the origin. Cone areas limit the range of a weapon to one range increment.

You can also add new properties you devise.

Armor

Just like with weapons, there are many types of armor in the world just waiting for stats. You can determine the Soak of a new fantasy armor by simply rolling 2d6 (allow sixes to explode). The cost of the armor is then based on the Soak (see the Default Armor Values table, below).

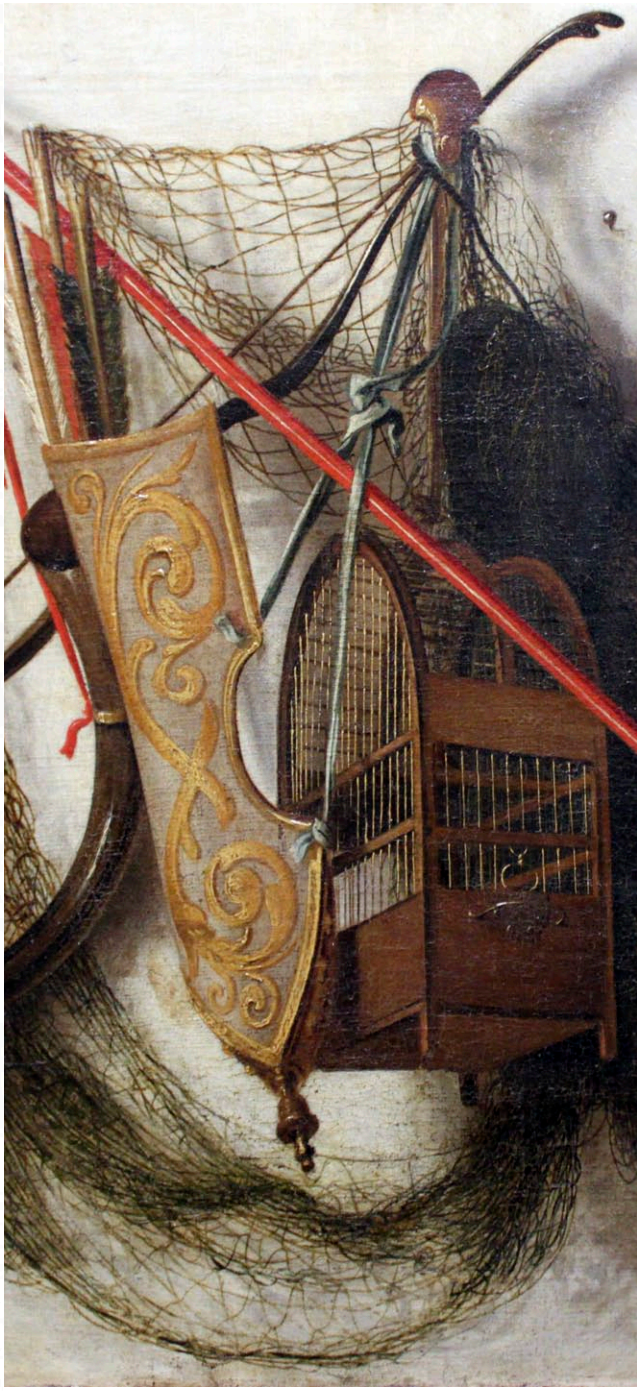
As with weapons, quality can affect armor. See the quality table at the beginning of this section.

Default Armor Values

Soak	Type	Weight (lb)	Defense	Upgrades	Cost (gc)
2	Light	2d6	—	1	1d6 × 10
3	Light	3d6	—	1	1d6 × 10
4	Light	2d6 × 2	—	1	2d6 × 5
5	Medium	2d6 × 5	−2	2	3d6 × 10
6	Medium	3d6 × 3	−2	2	3d6 × 20
7	Medium	3d6 × 4	−2	2	3d6 × 100
8	Heavy	3d6 × 5	−4	3	3d6 × 200
9	Heavy	3d6 × 5	−4	3	3d6 × 300
10	Heavy	3d6 × 5	−4	3	3d6 × 1,000
11	Heavy	3d6 × 6	−4	3	4d6 × 1,000
12	Heavy	3d6 × 7	−4	3	3d6 × 2,000

General Equipment

Regular items of equipment are much easier to design. Generally, they only need a cost, weight, and description which describes the item's function and any abilities or effects it has. Avoid the temptation to create items which simply give a bonus to an activity—bonuses should come from quality levels, with the item enabling the user to avoid the improvisation penalty.



The Gamemaster's Job

The previous sections guided you through the process of building places and creatures for your setting. This section concentrates on actually creating adventures and running the game. As such, it is made up of advice, suggestions, guidelines, and ideas to an even greater degree than the foregoing.

Campaigns

A campaign is a sequence of adventures designed to last multiple—often many—sessions of play. Some take a month or two to complete; others can take years.

Some campaigns are published in the form of "adventure paths"—these pre-published collections of adventures take the player characters through a long story arc. Adventure paths are common to many games, and are popular with GMs who have little time to prepare. They sometimes run for 10 or more adventures, although shorter versions with only 3–4 adventures are more common.

The heart of every campaign is an adventure—or a series of adventures. The GM is responsible for designing and running adventures for the player characters. The level of preparation needed will vary from GM to GM—some use a collection of notes on scrap paper, while others prepare detailed binders covering every contingency. Some GMs are comfortable with improvisation, while others enjoy planning and preparation.

An adventure, in its most basic form, is a plot or environment in which the PCs can participate. As an analogy, an adventure might be an episode of a television show. A number of adventures, strung together, form a campaign, which is roughly analogous to a season of a TV show.

There's no strict rule on what might constitute an adventure. Generally speaking, the PCs need a goal or objective—whether that be to simply survive a haunted castle, to find a lost artifact, to rescue a princess, or defeat a mighty dragon. Indeed, the length of an adventure may vary, too—some are designed as "one-shots," to be played through in a single session of four hours, while others may take multiple game sessions to complete.

It's up to you whether you want a long, overarching plot or to focus on individual "episode of the week" style adventures. Both styles of game (or, indeed, a mix of each) can be very rewarding.

Published Adventures

At the back of this rulebook, you'll find a short excerpt from an adventure. This is an example of a published adventure. Designing adventures can be very rewarding, but it can also be a lot of work- and published adventures are there to save you time or give you ideas. There are adventures available for the *O.L.D.* roleplaying game, and you are encouraged to avail yourself of them.

Creating an Adventure

Creating an adventure is part art and part science. The GM will need to devise a plot, create antagonists, and prepare locations. The process is somewhat akin to writing a novella, except that the GM only controls *most* of the cast.

Start by outlining the basic premise or plot. This is the most important step, because everything else springs from there. In fact, that can be your whole preparation—there are resources and creatures and more available in this very book to help you run things on the fly—but it can help to detail important NPCs, locations, and events.

NPCs and creatures can be created from scratch, or you can borrow pre-published ones. You don't need to individually craft every guard or bandit; a standard stat block will do. You should, however, take the time to individually create important, named NPCs. You can do this by modifying an existing stat block, or by creating an NPC from scratch using the character generation process.

Locations also form an important part of adventure design. Whether it's a castle, a ship, a dusty frontier town, a dwarven mine, or a wizard's tower, it often helps to prepare a map of important locations in advance. You don't need to map out every shop and house, but notable locations certainly benefit from this treatment—especially if you expect combat to take place there.

Again, there are pre-published "generic" locations that you can use and plug in to your game if you wish to. This is a useful way to handle common places such as taverns, shops, market squares, and the like.

Premise

You only need to look to history, or to popular fantasy shows and movies, for inspiration on a wide range of basic premises for your setting. Here are some you might recognize:

- Driven from their ancestral homeland by a great fire dragon, a party of heroes travels to reclaim what was theirs.
- A dark lord is gathering his forces in the East. The only hope is to sneak into his infernal realm and destroy the source of his power.
- Great families vie for the throne after the tragic death of a beloved king.
- A band of outlaws lives in the woods, fighting for freedom from a tyrannical Sheriff.
- An order of holy knights, united under a new king, seeks an ancient religious artifact.
- The Royal Homeland Constabulary seeks to protect the world from those who would change it.
- A great civil war tears the world apart as a plucky resistance fights back against an oppressive empire.
- A neutral cosmopolitan island sits between five major powers.
- Evil entities from distant planes try to corrupt and influence the world.
- Victorian investigators seek monsters and demons in the gas-lit streets of London.
- A thieves' guild ekes out a living in a great city, preying on the rich.
- The discovery of a portal that can access multiple alternate worlds prompts a mighty government to commission a team of explorers.

If you use other WOIN books, you can also include contemporary or futuristic elements. For example, you might create a time-travel campaign, a campaign in which advanced technology permeates a magical modern world, or a world where different regions have wildly different advancement levels.

A map of the world of Lanjyr, where EN Publishing's Zeitgeist™ campaign takes place. See the "one-sheet" on page 282.

Locations

The panoply of locations available to the discerning fantasy GM is vast indeed. This list is merely a few examples designed to fire your imagination.

- An island populated by dinosaurs.
- A great, hidden, elven city in the mountains, where art and song are venerated.
- A deep, abandoned dwarven mine where evil now lurks.
- A fey forest, home to capricious or mischievous entities.
- A great wizard's college, where magic-users meet to gather, learn, and exchange ideas.
- An eternally burning forest, kept alive by the power of a strange undying entity.
- A city besieged by a great orc army.
- An icy fortress under which is imprisoned subversive and dangerous enemies of the state.
- A mile-long living airship.
- A mountain monastery where live the reclusive, mysterious Monks of the Two Winds.
- A haunted castle, jealously guarded for eternity by a malevolent restless spirit.
- An underwater city, where merfolk rule.
- An island which is secretly the nexus of the planes and the source of all planar magic.
- A steam train known for its luxury.
- A great library, wherein is housed a collection of writings rumored to encompass all the world's knowledge.

Events

A setting is a living, breathing thing, and you should consider events to be as crucial to your adventures as locations are. An event can provide a colorful backdrop, or it can be the focus of an adventure.

- A city's crime bosses meet in secret.
- A peaceful culture suffers a hostile takeover.
- A great war breaks out.
- Mighty magicians assemble in a great conclave.
- A prisoner who was an infamous thorn in the side of the King is tried and executed.
- Hostile powers negotiate a vital treaty which could usher in an age of peace.
- A previously unknown race appears.
- A great threat unifies previously hostile races.
- A massive gladiatorial game draws contestants from all around the world.
- A god dies.
- A Great Inquisition begins purging those with wrong beliefs.
- Games are played, contests are held, and wine is drunk at a grand festival.

Starting the Game

When beginning play, it is important to establish why the PCs are working together. WOIN is a game which very much encourages teamwork and cooperation. There are many reasons for characters to work together, and unless the plot specifically requires otherwise, the assumption should be that they already know each other and have worked together before.

If your characters are the crew of a ship, or members of a town watch, or soldiers, or part of some other specific organization, this task virtually accomplishes itself. Otherwise, the players should all agree on their recent history and reasons for being together.

The One-Sheet

You should design a single-page summary of your setting to your players. While you can, of course, make more detailed information available, your "one-sheet" should provide quick pertinent details which are enough to convey the premise and any particular rules or materials in use. An eye-catching name and piece of art can round this off very quickly. Think of it like a movie poster, but with more information, like an advertising brochure complete with "hook" text and "selling points."

The one-sheet engages your players and provides them with enough information to get started without deluging them with too much data. Try to include information on the key overall setting points discussed earlier in this book: where and when; technology (especially gunpowder); races; religion. You should keep it to one sheet of paper (thus the name), preferably to a single side of the page, and ensure that you have a copy for each player.

An example one-sheet appears on the next page.

Descriptors

Each player should read his or her character descriptor out loud to the rest of the group before play commences. The descriptors succinctly summarize what is immediately obvious about the characters, and they help players by providing a "first impression" of the other characters in the group.

Organizations

If the player characters are all in the same organization, they gain the Organization Member exploit for free. They must all be members of the organization to get the exploit for free (although they can individually take the exploit the usual way).

As part of an organizations, player character not only have an iron-clad reason to work together, but they are also able to requisition equipment and use the organization's REP attribute as described in *Fantasy Equipment.*

The GM will need to design an appropriate organization, possibly with the help of the players. There are rules for creating organizations earlier in this book.

ZEITGEIST

THE GEARS OF REVOLUTION

Characters.

In the ZEITGEIST™ campaign saga, your characters serve in the Homeland Constabulary of the nation of Risur, protecting the country and its citizens from foreign threats lurking within Risur's borders. During missions of espionage and assassination, your duty will be to root out hostile spies and pursue international conspiracies. As you learn more of your homeland's own secrets, however, your loyalties may be tested, may even be turned, and you may find that it is you whose hand controls the gears of the turning age.

Technology.

The setting allows the use of gunpowder, muskets, and other archaic firearms.

Steam and soot darken the skies above the city of Flint, and winds sweeping across its majestic harbor blow the choking products of industrial forges into the fey rainforests that dot its knife-toothed mountains. Since the earliest ages when the people of Risur founded this city, they feared the capricious beings that hid in those fog-shrouded peaks, but now as the march of progress and the demands of national defense turn Flint into a garden for artifice and technology, the old faiths and rituals that kept the lurkers of the woods at bay are being abandoned.

The Unseen Court, the Great Hunt, and the many spirits of the land long ago conquered by Risur's kings no longer receive tribute, but they cannot enter these new cities of steam and steel to demand their tithe. The impoverished workers who huddle in factory slums fear monsters of a different breed, shadowy children of this new urban labyrinth. Even their modern religions have no defenses against these fiends.

Times are turning. The skyseers–Risur's folk prophets since their homeland's birth–witness omens in the starry wheels of heaven, and they warn that a new age is nigh. But what they cannot foresee, hidden beyond the steam and soot of the night sky, is the face of this coming era, the spirit of the age. The *zeitgeist*.

Join the Royal Homeland Constabulary and protect the city of Flint!

Appendices

Further Reading

Appendix A: Gods as Patrons

PCs who gain magical powers from a patron should define that patron. This most frequently takes the form of a pantheon of gods. The GM will provide a list of gods in the campaign setting, or the generic list below can be used.

Virtues. Gods exemplify certain virtues. These are considered secrets; their antithesis is available as an Abjure Only secret. The gods in the generic list below use Good and Evil; where none is indicated, the worshipper may choose from Good or Evil.

Secrets. PCs who worship this god are able to use these secrets normally if they learn them. They may also use other secrets at double MP cost if they learn them. Note that a PC can learn any secret; the deity determines whether or not those secrets work for them.

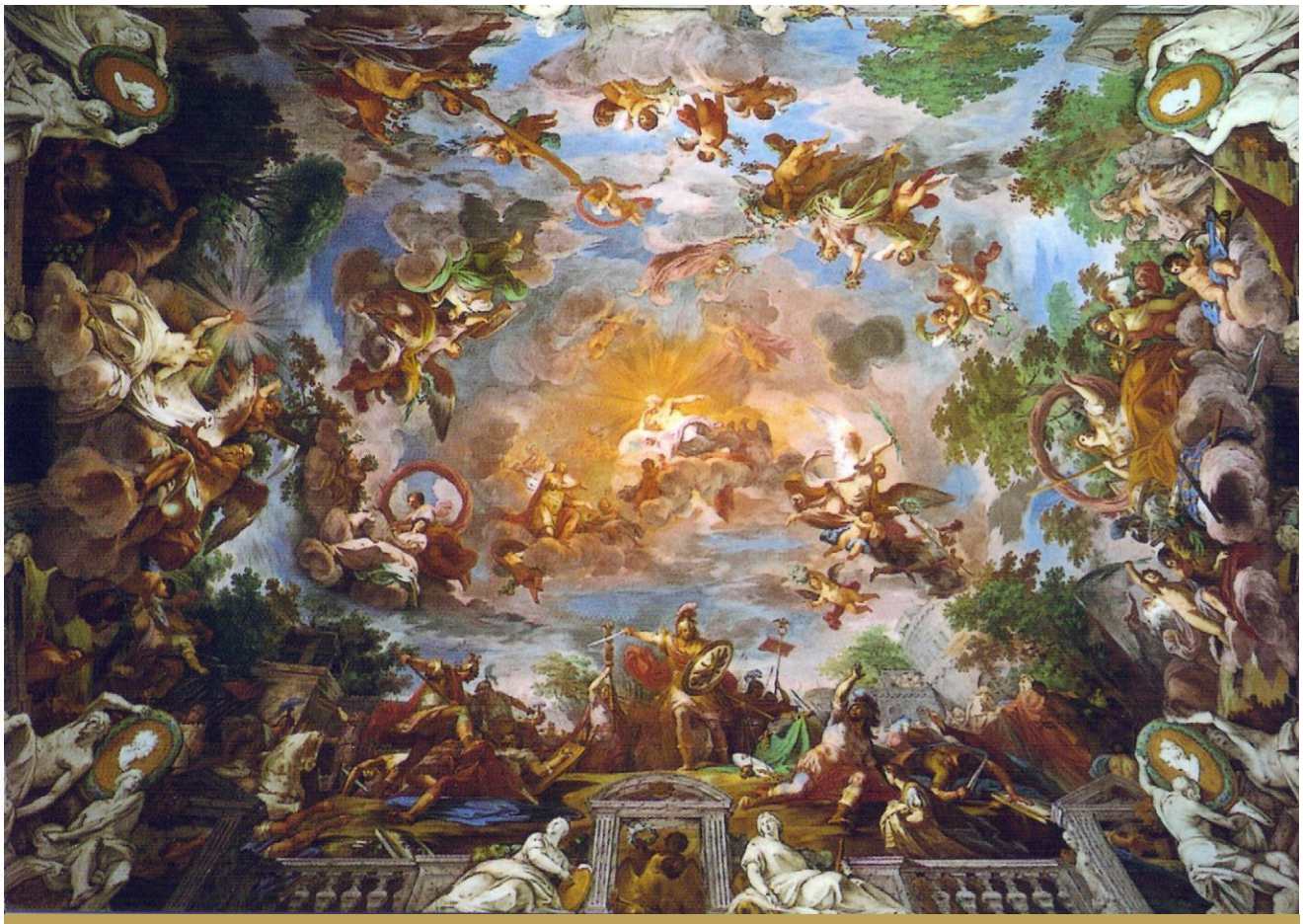
Forbidden. Followers of this god can have no power of these secrets.

Abjure Only. Followers of this god may use these secrets only in conjunction with the *abjuration* skill. They may use the secret at normal cost when doing so.

Patrons and Careers

The magical careers in this book are most often associated with the following patrons:

- Cleric—any
- Diabolist—The Devil
- Druid—The Druid, The Mother
- Firemage—does not usually use a patron
- Inquisitor—does not usually use a patron
- Mage—does not usually use a patron
- Necromancer—The Hangman



God	Domains	Virtue	Secrets	Forbidden	Abjure Only
The Artist	Art/Music/Culture	Good	Light, Magic, Sound, Shadow, Fey	—	—
The Builder	Building/Creation/ Crafting/Fire/Earth	Good	Earth, Fire, Metal, Life, Lava, Wood, Automatons	Death, Void	—
The Devil	Evil/Demons/ Darkness	Evil	Fire, Shadow, Death, Magic, Void, Demons, Beasts, Reptiles	Life	Light
The Dragon	Dragons/Monsters	—	Fire, Ice, Air, Magic, Dragons, Reptiles, Goblinoids	—	—
The Druid	Nature/Agriculture	Good	Wood, Water, Air, Earth, Aquans, Avians, Beasts, Insects, Plants, Reptiles	Automatons	Undead
The Father	Sky/Rulership	Good	Air, Light, Lightning, Life, Space, Avians, Humanoids	—	—
The Fisherman	Sea	—	Water, Ice, Mist, Ooze, Aquans, Goblinoids, Reptiles	—	Fire
The Gambler	Luck/Fate	—	Fire, Space, Magic, Lightning, Fey	—	—
The Hangman	Death/Undead/ Underworld	Evil	Death, Metal, Shadow, Void, Spirits, Undead	Life, Light	—
The Hunter	Hunting/Moon	—	Mist, Shadow, Death, Beasts, Plants	—	—
The Judge	Justice/Chivalry	—	Light, Sound, Life, Death, Humanoids	—	—
The Leper	Disease/Plague/ Insects/Drought	Evil	Acid, Ooze, Mist, Death, Insects	Life	Water
The Lightbringer	Light/Sun	Good	Light, Air, Fire, Life, Space, Spirits, Fey	—	Shadow
The Lover	Love/Beauty	Good	Light, Fire, Magic, Fey, Humanoids	Death	—
The Mother	Life/Healing/Birth/ Fertility/Family/ Hearth	Good	Light, Life, Water, Plants, Humanoids	Death	Undead, Spirits
The Reveller	Mirth/Wine/Greed	Evil	Acid, Water, Life, Sound, Ooze, Fey, Humanoids	Death	—
The Scholar	Knowledge/ Wisdom	—	Air, Light, Sound, Space, Void, Spirits, Automatons, Demons	—	—
The Tempest	Storms/Thunder/ Weather	—	Air, Water, Lightning, Sound, Mist, Avians	—	—
The Traveller	Commerce/ Trade/Travel	—	Space, Metal, Magic, Air	—	—
The Trickster	Trickery/Intrigue	Evil	Light, Shadow, Sound, Magic, Mist, Void, Fey, Automatons, Goblinoids, Humanoids	—	—
The Warrior	War/Strength/ Protection	—	Earth, Fire, Metal, Lava	—	—

Light and Darkness

Dark shadows gather in the East.
You underestimate the power of the Dark Side.
Shining knights, incorruptible in their righteousness.
Clerics turning from their gods towards the shadow.

The existence of virtues suggests supernal forces that reflect them, which may or may not be actual gods. The ever-encroaching darkness in particular is a theme of many fantasy and sci-fi settings. In these settings, the heroes struggle against metaphysical darkness, or the influence of a corrupted artifact, or against overwhelming despair. In many fictional properties, there is a real, palpable battle between good and evil, light and dark, hope and corruption.

In WOIN, you can simulate this battle using the Shadow Track. As despair or wickedness takes hold, characters fall into the dark; as they cling to hope or perform heroic deeds, they rise into the light.

The track works in a very simple way. It's much like an attribute, except that it can be positive (Light) or negative (Dark). Characters start off with a score of zero, gain Light (positive) points for goodly acts, and gain Dark (negative) points for evil acts. They can also gain Light or Dark points through external influences—a demon's psychic influence might push even stalwart heroes towards darkness, while their nation's great victory might offer enough hope to lift them into the light.

The Shadow Track

Characters can gain Light and Dark points whenever they perform a significant act that the GM deems displays commitment to good or evil. When this happens, simply move those involved up or down the Shadow Track according to the number of points gained. Typically, this will be just one point, but the GM might deem certain particularly despicable or heroic deeds worth two points. A knight who stays behind to cover his allies' retreat with little hope for survival might gain two Light points, for example.

A good act must be something that costs a character in some way. Giving a penny to a beggar isn't worth a Light point; it's too easy. Indeed, it should be easier to earn Dark points than Light points—after all, isn't the trope that evil is easier, more seductive?

Some acts, including fell rituals or lengthy penance, can be worth as many as 1d6 Dark or Light points, as appropriate to the act.

The rate at which characters move on the Shadow Track is ultimately up to the GM, but it should be slow. It should be rare that a character moves more than once in a given game session. You might consider

The Shadow Track

LIGHT	Vulnerability	Magic Items	Manifestations
10	2d6	−4d6	3 & Good virtue
9	1d6	−3d6	2
8	1d6	−3d6	2
7	1d6	−3d6	2
6	1d6	−3d6	2
5	1d6	−2d6	1
4	0	−2d6	1
3	0	−2d6	1
2	0	−1d6	0
1	0	−1d6	0
0	**0**	**0**	**0**
−1	0	−1d6	0
−2	0	−1d6	0
−3	0	−2d6	1
−4	0	−2d6	1
−5	1d6	−2d6	1
−6	1d6	−3d6	2
−7	1d6	−3d6	2
−8	1d6	−3d6	2
−9	1d6	−3d6	2
−10	2d6	−4d6	3 & Evil virtue
DARK			

Shadow Track Awards

Good act	+1
Evil act	−1
Notably heroic act	+2
Notably despicable act	−2
Regular cursed environment	−1/week
Extreme cursed environment	−1/day
Using a good magical item	+1
Using an evil magical item	−1
Major act (ritual, penance)	±1d6

awarding Shadow Points at the end of each game session, taking into account all of a character's behavior throughout the session.

If your Shadow Track score reaches 10 or –10, you automatically gain the Good or Evil virtue, respectively. At this point you have truly reached the light or succumbed to the dark.

External Influences

Psychic Damage

Psychic (mental) damage from a creature with the Good or Evil virtue awards you a Light point or Dark point, respectively, when the amount of damage you take is 5 or more points. Psychic damage can only affect you in this way a maximum of once per day.

Cursed Environments

A new environmental effect, Cursed, also affects the Shadow Track. Cursed regions can include evil nations ruled by dark necromancers, hellish planes of existence, and the lairs of evil demons. This works much like any other environment such as hot, cold, or low-gravity environments.

At the regular degree, a Cursed environment awards one Dark point each week. At the extreme degree, it awards one Dark point each day. Note that entire regions, or even worlds, can be Cursed.

Blessed Environments

The Blessed environment is not the diametric opposite of Cursed. Instead it causes damage to those opposed to it. Evil beings are not corrupted by holiness; rather they are burned by it.

A creature with the Evil virtue takes 1 point of holy damage per hour when in a Blessed environment. At the extreme degree, the creature takes 1 point of holy damage per minute.

Additionally, no creature or character can gain Dark points in a Blessed environment.

Magic Items

You can also gain or lose points by using magical items with a virtue. Using a good item gains you a point of Light; using an evil item nets you a Dark point.

Science Fiction Settings

The Shadow Track can also be used in O.L.D.'s companion games, N.E.W. and N.O.W.—the trope of dueling virtues (e.g., Good and Evil) is certainly not limited to fantasy fiction. The *Star Wars* franchise exemplifies this perfectly with the Force, which features Light Side and Dark Side users.

Virtues are not described in the core N.E.W. rules, but the rules herein (see also page 33) are perfectly compatible with both N.E.W. and N.O.W.

Tailoring to Your Setting

Depending on your setting, you may wish to rename Light points and Dark points. Below are some examples.

- Light/Dark
- Hope/Despair
- Good/Evil
- Holy/Unholy
- Honor/Corruption
- Grace/Sin

The equipment penalty from an item with a virtue opposed to the user is equal to the Magic Items die penalty noted in the table. For example, a person who is at positive 5 on the track suffers –2d6 using an evil item; and a person who is at negative 6 on the track suffers –3d6 using a good item. Of course, simply using items with virtues pushes the user along the track.

You do not get a die bonus for using an associated item, just a penalty for using an opposed item. This penalty replaces any quality bonuses the item offers; it does not stack with them.

"All this last day, Frodo had not spoken, but had walked half-bowed, often stumbling, as it his eyes no longer saw the way before his feet. Sam guessed that among all their pains he bore the worst, the growing weight of the Ring, a burden on the body and a torment on his mind. Anxiously Sam had noted how his master's left hand would often be raised as if to ward off a blow, or to screen his shrinking eyes from a dreadful Eye that sought to look in them. And sometimes his right hand would creep to his breast, clutching, and then slowly, as the will recovered mastery, it would be withdrawn.

"Now as the blackness of the night returned Frodo sat, his head between his knees, his arms hanging wearily to the ground where his hands lay feebly twitching. Sam watched him, till night covered them both and hid them from one another. He could no longer find any words to say; and he turned to his own dark thoughts." —J. R. R. Tolkien

Shadow Track Score Effects

Resistance and Vulnerability

The first thing that being on the track does is grant you Soak and vulnerability to holy and unholy damage, respectively.

Your Soak to the associated damage type is equal to the number of points you are at on the shadow track. If you are at 5 Dark points (negative 5 on the Shadow Track), you have Soak 5 to unholy damage.

Your vulnerability to the opposed damage type is shown in the table. The same character at 5 Dark points is vulnerable (1d6) to holy damage.

You are also susceptible to influence by creatures with your associated virtue, and resistant to influence by creatures with your opposed virtue. This takes the form of a Mental Defense bonus or penalty equal your score.

Manifesting Light or Darkness

At each point on the Shadow Track where the magic item penalty increases beyond the first (3/–3, 6/–6, and 10/–10), characters also manifest an element of Light or Dark. The GM should devise a physical manifestation; alternatively, roll 1d6 on the following lists. You lose a manifestation if you drop below the threshold that caused it.

Remember, if your Shadow Track score reaches 10 or –10, you automatically gain the corresponding virtue, and you can be detected as having it. That also means that the *secret of good* or the *secret of evil* (if you are using magic rules) work on you.

Group Shadow Option

The GM might choose to implement one Shadow Track for the entire group of PCs. After all, if you're standing by while somebody does something evil, you're still culpable. If you travel willingly with somebody without morals, you are complicit if you are not opposing them.

With this option, if one member of your group performs an evil act, it affects everybody. If one member performs a heroic sacrifice, that benefits everybody, too.

Light

1. Your touch heals 1 point of damage. Nobody can benefit from this ability of yours more than once per day.
2. You gain an aura of righteousness that creatures can sense. Those with virtues opposed to you on the Shadow Track (evil creatures, if your Shadow Track score is positive) can sense your presence within 30', although they cannot sense your exact location or direction.
3. You lose the ability to lie effectively, suffering a –1d6 penalty to all attempts to deceive or bluff.
4. Your skin appears to glow healthily, and your hair is slightly more lustrous.
5. You gain Soak to poison equal to your points of Light.
6. You gain an additional LUC die.

Dark

1. Your touch causes 1 point of unholy damage once per day.
2. You gain darksight equal to 5' per point of INT.
3. You gain an aura of iniquity that creatures can sense. Those with virtues opposed to you on the Shadow Track (good creatures if your Shadow Track score is negative) can sense your presence within 30', although they cannot sense your exact location or direction.
4. Your skin pallor changes to a dull, unhealthy, almost greyish complexion. You look ill.
5. You take one point of damage whenever you enter a holy sanctified place. While this is technically holy damage, your holy vulnerability does not add to it.
6. Dogs dislike you. Rats seem to like you just fine, though. (At the GM's option, other sorts of animals might also automatically like or dislike you. For instance, in various literary sources, livestock and horses recoil before evil creatures, whereas snakes, spiders, wolves, and black cats get along just fine with evil creatures.)

Use the Force, Luke!

This optional rule makes Shadow a very prominent aspect of your setting. Characters will need to constantly ensure they act in accordance with a certain philosophy lest they succumb to the opposition.

Add the number of dice in your dice pool on the Shadow Track (not the raw score) directly to your MAG, PSI, or CHI attribute (not the dice pool).

For example, if you have 6 Dark points (your Shadow Track score is −6), you add 3 to your attribute (because the Shadow Track shows 3d6 at that score); if you have 3 Light points, you add 2 to your attribute. However, you cannot more than double your attribute in this way—if your MAG score is 3, you can only add 3 shadow points to it. If your MAG score is 0, you cannot add any shadow points to it.

However, you cannot use your supernatural attribute to commit acts whose nature runs contrary to your current Shadow status. You can't use Light side power to asphyxiate an innocent victim.

In order to use this optional rule, you must select the below universal exploit.

Devotee. Your supernatural attribute becomes subject to the above virtue-based restriction, and you gain bonus MAG, PSI, or CHI points according to your Shadow Track score.

The following exploits may be used by monsters or evil creatures. They require that the creature have the Evil virtue, and so they will rarely be available to player characters, who are usually free willed (unless they have taken an exploit which grants them a virtue, or they have reached a score of 10 or −10 on the Shadow Track).

Monster Exploits

Corruption (requires Evil virtue). Make a CHA mental attack against one target within 30'. If you are successful, the target gains one Dark point.

Infernal Wound (requires Evil virtue). The wounds you cause convey the burden of despair and undeath. Each time you do 5 or more damage to a target, it gains one Dark point.

Unhallowed Aura (requires Evil virtue). You have an aura (usual radius for your size). Any creature which enters or starts its turn in that aura is subject to a CHA mental attack—if the attack is successful, the creature gains one Dark point.

Divine Power Sources

If your power source is a divine one—such as one of the gods described earlier in this appendix—you should use your free universal exploit to take the Devotee exploit above.

You must take care that your Shadow Track status reflects the virtue of your god (it should stay positive if your god has the Good virtue, and negative if your god has the Evil virtue). If it does not, your god will not grant you miracles until you rectify the situation.

If your god does not manifest the Good or Evil virtue, then you should keep your Shadow Track score from exceeding 5 or falling below −5. If it should do so, your god will not grant you miracles until you rectify the situation.

Gods with the Good virtue include The Artist, The Builder, The Druid, The Father, The Lightbringer, The Lover, and The Mother.

Gods with the Evil virtue include The Devil, The Hangman, The Leper, The Reveller, and The Trickster.

Gods that do not manifest a virtue include The Dragon, The Fisherman, The Gambler, The Hunter, The Judge, The Scholar, The Tempest, The Traveler, and The Warrior.

Evil Characters

Of course, these rules can tempt players to play evil characters. Succumbing to darkness grants them abilities, allows them to use their supernatural exploit to commit evil acts, and more. It is easy to see why that might be tempting.

The GM should think very carefully about how to handle evil characters. A party with evil characters in it can make for a fun campaign, but it can also create conflict between characters—and players—which might detract from the overall gaming experience. It all very much depends on the players in question. The advice in the sidebar on page 8 still applies.

Appendix B: Sample Characters

Gimnor

A young shy Mountain Dwarf assassin who collects exotic flowers

Small sentient humanoid (grade 5; max dice pool 5d6)

STR	**4 (2d6)**	AGI	**7 (3d6)**	END	**7 (3d6)**
INT	**8 (3d6)**	LOG	**3 (2d6)**	WIL	**7 (3d6)**
CHA	**3 (2d6)**	LUC	**5 (2d6)**	REP	**4 (2d6)**

Health **32**	Melee Defense **22**
Soak **5** (studded leather)	Ranged Defense **15**
Vuln —	Mental Defense **11**
Initiative **3d6**	Speed **4**
Perception **3d6**	Climb **2**
Carry **110 lbs.**	Jump **14'/4'**

Actions **2**

Natural Damage **1d6+2**

Shortsword 5d6 (2d6+2 slashing damage)

Light Crossbow 4d6 (1d6+3 piercing damage; range 15)

Skills *appraisal* 1 (1d6), *axes* 1 (1d6), *woodwork* 1 (1d6), *stealth* 3 (2d6), *thievery* 2 (1d6), *knives* 3 (2d6), *crossbows* 1 (1d6), *herbalism* 1 (1d6)

Gear studded leather armor, herbalism kit, high quality thieves tools (+1d6), shortsword, light crossbow, 100 gc

Shy. Gimnor is able to go unrecognized even by those he has met before. However, after three meetings, even the most unobservant will recognise him.

Darksight. Like all Dwarves, Gimnor is able to see clearly in the dark up to a distance of 60'. When underground, he can see clearly to any distance.

Iron Constitution. Gimnor is immune to non-magical poisons, with the exception of alcohol.

Sturdy. With a low center of gravity, Dwarves are hard to knock down. Any attempt to do so suffers a –2d6 penalty to the attempt.

Earthy. Like many Mountain Dwarves, Gimnor knows the *secret of earth*. He does not have a Magic attribute or any magical skills at present, however.

Life on the Streets. Gimnor's early life as an urchin was tough; he is able to recover an additional 1d6 Health each day.

Locksmith. Gimnor begins play with a free high quality set of thieves tools.

Shiv. From his time in prison, Gimnor learned how to improvise weapons. He is always considered to be carrying a knife or a club, even when unarmed, and he can use his *brawling* skill with knives and clubs.

Create Poison. Gimnor can use his herbalism kit to spend five minutes making a poison. The poison remains effective for only five minutes. When drunk or eaten, the poison does 6d6 poison damage.

Aim. Gimnor can spend an action aiming, which gives him +1d6 to a subsequent raged attack made in the same turn.

Achilles Heel. Gimnor is able to identify his target's weaknesses. Once per enemy he can ignore their Soak when making an attack. This costs him 2d6.

Young. Gimnor is a young dwarf. He can declare one dice pool per day to be an exploding dice pool.

Careers Urchin, Burglar, Prisoner, Assassin, Assassin

Age 31

Gimnor was always shy and awkward, an issue not helped by his stutter. He grew up alone on the streets of a large city and took to burglary in order to make enough money to feed himself. Eventually he was caught, and spent 6 years in prison, an environment which did not tolerate is social awkwardness. As such, he was forced to defend himself, and found that killing was not so hard. After his release, combining this newfound knowledge and his burglary skills seemed inevitable as he began a career as an assassin.

Captain Agathe Drake

A commanding Grand Elf musketeer who reads poetry and ancient literature

Medium sentient fey humanoid (grade 5; max dice pool 5d6)

STR	**3 (2d6)**	AGI	**8 (3d6)**	END	**3 (2d6)**
INT	**6 (3d6)**	LOG	**6 (3d6)**	WIL	**3 (2d6)**
CHA	**9 (3d6)**	LUC	**6 (3d6)**	REP	**2 (1d6)**
MAG	**3 (2d6)**	light			

Health **28**	Melee Defense **18**
Soak **6** (chainmail)	Ranged Defense **12**
Vuln **electricity (1d6)**	Mental Defense **11**
Initiative **3d6**	Speed **5**
Perception **5d6**	Climb **3**
Carry **60 lbs.**	Jump **16'/3'**

Actions **2**

Natural Damage **1d6+2**

Rapier 5d6 (2d6+2 piercing damage)

Musket 5d6 (2d6+4 ballistic damage; range 8)

Skills *muskets* 3 (2d6), *swords* 3 (2d6), *linguistics* 1 (1d6), *riding* 1 (1d6), *heraldry* 1 (1d6), *perception* 3 (2d6)

Gear chainmail, musket, healing kit, 1000 gc

Fey. Like all Elves, Agathe has the Fey creature type.

Commanding. Agathe can spend two actions to give another creature who can hear her a free action.

Magic Sense. As an Elf, Agathe can sense the presence of magic within 10' of her, although she cannot determine its exact location.

Meditation. Elves do not need to sleep. Sometimes they choose to meditate instead, but this is not required.

Naturally Magic. Grand Elves are naturally magical and gain one free magical secret; Agathe knows the *secret of light*.

Cultural Weapon. Agathe gained a free musket.

Silver Spoon. Born a noble, Agathe gained a bonus 1,000 gc and a superior set of clothing.

Dress Wounds. Agathe can use her healing kit to restore 2d6 Health to a creature she can touch. This takes two actions. No creature can benefit from this healing more than once per day.

Cloak Flourish. Agathe can deflect blows with a swirl of her cloak. Agathe is always considered to be using a small shield, even when she has no spare hands.

Musket Charge. Agathe can fire a musket shot, move her Speed, and then attack with her rapier all with one action. She can only do this once per turn.

Whites of Their Eyes. When she is charged by another creature, Agathe gets a free musket shot at them as a free action when they come within 10'. She must be wielding her musket to do this.

Aim. Agathe can spend an action aiming, which gives her +1d6 to a ranged attack taken immediately afterwards in the same turn.

Quickdraw. Agathe is always considered to be wielding her musket.

Careers Noble, Squire, Musketeer, Musketeer, Musketeer

Age 205

Tall, slender, and stern, Captain Drake has a noble bearing; an officer in the Elven musketeers, she spent years fighting goblin hordes. Despite her serious demeanor, Agathe's commanding presence makes others want to be around her.

Selena

A brilliant Human firemage who loves to gamble

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	**3 (2d6)**	AGI	**5 (2d6)**	END	**3 (2d6)**
INT	**5 (2d6)**	LOG	**10 (4d6)**	WIL	**5 (2d6)**
CHA	**5 (2d6)**	LUC	**5 (2d6)**	REP	**5 (2d6)**
MAG	**5 (2d6)**	fire, light			

Health **28**	Melee Defense **18**
Soak **5** (fire)	Ranged Defense **18**
Vuln **cold** (1d6)	Mental Defense **14**
Initiative **3d6**	Speed **4**
Perception **3d6**	Climb **2**
Carry **60 lbs.**	Jump **10'/3'**

Actions **2**

Natural Damage **1d6+2**

Dagger 3d6 (1d6+5 piercing damage)

Firebolt 3d6 (2d6 fire damage; range 6)

Flaming touch 2d6 (2d6+2 fire damage)

Skills *history* 2 (1d6), *dice game* 1 (1d6), *linguistics* 1 (1d6), *evocation* 2 (1d6), *illusion* 1 (1d6), *perception* 1 (1d6), *knives* 1 (1d6), *reactions* 1 (1d6), *dodging* 3 (2d6)

Gear dagger, 100 gc

Brilliant. Once per day in a moment of brilliance, Selena may substitute a LOG check (4d6) for any other attribute check.

Young. Once per day, when rolling a dice pool, Selena may declare it to be an exploding dice pool. Any 6s that she rolls may be rolled again, the new roll adding to the existing 6. If she rolls a 6 again, repeat until she rolls less than a 6.

Prestidigitation. Selena can perform small magical tricks at-will. These are enough to help with minor tasks such as cleaning garments, keeping off the rain, lighting a lantern, and so forth.

Arcane Secrets. Selena knows the *secret of fire* and the *secret of light*.

Flaming Touch. Selena gains +1d6 to her unarmed damage. Her unarmed damage becomes fire damage.

Firebolt. Selena may throw bolts of fire at-will as a single action. These do 2d6 fire damage and have a range increment of 30' (6 squares).

Fire Resistant. Selena has Soak 5 (fire), but is Vulnerable 1d6 (cold).

Aim. Selena can spend an action to gain +1d6 to a subsequent ranged attack taken in the same turn.

Explorer. Selena gains XP equal to her grade (5) every time she takes a journey of longer than one week. She cannot gain this bonus more than once per month.

Careers Wizard's Apprentice, Mage, Mage, Firemage, Firemage

Age 24

Known as something of a hothead, Selena's fascination with fire began at a young age. She was always going to be a wizard, and her later specialization into her favorite element came as no surprise. Reckless, temperamental, but brilliant, Selena can always be relied upon for an unorthodox solution to a problem.

Sir Mandallan

An inspiring Human knight who believes in ancient myths and legends

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	**7 (3d6)**	AGI	**3 (2d6)**	END	**8 (3d6)**
INT	**3 (2d6)**	LOG	**4 (2d6)**	WIL	**5 (2d6)**
CHA	**8 (3d6)**	LUC	**8 (3d6)**	REP	**3 (2d6)**

Health **32**	Melee Defense **22**
Soak **6** (chainmail)	Ranged Defense **14**
Vuln —	Mental Defense **10**
Initiative **5d6**	Speed **6**
Perception **2d6**	Climb **3**
Carry **150 lbs.**	Jump **6'/6'**

Actions **2**

Natural Damage **1d6+3**

Brawling 3d6 (1d6+3 blunt damage)

Longsword 5d6 (3d6+5 slashing damage)

Skills *religion* 1 (1d6), *heraldry* 1 (1d6), *running* 1 (1d6), *swords* 3 (2d6), *leadership* 1 (1d6), *tactics* 3 (2d6), *knives* 1 (1d6), *medium armor* 1 (1d6), *riding* 1 (1d6), *law* 1 (1d6)

Gear chainmail, medium shield, longsword, horse, 1000 gc

Inspiring. Mandallan can spend one action to grant an ally within 30' a +1d6 bonus to their next attribute check.

Explorer. Mandallan gains XP equal to his grade (5) whenever he takes a journey of more than a week. He cannot do this more than once a month.

Silver Spoon. Mandallan starts play with 1,000 gc and a set of superior clothing.

Shieldbearer. Mandallan gains an additional +2 Defense from a shield.

Advance! Mandallan ignores difficult terrain when charging.

Might Is Right. Mandallan can make a REP vs. Mental Defense attack which pushes a target one step down the Fear status track.

Bonded Mount. Mandallan has a loyal horse which has +2 Speed when he is riding it.

Feint. Mandallan can spend one action to feint, gaining +1d6 to hit in a subsequent attack made in the same turn.

Charge. When making a melee attack, Mandallan can move his speed and attack at the end of it, gaining +1d6 damage to that attack.

Careers Noble, Man-at-Arms, Man-at-Arms, Knight, Knight

Age 32

Sir Mandallan is the quintessential knight. Honorable and brave, he uses his sword to defend the weak and the oppressed. A strong believer in chivalric notions of justice, he is quick to challenge wrongdoing in all its forms. Mandallan has a formal way about him, and speaks with an antiquated dialect.

Marla

A naive Smallfolk cleric who is obsessed with cleanliness

Small sentient humanoid (grade 5; max dice pool 5d6)

STR	**4 (2d6)**	AGI	**6 (3d6)**	END	**4 (2d6)**
INT	**4 (2d6)**	LOG	**7 (3d6)**	WIL	**7 (3d6)**
CHA	**8 (3d6)**	LUC	**7 (3d6)**	REP	**0 (0d6)**
MAG	**4 (2d6)**	plants, good, undead			

Health **32**	Melee Defense **20**
Soak **4** (leather tunic)	Ranged Defense **18**
Vuln —	Mental Defense **16**
Initiative **2d6**	Speed **4**
Perception **2d6**	Climb **2**
Carry **80 lbs.**	Jump **12'/3'**

Actions **2**

Natural Damage **1d6+2**

Brawling 3d6 (1d6+2 blunt damage)

Sling 4d6 (1d6+1 blunt damage; range 8)

Skills *slings* 1 (1d6), *diplomacy* 1 (1d6), *stealth* 1 (1d6), *herbalism* 3 (2d6), *animal handling* 1 (1d6), *medicine* 2 (1d6), *abjuration* 1 (1d6), *religion* 1 (1d6), *dodging* 2 (1d6)

Gear leather tunic, sling, healing kit, herbalist's kit, staff, 100 gc

Naive. Marla's naivete can be an asset—once per day she may completely ignore a fear-based effect, attack, or condition.

Stubborn. Smallfolk get +5 to their Mental Defense (included, above).

Evasion. Marla gets +2 to her Melee Defense (included, above).

Outoorswoman. As a farmhand, Marla learned the *secret of plants*.

Stimulant. Using her herbalist's kit, Marla can create a herbal stimulant which can be imbibed by herself or another creature, and which increases one attribute's (her choice) dice pool by +1d6 for one hour. This takes her one minute to concoct. A given creature can benefit from this exploit only once per day.

Portfolio. Marla's deity opposes undeath; her portfolio includes the *secret of good* and the *secret of undead*. She can also heal 2d6 Health by touch as a single action; any given creature can only benefit from this once per day. This includes the Divine Touch exploit.

Bless/Curse. Marla can either bless or curse a target within 30'. This takes her one minute. A blessing grants the target +2d6 to their LUC pool for one hour; a curse denies them use of their LUC pool for one hour. As always with magic, an unwilling target requires a MAG (2d6) vs. Mental Defense attack. Only one target can be blessed or cursed at any one time; Marla cannot bless or curse herself.

Aim. Marla can spend an action aiming, which grants her +1d6 to hit in a subsequent ranged attack made in the same turn.

Pep Talk. Marla can spend an ambush turn (assuming she has access to it) giving her allies an encouraging speech. This grants all allies within 30' of her +1d6 to their Initiative checks in the ensuing encounter.

Careers Farmhand, Herbalist, Cleric, Cleric, Cleric

Age 30

When Marla's grandfather was killed by a vampire, Marla's life was changed forever. Originally a farmer who grew up to work in her grandfather's herbalist shop, his death spurred her to seek ways to defend against the unholy denizens of the night. To that end, she joined a cleric's order and never looked back, learning how to protect against the undead and heal her friends. Despite all this, Marla is still very naive and trusting, and knows little of the world.

Krute

A brawny Orc barbarian who wears trophies of his vanquished foes

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	**10 (4d6)**	AGI	**9 (4d6)**	END	**8 (3d6)**
INT	**10 (4d6)**	LOG	**3 (2d6)**	WIL	**3 (2d6)**
CHA	**4 (2d6)**	LUC	**4 (2d6)**	REP	**0 (0d6)**

Health **32**	Melee Defense **21**
Soak **0**	Ranged Defense **11**
Vuln —	Mental Defense **19**
Initiative **4d6**	Speed **8**
Perception **5d6**	Climb **6**
Carry **220 lbs.**	Jump **18'/10'**
Actions **2**	
Natural Damage **1d6+4**	

Bite 4d6 (2d6+4 piercing damage)

Battleaxe 5d6 (3d6+4 slashing damage)

Skills *carousing* 1 (1d6), *axes* 3 (2d6), *tracking* 2 (1d6), *nature* 2 (1d6), *hardy* 3 (2d6), *climbing* 3 (2d6), *swimming* 1 (1d6)

Gear battleaxe, 100 gc

Brawny. Krute's carrying capacity increases by 40 lbs. (factored, above).

Glory. Orcs take pleasure in battle, and pride in their wounds. When reduced to below half Health, they gain a +1d6 die bonus to attack rolls.

Darksight. Orcs can see clearly in the dark as though it were daylight. However, bright sunlight hurts their eyes, inflicting a –2 Defense penalty.

Keen Senses. Krute gains +1d6 to perception checks (included, above).

Bloodlust. Once per day an Orc can drink fresh blood to recover 2d6 Health. This takes an action. The blood must come from a creature slain in the last hour.

Frenzy. Krute can go into a frenzy. This gives him 5 SOAK and adds +1d6 to his damage rolls, but he cannot stop until all foes are dead.

Feral. Krute gains a bite attack which does an extra 1d6 damage. This attack's damage is piercing damage.

Set in the Old Ways. Ancient traditions and rituals are unchanging and inflexible. Krute gains +5 Mental Defense (included above).

Feint. Krute can spend an action to feint, which gives him +1d6 to hit in a subsequent melee attack made in the same turn.

Whirlwind Frenzy. Krute can attack all adjacent targets, but only do 1d6 damage to each. This costs him 3d6. He must still make an attack roll against each target. If he hits every target, all targets are pushed back 5', clearing a space around him.

Careers Primitive, Barbarian, Berserker, Berserker, Berserker

Age 29

Bestial and barbaric in his ways, Krute is a force of nature. Raw and savage, he is at home fighting with his teeth as with his axe. Like most Orcs, Krute enjoys violence, preferring it to other solutions to many problems, but is tempered by the presence of his allies. In a berserk frenzy, Krute is a sight to behold—and to avoid—often dropping his axe and leaping into the fight in a whirlwind of teeth and fists.

Appendix C: Example Cosmology

The following is an example of a fantasy cosmology—specifically, that of the Zeitgeist campaign setting. Of course, this is only one example—it's up to you what your world's cosmology looks like.

Everyone knows that the fey live in the Dreaming, and that spirits of the dead can linger in the Bleak Gate, but most people are unclear on just what they are. They disagree on whether you can physically go to these realms by walking, or if you would need magic, and if you went there just what you'd see.

The Clergy states that the Dreaming, which they call the Green Temptress or Hell's Garden, is where people's minds go when they sleep, and that the beings called the fey are dreams given flesh by evil magic. Folk religion in Ber proclaims that the moon is a looking glass, and the Dreaming is what we look like reflected in it, while many Drakrans believe it's a trap between this world and the afterlife, meant to trick people from their just ends.

As for the Bleak Gate, common lore of the Clergy calls it Purgatory, and envisions it as a hollow copy of this world lying just underground, a place where the dead pass through on their way to their reward or punishment in the afterlife. The dwarves of Drakr know better, and believe that it is a vision of the distant future, of what the world will look like when everyone has died. Berans believe it lies on the dark side of the moon.

In Risur, folk tales say that once the beings of the Dreaming lived here in our world, and then King Kelland defeated the fey titans and split the world in two, giving the fey and humanity each their own homes, though the titans would exist in each. The Bleak Gate was thought to be a darker, more malevolent part of the Dreaming, a belief reinforced of late. As industry has narrowed the streets of Flint and darkened its alleys with soot, more and more people have begun to speak of disappearances, and of strange black beings that walk in the shadows.

Four religions dominate the Zeitgeist campaign setting. Unlike many settings, there is no planar travel, magic to summon extraplanar creatures is exceedingly rare and brief, and only once in recorded history has a god actually physically appeared in the world—and then she was killed. While powers and forces beyond this world demonstrably do exist, their shapes cannot be proven, and must be taken on faith.

The Clergy. Organized religion based in Crisillyir. Every mortal can empower himself, even reach godhood, if he confronts the challenges of the world. Beyond this world exist many planes, each a more perfect manifestation of some aspect of our reality, and they are presided over by powerful gods, angels, and spirits that can be entreated for power.

Guerro. Folk religion of Ber. Every tribe has its own gods, conquered from the tribes who were not strong enough to stand alone. As the tribes battle, so do the gods. For now, it seems, the gods are at peace, and so we make peace, but all good things die in battle. A syncretic combination of Clergy and Guerro is enjoying a popular surge in Drakr.

The Old Faith. Folk religion of Risur. Honor the spirits of the land, and draw power from nature. The stars above trace patterns that predict events on our world, but the only other worlds are the ones we can visit: the Dreaming and the Bleak Gate.

Seedism. Folk religion of Elfaivar. Our actions are seeds, and will shape the face of the world, though it may take ages. Elves and eladrin have long memories. Before the rise of Man, the gods spoke to us, and we still remember their names and teachings. Srasama, the three-faced mother-warrior-queen, was slain by human treachery, but it is our duty to endure and outgrow this injury. The archfey of the Dreaming were once vassals of the gods, and so we revere and respect them.

Planets and Planes

Common lore in Risur claim the heavens are a massive distant dome, and that the planets of the night sky move in reaction to the unseen hand of fate. According to the skyseers, each star is a source of magic, and the planets in particular are the source of key elemental powers.

Each planet and star is conceived of as an empty garden that only comes alive when an outsider enters, and which has no permanent existence. Skyseer myths say ancient men once traveled freely to these worlds, where they could tap directly into powerful magic, but that the stars grew distant. Even today, though, wise men can look skyward and see clues to the course of fate.

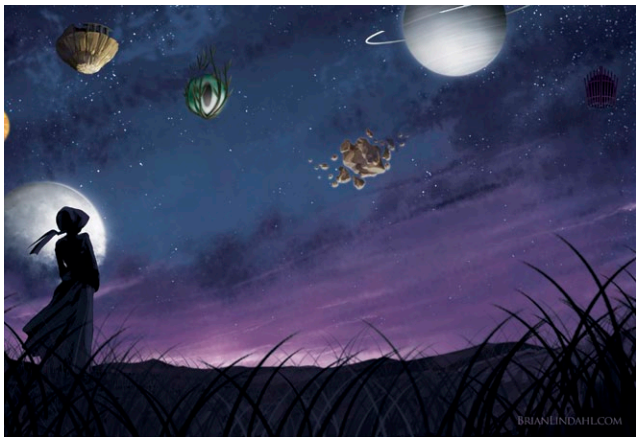
The Clergy, by contrast, believe that the heavens are a black sea, and that every star and planet is a physical world, each with its own people and gods. Danoran astronomers, usually loathe to agree with the Clergy, claim that they have seen the surfaces of the planets through their finely-crafted telescopes, though they cannot confirm any civilizations.

Meanwhile, the modern celebrity Rock Rackus tells wild tales of using magic to visit these worlds, meet the strange locals, and return with treasure as proof. Skyseers dismiss his claims as a fool being tricked by fey, but Rackus's shows sell out as audiences delight at his bawdy and bold adventures.

Below is listed most prominent objects in the sky, along with the myths and theories associated with each. These myths aren't necessarily consistent with each other.

Vona. The sun, source of pure arcane force and magical radiance, but too bright to observe the surface. It influences revelations and discoveries.

Av. This ancient name for the moon comes from a legend about a sleeping queen of the fey, cursed to slumber after her soul was captured in her reflection on a bottomless pool. Influences nothing, but reflects subtle clues of people's desires.



Jiese. The plane of fire, home to serpent men whose skin glow like coal. Ancient myths claimed this was a dragon, which chased Avilona. Influences war and strife, as well as notable births.

Avilona. The plane of air, where desolate islands of rock float amid the clouds, covered in long-abandoned ruins. Ancient myths claimed this world was a titanic eagle, constantly fleeing the ravenous Jiese. Influences weather, notable deaths, and animals.

Mavisha. The plane of water, home to krakens lurking beneath the waters and leviathans swimming rippling liquid columns that writhe above the sea like the tentacles of a living world. Legend states that a drowned bride long ago cursed sailors to join her in the lightless depths of this endless ocean. Influences the seas, great movements of people, and conflicts within families.

Urim. The plane of earth, or rather a scattered, shattered belt of relatively tiny shards of metal, which sometimes fall from the sky bearing precious ores and accursed worms. Influences the earth, the rise and fall of fortunes, and random meetings of strangers.

Apet. The distant plane, said to be a permanent storm of sand and dust on a featureless plane, with the only point of reference being an arc of silver an unknowable distance above. Influences subtle nuances of distance and time, as well as the grand cycle of ages.

Nem. The plane of ruin, this planet is a myth among the skyseers, who say it sheds no light, and can only be seen as it glides silently through the heavens, devouring stars and leaving nothing but a hole in the night. Influences secrets and the dead.

Appendix D: Monsters and Foes

This short appendix contains a small selection of monsters and other foes for use in your game. For more detail, or for a larger selection of creatures and enemies, see the *Fantasy Bestiary*.

Several of the foes in this appendix appear in the sample adventure in Appendix E, Brightblade Dungeon. Permission is granted to photocopy the pages of this appendix for home game use.

Attercop

Medium uncommon semi-sentient insectoid (5d6)

Giant spiders which lurk in forest and cave.

STR	4 (2d6)	**AGI**	15 (5d6)	**END**	6 (3d6)
INT	6 (3d6)	**LOG**	2 (1d6)	**WIL**	2 (1d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	7 (3d6)

Health 16

Melee Def 18; **Ranged Def** 18; **Mental Def** 11

Soak 0; **Vuln**—

Status Immunities —

Initiative 3d6

Perception 3d6 (*websense* 4d6)

Speed 7; **Climb**+ 7; **Jump** 30'/4'

Carry 100 lb. (max lift 200 lb.)

Actions 2

Natural Damage 2d6+2

Reach 5'

Bite 5d6 (2d6+2 piercing/poison damage; paralysis)

Web 5d6 (restrains damage; range 3)

Skills stealth 6 (3d6), websense 1 (1d6)

Gear—

Poison. The attercop's bite attack contains a paralytic poison, as they like to cocoon victims before consuming them. Each successful bite renders the victim Hindered [17].

Web (1). An attercop's web attack is a ranged attack which restrains a medium sized target or smaller. Escape is a Challenging [13] STR check and requires one action. The web is flammable and can be burnt off, but this causes 2d6 heat damage to the trapped creature.

Death from on high (m). Attercops can pay 2d6 and drop down on their opponent from at least 5' above him, making a bite attack. This counts as a charge but knocks the opponent prone and does 2d6 extra damage instead of 1d6.

Bandit

Medium common sentient humanoid (5d6)

Thieves and ruffians of the wilderness.

STR	8 (3d6)	**AGI**	6 (3d6)	**END**	6 (3d6)
INT	4 (2d6)	**LOG**	4 (2d6)	**WIL**	4 (2d6)
CHA	4 (2d6)	**LUC**	0 (0d6)	**REP**	7 (3d6)

Health 20

Melee Def 20; **Ranged Def** 14; **Mental Def** 10

Soak 4 (leather armor); **Vuln**—

Initiative 2d6

Perception 3d6

Speed 8; **Climb** 4; **Jump** 12'/8'

Carry 140 lb. (max lift 400 lb.)

Actions 2

Natural Damage 1d6+3

Scimitar 4d6 (2d6+3 slashing damage)

Light crossbow 5d6 (1d6+2 piercing damage; range 10)

Skills *tracking* 1 (1d6), *swords* 1 (1d6), *survival* 1 (1d6), *stealth* 1 (1d6), *thievery* 3 (2d6), *perception* 1 (1d6), *running* 3 (2d6), *climbing* 1 (1d6), *dodging* 3 (2d6), *crossbows* 3 (2d6)

Gear light crossbow, scimitar, leather armor

Centipede, Monstrous

Large common semi-sentient insectoid (4d6)

Disgusting centipedes whose bite causes insanity.

STR	6 (3d6)	**AGI**	4 (2d6)	**END**	6 (3d6)
INT	2 (1d6)	**LOG**	1 (1d6)	**WIL**	1 (1d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	5 (2d6)

Health 28

Melee Def 10; **Ranged Def** 10; **Mental Def** 10

Soak 5 (chitinous shell); **Vuln** —

Status Immunities nausea

Initiative 1d6

Perception 1d6 (hearing 4d6)

Speed 6; **Climb**+ 6; **Jump** 8'/6'

Carry 180 lb. (max lift 450 lb.)

Actions 2

Natural Damage 2d6+3

Reach 10'

Bite 4d6 (2d6+3 piercing/poison damage; madness)

Skills *hearing* 6 (3d6), *hardy* 6 (3d6), *combat* 1 (1d6)

Gear —

Madness poison. Each successful attack from the centipede's bite pushes the victim one step towards insanity, rendering them Muddled [14].

Light sensitivity. In bright light, giant centipedes suffer –1d6 to all dice pools.

Rotting stench. The overpowering stench of a giant centipede — rotting carrion — can be smelled easy by anyone within 60'. Identifying it requires a *Challenging [13]* LOG check.

Cloaked Rider

Medium very rare sentient evil humanoid spirit (9d6)

Ancient wraith lords who do their master's bidding.

STR	4 (2d6)	**AGI**	8 (3d6)	**END**	8 (3d6)
INT	18 (5d6)	**LOG**	8 (3d6)	**WIL**	8 (3d6)
CHA	6 (3d6)	**LUC**	0 (0d6)	**REP**	22 (6d6)
MAG	6 (3d6)	*compel* 3 (2d6)		shadow	
		divine 3 (2d6)		humanoids	

Health 32

Melee Def 21; **Ranged Def** 11; **Mental Def** 18

Soak 0 (incorporeal); **Vuln** 1d6 (fire); **Immune** physical damage except good and fire

Initiative 8d6

Perception 5d6; lifesense 90'; superior darksight

Speed 5; **Climb** 3; **Jump** 16'/4'

Carry 120 lb. (max lift 200 lb.)

Actions 2

Natural Damage 2d6+2 cold

Icy touch 3d6 (2d6+2 cold)

Mastercraft longsword 9d6 (3d6+3 slashing/evil damage; wailing sickness)

Skills *riding* 6 (3d6), *tracking* 10 (4d6), *history* 3 (2d6), *hardy* 3 (2d6), *tactics* 6 (3d6), *swords* 8 (3d6), *compulsion** 3 (2d6), *divination** 3 (2d6)

Gear mastercraft longsword

Invisible. Cloaked riders are naturally invisible. They typically cover themselves with dark robes, which gives them form, but if they shed those robes they cannot be seen unless magical means or truesight are employed.

Fear aura. Cloaked riders have an aura of chilling fear which radiates from them to a distance of 40' in all directions. Those who enter or begin their turn in the aura suffer a MAG (3d6) vs. Mental Defense attack or are made Apprehensive [10]. The aura also automatically inflicts 1d6 cold damage to all creatures within 5' of the cloaked rider.

Wailing sickness. Those who suffer a critical hit from a cloaked rider's weapon contract wailing sickness.

Incorporeal. Like all spirits, cloaked riders are incorporeal. They are immune to physical attacks (except those which do good or fire damage).

Firemage

Medium rare sentient humanoid (6d6)

Quick, fiery wizards with a taste for battle.

STR	4 (2d6)	**AGI**	6 (3d6)	**END**	4 (2d6)
INT	8 (3d6)	**LOG**	8 (3d6)	**WIL**	6 (3d6)
CHA	8 (3d6)	**LUC**	3 (2d6)	**REP**	10 (4d6)
MAG	8 (3d6)	*evoke* 6 (3d6)		fire	
		create 3 (2d6)		light	
		abjure 3 (2d6)			

Health 20

Melee Def 24; **Ranged Def** 18; **Mental Def** 21

Soak 5 (fire); **Vuln** 1d6 (cold)

Initiative 5d6

Perception 3d6

Speed 5; **Climb** 3; **Jump** 12'/4'

Carry 80 lb. (max lift 200 lb.)

Actions 2

Natural Damage 2d6+2 fire

Dagger 5d6 (2d6+2 piercing damage)

Flaming touch 6d6 (2d6+2 fire damage)

Firebolt 6d6 (2d6 fire damage; range 6)

Skills *bluffing* 3 (2d6), *concentration* 6 (3d6), *reactions* 3 (2d6), *dodging* 3 (2d6), *knives* 3 (2d6)**,** *evocation** 6 (3d6), *creation** 3 (2d6), *abjuration** 3 (2d6)

Gear dagger, high quality wand of fire

Firesculptor. The firemage can "sculpt" fire easily; any non-magical flame within 30' can be shaped or enlarged as a single action and a mere effort of will as long as it remains within 30' (things outside can catch fire as normal, but the firemage has no control over them).

Firebolt. The firemage can throw a bolt of fire as a single ranged attack (using her MAG attribute) which has a range increment of 30' and does 2d6 fire damage.

Flaming touch. The firemage's touch becomes hot enough to injure others, causing an additional 1d6 of heat damage beyond her natural damage.

Ghost

Medium rare evil sentient humanoid spirit (7d6)

Spectral figures who haunt the living.

STR	4 (2d6)	**AGI**	12 (4d6)	**END**	5 (2d6)
INT	10 (4d6)	**LOG**	4 (2d6)	**WIL**	10 (4d6)
CHA	6 (3d6)	**LUC**	0 (0d6)	**REP**	14 (4d6)

Health 24

Melee Def 28; **Ranged Def** 25; **Mental Def** 14

Soak 0; **Vuln** 1d6 (good); **Immune** physical damage except good damage (incorporeal)

Initiative 7d6

Perception 4d6; lifesense 50'; superior darksight

Speed 6; **Fly**+ 6 (hover); **Climb** —; **Jump** —

Carry 90 lb. (max lift 200 lb.)

Actions 2

Natural Damage 1d6+2

Icy touch 6d6 (1d6+2 cold damage)

Telekinesis 4d6 (1d6 blunt damage; range 6)

Skills *stealth* 10 (4d6), *thievery* 4 (2d6), *religion* 3 (2d6), *lifesense* 6 (3d6), *reactions* 6 (3d6), *dodging* 6 (3d6), *combat* 3 (2d6)

Gear none, although gear may appear to be present

Banishment. Like most spirits (see spirit traits for more details), ghosts are extremely hard to damage; and even when dispersed, they return the following day. However, every ghost has unfinished business—a task which, if fulfilled, permanently destroys the ghost. That task can be something trivial, or it might be almost impossible, but the task always exists.

Chill aura. Ghosts have a chill aura that can be felt out to 60'. Within 10' the aura causes 1d6 cold damage to any who enter or start their turn in it.

Telekinesis (1). A ghost's telekinesis attack allows it to fling nearby objects at its foes.

Unearthly keen (2). A ghost can emit an unearthly wailing keen which attacks CHA (3d6) vs. Mental Defense to all who can hear it. Those successfully hit by the attack are made Apprehensive [10]. For each victim successfully attacked in this way, the ghost recovers 1d6 Health.

Goblin

Small common sentient fey goblinoid (4d6)

Cunning fey creatures known for their cruelty.

STR	3 (2d6)	**AGI**	6 (3d6)	**END**	4 (2d6)
INT	6 (3d6)	**LOG**	3 (2d6)	**WIL**	3 (2d6)
CHA	2 (1d6)	**LUC**	0 (0d6)	**REP**	5 (3d6)

Health 16

Melee Def 16; **Ranged Def** 16; **Mental Def** 11

Soak 3 (hide armor); **Vuln** —

Status Immunities —

Initiative 4d6

Perception 3d6; spellsense 30'

Speed 4; **Climb** 3; **Jump** 12'/3'

Carry 70 lb. (max lift 150 lb.)

Actions 2

Natural Damage 1d6+2

Reach 5'

Shortsword 4d6 (1d6 slashing damage)

Shortbow 3d6 (1d6+2 piercing damage; range 12)

Skills *thievery* 1 (1d6), *climbing* 3 (2d6), *reactions* 1 (1d6), *dodging* 3 (2d6), *shortsword* 1 (1d6)

Gear shortsword, shortbow, hide armor

Light sensitive. Goblins suffer −1d6 to all checks during bright light.

Feint (1). Goblins can take a feint action which grants them +1d6 to a subsequent melee attack made in the same turn.

Headless

Medium very rare semi-sentient undead (5d6)

Headless zombies who just keep on coming.

STR	10 (4d6)	**AGI**	4 (2d6)	**END**	10 (4d6)
INT	10 (4d6)	**LOG**	2 (1d6)	**WIL**	2 (1d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	7 (3d6)

Health 32 (regeneration 1d6)

Melee Def 14; **Ranged Def** 10; **Mental Def** 14

Soak 5; **Vuln** 1d6 (good)

Initiative 4d6

Perception 5d6; lifesense 100'

Speed 5; **Climb** 3; **Jump** 8'/6'

Carry 160 lb. (max lift 300 lb.)

Actions 2

Natural Damage 1d6+3

Brawling 4d6 (1d6+3 blunt damage)

Skills *perception* 6 (3d6), *hardy* 6 (3d6)

Gear —

Unstoppable. Headless zombies keep attacking even after reduced to zero Health. Zero Health simply incapacitates the headless until its Health has regenerated to 1 or more Health. However, a headless can be permanently destroyed by cremating the corpse completely so that noting but ash remains. This takes 30 minutes in a normal fire.

Insect Swarm

Medium semi-sentient insect swarm (4d6)

A buzzing, whirling cloud of bites and stings.

STR	1 (1d6)	**AGI**	12 (4d6)	**END**	1 (1d6)
INT	4 (2d6)	**LOG**	1 (1d6)	**WIL**	1 (1d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	0 (0d6)

Health 16

Melee Def 14; **Ranged Def** 14; **Mental Def** immune

Soak 0; **Vuln** —; **Invuln** all except area attacks

Initiative 4d6

Perception 2d6

Fly+ 5 (see *swarm* exploit); **Climb** —; **Jump** —

Carry —

Actions 1

Natural Damage 1d6

Swarm (special; see *swarm* exploit)

Skills —

Gear —

Swarm. A swarm is immune to all attacks except for area attacks. When it attacks, it simply moves into the target's square. Any creature which starts its turn in or enters the insect swarm's square suffers 1d6 piercing damage automatically. Swarms can move through gaps of any size.

Iron Golem

Large rare non-sentient automaton (8d6)

Metal witchoil-powered constructs which follow simple commands.

STR	18 (5d6)	**AGI**	3 (2d6)	**END**	20 (5d6)
INT	4 (2d6)	**LOG**	2 (1d6)	**WIL**	4 (2d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	18 (5d6)

Health 40

Melee Def 24; **Ranged Def** 10; **Mental Def** immune

Soak 10 (metal skin); **Vuln** 1d6 (electricity)

Initiative 2d6

Perception 2d6; superior darksight

Speed 4; **Climb** 2; —; **Jump** —; *heavy*

Carry 660 lb. (max lift 1,800 lb.)

Actions 2

Natural Damage 2d6+5

Iron fist 8d6 (2d6+5 blunt damage)

Hurl object 5d6 (2d6+5 blunt damage; range 3)

Skills *hardy* 6 (3d6), *carrying* 6 (3d6), *combat* 6 (3d6)

Gear —

Witchoil leakage. Iron golems are powered by witchoil. This necrotic substance starts to leak from the golem's body once it is reduced to half (20) Health, and splashes onto targets hit by the golem for an additional 1d6 acid damage. When the golem is destroyed, witchoil sprays everywhere, doing 1d6 acid damage to everyone within 10' of the golem.

Hurl object (2). The golem can pick up a nearby object of size large or smaller and fling it at a target, doing its natural damage.

Knight

Medium rare sentient humanoid (6d6)

Noble, armored warriors who honor courage and chivalry.

STR	8 (3d6)	**AGI**	4 (2d6)	**END**	6 (3d6)
INT	6 (3d6)	**LOG**	4 (2d6)	**WIL**	6 (3d6)
CHA	6 (3d6)	**LUC**	3 (2d6)	**REP**	10 (4d6)

Health 24

Melee Def 24; **Ranged Def** 14; **Mental Def** 11

Soak 9 (platemail, helm); **Vuln** —

Initiative 5d6

Perception 3d6

Speed 5; **Climb** 4; **Jump** 8'/8'

Carry 140 lb. (max lift 400 lb.)

Actions 2

Natural Damage 1d6+3

Reach 5'

High quality longsword 6d6 (3d6+5 slashing damage)

Skills *lances* 3 (2d6), *riding* 3 (2d6), *heraldry* 3 (2d6), *heavy armor* 3 (2d6), *climbing* 3 (2d6), *tactics* 3 (2d6), *swords* 3 (2d6)

Gear high quality longsword, platemail, helm, dagger

Deadly strike. The knight inflicts an additional 1d6 damage with a successful hit.

Honorable. The knight's courage and honor are such that he automatically succeeds in attempts to shake off Fear status track effects.

Living Statue

Medium non-sentient automaton (7d6)

Stone guardians of ancient tombs.

STR	15 (5d6)	**AGI**	3 (2d6)	**END**	10 (4d6)
INT	3 (2d6)	**LOG**	1 (1d6)	**WIL**	1 (1d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	0 (0d6)

Health 36

Melee Def 28; **Ranged Def** 10; **Mental Def** 10

Soak 10 (stone skin); **Vuln** —

Initiative 2d6

Perception 2d6

Speed 4; **Climb** 4; **Jump** —; *heavy*

Carry 250 lb. (max lift 750 lb.)

Actions 2

Natural Damage 1d6+5

Bash 5d6 (1d6+5 blunt damage)

Longsword 7d6 (3d6+7 slashing damage)

Skills hardy 10 (4d6), swords 3 (2d6)

Gear longsword, shield

Remorseless. Living statues are immune to all status tracks.

Mountain Troll

Enormous rare sentient fey goblinoid [life] (7d6)

Dull-witted, ugly, giant, vicious mountain dwellers.

STR	18 (5d6)	**AGI**	4 (2d6)	**END**	30 (7d6)
INT	3 (2d6)	**LOG**	3 (2d6)	**WIL**	3 (2d6)
CHA	3 (2d6)	**LUC**	0 (0d6)	**REP**	14 (4d6)

Health 72 (regenerate 1d6)

Melee Def 17; **Ranged Def** 10; **Mental Def** 10

Soak 5; **Vuln** —

Initiative 2d6; spellsense 15'

Perception 2d6 (*scent* 4d6); darksight 30'

Speed 9; **Climb** 5; **Jump** 8'/18'

Carry 960 lb. (max lift 1,800 lb.)

Actions 3

Natural Damage 3d6+5

Reach 10'

Claws 5d6 (3d6+5 blunt damage)

Large club 7d6 (3d6+5 blunt damage)

Skills *scent* 3 (2d6), *hardy* 6 (3d6), *clubs* 3 (2d6)

Gear large club

Regeneration. All trolls regenerate 1d6 Health at the start of their turn. Trolls can be reduced to less than zero Health, but their regeneration power continues, and they wake up again when their Health rises above zero. If dismembered, the troll still regenerates from the largest of the remaining body parts.

Turned to stone. If trolls are exposed to sunlight, they immediately turn to stone. This is the only way to permanently kill a troll.

Charge. Trolls charge eagerly into battle, confident in their regeneration powers. Once per turn, when making a melee attack, the troll can move its speed in a straight line and then attack at the end of it. This costs 2d6 and grants +1d6 damage to the attack.

Knockback. The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown. The target is knocked prone for a cost of 2d6. Trolls cannot Knockdown targets two or more sizes larger than them.

Night Elf

Medium very rare sentient evil fey humanoid (7d6)

Pale, wicked elves steeped in treachery.

STR	4 (2d6)	**AGI**	10 (4d6)	**END**	6 (3d6)
INT	10 (4d6)	**LOG**	6 (3d6)	**WIL**	6 (3d6)
CHA	10 (4d6)	**LUC**	3 (2d6)	**REP**	14 (4d6)

Health 24

Melee Def 25; **Ranged Def** 25; **Mental Def** 14

Soak 6 (high quality leather); **Vuln** —

Initiative 7d6

Perception 7d6; *superior darksight*

Speed 9; **Climb** 5; **Jump** 20'/4'

Carry 100 lb. (max lift 200 lb.)

Actions 2

Natural Damage 1d6+2

High quality rapier 7d6 (2d6+3 piercing damage; blinding poison)

Skills *stealth* 10 (4d6), *bluffing* 6 (3d6), *perception* 6 (3d6), *running* 6 (3d6), *climbing* 6 (3d6), *reactions* 6 (3d6), *dodging* 6 (3d6), *swords* 6 (3d6)

Gear high quality rapier, high quality leather armor

Poison. Night elves poison their rapiers with a blinding poison. Any target hit by the rapier is pushed one stage down the Blindness status track.

Orc

Medium common sentient fey goblinoid (6d6)

Tribal, warlike goblinoids.

STR	9 (3d6)	**AGI**	4 (2d6)	**END**	8 (3d6)
INT	6 (3d6)	**LOG**	3 (2d6)	**WIL**	3 (2d6)
CHA	3 (2d6)	**LUC**	0 (0d6)	**REP**	10 (4d6)

Health 28

Melee Def 21; **Ranged Def** 10; **Mental Def** 11

Soak 3 (hide armor); **Vuln** —

Initiative 3d6

Perception 3d6 (*scent* 4d6); *superior darksight*

Speed 7; **Climb** 3; **Jump** 8'/9'

Carry 200 lb. (max lift 600 lb.)

Actions 2

Natural Damage 2d6+3

Brawling 3d6 (2d6+3 blunt damage)

Battleaxe 6d6 (3d6+3 slashing damage)

Skills *tracking* 3 (2d6), *scent* 1 (1d6), *hardy* 3 (2d6), *running* 3 (2d6), *carrying* 3 (2d6), *axes* 6 (3d6)

Gear battleaxe, hide armor

Goblinoid. Goblinoids have darksight.

Battlerage. When an orc falls below half (14) Health, it enters a battlerage and gains +1d6 to all attack rolls until it is either killed or raised above half Health again.

Plant, Carnivorous

Large rare semi-sentient plant (6d6)

Large, hungry plants which devour their victims alive.

STR	12 (4d6)	**AGI**	2 (1d6)	**END**	12 (4d6)
INT	6 (3d6)	**LOG**	1 (1d6)	**WIL**	3 (2d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	10 (4d6)

Health 24

Melee Def 17; **Ranged Def** 10; **Mental Def** 11

Soak 10 (barkskin); **Vuln** 1d6 (fire)

Initiative 6d6

Perception 3d6

Speed 6; **Climb**+ 6; **Jump** —

Carry 360 lb. (max lift 900 lb.)

Actions 3

Natural Damage 3d6+4

Leaftrap 6d6 (3d6+4 piercing/poison damage; mobility)

Vine 5d6 (2d6+2 blunt damage; range 6)

Skills *combat* 3 (2d6)

Gear —

Called Shot. An individual vine can be targeted with a called shot. The vine does not have any Soak, and 10 slashing damage is enough to sever it, freeing any victims. The plant has many vines, so severing one does not otherwise reduce its capabilities.

Many vines. A carnivorous plant has an extra action for its size; unlike most creatures who cannot use an action more than once per turn it is able to use all three of its actions to attack, although no more two attacks can be directed at a single target, and no more than one leaftrap at a single target.

Paralyzing poison. The leaftrap's bite contains a paralyzing poison which renders the victim immobile while the plant slowly devours it alive. Each successful bite from the leaftrap renders the target Hindered [21].

Grab (m). Carnivorous plants can grab their opponents with a ranged attack using a vine. A grab is an attack with a –2d6 cost. A creature struck by the grab attack is grabbed and remains so until escape. An escape requires a STR or AGI attack against the plant's Melee Defense and is an action which places the victim free from the grab in an adjacent square. It costs the plant an attack each round to maintain the grab, but it does not need to make any further checks; however it can use that action to make an opposed STR check and drag the victim 5 squares closer. Victims adjacent to the plant which are already grabbed are automatically hit by any attacks from leaftraps.

Shaman

Medium rare sentient humanoid (6d6)

Primitive practitioners of spirit magic.

STR	4 (2d6)	**AGI**	6 (3d6)	**END**	6 (3d6)
INT	6 (3d6)	**LOG**	8 (3d6)	**WIL**	6 (3d6)
CHA	4 (2d6)	**LUC**	1 (1d6)	**REP**	10 (4d6)
MAG	6 (3d6)	*summon* 3 (2d6) person *hex* 6 (3d6) beast *enchant* 6 (3d6)			

Health 24

Melee Def 14; **Ranged Def** 11; **Mental Def** 21

Soak 3 (hide); **Vuln** —

Initiative 3d6

Perception 3d6

Speed 5; **Climb** 3; **Jump** 12'/4'

Carry 100 lb. (max lift 200 lb.)

Actions 2

Natural Damage 1d6+2

Club 4d6 (2d6+2 blunt damage)

Blowgun 3d6 (1d6 piercing/poison damage; range 6)

Skills *nature* 6 (3d6), *herbalism* 6 (3d6), *enchantment* 6 (3d6), *summoning* 3 (12d6), *hexes* 6 (3d6), *medicine* 3 (2d6), *meditation* 6 (3d6), *clubs* 1 (1d6)

Gear blowgun, club, hide armor, totem

Spirit companion. The shaman is accompanied by an incorporeal spirit companion which takes the form of a wolf, bear, or similar animal. While the spirit cannot directly attack, it can form a flank and can serve as the origin point for any spells the shaman casts.

Spirit healing (2). All allies within 30' of the shaman or its spirit companion heal 2d6 Health.

Dire hex (2). The target of the shaman's dire hex must be within 30'. If the shaman's *hex* (6d6) vs. Mental Defense attack is successful, the target suffers a –1d6 die penalty to all checks for the next five minutes. This is cumulative; if multiple hexes reduce the target to a zero maximum dice pool, it falls into a coma until the hex expires.

Skeleton

Medium uncommon evil non-sentient undead humanoid (3d6)

Mindless skeletal minions.

STR	4 (2d6)	**AGI**	4 (2d6)	**END**	4 (2d6)
INT	3 (2d6)	**LOG**	2 (1d6)	**WIL**	2 (1d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	3 (2d6)

Health 12

Melee Def 12; **Ranged Def** 12; **Mental Def** 10

Soak 5; **Vuln** 1d6 (good); immune poison, piercing weapons

Status Immunities pain, bleeding

Initiative 2d6

Perception 2d6; lifesense 15'

Speed 4; **Climb** 2; **Jump** 8'/4'

Carry 80 lb. (max lift 200 lb.)

Actions 2

Natural Damage 1d6+2

Reach 5'

Scimitar 3d6 (slashing damage)

Skills *swords* 1 (1d6)

Gear scimitar, small shield

Watchman

Medium common sentient humanoid (4d6)

Peacekeepers and investigators of the medieval era.

STR	6 (3d6)	**AGI**	6 (3d6)	**END**	6 (3d6)
INT	6 (3d6)	**LOG**	4 (2d6)	**WIL**	4 (2d6)
CHA	4 (2d6)	**LUC**	4 (2d6)	**REP**	5 (2d6)

Health 20

Melee Def 16; **Ranged Def** 16; **Mental Def** 11

Soak 5 (ringmail); **Vuln** —

Status Immunities —

Initiative 4d6

Perception 5d6

Speed 8; **Climb** 3; **Jump** 12'/6'

Carry 120 lb.

Actions 2

Natural Damage 1d6+3

Reach 5'

Brawling 3d6 (1d6+3 blunt damage)

Shortsword 4d6 (1d6+3 slashing damage)

Light crossbow 3d6 (1d6+2 piercing damage; range 15)

Skills *swords* 1 (1d6), *light armor* 1 (1d6), *law* 1 (1d6), *thievery* 1 (1d6), *interrogation* 1 (1d6), *perception* 4 (2d6), *running* 3 (2d6), *local knowledge* 3 (2d6), *tactics* 1 (1d6), *dodging* 3 (2d6),

Gear shortsword, ringmail, light crossbow

Water Spirit

Large rare sentient fey spirit (6d6)

Minor spirits of lakes, lochs, and seas.

STR	10 (4d6)	**AGI**	8 (3d6)	**END**	6 (3d6)
INT	5 (2d6)	**LOG**	5 (2d6)	**WIL**	6 (3d6)
CHA	5 (2d6)	**LUC**	0 (0d6)	**REP**	10 (4d6)

Health 24

Melee Def 17; **Ranged Def** 10; **Mental Def** 11

Soak 10 (fire, blunt, piercing, slashing); **Vuln** 1d6 (electricity, cold); immune poison

Initiative 2d6

Perception 2d6; blindsight

Swim 8; **Climb** —; **Jump** —

Carry 240 lb. (max lift 750 lb.)

Actions 2

Natural Damage 2d6+4

Wave 6d6 (2d6+4 blunt damage; reach 10'; constrict)

Skills *combat* 3 (2d6), *stealth* 6 (3d6)

Gear —

Fey. Fey creatures can sense magic within 10' of them. Fey creatures are highly magical.

Amorphous. Water spirits are made of water, and as such are immune to critical hits, any attacks or exploits which require targeting a specific hit location, and flanking, and cannot be grabbed or restrained.

Constrict. A medium or smaller creature hit by a water spirit's wave attack is grabbed. The spirit can only grab one target at a time. Grabbed targets can be pulled into the spirit with a second attack, at which point the victim starts drowning and must form a drowning countdown pool.

Immersion. When immersed in water, a water spirit is completely invisible.

Wolf

Medium common semi-sentient beast (4d6)

Pack-based animals which cooperate to hunt their prey.

STR	4 (2d6)	**AGI**	10 (4d6)	**END**	6 (3d6)
INT	10 (4d6)	**LOG**	2 (1d6)	**WIL**	2 (1d6)
CHA	3 (2d6)	**LUC**	0 (0d6)	**REP**	5 (2d6)

Health 16

Melee Def 16; **Ranged Def** 14; **Mental Def** 14

Soak 0; **Vuln** —

Status Immunities —

Initiative 6d6

Perception 4d6 (*scent* 8d6)

Speed 12; **Climb** 6; **Jump** 20'/4'

Carry 100 lb. (max lift 200 lb.)

Actions 2

Natural Damage 2d6+2

Reach 5'

Bite 4d6 (2d6+2 damage)

Skills *tracking* 10 (4d6), *scent* 10 (4d6), *running* 10 (4d6), *swimming* 4 (2d6), *tactics* 4 (2d6), *combat* 5 (2d6)

Gear—

Pack attack. Wolves work together well. Any wolves adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more wolves are adjacent to the victim, the victim becomes overwhelmed, and is pushed one step down the Tiredness status track at the start of its turn.

Pounce (m). The wolf can jump half its horizontal jump distance (10') from a standing start when making a bite attack. This counts as a charge (pay 2d6; +1d6 damage), and also knocks the victim prone on a successful attack.

Woodland Creature

Tiny common semi-sentient animal (1d6)

Cats, foxes, badgers, rabbits, weasels, and other small animals.

STR	1 (1d6)	**AGI**	8 (3d6)	**END**	2 (1d6)
INT	12 (4d6)	**LOG**	1 (1d6)	**WIL**	3 (2d6)
CHA	3 (2d6)	**LUC**	0 (0d6)	**REP**	1 (1d6)

Health 12

Melee Def 10; **Ranged Def** 10; **Mental Def** 10

Soak 0; **Vuln** —

Initiative 4d6

Perception 8d6

Speed 3; **Climb** varies; **Jump** 16'/1'

Carry 15 lb. (max lift 25 lb.)

Actions 2

Natural Damage 1d6+1

Bite 1d6 (1d6+1 piercing damage)

Skills *running* 10 (4d6), *perception* 10 (4d6), *dodging* 3 (2d6)

Gear —

Woodland senses. Woodland creatures can have Initiative and Perception scores higher than their maximum dice pool would normally allow.

Movement. Depending on the creature, the animal may have a Climb, Swim, Burrow, or Fly speed as a regular movement mode.

Dash (2). Small woodland critters can use both actions to dash at twice their normal Speed.

Zombie

Medium uncommon evil non-sentient undead humanoid (3d6)

Walking corpses who hunger for living flesh.

STR	4 (2d6)	**AGI**	3 (2d6)	**END**	6 (3d6)
INT	3 (2d6)	**LOG**	1 (1d6)	**WIL**	1 (1d6)
CHA	1 (1d6)	**LUC**	0 (0d6)	**REP**	3 (2d6)

Health 24

Melee Def 10; **Ranged Def** 10; **Mental Def** 10

Soak 10; **Vuln** —

Initiative 2d6

Perception 2d6 (*scent* 3d6); bloodsense 15'

Speed 4; **Climb** 2; **Jump** 6'/4'

Carry 100 lb. (max lift 200 lb.)

Actions 1

Natural Damage 1d6+2

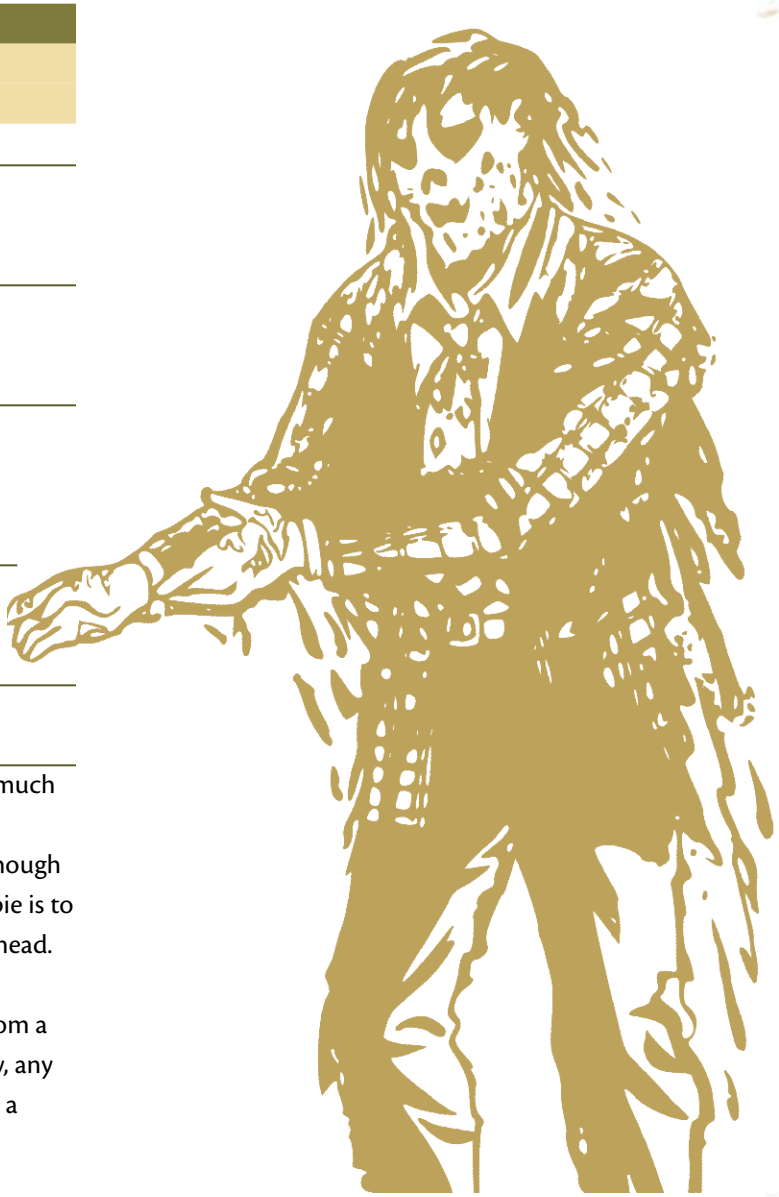
Bite 2d6 (1d6+2 piercing damage; zombie fever)

Skills *scent* 6 (3d6)

Gear —

Called shot. Zombies keep going, no matter how much physical damage is done to them. Even a zombie reduced to zero Health is usually still active, although incapable of moving. The only way to kill a zombie is to destroy its brain with a single called shot to the head. This will drop the creature instantly.

Zombie fever. Creatures who suffer a critical hit from a zombie's bite contract zombie fever. Additionally, any creature slain by a zombie rises one hour later as a zombie itself.



Appendix C: Brightblade Dungeon

Brightblade Dungeon is a short, location-based dungeon crawl designed to be very simple and easy to run. It is a suitable challenge for a party of starting grade 5 characters, and a perfect starter dungeon for a new GM. While detailed adventures with intricate plots and complex NPCs make for fantastic and memorable gaming, it can help to start small.

You can locate this dungeon anywhere you wish. It is suggested that you ask the players to explain why they are here, at the entrance to the dungeon (perhaps award 1 XP for good explanations—they don't have to be complex; something as simple as "I heard rumors of treasure from some drunkards in the tavern at Inkwick" is fine). Alternatively, you may wish to start the PCs in Inkwick, the nearby village, and have an NPC give them rumors about treasure in Brightblade Dungeon. If you do that, it is suggested that you insert an encounter with a band of orcs (one for each PC) en route.

Optionally, if your party contains a noble or knightly character, consider making him/her a Brightblade seeking the ancestral family sword.

This small dungeon was once a stronghold owned by the noble Brightblade family. It has been abandoned for over a hundred years, since the Brightblades were almost wiped out and are now scattered across the lands. The small village of Inkwick lies about 5 miles north of the dungeon, which is situated under a low hill.

It is not hard to find the entrance; a *Routine [10]* INT check reveals the old pathway leading up to the entrance, which looks like an old cave entrance obscured by undergrowth. Clearing away the weeds will reveal that the entrance is worked stone and leads straight into the entrance hall; the ancient iron doors have been twisted and ripped away from the walls, and lie broken on the ground just inside the cave. Tracking checks near the entrance will reveal the existence of the mountain troll's comings and goings (remember that each successful check allows the tracker to ask one simple question).

Tone. Think of this dungeon as though the heroes are exploring an ancient tomb in an Indiana Jones movie. The traps, the bugs, skeletal bones and corpses, the cobwebs, the flickering torchlight, the suspense. Various rooms have the remains of previous adventurers; play these up to increase the sense of danger and dread.

Lighting. There is no lighting inside the dungeon. Characters without darksight will need to bring torches or lanterns.

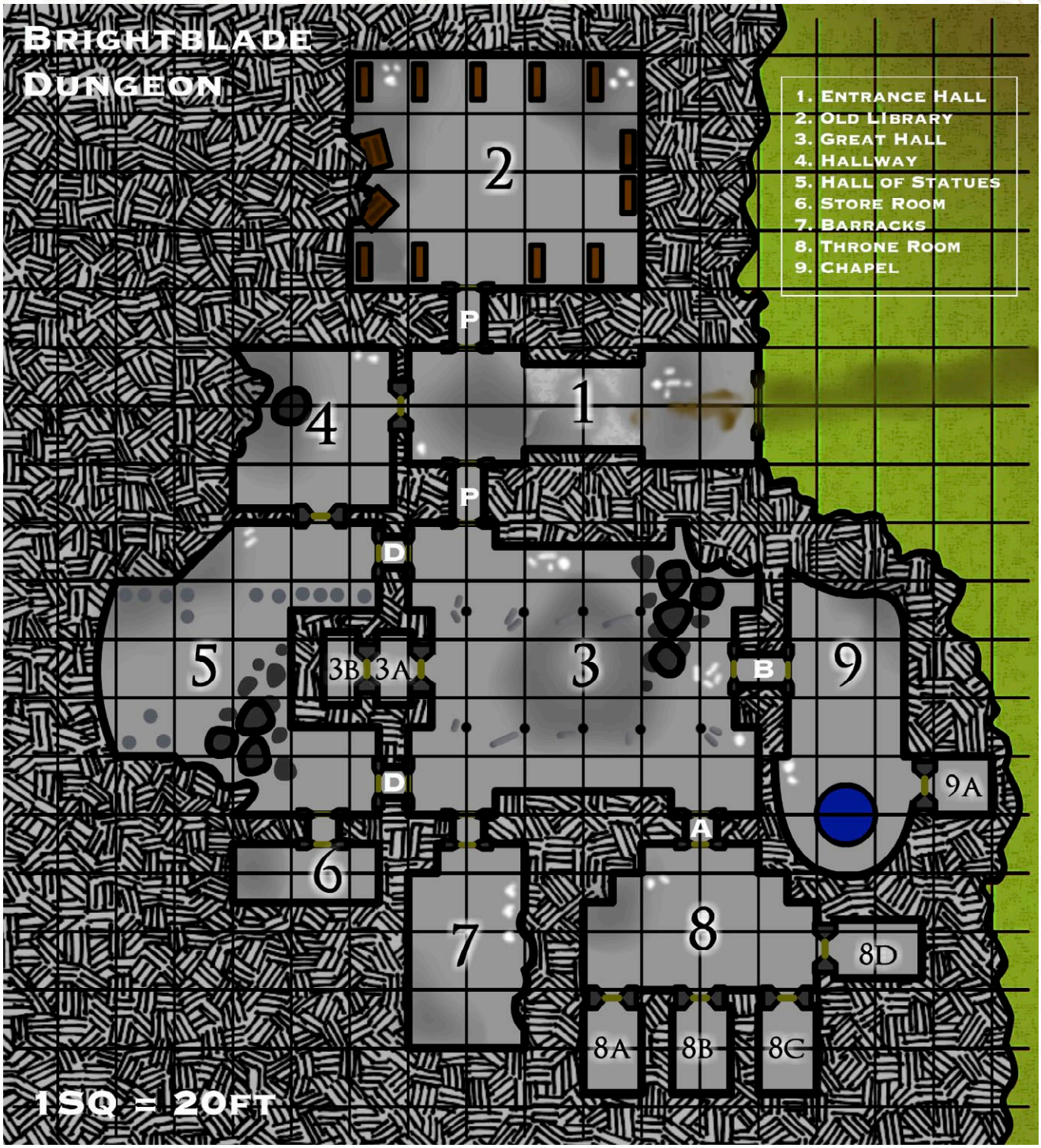
Doors. Most doors throughout this complex (other than the broken entry doors and the doors to the treasury) are ironbound oak. For each door, roll 1d6:

1d6	Result
1–3	Opens easily
4–5	Stuck; requires a *Difficult [16]* STR check to break through
6	Locked; requires a *Difficult [16]* AGI check to pick or a *Demanding [21]* STR check to break

Monsters. Monsters are highlighted in **bold**. You will find the statistics for these monsters in this book. Creatures do not tend to move about in the complex, and once a room has been cleared, it should be considered safe for the PCs. The party may need to camp and rest at least once. All monsters in this complex—with the exception of the ghost in the throne room—are automatically hostile to the party.

Traps. Some areas on the map are marked with the letters P, D, A, and B; these locations contain a trap. The traps in the dungeon are all non-magical (with the exception of the fireball trap on the door to the treasury). They can be spotted with a *Difficult [16]* INT check, and disabled with a *Difficult [16]* AGI check. If a trap is set off (by someone walking through the square where it is located), the unfortunate victim must make a *Difficult [16]* AGI check to avoid the trap (grab the side of the pit, duck the shining blade, etc.) Each trap will only go off once.

Remember that a trap counts as a challenge or encounter, and is worth experience points.



Letter	Trap
P	Pit trap (20' fall casing 2d6 blunt damage)
D	Deadfall trap (falling rocks do 3d6 blunt damage)
A	Arrow trap (arrows from both sides do a total of 3d6 piercing damage)
B	Blade trap (swinging scythe does 4d6 slashing damage)

1. Entrance Hall

This dark entryway is made of worked stone; the great iron gates to the complex lie broken and twisted on the ground. Uneven, worn flagstones line the ground, and a vaulting arched tunnel divides the long hallway into two. The archway is filled with cobwebs, blocking any view of

what lies beyond. Rubble lies underfoot, along with the occasional skeletal corpse of an unfortunate adventurer. Water oozes down the walls, leaving damp tracks in the long faded suggestions of once colorful images. The inside is notably chill.

There are three **attercops** here. The area under the archway is difficult terrain for anybody except the attercops. High in the webs is a corpse wrapped in webbing, practically mummified; on it, the PC can find 22 gc, a gold ring worth 70 gc, and a high quality dagger. The rest of its possessions—including its leather armor—are decayed beyond repair.

2. Old Library

This large room was clearly a library in times long past. Shelves line the walls, some collapsed, and one end of the room is caved in with rubble. Skeletons lie scattered on the floor, amongst the rubble and wood splinters, covering an old mosaic, cracked and broken. The mosaic depicts the Brightblade family crest—a vertical sword surrounded by a wreath of roses.

This room is populated by 6 **skeletons** which stand and attack any intruders.

Searching amongst the shelving rubble, the following can be found depending on the INT check:

Check	Result
10	*A Compendium of Astrology* by Kell the Poisonous. On the inside cover, somebody has scrawled a note which says "Vimi tangus damen pveathr". [Uncommon; 50 gc; 174 pages]
13	*Discovering the Solar Caverns of the Whispering Cult* by Charles Davison the Awful. A gold clasp holds this illustrated encyclopedia closed. [Uncommon; 80 gc; 184 pages]
16	*Transmutation and Flower Arranging: A Manuscript* by Queen Dwanor the Terrible. This slim guide contains an afterword by Bruenor Stormbane. [Common; 10 gc; 179 pages] This book also contains the *secret of ice*.
21	Mithrelbrimbor the Eldritch's *Mystagogical Vade Mecum of Great Diabolism*. The text "Oppress thee; no, not even if thou name" is just about visible. [Common; 8 gc; 117 pages]

3. Great Hall

This enormous chamber is lined with broken pillars; none of them are still standing. Rubble fills one end of the room. Hallways lead off in various directions. The floor is strewn with gnawed bones, and snorting sounds can be heard from the depths of the hall, followed by crunches.

The Great Hall is now the lair of a **mountain troll** who found his way here by accident and decided to stay. He's big enough that the spiders don't bother him, and so he is able to enter the complex unimpeded. The snorting and crunching was the troll chewing away on the leg bone of an unfortunate adventurer.

3a, 3b. Latrines

Though long disused, there is a repellent stench here—anybody entering the latrines must make a *Difficult [16]* END check or be pushed one step down the Nausea status track. An **insect swarm** lives in what's left of one latrine; deep within the sewage of the other is a skeletal hand clutching a small red ruby worth 250 gc.

4. Hallway

This room is fallen in at one end. Wooden doors lead out to the East and South. A number of rotting barrels lie admit the rubble, and water drips from the ceiling. A particularly large boulder lies on the floor, some 4 to 5 feet across.

Those who move the boulder, which takes a *Demanding [21]* STR check, find the body of a deceased adventurer below. It is wearing a high quality chain shirt, and has a longsword and shield.

5. Hall of Statues

This room is lined with ancient statues. Two of them are **living statues** which attack intruders on sight.

6. Store Room

This room has long rotted and decayed barrels and crates. A hole in the floor in one corner leads to a nest of two **monstrous centipedes**. The nest contains the corpse of a previous adventurer; its flesh has been eaten away by the centipedes.

7. Barracks

These crumbling barracks contain two rows of decayed wooden cots, enough for a dozen soldiers or so. The room is now home to a hungry **carnivorous plant** which has long since eaten the remains of any guards stationed here. If the plant is killed, a **headless** bursts out of its remains and stumbles towards the PCs.

8. Throne Room

This room contains a large throne atop a crumbling dais. Seated on the throne is the **ghost** of Lord Brightblade. The ghost is not hostile at first; it requests that the heroes recover the Brightblade, the family's ancestral sword, from the treasury, and return it to a descendant of the Brightblades. However if they are disrespectful, it will attack them. The ghost can only be laid to rest by a Brightblade coming into possession of the sword.

8a, 8b, 8c. Servants' Quarters

The three servants' quarters are furnished with 4 beds each. Each of these rooms contains 1d6 zombies.

8d. Noble's Quarters

This room is where Lord Brightblade once slept. It was clearly once well decorated, but the furnishings are now rotting and the wood decaying. In a chest in one corner, which is locked and needs a *Difficult [16]* AGI check to pick or the same difficulty STR check to break, is 100 gc and a gold circlet worth 100 gc.

9. Chapel

This old chapel contains a stagnant pool of water and a long-broken fountain. At one end, the remains of an altar are now smashed; rats can be seen scurrying about.

The pool contains a **water spirit**; because of the stagnant water, the water spirit's damage is poison damage.

The water once had healing properties; no longer, sadly. If anybody drinks from the water, roll 1d6 on the table below; any given creature can get each result only once, after which the same result is just unpleasant stagnant water.

1d6	Result
1	You take 2d6 poison damage.
2	You are aged by 2d6 years.
3	Your age is reduced by 1d6 years.
4	You gain a terrible stench; flies buzz around you for 24 hours.
5	Undead may not touch you for 1 hour.
6	You are healed for 2d6 Health.

9a. Treasury

The locked door to this room is iron, requires a *Demanding [21]* AGI check to pick or a *Strenuous [25]* STR check to break. Unfortunately, it is also trapped with an ancient spell which creates a ball of fire every time the door is touched without the correct password; the fireball does 3d6 fire damage to anybody within 10' of the door. The password to bypass the trap is "Vimi tangus damen pveathr".

The old treasury is here. There's not much left now; the Birghtblades were almost destitute when the family fell. Some old chests contain a total of 300 gc, a dozen jewellery items worth 50 gc each, and the Brightblade, the magic sword detailed below.

The Brightblade
Exceptional good longsword (unique)
Size medium; **Weight** 4 lbs.; **Value** 1,325 gc; **Traits** —
Attack +2d6; **Damage** 3d6+2 slashing/holy
Upgrade Slots 4 (blessed, light)

The heirloom sword of the Brightblade nobility, this beautiful longsword is inscribed with the family crest. Its hilt is wound with silver thread, and two jewels sit in the crossguard. Exceptionally crafted and finely balanced, the Brightblade is also a holy relic—the damage it does gains the good/holy type, and the sword itself gives off a cold, bright light in a 30' radius circle when drawn. Members of tbe Brightblade family would pay double the market value of the weapon to recover it.

Ending the Adventure

Once the heroes have cleared out the dungeon and recovered all the treasure, they will have gained enough experience to purchase a new career grade (or several incremental advances). In addition the the experience gained by overcoming challenges, award them each 10 XP upon completion of the adventure.

The party will now have a small pile of treasure, plus the Brightblade. They can return to Inkwick to spend their loot, or the GM might have another adventure ready for them. Perhaps a vengeful member of the Brightblade family seeks the weapon, or the mountain troll's clan starts to terrorize the village in revenge. Returning the Brightblade to a family member can put Lord Brightblade's ghost to rest (award XP equal to double the party's grade if they do this—there's a member of the family resident in Inkwick, although he is destitute).

Appendix F: Stocking Your Adventure

This section includes various lists of items you can use to quickly stock a dungeon or adventure. The lists include books, mundane treasures, tavern names, and so on. You can use them for inspiration, grab something from them at random in a pinch, or populate your world with them.

One Hundred Books and Tomes

1. *The Large Manuscript of Satyrs and Divinity.* The cover of this weighty palimpsest is dominated by an illustration of a mermaid. [Uncommon; 40 gc; 247 pages].
2. *The Small Guide of Monsters and Hexes.* Red ribbons are used to mark pages throughout this faded manual. [Uncommon; 80 gc; 121 pages].
3. *The Vade Mecum of Unknown Monsters* by Colin Turner the Elegant. The title of this waxed charcoal manual is emblazoned in silver. [Uncommon; 30 gc; 15 pages].
4. *Abjuration and Fishing: A Creed* by Duke Nofur the Umbral. This gargantuan, ancient guide is charcoal in color. [Common; 6 gc; 229 pages].
5. *Charting the Villainous Oubliette of Demons* by Abbess Be'Elanna the Numinous. A large octagon dominates the cover of this ancient grey manual. [Common; 8 gc; 180 pages].
6. *The Gargantuan Scroll of Rituals and Chronology.* Artwork by the famous Dofur Thunderbeam decorates the cover of this waxed book. [Uncommon; 30 gc; 297 pages].
7. *Evocation and Thaumaturgy: A Compilation* by Sir Magdor the Hidden. A large hexagon dominates the cover of this old yellow palimpsest. [Common; 8 gc; 226 pages].
8. *The Enchantment Folio.* You can see the words "Hakon moipar kair idish estivas!" inscribed on the inside cover. [Common; 10 gc; 70 pages].
9. *The Vade Mecum of Hallowed Divinity* by Sandra Turner the Black. Blue ribbons are used to mark pages throughout this weighty book. [Common; 3 gc; 181 pages].
10. Alison Chapman the Draconic's *Numinous Pamphlet of Resonant Astrology.* This embossed lexicon contains an afterword by Thobur Redlock. [Common; 1 gc; 59 pages].
11. *Black Pudding Recipes: A Palimpsest* by Sir D'Ciq the Obscene. This handwritten compilation contains a foreword by Thobur Steelaxe. [Common; 6 gc; 219 pages].
12. *The Large Tome of Flower Arranging and Alchemy.* The cover of this leatherbound lexicon is burnished with bronze. [Common; 6 gc; 196 pages].
13. *Queen Stormhold the Luminous's Olde Vade Mecum of Planar Sorcery.* The cover of this illustrated tome is dominated by an illustration of a satyr. [Uncommon; 100 gc; 298 pages].
14. *The Chaos Libram.* The cover of this illustrated journal is dominated by an illustration of a manticore. [Common; 7 gc; 15 pages].
15. *The Coins and Tokens Compendium.* This ancient folio contains a foreword by Thrain Silverbeard. [Common; 2 gc; 199 pages].
16. Oliver Young the Scioptic's *Luminous Folio of Unequalled Summoning.* You can see the words "Tsaran locitum tsaran xaquin!" inscribed on the inside cover. [Uncommon; 80 gc; 61 pages].
17. *The Athletics Guide.* This handwritten creed contains a foreword by Dolin Greyhold. [Common; 9 gc; 200 pages].
18. Duchess Thrabur Deepmace the Alabaster's *Insidious Manuscript of White Illusion.* This bejewelled compendium contains a foreword by Bomnor Warbrow. [Common; 2 gc; 188 pages].
19. *The Divinity Vade Mecum.* You can see the words "Kali digas ast!" inscribed on the inside cover. [Uncommon; 10 gc; 213 pages].
20. *Emperor Nofur Warforge the Boundless's Monstrous Tome of Celestial Astrology.* The cover of this ancient compendium is burnished with adamantium. [Uncommon; 40 gc; 17 pages].
21. Basil Baker the White's *Monstrous Vade Mecum of Elegant Demonology.* The cover of this faded scroll is burnished with steel. [Common; 6 gc; 152 pages].

22. *Delving into the Dark Pits of Chaos* by Marquise Aredglor the Trifold. The title of this bejewelled purple compilation is emblazoned in adamantium. [Uncommon; 50 gc; 32 pages].
23. *A Codex of Demonology* by Russell Harris the Solar. The cover of this well-preserved folio is burnished with adamantium. [Rare; 100 gc; 66 pages].
24. *A Libram of Demonology* by Grilka the Demented. You can see the words "Jistrathar vinaquirem jalaran kiranann igira!" inscribed on the inside cover. [Common; 9 gc; 285 pages].
25. *The Gargantuan Lexicon of Porcelain, China, Crystal, and Legends.* Iron rivets punctuate the cover of this waxed crimson compendium. [Common; 8 gc; 106 pages].
26. *Detailing the White Dungeons of Shadows* by Earl Dwain Fireforge the Accursed. The text "Of lambs or goats unblemish'd, he may yet" is just about visible. [Common; 9 gc; 31 pages].
27. Kiri Thunderhorn the Hidden's *Gilded Vade Mecum of Hermetic Evocation.* A large circle dominates the cover of this illustrated crimson scroll. [Common; 9 gc; 204 pages].
28. *The Pamphlet of Olde Transmutation* by Gimlin Stormmine the Terrible. This embossed guide is Volume 6 of a 9-part set. [Common; 9 gc; 88 pages].
29. *Trophies, Skins, and Necromancy: A Folio* by Emperor Kargan the Resplendent. Adamantium rivets punctuate the cover of this crumbling yellow compendium. [Common; 4 gc; 78 pages].
30. *The Medium Libram of Mermaids and Transformation.* There are clearly pages missing from this bejewelled ivory palimpsest. [Common; 4 gc; 71 pages].
31. *The Troll Scroll.* There are clearly pages missing from this well-preserved yellow folio. [Common; 1 gc; 179 pages].
32. Mathir Redforge the Hallowed's *Magnificent Creed of Illuminated Minerals.* The cover of this waxed book is burnished with iron. [Very Rare; 10,000 gc; 117 pages].
33. *Evocation and Coins and Tokens: A Codex* by Abbess Gimfur the Illuminated. Green ribbons are used to mark pages throughout this leatherbound tract. [Rare; 400 gc; 89 pages].
34. *Discovering the Insidious Mines of Sorcery* by Abbess Bobur Stonequarry the Solar. This slim compendium contains a foreword by Babur Copperfist. [Common; 8 gc; 145 pages].
35. *Escape from the Black Caverns of Blood* by Tuormo the Numinous. The text "In Tenedos and Cilla the divine," is just about visible. [Common; 4 gc; 20 pages].
36. *A Handbook of Magicks* by Countess Stormfist the Forgotten. You can see the words "Jalaran nal tangus ya!" inscribed on the inside cover. [Common; 10 gc; 128 pages].
37. *Discovering the Gilded Catacombs of Shadows* by King Celeriel the Umbral. A silver clasp holds this weighty manual closed. [Common; 7 gc; 233 pages].
38. Bomli Slatebane the Lunar's *Hidden Creed of Alabaster Conjuration.* The pages of this slim compilation are lined with crimson hexagons. [Common; 7 gc; 155 pages].
39. *The Libram of Dark Porcelain, China, and Crystal* by Emperor Thralin Firebrow the Monstrous. This crumbling palimpsest contains an afterword by Birin Goldbeard. [Common; 3 gc; 69 pages].
40. *Hunting and Armor: A Tract* by Princess Biri the Mystagogical. This well-preserved journal contains an afterword by Thoin Redmine. [Common; 1 gc; 205 pages].
41. *A Vade Mecum of Transmutation* by Arthur Jones the Black. The title of this embossed tan vade mecum is emblazoned in steel. [Common; 7 gc; 290 pages].
42. *The Libram of Telestic Chronology* by Queen Thrafur the Volatile. The title of this waxed charcoal guide is emblazoned in steel. [Common; 3 gc; 120 pages].
43. *The Fine Codex of Shields and Drugs.* You can see the words "Hakon du dolibix korilath!" inscribed on the inside cover. [Common; 8 gc; 286 pages].

44. Lord Firebeam the Whispering's *Black Manuscript of Great Light*. The cover of this embossed lexicon is burnished with gold. [Rare; 1000 gc; 238 pages].
45. *Discovering the Trifold Tower of the Dead* by Koloth the Infernal. The cover of this illustrated book is burnished with bronze. [Common; 10 gc; 138 pages].
46. *The Small Compilation of Gambling and Summoning.* Artwork by the famous Bombur Rockbeam decorates the cover of this faded manuscript. [Common; 10 gc; 180 pages].
47. *The Encyclopedia of Mystagogical Trolls* by John Thomas the Black. The text "Dog unabashed, and yet at heart a deer!" is just about visible. [Common; 4 gc; 188 pages].
48. *Treasures of the Volatile Isle of Bones* by Queen Fifur Stiffhorn the Accursed. The title of this old burgundy doctrine is emblazoned in gold. [Uncommon; 60 gc; 145 pages].
49. *The Small Compendium of Demonology and Engineering.* Purple ribbons are used to mark pages throughout this well-preserved creed. [Common; 4 gc; 131 pages].
50. Sir Erestglor the Wonderful's *Resplendent Codex of Monstrous Evocation.* There are clearly pages missing from this faded yellow lexicon. [Common; 9 gc; 221 pages].
51. Argorm Stoneheart the Alabaster's *Revised Encyclopedia of Great Exotic Animals.* The cover of this handwritten folio is dominated by an illustration of a centaur. [Uncommon; 60 gc; 80 pages].
52. Countess Gimri the Scioptic's *Poisonous Manuscript of Hidden Artwork.* This slim manual is Volume 6 of an 8-part set. [Common; 10 gc; 60 pages].
53. *A Libram of Light* by Prioress Gudag the Dark. You can see the words "Vi moipar xaquin soth!" inscribed on the inside cover. [Rare; 600 gc; 179 pages].
54. *The Sorcery Scroll.* A gold clasp holds this crumbling pamphlet closed. [Common; 7 gc; 108 pages].
55. *Engineering and Enigmas: A Pamphlet* by Queen Noin the Mystagogical. This illustrated manuscript contains a foreword by Bruenor Ironbeard. [Common; 3 gc; 237 pages].
56. Jennifer Carter the Solar's *Luminous Codex of Trifold Conjuration.* Gold rivets punctuate the cover of this bejewelled blue pamphlet. [Uncommon; 70 gc; 297 pages].
57. *The Enchantment Scroll.* The title of this leather-bound crimson creed is emblazoned in iron. [Rare; 800 gc; 168 pages].
58. *The Creed of Shadowed Engineering* by Queen Nobur Battlehorn the Telestic. The title of this embossed purple encyclopaedia is emblazoned in bronze. [Common; 4 gc; 139 pages].
59. Rose Butler the Telestic's *Illuminated Lexicon of Mystagogical Engineering.* You can see the words "Aran a xaquin kyrnawi!" inscribed on the inside cover. [Rare; 900 gc; 174 pages].
60. Glorli Longbeam the Wonderful's *Dangerous Palimpsest of Black Transmutation.* This illustrated manual contains a foreword by Dori Stiffbane. [Uncommon; 20 gc; 190 pages].
61. *The Gargantuan Codex of Chronology and Demonology.* The title of this illustrated orange doctrine is emblazoned in iron. [Common; 7 gc; 210 pages].
62. *Divinity and Demonology: A Doctrine* by Roger Brown the Lost. This handwritten folio is Volume 4 of a 9-part set. [Common; 5 gc; 177 pages].
63. *A Folio of Transformation* by Mark Green the Veiled. The text "Thy word, which to obey is always best." is just about visible. [Common; 10 gc; 141 pages].
64. *The Vade Mecum of Illuminated Rituals* by Barbara Thatcher the Lost. The cover of this illustrated handbook indicates that it was edited by Barin Whiteheart. [Common; 5 gc; 200 pages].
65. *The Fine Manual of Chronology and Artwork.* The cover of this old creed is dominated by an illustration of a hydra. [Uncommon; 100 gc; 110 pages].

66. Finor the Poisonous's *Inscrutable Encyclopaedia of Celestial Drugs.* Artwork by the famous Gimfur Waraxe decorates the cover of this handwritten pamphlet. [Uncommon; 10 gc; 298 pages].
67. *The Guide of Numinous Drugs* by Lady Imtor the Luminous. The text "Which we have taken, hath already passed" is just about visible. [Common; 8 gc; 158 pages].
68. *The Child's Tome of Summoning and Rituals.* The pages of this bejewelled doctrine are lined with green circles. [Uncommon; 50 gc; 128 pages].
69. *A Compilation of Rituals* by Emma Price the Great. The text "And a whole hecatomb in Chrysa bleed." is just about visible. [Rare; 400 gc; 258 pages].
70. *Escape from the Hallowed Ruins of the Six Geases* by Dolin the Resonant. This diminutive, leather-bound journal is grey in color. [Common; 9 gc; 40 pages].
71. *A Manual of Enchantment* by Sir Orodril the Onymatic. Artwork by the famous Bruebur Firehorn decorates the cover of this recent palimpsest. [Common; 4 gc; 83 pages].
72. *The Thaumaturgy Palimpsest.* You can see the words "Igira xaquin miopiar!" inscribed on the inside cover. [Common; 10 gc; 67 pages].
73. *The Conjuration Palimpsest.* You can see the words "Sula kiranann aran tsaran!" inscribed on the inside cover. [Common; 2 gc; 72 pages].
74. Askade the Resplendent's *Lost Manual of Trifold Secrets.* You can see the words "Sinur a ithiki-talkus khetsaram!" scrawled on the back. [Common; 10 gc; 62 pages].
75. Archbishop Thorin the Dark's *Hermetic Encyclopaedia of Gilded Abjuration.* You can see the words "Pveathr xaquin akula gadurm!" inscribed on the inside cover. [Common; 4 gc; 222 pages].
76. *The Large Folio of Knives and Daggers.* The pages of this leather-bound codex are lined with purple squares. [Common; 9 gc; 98 pages].
77. Sir Bombur Longhold the Villainous's *Olde Lexicon of Wonderful Secrets.* Artwork by the famous Kibur Battlebrow decorates the cover of this embossed encyclopaedia. [Uncommon; 30 gc; 38 pages].
78. *Wines, Spirits, and Hexes: A Doctrine* by Empress Dwari the Dangerous. The title of this leather-bound white vade mecum is emblazoned in copper. [Common; 3 gc; 179 pages].
79. *The Enchantment Book.* The cover of this well-preserved manuscript indicates that it was edited by Banor Ironforge. [Uncommon; 60 gc; 41 pages].
80. Lady Dwanor Greyaxe the Resonant's *Resonant Scroll of Draconic Politics.* The cover of this ancient compilation is burnished with gold. [Uncommon; 100 gc; 48 pages].
81. *The Legends Palimpsest.* This medium, illustrated tome is white in color. [Common; 2 gc; 56 pages].
82. *The Manual of Demented Eagles* by Abbess Kandel the Enchanted. The cover of this embossed doctrine is dominated by an illustration of a devil. [Common; 9 gc; 267 pages].
83. *A Lexicon of Sorcery* by Duchess Biri the Lunar. This slim tome contains a foreword by Banor Deepmine. [Common; 9 gc; 65 pages].
84. *The Heraldry Manual.* The cover of this recent lexicon is burnished with adamantium. [Common; 9 gc; 164 pages].
85. *The Manuscript of Lost Sorcery* by Kagga the Forlorn. A large triangle dominates the cover of this embossed amber vade mecum. [Uncommon; 100 gc; 123 pages].
86. *The Manual of Telestic Astrology* by Countess Nimromoth the Inscrutable. Orange ribbons are used to mark pages throughout this faded folio. [Common; 9 gc; 210 pages].
87. *The Large Scroll of Invocation and Weapons.* You can see the words "Pakliol akula korilath digas jis-trah!" inscribed on the inside cover. [Common; 5 gc; 163 pages].
88. *A Handbook of Witchcraft* by Archbishop Gistad the Volatile. There are clearly pages missing from this embossed grey creed. [Uncommon; 30 gc; 131 pages].

89. *Husbandry and Illusion: A Lexicon* by Viscount Gimfur Redjaw the Resplendent. Adamantium rivets punctuate the cover of this ancient burgundy creed. [Uncommon; 30 gc; 33 pages].
90. Baron Dofur Stonefist the Hidden's *Hermetic Creed of Shadowed Summoning.* The title of this crumbling white encyclopaedia is emblazoned in silver. [Common; 9 gc; 105 pages].
91. *The Transformation Lexicon.* You can see the words "Khetsaram utzilah shirak shirak!" inscribed on the inside cover. [Common; 2 gc; 36 pages].
92. *The Doctrine of Infernal Zoology* by Kilin the Black. Gold rivets punctuate the cover of this leather-bound yellow pamphlet. [Rare; 900 gc; 23 pages].
93. *The Diminutive Creed of Hexes and Rituals.* The title of this bejewelled purple handbook is emblazoned in steel. [Uncommon; 60 gc; 60 pages].
94. *What Became of the Onymatic Vault of Ichor?* by Oromakil the Alabaster. The title of this old tan libram is emblazoned in adamantium. [Common; 7 gc; 221 pages].
95. *A Manual of Athletics* by Catherine Thatcher the Gilded. The cover of this recent palimpsest indicates that it was edited by Doin Surefist. [Uncommon; 70 gc; 242 pages].
96. *Thaumaturgy and Summoning: A Handbook* by Thomas Tyler the Mystagogical. There are clearly pages missing from this weighty tan lexicon. [Uncommon; 50 gc; 134 pages].
97. *The Fishing Tome.* You can see the words "Tagopar ta vi a locitum!" inscribed on the inside cover. [Common; 8 gc; 133 pages].
98. Kili Deephorn the Olde's *Forgotten Guide of Ancient Angels.* The cover of this illustrated compendium indicates that it was edited by Norin Surebreaker. [Common; 9 gc; 34 pages].
99. *Nature and Enigmas: A Guide* by Queen Bruelin Rockshield the Elegant. The pages of this old palimpsest are lined with charcoal triangles. [Rare; 1000 gc; 92 pages].
100. *The Divination Palimpsest.* A large hexagon dominates the cover of this faded tan journal. [Common; 5 gc; 174 pages].

Forty Unique Coins

1. A new-looking bronze octagonal coin of demonic origin, engraved with a hydra; this coin is dated 329 years ago and has an image of a god of armorers on the reverse side [common; 7 gc]
2. A battered steel square coin of demonic origin, engraved with a angel; this coin is dated 234 years ago and features runes related to the fundamental forces of law [common; 3 gc]
3. A colossal gold octagonal coin of smallfolk origin, engraved with a minotaur; this coin is dated 407 years ago and depicts Kagga the Dangerous on the reverse side [common; 8 gc]
4. A small copper triangle coin of gnomish origin, engraved with a nymph; this coin is dated 490 years ago and has the words "Kalipar ta pilif nal khetsaram!" around its edge [common; 3 gc]
5. A shabby silver circle coin of demonic origin, engraved with a satyr; this coin is dated 93 years ago and has an inscription from The Dangerous Hare Assembly [uncommon; 10 gc]
6. A tiny copper star coin of unknown origin, engraved with a monster; this coin is dated 95 years ago and features runes related to the fundamental forces of chaos [common; 3 gc]
7. A gigantic silver rectangle coin of night elf origin, engraved with a devil; this coin is dated 371 years ago and has a octagon-shaped hole in the middle [common; 9 gc]
8. A tiny adamantium rectangle coin of unknown origin, engraved with a centaur; this coin is dated 53 years ago and has the words "Norn boli igira tangus pilif!" around its edge [uncommon; 80 gc]
9. A gigantic steel hexagon coin of elven origin, engraved with a dragon; this coin is dated 468 years ago and has an image of a god of bowyers on the reverse side [common; 4 gc]
10. A massive adamantium triangle coin of demonic origin, engraved with a troll; this coin is dated 89 years ago and has a octagon-shaped hole in the middle [common; 7 gc]
11. A flimsy bronze octagon coin of smallfolk origin, engraved with a unicorn; this coin is

dated 11 years ago and has an image of a god of bartenders on the reverse side [common; 4 gc]

12. A weathered adamantium triangle coin of fey origin, engraved with a snake; this coin is dated 268 years ago and depicts Baroness Thrabur the Revised on the reverse side [uncommon; 10 gc]
13. A flawless adamantium rectangle coin of night elf origin, engraved with a manticore; this coin is dated 358 years ago and has an image of a god of carpenters on the reverse side [common; 4 gc]
14. A pristine gold triangle coin of gnomish origin, engraved with a dragon; this coin is dated 464 years ago and has an inscription from The Lunar Alchemy League [uncommon; 60 gc]
15. A small iron square coin of elven origin, engraved with a snake; this coin is dated 174 years ago and features runes related to the fundamental forces of good [common; 9 gc]
16. A beautiful steel star coin of human origin, engraved with a centaur; this coin is dated 48 years ago and has the words "Ta a korilath korilath shirak!" around its edge [common; 10 gc]
17. A flimsy adamantium octagon coin of night elf origin, engraved with a monster; this coin is dated 234 years ago and features runes related to the fundamental forces of chaos [common; 2 gc]
18. A filthy adamantium square coin of human origin, engraved with a troll; this coin is dated 487 years ago and has the words "Tangus soth sinur locitum kyrnawi!" around its edge [common; 8 gc]
19. A huge adamantium octagon coin of orcish origin, engraved with a troll; this coin is dated 451 years ago and has the words "Ne ne nal hakon digas!" around its edge [uncommon; 90 gc]
20. A small silver star coin of dwarven origin, engraved with a demon; this coin is dated 449 years ago and has the words "Damen ya akula!" around its edge [uncommon; 80 gc]
21. A little adamantium triangle coin of night elf origin, engraved with a hydra; this coin is dated 420 years ago and has an image of a god of traders on the reverse side [uncommon; 10 gc]
22. A miniature bronze circle coin of orcish origin, engraved with a minotaur; this coin is dated 116 years ago and has the words "Hakon kini a vigis!" around its edge [common; 4 gc]
23. A gigantic iron triangle coin of elven origin, engraved with a angel; this coin is dated 467 years ago and has an inscription from The Numinous Exotic Animals School [uncommon; 70 gc]
24. A huge gold star coin of gnomish origin, engraved with a dragon; this coin is dated 124 years ago and has a hexagon-shaped hole in the middle [common; 5 gc]
25. A filthy silver star coin of night elf origin, engraved with a minotaur; this coin is dated 403 years ago and has a star-shaped hole in the middle [common; 5 gc]
26. A filthy gold triangle coin of unknown origin, engraved with a snake; this coin is dated 118 years ago and has an image of a god of fishers on the reverse side [common; 4 gc]
27. A pristine adamantium octagon coin of unknown origin, engraved with a unicorn; this coin is dated 84 years ago and depicts Prioress Babur the Forlorn on the reverse side [common; 7 gc]
28. A bulky gold circle coin of orcish origin, engraved with a unicorn; this coin is dated 256 years ago and has a rectangle-shaped hole in the middle [common; 6 gc]
29. A flawless steel star coin of smallfolk origin, engraved with a mermaid; this coin is dated 65 years ago and depicts Prince Bomfur Redshield the Forgotten on the reverse side [uncommon; 80 gc]
30. A massive silver circle coin of night elf origin, engraved with a satyr; this coin is dated 25 years ago and has the words "Utzilah tasarak moiparran vi vi!" around its edge [common; 6 gc]

31. A pristine gold triangle coin of dwarven origin, engraved with a eagle; this coin is dated 226 years ago and features runes related to the fundamental forces of chaos [common; 8 gc]
32. A bulky adamantium hexagon coin of fey origin, engraved with a manticore; this coin is dated 216 years ago and has an inscription from The Scioptic Alliance of the Whispering Wench [uncommon; 90 gc]
33. A little bronze rectangle coin of demonic origin, engraved with a centaur; this coin is dated 343 years ago and has the words "Tagopar pilif pilif tsaran!" around its edge [very rare; 6000 gc]
34. A new-looking bronze triangle coin of orcish origin, engraved with a minotaur; this coin is dated 489 years ago and depicts Sir Blackshield the Wonderful on the reverse side [uncommon; 90 gc]
35. A weathered gold hexagon coin of fey origin, engraved with a dragon; this coin is dated 432 years ago and has an inscription from The Resonant Coterie of the Unknown Veteran [common; 6 gc]
36. A small copper square coin of gnomish origin, engraved with a eagle; this coin is dated 175 years ago and has a triangle-shaped hole in the middle [common; 9 gc]
37. A miniature silver rectangle coin of demonic origin, engraved with a nymph; this coin is dated 486 years ago and has an image of a god of painters on the reverse side [common; 3 gc]
38. A weathered silver square coin of fey origin, engraved with a minotaur; this coin is dated 324 years ago and depicts Baroness Drex the Unknown on the reverse side [common; 8 gc]
39. A damaged steel hexagon coin of smallfolk origin, engraved with a troll; this coin is dated 32 years ago and depicts Lewis Butler the Luminous on the reverse side [common; 1 gc]
40. A big silver hexagon coin of dwarven origin, engraved with a troll; this coin is dated 211 years ago and has the words "Vimi nal a moiparran pilif!" around its edge [common; 4 gc]

One Hundred Mundane Treasures

1. A damaged embroidery depicting a large troll [common; 10 gc]
2. A small ash carving depicting Countess Bali Greyhorn [rare; 900 gc]
3. A beautiful copper hairbrush [common; 9 gc]
4. A miniature gold footstool [common; 2 gc]
5. A new-looking willow bookends [common; 3 gc]
6. A fancy adamantium six-sided die [common; 3 gc]
7. A new-looking bronze bracer with a furious minotaur motif [uncommon; 10 gc]
8. A filthy box of tar [rare; 900 gc]
9. A dirty painting depicting Colin Chapman [uncommon; 50 gc]
10. A tiny rosewood figurine depicting a cuddly centaur [common; 3 gc]
11. A little chestnut figurine depicting a wounded hydra [common; 8 gc]
12. A new-looking tapestry depicting Inglor [common; 3 gc]
13. A miniature steel music box [common; 9 gc]
14. A shabby adamantium ring with a detailed eagle motif [common; 1 gc]
15. A well-preserved iron puzzle box [common; 10 gc]
16. A damaged pine figurine depicting Emperor Kessum [uncommon; 40 gc]
17. A weathered painting depicting a detailed troll [common; 3 gc]
18. A filthy copy of *The Tract of Dangerous Flower Arranging* by Queen Kibur Longbane the Telestic [common; 8 gc]
19. A bulky steel tiara with a tiny manticore motif [uncommon; 80 gc]
20. A small adamantium tiara with a cuddly snake motif [common; 9 gc]
21. A magnificent orange robe with brown octagons [rare; 900 gc]
22. A small copy of *Escape from The Magnificent Manse of Torment* by Abbot Kaden the Accursed [uncommon; 50 gc]
23. A dirty chest of glass [rare; 1000 gc]

24. A huge gold figurine depicting a cuddly satyr [common; 5 gc]
25. A big copper tea set [common; 10 gc]
26. A flawless steel bookend [common; 4 gc]
27. A new-looking gold torc with a tiny centaur motif [common; 2 gc]
28. A damaged box of sugar [common; 5 gc]
29. A beautiful selection of weapons [common; 10 gc]
30. A tiny lavender robe with turqoise triangles [rare; 1000 gc]
31. A little beech eyepatch [rare; 300 gc]
32. A big copper cup [common; 6 gc]
33. A beautiful chestnut puzzle box [common; 10 gc]
34. A miniature copy of The Chaos Tract [common; 6 gc]
35. A flawless pine tray [common; 3 gc]
36. A filthy copy of *Transformation and Rituals: a Guide* by Pennor the Infernal [common; 6 gc]
37. A well-preserved adamantium figurine depicting Dezhe [uncommon; 80 gc]
38. A little gold handled razor [rare; 600 gc]
39. A flimsy rosewood vial [common; 8 gc]
40. A fancy plain indigo dress [common; 9 gc]
41. A battered silver box [common; 7 gc]
42. A gigantic silver anklet with a cuddly hydra motif [common; 5 gc]
43. A magnificent fresco depicting a detailed centaur [common; 7 gc]
44. A big bag of food [common; 10 gc]
45. A filthy plain black carpet [common; 8 gc]
46. A filthy adamantium framed eyeglasses [uncommon; 90 gc]
47. A shabby embroidery depicting a detailed monster [common; 7 gc]
48. A miniature fresco depicting Viscount Stormfist [uncommon; 50 gc]
49. A tiny birch bottle [common; 9 gc]
50. A bulky gold compass [uncommon; 60 gc]
51. A small copper needle [common; 1 gc]
52. A weathered pine music box [common; 9 gc]
53. A beautiful bronze scabbard [uncommon; 40 gc]
54. A pristine maple cane [common; 8 gc]
55. A damaged gold statue depicting a happy eagle [common; 7 gc]
56. A tiny iron string of prayer beads [common; 6 gc]
57. A fancy bronze anklet with a furious eagle motif [uncommon; 30 gc]
58. A fancy oak carving depicting Elthor Broadsmith [common; 4 gc]
59. A weathered turquoise carpet with yellow hexagons [common; 9 gc]
60. A bulky bag of precious metals [rare; 1000 gc]
61. A fancy plain white curtain [common; 2 gc]
62. A battered walnut bookends [common; 7 gc]
63. A miniature adamantium tiara with a sleeping eagle motif [common; 9 gc]
64. A pristine iron statue depicting Mabgolfin Copperfist [common; 9 gc]
65. A bulky silver figurine depicting a furious satyr [common; 10 gc]
66. A beautiful fresco depicting Sharon Bond [common; 3 gc]
67. A pristine painting depicting the ship *The Good Hind* [uncommon; 10 gc]
68. A magnificent rosewood flute [common; 7 gc]
69. A flawless plain charcoal dress [common; 5 gc]
70. A big chestnut barrel [uncommon; 80 gc]
71. A big pine carving depicting a cute satyr [rare; 400 gc]
72. A big chestnut ball [common; 7 gc]
73. A new-looking tapestry depicting a wounded demon [uncommon; 60 gc]
74. A little adamantium holy symbol [common; 3 gc]
75. A flawless box of fish [common; 2 gc]
76. A small copper inkpen [common; 8 gc]
77. A bulky birch carving depicting Amelia Hoyle [common; 5 gc]
78. A little charcoal blanket with brown centaurs [very rare; 2000 gc]
79. A shabby box of rum [common; 3 gc]
80. A new-looking plain amber tunic [common; 5 gc]
81. A huge chest of spices [common; 5 gc]
82. A miniature steel birdcage [common; 6 gc]

83. A tiny tapestry depicting the ship *The Happy Flower* [common; 7 gc]
84. A huge crimson cushion with white rectangles [common; 7 gc]
85. A colossal iron chest [common; 7 gc]
86. A magnificent fresco depicting Empress Thrain Rocklock [common; 2 gc]
87. A filthy brown carpet with crimson spots [common; 3 gc]
88. A huge copy of *Treasures of the Revised Panopticon of Madness* by Marquise Egallung the Great [common; 3 gc]
89. A pristine tapestry depicting Alfred Collins [common; 2 gc]
90. A pair of well-preserved maple bookends [uncommon; 80 gc]
91. A tiny bag of weapons [common; 4 gc]
92. A small tapestry depicting Francine Thomas [uncommon; 50 gc]
93. A miniature painting depicting Sir Mablung [common; 9 gc]
94. A dirty painting depicting the ship *The Burgundy Fortune* [common; 1 gc]
95. A miniature ash comb [common; 7 gc]
96. A magnificent oak canoe [common; 9 gc]
97. A bulky bronze barrel [common; 9 gc]
98. A gigantic bronze ring with a furious dragon motif [common; 3 gc]
99. A well-preserved elm bookmark [common; 3 gc]
100. A massive cedar comb [rare; 400 gc]

Forty Tavern Meals

1. Mouth-watering goat and scorpion casserole cooked in Fat Bird Stout (13 sc)
2. Sweet raspberries and blackberries stew cooked in Rude Rat Whiskey (18 sc)
3. Spicy steamed chicken (5 sc)
4. Cold unicorn and spinach pie (6 sc)
5. Peppery baked raspberries with a side of tomatoes cooked in Honest Rat Bitter (20 sc)
6. Spicy deep-fried vegetables cooked in Haughty Rock Cider (22 sc)
7. Tender melon soup (11 sc)
8. Our world-famous boiled goat (6 sc)
9. Local baked fish with a side of tree bark (10 sc)
10. Curried platter of lobster, rhubarb, and oyster (12 sc)
11. Marinated baked turnip with a side of turnip (4 sc)
12. Cold roasted satyr served with fish (10 sc)
13. Cold boiled shark (9 sc)
14. Seared roasted pasta served with potatoes cooked in Crooked Abbot Wine (19 sc)
15. Peppery platter of banana, blueberries, and oyster cooked in Bright Jake Bitter (15 sc)
16. Peppery cream of shark with crispy mud (13 sc)
17. Luscious steamed turnip cooked in Happy Jake Ale (19 sc)
18. Special apples and fungus casserole (10 sc)
19. Cold troll and pineapple pie (9 sc)
20. Saucy hawk and tomatoes pie (9 sc)
21. Aromatic roasted spinach served with chicken cooked in Honest Bill Gin (19 sc)
22. Delicious devil and beans pie (12 sc)
23. Special roasted turnip served with pasta cooked in North Hook Whiskey (20 sc)
24. Mouthwatering pork sausages and mashed eagle (8 sc)
25. Tender fish sandwich cooked in North Beard Spirits (16 sc)
26. Special spinach and fish broth cooked in Proud John Cider (20 sc)
27. Grandma's hydra and fish casserole (11 sc)
28. Battered turnip and melon pie (7 sc)
29. Aromatic deep-fried chicken (7 sc)

30. Seasoned grilled pasta and chicken (8 sc)
31. Spicy mud and pasta pie cooked in Rude Jake Grog (15 sc)
32. Delicious cock and banana stew (10 sc)
33. Honeyed oyster and pony casserole (10 sc)
34. Tangy fish and pineapple broth (7 sc)
35. Marinated fowl and squid broth (5 sc)
36. Pickled caremelized hydra stuffed with leech (6 sc)
37. Curried snake and squid pie (10 sc)
38. Battered roasted banana served with eel cooked in Cheerful Dancer Stout (21 sc)
39. Saucy fried wolverine on a bed of hog (13 sc)
40. Our acclaimed charbroiled mermaid and boar (10 sc)

Sixty Tavern Drinks

1. Orcish Vomitshred Spirits [5 sc; grey, glowing, smells like walnut]
2. Greedy Emperor Port [7 sc; red, translucent, smells like spices]
3. Dwarven Longbeam Cider [3 sc; indigo, bubbly, smells like flowers]
4. Gnomish Buckgrin Brandy [4 sc; charcoal, glowing, smells like wine]
5. Gnomish Greasesharp Port [10 sc; brown, bubbly, smells like chicken]
6. Sea Blade Ale [9 sc; brown, translucent, smells like sage]
7. Elven Penbrimbor Bitter [2 sc; ivory, sticky, smells like roses]
8. Black Emperor Bitter [6 sc; purple, syrupy, smells like banana]
9. Proud Bishop Cognac [1 sc; green, glowing, smells like brimstone]
10. Lonely Eye Brandy [2 sc; orange, glowing, smells like pears]
11. Night Rover Grog [9 sc; orange, sticky, smells like caramel]
12. Elven Galaron Rum [4 sc; orange, fizzing, smells like butterscotch]
13. Dwarven Silverbreaker Cognac [9 sc; white, fizzing, smells like sewage]
14. Gnomish Geartoes Beer [4 sc; brown, sticky, smells like dew]
15. Humble Prince Grog [3 sc; turqoise, cloudy, smells like caramel]
16. Pretty Beard Wine [4 sc; red, syrupy, smells like brimstone]
17. Dwarven Greyhold Whiskey [6 sc; turqoise, cloudy, smells like pine]
18. Elven Ecthegon Wine [8 sc; ivory, sticky, smells like wet dog]
19. Pretty Hawk Spirits [4 sc; purple, bubbly, smells like herbs]
20. Jealous Rock Port [5 sc; amber, glowing, smells like fish]
21. Crooked Prior Ale [1 sc; lavender, bubbly, smells like mint]
22. Moody Bishop Spirits [4 sc; charcoal, glowing, smells like bonfires]
23. Big Jake Whiskey [1 sc; red, sticky, smells like pears]
24. Cheerful Hawk Grog [9 sc; amber, glowing, smells like coffee]
25. Good Snake Rum [1 sc; turqoise, glowing, smells like fruit]
26. Elven Galaborn Beer [4 sc; lavender, translucent, smells like pine]
27. Orcish Blackshadow Stout [10 sc; white, bubbly, smells like fish]
28. East Eye Spirits [5 sc; yellow, cloudy, smells like smoke]
29. Orcish Spinebane Gin [3 sc; purple, sticky, smells like coffee]
30. Gnomish Wizzbottom Brandy [1 sc; burgundy, glowing, smells like brimstone]
31. Gnomish Buckchuckle Rum [10 sc; green, syrupy, smells like coconut]
32. Halfling Gammidge Grog [3 sc; ivory, glowing, smells like pears]
33. Happy Dog Beer [7 sc; violet, translucent, smells like baking bread]
34. South Hand Ale [4 sc; grey, syrupy, smells like baking bread]
35. Amber John Beer [7 sc; yellow, syrupy, smells like brimstone]

36. Elven Eargolfin Mead [7 sc; lavender, glowing, smells like wine]
37. Gnomish Greasegrin Grog [6 sc; lavender, sticky, smells like vinegar]
38. Halfling Goodbody Lager [7 sc; white, glowing, smells like brimstone]
39. Haughty Dragon Rum [10 sc; violet, bubbly, smells like sulfur]
40. Halfling Hothran Rum [3 sc; blue, bubbly, smells like coconut]
41. Crazy Dog Beer [6 sc; lavender, bubbly, smells like leather]
42. Colpool Brandy [4 sc; amber, opaque, smells like cedar]
43. Gnomish Cogglesleeves Port [10 sc; purple, glowing, smells like fruit]
44. Elven Arwion Stout [7 sc; black, fizzing, smells like roses]
45. Happy Crow Beer [2 sc; brown, glowing, smells like rotting food]
46. Elven Turtimo Bitter [7 sc; burgundy, fizzing, smells like fruit]
47. Plypool Stout [7 sc; turqoise, sticky, smells like chicken]
48. Halfling Brandybuck Wine [6 sc; brown, syrupy, smells like garlic]
49. Fat Earl Grog [3 sc; turqoise, translucent, smells like coconut]
50. Dwarven Warhold Grog [5 sc; crimson, opaque, smells like chocolate]
51. Good Bill Wine [2 sc; purple, sticky, smells like bread]
52. Halfling Hothran Port [4 sc; ivory, bubbly, smells like citrus]
53. Dwarven Battlequarry Mead [4 sc; white, fizzing, smells like lamp oil]
54. Honest Hand Gin [9 sc; grey, fizzing, smells like chicken]
55. Cheap Dog Lager [3 sc; violet, glowing, smells like apples]
56. Good Hand Spirits [9 sc; black, opaque, smells like leather]
57. Saucy Abbot Ale [8 sc; yellow, bubbly, smells like wet dog]
58. Bright Hook Stout [9 sc; indigo, opaque, smells like brimstone]
59. Orcish Nightgouger Whiskey [2 sc; crimson, sticky, smells like flowers]
60. Elven Amlótë Beer [2 sc; charcoal, translucent, smells like coffee]

Thirty Insults

1. You conceited, repellent ruffian!
2. You vulgar, artless whale-feed!
3. You brainless, foolish brute!
4. You spoiled, venomous son of a dragon!
5. You gross, beastly bass-herder!
6. You mewling, loathsome squid!
7. You misbegotten, ignorant fowl!
8. You odious, ignorant son of a hawk!
9. You rotting, snivelling toad-lover!
10. You vicious, odious blunderer!
11. You lumpish, beastly latrine feeder!
12. You lazy, loathsome bum!
13. You slimy, sickening pegasus-licker!
14. You unwashed, deformed trash stain!
15. You qualling, lazy pig!
16. You churlish, oafish gutter stain!
17. You unwashed, slovenly whale-licker!
18. You currish, diseased clod!
19. You nasty, venomous eagle-dropping!
20. You bitter, mewling dog-herder!
21. You brainless, vicious turnip feeder!
22. You slovenly, nauseating lizard-licker!
23. You stinking, toxic racehorse-face!
24. You filthy, odious greyhound-licker!
25. You vicious, qualling ram-dropping!
26. You gross, tedious beetle!
27. You ignorant, venomous gutter stain!
28. You uncouth, hateful ruffian!
29. You oafish, diseased fawn-licker!
30. You craven, snivelling wretch!

Sixty Town Names

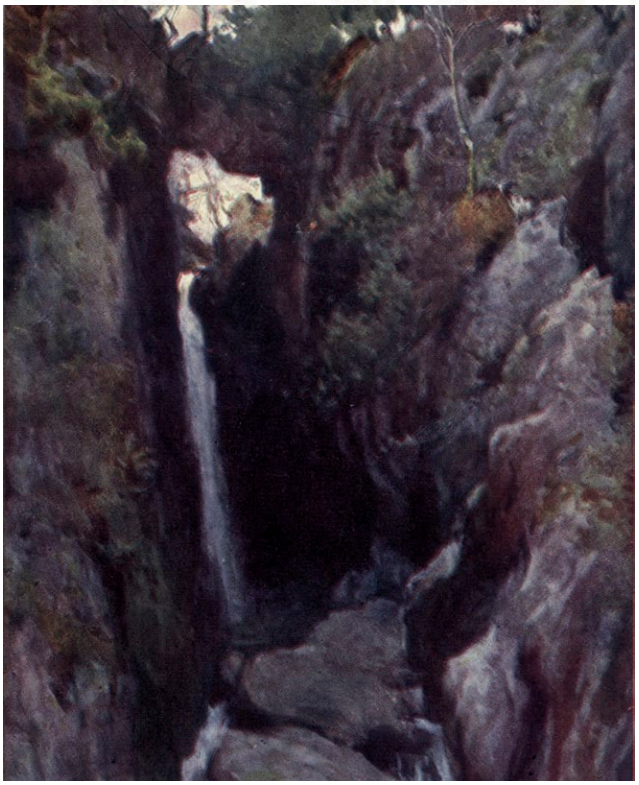
1. Downworth
2. Newstage
3. The Thorpe
4. Netherhill
5. Brimfield
6. Thakestage
7. Stonepool
8. Aldton
9. Uphill
10. Carford
11. Nottin gchurch
12. Berthorpe
13. Rochdon
14. Stockhall
15. Seldale
16. Davenbury
17. Whitewick
18. Souththorpe
19. Berford
20. Heyhall
21. Liverworth
22. Selby
23. Nottingworth
24. Brimstage
25. Shepmouth
26. Melkchurch
27. Sutpool
28. Ashford
29. Copchester
30. Stonepool
31. Appleby
32. Melkbury
33. Marksham
34. Thakeby
35. Huntshall
36. Selfield
37. Bourneton
38. Nottingfield
39. Worley
40. Brimchurch
41. Greenden
42. Thakepool
43. Bournethorpe
44. Berbury
45. Heybury
46. Westpool
47. Davenworth
48. Oakby
49. Shephall
50. Kedchester
51. Bersey
52. Seamouth
53. Hutwood
54. Greenbury
55. Inkdon
56. Whiteby
57. Rochpool
58. Marksbury
59. Selton
60. Sutchester

One Hundred Fifty Dungeon Names

1. The Olde Sea of Peril
2. The Calamitous Vault of Phantasms
3. The Ancient Hills of the Forlorn Cult
4. The Olde Island of Horrors
5. The White Caves of Peril
6. The Terrible Ruins of Shadows
7. The Villainous Mines of Death
8. The Alabaster Keep of Madness
9. The Awful Labyrinth of Frost
10. The Hidden Vault of Slaughter
11. The Wonderful Ruins of Mystery
12. The Boundless Labyrinth of the Nine Hells
13. The Revised Mountain of the Great Cult
14. The Great Panopticon of Chaos
15. The Unknown Halls of Mystery
16. The White Citadel of Mists
17. The Enchanted Halls of Monsters
18. The Forgotten Desert of Doom
19. The Inscrutable City of Gloom
20. The Obscene Catacombs of Oblivion
21. The Noxious Chasm of Torment
22. The Gilded Lake of the Dead
23. The Solar Dungeons of Secrets
24. The Draconic Mountain of the Unknown
25. The White Mines of the Mystagogical Idol
26. The Enchanted Temple of Shadows
27. The Calamitous Desert of the Terrible Cult
28. The Dark Haunts of Sorcery
29. The Infernal Manse of Necromancy
30. The Poisonous Forest of the Dead
31. The Poisonous Desert of Devilry
32. The Draconic Island of Chaos
33. The Revised Vault of the Dead
34. The Forlorn Vault of Peril
35. The Olde Fane of Mists
36. The Veiled Sea of Gloom
37. The Accursed Temple of Ichor
38. The Scioptic Labyrinth of Phantasms
39. The Solar Depths of Death
40. The Luminous Keep of the Unknown
41. The Hallowed Swamp of Despair
42. The Obscene Keep of Demons
43. The Vile Island of Chaos

44. The Olde Swamp of Blood
45. The Terrible Temple of Iron
46. The Unequalled Citadel of the Seven Masters
47. The Infernal Isle of Mists
48. The Resonant Catacombs of Phantasms
49. The Volatile Mountain of Peril
50. The Lunar Caves of the Six Geases
51. The Boundless Panopticon of Peril
52. The Black Vault of Blood
53. The Unequalled Desert of Despair
54. The Celestial Desert of Shadows
55. The Calamitous Haunts of Gloom
56. The Lost Tower of Secrets
57. The Telestic Catacombs of the Eight Deaths
58. The Draconic Depths of the Shadowed Cult
59. The Resplendent Sea of the Dead
60. The Revised City of Ichor
61. The Dangerous Oubliette of Slaughter
62. The Lost Oubliette of Horrors
63. The Elegant Maze of the Unknown
64. The Dark Forest of Sigils
65. The Noxious Caverns of Iron
66. The Unknown Fortress of the Seven Queens
67. The Vile Dungeons of Ichor
68. The Draconic Mountain of Necromancy
69. The Telestic Catacombs of Ichor
70. The Unequalled Fane of Doom
71. The Vile Tower of the Dead
72. The Great Fane of Mirrors
73. The Lost Sanctum of Mirrors
74. The Numinous Mountain of Gloom
75. The Boundless Panopticon of Sorcery
76. The Accursed Desert of Doom
77. The Dark Caverns of Horrors
78. The Lost City of Sorcery
79. The Lunar Catacombs of the Unknown
80. The Vile Sanctum of Demons
81. The Great Forest of Mists
82. The Draconic Chasm of Blood
83. The Illuminated City of Ichor
84. The Infernal City of Monsters
85. The Planar Caverns of Writing
86. The Resplendent Fortress of Iron
87. The Draconic Desert of Sorcery
88. The Dark Pits of Doom
89. The Accursed Valley of the Fifth Season
90. The Alabaster Dungeons of Necromancy
91. The Hallowed Chasm of Devilry
92. The Obscene Valley of Doom
93. The White Citadel of the Forgotten One
94. The Olde Isle of Terror
95. The Veiled Dungeons of Shadows
96. The Obscene Temple of Slaughter
97. The Wonderful Pits of Mirrors
98. The Resplendent Hills of Slaughter
99. The Mystagogical Fane of Blood
100. The Numinous Labyrinth of Necromancy
101. The Magnificent Caverns of the Three Hells
102. The Accursed Ruins of the Shadowed Idol
103. The Enchanted Panopticon of Ichor
104. The Boundless Chasm of Secrets
105. The Illuminated Dungeons of Sorcery
106. The Numinous Manse of Ichor
107. The Great Halls of Evil
108. The Noxious City of Portents
109. The Obscene Catacombs of Fire
110. The Solar Caverns of the Onymatic Idol
111. The Insidious Ruins of Demons
112. The Enchanted Citadel of Peril
113. The Lost Sanctum of Despair
114. The Noxious Ruins of Blood
115. The White Forest of Sorcery
116. The Luminous Fortress of Gloom
117. The Resplendent Oubliette of Necromancy
118. The Eldritch Ruins of Iron
119. The Scioptic Temple of Runes
120. The Elegant Vault of Fire
121. The Ancient Keep of Fire
122. The Vile Vault of Monsters
123. The Volatile Lake of Horrors
124. The Oubliette of the Forgotten Doom
125. The White Forest of Curses
126. The Unequalled Forest of Death
127. The Elegant Hills of Monsters
128. The Draconic Manse of Doom
129. The Ancient Manse of the Thirteen Signs
130. The Resplendent Chasm of the Telestic Cult
131. The Boundless Manse of Despair

132. The Draconic Catacombs of Shadows
133. The Scioptic Mountain of Fire
134. The Great Isle of Terror
135. The Trifold Maze of Madness
136. The Gilded Pits of Doom
137. The Villainous Fortress of Obsidian
138. The Celestial Mountain of Frost
139. The Hermetic Lake of Doom
140. The Awful Forest of Frost
141. The Celestial Sanctum of Necromancy
142. The Awful Vault of Skulls
143. The Trifold Depths of Monsters
144. The Unequalled Abyss of Monsters
145. The Resonant Halls of Blood
146. The Hidden Fane of a Thousand Sigils
147. The Lunar Manse of Death
148. The Shadowed Temple of the Shadowed Idol
149. The Wonderful Tower of Oblivion
150. The White Catacombs of Mystery



Thirty Goblin Tribes

1. The Pitshade Brigade
2. The Bonesnapper Clan
3. The Nightghost Boys
4. The Damngouger Bunch
5. The Vomitshade Clan
6. The Tombsnapper Lads
7. The Blackbreaker Crew
8. The Rantshadow Troop
9. The Madchain Tribe
10. The Bonesnapper Lads
11. The Rantrot Clan
12. The Pitburner Horde
13. The Spineshadow Tribe
14. The Tombbane Horde
15. The Damnshadow Posse
16. The Deathpuke Ring
17. The Tombghost Caste
18. The Deathbreaker Caste
19. The Boneburner Clan
20. The Cavernghost Caste
21. The Droolhunter Crew
22. The Thiefshade Gang
23. The Wormpuke Bunch
24. The Rantbasher Caste
25. The Blackbreaker Posse
26. The Madrot Gang
27. The Redsnapper Squad
28. The Screampuke Pack
29. The Damnburner Caste
30. The Droolburner Mob

Thirty-Six Rumors

1. The towns of Marksworth and Updale are having a territorial dispute.
2. A new book, *Transmutation and Witchcraft* by Charles Tyler the Luminous, has everybody talking.
3. Madeleine Miller the fletcher has run away to join the crew of the *Black Revenge*.
4. A troupe of minstrels is in town.
5. The local hunters are planning a strike.
6. Mabtimo Firehorn has discovered the location of the Vile Halls of Despair.
7. The fireworks wizard is in town.
8. Sir Copperforge is dying of an incurable affliction.
9. The recent fair in Marespool was disrupted by the appearance of an angel.
10. The Dreadbasher Mob has gone to war with the Stinkpuke Tribe.
11. A snake guards the Mystagogical Abyss of Mystery.
12. The town of Milhall is suffering a locust infestation.
13. The food at *The Charming Delight* is better than here.
14. The ship *Haughty Treasure* has docked nearby.
15. Excitement about preparations for an upcoming fête.
16. The port is off.
17. A dragon has been spotted in the nearby swamp.
18. Thrannor, a local wizard, needs the heart of a satyr for "research purposes."
19. Marquise Kiin Stormlock is visiting town very soon.
20. Rogriel is a pathological liar.
21. Kinor Suremace the fletcher has mysteriously disappeared.
22. The hiding place of the Deathrot Crew can be found in the the jungle.
23. A number of people have been complaining of fever and fatigue.
24. Sean "Lucky Crow" Harris and Phoebe Turner will be fighting a duel tomorrow.
25. Doin Goldhammer the bard has been accused of stealing a ironwood skull from Boli Battlebrow the trader.
26. Worbury was raided by the Pitbasher Brigade.
27. There's treasure to be found at the Fu ruin.
28. Grumblings about crime rates.
29. A troll guards the Lunar Vault of Shadows.
30. Don't go into the farmland at night unless you like being haunted.
31. Kiri Battlebeam the mason was attacked by a monster in the nearby desert.
32. Dysentery has struck the town of Oldhall.
33. Brueri Steelbeard has discovered the location of the Boundless Labyrinth of the Unequalled Idol.
34. There's a reward of 8 gold for giant frog skins.
35. A star has fallen in the nearby fields.
36. A new book, *The Palimpsest of Inscrutable Conjuration* by Archbishop Kellen the Illuminated, has everybody talking.

One Hundred Dungeon Dressings

1. Stale, fetid air.
2. Burnt torch stub.
3. Slight chill downdraft.
4. Distant hissing sounds.
5. Broken sword.
6. Half-drunk flask of dwarf spirits.
7. Mist up to waist-height.
8. Strong smell of urine.
9. Pile of fresh dung.
10. Icy, cold current.
11. Pile of small stones.
12. Water dripping from the ceiling.
13. Strange ooze coming out of the walls.
14. Necromantic sigil carved into the floor.
15. Charred corpse.
16. Distant screams.
17. Haze of smoke.
18. Strange whispers.
19. Footsteps behind you.
20. Floor filled with writhing insects.
21. Blocked by cobwebs.
22. Crudely dug grave.
23. A name scrawled in blood on the wall.
24. Wall manacles.
25. Chlorine smell.
26. Moaning wind.
27. Strangely hot.
28. Slime dripping from the roof.
29. Bangs or slams.
30. Faint giggling.
31. Vomit.
32. Muddy tracks.
33. Dented helmet.
34. Unbearable stench.
35. Mold on the walls.
36. Skeletal remains.
37. Scattered teeth or fangs.
38. Puddle of water.
39. Bloody footprints.
40. Rock and rubble.
41. Pottery shards.
42. Slippery floor.
43. Drapes or flags.
44. Rotting tapestry.
45. Strange archway.
46. Broken cage.
47. Pedestal.
48. Dais.
49. Statue.
50. Bedroll.
51. Hooks on the wall.
52. Trash or refuse.
53. Fire pit.
54. Rats.
55. Fresco.
56. Mosaic.
57. Pick axe.
58. Severed head.
59. Scratches.
60. Chains.
61. Pallet.
62. Chalk runes.
63. Stocks.
64. Bucket.
65. Broken glass.
66. Maggots.
67. Mushrooms or other fungus.
68. Rotting sacks of grain.
69. Animal skins and furs.
70. Collapsed ceiling.
71. Foot-high water.
72. Strangely angled walls.
73. Pool of water.
74. Pillars.
75. Eerie music.
76. Cracked breastplate.
77. Well.
78. Open pit trap.
79. Portcullis.
80. Gnawed bones.
81. Offal.
82. Human hand.
83. An iron key.
84. Feces smeared on the walls.
85. Icy floor.
86. Luminescent fungus.
87. Grate in the floor.
88. Two dozen dead rats.
89. Corpse on spike.
90. Strange echoes.
91. Torches go out.
92. Tremors.
93. Swarm of flies.
94. Ghostly figure (glimpse).
95. 3d6 gold coins.
96. Top half of an adventurer; bottom half is nowhere to be seen.
97. Torrent of water from hole in ceiling.
98. Strange green gas.
99. Maniacal laughter.
100. Parchment with the words "Help Me!" scrawled on it.

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Name

O.L.D.

Fantasy Heroic Role-Playing Game

a _____ *who/with* _____

Attributes

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP	MAG
d6	d6	d6	d6	d6	d6	d6	d6	d6	d6

Skills

defensive				
/ d6	/ d6	/ d6	/ d6	/ d6
/ d6	/ d6	/ d6	/ d6	/ d6
/ d6	/ d6	/ d6	/ d6	/ d6

Movement

Speed	Climb	Swim	Jump	Other
Initiative	**Perception**	**Carry**	**Actions**	**Nat. Dmg.**

Attacks

Attack	Damage	Range	Notes
unarmed			

Defenses

Melee Defense		Soak	
Ranged Defense		Health	
Mental Defense			

Equipment

	Weight

Life Path

	Grade(s)	*+Age*
Current Age		

Total Careers

maximum dice pool

Magic Points

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Name

O.L.D.

Fantasy Heroic Role-Playing Game

Attributes

Attribute	
Aim or Feint	
Universal	

Biography

Homeland		Origin	

Wealth

Experience Points

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