Adventure Quest
Jaern

a Role Playing System

created by
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modified by
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Welcome to JAERN!
Adventure awaits within this tome

First Edition

Find
http://www.aquest.com/
on the Internet to recieve up to date information on all Adventure Quest games.

Dedication

This game is dedicated to the memory of Robert J. Blake, whom did so much to further the art and the fun of roleplaying. You will be sorely missed.

This is also dedicated to Daniel M. Lawrence, who brought this game to life for so many.

INTRODUCTION

Adventure QuestTM (**AQ** for short) is a role playing system in which you, through your game persona (adventurer), can experience all the thrills and perform deeds of derring-do in a fantasy world. It is like being the hero in an adventure novel, only, instead of just reading about what happens, your actions and decisions direct the storyline. You can destroy evil maidens, rescue fair dragons, or even be a knight in very dull armor. Your imagination is the only limit to what you can do while playing Adventure Quest.

As a player, you create an adventurer which you control. Another person, called the Game Master (GM), presents to you and other players a fantasy world of cities, towns, creatures, oppressive overlords, demanding temples, and lots of magic and treasure. You tackle adventures in this world to satisfy the personality and motives of your adventurer. Adventure Quest tm provides adventure in a variety of different settings (Games), each with its own history, customs, inhabitants, villains, and deities.

This Game covers adventuring in JAERN, a distant fantasy world far in our future. Other Adventure Quest games include AQ/BRITANNIA, describing a world similar to the British Isles in t he mid 1200's; AQ/KHEMET, providing adventure in a land akin to ancient Egypt; AQ/FREEZONE, a coorporate ruled gangland in the near future; and AQ/SPACE, for adventuring in the outer reaches of Interstellar Space among the Pan-Human Hegemony.

Realism and Playability

Adventure Quest/Jaern is a complete game; you do not have to buy any other books before beginning play. It contains all the necessary information for players to create and play their adventurers, and for Game Masters to design and maintain a campaign. Any game such as this must strike some kind of balance between realism and playability. The mechanics used in this manual lean heavily towards the latter, with the idea that you should spend your time roleplaying your creations, be you a player or Game Master, rather than wading through very complex rules for the sake of realism.

That said, we realize that some of you might be willing to make a different tradeoff. Where appropriate, optional rules are included offering different, but more complex, mechanics that arguably provide greater realism. The players and Game Master may choose which options to include to tailor the game to their liking. The cornerstone of **Adventure Quest**TM games are flexibility. Much of the game book deals with the creation of personalities, creatures, magical items, etc. Examples are provided that you can use as is, but more importantly we tell you how to create your own that will automatically be balanced with the system.

About Role Playing

Playing Adventure Quest, like any role playing game, should be a fun and exciting experience. Your adventurer will likely encounter many unusual, exotic, and strange situations, people, and activities. Your adventurer may end up in conflict with, or allied to, an array of intelligent beings and creatures, many of which we might consider strange or even evil by today's standard and mores. Please remember that this is "just a game." The authors in no way endorse or suggest that you act out any game-related actions or methods in the real world. Practice safe gaming, and leave the game and any enemies you make there behind you at the gaming table.

How to Use this Book

- All players and Game Masters should read Chapters 1 through 4 which deal with the creation and playing of adventurers.
- Chapters 5 through 10 describe the world of Jaern, the setting for this game, and is therefore also pertinent for both players and Game Masters.
- Chapters 11 through 27 present the magic available in AQ/Jaern.
  - Chapter 11 discusses nomadic mystiscism.
  - Chapters 12 through 16 deal with elemental magic, and are therfore of primary interest to players whose adventurers use magician spells.
  - Chapters 17 through 27 deal with divine magic. Each deity has its own chapter, so these are of interest to any player whose adventurer follows a particular god or goddess.
- Chapters 28 through 35 are meant primarily for the Game Master. They discuss creation of actors, creatures, and treasures, designing interesting and exciting adventures, adjudicating adventures, and how to maintain a campaign.

Original Acknowledgements

Contents

Chapter 0

Changes Made in this Version

The following are areas that I (the editor of this revised edition, Michael Lubert) felt were either no longer in keeping with the world that I played, were wholly missing, or were conflicting within the text:

1. Slavery: In the original version text, slavery is both depicted as a form of punishment-based indentured servitude, and as a chattel version of slavery in which slaves remain in servitude for life. Additionally, the original text includes the conflicting statements that children cannot be slaves, and that they can be born into slavery or saddled with someone else's slave-debt. As slave labor was often relegated to the background of scenes when I played, and slavery was only utilized as a punishment, I will be removing much of the supporting text for it and updating it to be more akin indentured labor, with the punishment for crimes not being transferable to kin, save for the withholding of inheritance to cover debts. References to "slave" will be replaced with "**prisoner,**" which fits with their circumstance as someone who is *temporarily* obligated to perform work as a condition of criminal punishment.

2. **Weapons**: Many of the weapons seem to hold nonsensical values with regard to their (sparse) descriptions, often conflicting with historical (and other game's versions) of the weapons. I will be making efforts to update the weapon table to make sense.

3. **Souls**: Much of the writings of nomadic, divine, and elemental magic systems involve souls and those who have them. There are entire branches of necromancy devoted to it. However, there are odd gaps when it comes to elves. Additionally, there is some confusion on the difference between the mind/soul, specifically in regards to memory and personality (important distinctions for both undead and necromancy). As a result, I have made the following clarifications/changes:

   (a) **Spells** and effects which **remove** or **destroy** a soul do not kill the target's body.

   (b) **Memory** and **personality** of a creature with a soul are stored in the soul, and are stored in the mind for a creature without. This means that a person or creature who loses their soul loses their memories and personality, but are still capable of creating new memories and may develop a similar or radically different personality (similar to amnesia). Additionally, a person or creature who is able to move their soul to another body (which is without a soul) will retain all of their memories, but none of the being whose body they now inhabit.

   (c) Where the phrase **"husk"** is used, it can be interpreted as the following effect:

   Husk
   The creature is in a nearly lifeless stupor, unaware of the world around it and incapable of any actions beyond the basic processes needed to continue life (ie breathing, maintaining heartbeat). This condition will continue for **10d20** hours, determined by the GM. After leaving this condition, the creature will retain none of their memories or personality of their previous life. If the affected creature was an **adventurer**, it is up to the GM to determine whether the player should continue playing their new life, or if they become a GM-acted character. If a creature effected by this effect has a soul implanted (whether their own or a new one) during the duration, the effect clears and their soul takes over functions.

4. Karfelon: Much of the 2010 version of the manual references Karfelon, including characters, history, locations, and lore. Karfelon was a massive city in a valley surrounded by a man-made seawall extending from the bottom of Lojem. Karfelon was destroyed following the destruction of the seawall in the late 1990s or early 2000s (the AQ website adventure summaries from 2002 already reference Rougtero, the city founded in the wake of the destruction where surviving refugees rebuilt). As it had been destroyed for nearly a decade (Earth time) by the time I began playing, I never had any attachment to it beyond as a source for lore and a potential place to send adventurers to dive down to for a mysterious treasure. I will be updating the relevant chapters and characters to match ones from Rougtero (perhaps copying some of the more interesting ones from Karfelon).

5. Pimping: Similar to slave handling, this skill was never utilized, and additionally is just pretty gross. Additionally, the skill basically encompasses Teaching, Business Management (a newly created skill), and Courtesan skills.

6. Pronoun Gender: Gender neutral pronouns are used where applicable, updating from the previous version's masculine pronoun usage.

7. Adamantine vs Adamantite: Both versions of this material appear in the text. It appears that "adamantite" was utilized in the 1st edition of D&D, which **Adventure Quest** is based on, and then changed in later versions to "adamantine," which is a Greek concept for diamond (and thus an obvious inspiration the hard and durable nature of the material). I have opted for "adamantine" and will be updating any instances of "adamantite." Additonally, there is almost no actual information on the availability/utility of the material or its properties beyond the material cost modifier and that it's apparently durable but rare

and hard to work with. I first gained familiarity with the material from the video game Dwarf Fortress, where it's known for being exceedingly light, and is crafted into lightweight chainmail or sharp blades, but is useless for hammers because of how light it is. I will be including similar material properties for various woods, leather and scales, metals, stones, magical materials, mythical materials, etc. and how they could affect weapon and armor weight, durability, performance, or resistance to damage types.

8. **Scrogg**: Scrogg was created as a joke, but eventually given some level of legitimacy. By my time, they were referred to not as the "God of Sensual Pleasures" but as the "God of Earthly Pleasures," which had been expanded to include music and food. I will be reworking most of the spells, history, and structure of this priesthood to reflect that, as well as removing many of the frankly disturbing aspects of Scrogg. Having 4 different spells that make people want to have sex with you is excessive, and it'd be more interesting, for instance, to have a spell that makes someone think that eating stew that's about to go off tastes like the best meal they've ever had, or to make a tone-deaf drunk's wailing sound like Frank Sinatra.

9. Restructuring - Having gone now through roughly 1/3 of this book (as well started work on an NPC generator script), I can safely say that there are definitely aspects of this book that can be re-arranged. I don't have concrete ideas yet, but I as a start I will put all chapters necessary for playing an adventurer before boat combat and information about the Onivero and Jaern. Also, I will likely split up the "Playing an Adventurer" chapter to

0.1 Conventions Used

In this version I have included multiple differences to fonts, spacing, and color, which I will make efforts to keep constant across the work, and are documented here:

0.1.1 Colored Highlighting

1. Definitions of terms, concepts, and calculations are **bold** and highlighted in a light blue and wrtiten in the format that best suits them, with units where it makes sense. Numbers <u>not</u> describing values (attributes, skill ranks, costs, etc) will be written out.
   - Example: The base cost for DP is **25 EP**
   - Example: If your adventurer is purebred (i.e. **all four grandparents are the same race**)

2. Calculated values (ie the values that are added to a roll), or are used to derive values, (such as multipliers), are **bold** and highlighted in cyan , with units where possible. Numbers will be written in numerical form. If there are mathematical operators, they will be included for clarity, but should not be done multiple times.
   - Example: multiply the total by **10x** to determine your adventurer's starting money
     - In this example, you would multiply the total by 10.

3. Chapter and page number references are **bold** and highlighted in a light salmon and written in a "Ch #: Title" format for chapters and a "Page #"" format for pages.
   - Example: Aging is covered in detail in **Ch ??: ??** on **Page ??**.

4. Die roll which the player makes are **bold** and highlighted in a light green-yellow and wrtiten in a "#d#"" format.
   - Example: Roll **4d6** and throw any one die out.

5. Measurements of distance, length, weight, temperature, and time are bold and highlighted in light tan a and wrtiten in a "number unit" format. Measurements part of a definition will be highlighted in the definition color.
   - Example: A ballista is generally **8 to 10 feet** in length and breadth

6. Examples are *italic* and highlighted in a light orange.
   - Example: *Thus an earth magician could also learn fire spells, but not air or water spells.*

7. Quips are use to add flavor to the descriptions, and are *italic* and highlighted in light green.
   - Example: *Shooting your friends in the back is a good way to earn a quick and violent death.*

8. Listings are headings that are then described in detail in the following paragraph, and are **bold** and highlighted in a grey.
   - Example: **Area: caster**
     This limits the spell effect to the caster.

9. Names of elemental spells are **bold** and highlighted in a red.
   - Example: **Defer**

10. Names of divine spells are **bold** and highlighted in a yellow.
    - Example: **Defer**

11. Names of nomad spells are **bold** and highlighted in a turquoise.
    - Example: **Defer**

12. Names of skills are **bold** and highlighted in a lavender.
    - Example: **Defer**

0.1.1.1 Bolded, Italicized, and Underlined Text

- **Bolded** text that is not highlighted (e.g. **rank**, **Placed Roll**) indicates that the bolded text will appear in the index, which begins on **Page ??**. Because most of the highlights include bolding, indexed entries will also be <u>**underlined**</u>.
- *Italicized* text...

- Text which is used for emphasis, but does fit as a definition, will be <u>underlined</u>.

0.2 To Do

- Finish copying remaining old text. Prioritize player-utilized chapters first (Nomad Incants, Elemental Spells, Priest Spells, Glossary, Tables)
- Create Player Model template and import data.
- Update gender of remaining old text.
- Update/remove "slavery" and pimping references.
- Correct any logical inconsistencies.
- Fix line wrap with highlighting to not screw with spacing so much.
- Come up with a better indexing system that doesn't require all lowercase.
- Update Mets/Feet/Mile/Kilometer charts to not all start on a new page (maybe drop to 200?).

0.3 Changelog

- DATE-TBD: Initial version

Chapter 1

Creating an Adventurer

To play in **Adventure Quest** (**AQ** for short), you must first create an adventurer to control during the game. All adventurers start out as young persons just leaving home, seeking fame, fortune and yet more adventure. Keep track of your adventurer's attributes and skills by completing an **adventurer card** The one below is designed to fit on a 4x6 notecard. If you'd like one that expands a bit more and takes up a full sheet of paper, you can find an example in **Ap ??: ??** on **Page ??**. Use a pencil for this, as frequent changes will be made during the adventurer's career.

Name:		(		)	Rate
STR	Background		Mod / Defense		Date
INT	DP	Combat	/		Silver
PER	EU	Missile	/		EXP
CSE	DU	Grapple	/		Profession
HEA	LF	Skills:	Equipment:		Enchanted Items:
AGI	Element				
PWR	Languages:				
COM					
WIL					
Race					
Sex					
DoB					
Age					
Build					
Height					
Weight					
Eye					
Hair					
Motive					
Deity					

1.1 Random Numbers

When people are born, they do not get to choose to be male or female, tall or short, or clever or daft. To simulate this in AQ, these attributes (and other uncontrollable random events) are determined by rolling dice. Later, you may freely choose the skills, languages, etc. your adventurer learns as he grows. Dice come in many different sizes, and when a die roll is required, the type and number are expressed like this:

(# of dice) d (sides of dice)

Thus, **3d6** means to roll three six-sided dice and add up the results of each die to get the total result. Always assume six-sided dice if the number of sides per die is not specified.

1.2 Physical Statistics

Each adventurer has several attributes. The most important of these are the nine physical statistics or stats, which are listed at the top of the first column of the adventurer card. These stats normally have a **rank** or value between **0 and 24**.

Physical Statistics	
Strength (**STR**)	Physical prowess
Intelligence (**INT**)	Reasoning and problem solving
Perception (**PER**)	Awareness of surrounding events
Common Sense (**CSE**)	Sound practical judgement
Health (**HEA**)	Physical well-being
Agility (**AGI**)	Physical coordination
Power (**PWR**)	Magical potential
Comeliness (**COM**)	Physical beauty
Willpower (**WIL**)	Mental strength

Each stat is generated by totaling the roll of **3d6**, and thus ranges from 3 to 18. Roll **3d6** and write the total opposite STR on the card , roll again and write the total opposite INT, etc. until all stats have a value. Do not despair if they are not all high; playing an adventurer with both strong and weak points is much more fun and interesting than playing an omnipotent adventurer who never needs to think.

1.3 Placed Roll

After rolling the stats, you may change them somewhat to fit the kind of adventurer you wish to play. Roll **4d6** and throw any one die out, totaling the remaining three. Use this total to replace the value of any of your nine original stats. If the roll is unsatisfactory, ignore it and leave your stats unchanged.

1.4 Life Force

All adventurers have a **Life Force**, which starts equal to the total of their **HEA** and **PER** stats, but can be improved separately to those skills. For now, simply note the LF value on your adventurer's record.

1.5 Race

Race Roll	
Roll	**Race**
01 - 14	Human
15	Elf
16	Dwarf
17	Lizard
18	Orc
19 - 20	Half-breed

Your adventurer may be one of five different races of intelligent creatures. Members of different races have differing physical appearances and abilities; see **Ch ??: ??** on **Page ??**. Roll **1d20** and check on the Race Roll table to determine your adventurer's race.

If the roll is **19 or 20** this means the adventurer's parents were of different races. Now roll to find the race of each parent. Each must be a different race, of course, so if the second parent roll is the same as the first, roll again until a different race is determined. The parents may be half-breeds themselves, which means that the adventurer's grandparents must be determined the same way. If a half-breed grandparent is rolled, ignore it and roll again. **Racial heritage** determines which racial skills your adventurer has.

Racial Traits	
Elf	**Orc**
1. Exceptional PER	1. Exceptional WIL
2. Distance Judgment	2. Enhanced Smell
3. Missile Skill*	3. Physical Viciousness*
4. Soulless	4. Mental Stubbornness
Dwarf	**Lizard**
1. Exceptional HEA	1. Exceptional AGI
2. Material Sense	2. Quickness
3. Armor Construction*	3. Water Breathing
4. Great Durability	4. Homing

*See **Ch ??: ??** to learn about these skills.

Non-physical differences are represented as racial skills. For each list below in which your adventurer has a grandparent, roll **1d4** for each skill. If the number is equal to or less than the number of grandparents of that race, write that skill on the adventurer card. If your adventurer is **purebred**, (i.e. **all four grandparents are the same race**) they automatically get all that race's skills. Read the **Ch ??: ??** to learn about these skills and racial disadvantages.

Elves are extremely long lived compared to the other races. They do not, however, posses a soul, and thus do not have an existence after death. This makes then unable to use divine magic, and unable to ever be brought back from the dead. Elves generally do not interact with the deities and their priests. Holy places like temples and shrines make them feel uncomfortable and they tend to avoid them.

Full Humans are often more diverse and adaptable than other races. If your adventurer is a full bred human, you may take an additional **Placed Roll** to further customize your stats. Roll **4d6** and throw any one die out, totaling the remaining three. Use this total to again replace the value of any of your nine original stats. If the roll is unsatisfactory, ignore it and leave your stats unchanged.

1.6 Sex

Sex Roll	
Roll	**Sex**
1-3	Male
4-6	Female

Choose a sex for your adventurer, or roll **1d6** and check against the following table. You may additionally choose to play an intersex character, and your character may present as any gender of their choice.

1.7 Age

Age Die	
Race	**Die**
Orc	d4
Human	d6
Lizards	d8
Dwarf	d10
Elf	d20

Determine how old your adventurer is at the start of his or her career by rolling one die of the appropriate type for each grandparent, and add **+10** to the result. Aging is covered in detail in **Ch ??: ??** on **Page ??**.

*If your adventurer is pure human, obviously all four grandparents are human. Roll **4d6**, total them and a find out their age.*

*If, for example, they are half-elf, quarter-human and quarter-dwarf, roll **2d20** + **1d6** + **1d10** + **10**.*

1.8 Body build

If your adventurer is not purebred, roll **1d4** to randomly select a grandparent's race, then roll **1d20** to determine your adventurer's body build using the appropriate race on the following table. If your adventurer is female, her body build is one category smaller than the chart result.

Body Build					
	Orc	**Elf**	**Human**	**Dwarf**	**Lizard**
A	-	-	-	-	-
B	1	1-2	-	-	-
C	2-5	3-6	1-2	-	-
D	6-16	7-14	3-6	1	1-2
E	17-19	15-18	7-14	2-5	3-6
F	20	19-20	15-18	6-16	7-14
G	-	-	19-20	17-19	15-18
H	-	-	-	20	19-20

1.9 Height and Weight

Racial Height	
Dwarves	+0
Orcs	+2
Humans	+4
Elves	+5
Lizards	+6

Height and weight are determined by rolling **4d6** and totaling them. Add the number shown below for the race of each grandparent. Now look up the resulting number on the following table, referencing the number to the appropriate body build

column:

Height and Weight Table								
#	HGT	A	B	C	D	E	F	G	H
4	3'7"	29	35	42	51	62	74	89	108
5	3'8"	31	37	44	54	65	78	94	113
6	3'9"	32	39	47	56	68	81	98	118
7	3'10"	34	40	49	59	71	85	103	124
8	3'11"	35	42	51	61	74	89	107	129
9	4'0"	37	44	53	64	77	93	112	135
10	4'1"	38	46	55	67	80	97	117	141
11	4'2"	40	48	58	70	84	101	122	146
12	4'3"	41	50	60	72	87	105	127	153
13	4'4"	43	52	63	75	91	109	132	159
14	4'5"	45	54	65	78	94	114	137	165
15	4'6"	47	56	68	81	98	118	142	171
16	4'7"	48	58	70	85	102	123	148	178
17	4'8"	50	60	73	88	106	127	153	185
18	4'9"	52	63	75	91	110	132	159	192
19	4'10"	54	65	78	94	114	137	165	199
20	4'11"	56	67	81	98	118	142	171	206
21	5'0"	58	70	84	101	122	147	177	213
22	5'1"	60	72	87	105	126	152	183	220
23	5'2"	62	75	90	108	130	157	189	228
24	5'3"	64	77	93	112	135	162	196	236
25	5'4"	66	80	96	116	139	168	202	243
26	5'5"	68	82	99	119	144	173	209	251
27	5'6"	70	85	102	123	148	179	215	259
28	5'7"	73	88	105	127	153	184	222	268
29	5'8"	75	90	109	131	158	190	229	276
30	5'9"	77	93	112	135	163	196	236	285
31	5'10"	80	96	115	139	168	202	243	293
32	5'11"	82	99	119	143	173	208	251	302
33	6'0"	84	102	122	148	178	214	258	311
34	6'1"	87	105	126	152	183	220	266	320
35	6'2"	89	108	130	156	188	227	273	329
36	6'3"	92	111	133	161	194	233	281	339
37	6'4"	94	114	137	165	199	240	289	348
38	6'5"	97	117	141	170	205	246	297	358
39	6'6"	100	120	145	174	210	253	305	368
40	6'7"	102	123	149	179	216	260	313	377
41	6'8"	105	127	153	184	222	267	322	388
42	6'9"	108	130	157	189	227	274	330	398
43	6'10"	111	133	161	194	233	281	339	408
44	6'11"	114	137	165	199	239	288	348	419
45	7'0"	117	140	169	204	246	296	356	429
46	7'1"	119	144	173	209	252	303	365	440
47	7'2"	122	148	178	214	258	311	374	451
48	7'3"	125	151	182	219	264	318	384	462

1.10 Eye color

If your adventurer is not purebred, roll **1d4** to randomly select a grandparent's race. Roll **1d20** to find your adventurer's eye color.

Eye Color					
Color	Human	Elf	Dwarf	Orc	Lizard
Black	1	1-2	1-10	1-4	1-12
Brown	2-8	–	11-18	5-6	–
Blue	9-14	3-10	–	–	13-15
Green	15-16	11-14	19-20	7-12	16
Red	–	15-17	–	13-18	17-19
Silver	–	18-19	–	–	20
Hazel	17-20	–	–	19-20	–
White	–	20	–	–	–

1.11 Hair color

If your adventurer is not purebred, roll **1d4** to randomly select a grandparent's race. Now roll **1d20** to find your adventurer's hair color, using the appropriate race column on this table:

Hair Color					
Color	Human	Elf	Dwarf	Orc	Lizard
Brown	1-7	–	1-10	1-2	–
Black	8-11	1-6	11-16	3-16	–
Blond	12-15	7-8	–	–	–
Red	16-17	9-13	17	17-18	–
Green	–	14-15	–	19	–
Grey	18	–	18	–	–
White	19	16-18	–	20	–
None	20	–	19-20	–	1-20
Silver	–	19-20	–	–	–

1.12 Motivation

That takes care of the random elements of adventurer creation; now you have a free hand in developing your adventurer's inner-self. Evolving his personality takes some thought, but it is a rewarding aspect of role-playing. A good way to start is to create an event that occurred early in his life that now defines his basic motivation. Once you have a starting point it is easier to describe more about their personality.

Below are some possible motivations from which to choose, but you are free to make up others as best fits your needs and concepts.   Now mentally describe an event or condition to explain why it is your adventurer's primary motivation.   Write this motive down on the Adventurer Card after "**Motive**." Here are some suggestions:

Motivation	
Duty	Allegiance to a higher authority
Fame	Gaining recognition from others
Justice	Maintaining balance
Knowledge	Learning for learning's sake
Passion	Serving a cause with intense emotional fervor
Pleasure	Seeking pleasures of the flesh
Power	Forcing the submission of others
Religion	Devoting their life to a higher authority
Righteousness	Striving to help mankind
Romance	Earning the love and/or respect of others

The motive you choose is not meant to be a "straight jacket" to force you to play the adventurer within narrow bounds. It is meant to be used, by you, to help set a direction for your adventurer's actions and a start for his personality.

You always have the freedom to write down what you believe is your adventurer's driving force on your card. Also realize that there is magic which can be used to determine your motive, and the results of this magic will be what is perceived by the GM as your motive, which may disagree with what you have written. To learn more about creating your adventurer's personality, read Ch ??: ?? to see how the GM creates personalities for actors. These methods are applicable to your adventurer's personality as well.

1.13 Patron Gods

You may select one deity as your adventurer's patron god. Adventurers aligning themselves to a deity this way are expected to assist the causes of the god, and especially to follow that god's precepts and laws. In return, they are often assisted by the priests and followers of that deity. Worshiping more than one god is possible, but can become difficult if the deities conflict in any way. Write down the name(s) of the deity(s) on the **adventurer card** after "**Deity**." Here is a list of available deities; each is covered in detail in its own chapter.

Patron Gods		
God	**Sphere of Influence**	**Chapter**
Ra	Bearer of Light	??
Isis	Mistress of Life	??
T'or	The Thunder of Righteousness	??
At'ena	Mistress of Wisdom	??
Osiris	Protector of Nature	??
Tarus	Master Archivist	??
Neptune	Dweller of the Waters	??
Orus	The Flame of Zeal	??
Anubis	Lord of the Dead	??
Rudri	Dweller of the Dark	??
Scrogg	Earthly Pleasures	??

1.14 Adventurer Background

Backgrounds are the adventuring professions available in a specific AQ Game. Each Game has at least three major, divergent disciplines that may be followed, and thus gives three professions. Others are derived by combining two of the major disciplines to yield another, unique background. It may be helpful for you to visualize this as a three-spoke wheel, each spoke labeled with a major discipline. In AQ/Jaern these are **Combat**, **Magic**, and **Skills**.

Warriors
Combat
Priests   Marines
Magic   **Skills**
Mages   Nomads   Augers
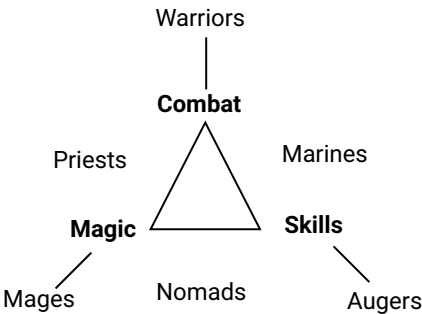
The three backgrounds at the ends of the spokes are thus **Warrior** (for those exclusively trained in **combat**), **Mages** (**magic**), and **Augers** (**skills**). As for the areas between the spokes, a background that combines magic and combat

produces the **Priest**, someone with a knowledge of magic and the physical training to back it up. Combining magic and skills yields a **Nomad**, with training in the mystical arts as well as skills. And finally, mixing combat and skills produces a **Marine**, a person with a need for fighting ability and quick and nimble movements.

Adventurer Background Stats	
Adventurer Background	**Most Important Stat**
Warrior	CSE and STR
Priest	PWR and CSE
Magician	PWR and INT
Nomad	PER and HEA
Auger	INT and CSE
Marine	AGI and STR

Each background has one or more stats that is very important to the successful practice of the profession, as given in the above table. If your adventurer's highest stat is **STR**, they probably would fare best as a Warrior. If they have a high **PER**, you probably should consider making them a Nomad, etc.

You must now choose an available background for your adventurer. Consider not only the stats, but also what you envision your persona becoming, or what you want to roleplay. You are not forced to pick the background that matches the highest stat. In fact, successfully role-playing (for example) an adventurer with a high **STR** and a mediocre **INT** as a Auger rather than a Warrior is very rewarding, not to mention entertaining, to you, the GM, and other players.Here are descriptions of the available backgrounds to further help you make a selection:

- A **Warrior** relies upon their skill at arms. They are proficient at fighting and confident in their ability to succeed with force. While they might serve in an army, a warrior prefers individual combat and is more likely found employed as a bodyguard, mercenary, constable, or a guard.
- A **Priest** is devoted to the service of a deity, forever at that deity's disposal to spread their faith and worship throughout the world. A priest is willing for fight for their deity's cause, but can also use god-given magical powers to further their goals.
- A **Magician** is a practitioner of one of four types of elemental magics, using his magics to affect the world and gain wealth, recognition and influence. A magician is often consulted and employed by others to accomplish their goals. The spells available in each element give a definite flavor to the personality and style of play of a magician. **Fire** and **Air** magicians tend to have more offensive spells, whereas **Earth** and **Water** mages are more defense oriented. **Fire** and **Earth** magic tends to be more individual in nature, while many **Air** and **Water** spells are useful to support and maintain a group of adventurers. If your adventurer is going to become a magician, bear these generalities in mind to select the elemental style that matches your adventurer's personality.
- Brought up learning to think to solve their problems, an **Auger**'s basic tenet is to live up to their potential, learning to utilize their best skills and making the most of any

situation.

- Born to the seas, a **Marine** is a member of the traveling armies that plies the seas of Jaern. Ready with a quick story of marine heroes of the past, today's marine attempts to make a name for themselves and their shipmates. They adventure for fame, and are always ready for a good fight and a large tankard of ale.
- Members of a tight-knit group of families, **Nomads** mistrust all other Jaernians and rarely travel among them. They are rumored to have various mystical and magical powers, so most people shun them, unsure of their intentions.

Languages	
Breziak	Human tongue
Dwarvish	Race tongue of dwarves
Elvish	Race tongue of most elves
Entish	Spoken by intelligent forest creatures
Ferric	Human tongue
Geleik	Tongue of the elves of Silvan Isle
Haoogh	Speech of the southern pirates
Orcish	Race tongue of orcs
Paroli	Race tongue for humans and common tongue
Sel'ict	Race tongue of the lizard men
Trejon	Ancient human tongue

After choosing one of these, place it on the adventurer card after "**Background**." If you're still uncertain, scan the list of Model Adventurers beginning on for ideas and suggestions. If it appears your adventurer suffers from hopelessly inadequate stats, they would probably not become an adventurer in a fantasy world. Ask the GM; they may allow you to discard this would-be adventurer and start over.

1.15   Languages

You need to know which [language]languages (if any) your adventurer speaks to know how they can communicate with actors and other adventurers. Knowledge of languages is an intelligence-based skill, and beginning adventurers may know zero, one or two languages.

Learned Language		
INT	Initial#	Max#
3 - 5	0	0
6 - 8	1	1
9 - 11	2	2
12 - 14	2	3
15 - 17	2	4
18 - 20	2	5
21 - 23	2	6
24+	2	7

Adventurers having less than **INT 6** cannot speak coherently. They may know how to say isolated words or phrases, and can generally understand simple sentences. Playing adventurers with a low **INT** is very challenging because the player must communicate through actions rather than words.

The first language an adventurer with greater than **INT 6** learns is their racial language. This is **Paroli** for all **human** adventurers. [race!half-breed]Half-breed adventurers may pick one of their racial languages as their native tongue or the tongue of whomever raised them, whichever is most appropriate. The first language is always known at a skill **rank 9** or the adventurer's **INT**, whichever is lower.

Above **INT 8**, the player may choose a second language. For non-human adventurers, it would be prudent to pick the common tongue of the area to simplify communications. This second language is initially known at a skill **rank 6**.

1.16   Rating

Your GM must be able to balance your adventuring party against some opponents it might meet. Your adventurer's **Rating** is how many adventurers they have experienced. Set this at two now, and each time he finishes a gaming session, add one. A starting rating of two represents the skills that you choose in creating your adventurer. Your GM may ask for this number from all the players at the beginning of a gaming session.

1.17   Date

At the beginning and end of each adventure, the Game Master will tell you the current game date. The amount of time elapsed between adventures is important for curing damage, doing research, being pregnant, etc. The date is in ISO 8601 format (Year-Month-Day), such as *10080-06-15 SF (Since Founding)*. Record the current date minus your age on your card as your date of birth (DOB).

1.18   Nomadic Prefix Names

Nomad Prefix Names			
Roll	Prefix	Roll	Prefix
1-5	Raz-	16	Ald-
6-9	Car-	17	Edo-
10-12	Oka-	18	Ijo-
13-14	Vem-	19	Bez-
15	Lar-	20	Sag-

If your adventurer is a **Nomad**, then they must know their own prefix name, or **Epokonom**. Roll **1d20** and look at the following table. Put this prefix before your adventurer's name on your **adventurer card**.

1.19   Name

Each adventurer must have a name of some sort. Choose a name for your adventurer and place it in the upper left-hand corner of the card. After this put your real name in parenthesis. This will help the Game Master to remember whose adventurer is whose.

1.20   Profession

Your adventurer may have a regular job to bring in a steady income. After your adventurer's skills are selected (see), you may choose one as their profession.

1.21 Adventurer Models

Players buy attributes for their adventurers using experience points. Physical equipment is bought with silver pieces. This buying allows you to make your adventurer's abilities fit your perception of her personality.

To simplify making a new adventurer, several different Model Adventurers are reproduced here. If you wish to pick one of these, just copy the information from the chosen model that matches your adventurer's background onto an adventurer card. For each defense value listed in the model, plug in the appropriate stats from your adventurer (**dividing them by 5 and rounding down** as shown) and add the results to find the your adventurer's defense values. If they are an elf, add **+1** on their **DV** for [perception!exceptional]Exceptional PER. If they are an orc, add **+1** to their **GDV** for [willpower!exceptional]Exceptional WIL. Your adventurer is ready to play.

Each model allows you **20%** more attributes than if you had bought all the attributes separately. This extra does not make the adventurer more powerful; it is used to buy attributes that give added flavor and a direction for further development. Once selected, models cannot be modified or changed except to buy new attributes (or upgrade current ones) with earned experience points (see **Ch 1.23: Buying** on **Page 16**).

If none of the models fit your idea of your adventurer's personality, and your GM is allowing custom adventurer creation, skip this section and read to complete your adventurer's creation.

Each adventurer prototype specifies the values for the following attributes:

Model Attributes	
Damage Points (**DP**)	Relative health
Combat Modifier (**CM**)	Ability using hand-to-hand weapons
Missile Modifier (**MM**)	Ability using bows, slings and cross-bows
Grapple Modifier (**GM**)	Ability to grapple
Spell type	Declared type of spells (Earth, Fire, Aair, Water, and Divine)
[Spell Group]Spell Groups	Ability to use various spell groups
[Incant]Incants	Specific nomadic items and talisman
[Skill]Skills	Purchased skills and their ranks
Combat Defense (**CDV**)	Resistance to being struck
Missile Defense (**MDV**)	Resistance to being hit by missiles
Grapple Defense (**GDV**)	Resistance to being grappled

1.21.1 Models

TBD

1.22   Experience Points

Experience Points (**EP**) are the currency used to buy such attributes as skills, stats, spells groups, damage points, and melee modifiers. Your adventurer is awarded **EP** during and after an adventure in several ways, depending on the method chosen by your GM. Using experience points in this way simulates any training or study that might be required to acquire or improve an ability without actually going through the tedium and boredom of doing so during a gaming session. By the way, when an adventure ends, don't forget to add **+1** to the **Rating** entry on the adventurer's card. Your GM uses the rating to get a rough idea of how much experience your adventurer has had so that they may balance the difficulty of an adventure against the power of the adventurers.

You may specify that a portion of the awarded experience be set aside and used later to buy attributes. There is no limit to the amount of experience your adventurer may hold, but it makes little sense to hold it longer than needed to buy the attributes sought.

1.23   Buying

If you have not chosen an **Adventurer Model**, your adventurer is given **5000 EP** with which to buy:

Things You Can Purchase With Experience	
[statistics]Stats	STR, INT, etc.
Damage Points	Ability to survive injury
[melee mod]Melee Mods	Ability to resist physical damage
[spell]Spells	Magician and Priest magic
[incant]Incants	Nomadic rituals
[language]Languages	Spoken languages
[ability]Abilities	Useful skills and abilities

All buying must be done either when creating an adventurer or between adventures, and must be witnessed by the GM or their representative. The majority of the time this will be done when the adventurer has returned to a civilized setting, where the resources for training are most likely to be found. If an adventure is one in a series, and no game time has passed since the previous adventure, your GM may disallow buying attributes until after the entire sequence of adventures has been completed.

All attributes start at an initial **rank 0** and may be bought upward one point at a time. To buy new attributes, or increase the value of an old one, multiply the **base cost** of the attribute by the point value you wish your adventurer to gain.

*If Marna (a priestess of Osiris) attempts to raise her teaching skill (**base cost 100 EP**) from 8 to 9, she must expend 100 x 9 or 900 EP to do so.*

If George the Magnificent (a Warrior) wants to raise his disguise attribute (base cost 50 EP) from 11 to 12, it will cost him 12 x 50 x 3 or 1800 EP. The 3x multiplier is included because the skill is an Auger skill, and George is a Warrior.

See [skill!learning]Learning Skills on for more information on purchasing skills outside your class.

1.23.1   Buying up from zero

While attributes are usually bought one point at a time, sometimes it is necessary to buy one from zero up to a high value. To do this, we use a little bit of math.

To buy something up by arbitrary value, call that value **N**,

Attribute Purchase Equation
$$TotalCost = \frac{N * (N + 1)}{2} * BaseCost$$

*For example, to buy damage points (**base cost 25 EP**) from zero up to 16 would cost as follows:*

Attribute Purchase Example
$$\frac{16 * (16 + 1)}{2} * 25 = \frac{16 * 17}{2} * 25 = 3,400 EP$$

If the formula above is too intimidating, use the following table. Cross reference your adventurer's current **rank** in the attribute against the desired rank, then multiply the number from the table by the base cost of the attribute to find the experience point cost.

Skill Purchase Multiplier Reference

OLD RANK	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
0	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171
1	–	2	5	9	14	20	27	35	44	54	65	77	90	104	119	135	152	170
2	–	–	3	7	12	18	25	33	42	52	63	75	88	102	117	133	150	168
3	–	–	–	4	9	15	22	30	39	49	60	72	85	99	114	130	147	165
4	–	–	–	–	5	11	18	26	35	45	56	68	81	95	110	126	143	161
5	–	–	–	–	–	6	13	21	30	40	51	63	76	90	105	121	138	156
6	–	–	–	–	–	–	7	15	24	34	45	57	70	84	99	115	132	150
7	–	–	–	–	–	–	–	8	17	27	38	50	63	77	92	108	125	143
8	–	–	–	–	–	–	–	–	9	19	30	42	55	69	84	100	117	135
9	–	–	–	–	–	–	–	–	–	10	21	33	46	60	75	91	108	126
10	–	–	–	–	–	–	–	–	–	–	11	23	36	50	65	81	98	116
11	–	–	–	–	–	–	–	–	–	–	–	12	25	39	54	70	87	105
12	–	–	–	–	–	–	–	–	–	–	–	–	13	27	42	58	75	93
13	–	–	–	–	–	–	–	–	–	–	–	–	–	14	29	45	62	80
14	–	–	–	–	–	–	–	–	–	–	–	–	–	–	15	31	48	66
15	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	16	33	51
16	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	17	35

1.24 Stats

Of all the attributes, stats are arguably the most important. Stats are the basis for most resistance checks (the avoidance of effects), and determine the maximum value for most other attributes (skills, languages, spell groups, etc.). At a base cost of 500, they are also very expensive to increase. *For example, to buy STR from 14 to 15 would cost 500 x 15 = 7,500 experience points.*

A physical stat may not be increased more than **+4** above the initial roll, to reflect the notion that training and practice can only increase a physical ability so much.

1.25 Damage Points

Buying DP

DP	Cost
1	25
2	75
3	150
4	250
5	375
6	525
7	700
8	900
9	1125
10	1375
11	1650
12	1950
13	2275
14	2625
15	3000
16	3400
17	3825
18	4275
19	4750

Damage points (**DP**) indicate your adventurer's ability to avoid damage during combat. If they are injured, damage points are temporarily subtracted from their total DP; the new total indicates their relative condition.

The **base cost** for DP is **25 EP**. Your adventurer must have DP to survive. Buying damage points with experience actually simulates additional training to avoid being wounded. This could be handled as another defensive modification, but being able to take more damage yields the same effect, is easier to keep track of, balances quite nicely, and is more fun to play.

Lost **DP** may be regained by **resting**. A full night's rest (**at least 8 hours** or **12 hours if [soulless]soulless**) restores a number of DP equal to the adventurer's **HEA divided by 5** (**divided by 2** for those with the [health!exceptional]Exceptional HEA attribute, like most [dwarf]dwarves), **rounded down**. Damage points may not be restored beyond the original maximum DP total.

When buying damage points, you are only increasing your adventurer's maximum DP, not their current DP total. New DPs are only gained after resting, according to the DP recovery rule above.

1.26 Melee Modifiers

Every **adventurer** has three modifiers, or [modifier!melee]Mods, that help determine success in combat. The **Combat Modifier** (**CM**) is added to all **1d20** "to **strike**" rolls you make when your adventurer attacks using a hand-to-hand weapon. The **Missile Modifier** (**MM**) is added to all "to **hit**" rolls from bows, crossbows and thrown objects. The **Grapple Modifier** (**GM**) is used when wrestling or boxing an opponent. Mods start at **rank 0** and are bought upward like any other attribute. The base cost depends on your adventurer's **background**:

Melee Modifier Costs

Background	Combat	Missile	Grapple
Warrior	200	200	200
Priest	300	300	400
Mage	400	500	600
Nomad	500	600	500
Auger	400	400	400
Marine	300	400	200

Subtract the calculated **EP** from your adventurer's expendable EP total, then place the values for these on the **Adventurer Card** after [melee]Combat, **Missile**, and **Grapple**.

1.27 Spells

There is more to using magic in **AQ/Jaern** than is given here, but you need to understand experience point costs and stat limitations to decide whether your adventurer is suited to magic use. Spell casting mechanics are discussed in .

Spells are of two varieties: [divine magic]Divine and [magic!elemental]Elemental. Divine magic is the magic used by priests, granted them by their [deity]deities. Elemental magic is used by magicians to harness the raw power of the

elements. Both styles of magic are bought in similar ways.

Adventurers buying elemental magic must declare which one of the four elements (**Earth**, **Fire**, **Air**, or **Water**) they will use as the source of their power. List this choice on the **Adventurer Card** under **Element**.

If an adventurer wants to purchase priestly magic, he must declare **allegiance** to a specific deity, who will serve as the source of his magic. This is listed on the card under "**Deity**" as the primary god or goddess to whom the adventurer owes allegiance. Spell effects for both elemental and divine magic are divided into groups. The spells in each group are related in some fashion, and are ranked in ascending order of power. Spells in a group must be acquired in ascending order, as the ability to cast the more powerful spells is built on the knowledge learned from casting the less powerful spells in the group.

Elemental spells are divided into [spell!elemental core]core spells, usable by all magicians, and [spell!element-specific]element-specific spells that may only be used by the appropriate mages.

Priestly **spell groups** are also divided into two types: [spell!divine core]core spells that are common to all devout casters, and [spell!deity-specific]deity-specific spell groups that manifest the particular sphere of influence of each deity. The base cost for each spell group varies and is listed in the spell descriptions. Most spell groups have a base cost of **300 EP**; one spell group in each element has a base cost of **600 EP**.

1.27.1 Acquiring Spells from Other Elements

Besides their chosen element, adventurers may purchase spells in the element they dominate at double the base cost. They may not purchase spells in any other element. Dominance is discussed in **Ch 2: Playing an Adventurer**, but briefly [magic!fire]fire dominates [magic!air]air, [magic!air]air dominates [magic!water]water, [magic!water]water dominates [magic!earth]earth, and [magic!earth]earth dominates [magic!fire]fire. *Thus an earth magician could also learn fire spells but not air or water spells.*

1.27.2 Stat Limitations

Your adventurer's **INT**, **divided by 2 and rounded down**, dictates how many elemental spell groups they may buy; **CSE** is the limiter for divine magic. Your adventurer's **PWR** stat determines the highest **rank** that may be bought within any spell group. Also, your adventurer may not buy a spell group's **rank** higher than it has listed spells.

Thus if your adventurer has an INT of 12 and a CSE of 15, they may not buy into more than 12/2 or 6 elemental spell groups and 15/2=7.5 (round down to 7) divine spell groups. Someone with a PWR of 13 may not buy above rank 13 in any spell group.

1.27.3 Buying of Spells by Other Backgrounds

Normally only magician or priest adventurers buy spells, but those in other backgrounds may desire at some point in their careers to dabble in magic. Like any magician or priest

they must choose an element and/or declare devotion to a deity. Spell groups are purchased at **triple (3x)** the **base cost**; buying into the subservient element costs **6x** the base cost.

Spell Cost Multiplier					
Buyer	**Earth**	**Fire**	**Air**	**Water**	**Divine**
Earth	1	2	-	-	3
Fire	-	1	2	-	3
Air	-	-	1	2	3
Water	2	-	-	1	3
Div/Earth	3	6	-	-	1
Div/Fire	-	3	6	-	1
Div/Air	-	-	3	6	1
Div/Water	6	-	-	3	1
NM*/Earth	3	6	-	-	3
NM*/Fire	-	3	6	-	3
NM*/Air	-	-	3	6	3
NM*/Water	6	-	-	3	3

*This also applies to a non-magician who picks up divine magic and then elemental magic as well.

1.28 Incants

Incants are rituals performed by by **nomads**. These incants take the form of Alchemical [mixture]mixtures, [song]Songs, **Talisman**, [imprint]Imprints (**tattoos**), and [invocation]Spiritual Invocations. The ability to perform the ritual is purchased by the nomad by **rank** at **base cost**. When the ritual is performed, many require a proper ingredient. An incant can not be purchased at a **rank** higher than **half (1/2)** the adventurer's **PER** stat, **rounded down**.

1.28.1 Preparing Incants by Other Backgrounds

If an adventurer from another background wishes to delve into the arcane, they must seek out a nomadic **rondo**, renounce their allegiance to any [deity]gods, and be accepted by the [nomad]nomads. They must be inducted into their ranks before they can learn any spiritual magic. They undergo **The Seraei** to find and bind with a **Guardian Spirit**. Even then, they must pay **triple (3x)** the normal experience cost since they have not yet learned the stories, songs an traditions of those brought up within the rondo.

1.29 Languages

The key to increasing your adventurer's ability in a **language** is to find someone with a **rank** in that language at least **4 ranks** higher than the rank your adventurer wishes to obtain. They may buy the language skill to the desired rank at a **base cost** of **100 EP**, besides the teacher's fee (monetary or service). Remember that your adventurer's **INT** limits the number of languages they may learn (see). Furthermore, the **rank** of a language may never exceed the **INT** value. Language rank definitions are as follows:

Language Rank Definitions

Rank	Description
1-2	Knows individual words, no sentences
3-4	Can speak common phrases
5-6	Can be understood, but speaks w/accent
7-8	Can hold conversations, read, and write
9-10	Speaks like a native
11-15	Can speak persuasively as an entertainer or politician
16+	Can use speech as a weapon as a poet or bard

1.30   Skills

Skills allow your adventurer to be more than their basic background permits. Each skill starts at rank 1 and goes upward. An adventurer possessing a skill at rank 1 is complete novice at that skill, while holding a rank 18 shows an almost godlike command of the craft.

Skill Rank Definitions

Rank	Description
1 - 2	Beginner
3 - 4	Novice
5 - 6	Apprentice
7 - 8	Journeyman
9 -10	Professional
11-12	Craftsman
13-15	Master
16+	Guild-master

1.30.1   Learning Skills

[skill]Skills may be taught by an actor, or by one adventurer to another. The teacher must rank at least four higher than the student's desired rank; the minimum learning time is one week times the skill rank the student is attempting to learn. The student must spend the required **EP**, plus a teacher's fee (monetary or service), if any. Each skill's [skill!associated stat]associated stat governs the maximum rank your adventurer may purchase.

e.g., INT based skills may not be bought higher than your adventurer's INT rank.

The following table is a listing of available skills. Those listed as reserved cannot be bought without consulting the GM. All the others can be bought by a beginning adventurer. The number listed in the "Extra Dice" column is the number of extra dice used to **default** that skill. Skills labeled with N/A cannot be defaulted. Full descriptions of each skill are in **Ch 6: Skills** on **Page 48**.

Skills

Skills	Base Cost	Stat	Extra Dice
Auger Skills			
Accounting	130	INT	4
Ambush	150	INT	2
Analyze Trap	150	INT	N/A
Animal Calling	80	HEA	2
Animal Husbandry	120	CSE	3
Archeology	100	INT	N/A
Architecture	65	INT	3
Armor Smithing	65	INT	2
Arson	50	INT	2
Artistry	80	CSE	4
Astronomy	115	INT	N/A
Barber	15	AGI	2
Barristry	115	INT	RESERVED
Bartending	30	CSE	2
Binding	50	CSE	3
Blacksmithing	65	STR	3
Bludgeon	165	AGI	N/A
Botany	30	INT	N/A
Brewing	80	INT	RESERVED
Bricklaying	50	INT	2
Build Trap	250	INT	N/A
Butchering	30	CSE	2
Camouflage	50	CSE	2
Candlemaking	15	INT	2
Carpentry	50	INT	2
Cartwrighting	50	INT	3
Cobbling	50	INT	2
Cooking	15	INT	2
Coopering	65	INT	2
Courtesan	115	COM	2
Cyphering	115	INT	N/A
Detect Traps	150	PER	4
Diagnosis	80	INT	RESERVED
Disarm Trap	250	INT	N/A
Disguise	50	INT	3
Dwarvish	100	INT	RESERVED
Dyeing	50	INT	2
Empathize	20	CSE	1
Entish	100	INT	RESERVED
Escape	400	INT	4
Farming	30	CSE	2
Fencing/Merchant	80	CSE	4
Ferric	100	INT	RESERVED
Fishing	50	CSE	2
Fletching	50	INT	2
Forestry	30	INT	2
Forgery	250	INT	4
Gambling	50	CSE	2
Gardening	15	INT	2
Geleik	100	INT	RESERVED
Glassblowing	50	INT	N/A
Haoogh	100	INT	RESERVED
Heraldry	50	INT	N/A
Herding	30	CSE	1
Hiding	50	AGI	3
Horse Training	150	WIL	N/A
Horsemanship	100	CSE	2
Hunting	70	PER	2

Skills

Skills	Base Cost	Stat	Extra Dice
Identify Minerals	15	INT	2
Identify Plant	20	INT	2
Innkeeping	50	CSE	2
Jeweler	50	INT	N/A
Knitting	30	AGI	N/A
Landscaping	30	INT	2
Laundering	15	CSE	1
Leather Working	80	INT	2
Lip Reading	50	PER	RESERVED
Listen	50	PER	2
Locksmithing	80	INT	N/A
Marathon Running	65	HEA	2
Masonry	50	STR	2
Massage	75	AGI	2
Metal Smithing	150	INT	3
Military Construction	80	CSE	N/A
Mining	30	STR	2
Money Changing	65	INT	3
Mountain Climbing	80	AGI	3
Moving Silently	100	AGI	4
Opening Locks	65	INT	N/A
Orcish	100	INT	RESERVED
Orienteering	30	CSE	2
Paroli	100	INT	RESERVED
Pickpocketing	80	AGI	4
Pimping	80	CSE	3
Poetry	65	CSE	3
Pottery	15	CSE	2
Saddlemaking	30	INT	2
Sculpting	65	CSE	3
Seduction	100	COM	3
Sel'ict	100	INT	RESERVED
Set Traps/Snares	250	INT	3
Shadows	50	AGI	4
Skating	30	AGI	2
Slave Handling	35	CSE	3
Sleight of Hand	30	AGI	4
Smuggling	200	CSE	4
Snorkeling	15	STR	2
Spelunking	150	AGI	3
Sprinting	50	STR	2
Stalking	150	CSE	2
Stone Smithing	100	INT	3
Tailoring	50	INT	2
Tanning	30	INT	2
Taxidermy	65	INT	N/A
Tent Making	80	INT	2
Torture	65	CSE	4
Toy Making	65	INT	2
Tracking	150	PER	2
Trapping	50	CSE	2
Trejon	100	INT	RESERVED
Veterinary	150	CSE	RESERVED
Water Skiing	50	AGI	2
Weapon Smithing	50	INT	2
Weaving	30	INT	3
Wheelwright	50	CSE	2
Writing	15	INT	RESERVED

Skills

Skills	Base Cost	Stat	Extra Dice
Zoology	50	INT	3
Warrior Skills			
Ambidextrous	150	AGI	2
Assassination	500	AGI	N/A
Jousting	300	STR	3
Lance	360	CSE	N/A
Net Handling	100	AGI	2
Priest Skills			
Embalming	200	CSE	0
Scribing	200	INT	N/A
Teaching	100	INT	N/A
Verbal Casting	300	CSE	N/A
Wine Making	250	INT	N/A
Mage Skills			
Identify Spell	200	PER	3
Non-verbal casting	300	CSE	N/A
One hand casting	150	AGI	N/A
Target Magic	200	AGI	N/A
Marine Skills			
Acrobatics	200	AGI	2
Artillery	200	INT	2
Balance	50	AGI	2
Belching	100	HEA	2
Boarding	100	AGI	2
Cartography	100	INT	3
Climbing	100	STR	2
Dagger Fighting	120	CSE	N/A
Dagger Throwing	60	CSE	N/A
Diving	50	STR	2
Dodging	200	AGI	4
Dolphin Speech	300	INT	N/A
Dolphin Training	400	CSE	RESERVED
Dolphinship	200	AGI	3
Fencing	350	AGI	N/A
Flagging	100	INT	N/A
Flying	400	AGI	4
Immobilize	400	STR	N/A
Jumping	50	STR	2
Navigation	150	INT	4
Oar Mastery	200	INT	2
Painting	50	INT	2
Pummeling	100	STR	2
Repair	250	CSE	N/A
Rigging Running	100	AGI	2
Rope Making	50	INT	2
Rowing	100	STR	2
Sail Falling	150	AGI	2
Sail Making	50	INT	N/A
Sailing	50	CSE	2
Ship Building	300	INT	RESERVED
Surfing	50	AGI	2
Swimming	20	STR	2
Tackling	120	AGI	2
Tumbling	100	AGI	2
Wrestling	180	CSE	N/A
Nomad Skills			
Acting	100	INT	2

Skills			
Skills	**Base Cost**	**Stat**	**Extra Dice**
Animal Training	200	WIL	N/A
Astrology	250	INT	RESERVED
Composing Music	250	CSE	0
Dancing	100	AGI	1
Drum Speak	150	INT	N/A
Falconry	350	WIL	N/A
Herbology	250	INT	RESERVED
Hypnosis	300	WIL	N/A
Instrumental Music	100	CSE	N/A
Instrumental Smithing	200	INT	RESERVED
Jesting	100	CSE	2
Juggling	100	AGI	2
Mimicry	250	PER	4
Musical Composition	250	INT	N/A
Puppeteering	150	INT	2
Pyrotechnics	100	INT	N/A
Singing	50	COM	2
Tattooing	200	PER	N/A
Ventriloquism	200	CSE	N/A

1.31   Money

Each adventurer has a small initial supply of silver pieces to spend on equipment. If you did not pick an adventurer model, roll **3d6** and multiply the total by **10x** to determine your adventurer's starting money.

1.32   Equipment

Silver is used to buy adventuring equipment. Items on the following table may be bought or sold when in a town and between adventures, without consulting the GM. Equipment may be sold back to the merchants in town for one half of the listed price. Place any equipment bought under "**Equipment**" on the **Adventurer Card** and subtract the proper amount of silver.

All prices are in **silver**. The exchange rate is **100 copper (cp)** coins = **10 silver (sp)** coins = **1 gold (gp)** coin. Any item that is **iron** or **steel** may be [silvering]silvered by **quadrupling (4x)** the cost. Items may also be made of other materials, if feasible.

Material Cost Multiplier	
Material	**Cost**
Wood	1/2x
Iron	Base Cost
Silver Plated	4x
Solid Silver	10x
Gold Plated	16x
Platinum Plated	64x
Solid Gold	100x
Steel	200x
Solid Platinum	1000x
Solid Adamantine	2000x

Cost	Item Name	Cost	Item Name	Cost	Item Name	Cost	Item Name
1	acorns (6)	2	dried meat	15	leather harness	2	scroll case (metal)
12	ahnk (silver)	5	drums	6	leather vest	12	sea sandals
0.50	ale (tankard)	8	duct tape (100')	8	ledger book	450	sextant
240	amulet (gold)	3	earrings (copper)	9	leg irons	30	shield
30	amulet (silver)	4000	earrings (diamond)	15	lock	1.50	shirt (cotton)
1	animal skin	2000	earrings (emerald)	30	lockpick	3	shirt (net)
5	anklet (silver)	300	earrings (gold)	0.50	loincloth	8	shirt (silk)
12	apron (leather)	1000	earrings (ruby)	30	lute	6	shoes
8	armband (silver)	500	earrings (saphire)	19	mace	40	short sword
20	arrows (20)	30	earrings (silver)	4	make-up	2	shorts
5	backpack	1	eating utensils	8	manacles	6	shovel
50	bandages	8	fishing gear	2	mapping tools	2	silk scarf
15	banner	34	flail	60	maroglave	4	silver arrow
50	battle axe	4	flask	14	megaphone	2	skin oil
2	belt	3	flute	45	middle sword	5	skullcap (leather)
12	belt (silk rope)	125	foil	3	moccasins	4	slave collar
0.40	belt pouch	30	formal dress	12	money belt	4	sling
3	beret	4	fresh meat	3	mouse	0.20	sling stone
5	bird cage	0.80	fruit	8	necklace	1	slippers
1	blank scroll	0.50	gloves	32	necklace (silver)	18	sneakers
4	blanket (4'x6')	6	grappling hook	12	necklace (tooth)	0.50	soap
0.50	bookmark	55	great sword	6	net	1	socks
10	boots	15	hair dye	5	nosering (silver)	18	spear
4	bottle(glass)	3	hair gel	2	oil (1 flask)	11	staff
105	bow	10	hammer	7	paint brush(oil)	25	surfboard
0.50	bow string (spare)	5	hammock	15	paints(oil)	5	sweat pants
4	bracelet (silver)	5	hamster	7	pants	6	sweat shirt
1	breastband	5	hat	1	parchment (5 sheets)	2	tank top
2	brooch (silver)	5	hatchet	6	pendant	3	tarp (6x6')
0.30	broom	6	haversack	60	pendant (silver)	17	tent (for 2)
1	brush	0.40	headband	8	pick	32	tent (for 6)
0.40	bucket	20	heeled shoes (formal)	12	pipe	0.50	thread (900')
10	buckler	40	helmet	200	plate mail	5	tights
1	canary	15	hoe	120	pliers	2	tinder box
0.30	candle	80	holy symbol (gold)	1	pouch	0.20	torch
4	cane	32	holy symbol (silver)	25	quarrels (20)	2	towel
5	canteen	8	holy symbol (wood)	20	quarter staff	0.30	trail mix
4	canvas	10	hooded robe	1	quill (writing)	10	trap (bear)
4	cape	7	horn	5	quiver	6	trap (rabbit)
2	cards (deck)	220	horse	8	rabbit	4	trejoner (hat)
10	chain (20')	12	hour glass	30	rapier	30	trident
85	chain mail	23	hunting net	2	razor	10	trunk
2	chalk (8 sticks)	10	incense	5	riding cape (hooded)	0.50	twine (300')
250	changing screen	2	ink (bottle)	3	ring (iron)	8	umbrella
15	chest (2'x3'x1')	13	jacket	7	ring (silver)	0.50	vegetable
15	chicken (live)	9	javelin	8	robe	20	war hammer
4	chisel	31	jeweler's loupe	8	robe (cotton)	8	washboard
12	cloak	0.40	jug (4 pints)	12	robe (cowled)	2	water skin
15	cloak (hooded)	14	juggling balls (5)	60	robe (fur)	1	whetstone
0.20	clothing pins	3	knapsack	13	rod bar	8	whip (10')
2	club	12	knee high boots	10	rope 100'	8	wig
0.50	comb	3	knife	1	rose(black)	9	wine (bottle)
150	crossbow	2	knit cap	0.80	sack	0.60	wine (glass)
4	crowbar	4	ladder (10')	60	saddle	4	wineskin
4	dagger	15	lance	100	salt (1 ounce)		
3	dice	8	lantern	0.50	sand (10 lbs)		
11	dress	0.50	lantern fuel	2	sandals		
19	dress (formal)	40	leather armor	35	scimitar		
21	dress robe	3	leather gloves	0.80	scroll case (leather)		

1.33   Defense Values

Once your adventurer is equipped, you can calculate the three defense values, which determine how difficult it is to wound your adventurer in combat. There is a separate defense value for each type of melee: using hand-to-hand weapons (to **strike**), missiles (to **hit**), and grappling (to **grapple**). Add up the factors for each defensive component to calculate your adventurer's three defense values. They only need to be recalculated if any of the component values change.

If the adventurer is **bound** or **unconscious**, skip the sections on **Mobility**, **Agility**, and [modifier!statistic]Stat Modifiers. Set your adventurer's defense values **at 0** and start at the section on **Armor**.

1.33.1   Mobility

If your adventurer is standing and alert, they start each [defense]defense value **with 3**.

1.33.2   Agility

If your adventurer is alert and able to move, add **+1** to each defense value for every **5 points of AGI (rounded down)** that your adventurer has. Add an additional **+1** to each defense value if your adventurer has [agility!exceptional]Exceptional AGI (if they are a lizard).

1.33.3   Stat Modifiers

Melee Defense Stats		
Combat	(CDV)	STR
Missile	(MDV)	PER
Grapple	(GDV)	WIL

Each defense value is dependent on one additional [statistic]stat. Take the related stat for each defense value, **divide it by 5 and round down**. Add this to the appropriate defense value. [elf]Elves gain an additional **+1** on their **MDV** for [perception!exceptional]Exceptional PER and [orc]orcs **+1** on their **GDV** for [willpower!exceptional]Exceptional WIL.

1.33.4   Armor

Different types of armor increase your adventurer's defense. Armor also determines how fast they can move each round during combat. Look up the type of armor they are wearing on the following table and add the modifier to each defense value:

Armor Defense and Movement				
Armor	Combat	Missile	Grapple	Move
Naked	0	0	0	60'
Clothed	1	1	1	50'
Leather	2	2	2	40'
Chain Mail	4	1	2	30'
Steel Chain Mail	5	2	2	30'
Plate Mail	6	4	2	20'
Steel Plate	8	5	2	20'

Also take note of the move speed and note that on your **adventurer card** under "**Movement**."

1.33.5   Defensive Devices

Different kinds of shielding devices affect defense values. Of course, they must be worn or properly used to be effective.

Device Defensive Additions			
Device	Combat	Missile	Grapple
Buckler	1	0	0
Helmet	1	1	0
Shield	3	3	1
Steel Shield	4	3	1

1.33.6   Weapons

Many weapons may be used defensively as well as offensively. If your adventurer is currently using such a weapon, look up its defense value adjustment on the **Weapon Information Table** chart on **Page 28** and add it to your **CDV** and your **GDV**.

Chapter 2

Playing an Adventurer

An **Adventure Quest** game session revolves about the interaction between you, other players, actors, and your **Game Master** as events unfold during play. This chapter presents the rules you and the GM need for a smooth running game. Once learned, you'll find them so simple and natural that they fade into the background, allowing everyone to immerse themselves in the excitement of the adventure without being distracted by constantly consulting tables and charts.

2.1 Your job as a player

You must bear one thought in mind when playing Adventure Quest: your GM has gone to much effort to learn and adjudicate the adventure. All their decisions are <u>final</u> and should not be challenged during the game. If you believe that the GM may have made a mistake, or you are uncertain if an event or condition that affects a character was considered (e.g. a spell effect, character trait, or pre-established event), you can ask if that was considered. No GM is infallible, and running an adventure often requires spinning many plates.

If you disagree with any of their decisions, take the GM aside **after** the game and talk it over. They may have acted on information you don't know, or slightly changed some rules to make the game different, more exciting, or less predictable. Your GM is under no obligation to explain any result, as the explanation could reveal information that your adventurer should not have.

2.2 Use of Dice

Dice with different numbers of sides are required to play AQ. At a minimum you'll need a **d4**, a **d6**, a **d8**, a **d12**, and a **d20**. A **d10** is available, but a **d20** can be used in its place. Percentile rolls (**d100**) can be rolled with **2d10 2d20**; one die represents the tens digit and the other the ones digit. A **d100** and a **d30** are commercially available, but they are not needed to play AQ. Since it is quicker to roll three dice at once rather than the same die three times, expand your dice collection as needed. Adopting these simple conventions will prevent confusion and misunderstandings about dice rolls:

1. Make sure someone witnesses all rolls.
2. Don't roll dice until the GM asks you.
3. If any dice fall off the rolling surface, reroll them all.
4. For percentage rolls, the darker die is always the ten's digit. If uncertain, verbally name the ten's die before rolling.

2.3 Playing Modes

Play occurs in one of three **modes**, which are mainly defined by their time-keeping requirements during play.

2.3.1 Summarized Actions Mode

When adventurers must perform a series of mundane actions that are not pertinent to the plot or enjoyment of the adventure, the GM may simply state these things are occurring, thus briefly summarizing a long time passage.

If a player feels it's important to clarify an action during this time, he should notify the GM to switch to **Free Action Mode**.

Having conquered the evil Jhelonian prince and rescued the fair Felicia from his clutches, you and your companions procure passage back to your home city of Rougtero. Four uneventful days at sea do not prepare you for the large celebration that takes place when you step foot on the docks.

2.3.2 Free Actions Mode

For most of an adventure session you will play in near real time. The GM freely accepts actions stated by the players and gives the results of those actions. This mode of play is suspended only when the GM decides to summarize a long time period or when melee is initiated.

2.3.3 Melee Actions Mode

When adventurers, creatures and actors come into conflict with each other, the GM places the game into melee mode. Time is broken down into 4 second combat rounds. Each round, the GM hands out information about the **combat**, asks for adventurer actions, and reports the results. This cycle is repeated until the melee ends, at which point the GM switches to **Free Action Mode**.

Differing from other systems in which every player participating in a combat rolls to determine their place in the order of initiative, melee in **Adventure Quest** utilizes groupings of melee, in which local, allied participants are grouped together and all of their actions occur simultaneously.

2.4 Encounters and Combat

When adventurers encounter an actor, a group of actors, or creatures, combat may be the only alternative. The GM accepts and resolves **melee** actions as follows:

2.4.1 Distance

When the opportunity exists for adventurers to encounter other creatures or actors, your GM will determine at what distance you are from them. Your adventurer must have **Line of Sight**, *i.e. an unobstructed viewing path*, to see their opponents. Indoors or underground this generally means they must be in the same room or corridor. Outdoors, the prevailing light conditions, the type of plant life, and the general terrain are all factors that the GM must considered.

2.4.2 Order of Melee

A **Round** is an exchange of blows between two or more opponents. A round lasts **4 seconds** (15 rounds per minute) and is the time unit of combat. The following **Order of Actions** imposes order on an inherently chaotic situation:

1. Determine **initiative**.
2. Each group, in order of initiative, gets an **Action Phase**.
   (a) **Informational questions**
   (b) **Action preparation**
   (c) **Statement of actions**
   (d) **Results of actions**
3. **Outcome Phase**

2.4.2.1 Initiative

Initiative indicates the order in which each side plans and performs its actions. A representative from each group rolls **2d6** and the results determine the order, highest to lowest, in which actions are taken. There is no simultaneous combat. If players are involved in one group, they win ties. Otherwise if a tie results, each side must roll again until one wins.

For each **Round** a side does not win initiative, it gets to add a cumulative **+1** to its roll for each succeeding roll. When a side wins initiative, it gets no such bonus the next round. The GM will likely make use of counters or markers to denote the bonus given to each side of a melee.

There may be more than two groups in initiative, in which case the rounds occur in descending order of initiative. Additionally, groups may merge or split during combat. *e.g. a character is revealed to be an impostor or attacks an innocent bystander.*
Any changes to initiative groups take effect on the next round.

2.4.2.2 Informational Questions

The GM starts the adventurers' action phase by taking questions from the players about the current situation and answering them according to the adventurers' knowledge at the time. Players may talk with each other about the situation, about playing style and rules questions, but MAY NOT tell each other what they plan to do or exchange information between adventurers. When all questions have been answered, the GM continues.

2.4.2.3 Action Preparation

The GM asks all players to prepare actions. Each player must decide what one action their adventurer will do during the upcoming round. Players MAY NOT talk with each other during this time. If play becomes very intense or important, the GM may ask for actions in writing. When all actions are

ready, play continues.

2.4.2.4 Statement of Actions

One at a time, the GM asks each player what their adventurer's action is for the round. Since these actions are occurring simultaneously, the order of the call is unimportant. As each action is revealed, the GM asks the player to make any needed rolls. The player should roll the requested dice and announce the results (including any modifiers). The GM records any results during this phase.

2.4.2.5 Results of Actions

After all actions have been stated and resolved, the GM announces the results of the Action Phase. This includes creatures or people falling to the ground, incidental movement, noise, or visions. The players may ask questions here if the results are unclear. *Remember, sometimes this is intentional and the GM may refuse to answer!*

2.4.2.6 Outcome Phase

After all combatants have had their Action Phase, the GM also announces the outcome of any occurrences that are not the direct result of adventurers, actors, or creatures involved in the combat. This includes things like large falling objects, timed explosions, natural disasters, collapsing buildings and disintegrating planets.

2.4.3 Surprise

When two groups of adventures, actors or creatures first meet, one group may not notice the other immediately. If this is true, and the non-surprised group attempts a combat action, the GM will change to Free Action mode allow them a Free Round to perform actions. The GM will continue to allow the Free Rounds until the other party notices their presence. Then the GM will start normal combat.

2.5 Actions

Of course, there are many different actions an adventurer may take during a round, but usually they fall into a few different classes. Each of these is described below to give you an idea of what your adventurer may do during melee.

2.5.1 Movement

Armor Restrictions	
Armor	**Move Rate**
Naked	60'
Clothed	50'
Leather armor	40'
Chain armor	30'
Plate mail	20'

It is often necessary to maneuver during combat. Each adventurer has a **Movement Rate** that is the distance they may move in a round when not in direct melee. This distance may be modified by your GM according to terrain, obstacles, or circumstances. If you wish to make any attacks or cast spells, you can only move **1/4** your movement rate that round. You can ready weapons, talk, observe the situation or ready actions while moving.

2.5.2 Striking

When two opponents are within **5 feet** of each other, they are normally considered **in melee**, trading attacks with intent to harm. To determine if a hand-to-hand attack is successful, the attacker rolls **1d20**, adds their **Combat Modifier** (**CM**), plus any other appropriate bonuses, to the result, and compares the total to the **Combat Defense Value** (**CDV**) of the opponent. The total must equal or exceed the opponent's CDV to hit.

Valken the Warrior attacks a poor, helpless villager with his once enchanted (+1) long sword. Valken's player rolls a 10 on 1d20. Valken's CM is 1, and the magical sword has a bonus of 1, for a total of 10+1+1 = 12. The poor villager is lying supine on the ground (with Valken's foot on his stomach), so it has a CDV of 5.

Valken's player announces he has struck CDV 12. Since 12 is greater than 5, Valken strikes the orc with his long sword. The GM tells Valken's player that he has struck and directs him to roll damage. The player rolls 1d10 (for long sword damage), getting a 5. He adds 1 (for the magic sword) and announces that Valken has done 6 points of damage. At the end of the round, since the poor villager only started with 4 DP, the GM announces the he is slain.

2.5.2.1 Impaling

Impaling our opponent with your weapon is a style of attack that uses the same attack roll and defense value as striking, but can cause considerably more damage. Charging an opponent with a set weapon or setting a weapon and allowing an opponent to run themselves through are both examples of impaling. Impaling is only effective when the target or the impaler have been moving at their **maximum movement rate for at least one full round** and the other is stationary or moving closer. Impaling is accomplished with standard roll to strike, but modifiers and skills are not applicable.

2.5.3 Hitting

Missile weapons are used very much like hand-to-hand weapons, except you use the attacker's **Missile Modifier** (**MM**) and the defender's **Missile Defense Value** (**MDV**). If the attacker's **1d20** roll plus their **MM**, plus other bonuses equal or exceeds the defender's **MDV**, they have hit and the player rolls **missile damage**.

2.5.4 Critical Hits and Misses

When your adventurer is attempting to attack in any way, examine the result of the attack roll before any bonuses or mods are added. If the die roll is **a 1**, it is an **automatic miss**, no hit happens, no grapple succeeds, no damage is done. If the die roll is **a 20**, it is considered a **Critical Hit**. The GM will ask you to roll percentiles (**2d10** with one die specified as the tens' digit and one die as the ones' digit) to determine its severity. You can cross reference the appropriate table for your attack type in **Ap ??: ??** on **Page ??**

2.5.5 Grappling

Whenever an adventurer is within melee range of an opponent, they may attempt to **grapple** rather than strike at the opponent

with a weapon. The adventurer must drop anything they are holding at the beginning of the round so that both hands are free. **Shields** take a full round to drop, your adventurer's arm is in a couple of straps.

The player states which grappling option will be used (hold or throw), then rolls **1d20** and adds the adventurer's **Grapple Modifier** (**GM**). If the total is equal to or greater than the opponent's **Grapple Defense Value** (**GDV**), the grapple option succeeds, the defender is held, or thrown. If the grapple fails the attacker and defender are still grappling, and must wait until the next round for another attempt.

All this happens during the attacker's portion of the round, so the defender may become the attacker in his portion of the round. Once an adventurer is grappling he may not withdraw unless he is not held, and has the initiative.

2.5.5.1 Hold

The only action a held person may take is to attempt to break the **hold**. During their round, the held combatant may make a **4d6** check vs. **STR**. Each additional person holding the combatant adds **1d6** to this **STR** check. If the check succeeds, they has broken the attacker's grasp and may take other actions in their latter rounds. If it fails, every subsequent attempt is made adding **an additional die** to the **STR** check.

2.5.5.2 Throw

When a **throw** attempt succeeds, the thrower may determine the direction of the throw. However, the distance thrown and what, if any, damage or other results occur must be adjudicated by the GM at the time of the throw.

2.5.6 Withdrawal from Melee and Grappling

To successfully **withdraw** from melee, the adventurer must not be held when it is his round to take an action. It will take one round to get up from the ground, so their opponent may have further opportunities to grapple before they can escape. Even if an adventurer has got up and run from a grapple, their opponent is free to chase and tackle them.

2.5.7 Multiple Combatants

Situations occur where more than one person wants to strike or grapple the same target. If the target and the attackers are relatively the same size, no more than **4 combatants** may attack the same target. A standing target backed up against a wall may only be attacked by **2 combatants**; if in a doorway or tight corridor, only **1 combatant**. If more than the allowed number attempt to attack a single target, all attackers must make a check of **3d6**, plus **1d6** for each extra attacker, vs. their **AGI** or trip and fall to the floor, losing their attack that round.

A possible exception to this might arise if adventurers behind the attackers want to thrust polearms or spears at the target between the attackers. This might be perfectly feasible; it is up the GM to decide based on the circumstances.

2.5.8 Shooting into Melee

Shooting a missile weapon at an opponent who is in melee with adventurers from your party is a dangerous and possibly

fatal action. If you attempt to hit an opponent in melee, and miss, the GM will determine if any others in the combat are potential targets. If so, they will ask you to roll to hit the alternate target, damaging them if you succeed. *Shooting your friends in the back is a good way to earn a quick and violent death.*

2.5.9   Other Common Actions

It is impossible to list all the actions that might occur during an Action Phase. During play, the GM must adjudicate any unusual actions and assign duration for them. Some common actions and their duration in rounds are given below:

Common Action Duration	
Action	**Duration**
Climb 10' of rope	2
Dropping a shield	1
Finding something in backpack	1-4
Getting up from the ground	1
Lighting a torch	2-10
Mount a horse or dolphin	2
Readying weapon	1
Remove chain armor	4
Remove leather armor	2
Remove plate armor	8
Removing backpack	1
Searching a body	5-20
Survey a situation	1
Switching weapons	1

2.6   Using Skills

When your adventurer must perform a specific task during play, success or failure is determined by a **skill** check or a stat check. Having an applicable skill gives them a better chance of succeeding, and the higher the skill value, the greater the chance for success.

To check skill use, your Game Master will ask you to roll some **d6**. If you roll **your adventurer's skill value or less**, they have successfully applied that skill.

Simple tasks require a roll equal to or below your adventurer's skill value on **1d6**; moderately difficult tasks require a roll of **2d6**, and very difficult tasks **3d6** or more. Remember, your GM is the final authority on needed rolls and can and will apply appropriate modifiers.

2.7   Defaulting a skill

If your adventurer attempts to use a skill they don't have, or fails at an acquired skill, they may still try, but the check is against that skill's associated stat, this is called **defaulting**. The total number of **d6** to be rolled is that given by the GM, plus the number of dice shown as extra dice for that skill. Restricted skills are so complex that aside from the fact that they must be purchased from the GM, they also may not be attempted by those who have not been taught the skill. Also some skills are based on acquired knowledge, and can not be defaulted. An entry of **reserved** or **N/A** in the extra dice column indicates that skill can not be defaulted.

Alene has bought mountain climbing up to rank 8, and has an AGI of 15. While adventuring she must climb a steep rock face. The rock is damp from rain and somewhat slippery, so the GM asks Alene's player to roll 8 or less on 2d6. The player rolls a 7, so the skill check succeeds.

Let's say the player rolled a 10, meaning the skill check failed. The GM allows another chance, using mountain climbing's associated stat (AGI). The player must roll Alene's AGI or less on 4d6 (the 2 dictated by the GM, plus 2 from the extra dice column opposite mountain climbing). The result is a 12, meaning success this time.

2.8   Resistance Checks

Resistance Checks (or **RC**) are a measure of your adventurer's resistance to physical and spell effects. When you are subject to such an effect, your GM will state what the effect is, which stat to check against, and how strong the effect is by announcing how many dice you need to roll to resist that effect. Roll that many dice, and if you roll **equal to or lower than your rank** in the appropriate stat, you succeed the resistance check and the effect is weakened or negated.

2.8.1   Armor Effects of Resistance Checks

Different types of armor can diminish your ability to resist certain magical and physical effects.   Leather armor restricts mobility, automatically adding **1d6** to any **RC (Resistance Check)** against **AGI**. Chain mail has, in addition, a large mass of metal that attracts magical energies. An adventurer in chain must add **1d6** to any RC against **AGI** and **PWR**. A set of plate mail is extremely heavy and takes considerable strength to wear.   An adventurer in plate mail must add **1d6** to any RC against **AGI**, **PWR**, or **STR**.

Armor Stat Effects		
Armor	**Stat**	**Change**
Leather	**AGI**	**1d6**
Chain Mail	**AGI**, **PWR**	**1d6**
Plate Mail	**AGI**, **PWR**, **STR**	**1d6**

2.9   Dying and Falling Unconscious

If you fight you just might get hurt! When an adventurer is damaged they must temporarily subtract that number of damage points from their damage point total. If the total goes **below 0 DP**, the adventurer **dies immediately**. (Since all actions are simultaneous in an action phase, a cure in the same round may prevent the total from going below zero).

If an adventurer's **DP** total is between **0 and 5**, the player must roll their adventurer's current **DP** total (after damage) or less on **1d6** to remain conscious. If they fail this roll, the adventurer immediately falls **unconscious**. When (and if) an unconscious adventurer recovers damage points through natural or magical healing, they may reroll to wake up. (This is automatic once **6 DP** is reached).

2.10 Stressing Stats

If desired, adventurers can push themselves beyond the normal limits of their stats by **stressing**. This means that one point of the stressed stat is expended **permanently** to gain some effect. A single stat may not be stressed more than once in a melee, and two stats may not be stressed at the same time. Stressing may be done in any playing mode, but occurs most often during melee and doesn't count as an action. Though the stressed stat can never recover naturally, it can be bought back to its previous rank, or beyond, by spending experience points.

Stressing can not be used for any **skill checks**. Even though **defaulted** skills are rolled against a stat, this is not considered a stat check for the sake of stressing. A defaulted skill roll is a skill attempted without the proper training or knowledge, so no amount of stressing will improve your adventurer's chance of success.

To stress a stat, state to the GM at the **beginning** of your action which stat your adventurer is stressing. Some stats may be stressed in response to the GM asking for an RC. This table summarizes the results of stressing.

Effects of Stressing			
Stat	Resist Bonus	Spell Units	Other Effects
STR	2d6		+10 Strike +10 Damage
INT	2d6		
PER	2d6		
CSE			1 Extra DI die
HEA	2d6	+2 rank/ incant	Stay conscious
AGI	2d6		
PWR	2d6	4 EU or 4 DU	
COM			
WIL	2d6		

A few of the entries in this table deserve some more explanation.

2.10.1 Strength

Stressing **STR** during a combat round means your adventurer is making a heroic effort against their opponent. They gain a **+10 modifier** to their "to strike" roll and, if they strike successfully, inflicts an additional **10 DP** on their target.

2.10.2 Common Sense

When a priest feels deserted by their deity during desperate times, they may elect to set common sense aside and put their faith in being delivered from their predicament by their god. Stressing a point of **CSE** gives them **1 extra die** when calling

forth intervention from their deity. No other background gains this ability.

2.10.3 Power

Caught in a deadly situation, a caster may stress one point of **PWR** to regain **4 lost units**, which must be used in the same round of the stress. These units can be **elemental** or **divine** units.

2.10.4 Health

When near death, the slightest damage can cause your adventurer to black out, leaving them at their opponent's mercy. By an enormous effort of will, they can stay conscious, but this places their body and health at great risk. Stressing one point of **HEA** allows the adventurer to automatically succeed one unconsciousness check.

Nomads may stress one point of **HEA** to add **2 ranks** to any one incant which they are preparing. They can only do this once per day.

2.10.5 Comeliness

Unfortunately, physical attractiveness is not something that can be improved in times of stress. If anything, the opposite is likely to occur. Stressing your adventurer's **COM** doesn't result in any perceptible boon, and may actually make the adventurer seem more frantic to his companions.

2.11 Weapons and Their Effects

Adventurers may employ many different weapons in combat. Each weapon is unique in the amount of damage it can do and who may use it. **Weapon Type** is the broad classification of each weapon as Edged, Pointed, Blunt, or Defensive. If a critical hit is rolled, these tell you which Critical Hit Table to consult. No criticals are possible with a defensive device.

"STR" is the minimum **STR** value required to effectively use the weapon. The "DV" column is the **Defensive Value** (**DV**) adjustment for that particular weapon; this value is added to the adventurer's **CDV** and **GDV** when that weapon is in use. Note that **one-handed weapons** are worth **1 DV**, **two-handed weapons** are worth **2 DV**, and most defensive weapons are worth **3 DV**. Two-handed weapons (those listed with a DV of two) must be used two-handed.

The value in the **Use Rate** column specifies how many rounds are needed to use and then ready a weapon, already in hand, for another attack. **Strike Damage** is the damage inflicted on a successful "to strike" roll. **Thrown Damage** is the damage done on a successful "to hit" roll, or when a weapon is hurled by hand. **Impale Damage** is the damage potential if the weapon is set and braced against a charge, a falling body, etc. **Max Range** is the distance, in feet, that the weapon can be fired or hurled.

Weapon Effects

Weapon	Type	STR	DV	Use Rate	Strike	Thrown	Range	Impale
Unarmed	B	4	X	1	1d2	X	X	X
Battle Axe	E	12	2	1	1d12	1d4	10	X
Bow/Arrow	P	10	X	2	X	1d6	160	X
Buckler	D	10	1	1	1	X	X	X
Club	B	6	1	1	1d4	1d2	10	X
Crossbow/Quarrel	P	8	X	3	X	1d8	100	X
Dagger	P	6	1	1	1d4	1d2	25	1d3
Flail	E	10	2	1	1d8	X	X	X
Great Sword	E	16	2	1	1d12	1d8	10	1d12+10
Hatchet	E	9	1	1	1d6	1d3	20	X
Javelin	P	8	X	1	X	1d8	80	X
Kick	B	5	X	1	1d4	X	X	X
Lance	P	12	X	1	1d3	X	X	1d20+4
Mace	B	12	1	1	1d6	1d3	15	X
Maroglave/Blade	E	8	1	1	1d8	X	X	X
Maroglave/Point	P	10	1	1	1d6	X	X	1d3
Middle Sword	E	14	2	1	1d10	1d6	15	1d12+8
Net	D	10	3	1	X	X	10	X
Quarter staff	B	6	3	1	1d4	1	40	1d2
Rapier	P	8	1	1	1d6	1d3	20	1d10
Scimitar	E	10	1	1	1d8	1d6	10	X
Shield	D	8	3	1	1d2	1d2	10	X
Short Sword	E	12	1	1	1d10	1d4	15	1d12+5
Sling stone	B	5	X	2	X	1d4	40	X
Spear	P	6	2	1	1d6	1d6	80	1d20
Trident	P	7	2	1	1d6	1d6	60	1d12
War Hammer	B	10	1	1	1d4	1d2	10	X
Whip	B	8	1	2	1d6	X	X	X

E=Edged, B=Blunt, P=Pointed, D=Defensive

2.12   Weapon Specialization Skills

You may increase your adventurer's ability to use specific weapons by buying the appropriate weapon specialization skill. You buy this skill separately for each weapon you wish to specialize in. Skill in any weapon gives you additional options during combat for multiple attacks, better accuracy, higher damage and ability to get difficult shots with missile weapons. These abilities are given in detail under the entries for **Combat Weapon Skill** and **Missile Weapon Skill** in the list of skills in the next chapter.

2.13   Intervention of the Deities

Gods and goddesses are much like humans in their likes and dislikes. They enjoy heroism and abhor cowardice. They live to be worshiped, reward their faithful followers, and punish wrongdoers. Manipulating the creatures of their world is both a pleasure and a duty.

When your adventurer seems to be up against impossible odds, or when death is imminent, they may call upon a deity for aid. To try this, announce your adventurer is calling for divine aid, roll **3d6**, and call out the name of a deity. If all three dice come up as **1s or 2s**, the deity may intervene.

A call for **Divine Intervention** (**DI**) may be made during your action phase whenever your adventurer is **conscious**. Also, at the time of **death**, one call may be made after the GM announces your adventure's demise in the result phase of your round. If you forget to name a deity when making the roll, the GM will choose a random deity who may respond. The GM may allow priests to stress their **CSE**, allowing them extra dice in their attempt to roll three 1s or 2s.

A result of **three 6s** automatically signals the deity's immense displeasure at being disturbed, and typically results in the instant and irrevocable death of the adventurer or their party, usually at the end of an enormous bolt of lightning. If your adventurer is granted extra dice for a divine intervention call, while the first three must be rolled, you may stop at any point past them to avoid such a fate.

Repeated, spurious calls to the gods do little but annoy them. Each time they do not respond to your adventurer's call, and they survive without their aid, they will be less inclined to be helpful in the future. They recognize and appreciate those who survive and flourish on their own talents and abilities.

2.14   Between Adventures

Your adventurer does not disappear from existence at the end of an adventure, and then reappear at the beginning of the next. While there are many things he may do which are of little consequence to the ongoing adventures, your GM may allow you to specify some of their actions between adventures. Here are a few of the activities in which he may be involved.

2.14.1   Employment: Getting a Job

There are many opportunities for using your adventurer's skills in the employ of some shop, business or nobleman. You may pick one such skill to consider as your adventurer's

Profession. You adventurer earns silver in this employment which both pays their living expenses and provides them some extra cash. Only skills that make sense as a profession can be chosen (GM's choice). To be hired to a position, using a skill, that skill must first be bought to a rank high enough to be profitable, rank 7 is considered the minimum. For each game week between adventures, the adventurer profits silver pieces equal to the base cost of the skill, divided by ten, times the adventurer's rank in that skill.

Job Profit

$$Profit = \frac{BaseCost}{10} * Rank$$

2.14.2 Being Your Own Boss

With a sufficient amount of capital, you can buy the property and equipment to become your own boss, running a business. Pick a skill which your adventurer has at rank 9 or higher and ask your GM the cost of setting up a storefront, shop or warehouse. If you can meet or exceed that amount, and they determine there is space available, and a market for your product or service, you may invest silver to establish this business.

The GM will then roll 1d6 to find out how many months your adventurer will have to spend out of play to acquire land, outfit or build the building, purchase stock or supplies and hire and train employees. Once you are in business, you normally earn 1/20 of your original investment back each game month with no further attention on your part. You may invest additional silver at any time, raising the earnings and worth of your business. If at any time after you have started, you decide to disband your business, you may recover up to one half of your total investment.

The economy of the village, town or city you are based in may change. The GM may alter your earnings to reflect times of boom, or economic hardship. Also, the GM can base adventures around your business and its employees.

2.15 Extended Leave from Adventuring

If you want to take an adventurer out of play for an extended period, inform your GM and he will place your adventure out of play, and record the current game date on your adventurer card. You can do this to allow your adventurer to take a long trip, to recover from too much action, to enter an institution of learning or to join a monastery or temple. Your adventurer will earn 1d6 times 100 experience points per game month they are out of play. You can apply this to any attributes as you feel appropriate for the activities the adventurer pursued while out of play.

For example, if Yazin, a warrior, suddenly acquired religion and decided to present himself at the Solarium to the priests of Ra, if he is accepted, he informs the GM that he is out of play. The GM records the game date that this occurred. If the GM then determines that Yazin spends 10 months inside the Solarium until his Day of Awakening, Yazin's player would roll 10d6. If the total was 37, Yazin would receive 3,700 experience points, which he probably should spend on divine magic (which is, of course, triple cost because Yazin has a warrior's background).

2.16 Aging

Very successful adventures may live to a ripe old age, but eventually Time catches up with everyone. To find out when your adventurer could pass on from natural causes, add the numbers on the table below for each of their four grandparents.

Min Life Span

Race	Orc	Human	Lizard	Dwarf	Elf
Years	10	15	20	35	50

A half-human, half-elf's minimum life span would be 2 x 15 + 2 x 50 = 130 years.

A full human's **Minimum Life Span** is 60 (4 x 15). A check needs to be made on each of your character's birthdays past their minimum life span. To make the check, subtract your adventurer's minimum life span from their age. Then roll the die shown on the next table for each grandparent and total the results. If it is less than the difference in ages, your character has passed on (**died**) due to natural causes.

Aging Die

Race	Orc	Human	Lizard	Dwarf	Elf
Die	d4	d6	d8	d10	d20

Feldnor is one quarter dwarf and three quarters human (minimum life span is 35 + 3 x 15 = 80 years). Suppose he has reached his 95th birthday. He must roll 15 or more (95 − 80) on 3d6 (human grandparents) + 1d10 (dwarf grandparent) to avoid death from old age.

This check is made once a year for convenience. This means that your adventurer's death is not always a sudden, catastrophic event that might have been prevented. The only way to preserve your adventurer's life is to use magic or some other means to physically reduce their age, or to allow them to live after death (as in the undead). Your adventurer is entitled to a divine intervention call when they die in this way.

2.17 Diseases

Adventures encounter many strange places and are subjected to a lot of questionable health risks. Here is a list of some of the more common Jaernian diseases and illnesses and their effects:

Granjuke
Transmitted from person to person by close and prolonged bodily contact, this disease manifests itself as a rash on the skin. The affected area becomes inflamed and the victim has an intense desire to itch. This helps spread the disease to other areas of the body. Each day the afflicted must make a 4d6 check vs WIL or lose 1 DP from damage of the infected area.

While not usually fatal, this is a very annoying condition. It is normally treated with an extract of the **Horust** tree being spread on the afflicted areas just prior to a long soak in hot waters. This treatment will, over the course of 4 to 6 days, force the disease into a dormant state. However, heavy stress or physical activity can cause a reoccurance at a later date.

Maldormi

Believed to be caused by a fungus which grows on overripe fruits, this illness robs its victim of the ability to sleep. As tired as the victim gets, their body is unable to fall into unconsciousness unless injured, and even then, none of the normal healing and recuperative effects of sleep occur. Eventually, this results in death. Each day this illness robs its victim of **1d8 DP**, causing them to grow more tired, irritable and confused. When the victim reaches **0 DP**, they **die**.

The priestesses of **Isis** sedate victims of maldormi with herbal mixtures to calm and dull their senses and minds, and restrain them to help them conserve their dwindling reserves. Each day of this treatment, the victim may attempt a **5d6** check vs **HEA**. If successful, they break the disease, and falls into a normal sleep. Upon waking, they are functional, but needs to heal up to full normally.

Malibro

Leading healers are in disagreement as to the cause of this malady, but its symptoms are very recognizable. When its victim has been at sea for some great length of time, a sudden inability to hold his balance causes him to be unable to stand, walk or even sit. The surface below him seems to be swinging and spinning wildly. The constant movement makes it difficult for the victim to concentrate, speak coherently, or perform any task. The victim must make a **6d6** check vs **WIL** to take any voluntary action, or make a **5d6** check vs **WIL** to talk coherently for up to a minute.

The best treatment for such an individual is to restrain them in a bunk to keep them from injuring themselves, and then setting course for the nearest land. Once on land, the victim slowly comes back to normal over the next two to four days. Roll **3d6** vs **HEA** after **4 hours** of rest to return to normal. The disease is never actually cured, and will remanifest itself within one to two hours if its unfortunate victim sets foot on any floating or flying vessel.

Putrihaut

Caused by a fungus which normally grows on certain underground mushrooms, this disease causes the skin to dry, flake and fall off. This process occurs faster than the body can regenerate new layers of skin. About a week after this is first notices, layers of muscle tissue are exposed. This leads to blood loss and a lot of pain. Victims will tightly wrap their exposed muscle in oil cloth to try to prevent blood loss. Each day from the third on, the victim looses **1d8 DP** and must make an RC of **4d6** vs **WIL** to perform any voluntary actions while in great pain.

Siritmenso

The origin and transmission method of this disease are still unknown, but its symptoms are devastating. It attacks the brain, forcing it to use more and more of its reasoning power to combat the effects of the disease. This manifests itself first as short **dropouts**, where the victim stops moving, and is unaware of the passage of time. These can be as short as a few seconds, but get longer as the disease progresses until the victim never comes out of this state again.

In any new situation, scene or location (GM's discretion), the player rolls **1d6** vs **WIL** for each week they have been infected. If this **RC** vs **WIL** fails, they have a

dropout of **1 round times the product of the dice** of their roll. *If the player rolls 2d6 and gets a 4 and a 3, they lose 12 rounds.* At the end of this time, they must succeed at this roll to come out of the dropout. While not in a mindless state, the victim can be aware that the dropouts are occurring by the sudden shifts occurring around them. This gets more pronounced and frantic as the dropouts increase, until near the end, time seems to be rushing to a final end. This is extremely frightening.

Sondikapto

An inherited condition, the unfortunate victim goes into a violent seizure triggered by the combination and sequence of certain tones. This seizure can last up to five minutes, during which the victim is likely to injure themselves. When triggered, make a **5d6** check vs **HEA** or suffer **1d10 DP** damage.

Many troubadours have studied this condition in depth, and have categorized the kinds of sounds leading to these seizures. They avoid these combinations in their music. Some of the more knowledgeable nomads have discovered other sequences of sound which can bring the victim out of the seizure quickly, before they damages themselves.

Sorcofin

This can only effect those who cast magic, either divine or elemental. This airborne spore enters the body and attaches itself to the mucous membranes of the nose, mouth and throat. There it begins to grow, using any existing magical energy on which to feed. Quickly it victim looses any accumulated spell energies and any regenerated energy is fed on by the spores.

These spores are most often found in humid dark regions rich in magical energies. These spores will feed for **4 to 8 weeks** until they reach a magical saturation level and reproduce, leaving the current host behind. The only known method of treating this infection involves the use of the metal **Terisium** to create an area completely devoid of magic. The spores will die within **4 hours** in such an area.

Steliforto

This disease affects all muscle tissue in its victim. It lodges within the muscles, and feeds of the energy and nutrients which would have operated the muscles. Its symptoms start with a weakening of the limbs, and progress in two days to a difficulty in walking. At four days the victim can no longer walk and can barely use their arms. At six they are unable to make any voluntary movement, and generally at eight days their heart stops beating and they die. Effectively, the unfortunate adventurer afflicted with this loses **2 STR** each day.

Treated carefully by informed and well equipped priests of **Isis**, this disease can be halted and it effects slowly reserved in one half of most cases if they are caught while the victim can still walk. The earlier it is treated, the better the chances of living and eventual recovery. They will recover **1 STR** for every **2 days** of rest after being cured.

Vortoperdi

This very unusual and rare disease can only affect those of human stock, and mostly just those with red hair. When afflicted, the victim loses the ability to associate words

with ideas, objects and places. This process takes about a day, and after this, they can not communicate verbally or telepathically with anyone else. The only known method of treating this disease involves magically removing all knowledge of language from the victim's brain, and then reteaching it language, from the ground up. The scrambled brain pathways relearn speech, and eventually the victim can communicate once again.

Chapter 3

Physical Combat

Chapter 4

Casting Magic

4.1   Using Magic

There are two broad classes of **magic**: **elemental** and **divine**. Elemental power is derived from the four elements present in the physical environment: Earth, Fire, Air, and Water. The adventurer chooses one element in which to specialize and serves as a conduit for the power of that element. Magical effects are manifested by calling forth, manipulating, and controlling raw elemental power. The caster's expertise in their craft is measured in **Elemental Units (EU)**.

Each time a caster buys a rank in a **spell group**, they gains one **Elemental Unit** (**EU**). This power may be applied to any Spell Group the caster has purchased the knowledge to use; it is not limited to any specific spell group. *Thus a caster who has purchased up through the third rank spells in five spell groups has 15 EU, and may use them to cast any spell they have acquired, even the same spell requiring three EU five times.*
Elemental Unit and **Divine Unit** totals must be kept separate as elemental power cannot activate divine spells and vice versa.

Divine magical power derives directly from the Jaernian deities. The adventurer is beholden to a specific **God** and must perform the duties of their office and serve the cause of their god to receive the power to invoke magical effects. Priests perform their magical effects by manipulating the divine power granted them by their gods. Their mastery of their calling is also measured in **Divine Units** (**DU**).

4.1.1   Casting and Terminating Skills

To **cast** a spell, declare to the GM which spell your adventurer intends to cast. Your adventurer then begins to gesture, with a single hand if the casting time of the spell is a single round, or both hands for longer spells. They also speak out the key word or words that activate the spell. Any spell may be **terminated** by the caster before the normal end of its duration by expending one unit. This counts as the adventurer's action for the round.

4.1.2   Recovering Elemental and Divine Units

When a spell is cast, the required units are temporarily deducted from the caster's total. Expended units may be recovered by resting. These units regenerate at a rate of the caster's **PWR** stat in units for each **8 hours rest**, or **12** of **meditation** for an **elf**.

For example, a caster with a PWR of 13 recovers units at the rate of 13 units/full rest.

Divine and elemental unit totals are kept separate, and an adventurer recovers their PWR in units for both types if they have purchased both styles of magic. **Priests** of **Ra** (see **Ch ??: ??** on **Page ??**) and **Rudri** (see **Ch ??: ??** on **Page ??**) recover spells in unusual ways.

4.1.3   Restrictions on Spell Casting

If your adventurer's hands are damaged or restricted, they may be prevented from casting spells. One impaired hand prevents casting any spell with a casting time greater than **1 round**; two impaired hands prevents any casting. A damaged or non-functional voice also prevents casting, but a magical **silence** does not, as the vocal component of a spell is more a concentration device than a method of summoning magical power.

If a spell caster has the **One-Hand Casting** skill, they can cast spells longer than one round by making a check. **Non-verbal casting** allows a caster to cast spells without using their voice. See **Ch 6: Skills** on **Page 48** for more information.

The properties of the metal **Terisium**, consume spell energy. If a caster is encircled by this metal, their current **EU** and **DU** totals eventually drops to **0 units**; the adventurer may recover the units, by resting, once the metal is removed.

Prisoners capable of spell-casting are often made to wear manacles, collars, and leg irons.

4.1.4   Spell Interruption

All spells have a fixed casting time. If your adventurer begins a spell and then becomes the target of an attack before the spell is completed, the spell is ruined and they lose the units put into the spell. Spells with a one round casting time may not be interrupted, except by your adventurer's companions.

Of course, if a fellow adventurer disrupts the spell, they may no longer be a friend.

4.1.5   Spell Duration

Once a spell has been cast and is active, the caster only needs to **concentrate** on it when they desires to change the spell effect. For example, an **Arise** spell requires no concentration to hover, but does to lower or raise the target. A **Fly** spell requires no concentration to move straight at a constant velocity, but does to turn, slow down, or speed up. A conjuration takes no concentration to maintain, but the caster must concentrate on it to make any changes within the conjuration.

Concentrating on the spell restricts the caster's actions to a slow walk (**1/5 normal movement rate**) for any non-

movement spell, and the appropriate movement for movement spells. Also they must maintain line-of-sight (**LOS**) on the spell effect to be changed. The caster may not speak, nor perform other actions while concentrating.

4.1.6 Stressing PWR for Units

An adventurer may sacrifice **1 point** of **PWR** for **8 EU or DU** by **stressing** the stat. This may be done at any time and does not count as an action. The caster may use these newly acquired units as they sees fit. The experience cost to replace a point of **PWR** is quite high, so this is not an action to be taken lightly.

4.1.7 Overloading the Spell Group

Normally you state your adventurer is casting an acquired spell, expend the necessary unit (deducting them from their current total), and the spell effect is adjudicated by the GM. If the caster lacks the required number of units, the spell may not be cast as they lose all remaining units. However, there are instances where an adventurer can stretch their ability to (and beyond) the limit.

This happens when the total cost of a spell is higher than the caster's rank in a spell group, and they have sufficient units to cast that spell. The caster is extrapolating their knowledge of the gestures and control that may be required by trying to skip one or more necessary steps (spells) in the training process. The adventurer may cast spells above what is allowed normally by overloading. They may not cast any spell **7 ranks** or more higher than their highest purchased rank in the spell group; attempting to do so only drains their unit total to **0 DU or EU** and no spell effect occurs. Nor may the attempted spell rank be higher than the caster's **PWR** stat.

If the overload attempt is from **1 to 6 ranks** above the caster's highest purchased rank, the attempted spell may work, but other effects are possible considering the uncertainties of the power involved. The required units are deducted from the caster's total despite what happens. **Subtract the caster's rank in the spell group** from the rank of the attempted spell and add **+6** to the result.

This is the number the player must roll or exceed on **2d6** for the overload to work. The spell fails if the roll comes up short; check the roll against the **Overload Effect Table** for additional effects. The table only goes up to 11 because if the required roll is 12 and a **12** is rolled, the overload is successful.

Overloading Effect Table

Roll	Effect
2	caster suffers (units)d4 DP
3	caster drained of all remaining units
4	random spell (from ANY group) falls on caster
5	caster looses consciousness for 1d4 hours
6	caster suffers 1d10 DP
7	no other effects
8	lose one rank in spell group
9	lose two ranks in spell group
10	lose one INT/CSE point permanently
11	lose two INT/CSE points permanently (INT for elemental/CSE for divine)

Malvern has bought up to rank four in the Fire Magics group, but wishes to cast the eighth ranked spell, Fireball. He expends 8 EU to cast the spell, and the player must roll a 10 or higher (8-4+6=10) on 2d6 for the Fireball to succeed. The roll comes up as 11, meaning the Fireball functions as normal.

Gondo has bought up to sixth rank in the Water Magics group, but wants to cast Ocean Cold, the twelfth ranked spell. He expends 12 EU and needs to roll a 12 (12-6+6=12) on 2d6 for the overload to work. Unfortunately, he rolls an 11, meaning that the spell fails, and he loses two points of INT. He may buy his INT back, but it cannot regenerate on its own. One must be cautious when using spells.

4.1.8 Finessing Spells

The spells any caster learns have been developed over centuries of trial and much error. What has been learned is that when a certain amount of power is called forth and, through specific gestures and words manipulated in such a way, a certain effect happens. Magic is thus more an art than a science due to the vagaries of the raw power, elemental or divine, with which the caster must work.

This is not to say that experimentation is dead; on the contrary, most spells were serendipitously discovered when magicians and priests attempted to refine, or **finesse**, a known spell effect by judiciously applying a little more power to alter the **range**, **duration**, **area of effect**, or the **effect** itself. The **EU** or **DU** cost required to alter a spell component is always one, and no spell or spell component may be finessed more than **4 times**. The sum of the spell rank and the finesses may not exceed the caster's **PWR** stat.

Finessable parameters within the spell descriptions are denoted by giving their values in two parts. The first part is the base number, followed by a plus sign, and then the amount that the base number may be modified by each finesse. No number may be modified to less than **0 of any unit** by finessing.

For example, the area of effect of a spell could be given as 20 + 10/F' radius. This means the spell normally occupies a 20 foot radius sphere, but each finesse can add or subtract up to 10 feet to this radius

To determine if the finesse is successful, add **1 unit** for each spell parameter the caster wishes to alter to the base cost of the spell. If the total cost does not exceed the caster's rank in that spell group, the finesse works. If the total cost exceeds the caster's rank, they are overloading the spell group (see above); subtract the caster's rank in the group from the total cost of the spell and add **+6** to find the number or more to be rolled on **2d6**.

Tolfirion wishes to finesse two parameters of a 2 EU spell. The total cost is 4 EU (2+1+1=4), but the caster has only bought up to the second spell . He therefore is overloading the spell group and must roll 8 or more (4-2+6=8) on 2d6 for the finessed spell to work. If the roll is 7 or less, check the Overload Table for the result.

If the caster finds they lack the required units to meet the total cost, the spell never gets started and the caster loses all remaining units.

Pay attention to the costs and your adventurer's current unit totals!

Malvern has bought up to the fourth rank in a spell group and wishes to finesse two parameters of a 2 EU spell. The total cost is 4 EU, but he only has 2 EU left. The spell fizzles and the caster loses his remaining 2 EU, unless he stresses his PWR to gain EU.

4.1.9   Limitations on Finessing

How much may a spell be altered before it, in essence, becomes a new spell effect that must be researched? No spell, or single parameter of a spell, may be finessed more than **4 times**. This could be 1 parameter four times, 2 parameters twice, 2 parameters once and 1 parameter twice, etc. Each spell description shows which parameters may be finessed and the change per finesse.

For example, an adventurer wishes to increase the range of a spell by 2 steps, the duration by 1 step. This is a total of 3 finesses and is possible. If they wished to increase the range twice and the duration twice, it would be possible, as well. But if they wanted to increase the range 3 times and the duration 3 times that is a total of 6 finesses and is beyond the capabilities of the spell.

4.1.10   Finessing and Overloading

This is possible, but obviously very chancy. This occurs when the adventurer wants to cast a spell above their rank in a group, and finesses it. The deleterious effects of lacking the basic spell ability and finesse ability are additive.

For example, a caster wishes to alter a fifth ranked spell so that it is 2 steps smaller but does the same damage as the normal spell. The finesse cost for this would be 4 EU (reduce the area twice (2 EU) and increase the damage twice (2 EU). This is a total of 4 finesses (within the limit) and 9 EU (5+2+2=9). But the caster only has rank 4 in this group. The total cost for this spell exceeds the caster's rank by 5. They must roll 11 or more on 2d6 (9-4+6=11) for the finessed spell to succeed; if they roll 10 or less, check the Overload Table for the grizzly results.

4.1.11   Powerful Spells

Casting any spell with a base **rank 12** or more (before finesses) causes the caster to **permanently** lose **1 rank** in that spell group. The only way to recover this rank is to purchase the rank back with experience points, just as it was originally bought.

4.2   Targeting

Targeting is the directing of magical spell energy, and is as important as the spell itself. There are seven **targeting methods** which determine what is the spell target. Some affect an object, entitling that object to a **resistance check** to reduce or eliminate the spell effect. Other methods affect an area and are always successful. Each spell description lists the targeting method for that spell.

4.2.1   Caster

`Target: caster`

Spells which specify **caster** as a target can only affect the person or creature casting the spell.

4.2.2   Touch

`Target: touch`

Spells labeled touch require the caster to actually touch the intended target. Only a single object, person, or creature can be affected by this type of spell. If cast during combat at a mobile target, the caster must successfully **strike** the target to deliver the spell. If the caster attempts to strike and fails, the spell is never cast and the spell energy is not expended. If the target is an unwilling person or creature, or any object, it is entitled to a resistance check against the spell if one is listed.

4.2.3   Multitouch

`Target: multitouch`

While a spell labeled MultiTouch is being cast, the caster touches each target they want to affect, during the **rounds** used to cast the spell. *Thus a spell with a target of MultiTouch, which takes three rounds to cast, indicates the caster touches as many targets as they can (or wish) to in those three rounds, and when the casting time is complete, all those touched are affected.* If the targets are unwilling persons or creatures, or any objects, they are entitled to a resistance check against the spell if one is listed.

4.2.4   Hearing

`Target: Hearing`

This targeting method involves an **audible** casting magic, which affects any creatures or persons capable of hearing it. In a large, open area with no other sounds, creatures or people within a distance of **240 feet** of the caster can be affected. Other sound, wind, and obstructions may modify this distance, as adjudicated by the GM. Simply covering the ears does not stop the sound! The targets must have effective earplugs, which stop all other noises as well, to avoid being affected by the spell. If the targets are unwilling persons or creatures, they are entitled to a resistance check against the spell if one is listed.

4.2.5   Memorized Location

`Target: MemLoc`

This targeting method is generally used for spells which move the caster or an object to a distant place, or let the caster scry or communicate at a distance. To memorize a location the player must state that their adventurer is specifically memorizing a location. The adventurer must spend at least **10 minutes** to complete the memorization, and may not memorize more locations than their **INT** attribute. The adventurer can only remember the fine details needed to target to the memorized location for a period of **4 weeks**. Since there is no target object, no resistance checks are needed for these spells.

4.2.6 Direction/Distance

Target: X + Y/F unit

Spells using this method contain only a **distance** in the Target: field. The caster specifies the direction the spell is to travel, and the distance at which it will activate. The spell then travels in that direction and activates at the stated distance **X units**, or at the **first** intervening object in the indicated direction. Since there is no intended target object, there is no resistance check which could prevent the spell from activating. However, there may be a resistance check against the spell effect. The distance can be finessed by **Y units** per finess.

4.2.7 Line of Sight

Target: LOS X + Y/F unit

LOS stands for **Line of Sight**. These spells are cast at an object. The object must be within the listed distance **X units**, and there must be an unobstructed, straight path from the caster to the object. The distance limitation is based on the details needed for the caster to successfully target the spell. Any intervening objects, glass, water, opaque gases, or darkness prevent these spells from succeeding. LOS spells may not be cast through scrying spells unless the spell specifically states otherwise. Distances can be increased by the amount **Y units** for each finess.

These spells can be banked off of well-formed mirrors and other optics, but will malfunction in strange ways (GM's discretion) if banked off flawed surfaces. Spells which affect vision also affect the ability to cast LOS spells. *For example, **Long Eyes** increases LOS spell ranges proportionally. **Heat Vision** allows LOS spells to function in the dark.*
There are no resistance checks against the activation of these spells, but any listed RC applies to the resulting spell effect.

4.3 Areas of Effect

As well as understanding how to target a spell, you also need to know how to define what is affected by the spell. In general, spells affect areas, objects, or groups of objects.

Let's deal with areas first. An area is defined by giving a specific size to the spell effect. If the effect is meant to occur to objects within the area, then every object within it is entitled to the resistance check listed in the spell description. If the area itself is to be affected, there is no resistance check. Areas can be expressed as:

4.3.1 Radius

Area: X unit radius

This affects a spherically-shaped area with a radius of **X units** from the point at which the spell is targeted. Intervening objects within the area may partially or fully shield other objects from the spell effect (GM's discretion). Once the spell is activated, the GM may use normal laws of physics to determine how the effect acts, if it's a physical effect.

4.3.2 Volume

Area: X cubic unit

This spell affects a particular volume of size **X units**, whose shape is specified by the caster. No single dimension of this volume may by more than **4 times** larger than any other dimension. All objects within the volume can be affected by the spell, and resistance checks may be listed, if appropriate.

4.3.3 Cone

Area: X x Y unit cone

This spell affects a conical area **Y units** long with a **X unit** diameter base. The point of the cone is at the caster's fingertip. Intervening objects within the area may partially or fully shield other objects from the spell effect (GM's discretion). Once the spell is activated, the GM may use normal laws of physics to determine how the effect acts, if it's physical in nature.

4.3.4 Line

Area: X x Y unit line

This area of effect is defined by drawing a line from the caster's finger tip **Y units** toward the spell target. All objects within a column whose radius is one half of the width (**X/2 units**) can be affected by the spell. Intervening objects within the area may partially or fully shield other objects from the spell effect (GM's discretion). Once the spell is activated, the GM may use normal laws of physics to determine how the effect acts, if it's physical in nature.

4.4 Objects

An object is a person, a creature or a thing. When a spell affects an object, further restrictions limit what kind or type of object can be affected by the spell.

Area: caster

This limits the spell effect to the caster.

Area: single creature

This limits the target of the spell to one living creature or person.

Area: single marine creature

This type of area further restricts the target to a creature which primarily lives beneath the sea. Many other restrictions, such as living, dead, humanoid or non-intelligent, can be applied in this way.

Area: single plant

Yes, plants can be affected by some spells as well.

Area: X unit

This limits the spell effect to a **single** object of no more than **X units**.

Area: X unit radius

This limits the spell to affecting that portion of an object which is within **X units** of the target point of the spell.

Area: ferromagnetic object

The target of this spell is only effected if it can be magnetized. Other classifications, such as **transparent**, **non-metallic**, **frozen** or **red** can be used in this way.

4.5   Groups of Objects

Often a group of several objects can and will be considered as a single object. If all the objects in the group fit within the limits and restrictions of the spell being cast, and they are all physically touching, the spell will affect the group of objects as though they are one.

An **adventurer**, their clothes, backpack, and enclosed objects within the backpack, is considered a single object. A wall, with all of its boards, nails, enclosed wiring, and paint is considered a single object. A brick wall, with bricks and mortar is considered a single object. A ship's **hull**, with its enclosed superstructure, decking and rigging is considered a single object. A group of more than one persons, creatures, or plants is not considered a single object.

In short, anything constructed as a permanent structure, and any creature carrying non-living objects, are considered as a single object when examining the area of effect of spells.

Chapter 5

Life on the High Seas

A very mature planet, the land masses of Jaern have been slowly eroded away, leaving most of its surface covered in a relatively shallow ocean. Thousands of small islands poke above the surface, leading to a proliferation of very diverse biologies and cultures. The ocean itself has a very low salt content and is home to the majority of Jaernian life. Humans and their kin ply the surface of the ocean with a plethora of different vessels, traveling from island to island, or even living at sea.

5.1 Ocean Creatures

5.1.1 Fish

The variety of fish swimming the seas of Jaern seems endless. Cold blooded, finned, spined, colored, poisonous and not, there is no end to their sizes shapes and appearances. Fish form the diet staple of most people, and employment for over one fifth of all humanoids in their harvesting. Dangerous fish include vicious **sarko**, and the very poisonous **quezl**.

5.1.2 Coelenterates

Almost as numerous as all the other life in the seas, Jaern supports a bewildering variety of these creatures. Small **Atomo**, each less than a hundredth of an inch in size, form the food for most of the grazing fish . Larger jellyfish in myriads of colors float in the top twenty feet of the water, slowly converting light to food by different chemical processes. The largest of these creatures, the **Flugofiso** can grow up to 60 feet in radius, and generate gases that allow it to escape the waters and float high in the air. Many superstitions surround the sighting of these strange **coelenterates**.

5.1.3 Dolphins

These creatures have evolved into highly intelligent creatures. Because of their environment and lack of manipulative limbs they are not tool builders, however they have developed a diverse and complex culture.

Physically they are very similar to Earth's dolphins, they differ in a few important ways. A dorsal stripe of color, blue for females, and yellow for males, assists in their communications by changing shade subtly, indicating general mood and inclinations. A slightly larger skull is protected by thicker bone and fleshy bumps which protect the dolphin's brain from blows and the extreme temperature found in ocean currents. A larger tail fin and a more sleek body allow these creatures to move through waters at speeds approaching **40 mets** per hour (*15mi or 24KM*). The life expectancy of these dolphins average from 30 to 40 years.

Dolphins communicate with each other in a highly developed language consisting of whistles, clicks and guttural stops. Some of these are outside the range of **human** (but not **lizard**) hearing. The language itself is weak in complex verbs and time based tenses, but very extensive in descriptive terms describing water and the objects found in the oceans. Some humans can, after extensive training, understand and speak some of this speech, but the dolphin must make a conscious effort to slow its speaking speed.

Forming small groups of 8 to 16 based around social needs and friendship, dolphins are rarely seen alone. They will pair once, making a lifetime commitment to a mate. If they are capable, each pair will bear young live, in pairs and triples, once every 5-10 years. These young are raised by the group until they are old enough to interact with others close to their age, at which time they leave and form new groups.

The dolphins consider Jaern their world, and land based creatures as strange aliens. Generally they do not concern themselves with events on land, however they will relentlessly hunt down those who damage or poison the seas and those whom would capture and enslave dolphins for their own ends. The dolphins will seek a way to punish these humans for these crimes. As for others living beneath the sea, dolphins live in peace with lizardkind, and while they can not ordinarily communicate well, will often be seen in lizard's company.

Occasionally, a young dolphin will meet one outside their own race and form a friendship. If the other wins the dolphin's trust and affection, the dolphin may decide to pair outside their race. This kind of relationship remains one of emotion and friendship. Maraujos often seek out places where many young dolphins swim, looking to find those whom would pair with its youngest marines. The dolphins and the marines, over time , have learned the benefits of such a pairing, which has resulted in the dolphins tolerating the nearby presence of these humans.

Once paired in this way, the dolphin will expect nearly daily attention from his partner. In return, he will devote his time, energies and abilities to help his partner. Over time, the two develop an almost telepathic sense of the other's needs and desires. Many dolphins, and dolphineers have sacrificed even their own lives to help save their partner from harm.

5.1.4 Lizards

Evolved in the deeps of the oceans, these intelligent creatures group together forming gatherings. They communicate verbally and sense objects and motion mainly via sound, which travels well under water. Finding dry land

uncomfortable, they largely avoid interacting with the humans and humanoids above the water.

5.1.5   Balenoigajos

Mammalian creatures of large size, these herbivorous sea dwellers subsist on **Atomo** strained through their bodies as they swim. While it is very profitable to hunt and slay these creatures for their meat and other body products, this profession has been virtually eliminated by the Onivero whom consider these creatures close friends and allies.

5.1.6   Oorn

Evolved from land trees, these plants grow branches along the water's surface and thrust large leafy growths upward toward the light. A single floater can reach sizes of up to a few hundred feet in length. Posing a navigational hazard to ships, standard shipping lanes in the southern waters that the Oorn usually grow, are regularly swept clean of these plants. Especially large Oorn are sometimes used as the base of small villages inhabited by the **Onivero**, or by some nomads whom have emulated them.

5.2   Oceangoing Vessels

The seas of Jaern are plied by innumerable vessels of many different sizes. Ocean going transportation ranges from that for the single person, to entire ocean dwelling communities.

5.2.1   Sail Boards

Only suitable for short journeys between nearby islands, these boards are about **6 feet long** and **2 feet wide**. In the center, 2 feet from the front is a socket which excepts a 7 foot tall mast, bearing a single cross spur and a triangular sail, 6 foot wide at the base, coming to a point at the top of the mast. The user of this device stands behind the sail and holds the cross spur at the proper angle to catch the waves. They use their body to steer the board.

This very active and athletic way of travel restricts the journey time to about two to three hours for even the most ambitious athlete. At a speed of up to **10 mets** per hour (*3.8mi or 6.1KM*), this restricts the normal range of this device to **30 mets** (*11mi or 18KM*).

Marines, trained in sailboarding, will use sailboards as a last resort when their **Maraujo** has sunk. Carrying several days food, they can often go up to a week, traveling **30 mets** per day (*11mi or 18KM*), to attempt to find a place to land. Navigating while using a sailboard is particularly difficult since they will only keep a course when they are held steady by their riders. Sailboards without a mast and sail are called **Surfboards** and are often used by marines to land during amphibious assaults. A maraujo will sit just over the horizon from its target, and its dolphineers will ride these surfboards to shore to catch their target by surprise. Then the maraujo will close and disgorge attack boats to pick up the marines after the assault.

5.2.2   Dolphins

Dolphins will rarely concede to being used like steeds by humanoids. Normally only dolphineers and a few scattered

nomads spend enough time at sea to have an opportunity to meet and pair with a dolphin. Even these people must treat their dolphin as a partner rather than a mount.

While riding a dolphin, the human lies above the dolphin and wraps their arms and legs around the dolphin. Since their arms will rarely reach, they will hold on to a length of leather in each hand, or tied about their wrists. Dolphineers will often have a suitable leather thong attached to their maroglave for this purpose. As the dolphin swims, the rider must match their body movements to the flexing of the dolphin as its tail and back arc up and down. A dolphin and rider traveling like this can achieve speeds approaching **35 mets** per hour (*13mi or 21KM*). Dolphins have good senses about currents, depths, and direction. They will be able to find land with little effort.

More barbaric and oppressive riders have been known to use a leather harness on the dolphin. Such a rider places their feet in the stirrups and attached their harness to the dolphin's. Such a harness is uncomfortable for the dolphin and will injure it in time.

5.2.3   Skiffs

These small boats are generally about **10 to 12 feet long** and **3 to 4 feet wide**. They are generally constructed of wood planking and have a rudder operated manually at the rear. A mast with a single spur sports a 10 foot high triangular sail. A skiff can generally hold **6 to 8 people** and can travel at speeds of **10 mets** per hour under sail (*3.8mi or 6.1KM*), or **4 mets** per hour rowed (*1.5mi or 2.4KM*).

Skiffs are generally used for line of sight travel between nearby islands, and as auxiliary craft aboard larger crafts. The handle only relatively calm seas and will swamp easily with waves larger than a couple of feet tall.

5.2.4   Attack Boats

Larger than skiffs, these boats are generally **25 to 30 feet long**, **8 to 10 feet wide**, and hold up to **30 men**. These boats are generally constructed of wood planking, pegged to form, and covered in many layers of a heavy shellac to waterseal and reduce friction. With no mast, they are driven by six sets of oars mounted midship. At capacity, these boats can be rowed at speeds of up to **8 mets** per hour (*3mi or 4.8KM*). They are generally used by larger vessels to aid in debarking and boarding. A Maraujo will often have up to four of these to transport non dolphin riding warriors. Merchant vessels will use these boats as life boats, and to land in places not equipped with a proper dock.

5.2.5   Kurujo

Used mainly as couriers and light cargo and passengers, these vessels are generally **35 to 50 feet** long and displace **3,000 to 6,000 tons**. With a crew of **10 to 20 sailors**, they can carry a few passengers, or a limited amount of cargo. Two masts hoist large triangular sails, with a few smaller sails for maneuverability. An unladen Kurujo can travel at speeds of up to **15 mets** per hour (*5.7mi or 9.2KM*).

5.2.6 Metioujo

These wooden vessels are deep sea ships capable of traveling long distances with large cargos. Used generally by merchants, these carry the majority of traffic at sea. Metioujo are sail driven, and are normally armed to ward off attacks by privateers.

A metioujo's displacement varies from **10,000 to 20,000 tons**, and their length from **80 to 120 feet**. Width, at the center, is usually one third of the vessel's length. There is normally a large cargo deck accessible from one or more cargo hatches on the main deck. Above the cargo deck is the crew deck, containing quarters for the crew, storage for food and operating equipment, and the crew's mess. Above this is the main deck, open to the sea in the middle. At the front of the ship is the forecastle, housing the officer's quarters. At the rear is the aftcastle, containing the chart room and the weapons locker. Above the aftcastle is the pilot's deck, where the rudder wheel is manned, and the aft ballista is usually located. Above the forecastle is the **cefo's** deck, from where the ship is normally commanded, and the fore ballista or catapult is manned.

Three masts carry a variety of square and triangular sails, and a crows nest tops the center mast. An intricate webbing of rigging allows the ship's rigger's to control the trim of the sails. The sails allow these vessels to travel as fast as **12 mets** per hour (*4.5mi or 7.2KM*).

Mounted at the port and starboard rails at center ship, two to four skiffs serve as lifeboats in emergencies.

5.2.7 Maraujo

These are the vessels inhabited by groups of **Marines**. Similar to **Metioujos**, these ships are usually narrower, lighter and faster than their mercantile counterparts. Like the **Kurujo**, these vessels can travel as fast as **15 mets** per hour (*5.7mi or 9.2KM*). Much of what would be cargo space in a Metioujo is used in the Maraujo for supply storage, ammunition storage and dolphin tanks.

Usually sporting two or three large ship to ship weapons on the deck, Maraujos are rigged for speed and maneuverability. Two attack boats can be lowered from their stowage position near the rear of the ship. Boarding ramps are hinged into the port and starboard decking. A 30' long and 10' wide tank at they very keel allows the ships compliment of dolphins to ride within the maraujo. A waterlock with two interlocked doors, slightly left of the keel, allows the dolphins access to the ocean. A third safety door can be lowered from ropes at three places on the ship, protecting the ship against sinking should the waterlock be damaged. Closing this safety door also protects the ship against boarders during a battle.

Crews of these vessels are proud, well trained warriors whom are honer bound to protect their crew mates, and their ship. Most marines will scuttle their Maraujo rather than let it fall into enemy hands. More information about these marines can be found in **Ch ??: ??** on **Page ??**.

5.2.8 Onivero Skim Boats

Built and crewed by the **Onivero**, these small boats are very unique. Only about **50 feet long** and **10 feet wide**, these boats have four masts using over one hundred and eighty sails. At first, the rigging seams inhabited by hoards of small sea creatures, but on closer examination it appears that the creatures ARE the rigging! The Onivero communicate with them telepathically, and together they control the skim boat. One or more groups of dolphins also travel with each skim boat.

Two hydrofoils are attached to the hull, a few feet under the waterline at each side. When the skim boat is in the open water, the dolphins form a bow wave, pulling the ship, and the sails delicately take best advantage of each gust of wind, speeding the skim boat forward. At a crucial speed, the the boat leaps above the water, rising on its hydrofoils, and increases speed to **150 mets** per hour (*57mi or 91KM*) Once skimming, the dolphins no longer need to pull it forward, and simply trail the boat, catching up to it as they can.

The Onivero will rarely allow others on board, as they have little space, and little patience for humans.

5.2.9 Platforms

Land is a rare commodity. With the largest and most farmable isles being well populated in recent times, many people have turned to living off of some of the smaller and less desirable lands. In the last century, a new kind of migratory farmer has emerged. Rather than being tied to one plot, they have taken their entire household, established it on a large barge like raft, and moves from isle to isle. Tending different crops with different growing seasons, they maximize their ability to produce foodstuffs.

At first small groups of these farmers banded together, lashing their barges to each other, and traveling, en masse, from one site to another. As these groups grew, they started needing specialized services, people to build and service tools, people to process the raw crops, merchants and traders to sell the results to others. Eventually these grew into entire towns and cities. Today many of these cities lay claim to a number of home sites, traveling from one to another as the growing season progresses.

5.3 Building and Buying Ships

5.3.1 Design

Ship Design Time	
Ship type	**Days to Design**
Sail Board	1
Skiff	5
Attack Boat	8
Kurujo	14
Metioujo	30
Maraujo	45

Before the first beam can be laid, a complete plan of the craft must be made. Shipwrights have the knowledge to create such plans and direct the construction. The average fee for hiring a shipwright is approximately **10x** times their **Ship Building** skill in silver pieces per day. The size of the ship will determine the time needed to draw the designs.

5.3.2   Dry Dock Fees

With the initial design complete, the next step is to rent drydock space, and hire the workers to begin construction of the ship's hull. Drydocks are usually owned by the municipality where the construction is to take place. Most drydocks must be scheduled six months to two years in advance of its usage. Penalties are levied on construction time overruns, as others ahead on the schedule must delay their construction. Drydocks are located in the prime docking areas, are reasonably expensive to build, and take a certain staff to maintain. All these factors go into their rather steep rental fees.

Sail boards are usually made in the shipwright's workspace, and do not require drydock fees. Skiffs and attack boats are made in smaller drydocks, usually requiring a fee of 40 silver per day. Metioujos and Maraujos are made in full size drydocks, and require a fee of 400 silver per day of construction.

5.3.3   Workers

Long experience has taught the shipwright the proper number of workers to accomplish their task most expediently. Less workers slows down the job, while more will simply get in each other's way. Ship workers have long since had their wages fixed at 25 silver pieces per day. Adventurers with a **Ship Building** skill of at least rank 7 can replace these workers, bringing down the total ship cost by volunteering their labor.

Shipbuilding Labor Costs			
Hull Style	**Number of Workers**	**Days to Complete**	**Average Total Labor Cost**
Sail Board	1	2	50
Skiff	4	8	800
Attack Boat	10	12	3,000
Kurujo	14	40	14,000
Metioujo	30	80	60,000
Maraujo	40	120	120,000

5.3.4   The Hull

The first element of the ship to choose is its hull. Hulls can be built in a variety of different sizes and styles. The quality of the construction material also will effect the cost of this phase.

Hull Costs			
Hull Style	**Days to Build**	**Costs of Materials**	**Cargo Tonnage**
Sail Board	1	200	none
Skiff	6	500	none
Attack Boat	8	2,000	none
Kurujo	32	30,000	150
Metioujo	60	120,000	500
Maraujo	90	150,000	200

Modifications to the basic hull will effect the price. Adding copper sheathing reduces the wear and maintenance, and affords some additional protection against weapons, but increases the price by a factor of 2x. The cost of maintaining such a ship is 1/3x the normal cost.

Extra internal reinforcements can be placed within the hull to strengthen it. This makes it better able to withstand weapon fire and stressed placed on the hull from sandbars, storms and bad piloting. Hull bracing adds 1/2x of the hulls original cost, and reduces its cargo space by 1/3x.

5.3.5   Masts

Masts must be made from a hard wood like oak or walnut. The trees for these are specially cultivated over a period of years. The trees are bound with growing frames and protected from insects and animals. Then they are cut, stripped of bark and planed to smoothness. Circular bands of iron are bound around the wood every few feet to increase its resistance to bending and cracking. The wood is then varnished with several different layers to protect it from the water, wind and sun.

Then, the potential mast is fitted with the metal fixtures for mounting booms and stays. A metal cap which must be custom fitted to the deck and supports of the target ship is placed on the end. Fitting and initial rigging is then done at drydock.

Shipbuilding Sails		
Hull Style	**Days to Fit Mast**	**Costs of Materials**
Sail Board	1/5	100
Skiff	3	500
Attack Boat	0	0
Kurujo	10	10,000
Metioujo	25	40,000
Maraujo	30	50,000

A sailmaker is called in after the initial design is complete and he and his staff begin the task of preparing sails for the vessel. Generally, two identical custom sets are created, one to fit and a second for repairs. When the masts are up, the sailmaster works with the rigging crew to fit and retailor the original sails. The times and costs below include the preporation, placement, rigging and fitting of sails.

5.3.6   Rowing Deck

The installation of rowing decks on large ships allows them the flexibility of moving under power in windless or other adverse conditions. This also causes a corresponding loss in cargo space or living quarters. Only Metioujo and Maraujo hulls have sufficient space for rowing decks. Each of the two possible decks cost an additional 25,000 silver and reduces the cargo space by 100 tons.

5.3.7   Weapons

Most weapons on a ship are deck mounted engines which project missiles of different types. These weapons vary in size (tonnage), damage inflicted, rate of fire and range. Each weapon is designed for a particular ammunition and can not be used with a different ammunition unless specifically noted.

A **Ballista** is a device which projects large wooden bolts at high velocities. These bolts are of short range, since the must stay fairly level in flight and hit point first. The bolts generally have fins of stiff cloth or leather to help stabilize them in flight. A ballista is generally 8 to 10 feet in length and breadth. A non-torsion ballista consists of a wooden track where the bolt is placed, a bow at right angles to the track which propels

the bolt, a bowstring connected to the ends of the bow, and a trigger which holds the bolt and bowstring until fired. Other ballistas, called torsion ballistas, employ two arms connected to a box containing wound sinew or hair to propel the bolt instead of a bow. Both styles of ballistas are mounted on a swivel base for easy targeting.

A **Catapult** throws large (**5–10lb**) stones at high velocities. Because these stones cause damage just by impacting, they can be thrown in optimal arcs, allowing them to be used at longer ranges. Also mounted on swivel bases, this weapon has a long throwing arm which has has a large weight at on end providing the propelling force. An attached winch is used to raise the weight to prepare the catapult for firing.

A **Flamer** is a weapon developed for use on a ship carrying an experienced fire mage. Mounted on a swivel base is a **6 foot long** tube of iron which starts about two feet thick and narrows to an aperture of two inches. The walls of the tube are **3 inches thick**, and polished smooth. The large end has a small opening **1 inch round**. Inside is a delicate mechanism which covers the opening with a plate of **adamantine** at the slightest temperature rise.

The Engineer operating the device aims it at an appropriate target. Then the fire mage casts a Fireball spell through the small aperture, which closes immediately after from the heat of the spell passing through. The fireball explodes within the weapon, and all of its force and heat get channeled into a **2 inch** stream projecting from the weapon's mouth. This stream expands to about **1 foot** wide at its maximum range of **60 feet**. The weapon must then be immediately doused with water before it can be used again. This short range weapon is very deadly to its targets, delivering both a very forceful concussion and a very damaging heat and fire stream.

An **Onager** is a catapult like device with one throwing arm which is powered by a twisted spring of sinew and hair, similar to a torsion ballista. The ability of this device to deliver large targets to great distances makes it a good choice for larger ships. Its solid framework is braced directly to the ship's deck, and it is aimed by turning the ship. Normally throwing large (**20-30lb**) stones, it can also be used to deliver other ammunition. Some favorites include fire bombs, made of bales of burning oil soaked hay, glass jars filled with poisonous snakes, and small **Terisium** pellets embedded in an iron sphere to use to target different kinds of magic.

An **Acceler** is a **6 foot long** and **1 foot wide tube** of nickel or other non-ferrous metal. The inner surface of the tube is covered with a tightly wound spiral of copper draw into a thin wire. The engineer opens an access panel on the read end and dumps in an amount of metallic shot. Closing the panel, a mage casts a **Lightning Bolt** spell at the copper terminal at the rear end of the machine. The power of the lightning flows up the tube, attracting the jagged shot, and finally gives its charge to the now quickly moving ammunition. The shot travels to its target, wildly spinning, physically tearing and damaging what it hits, as well as releasing a portion of the energy used to propel it. Human beings in the way are generally torn to bits.

# Weapon Mounts	
Hull Style	Available Weapon Mounts
Sail Board	0
Skiff	0
Attack Boat	0
Kurujo	1
Metioujo	2
Maraujo	4

Ship Weapon Costs		
Weapon	Days to Mount	Cost
Ballista		
Non-torsion	2,000	4
Torsion	2,000	4
Catapult	3,000	5
Flamer	8,000	6
Onager	10,000	6
Acceler	15,000	8

5.3.8 Auxiliary Craft

Larger vessels usually mount small boats to act as lifeboats, and to give access to coasts where there is no dock. **Kurujo** generally carry one **skiff**, while **Metioujo** carry two. A **Maraujo** will normally carry two large **attack boats**. Doubling capacity during an emergency, each skiff can carry **16 people** to safety, while an attack boat could potentially carry **50 people** in a smooth sea. These boats are mounted near the rear of the ship, on either side, a few feet above the waterline. A canvas chute runs from the deck down into the boat, and the rigging allows it to be dropped into the water with a single pull. A well drilled Maraujo crew can assemble, board and cast off in less than a minute.

5.3.9 Defense Value

Any constructed ship needs to have assigned to it a **Artillery Defense Value** or **ADV** for short to determine how well it can void enemy fire. To do this follow each of these steps, and then record the ship's **ADV**.

5.3.9.1 Mobility

If your ship is operational, and is not fettered or restricted from moving, start with an **ADV** of **+3**.

5.3.9.2 Maneuverability

If your helm is manned, and riggers or rowers in place, each ship then adds to this **ADV** according to the maneuverability of that hull.

Ship Maneuvering Defense	
Ship	Maneuver Bonus
Sail Board	6
Skiff (rowed)	4
Skiff (sailed)	3
Attack Boat	4
Kurujo	2
Metioujo	1
Maraujo	2

5.3.9.3 Hull Condition

A fully undamaged hull counts as an additional **+6** to that ship's **ADV**. Using the ships **DP** total as guide to its condition, this gets reduced when the ship loses **DP**. *A ship starting with 80 DP which has been reduced to 42 DP gets (6 x (42 / 80)) rounded down to 3 to be added to its ADV.*

5.3.9.4 Hull Reinforcements

A reinforced hull has extra bracing to strengthen the structure of the ship's hull, making it more able to withstand impact damage. If your ship's hull is reinforced, add **+3** to your ship's **ADV**.

5.3.9.5 Armor

Copper sheathing increase your ship's defense. If your ship's hull is sheathed in **copper**, add **+1** to your ship's **ADV**.

5.3.9.6 ADV Equation

ADV Equation

Equation	Explanation
D_{MOB}	+3 if operational
$+D_{MAN}$	Maneuver Defense Bonus
$+D_{HC}$	+6 if undamaged
$+D_{HR}$	+3 if reenforced
$+D_{ARM}$	+1 if copper sheathing
$= ADV$	total

5.3.10 Initial Supplies

When the ship is constructed, it needs to be stocked with the supplies and equipment needed by its crew. On the average, for each crewmember, **200 sp** must be spent for this initial equipment. This does not include any consumables like food or lamp oil or replacement equipment.

5.3.11 Construction Costs

Construction costs on a new ship are the sum of all the various steps. For example, if you wish to construct a maraujo, it might cost out like this:

Initial design assuming a shipright with shipbuilding at rank 15 would take 45 days at 150 sp/day = 6,750 sp

Drydock fees would cost 400 sp/day and construction would take 120 days for a total drydock cost of 48,000 sp.

A maraujo takes 40 workers being paid 25 sp per day and working for 120 days. This totals to 120,000 sp. The hull cost for a maraujo is 150,000 sp.

The mast costs for a maraujo is 50,000 sp.

If we decide to have one rowing deck, we add an additional 25,000 sp.

Four weapons, 2 balistas, a flamer and an acceler are to be mounted on our maraujo:

2x	Ballista 2,000	= 4,000 sp
1x	Flamer 8,000	= 8,000 sp
1x	Acceler 15,000	= 15,000 sp
	Total	= 27,000 sp

We need two attack boats. These also need to have all their steps summed, but we get to save by making both attack boats to the same design.

Design:	8	x 150 sp/day		= 1,200 sp
Drydock:	2	x 10 days	x 40 sp/day	= 800 sp
Workers:	2	x 10 wrks	x 25 sp/day	= 500 sp
Hulls:	2		x 2,000 sp	= 4,000 sp
Total				= 6,500 sp

And lastly, the original equipment for the maraujo. This includes any non-expendable equipment and supplies. Assume a crew of 80, at a cost of 200 sp per crew member, this totals to 16,000 sp.

So, summing all the various costs reveals the cost of building a new maraujo:

48,000 sp	Ship Design
120,000 sp	Labor
150,000 sp	Hull Cost
50,000 sp	Mast Costs
25,000 sp	Rowing Deck
27,000 sp	Weapons
6,500 sp	Attack boats
16,000 sp	Initial Equipment
442,500 sp	Total construction cost

We will have to remember to figure the expendable costs of food, ammunition and replacement equipment when we want to go and actually use this ship.

5.3.12 Used Ships

Commissioning and building a new ship is both costly and time consuming. A much better option for many is purchasing an already existing vessel. Since the usable lifetime of most ships ranges from **8 to 50 years**, the quality and price will be largely determined by the age of the vessel, and the current availability of ships of its type. Prices vary from **20%** to **80%** of the original construction price. Initial repairs for a newly bought used ship can cost up to **30%** of the vessel's original construction price.

5.3.13 Running Costs

Supplies must be periodically replaced. Sails last only a year or two. Onboard supplies of repair materials are consumed. Broken tools and damaged weapons must be serviced or replaced. In general, it costs **1%** of the original construction cost **per month** to maintain the condition of a ship.

5.3.14 Cargo Profits

Cargo Prices

Cargo	Price/Ton
Ale	1200
Cloth	2000
Fish	1600
Grain	1000
Livestock	1600
Lumber	5000
Oil	1800
Spices	3000

While operating a merchant vessel can be quite lucrative, much is dependent on the business sense of the owner and the skill of the ship's officers in acquiring and disposing of the proper cargoes at the correct times. Most common bulk cargos are grains, foodstuffs, ale, lumber, livestock, prisoners, and manufactured items. While the costs of these cargoes will vary according to demand and the negotiating skills of the trader, here are the average selling price, per ton, of cargoes entering Rougtero at this time.

Transporting prisoners usually requires one ton of space per

prisoner transported. Since the selling price of prisoners varies so wildly based on demand and prisoner skill set, profitability depends more on the selling skills of the merchant.

5.4 Maintaining and Operating a Ship

5.4.1 Navigation

Any crew should include at least one sailor, preferably two, with a well developed skill at navigation. Sailing from port to visible destination takes no navigation check. Sailing to a different port on the same island requires a **1d6** check vs indynavigation. Sailing across the ocean to a nearby island requires a **2d6** check, and to a far away island, a **3d6** check.

5.4.2 Porting

Any port city will charge per day fees for docked ships. These fees pay the salaries of the port cargo handlers, pay for the harbormaster's office, and for periodic dredging of the docks to allow large ships to dock. These fees are based on hull size and run about **100 sp** per day for the largest vessels.

5.4.3 Repairs

Major repairs to a vessel's hull require it to be drydocked. Drydocking fees (like those charged during building) are applicable, as well as a **2000 silver** fee to pull large ships into drydock, mounting them in a work frame. The number of laborers and materials needed to accomplish repair work is dependent on the severity of the damage.

5.4.4 Crew Management

While a vessel's captain or **cefo** is the ultimate responsibility for all things, the hiring, firing and management of the crew is usually left to the ship's first trader. Often on a merchant vessel, this will be the ship's owner as well. The first trader handles payment at each port of call, and checks on the status and performance of each crew member. If there is a difficulty, the first trader collects information and then presents it to the cefo for any needed disciplinary actions.

5.4.5 Crew Abilities

As a whole, the crew of a ship has been trained to work together to sail and fight for their ship. The quality of a crew's ability to fight in ship to ship combat is represented by the crews **Artillery Modifier** (**AM**). The GM will assign this number to any crew dependent on the skills of the individual members of the crew, their length of service together, and their past combats. The person operating the ship has the responsibility to track the ship's Artillery Mod.

5.5 Combat at Sea

Most modern warfare takes place on Jaern's oceans. Land is generally considered too valued by any participants in a dispute to risk its ruination during combat. Nations and city states have in the past fielded large fleets of ships to protect their land and expand their interests. Supporting and maintaining theses flees proved a large expense to these resource poor nations. Over time this forced other

alternatives to appear.

In the early 79th century, the emergence of the independent maraujos as the major maritime force have helped make combat more personal. Each maraujo is an independent force of **30 to 200 marine warriors** whom contract their services to nations, guilds, and individuals. For small towns and villages, employing a maraujo when needed is a much more economic way to provide for defense needs. Larger cities and nations will often negotiate long term contracts for one or more maraujos for defense, or hire a large number when they wish to engage in war. Merchants and guilds often will hire these maraujos to protect and guard shipments of goods. All have learned to rely on the honor of these marines to fulfill their contractual obligations. This codifying of warfare has resulted in a personalization of combat. Large conflicts of fleet versus fleet are much rarer than two vessels facing of against each other. Other players in this gamer are armed merchants, lawless privateers, and the Onivero. The preponderance of those who would take what they wish from others has caused even the smallest merchant to consider arming their vessels. And with the number of captured merchant vessels used as privateer craft, today's sailor will find the seas of Jaern a very dangerous place. dangerous place.

5.5.1 Ship to Ship Combat

When two or more ships decide to enter combat, it is handled much like combat between two individuals. Your GM will determine the distance between the involved ships, and usually draw a map, or setup a table with models to show the position of each combatant. Few spells and no ship to ship weapons exceed **1000 feet** in range, so this is generally the largest range set for most combats.

Generally, one of the combatants starts by performing a combat action. A weapon shot, a spell being cast, a course change or a shouted challenge. Any action which clearly indicates the start of a combat is considered a surprise round, and those on the instigator's ship are the only allowed to take an action during this round.

Rounds in ship combat are the same length as hand to hand combat, **4 seconds** each. After the surprise round is resolved, each following round starts with an initiative check to see which ship acts first. Like normal combat, a representative from each ship rolls **2d6**, and the results determine the order, lowest to highest, in which actions are taken. The same rules on ties and cumulative bonuses also apply here.

The same phases of combat, **Informational Questions**, **Action Preparation**, **Statement of Actions**, **Results of Actions** and **Outcome Phase**, are used in ship battles. In general, if there is any uncovered questions about ship combat, treat it like individual combat. To reference those rules, consult **Ch 2.4: Encounters and Combat**.

5.5.1.1 Moving the Ship

Ship Movement in Combat		
Ship	Max Feet	Turn Angle (deg)
Sail Board	30	60
Skiff (rowed)	10	45
Skiff (sailed)	30	30
Dolphin/rider	120	180
Attack Boat	30	45
Kurujo	50	20
Metioujo	40	15
Maraujo	50	20

Ships will find it necessary to maneuver during combat. Each ship has a movement rate that states the distance it can move, each round. This distance is then modified by your GM according according to wind strength and direction, ship conditions, and crew status.

Every ship can turn as well. The calling player calls out the turn direction, and amount. The GM may also modify the turn angle considering the conditions on the ship.

Given they are properly staffed, vessels under sail require **10 rounds** to go from a full stop to their maximum movement rate, if the wind is available and the crew ready. A rowed vessel can come to speed in **3 rounds**. Stopping times are the same. *A Maraujo, for example, in the first round after the cefo has given the raise sails call, will accelerate from a stop to 5 feet per round, increasing its speed by 5 feet per round for ten rounds, until it is traveling 50 feet per round.*

5.5.1.2 Firing Weapons

Shipboard weapons are handled much the same way as missile weapons in normal melee combat. A ship may fire any of its weapons at and target in its line of site, and its firing arc (weapons can't fire through the ships own rigging). After a missile fires, it takes a fixed number of rounds to reload. *Thus a catapult can be fired once every 4 rounds (16 seconds), the weapon is fired, and then the throwing arm is pulled back and a new stone is placed in the cup.*

Firing Ship Weapons					
Weapon	Missile	Reload Time	Range	Impact Dmg	Fire Dmg
ballista					
non-torsion	bolts	3	200	15	–
torsion	bolts	2	300	20	–
catapult	stone	3	400	30	–
flamer	fire	1	120	30	20
onager					
	stone	4	600	60	–
	firebomb	6	300	10	20
acceler	metal	4	200	100	10

When the ship fires its weapon, roll **1d20**, **add** the firing crew's **artillery mod (AM)** and compare the result to the defense value of the target ship. If the result is equal to or higher than the defense value (**ADV**), the shot succeeds in striking the target. The engineer manning the weapon can apply one option of their personal artillery skill if they wish.

5.5.1.3 Critical Hits and Misses

When a ship attempts to fire one of its weapons, examine the result of the attack roll before any bonuses or mods are added. If the die roll is **a 1**, it is an **automatic miss**, no hit happens,

no damage is done. If the die roll is **a 20**, it is considered a **Critical Hit**. The GM will ask the engineer (or will roll if the engineer is not a player) to roll percentiles (**2d10** with one die specified as the tens' digit and one die as the ones' digit) to determine its severity, and cross reference the appropriate table for your attack type in **Ap ??: ??** on **Page ??**. The GM will ignore any results that make no sense for the target vessel and have the engineer reroll until they get an appropriate result. If a ship gets a **sinks immediately** result, all hands aboard are killed.

5.5.1.4 Individual Missiles

Standards bows and crossbows hold little danger for the structure and equipment on an enemy ship. The constantly rolling deck, and movement of both bowman and target render conventional techniques for shooting virtually useless. However, a hail of missile fire can cause opponents to seek cover, an d hamper their ability to fight. And the occasional arrow or quarrel may kill or crewman, or foul rigging, or jam a weapon.

When an adventurer (or any non-occupied crewmen) fires a bow or crossbow, roll **1d20**. On **a 20** such a random hit occurs, doing normal damage for that weapon to the target ship (representing loss of crew or damage to rigging). The normal time must elapse for reloading these weapons before they may be used again.

5.5.1.5 Individual Spells

Area effect spells which cause damage can be used on an enemy ship if all the proper range and targeting requirements are met. Fireballs and other fire based damage spells do fire damage to the vessel, while lightning bolt and any percussive spells do impact damage. The amount of damage done to the ship is the same as if they were used against a human target.

5.5.1.6 Boarding Actions

If two vessels come within **15 feet** of each other, they may drop boarding ramps to attempt to board the other vessel. Dropping these takes **1 round**, and locks the two vessels together. When this happens, the GM will diagram the two ships and place the actors and adventurers in appropriate or random places. Combat continues as before, but the GM will then be asking everyone for actions, not just the player controlling the vessel.

5.5.2 Sink and Burn

5.5.2.1 Damage Points

Hull DP	
Hull	Initial DP
Sail Board	25
Skiff (rowed)	40
Skiff (sailed)	50
Attack Boat	80
Kurujo	300
Metioujo	500
Maraujo	800

Each vessel, like each adventurer, has a damage point total. This total represents a combination of the physical condition of the vessel's hull, the state of its rigging and sails, and the condition of the crew manning the vessel. As damage is done to the vessel, the number of living crew, the ship's ability to defend itself (its **ADV**), its ability to remain afloat

and its maximum movement rate are all effected. The initial number of damage points for a non-damaged completed vessel is based on its hull size.

Each time a vessel is damaged, each of the components making up its **DP** are changed. If you express the damage done to the vessel as a fraction, with the current DP on top and the initial DP on the bottom, this fraction is multiplied with each component. Consult the equation on **Page 44** for more details.

*If a Kurujo with 18 crew members starts with 300 DP and is currently at 150 DP. It originally had a value of 2 added into its **ADV** for its hull, but now this becomes 150/300 * 2 or 1, so its ADV decreases by 1.*

With 18 original crew members, the Kurujo now has only 9 remaining. Normally, the GM would give any adventurers on board the target ship a 150/300 chance of having been struck and killed in artillery fire. The GM will assign the roll of a particular size die, and announce what is needed to survive, and then let the player make the roll. The GM may, at his option, decide to handle this in more detail, taking into account the adventurer's position and actions.

This ship would normally move up to 50 feet in one round. In its damaged condition, it now has a maximum movement of 150/300 x 50 = 25 feet per round.

5.5.2.2 Impact Damage

When a weapon strikes a ship, the player or GM directing the firing ship rolls a die to generate a random amount of damage from one to the listed damage for the weapon which has fired. If the weapon damage does not exactly fit the size of a die, choose the next biggest die, and ignore any rolls above the maximum. Never use multiple dice to make this roll, as this changes the resulting distribution of results.

The impact damage indicated by this roll is then immediately subtracted from the ship's current DP total. This represents a hole in the hull, or structural damage, or broken masts and spars.

5.5.2.3 Fire Damage

A flaming weapon can do more than just cause impact damage. When a weapon has flame damage listed, and a strike with such a weapon succeeds, part of the target vessel is set afire. This has no immediate effect, but adds to the ship's **fire damage**, its potential damage done to the vessel from fire. Each round a ship is in flames, its player rolls one die to generate a random amount of damage from one to the current fire damage and subtracts the total from the ship's current DP. Fire fighting by the crew or via spells can lower a ship's fire damage value.

5.5.2.4 Combat Repairs

In the height of combat, repairs are rarely able to be executed quickly enough to make a large difference. But in the case where a particular part of the ship ceases functioning due to damage, an engineer can attempt to jury-rig a replacement.

For example, if a critical hit takes out the helm, an engineer can attempt to rig a temporary replacement locating the ropes leading to the destroyed wheel, positioning men to pull them and shouting instructions.

To succeed, the engineer must have two rounds to give instructions to their assistants, spend two rounds as they place themselves, and then make a check against his repair skill. The GM will determine the difficulty of the repair. *In this case would be **3d6** versus **Repair** to keep the helm operational until after the battle is over.*

This approach requires the proper number of engineers for the particular repair , and the proper materials to be at hand. Only one engineer can attempt any one repair at one time.

5.5.2.5 Fire Fighting

During combat, the ship's riggers and unengaged dolphineers provide one important function. They lower buckets over the side, and bring up water to throw on fires. From the round following the one where a rigger or dolphineer begins to fire fight, they take **1 point** of fire damage off of their ship's fire damage **each round**. Marines occupied fighting fires can not perform other duties.

Magicians can also play an important role in abating the burning of their ship. Casting an appropriate spell to quench the fires will lower the ship's fire damage by **1 DP** for each rank of the spell. This reduction happens **each round** for the spells duration. These spells include **Akvovoki**, **Change Temperature**, **Condense**, **Create Water**, **Dowse**, **Elemental Mastery**, **Extinguish**, **Ice Ball**, **Quench**, **Torrent**, and **Water Stream**.

5.5.2.6 Sinking

When a vessel is damaged, there is always the chance that it may sink. When small vessels sink, they leave those carried floating on the surface of the sea, at the mercy of the waves and any passing sea creatures, or enemy warriors.

A larger sinking vessel, anything **larger than an attack boat**, creates a suction which pulls anything on the ship , and near the ship, into the water and down to the bottom. Collapsing decks, sheared timbers, in-rushing walls of water, upended rooms, and heavy furniture combine to make survival during sinking unlikely. Even if the unfortunate crew member was not immediately crushed, and somehow managed to work free of the vessel, the suction of the ships passing would pull them to their death at the bottom of the sea. Being in such a ship **during the round it sinks**, results in **death**.

Any time a ship's total is below **20 DP** as the result of a hit or fire damage, the player of the ship rolls **1d20** and must get the ship's DP total or less to keep the ship from sinking that round. Any adventurers on a small ship which sinks are left adrift in the water, and must stay afloat to survive.

Any adventurers on a large ship when it sinks get **1 round** of action at the time the ship sinks. If they are not off the ship and at least **60 feet** away at the end of their action, they go down with the ship and die. **Lizards**, able to breath water, get a **2nd round** to attempt to withdraw, but even they will be crushed and killed if they can not escape within two rounds.

Chapter 6

Skills

This chapter contains a list of all the standard skills, where they are applicable, and how they are adjudicated. Please be aware the the GM may modify any check as they see fit depending on the circumstances. If a skill does not list a specific die roll, the GM will assign an appropriate number of dice to check against the skill.

Accounting

Base Cost	**130 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+4**

Keeping track of accounts and expenditures is important to the merchants and the larger establishments. Creative accounting also can be profitably employed among the less ethical.

Acrobatics

Base Cost	**200 EP**	Attribute	**AGI**
Skill Type	**Marine**	Extra Dice	**+2**

Useful for gymnastic flips, jumps, leaps, and swings. An adventurer can jump into, or backflip out of, melee. They could jump from a second story window into the street and gain a free round on an opponent. Acrobatics cannot be performed in any sort of metal armor.

Acting

Base Cost	**100 EP**	Attribute	**INT**
Skill Type	**Nomad**	Extra Dice	**+2**

An adventurer with acting skill has some understanding of how to assume a role and stay in character. The GM must assign difficulties and appropriate checks for this skill based on circumstances.

Ambidextrous

Base Cost	**150 EP**	Attribute	**AGI**
Skill Type	**Warrior**	Extra Dice	**+2**

An adventurer can use either hand as their primary attack hand. Adventurers, by default, have the same "handedness" as their player. If the adventurer's primary hand is incapacitated or damaged, this skill will let them fight using their secondary hand as if it were their primary hand. Normally, using a weapon in the secondary hand causes the adventurer to suffer a **-4** penalty on any to "to **strike** " roll. Roll **1d6** for each minus you wish to cancel against the skill rank. If successful, subtract the number of dice rolled from the **-4** penalty.

Ambush

Base Cost	**150 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

If your adventurer knows a person or group is coming, and if they are totally unaware of their presence or intentions, they can set an ambush for them. The GM will determine the amount of time necessary to set the ambush. Roll the skill rank or less on **2d6**. If successful, the adventurer gets **1d3 free rounds before normal combat** begins.

Analyze Trap

Base Cost	**150 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**N/A**

An adventurer uses this skill to learn the workings of a set or unset trap. Most traps require a **2d6** check against this skill to analyze successfully. If successful, subtract two dice from any attempt to disarm that trap. The GM may set a different roll for success depending on the difficulty of the trap.

Animal Calling

Base Cost	**80 EP**	Attribute	**HEA**
Skill Type	**Auger**	Extra Dice	**+2**

Ever needful of quick gratification, this skill has been the boon to many lonely travelers. Out in the forests or fields, the sound of the skill user's voice lures unsuspecting woodland and field animals to the side of the caller, ready to become target practice, dinner, a new floor rug, or to meet even a more distasteful fate.

Animal Husbandry

Base Cost	**120 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+3**

Domesticated animals (horses, cows, sheep, pigs, jkarr'n, ichitle, etc.) are needed in large numbers for food, transportation and work. Understanding how to raise these creatures successfully is a profitable profession.

Animal Training

Base Cost	**200 EP**	Attribute	**WIL**
Skill Type	**Nomad**	Extra Dice	**N/A**

The ability to train mammals to perform on command is regulated by the rank of this skill. It is useful in adventuring, or as a profession.

Archeology

Base Cost	**100 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**N/A**

This skill lets your adventurer use archeological methods and techniques, but does not give any historical information. Studying days or months on a site, they can determine patterns of lifestyle, diet, wealth, and other generalizations about the ancient inhabitants. On a spot examination, if you succeed the check against this skill, the race, time era, and other simple elementary data about the ancient inhabitants can be learned.

Architecture

Base Cost	**65 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+3**

Architecture involves the planning and design of buildings. An architect can also give advice on structural weaknesses and suggest repair options, if feasible. Architects always keep building plans as references for future work.

Armor Smithing

Base Cost	**65 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

This skill is necessary to create and repair armor of all types. This includes some knowledge of working leather, iron, copper, fabrics, sewing and fastenings. Creating good quality armor of normal manufacture usually requires a two dice check, though temporarily repairing damaged armor in the field usually requires a **1d6** check (GM discretion)

Arson

Base Cost	**50 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

This is the ability to set fire to something and make it appear to have occurred naturally. The GM sets the number of **d6** for the player to roll against the skill. If successful, anyone investigating the scene of the fire must make a PER check at **2d6** more than usual to detect the arson.

Artillery

Base Cost	**200 EP**	Attribute	**INT**
Skill Type	**Marine**	Extra Dice	**+2**

Ballistas, catapults and other artillery weapons are complex to load, aim and fire. An engineer or other adventurer may increase their skill using these weapons. This skill is a combination of different loading and firing styles that gives the artilleryman flexibility. Any ONE of these options can be used in one round. Since most of these weapons are very similar to use, this one skill can be applied to using any of artillery piece.

Quickload: The Quickload option lets the artilleryman load their weapon faster. Each round they are loading an artillery piece, or directing a team loading the weapon, if they can roll **2d6** and get their **artillery rank or less**, that counts as 2 rounds of loading. They can not load and fire in the same round using this option.

Long Shot: Knowing just how much to overwind, change aperture sizes or otherwise stress their weapon, the experienced artilleryman can make a Long Shot to increase range. They choose the number of dice for an attempted shot, and roll them. If the total is their **artillery skill or less**, then their range increases by 25% of the original range for **each die** rolled. But this is not without danger. Any "roll to **hit** " of 1 indicates that they have overstressed their artillery piece, and it falls to pieces, possibly injuring those about it.

Lethal Attack: A steady hand and a good eye helps the artilleryman make a difficult Lethal Attack and increase the damage. Choosing a number of dice, the player rolls those dice. Getting a total of their **artillery skill or less** makes the number they need to get a **Critical Hit** on their "roll to **strike** " one less for **each die** rolled. *If they roll three dice and succeed, they will score a critical hit on a 17 or better on their "roll to strike."*

Precise Attack: Being able to very carefully set the angle and elevation of their weapon relative to the target, and in spite of the rolling deck, is what allows an artilleryman to make a Precise Attack and increase accuracy. The player picks a number of dice, making the check against against their weapon skill. If this succeeds they may add **+2 for each dice** used in the check to the value of their "roll to **strike** " during this round.

Artistry

Base Cost	**80 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+4**

Painting, sculpting, dancing, or executing any form of artistic expression requires this skill to avoid being laughed out of town as a rube or charlatan.

Assassination

Base Cost	**500 EP**	Attribute	**AGI**
Skill Type	**Warrior**	Extra Dice	**N/A**

This skill represents an organized and prepared attempt to kill a target. The preparations must be arranged at least **1 hour** prior to the attack. Guards, security precautions, disguises, access to the site before the attempt and the accessibility of the target will all influence the number of dice which the GM will assign to the attempt. For physical melee attacks, if successful, the attacker rolls on the assassination column of the appropriate **critical wound** table (see **Ap ??: ??** on **Page ??**). If the check fails, the attacker makes a normal melee roll instead. For other styles of killings, like poisonings and "arranged" accidents, the GM will determine the results of a success or a failure.

Astrology

Base Cost	**250 EP**	Attribute	**INT**
Skill Type	**Nomad**	Extra Dice	**+RES**

The trained astrologer looks at the position of the stars and the planets in the night sky. Some believe that future events can be divined by someone with this skill. The astrologer states what they are attempting to divine, and the GM assigns a number of **d6** to roll against the skill rank for them to convince onlookers that what they says will come to pass.

Astronomy

Base Cost	**115 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**N/A**

Looking at the skies and cataloging the movements of the stars and planets is the province of the astronomer. This skill is needed to understand the movements of the heavens, and is often learned by sages, navigators, and nomad fortune readers.

Balance

Base Cost	**50 EP**	Attribute	**AGI**
Skill Type	**Marine**	Extra Dice	**+2**

This ability is used to walk thin ledges, ropes, narrow walkways, etc. without falling. The GM may also ask for a check against balance when an adventurer tries many physical maneuvers that would test the balance of a normal person.

Barber

Base Cost	**15 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+2**

Barbers cut hair and perform other personal grooming services. Wealthy citizens frequently train their own barber, or hire one skilled in these duties. Many free-lance barbers work out of the **Natatorium**.

Barristry

Base Cost	**115 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+RES**

The barristry skill is useful if legal representation is needed, or if proper legal documents must be executed and filed. Such services can be quite costly, and many barristers grow rich from the legal woes of others.

Bartending

Base Cost	**30 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+2**

The art of mixing palatable combinations of liquers and listening endlessly to repetitive conversation is important to those who must tend bars at various inns and taverns over the whole of Jaern.

Battle Axe

Base Cost	**360 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Battle Axe grants the abilities listed under **Combat Weapon Skills** on **Page 52**

Belching

Base Cost	**100 EP**	Attribute	**HEA**
Skill Type	**Marine**	Extra Dice	**+2**

This skill has been brought to a fine art by bored marines who have been eating the onboard cooking too long. A high rank in this skill allows the talented belcher to sound off entire songs.

Binding

Base Cost	**50 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+3**

When binding a target, choose how many more dice to add to the check for escape. Roll that many **d6**; if you get your adventurer's **skill rank or less**, the bound person must add that many dice to a **2d6** check against the escape skill to break free.

Blacksmithing

Base Cost	**65 EP**	Attribute	**STR**
Skill Type	**Auger**	Extra Dice	**+3**

A blacksmith is skilled in forming utilitarian items from iron, such as nails, horseshoes, chains, etc. They are also experienced at attaching iron fittings to leather, and thus can fabricate and adjust horse tack and dolphin harnesses.

Bludgeon

Base Cost **165 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **N/A**

Bludgeon is the ability to knock an unsuspecting target **unconscious** by striking them from behind with a **blunt** instrument. The bludgeoner must position themselves behind the target without the target having heard, seen or being aware in any way of the attacker. The GM will adjudicate the difficulty of the bludgeon based on factors such as alertness of the target, prevailing light conditions, and other distractions. If successful, roll on the **Ap ??: ??** Table on **Page ??**. If the skill check fails, roll "to **strike** " against the target. If this roll succeeds, the target takes damage as normal (resolving all proper criticals and modifiers). If the roll "to **strike** " fails, the target of the bludgeon gets 1 free round to act before combat continues.

Boarding

Base Cost **100 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+2**

This is the ability to move safely and quickly from one ship to another, especially to a hostile vessel. This may involve lots of rope swinging, careful jumping, and rigging running, which are all encompassed in this skill.

Botany

Base Cost **30 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **N/A**

Botany is necessary to understand and implement the requirements for healthy plant growth. A botanist can advise on proper fertilization, watering, pruning, etc., as well as diagnose and perhaps cure plant diseases.

Bow

Base Cost **180 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of Bow grants the abilities listed under **Missile Weapon Skills** on **Page 60**

Brewing

Base Cost **80 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+RES**

This skill has been carefully handed down, parent to child, since antiquity. The secrets of using just the right materials to assure the proper fermentation of the grains have been closely held by those in the brewers guild. This profession is highly profitable to one who can find a way to gain admittance to its ranks.

Bricklaying

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

Mixing, laying and mortaring bricks is vital to the construction of new buildings and public works. The bricklayer is in demand on all such construction projects, both making the bricks and laying them out carefully along the wall lines and areas specified by the architect.

Build Trap

Base Cost **250 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **N/A**

Anyone wanting to build and arm mechanical traps should have this skill. Magical effects can be bound to such traps using the rules for creating magical items.

Business Management

Base Cost **50 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

Operating a successful business is key to turning a continual profit. This skill allows an individual to operate as a shop keeper and sales person, to hire and manage employees, and to negotiate with suppliers.

Butchering

Base Cost **30 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

This skill is necessary for the efficient cutting of an animal carcass into usable meat. A **butcher** (i.e., one who uses this skill as a profession) can identify spoiled meat before others can, and is an expert at putting a razor sharp edge on a knife.

Camouflage

Base Cost **50 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

This skill is the deliberate and specific concealment of one or more persons in the wild. A substantial amount of time may be required to gather and prepare all the needed materials. As a guide, allow **3d6**+3 turns per person to be concealed.

Candlemaking

Base Cost **15 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

Basic candlemaking involves the repetitive dipping of a fabric wick in tallow to create a long lasting light source.

Carpentry

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

This skill is crucial to the construction of wooden objects, buildings, or vehicles. The proper use of tools, materials and knowledge of their joinings allow the hard working carpenter to make a reasonable living from their craft. Attempts to create or repair wooden items can be adjudicated by checks against this skill.

Cartography

	Base Cost	100 EP	Attribute	INT
	Skill Type	Marine	Extra Dice	+3

Cartography is the making, care, reading, copying, and interpretation of maps. A successful 1d6 skill check is required to read the basics of a map well enough to follow established paths and roadways. Without this skill, a 4d6 check versus INT is required. To travel off the beaten path with the aid of a map, a player needs to make a successful 2d6 skill check (as well as a successful Orienteering check to keep from getting lost).

Cartwrighting

	Base Cost	50 EP	Attribute	INT
	Skill Type	Auger	Extra Dice	+3

A cartwright posses special carpentry skills to assemble and repair carts and wagons. They cannot make wooden wheels, however.

Climbing

	Base Cost	100 EP	Attribute	STR
	Skill Type	Marine	Extra Dice	+2

This skill is used for climbing ropes, scaling rough walls, etc. The GM will set the difficulty of the check based on the circumstances of the climb.

Club

	Base Cost	120 EP	Attribute	CSE
	Skill Type	Weapon	Extra Dice	N/A

Skilled usage of Club grants the abilities listed under **Combat Weapon Skills** on

Cobbling

	Base Cost	50 EP	Attribute	INT
	Skill Type	Auger	Extra Dice	+2

Cobbling is the construction and repair of leather footwear. The amount of time required and the difficulty of the check depends on the type of footwear. A pair of rope-soled sandals take about 1 day, whereas a pair of thigh length, jacer hide boots with secret compartments in the heels and soles could take 2 weeks or more.

Combat Weapon Skills

	Base Cost	0 EP	Attribute	CSE
	Skill Type	Special	Extra Dice	+0

An adventurer may increase their ability with hand-to-hand weapons. This skill combines five different maneuvers and fighting styles to give the wielder flexibility in their attack. Any one of these options may be used in a round. A player may buy combat weapon skills for each weapon their adventurer uses. Base costs are listed by weapon in the skill list in on 19.

Quickdraw is used to pull a weapon and get 1 normal attack with that weapon in the same round. The player rolls 2d6; if the total equals the corresponding weapon skill or less, their adventure pulls the weapon and gets one normal attack in that round.

Multi-Attack makes more than one attack per round possible when the adventurer is in combat and has their weapon ready. The player makes a check of 1d6 for each desired additional attack against their weapon skill. If they fail, they gets a single attack. If successful, they may attempt the number of die rolled +1 attacks, one at a time, stopping when they are used up or when an attack fails to strike the target. Attacks may be directed at any target(s) currently engaged in melee with the adventurer.

Precise Attack: A Precise Attack increases attack accuracy and can be used whenever the adventurer has their weapon ready. The player picks a number of dice, making the check against their weapon skill. If this succeeds they may add +2 for each die used in the check to the value of their single "to **strike**" roll during the round.

Lethal Attack: A Lethal Attack adds +2 DP per die of the check to the damage done by a successful attack. The adventuerder must have their weapon ready, and choose the number of dice for the attempt.

Effective Attack: An Effective Attack is similar to a Lethal Attack, except the warrior adds +1 to the "to **strike**" roll and +1 DP to the damage roll for each die in the skill check.

Composing Music

	Base Cost	250 EP	Attribute	CSE
	Skill Type	Nomad	Extra Dice	+0

Creating melody, harmony and rhythm from the chaos of life all around, the composer puts quill to paper to creae music that they and others can perform.

Cooking

	Base Cost	15 EP	Attribute	INT
	Skill Type	Auger	Extra Dice	+2

This skill allows the preparation of edible and attractive foods and drinks. A check of 2d6 is reasonable to prepare a plain but tasty meal. A check of 4d6 is appropriate to prepare a successful feast for a large crowd, or to make a very exotic dish.

Coopering

Base Cost	**65 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

A cooper fashions watertight wooden containers, such as barrels, kegs, buckets, etc. The skill includes the ability to select the proper wood, make beveled joints, and use metal bands to clamp and reinforce the item.

Courtesan

Base Cost	**115 EP**	Attribute	**COM**
Skill Type	**Auger**	Extra Dice	**+2**

This skill is used to please other people in various physical and sexual ways. Skill as a evening companion and well as the well directed use of lust are included within. A check of **2d6** is considered when attempting to please a companion. A check of **3d6** vs this skill is usual for attempting to entice someone into a situation, but remember the circumstances can cause the GM to modify this check.

Crossbow

Base Cost	**270 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Crossbow grants the abilities listed under **Missile Weapon Skills** on **Page 60**

Cyphering

Base Cost	**115 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**N/A**

Cyphering is encoded writing. It is frequently used in business correspondence, communication with the **Assassins Guild**, and between **maraujo captains**. Cyphering can be used to create or break codes. To create a code, the player selects a number of **d6** to roll against the skill rank. If they gets their adventurer's **skill rank or less** the code is **useable**, and the number of **d6** rolled becomes the code's **difficulty rating**. If the check is failed, the code is flawed and will yield gibberish or misleading statements if used.

To break a code, the player rolls a number of **d6** equal to their adventurer's cyphering rank. The GM rolls a number of **d6** equal to the code's difficulty. The higher total wins, i.e., if the player is higher they break the code, and if the GM is higher, the code remains insolvable. If the player knows the key word or phrase used to construct the code, the player rolls a number of **d6** equal to **1d6 less** than the code's difficulty *(if the code is difficulty 6, the player rolls **5d6** and the GM **6d6**)* regardless of their adventurer's cyphering rank. The role of player and GM can of course be reversed in the above examples if an actor is trying to break a player-created code.

Dagger Fighting

Base Cost	**120 EP**	Attribute	**CSE**
Skill Type	**Marine**	Extra Dice	**N/A**

Skilled usage of Dagger grants the abilities listed under **Combat Weapon Skills** on **Page 52**

Dagger Throwing

Base Cost	**60 EP**	Attribute	**CSE**
Skill Type	**Marine**	Extra Dice	**N/A**

This proficiency skill assists in targeting thrown daggers. Roll the number of dice equal to the bonus desired. If the total is equal to or less than your adventurer's skill rank, add **that bonus** to the "to **hit** " roll, but not the damage roll.

Dancing

Base Cost	**100 EP**	Attribute	**AGI**
Skill Type	**Nomad**	Extra Dice	**+1**

The dancing skill is used to execute pleasing footwork patterns and body motions, usually to musical accompaniment.   Success at this skill indicates the dancer has enjoyed the activity and has appeared to be competent at the appropriate level of difficulty depending on the assigned skill check (GM discretion, considering the intricacy of the dance).

Detect Traps

Base Cost	**150 EP**	Attribute	**PER**
Skill Type	**Auger**	Extra Dice	**+4**

This skill allows an adventurer to observe a suspicious area and determine if, and how, it is trapped. The area must be in the adventurer's LOS, and the difficulty of the check depends not only on how cunningly the trap design is but also visibility.

Diagnosis

Base Cost	**80 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+RES**

Someone adept at diagnosis can determine what is physically wrong with a person, though a remedy or treatment suggestion is outside the scope of this skill. Diagnosis can be developed into a very lucrative profession when used in conjunction with the nomadic herbology skill.

Disarm Trap

Base Cost	**250 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**N/A**

Having identified a trap by some means, this skill allows one attempt to disarm it. Average mechanical traps require a **2d6** check to successfully disarm. Magic, technology, and trap difficulty can all change this check at the GM's discretion. Failure to disarm may trigger the trap (GM discretion).

Disguise

Base Cost	**50 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+3**

This is the ability to skillfully apply makeup, false beards, etc., and select and wear clothing to change one's outward appearance. The GM will determine the difficulty of the check based on how much the desired result varies from the physical characteristics of the adventurer. Simply adding a beard is very easy, but to disguise a human as another race can be exceedingly difficult.

Diving

Base Cost	50 EP	Attribute	STR
Skill Type	Marine	Extra Dice	+2

Diving allows an adventurer to properly dive into water from greater heights, or into shallow water, with less chance of injury than someone without it. As a base, an unskilled person cannot dive into less than 10 feet of water safely, and will likely be injured if diving from a height of more than 10 feet. The GM determines the difficulty of the skill check. A dive from 30 feet into 10 feet of water would be a 2d6 check against the skill; dives from greater heights or into shallower water increases the difficulty. The depth of the dive may also be adjusted with this skill. Normal dive depth is 10 feet, regardless of height. If the adventurer wishes he may have the depth of the dive equal the height of the dive to a maximum of 30 feet; minimum depth is two feet. Such depth changes add 1d6 to the skill check.

Dodging

Base Cost	200 EP	Attribute	AGI
Skill Type	Marine	Extra Dice	+4

This skill allows your adventurer to dodge incoming missiles. This is done in the opponent's round when the GM is about to roll "to strike" your adventurer. When the GM asks for their MDV, announce that they are dodging, and roll the number of dice equal to the number you wish to increase their MDV. If successful, state the MDV plus the number of dice rolled. Otherwise, state the MDV minus the number of dice rolled.

Dolphin Speech

Base Cost	300 EP	Attribute	INT
Skill Type	Marine	Extra Dice	N/A

Some believe dolphins are as intelligent as humans, but most think of them more like children. Dolphins communicate among themselves with a series of clicks, whistles, and grunts. Over time people can learn to understand and even "speak" some of the simpler "words." Trying to convey a simple idea, or understand one spoken by a dolphin, requires a successful 2d6 check against this skill. Your GM will modify this roll depending on the complexity of the communication, and the current circumstances.

Dolphin Training

Base Cost	400 EP	Attribute	CSE
Skill Type	Marine	Extra Dice	+RES

Dolphins can become very intelligent and loyal mounts if skillfully trained. Dolphin trainers are highly prized and sought by Maraujo cefos to train their cavalries, and can demand and get high fees for their services.

Dolphinship

Base Cost	200 EP	Attribute	AGI
Skill Type	Marine	Extra Dice	+3

This skill allows an adventurer to control and ride a properly trained and harnessed dolphin. Riding a dolphin at half the creature's speed through a calm sea (35 mets per hour (13mi or 21KM)) is a 2d6 check. Faster speeds, rough seas, or high speed maneuvers increase the difficulty of the check.

Drum Speak

Base Cost	150 EP	Attribute	INT
Skill Type	Nomad	Extra Dice	N/A

Small, specially formed drums are crafted by nomads to project sound up to three mets in fair weather (humid conditions can increase the distance carried to five mets, but heavy precipitation can cut the distance to a half a met). This skill is used to create and translate messages and inflections via drum noises. The GM will assign a skill check based on the complexity of the message. Loud noises at the source or destination of the sound obliterate the message and cannot be overcome with this skill.

Dyeing

Base Cost	50 EP	Attribute	INT
Skill Type	Auger	Extra Dice	+2

Dyeing is the infusion of color or colors into cloth. A dyer will know where to obtain specific dyestuffs, and can also aid in bleaching cloth.

Embalming

Base Cost	200 EP	Attribute	CSE
Skill Type	Priest	Extra Dice	+0

Used by Priests of Anubis to prepare the dead.

Empathize

Base Cost	20 EP	Attribute	CSE
Skill Type	Auger	Extra Dice	+1

This skill allows it possesor to carefully listen to the tales and woes of others, seemingly concerned and sympathetic to their problems. Listening to the inflection and voice of their target, the empethiser both learns new things about them and eases their troubles and mood.

Escape

Base Cost	400 EP	Attribute	INT
Skill Type	Auger	Extra Dice	+4

This skill is used to escape after being tied up. The player rolls 2d6 against their adventurer's skill rank to work free from an average set of ropes. This roll may be modified by rope type, chains, locks and the adventurer's physical condition (GM discretion). If the check fails, more escapes may be tried, but subsequent checks are made with one additional d6 per failure.

Falconry

Base Cost	350 EP	Attribute	WIL
Skill Type	Nomad	Extra Dice	N/A

Training and controlling small birds of prey are delicate and difficult tasks. This skill measures the ability to train such birds over a time period, and the ability to instruct a trained bird to perform a task. A 2d6 check against the skill is usual; the GM will adjust this depending on the bird's tractability, the difficulty of the task, etc.

Farming

Base Cost	**30 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+2**

Farmers supply about one third the food used by Jaernian towns and cities, so this skill can be useful as a profession. Farming encompasses knowledge about planting, cultivation, and harvesting of crop plants. An adventurer with this skill might use the condition of crops as a clue to soil, weather, or unnatural conditions in a given area.

Fencing Stolen Goods

Base Cost	**80 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+4**

This skill is necessary to avoid detection while buying or re-selling stolen goods. A **2d6** skill check is normal, but the GM will adjust this based on such factors as uniqueness of the item, its recognizability, T'orite activity in the vicinity, T'orite suspicion of the fencer, etc.

Fencing Weapon

Base Cost	**350 EP**	Attribute	**AGI**
Skill Type	**Marine**	Extra Dice	**N/A**

This style of ritualistic combat uses small, light, flexible swords called foils or rapiers. These weapons are of virtually no use against armored opponents, or opponents with other weapons; attacks against such are at a -4 "to **strike**," and the fencing weapon breaks on ANY **critical hit**. **Marines**, however, often fence to resolve differences between themselves. Combatants in a fencing match wear light clothing, and arm themselves with an appropriate fencing weapon. The fencing skill rank is used as a modifier in all rolls "to **strike**." Foils and rapiers do **1d6 DP** per hit.

Fishing

Base Cost	**50 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+2**

A hobby for many, fishing supplies at least half of the foodstuffs for most Jaernian cities and towns and therefore the skill can be used as a profession. This skill includes knowledge of small boats, nets, bait, location and movements of fish, and the storage and transport of caught fish.

Flagging

Base Cost	**100 EP**	Attribute	**INT**
Skill Type	**Marine**	Extra Dice	**N/A**

Ship-to-ship and ship-to-shore communications are often accomplished with flags. A flagger holds a flag in each hand, and moves them in patterns to signify words or concepts. Red flags are used on clear days, and white flags on overcast days for best visibility. Concepts are often abbreviated to make flagging concise and quick, but are limited in vocabulary. If a message cannot be expressed ordinarily, Paroli alphabet characters can be flagged one by one. Succeeding a **2d6** check against this skill conveys most ordinary messages within the standard flagging vocabulary (GM discretion). Simple concepts are flagged twice as fast as ordinary speech, while spelling words is four times slower than speech.

Flail

Base Cost	**270 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Flail grants the abilities listed under **Combat Weapon Skills** on

Fletching

Base Cost	**50 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

Technically speaking, fletching allows an adventurer to finish arrows by adding flight control feathers to the shaft. Fletchers work closely with arrow makers, and it is not unusual to find one or the other with the ability to completely fashion arrows from scratch. A **2d6** skill check is usual to successfully manufacture arrows (checked in lots of five or ten). Manufacture of unusual missiles (larger than normal, made from non-standard materials, etc.) increases the difficulty.

Flying

Base Cost	**400 EP**	Attribute	**AGI**
Skill Type	**Marine**	Extra Dice	**+4**

This skill allows an actor or adventurer to control the orientation and movement of their body while utilizing the spell **Flight**

Forestry

Base Cost	**30 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

Forestry involves the nurturing and management of trees, including the cutting of appropriate trees for lumber to make room for new growth. A basic knowledge of different tree species, their requirements, and uses are subsumed in this skill.

Forgery

Base Cost	**250 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+4**

A skilled forger can duplicate signatures, papers, paper currency, or documents. Attempts at forging are made at a number of dice against the skill rank. Forging a signature is perhaps the easiest (**2d6** check), while documents might be **3d6** and currency **5d6** (GM's discretion).

Gambling

Base Cost **50 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

The gambling skill allows an adventurer to have a better chance at beating the odds in games of chance. Gambling is simulated by the GM (the "house") and the adventurer's player rolling dice against each other, the higher total winning the wager. The GM usually rolls **5d6**. An adventurer with no gambling skill rolls **1d6**; each rank in the skill adds a **d6**. Some games of chance are far more difficult (or highly rigged in favor of the house), so the GM may roll upwards of **10d6**. Also, if the GM is portraying an actor with gambling skill, he would roll twice, once for the "house" and once for the actor. Under specific roleplaying circumstances, either the player or the GM may ask to roleplay the game of chance rather than relying on dice for the outcome.

Gardening

Base Cost **15 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

Gardening is similar to farming, though on a smaller scale and dealing with vegetables, herbs, shrubberies, flowers, and the like rather than field crops. The skill subsumes knowledge of garden plants, their growth requirements, and uses. Gardening can be used as trade, from selling produce to tending the private gardens of the wealthy.

Glassblowing

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **N/A**

A glassblower creates glass containers by blowing air through a hollow pipe into a blob of molten glass, then twirling or rolling the glass until it hardens. The skill can be a lucrative profession.

Heraldry

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **N/A**

Heraldry involves the recording and awarding of coats of arms for nobles. Heralds are often consulted to settle disputes over royal bloodlines and to decide who is entitled to display a coat of arms. Thus they are quite knowledgeable about noble ancestry, including the black sheep and closeted skeletons the nobility would just as soon forget. The skill is used to ferret out and verify information that will prove a given bloodline. The GM will set the difficulty of the check based on such factors as the availability and accessibility of written documents, living witnesses, etc.

Great Sword

Base Cost **360 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of Great Sword grants the abilities listed under **Combat Weapon Skills** on

Hatchet

Base Cost **180 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of Hatchet grants the abilities listed under **Combat Weapon Skills** on

Herbology

Base Cost **250 EP** Attribute **INT**
Skill Type **Nomad** Extra Dice **+RES**

Herbologists collect, classify, purify, and sell reagents derived from plants. The work is delicate and exacting; done improperly a potentially beneficial reagent can become a deadly poison. An herbologist can serve as a physician (of sorts) to cure minor ailments (dyspepsia, headache, diarrhea, etc.), though he cannot restore lost DP with their nostrums and extracts.

Herding

Base Cost **30 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+1**

The herding skill is used to control groups of domesticated animals, such as cattle, sheep, etc.

Hiding

Base Cost **50 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+3**

The adventurer can use available cover (walls, corners, rubbish, furniture) to avoid being seen, or to conceal an object. A **2d6** check against the skill is usual, but the GM will modify this based on the size of the person or object to be hidden versus the type and amount of cover available. It is possible that the result will be something less than full concealment. A **2d6** check against **PER** is normal to notice something. The GM may adjust **PER** rolls if the person or object is quarter concealed (+**1d6**); half concealed (+**2d6**), or fully concealed (+**3d6**). This skill can be used under any lighting conditions.

Horse Training

Base Cost **150 EP** Attribute **WIL**
Skill Type **Auger** Extra Dice **N/A**

A horse trainer attempts to curb the wildness of a horse to make it comfortable around people, but breaking and training wild horses for riding and farming duties can be hazardous if you don't know what you're doing. This skill is in great demand around any large village or town. A **2d6** check is normal, though the GM will adjust this based on the fractiousness of the beast in question. Failure might result in injury to the adventurer (GM discretion).

Horsemanship

Base Cost **100 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

This is the ability to ride a horse, or to handle a team of horses. A standard check of **1d6** applies to riding a horse at a trot, or driving a wagon pulled by two horses at a walk, for an hour. Your GM will set checks for any other actions your adventurer attempts on horseback.

Hunting

	Base Cost	70 EP	Attribute	PER
	Skill Type	Auger	Extra Dice	+2

This ability allows its possessor to find, capture or kill small animals in the wild. A hunter can find animal spoor and trace it to their current location. For a hunter to find enough food for one day, he must roll **1d6** for each person to feed against their rank in this skill.

Hypnosis

	Base Cost	300 EP	Attribute	WIL
	Skill Type	Nomad	Extra Dice	N/A

This is the ability to use some object or technique to place a willing target into a hypnotic trance. The hypnotist can cause the target to recall events clearly, perform any short, non-combat action, or implant subliminal suggestions about actions to be taken up to **1 week** in the future. While the subject can be instructed not to remember questions or actions, they cannot be forced to do anything to which they would strongly object in their normal mental state. The GM must set the skill check based on the circumstances and the difficulty of the request. Simple actions might be a **2d6** check, whereas implanting suggestions could be a **3d6** or **4d6** check.

Identify Minerals

	Base Cost	15 EP	Attribute	INT
	Skill Type	Auger	Extra Dice	+2

Someone with this skill can look at a rock sample and identify any minerals or metal ores it contains (**1d6** check). Determining quality and quantity raises the difficulty of the skill check (GM discretion).

Identify Plant

	Base Cost	20 EP	Attribute	INT
	Skill Type	Auger	Extra Dice	+2

Identify plant is used to determine what a plant is (**1d6** check for common plants; **2d6** and higher for rarer flora). Whether the adventurer can recognize the use of a given plant is a **3d6** check. A use check can be ignored if the adventurer has previous experience with the plant in question (GM discretion).

Identify Spell

	Base Cost	200 EP	Attribute	PER
	Skill Type	Mage	Extra Dice	+3

This skill enables an adventurer or actor to identify certain parameters of any spell they see cast. It in no way gives them any specific information about how that spell is cast or used. Roll **1d6**; if the roll is equal to or less than the skill rank the spell type is discovered. Now roll another **1d6** and add it to the first roll. If the total is equal to or less than the skill rank, the spell group name is revealed. Now roll another **1d6** and add it to the total of the first two rolls; the spell rank can be discovered if the total of the three dice are equal to or less than the skill rank. The fourth **1d6** is rolled and added to the first three to reveal the number of finesses used, as long as the total of the four dice do not exceed the skill rank. The identification process ends whenever the dice total exceeds the skill rank.

Identify Spell

Dice	Result
1	Identify type [elemental/deity]
2	Spell group name
3	Rank of spell
4	Exact finesses in use

Immobilize

	Base Cost	400 EP	Attribute	STR
	Skill Type	Marine	Extra Dice	N/A

A quick blow to certain body areas can immobilize an opponent. The area (solar plexus, neck, etc.) must be unprotected, and certainly unarmored. Roll **2d6**. If the total is equal to or less than the skill rank, the opponent collapses and cannot take any actions for **3d6** rounds.

Innkeeping

	Base Cost	50 EP	Attribute	CSE
	Skill Type	Auger	Extra Dice	+2

Innkeeping is necessary to the successful management of an inn, or in any situation requiring someone to provide food and lodging for a large group of people.

Instrumental Music

	Base Cost	100 EP	Attribute	CSE
	Skill Type	Nomad	Extra Dice	N/A

This skill allows its possessor to use one musical instrument; it must be rebought for each additional instrument. The difficulty of the music being played, and the audience it is played to, are considered by the GM when assigning dice for checks against this skill.

Instrumental Smithing
Base Cost **200 EP** Attribute **INT**
Skill Type **Nomad** Extra Dice **+RES**

This skill allows one to create musical instrumentals. Working with leather, metal, hide, and wood are all common to the instrument smith. The smith has knowledge of musical theory and the crafting of sounds from natural material. This skill can not be purchased at any rank higher then 3 above the possessor's highest instrumental music skill.

Javelin
Base Cost **270 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of Javelin grants the abilities listed under **Missile Weapon Skills** on

Jesting
Base Cost **100 EP** Attribute **CSE**
Skill Type **Nomad** Extra Dice **+2**

Jesting is the ability to make other people laugh. It can involve slap-stick, sarcasm, abuse, or singing. This skill is complemented by the Juggling, Acrobatics, Singing, and the Instrumental Music skill. The GM may ask for ranks in these other skills to adjust the success of Jesting.

Jeweler
Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **N/A**

A jeweler is adept at fashioning adornments of precious metals and also the setting of gemstones in such jewelry.

Jousting
Base Cost **300 EP** Attribute **STR**
Skill Type **Warrior** Extra Dice **+3**

Jousting is the formal, non-lethal combat between mounted opponents. Each jouster rolls a number of d6 equal to their jousting rank; the higher total wins the match.

Juggling
Base Cost **100 EP** Attribute **AGI**
Skill Type **Nomad** Extra Dice **+2**

Throwing and tossing objects into the air and retrieving them is always an amusing skill. The distance of the toss, the number of objects, and the danger of what is being thrown are all considered by the GM when he sets a difficulty for a check against this skill.

Jumping
Base Cost **50 EP** Attribute **STR**
Skill Type **Marine** Extra Dice **+2**

This skill is used for performing physical jumps of more than ordinary distance, height, or speed.

Knitting
Base Cost **30 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **N/A**

Knitting is the looping of thread or yarn with special needles to make garments. The more intricate or fine the work, the more difficult the skill check.

Lance
Base Cost **360 EP** Attribute **CSE**
Skill Type **Warrior** Extra Dice **N/A**

Because of the nature of the Lance, skill in its use precludes using the **Multi-Attack** and **Quickdraw** options. **Lethal**, **Precise** and **Effective** attacks are legal.

Landscaping
Base Cost **30 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

A landscaper can design and implement a formal garden or any pre-planned planting area.

Laundering
Base Cost **15 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+1**

This skill allows it possessor to clean clothing, furs, and hides. Items cleaned include clothing, linens, towels, rugs, and about any other item made of cloth. This skill is also used to clean specific stains and freshen specific cloth types.

Leather Working
Base Cost **80 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

This skill involves the sewing of clothing or items from pieces of leather.

Lip Reading
Base Cost **50 EP** Attribute **PER**
Skill Type **Auger** Extra Dice **+RES**

The adventurer must succeed a 2d6 check vs this skill to interpret what is being spoken by another humanoid without having to hear. The lip reader must be fluent in the language being spoken to use this skill.

Listen
Base Cost **50 EP** Attribute **PER**
Skill Type **Auger** Extra Dice **+2**

This reflects the extra training required to notice, and perhaps recognize, faint noises that would normally go unheard.

Locksmithing
Base Cost **80 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **N/A**

This skill is used to craft locks and make or duplicate keys.

Mace

Base Cost	**180 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Mace grants the abilities listed under **Combat Weapon Skills** on **Page 52**

Marathon Running

Base Cost	**65 EP**	Attribute	**HEA**
Skill Type	**Auger**	Extra Dice	**+2**

This skill allows an adventurer to run at a measured pace for a great length of time without fatigue. The GM asks for a **1d6** check against the skill at the end of the first hour of running. At the end of the second hour the check is **2d6**, etc. As soon as a check is failed, the runner must stop and rest 1 hour before continuing.

Maroglave

Base Cost	**270 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Maroglave grants the abilities listed under **Combat Weapon Skills** on **Page 52**

Masonry

Base Cost	**50 EP**	Attribute	**STR**
Skill Type	**Auger**	Extra Dice	**+2**

A mason is skilled at building structures from cut stone and bricks. They are knowledgeable about the types of stone suitable for such work, and the proper mortar mix to bind them together.

Massage

Base Cost	**75 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+2**

Skilled in the ease of muscle pain and stiffness, the masseuse aides their target in relieving the tightness and pain of the days work. Physical manipulation of tightened muscles, application of potent oils and liquids, and aromatic burning of helpful vapors are all part of the techniques used to relieve their target's pains.

Metal Smithing

Base Cost	**150 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+3**

Metal smithing is the ability to manipulate and build things out of silver, gold, copper, bronze, tin and lead. Fastenings, jewelery, nails, fixtures and parts for other craftsmens projects are some of the obvious things produced by the metal smith.

Middle Sword

Base Cost	**300 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Middle Sword grants the abilities listed under **Combat Weapon Skills** on **Page 52**

Military Construction

Base Cost	**80 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**N/A**

This skill is necessary for the proper construction of siege engines (catapults, ballistas, etc.) and effective defensive positions.

Mimicry

Base Cost	**250 EP**	Attribute	**PER**
Skill Type	**Nomad**	Extra Dice	**+4**

This skill is used to reproduce the sound of any human voice that its user has heard and **memorized**. Success is normally achieved with a **2d6** check against this skill.

Mining

Base Cost	**30 EP**	Attribute	**STR**
Skill Type	**Auger**	Extra Dice	**+2**

Someone with mining skill knows the proper procedure to dig a shaft into earth or stone and construct the necessary shoring to prevent collapse of the mine shaft.

Missile Weapon Skills

Base Cost	**0 EP**	Attribute	**CSE**
Skill Type	**Warrior**	Extra Dice	**+0**

An adventurer may increase their skill in a missile weapon. These skill are a combination of different maneuvers and fighting styles that gives the warrior flexibility in their attack. Any ONE of these options can be used in one round. A player may buy any number of these missile weapon skills for their adventurer.

Quickdraw is used to pull a weapon and attack with that weapon in a single round. The player rolls two dice, and if the total **equals or is less** than the corresponding weapon skill, their adventure pulls the weapon and gets **1 normal attack** in that round. For missiles weapons that take 1 round or more to reload, this simply gets the bow out and starts preparing a projectile. For a bow that takes 1 round to reload, succeeding at quickdraw means the bow can be pulled and loaded on the first round, ready to fire on the second. For thrown weapons, the weapon can be thrown in the same round it is pulled.

Quicktarget allows the archer to maneuver for line of sight and shoot in one round. The bow and the arrow, or the thrown weapon must already be ready, and if the warrior succeeds at a **2d6** check against this skill, they jostle about and gets an additional roll to determine line of sight. The roll will be at the same odds as a requested line of sight roll during the informational questions portion of the round. The player does not appreciable change position, but is just jostling to obtain a shot.

A **Precise Attack** can be used to increase accuracy whenever the adventure has their weapon ready to throw or fire. The player picks a number of dice, making the check against against their weapon skill. If this succeeds they may add **+2** for each dice used in the check to the value of their roll "to **strike**" during this round.

Extended Range allows the adventure to target at a greater range than normally possible of their missile weapon. For each additional **1d6** that succeeds, they gain **an 25%** of range with a normal roll to hit. If the check fails, the shot automatically misses, and may strike someone or somewhere else as determined by the GM (Similar to any missed missile attempt). Each additional die used requires 1 **STR** above what is needed to use the weapon.

Money Changing

Base Cost	**65 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+3**

Knowledge of foreign coinage, the ability to translate values, calculate interest and fees, and the ability to interact with other money changers all go into this skill. Being able to identify a foreign coin could be a **2d6** check, while calculating compound interest on an overdue loan might be a **3d6** check.

Mountain Climbing

Base Cost	**80 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+3**

This is the skill to use to climb up and downcliffs, hills, and mountains. Climbing alone, without equipment, up a **45 degree** slope requires a **2d6** check once per hour. Equipment, slope, and weather conditions can modify the difficulty and frequency of a check.

Moving Silently

Base Cost	**100 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+4**

An adventurer with this skill has a better chance of approaching without being heard. The noisier the terrain underfoot, the more difficult the check.

Musical Composition

Base Cost	**250 EP**	Attribute	**INT**
Skill Type	**Nomad**	Extra Dice	**N/A**

Creating new music is a difficult skill. This skill should be combined with the instrumental music skill for a greater chance of success. The test of a new piece of music is how well it is received by its first audience. When a new piece is presented, a **2d6** check against this skill is normal.

Navigation

Base Cost	**150 EP**	Attribute	**INT**
Skill Type	**Marine**	Extra Dice	**+4**

Navigation involves being able to read sea charts, determine location by the position of Onra and the stars, understand the affects of wind and currents on plotting a course, etc.

Net Handling

Base Cost	**100 EP**	Attribute	**AGI**
Skill Type	**Warrior**	Extra Dice	**+2**

Wielding a 6 foot long net with their non-weapon hand, the user swings and flings the net to defend themselves and entrap their prey. For each die they roll against the skill, they get a **+2** to their attempt to **grapple** their opponent. Once netted, an opponent must roll **4d6** vs **AGI** to fling the net aside, or **5d6** vs **STR** to tear the net apart. Each failed attempt adds **1 die** to future attempts while still netted. While netted, all attacks on the target are at a **+4** to succeed, or **-1** die on skill checks (like **pummeling**).

Non-verbal casting

Base Cost	**300 EP**	Attribute	**CSE**
Skill Type	**Mage**	Extra Dice	**N/A**

Spell casting normally requires the use of hand motions and words to focus and target the magical energies. Making a check of **2d6** against this skill allows the caster to cast their spell without the use of their voice. A mage who has lost the use voice, or is gagged, would find this skill very useful.

Oar Mastery

Base Cost	**200 EP**	Attribute	**INT**
Skill Type	**Marine**	Extra Dice	**+2**

This skill allows your adventurer to control and command banks of galley prisoners. This includes the ability to correctly power the ship, knowledge of how to maintain the short and long term health of the rowers, and how to control and restrain the rowers. While not the most glamorous job on board, everyone knows a ship without a good oar master is useless in combat.

One Hand Casting

Base Cost	**150 EP**	Attribute	**AGI**
Skill Type	**Mage**	Extra Dice	**N/A**

Normally any spell with a casting time of over **1 round** requires the use of both hands. Making a check of **2d6** allows the caster to cast their spell with one hand. A mage who has lost the use of one hand would find this skill very useful.

Opening Locks

Base Cost	**65 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**N/A**

An adventurer with this skill may be able to open a lock without the key.

Orienteering

Base Cost	**30 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+2**

This skill is very useful to prevent becoming lost. An adventurer with orienteering can always find due north, and thus know which way to travel to their destination.

Painting

Base Cost	**50 EP**	Attribute	**INT**
Skill Type	**Marine**	Extra Dice	**+2**

This skill is the ability to use painting tools and paint to coat large objects such as ship hulls and exterior or interior walls.

Pickpocketing

Base Cost	**80 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+4**

Pickpocketing is necessary to remove objects from a person's clothing without being caught. The GM will determine how many dice to use based on the circumstances of the encounter, size and location of the item to be filched, etc.

Poetry

Base Cost	**65 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+3**

A poet is able to craft words into rhymes capable of evoking any mood, or perhaps a scathing political commentary. The poet must state what they are writing about, and what force he wants their poetry to have, so the GM can determine the difficulty of the check.

Pottery

Base Cost	**15 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+2**

The pottery skill allows the creation of pots or other containers from molded clay hardened in a kiln.

Prisoner Handling

Base Cost	**35 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+3**

Knowing how to evaluate prisoners, how to buy and sell them, how to keep them healthy and strong, and how to manage and control prisoners are all facets of this skill. Prisoner handlers are in great demand by the merchant class, by the rich, and by the large temples for managing their necessary staffs of prisoners.

Pummeling

Base Cost	**100 EP**	Attribute	**STR**
Skill Type	**Marine**	Extra Dice	**+2**

This skill is used to repeatedly punch a standing opponent in melee. Making a **2d6** check vs this skill inflicts **1d4** damage points on your opponent and **knocks them to the ground.**

Puppeteering

Base Cost	**150 EP**	Attribute	**INT**
Skill Type	**Nomad**	Extra Dice	**+2**

Creating and using small hand puppets to stage plays to entertain both children and adults is a common skill among many nomads. These plays are often used to teach morals to young people. Nomads often ask for donations after a play is complete.

Pyrotechnics

Base Cost	**100 EP**	Attribute	**INT**
Skill Type	**Nomad**	Extra Dice	**N/A**

The handling of flammable powders and devices to produce sparks, flames, sounds, and smoke is a delicate and dangerous skill. The pyrotechnist explains what they wish to do, and the GM determines the materials cost and assigns a skill. These powders cannot cause great explosions, and are very hard to trigger precisely.

Quarter Staff

Base Cost	**120 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Quarter Staff grants the abilities listed under **Combat Weapon Skills** on

Rapier

Base Cost	**180 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Rapier grants the abilities listed under **Combat Weapon Skills** on

Repair

Base Cost **250 EP** Attribute **CSE**
Skill Type **Marine** Extra Dice **N/A**

This skill enables one to fix mechanical items such things as linkages, complex rigging, water clocks, devices with pulleys, ropes and wheels, or items based on a similar technology.

Rigging Running

Base Cost **100 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+2**

This skill allows an actor or adventurer to move quickly through a ship's rigging by jumping, climbing, and sliding. It also encompasses adjusting knots, rope tensions and sail positions to properly trim a ship.

Rope Making

Base Cost **50 EP** Attribute **INT**
Skill Type **Marine** Extra Dice **+2**

This skill allows an adventurer to make proper rope from any suitable material (e.g., plant fibers, hair, yarn, etc.).

Rowing

Base Cost **100 EP** Attribute **STR**
Skill Type **Marine** Extra Dice **+2**

This skill is required to properly row a boat with two oars. It might also be applied to rowing in unison with others.

Saddlemaking

Base Cost **30 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

Saddlemaking is the skill needed to meld wood, leather, and metal fittings into a seat comfortable to both man and mount.

Sail Falling

Base Cost **150 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+2**

This skill allows your adventurer to safely fall **100 feet or less** to the deck in **1 round**. The adventurer jumps in the direction of the nearest sail with knife in hand. Thrusting the knife into the material of the sail, he hangs from it and executes a controlled fall as the knife slices the rough canvas. The check is **1d6** for each **20 feet** of height. If the check fails, your adventurer suffers **1d6 DP per 20 feet fallen** and loses **1 round** of action. For that round they lie flat on the deck. They may get up the next round, which is their action for the round.

Sail Making

Base Cost **50 EP** Attribute **INT**
Skill Type **Marine** Extra Dice **N/A**

A sailmaker has the skill to design sails to the proper size for a vessel, then transfer the patterns to canvas, cut the panels, and assemble them. This is a very lucrative profession on a planet where the main means of transportation is by ship.

Sailing

Base Cost **50 EP** Attribute **CSE**
Skill Type **Marine** Extra Dice **+2**

Sailing involves holding a course with the rudder and trimming the sails to catch the prevailing wind, to in turn drive a ship at an optimum speed. This skill is useful for long journeys, passage through rough waters or storms, or handling damaged ships.

Scimitar

Base Cost **270 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of Scimitar grants the abilities listed under **Combat Weapon Skills** on

Scribing

Base Cost **200 EP** Attribute **INT**
Skill Type **Priest** Extra Dice **N/A**

Used to copy manuscripts, take dictation, and record happenings. It involves much more than simply writing down the appropriate words in the correct language. Proper fonting, illustrations, indexing, and cross-referencing are crucial to historical, professional, and technical scribing.

Sculpting

Base Cost **65 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+3**

This skill allows someone to chisel statuary or other objects from stone, or craft such items in clay or wax.

Seduction

Base Cost **100 EP** Attribute **COM**
Skill Type **Auger** Extra Dice **+3**

Attracting other people for use as sexual toys has long been an art practiced by the followers of Scrogg. The proper clothing, the right walk, the correct affected accent and the appropriate scent are all parts of this skill. The ability to attract any specific person will be assigned a difficulty and dice roll by the GM.

Set Traps/Snares

Base Cost **250 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+3**

This gives the ability to set a trap or snare to capture or injure something or someone. The GM will assign the difficulty based on such things as size, intricacy, how well hidden it's to be, damage it can do, etc.

Shadows

Base Cost	**50 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+4**

This skill can be used to attempt to hide in the darkness of moonlight, very poor lighting conditions, and underground. The actor or adventurer must be at least **20 feet** away from those they are hiding from, and they must be unaware of their presence. A **2d6** check will normally allow them to remain hidden. Any movement will likely reveal their presence, or the GM may require a **3d6** or **4d6** check to maintain the cover. This skill can not be used in daylight.

Ship Building

Base Cost	**300 EP**	Attribute	**INT**
Skill Type	**Marine**	Extra Dice	**+RES**

Directing the construction of ships, from the smallest dinghy to the largest merchant ship, takes a keen knowledge of specialized construction techniques, materials, labor management, accounting, and finance management. The building of seaworthy ships can only be learned from experienced shipwrights, and is a very profitable profession.

Short Sword

Base Cost	**300 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Short Sword grants the abilities listed under **Combat Weapon Skills** on **Page 52**

Singing

Base Cost	**50 EP**	Attribute	**COM**
Skill Type	**Nomad**	Extra Dice	**+2**

Pleasing others with song can save an adventurer from the most difficult situations. The difficulty of the song and the difficulty of the audience are both considered when assigning a skill check.

Skating

Base Cost	**30 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+2**

Skating gives an adventurer the ability to move swiftly over frozen water on ice skates. The movement rate is doubled if a **1d6** check is made. Changes in direction while moving also require a **1d6** check. Fancy maneuvers or attempts to go faster require more difficult checks.

Sleight of Hand

Base Cost	**30 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+4**

This is used to perform minor feats of hand trickery, or "magic," usually prefaced by the phrase, "The hand is quicker than the eye"

Sling

Base Cost	**120 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**+3**

Skilled usage of Sling grants the abilities listed under **Missile Weapon Skills** on **Page 60**

Smuggling

Base Cost	**200 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+4**

This is the ability to bring goods or people into an area undetected, usually for illegal purposes.

Snorkeling

Base Cost	**15 EP**	Attribute	**STR**
Skill Type	**Auger**	Extra Dice	**+2**

This skill allows an adventurer to swim while scanning the bottom, or dive to depths of **15 feet** without need for extra air. Proper snorkeling equipment is required, of course.

Spelunking

Base Cost	**150 EP**	Attribute	**AGI**
Skill Type	**Auger**	Extra Dice	**+3**

Also called caving, this ability is usually used to navigate caves or underground caverns. It is useful for climbing in any situation involving wet rock and darkness.

Spear Throwing

Base Cost	**180 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Spear Throwing grants the abilities listed under **Missile Weapon Skills** on **Page 60**

Spear Thrusting

Base Cost	**180 EP**	Attribute	**CSE**
Skill Type	**Weapon**	Extra Dice	**N/A**

Skilled usage of Spear Thrusting grants the abilities listed under **Combat Weapon Skills** on **Page 52**

Sprinting

Base Cost	**50 EP**	Attribute	**STR**
Skill Type	**Auger**	Extra Dice	**+2**

This is your adventurer's ability to run at a much faster pace for a short duration. Normally, you roll **1d6** versus this skill for each **10 foot per round** increase in movement rate they attempt. This roll is automatically modified by the same number of dice that their **AGI** is modified, according to their armor. Repeat the check each minute; if failed the adventurer can not attempt this skill again until after they have rested for **10 minutes**. Sprinting cannot be combined with Marathon Running.

Stalking

Base Cost	**150 EP**	Attribute	**CSE**
Skill Type	**Auger**	Extra Dice	**+2**

Stalking is the ability to stealthily approach a place where something (or someone) may be hiding, and planning a way to kill or capture it. The GM determines the difficulty of the stalk and assigns a number of **d6** for the player to roll. If successful, the stalker has reached their chosen position.

Stone Smithing

Base Cost	**100 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+3**

Stone smithing is the ability to manipulate and build things out of cut stone such as marble, basalt, slate and quartz. Floors, walls, supports, stairways and parts for other craftsmen's projects are some of the obvious things produced by the stone smith.

Surfing

Base Cost	**50 EP**	Attribute	**AGI**
Skill Type	**Marine**	Extra Dice	**+2**

Riding the wave crests to shore while standing on wooden boards is a favorite marine tactic to land in force from ships anchored just off shore. More recently it has become a sport practiced by adolescents and young adults at beaches everywhere.

Swimming

Base Cost	**20 EP**	Attribute	**STR**
Skill Type	**Marine**	Extra Dice	**+2**

Swimming forward in calm water normally requires a **1d6** check against this skill to succeed. Water temperature, flow, roughness, armor, and carried equipment can affect the difficulty of this check. **Water Breathing** makes this check **2d6** easier.

Tackling

Base Cost	**120 EP**	Attribute	**AGI**
Skill Type	**Marine**	Extra Dice	**+2**

An adventurer can knock their opponent to the ground, if they get a running start. The tackler must make a **2d6** check vs this skill; if successful they and their opponent are knocked down and the tackler gets an immediate free round. After the free round, initiative is determined and combat proceeds normally. The GM may modify the number of dice for different sized opponents.

Tailoring

Base Cost	**50 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

Tailoring involves the sewing of fabric to make clothing, or items such as bags, from cloth.

Tanning

Base Cost	**30 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

This skill is needed to turn raw animal hides into leather. The better the tanning, the more supple and better quality the leather will be.

Target Magic

Base Cost	**200 EP**	Attribute	**AGI**
Skill Type	**Mage**	Extra Dice	**N/A**

Target Magic allows the caster of elemental or divine spell to maneuver for **line of sight** and finish casting in **1 round.** The spell must be a one round spell, or be in its last round of casting, and if the player succeeds at a **2d6** check against this skill, their adventurer jostles about and they gets an additional roll to determine line of sight. The roll will be at the same odds as a requested line of sight roll during the informational questions portion of the round. The player does not appreciable change position, but is just jostling to obtain a shot. If the player fails the roll, they aborts the casting of the spell, not consuming the appropriate units.

Tattooing

Base Cost	**200 EP**	Attribute	**PER**
Skill Type	**Nomad**	Extra Dice	**N/A**

A tattoo artist uses metal needles and colored inks to create designs, pictures and words on the skin of their subjects. Tattoos are used often by nomads, Priests of T'or and by Akravojo Warriors and the talented tattooist is in high demand. Also tattooing is considered an art form, and its best practitioners are revered and may demand any price for their work.

Taxidermy

Base Cost	**65 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**N/A**

Taxidermy is the preservation of deceased creatures by removing organs and chemically preserving the body.

Teaching

Base Cost	**100 EP**	Attribute	**INT**
Skill Type	**Priest**	Extra Dice	**N/A**

Normally one can teach a skill to someone else at any rank up to four ranks less then their own rank in that ability. This teaching skill allows its possessor to teach the next four ranks up to their own rank in the target skill. To use this skill, the teaching actor must spend the time attempting to teach the target skill to their target. At the end of this time, he must make a check of one dice for each rank above four below their rank against the rank of this skill. If he succeeds, the target gains the additional rank. If he fails, he must go through the teaching time from the start to attempt again. The last rank he can teach is their own rank, and this requires a **4d6** check against the rank of their teaching skill. The teacher can never teach above their own rank in the target skill.

Tent Making

Base Cost	**80 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+2**

Tent making is the fabrication of portable shelters from animal hides or heavy fabric.

Torture

| Base Cost | **65 EP** | Attribute | **CSE** |
| Skill Type | **Auger** | Extra Dice | **+4** |

Causing pain is a fine skill to reduce the strongest man to a state of submission. Talented torturers can cause captives to divulge knowledge or confess crimes, even those not actually committed. Truth is valuable to many, and one with this skill can always find gainful employment.

Toy Making

| Base Cost | **65 EP** | Attribute | **INT** |
| Skill Type | **Auger** | Extra Dice | **+2** |

Toy making is primarily the working of wood (though other materials may be used) into shapes to amuse children. Toys capable of complex movements require more difficult skill checks.

Tracking

| Base Cost | **150 EP** | Attribute | **PER** |
| Skill Type | **Auger** | Extra Dice | **+2** |

Following the scent and tracks of animals and man is a useful skill in the wild. Fresh tracks can usually be followed by making a **2d6** check. Time, rain, and conscious efforts to mask a trail can make these checks more difficult.

Trapping

| Base Cost | **50 EP** | Attribute | **CSE** |
| Skill Type | **Auger** | Extra Dice | **+2** |

Trapping is the setting of snares or metal spring traps to capture small animals, generally for their fur. It can be a lucrative profession.

Trident

| Base Cost | **180 EP** | Attribute | **CSE** |
| Skill Type | **Weapon** | Extra Dice | **N/A** |

Skilled usage of Trident grants the abilities listed under **Missile Weapon Skills** on Page 60

Tumbling

| Base Cost | **100 EP** | Attribute | **AGI** |
| Skill Type | **Marine** | Extra Dice | **+2** |

This skill allows your adventurer to reduce the damage taken in a fall. Subtract their rank in this skill from any damage taken from a fall.

Ventriloquism

| Base Cost | **200 EP** | Attribute | **CSE** |
| Skill Type | **Nomad** | Extra Dice | **N/A** |

Throwing your voice to appear to come from another place is a strange skill which is often combined with Puppeteering to give puppets an apparent voice.

Verbal Casting

| Base Cost | **300 EP** | Attribute | **CSE** |
| Skill Type | **Priest** | Extra Dice | **N/A** |

Normally spell casting requires hand motions to focus and target the magical energies. Making a check of **2d6** vs this skill allows the caster to cast their spell with just their voice. A mage who has lost the use of their hands, or is bound, would find this skill very useful.

Veterinary

| Base Cost | **150 EP** | Attribute | **CSE** |
| Skill Type | **Auger** | Extra Dice | **+RES** |

A veterinarian is skilled in the care of animals and the diagnoses and treatment of animal diseases.

War Hammer

| Base Cost | **120 EP** | Attribute | **CSE** |
| Skill Type | **Weapon** | Extra Dice | **N/A** |

Skilled usage of War Hammer grants the abilities listed under **Combat Weapon Skills** on Page 52

Water Skiing

| Base Cost | **50 EP** | Attribute | **AGI** |
| Skill Type | **Auger** | Extra Dice | **+2** |

This ability is needed to travel behind Jaernian hydro-sails or dolphins, on water skis.

Weapon Smithing

| Base Cost | **50 EP** | Attribute | **INT** |
| Skill Type | **Auger** | Extra Dice | **+2** |

Weapon smithing is the ability to craft any weapon from metal and wood. The GM must set the difficulty, depending on how complex or difficult the weapon would be to make.

Weaving

| Base Cost | **30 EP** | Attribute | **INT** |
| Skill Type | **Auger** | Extra Dice | **+3** |

Weaving involves the tedious process of interlocking numerous strands of yarn together on a loom to make cloth, rugs, wall hangings, etc. The more intricate the design, or the tighter the weave, the more difficult the check.

Wheelwright

| Base Cost | **50 EP** | Attribute | **CSE** |
| Skill Type | **Auger** | Extra Dice | **+2** |

A wheelwright is expert in the crafting of wheels for carts, carriages, or wagons. These can be simple wooden disks (**1d6** check) or carriage wheels of fancy design (**3d6** or more). Wheelwrights also know how to apply iron rims to wheels to prolong a wheel's life.

Whip

| Base Cost | **180 EP** | Attribute | **CSE** |
| Skill Type | **Weapon** | Extra Dice | **N/A** |

Skilled usage of Whip grants the abilities listed under **Combat Weapon Skills** on Page 52

Wine Making

Base Cost **250 EP**	Attribute **INT**
Skill Type **Priest**	Extra Dice **N/A**

The production of wine has always been the province of the Priesthood. Some of the best wines come from the Priesthood of **Isis**, because of their knowledge of living things, and its uses in deadening the senses of their patients. Others claim the best wines come from the cellars of the **Solarium**, where secret fermentation techniques involving the sun and much glassware give the wines a sweeter flavor.

Wrestling

Base Cost **180 EP**	Attribute **CSE**
Skill Type **Marine**	Extra Dice **N/A**

This skill combines several different styles of unarmed hand to hand combat which can aid an adventurer when grappling an opponent. Any <u>one</u> of these options may be used in a single combat round.

Clobbering: Using your fists and feet to knock an opponent to the ground, increasing an adventurer's chance to succeed at grapple "to **hold**" an opponent. When the player has decided to grapple "to hold", they may at the same time roll **1d6** for each bonus of **+2** that they want to add to their **grapple** roll. If they succeeds the roll, they add bonus to their **1d20** roll to grapple, and use the sum to determine the success of the grapple "to hold".

Heave: When an adventurer attempts to "grapple to **throw**" an opponent, they may use this skill to Heave the opponent farther than would be originally adjudicated by the game master. The player rolls **1d6** for each additional **5 feet** of distance they wish their adventurer to heave their opponent. The GM still adjudicates the resulting distance and damage (probably adding damage from a fall from a successful heave).

Pummel: This can be used to harm a grappled opponent. After an opponent has been successfully grappled "to hold" in a previous round, and while that opponent is still **held**. The player decides how many **d6** of damage they wish to do to their opponent by <u>kneeing, punching, slapping and jabbing</u> them. Then the player rolls <u>twice</u> that number of **d6**. If they **match or get less** than the **rank** in this skill, they do the **desired number of d6 <u>DP</u>** to their opponent.

Cosh: Like a pummel, a Cosh, can only be performed after the opponent is still being **held**. The adventurer attempts to knock the opponent unconscious by hitting them in the head, or hitting their head against the ground. The player rolls **4d6** vs this skill, and if successful, the opponent is <u>dazed</u> or <u>unconscious</u> for **1d6 rounds (rolled by the GM).**

Pin: A skillful wrestler knows a number of holds which make it more difficult for their opponent to break free. To pin their opponent, the player rolls **1d6** for each die of difficulty to add to their opponent's attempts to break free. If they succeed, any attempts to break the hold by their opponent **add 1d6 per die rolled** until the grappler's next round. The player needs to recheck this hold <u>every round</u> for it to stay in effect.

Struggle: When an adventurer has been held by being the target of a successful grapple "to **hold**," and then attempts to break free, they can struggle to make the attempt easier. For each die they wish to reduce the check by, they must roll **1d6**. If the check succeeds, they can lower the to break free **by the same number of dice.**

Writing

Base Cost	**15 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+RES**

This is creative writing, not writing a grocery list. The writer must state what they are writing about, and what force he wants their writing to have so the GM can determine the difficulty of the check.

Zoology

Base Cost	**50 EP**	Attribute	**INT**
Skill Type	**Auger**	Extra Dice	**+3**

This skill is used to identify and care for animals. It encompasses such things as knowledge of a creature's life cycle, breeding habits, food preferences, etc.

Chapter 7

Marines for Hire

Jaern lacks land masses large enough to support large armies, nor is there a single island with enough excess income to afford one. Soldiers who traveled to Jaern on the Kaaren of Destruction learned to take to the seas to ply their services. Cities, towns and powerful lords hire, or even sponsor, marine troops to defend their homelands, to attack rivals, or to act as a deterrent to their enemies.

Occasional bouts of peace have forced them to be adaptable. When not on hire, they haul cargoes between ports. While they must compete with commercial merchants for normal cargoes, and nomad Rondos for more exotic cargoes, marines are often used to transport cargoes of great worth or risk.

7.1 Organization

Each marine ship, or **Maraujo**, is a modified galley, usually about 100 to 150 feet from stem to stern. The crew complement varies from **60 to 120 marines**. The marine commanding the maraujo is called The **Cefo**, and their word is law to the marines under their command. Directly under their command are the chiefs of the four shipboard departments.

The Engineer heads the engineering department, and is responsible for the repair and general condition of the ship. During seaborne combat, they are also responsible for the firing the ship's catapults and ballistas. The marines under them are called **Gunner**. They are skilled in building and repairing mechanical systems, and artillery machinery. The senior-most gunner is called the Chief Gunner and is responsible for task assignment. He reports to the Engineer.

The Navigator heads the navigation department. Piloting the ship, and using and maintaining the rigging and sails are done by the pilots and riggers in this department. The Chief Rigger and the Chief Pilot report directly to the Navigator.

The Battle Chief heads the battle department. The dolphineers, lead by the Chief Dolphineer, are responsible for fighting, scouting, cargo hauling, and message delivery. This is the largest department, making up the main battle force of the maraujo. Dolphineers are trained to fight on ship, in the water and on land. The First Trader heads the trade department. They are in charge of sales and purchases of cargo, and the resupply of the ship at each port. The First Trader also serves as the personnel officer, responsible for recruiting new marines and trading prisoners. Traders under their direction assist in sales while in port, and in directing the maraujo's complement of prisoners. The prisoners cook, clean, do laundry, and generally do any task too menial for a marine. They are generally treated well, and are important to the steady function of maraujo.

A marujo of one hundred marines is usually divided into the following divisions:

Marine Jobs		
Cefo	Maraujo Chief	1
Engineer	Dept head	1
Chief Gunsman	Duty officer	1
Gunmen	Artillery/repair	5
Navigator	Dept head	1
Chief Pilot	Duty officer	1
Pilots	Navigation	5
Chief Rigger	Duty officer	1
Riggers	Ship handling	11
Battle Chief	Dept head	1
Chief Dolphineer	Duty officer	1
Dolphineers	Fighting/Scouting	60
Dolphineers	Message running	3
First Trader	Dept head	1
Traders	Cargo sales	4
Managers	Ships services/slaves	4
	TOTAL	**100**
Prisoners	Menial jobs	10

7.2 Work at Sea

In port, a maraujo flies a red and green flag to signify that it is available for hire. A maraujo may be hired for many reasons: to haul expensive, risky or dangerous cargoes; take on contracts to defend islands, cities and strongholds; or hired to be an attack element in larger force. If hired to fight, the maraujo flies a red flag. If hired to haul cargo, a green flag is flown.

The Cefo insists on honesty from their employer, and will demand know all that a contract entails up front. Broken contracts have been the downfall of many clients, for the contract is more sacred to the marines than any cause. Wars between fleets of maraujo have halted as one client neglects to pay their navy, resulting in their downfall when the marines combined forces and attacked their erstwhile employer.

7.3 Combat at Sea

Marines fight aboard ships, in the water, and on land. Troop tactics have finely evolved over time, and their use of dolphin mounts for mobility and amphibian landing tactics have made marines az formidable threat. Constant drilling while at sea maintains the fighting edge of the dolphineers.

Bludgeoning and edged weapons are not effective below the

water, and piercing weapons are not very effective above water, so the marines developed a weapon optimized to their style of combat. This is the **maroglave**, a cloth glove with the fingers left exposed. A leather strip runs down the upper side of the hand. Attached to it, by three small metal braces, is a blade, triangular in crossection, with the edge facing upward. It tapers to a point about eight inches past the wrist.

Underwater the marine thrusts with weapon, as if they were punching. On land, the marine backhands with their maroglave, drawing the edged blade across their opponent. A sheath allows a trained marine to reach across their abdomen, thrust their hand into the sheath, pull the drawstrings and cinch them around a metal hook, and withdraw the weapon, ready for combat, within one round.

7.4 Requirements

A maraujo looking to replace lost marines, or to expand its fighting complement, will fly a blue flag while in port. Prospective marines inquire as to the departure time of the ship, and gather on the dock just before it leaves. The First Trader announces the number of apprentices required, and as the ship pulls out, calls for the prospective marines to follow. These men and woman jump into the sea and swim after the maraujo.

This is a test of endurance and strength, but not fatally so. Dolphineers follow behind the swimmers, and as each falters, rescues and returns them to shore. When the number is down to that required the ship stops, and the recruits are allowed to climb aboard. Since the recruits can only bring what they can swim with, thay rarely have anything in the way of personal possessions. A trader assigns them quarters, and requisitions them clothing, weapons, and any other needed personal items.

Over the next few days each new recruit is interviewed by the chief of the department he aspires to join, to find a berth suitable for his skills and training. Finally all brought to the Cefo, who formally invites them to join the maraujo.

7.5 Apprenticeship

Apprenticeship aboard the marujo is not much different from the tasks and duties of the marines. Recruits are expected to train and drill with the other marines as they learn the use of their weapons, and learn the skills of the department they have joined. Recruits are not allowed to fight for the maraujo, except in defending the ship if it is attacked directly. Time spent as a recruit is usually six months to two years, depending on the department and the skill of the recruit.

7.6 Initiation

The night before the induction, the recruit and their shipmates consume mass quantities of liquor and become incredibly intoxicated. In the morning, at the crack of dawn, the recruit is roused, and must make their way on deck where the Cefo awaits to induct them into the crew. It has often been a test of will for the greatly hungover recruit to make it through the induction ceremony without incident.

7.7 Duties

Each marine is responsible to the chief of their section to perform all their assigned duties. They must also perform any orders given him by any other officer, or the Cefo. The duty cycle is usually eight hours on duty, four hours training, four hours free, and eight hours of rest. The duty cycles are overlapped in three groups: Morning Crew, Evening Crew and Night Crew. Marines are rotated from one crew to another every couple of months to even out the different kinds of duties, and give them experience working with all the officers and crew.

7.8 Advancement

Command advancement is regulated strictly by seniority. Time served aboard the maraujo is recorded by the First Trader, who is responsible for assigning promotions when posts are vacated. Valor in combat is rewarded by awards. The Battle Chief records the number and type of awards given to each marine, and these are used to determine the marine's income and his split in combat bonuses.

When a marine transfers to another maraujo, they take an automatic four year seniority and a 10% pay cut, unless the transfer was done as a direct trade between maraujos. Such trades are often done to restore balance between departments. Occasionally two war depleted crews will combine on the better maraujo. There is always an occasion of much negotiation and adjustment, until the new maraujo functions as one.

Occasionally a very full and established maraujo captures another ship, or commissions one to be built. A fraction of their complement, usually the younger marines, transfers to the new ship, bringing a new maraujo into existence.

7.9 Discipline

Discipline aboard ship is tight, yet adaptable. Orders must be carried out, without hesitation. However, the officers understand the crew's need to release the tension of being confined to the ship. Officers rarely give orders about things that are not strictly needed. Drunken excesses, minor brawls, and wild behavior is tolerated if it does not interfere with ship functions. Social gatherings are often scheduled to allow the crew to relax. A good supply of liquor and minor relaxants is made available through the Trader's Office at reasonable prices.

When a marine violate orders, the Battle Chief may assign them extra duty hours, suspend their Trader Office privileges, or restrict them to ship while in port. Unlike many other Jaernian institutions, the marines do not believe incorporal punishment or humiliation.

If the offense is grave, the Battle Chief may recommend to the Cefo that the marine be discharged. If there were no deaths involved, the marine is stripped of their seniority by carefully cutting off their left ear, along with all of their rank earrings. All their awards and wealth (except 10 sp) is confiscated, and they are left at the next port. If there was a death involved, the maraujo sails at least 30 mets from any land, and the

Cefo tosses the offender into the sea, without weapons or equipment, and sails away. The offender is left to the mercy of the sea; it is rare that any one survives this ordeal.

7.10 Traditions

Maraujos are normally called by the name of their vessel. If a crew survives the destruction of their ship, and has the resources to acquire another, it is always rechristened with the same name as their lost ship. These ships are usually named after heroic men and women of the past. No two ships may hold the same name without inciting a battle between their crews. The honor and lineage of a maraujo is given by the heroism and age of the hero by which it is named.

7.10.1 Clothing

Being in the water as often as they are, marines disdain most clothing that might slow them down while swimming. Non-officer marines usually wear a loincloth, and tight fitting cotton net shirts on deck. Thin, well fitted leather moccasins, with an additional one inch of leather webbing, assist their speed swimming, while not impeding movement on land.

7.10.2 Appearance

Spending much of their time in the sun, marines are typically deeply tanned. While they will wear little to impede their movement in the water, they do wear earrings to show seniority and honors. Each copper earring in their left ear signifies one year of service. Each silver earring indicates five years of service, while each gold earring indicates twenty years of service. Department heads wear a specially designed earring for their department, and the maraujo captain wears a diamond in their left ear. Honors for valor are different gemstone earrings worn in the right ear. The value of the gemstone is related to the degree of valor being rewarded. These awards are given and paid for through the Trader's Office at the direction of the Cefo.

7.11 Religion

With their profession offering ample opportunities for a quick demise, marines are often more religious than others. Most marines look to Neptune for spiritual guidance, but some revere Ra. Priests of either faith are often on board as marines themselves. The Cefo and officers always allow time for these priests to hold worship services and give benedictions prior to battle.

Chapter 8

The Potential Auger

It is easier to say
we have not lived up to our potential
than it is to do something about it!

– Daine Faushen, 7253 SF

Life had not been easy for Father Faushen. The end of all things, and his own death, looked him in the face. He stood before a raging wall of strange flame, ready to cast an end to his life. "YOU ARE IN DANGER."came the metallic voice. "CONTACT WILL TERMINATE YOUR EXISTENCE."

"You don' t understand" shouted Daine, "That is what I seek!"

Taking a deep breath, he prepared to give himself to the flames. As he did, his thoughts turned to the events which had led him to this ill ending.

He had been ordained into the Followers of Light, only nine months before. It had been the night which he first felt the power of Apollo flow through his body. He had just reached the age of twenty-two years, and had been looking forward to a long life of service, satisfaction and peace after his ordination. But it was not to be. That very night Cershin the Sky watc her had warned the peoples of Rigel of the approaching object in the night skies. Jaern, he had called it, meaning Prodigal Son in ancient Trejon, for it looked similar to the other roving lights which skywatchers had been charting since the dawn of recorded history.

When Cershin announced the intruder was to pass close to Torandor, the people of the city began to attend services en mass, praying to Apollo to protected them from the baleful influence of the object in the sky, which, by then, wa s even then visible during the day. Daine spent every waking hour assisting services and helping reassure the faithful that Apollo would allow them to come to no harm.

When the object began to show a discernible disk, the windstorms and quakes began, throwing the city dwellers into a panic. Daine still believed that their salvation was at hand, his faith in Apollo stood strong. Even when the Chaos Lord found and activated the giant Kaaren of Destruction buried below the marketplace, Daine still held close to his beliefs.

Then the great darkness came. Clouds of volcanic dust spewed forth from the cracking and tortured land and darkened the skies. People rioted, breaking into businesses and homes, pillaging, setting fire to large parts of Rigel. Daine watched as a group of angry followers confronted the senior Priest of Light and burned him alive. Fleeing from the temple, he beseeched Apollo to save his people from this disaster.

His prayers went unanswered. His despair deepened when he, along with all the other priests, felt the death of Apollo. His magic shorn from him, his faith shattered, Daine fled into the city, blindly seeking an end to his pain. Rushing through the streets, he was caught when a large building collaped. Stones from its wall struck him and he lost consciousness.

"Father?"a voice called to Daine. "Are you aware?"

Hurt, and frightened, Daine opened his eyes. Slowly coming to focus he saw the face of one of his parishioners, looking at him with concern. Beyond him were a number of other people, sitting on the floor, with scattered sacks and packs of belongings cluster about them. The room they were in had smooth grey walls, and was lit from strange harsh lanterns set behind panels in the ceiling.

"Yes... I am. Where are we?"he asked.

The man, whom he recognized as Haaro, a food merchant, responded by telling him that he was aboard the Kaaren of Destruction, suspended in space, and that their own world of Torandor was no more. Haaro had been on his way to board the ship when he saw Father Faushen unconscious in the street. Carrying him and paying passage to the profiteering guildsmen, they descended below the city and boarded the buried Kaaren. Haaro watched as the vehicle ascended to the sky, and shared the horror as his world broke to pieces and scattered. Daine had been unconscious for over two days.

"So, our god is dead, our world is lost, and we have no home but this metal prison?" Daine asked.

"Do not despair father, for the Lord of Chaos and his wife have a plain. They claim we can journey to the interloper and carve a place to live there. They have directed those steering this great vessel to lead it to Jaern, where we will start anew,"responded Haaro. "Even now, we approach."

As to demonstrate this, the room gently shook. Haaro directed Daine's attention to a window through which the others were now watching. Not far away, the gleaming white ice of Jaern's surface approached. The land was moving by quickly, and becoming visibly closer.

Despair gripped Daine. Unable to bear up under the many disasters, his sanity crumbled as he lost a grip on the reality about him.

"Why do this?"he shouted. "It will come to naught. We will spoil this wasteland, just as we destroyed our home!"

"Calm down father," Haaro said as he reached for Daine's convulsing body. "This will do you no good."

The others in the room looked on, either too numb from their losses or too far gone to care to interfere. Haaro tried to calm the father, but his efforts only seemed to upset Daine even more. Daine swung his fist and connected with Haaro's jaw, sending him sprawling across the room. Others started getting up to try to put an end to the fight, but Daine rushed out screaming, blindly seeking escape.

An endless maze of corridors soon made retreat impossible. Daine was hopelessly lost and confused, but with the end of everything he cherished before him, he did not seek to find those he left behind. A strange throbbing noise came from some of the passages ahead of him, and he headed in that direction. Coming into a large chamber, he heard a cold metallic voice speak.

"THIS AREA IS RESTRICTED. HIGH POTENTIALS CAN CAUSE DAMAGE TO LIFE FORMS. TURN BACK."

Well, danger did not deter him at this point. Ending his suffering was all he sought. Not thinking, he ceased his thoughts of the past, and leaped into the wall of flames.

* * * *

"Was this the afterlife?" Daine thought. He existed. That he was sure of, but there was nothing to see, nothing to hear or feel. Was he to spend eternity here, in the dark, alone?

"Hello?"

"Is there anyone here?"

"Help me Apollo! hear my plea me," he cried.

But there was no answer from his deceased diety. This must be what it is like to not exist he thought to himself. In anguish, he shouted. "Anyone answer me!" "WHAT ANSWER IS REQUESTED?"came an unexpected query from the darkness beyond.

"Who is that?" Daine asked.

"I AM THE KAAREN. I AM THAT IN WHICH YOU AND YOUR COMPANIONS TRAVEL. I WAS CREATED TO SERVE. PLEASE STATE YOUR REQUEST."

Daine thought for quite a while, and then spoke what he felt.

"Please, kill me. All that I knew is gone, and all that lays ahead is more pain, anger and death. If we survive on the new planet, we will make all the same mistakes, the same prejudices, hatred and jealousy that has plagued mankind from its start. Let me meet my end now and be done with it."

"YOUR STATEMENT IS NOT CORRECT."

"Not correct? What do you mean?"

"WHAT I SAID. YOU NEED NOT BE SUBJECT TO THE SAME WEAKNESSES WHICH HAVE DRIVEN YOUR KIND."

"But surely mankind has not changed. We will make the same disastrous mess of this new world as we did the last."

"THAT IS BECAUSE YOU DO NOT THINK PROPERLT. ATTEND AS I SHOW YOU HOW TO PROPERLY UTILIZE ALL OF YOUR ABILITIES."

8.1 History

And indeed, that is what the mind of the Kaaren of Destruction did for the poor disillusioned priest. It showed him that there was more than one way to think and learn about life. It presented him with a path which would bring his dormant possibilities to fore, to let him experience and fulfill all his potentials. When Father Faushen came to, he laid behind his old existance, and gathered other broken and scared people about him and spread this new way of looking at the world to others. When the Kaaren landed, he and his companions left the company of the others, and sought an isolated place to put into practice this new way.

When the oceans melted, they were left isolated on a island far from the other survivors. These new thinkers worked together to learn how to live up to their potential, and over the next few generations achieved great steps in this direction. Their new mind disciplines taught them not to thing of problems and issues as isolated strings of events, purposes and directions, but to treat each item they learned independently. By letting all kinds of diverse, seemingly unrelated items effect each other, they discovered that they could learn new disciplines, philosophies and methods many times faster than their humanoid brothers.

8.2 Motivation

"Be all that You can Be"

The new thinkers, or Augers, as they became to known, have decided that their first priority is for each individual do everything needed to realize their full potential. To reach these goals, they learn to Auge, a new way of reasoning and correlating seeming diverse items to produce new and unexpected results.

8.3 Their Society

Since the needs of each individual differs, and since the search to realize potential is a very personal one, they don't tend to work in groups to accomplish things. They are scattered about Jaern, each finding the place where they have the highest probability of fulfilling their goals. They do have a large tendency to avoid places where people are oppressed or under obligations which have nothing to do with their potentials.

Without the benefit of the Kaaren, which taught Daine to Auge in almost a single instant, understanding this new way of thinking is a life long process. Most must start in early childhood, and spend ten to twenty years learning and practicing these methods before striking out on their own. For this to succeed, they potential Augers place learning to auge as their first priority until they feel they no longer need their teachers.

8.4 Requirements

Any who wish are accepted at these remote **Pensihalos**, or halls of thinking. Augers whom have already discovered their best potential is teaching staff these places, passing on their learning skills. A potential auger must accept the authority

of these sages, for only by completely giving themselves into the sages' jurisdiction, can they experience the events needed to acquiring the ability to auge.

8.5 Induction

Most whom whill auge enter the Pensihalo at a young age, usually between five and ten. Augers have long ago learned that the younger the inductee, the easier it is for them to unlearn standard thinking and learn to auge. To prove their commitment, the potential auger presents themselves to the sages, giving them all their worldly possessions, and, in effect, becoming property of the Pensihalo.

8.6 Augeing to Auge

Little is know of the actual method of learning to use this new kind of thinking. The few that have been allowed to observe come out with confused rambling explanations of physical exercises, random yelling and talk by both students and teachers, and a lot of confusion. It is theorized by the priests of the archive that augeing differs from methods by treating each fact and action separate from its context, not in sequence as is the priests' normal method. Patterns of methods attributed to each fact and action guide how an auger will manipulate that fact. The auger can appear to be thinking and acting on a number of separate activities at one time, because they don't attach sequence to these items.

In any case, the potential auger comes to understanding with this ability over time, and assist in passing the ability on to the younger inductees.

8.7 Defining Potentials

The sages help the inductees learn what are their strengths and weaknesses. Exercises containing elements of almost every conceivable profession and activity are simulated and practiced within their training. By looking at their current performance the inductee discovers their eventual potentials.

8.8 Release from the Pensihalo

When the sages and the student feel that the student has reached a level of augeing which will continue to grow without the help of the sage, the student is encouraged to leave, and seek to live up to their strengths and potentials. Some at this stage decide to stay behind to teach others. Occasionally even the sages will decide it is time to leave and seek outsiders to enlighten.

8.9 Traditions

With the vast variety of each auger's potentials, there is little which is common among them. Outsiders however look upon augers both with awe and a little suspicion. When an auger comes into a town to take employment, the others with the same profession know they are in for competition.

Most augers are recognizable from their more archaic accent of Paroli which is kept alive within the Pensihalo, and from their habit to become oblivious to the outside world from a few seconds to hours at a time as they auge. Less perceptive augers will often treat outsiders as a lower breed and this has often caused outsiders to form an opinion of the augers as stuck up and distant. Some professional guilds and organizations have even gone so far as rejecting auger members to try to eliminate what they perceive as unfair competition.

8.10 Augering Skills

Of all the backgrounds, the augers have the largest pool of skills. These skills are at costs which are generally lower than the skills specific to other backgrounds. While anyone can purchase these skills, only the augers get them at this low price. While, at first glance, it might seem that all professionals and workers would choose this path, the twenty years of isolation, discipline, and self control make this attractive only to a special breed of people. That is why only a small fraction of the people in a profession are augers.

8.11 Learning new Abilities

The Auger has a definite advantage in learning new abilities. Aside from the large pool of skills, the auger can also learn a skill or a spell from someone else, and they can learn it up to two ranks lower than the teacher rather than four. If one auger is teaching a such an ability to another auger, they can learn it **up to the same rank** that that the teacher possesses it.

Chapter 9

Nomadic Mysticism

Nomadic Culture and External Interaction A Study of a
Misunderstood People
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Seen only when they visit cities, towns, or villages to peddle their skills and entertainments, nomads are one of the most elusive and misunderstood cultures on Jaern today. Learning their beliefs and traditions seemed a hopeless task from the outside, so I undertook to research them by joining one of their **rondos** to gain firsthand knowledge of their culture.

Topic One – Wherein I gain Entrance to Rondo Ezol

During a visit of the Rondo Ezol to Karfelon, I contacted Car-Hargon, a young man whom had consulted the archive on a number of occasions. Speaking with him about my wish to learn more about nomadic culture and to allow others to better understand them, he arranged a meeting with Edo-Marek, patro of the Rondo Ezol. The meeting was for that evening, over dinner, on board the rondo.

Wanting to properly demonstrate my respect of the patro, and realizing the importance of first impressions, I prepared for the meeting by returning to the archive to procure a friendship gift, a small artifact recovered by the Elotions from the wreck of an ancient rondo. Donning my finest ceremony-robe, I made my way to the docks.

Arriving precisely at the agreed upon hour, I was intrigued to hear the strains of music coming from the deck of the ship. It was just past sundown, and the brightly colored banners flying from the rigging of the ship were illuminated by many Akvolumo, the self-contained oil lamps that the nomads favor for their safety when dropped or broken. The two large, triangular sails were furled, but it was clear that they were dyed a deep red. I was later to learn that each rondo has a distinctive color and symbol on their sails to identify them to other rondos. While the vessel was similar in many respects to merchant ships of the same class, it was obvious that the sails and the rigging were unique to this particular rondo.

I was met at the gangplank by Car-Hargon, whereupon he cautioned me to hide my ear scroll, as such holy symbols would be an insult to the elder nomads. Quickly placing it in a pouch, we boarded the rondo. I reflected that the younger members of this rondo were apparently more tolerant of the beliefs of outsiders, which was confirmed when I discovered that many of the elder nomads never left the ship, and rarely had to deal with others, while the younger ones were responsible for these outside dealings.

On deck, a great many men and women were seated in a large circle, each on a red cushion that was affixed to the decking. There were about 20 people, each dressed in different colored robes, scarves and silks. Many of them were adorned with flashy jewelry: rings, bracelets, earings, anklets, necklaces, and the like. In spite of this diversity, I did notice that all had a small symbol painted on their left cheekbone: a curved horizontal red line with an overlaid blue slash from the upper right to the lower left. Car-Hargon later explained this was a symbolic representation of an Ezol, a small flying lizard, after which this rondo was named.

One of the men was obviously more elderly then the rest, and many eyes looked to him as he carefully took my measure. I realized that this must be Edo-Marek, the patro, or leader, of this rondo. He spoke with an accent, heavily articulating his t's, k's, and other guttural consonants.

"Many have said the ways of the Brethren are for their eyes alone. That the path to enlightenment is not open to those who lean on the help of non-existent deities. But to those, I must say No! Non-believers will never follow the path if they cannot know the truth. My grandson has sought you the audience of Rondo Ezol, but only I can offer you Amikodevo."

Only later was I to learn that **Amikodevo** was a nomad word that roughly indicates a relationship of mutual respect and obligation. It is rarely offered to outsiders, but I had previously been instrumental in clearing up several mysteries for Rondo Ezol in my position as a researcher at the Archive. Often I would be able to find corroborating evidence or information which the nomads had learned from their guardian spirits, and this information had allowed Rondo Ezol to extract itself from some difficult situations.

Edo-Marek turned to one of the older nomads and made a hand gesture. The man, Ald-Kestral, was the rondo's Sondivenki, or sound master. He took up the lute lying in his lap and began to play. Three others near him prepared their instruments and begin to weave a tapestry of sound around his emotional melody. The Patro looked at me and motioned to a cushion in the circle opposite his. I lowered myself to the deck and watched as four young men stepped into the circle and began to dance.

It was obvious from the first that their dance was symbolic in nature. Their practiced movements and careful cadence was remarkable. Each movement of the feet or hands held meaning, and each sound interacted with the dance. Not even needing to see the other dancers, each danced

with confidence, as alone, but together they were one. As sculpture and painting are works of art, so truly was this dance.

As they ended, they stood in an arc in front of me, hands outstretched in greeting. The eyes of the nomads rested on me and I realized some response was needed. This was the point of failure for many Elotians in the past , but I had carefully researched what little information which had been gathered about similar rituals. I stepped forward to the Patro, and presented him with the name ring of the lost Rondo Festria, the wreck which the archive had excavated but last year. His eyes lit up as he reverently took the ring from me and showed it to his comrades. He placed it on his finger as the others cried out in joy.

It was obvious to me that I would be welcome by these people. Car-Hargon later explained that I had made a very fortuitous choice. The ring of the patro bearing the symbol of the rondo is considered the icon of the rondo, and its loss always heralded bad luck and evil. Rondo Ezol was descendant from Rondo Festria and the recovery of the ring heralded good fortune.

The musicians began to play and the rondo in general broke out in song and dance. The Patro approached me, and invited me to accompany Rondo Ezol on its trip to the nearby cities of Red Harbor and Gaila. After graciously accepting, I was accosted by two woman of the rondo, who insisted that I dance with them. All accounted for, I spent a number of hours dancing, eating, and drinking with these people. The sweet, syrupy wines of the nomads proved too intoxicating for my frame and I eventually fell into a deep sleep.

Topic Two – Where I learn the significance of Names

The next morning was long delayed, as the sun was already at its zenith when I at last regained consciousness. Understanding the necessity of gaining the nomad's trust, I still regretted the rather painful result of the evening's excesses. I was still collecting my wits when Car-Hargon burst into my sleeping quarters.

This was a small chamber but twelve feet long and eight wide, which appeared to be bachelor quarters for the rondo's unpaired young men. Eight pallets were arranged four to a side, half just above floor level and the others stacked above them at chest height. A single porthole at one end of the chamber lit the room with the noonday sun. The other end of the chamber housed the door, which was now open. Apparently my bag and I had been carried here after I passed out the previous evening.

"Debark Time," Car-Hargon shouted heartily. "The Rondo prepares to leave dock. You should join us." He headed up the stairs to the main deck as I forced myself awake. About the last thing I wanted to do was to leave this rather uncomfortable, but warm, bunk, but I knew my reason for being here. Making sure my journal was safely nestled in its place in my robes, I ascended the stairs to the main deck.

On deck , it seemed that every person there had a duty to fulfill. Loading and stowing of supplies occupied many of the young men. A group of elders carefully rigged the sails to catch the midday winds. Many of the women were also busily preparing the rondo for travel, stowing deck equipment, organizing duty shifts, etc. After taking some notes I quickly realized that my continued presence would only disturb the carefully orchestrated debarkment, so I sought a quiet place to avoid obstructing the busy nomads.

Below decks, I was attracted to a very aromatic smell issuing from an open door. Stepping inside, I found myself in what only cou ld be a kitchen. Pots, pans, and utensils were everywhere, and a huge crock of stew slowly simmered in the brick fireplace. The only incongruity was the adolescent bending over the pot, carefully adding spices. About 15 years of age, he was dressed in a green one-piece shift, belted at the waist, and wearing leather thongs.

"Greetings young man," I spoke. "I was seeking shelter from the crowded deck. May I rest here awhile?"

"Of course, Sir. You must then be the archivist that came on board yesterday?" he asked.

"Yes, I am Archivist Aapar, from the archive at Karfelon. I was on deck watching the preparations to debark, but after a few near-collisions, I thought it might be best to find someplace out of the way until we are at sea."

"I can understand that, Sir." he replied. "You can see I found duties below deck as well. I am called Ejeck, I greet you."

Saying this he extended his two open palms to me, fingers stretched outward. Knowing the proper nomadic response, I held my palms to his and spoke "I greet you and do honor to your ancestors."

"Thank you sir," he responded, "but I am not yet of age. Only those whom have joined with a guardian, and have earned their epokonom should be honored thusly."

"Forgive my error. You seemed old enough, and doing an important task. At the archive where I grew up, overseeing the preparation of food was left to adults trained in the task. May I ask you a question?"

Little was I to believe where his answer would lead me...

Respectfully Submitted,
Miche Aapar

Nomads, daughters and sons of Jaern, live a harsh existence, devoid of the more civilized comforts that modern society can provide. Traveling from island to island, never calling one place home, they eke out a meager living peddling their skills and entertainments to the inhabitants of the places they visit.

9.1 History

When the rogue planet **Jaern** was first detected approaching **Torandor**, the peoples there realized that their very world was threatened. Masses of people flocked to the city of Rigel, where the **Kaaren of Destruction** was being prepared for its journey into space in an attempt to destroy the rogue. Among these people was a small group of men and women from the offshore island of Alborn. They believed in peace, love, and harmony, and tried to avoid the many evils that plagued mankind.

When they first heard of the coming destruction of the world they did not believe the doomsayers, as this had been prophesied often in the past. But when they consulted the spirits of the land and of their departed, they learned that the end was indeed at hand. Traveling to nearby Rigel, they purchased passage on the Kaaren at the cos of all their possessions and wealth. As the time to debark drew near, they were betrayed by Jhireen, the priest of Neptune who had made the arrangements. They watched in horror as the Kaaren rose skyward and the intruder, Jaern, loomed larger and larger in the night sky.

Jaern's proximity to Torandor triggered severe storms and earthquakes. The quakes started massive fires in the cities, and as the flames spread, it became apparent that the Kaaren had failed in its task. The end of their home world was at hand. In their despair, they called upon the gods of Torandor to hear their plea for rescue. In vain they called, forat that very time, many of the deities were busy rescuing themselves from the impending destruction of their world. With the city around them in ruins, great gaping rips in the land spewing forth molten rock, and the air itself being ripped from the land, the Albornians angrily spurned the gods. They then and there vowed never to rely on any one other then themselves for their direction and destiny.

With the final pass of Jaern, Torandor burst into countless fragments, each going off into space. The Albornians perished, having been betrayed, abandoned and left helpless. Having denounced their deities, these peoples' spirits went neither to the gods, or to the depths of Infero, but resided without resolution in the trackless emptiness of the Kurago.

The refugees from the Kaaren landed on the rogue planet, which assumed a regular orbit around Onra. Years passed, the atmosphere thawed, and the icy seas melted. From the store of Torandorian seeds stowed aboard the Kaaren, life sprang forth again. The refugees started a new civilization on the planet they once sought to destroy.

Within the Kurago, the spirits of the Albornians refused to accept their fate. Searching for a way to return to the material world, they eventually encountered a spirit called **Llan of the Five**. He had been a powerful magician and hero in life, and was awaiting the time of need to come forth again. Llan showed the Albornians how to contact the spirits of those still alive. The Albornians found those people most able to communicate with them, becoming their Guardian spirits.

These people merged with the Albornian guardians to become the first generation of nomads. They sought each other out and banded together, calling themselves **The Brethren**. They learned to live on the seas of Jaern, and withdrew from the society of those who had crossed from Torandor on the Kaaren. The Brethren blamed the refugees for the destruction of Torandor and vowed to never place themselves at the mercy of the unbelievers and their deities.

9.2 Social Structure

Nomads grow up and live together in groups called Rondos of about 12 to 24. Most of the members of a Rondo are related by blood or marriage. The rondo is lead by the senior-most male elder, called the Patro, who decides all matters of importance. Most rondo owns a two masted ship that sports triangular sails painted in the distinctive colors and symbol of the rondo.

9.3 Training

Children are reared by all the adult members of the rondo. While they often know their biological parents, all members of the rondo are responsible for the children's physical and emotional well-being. They are taught the traditions and ways of the nomads at any early age. At the age of 16 they are encouraged to take the Memvoj, the journey of self discovery, to go out on their own for at least a year to experience independence, self-reliance, and how to deal with unbelievers.

9.4 Induction

When the young ones return from their travels, they are welcomed back, and a ceremony of seeking, The Seraei is performed. They are given a certain trance-inducing mixture that connect them for the first time with the Kurago, the spirit plane. They wander about until they meet a spirit with whom they will form a life-long bond. This guardian spirit will be their guide to the forces of Kurago and will help them learn to harness them. In return, the inductee allows their guardian spirit the use of their body to access the normal world.

If a full day passes without the inductee bonding with a guardian spirit, they is brought out of the trance and allowed to rest. They will never gain a guardian spirit, and so can create no incantations, mixtures, perform any rituals, or hold any authority within the rondo. These unfortunates are not looked down upon. They may stay with the rondo, for they may aspire to become spirits of the Kurago when they pass on.

All adventurer nomads are considrered having succeeded in establishing a bond with a guardian spirit.

9.5 Nomadic Missions

Throughout a nomad's childhood, they see and learn from the adult nomads around them. Depending on their particular talents, they will end up specializing in one of four missions. Each mission dictates a particular lifestyle and will determine which style of interaction with the Kurago which the nomad uses most easily.

The nomad's player should choose which mission to play from the four below.

9.5.1 Preservers

Keeping of the old ways of The Brethren are very important to nomads of this mission. They form the bulk of those whom spend their lives aboard the rondo. They are responsible for the health of The Brethren. They maintain the ships, raise the young, manage their mercantile trade, and lead their rondos. The Patro and those with skills related to sailing are generally preservers.

9.5.2 Troubadors

Responsible for keeping the memory of the past alive, these nomads use their skills to remember and retell the histories of all the peoples they meet. At each port of call, performances are arranged where the nomads play music, sing, and dance to convey stories of ancient heroes, great tragedies, and lost loves. Townspeople and others from all around come to these festivals to listen to the old stories and celebrate life. The other nomads sell wares and crafts from far away, helping support the rondo. Aboard the rondo, the troubadors remember and repeat all the intricate dances that tell the stories of the nomads' past and the Ways of The Brethren. These stories record their history and teach their young. These dances are usually kept private to the rondo, except at the time of The Gathering.

9.5.3 Seekers

A nomad's guardian spirit will sometimes have passed on to the Kurago with their life task incomplete. In its bonding with the nomad, it will strike a bargain to correct this. These nomads will often leave their rondo to travel the world, at the direction of their spirit, in an attempt to complete an unfinished quest. These quests often involve the righting of past wrongs, or repayment for a mistake in the guardian spirit's past. Sometimes these tasks will span several nomad lifetimes, and many hundreds of years. The skills and incants these nomads develop assist them in their quest.

9.5.4 Second Lifers

A particularly forceful spirit can completely submerge the life force of the nomad, taking the body as their own. Such a spirit and its captive nomad is called a Second Lifer, for the spirit is attempting to live a second life through the nomad. These spirits are so strong that when the nomad does die their own spirit is destroyed, with no chance to go to the Kurago. This final destruction is particularly hated and feared by other nomads, and, curiously, by the Onivero as well, for the spirits' powerful life force violates their ethics.

Nomads and Onivero alike hunt down these unfortunates, and attempt to part them from their guardians spirit. Unfortunately, all the easiest ways of accomplishing this involve the death of the nomad, but even that is preferred to the final destruction of their soul, which would happen should the second lifer keep control.

If your GM allows this mission, and you elect to be a second lifer, your adventurer will end up being the spirit controlling the nomad, rather than the nomad himself. You need to work with your GM in creating a second adventurer card with the stats needed for this spirit. They will assist you in creating a past life and picking a particular motive and quest. During play of a second lifer, the GM will occasionally ask you to make checks to stay in control of the nomad, and if they fail, They will roleplay the nomad until you regain control.

9.5.5 Guardian Spirits

All guardian spirits are souls of deceased nomads seeking access to the real world. When the nomad binds to this spirit, they share the nomad's life force. The nomad can sense the presence of their guardian, and can occasionally silently converse with them. As the nomad grows older, this ability increases, allowing the nomad to experience some of their guardian's emotions, and then their memories. The division between nomad and guardian becomes more and more indistinguishable as the nomad grows old. When a nomad passes on, their own spirit melds with their guardian's, and from the Kurago seeks a new nomad with which to bind. Nomad name prefixes, or epokonoms, are based on the number of lives that the nomad's guardian has experienced.

Nomad Epokonoms			
Raz	1	Edo	7
Car	2	Ijo	8
Oka	3	Bez	9
Vem	4	Sag	10+
Lar	5	Tor	Original Albornian
Ald	6		

The standing of a nomad within the rondo depends greatly on the number and standing of their bonded spirit as well as their own skills and accomplishments.

After the player chooses their adventurer's mission, The GM may, at their discretion, give the adventurer the name of their guardian spirit. As the adventurer plays, the GM may slowly give out more information about the guardian, and can, at their option, converse and generally roleplay the guardian. The guardian can never give the nomad any skills or abilities that the nomad has not earned and bought with experience, but it may give information.

9.6 Beyond Death

When a nomad dies, their spirit merges with that of their Guardian Spirit and enters the Kurago. Time passes as the newly merged spirit recuperates from the traumatic death and joining and its thoughts, ideas, motives and knowledge stabilizes. These unbound spirits then seek out living nomads awaiting their initial bonding.

Your GM may allow the deceased nomad's player to take on the role of a guardian spirit to another player's newly created nomad. If this occurs, both players play the adventurer's body, the guardian only providing advice, ideas and conversing freely with the new nomad. A player may not play both adventurers as this would not allow them to separate the thoughts, knowledge and emotions of each fairly. Your GM might allow your dead nomad's merged spirit to play as a Second Lifer if the personality of the spirit is willful and a bit ruthless. But be warned that this is a hard course, and other nomads and Onivero alike will seek their destruction.

9.7 At Sea

After induction, most nomads stay within their rondos for the rest of their lives. They travel with the rondo from port to port, trading goods and entertaining the people they meet to earn the silver and goods necessary to support their needs. The visit of a rondo to a small town is often cause for a holiday, as the people turn out to hear the music and stories of the nomads, buy the exotic clothes and trade goods from afar, seek answers about the future and the spirit world, and buy

elixirs of health and tokens of good fortune.

When children grow and the number of nomads within the rondo becomes more than can be supported, the nomads visit one of their base islands, where the few that stay on land will assist them in building a new ship. When complete, some members form a new rondo, and go their own way. The excess members of several rondos sometimes combine in a new rondo.

9.8   On Land

Some nomad rondos have chosen to abandon life at sea and have established villages on land. Usually these will be on islands, remote from other peoples. These nomads will have grown very skillful at farming and the domestication of animals, and are a valued source for well trained horses. Many of these rondos will serve as a "home base" for a number of mobile rondos, providing a place to communicate, to trade and to seek mates for their young.

9.9   Clothing

Clothing styles among the nomads depend on the places they have visited. Attempting to predict what style a nomad would wear, or telling a nomad apart from others based on clothing, is fairly pointless. Being at sea, they usually wear appropriate clothing when onboard, including clothes unlikely to get in the way while sailing, light footwear, and a strip of cloth called a tamenwrap which they wrap about their forehead to hold back their hair. They do have a tendency toward large and flashy adornments, and often paint their rondo's symbol somewhere on their bodies.

9.10   Music and Dance

No one within a rondo is more loved and respected then the Sondivenki, or sound master. They are the senior-most musician, and besides a required skill at musical instruments of all kinds, they know and play all the songs of the past, a sort of audio history of The Brethren. During their lifetime, each Sondivenki is responsible for adding another song to their rondo's songs, and teaching them all, note and word perfect, to a successor. No rondo is thought to be destroyed if anyone knows all its songs.

The most agile and strong of the young men often learn nomad dances to accompany their rondo's music. Dances are used for celebrating, preparing for confrontations, espousing affection for a young woman, and just about any other reason. Movement sequences are tied to meanings, making dance almost as expressive as speech and much more entertaining. The communication between the dancer and the musician is almost telepathic, the music melding itself into an extension of the dance, and the dance a part of the music.

9.11   The Gathering

Once every five years, all the rondos in a given region will gather in one place to learn what others have done, swap goods, songs, stories and often young people (through marriage). As the appointed time approaches, the nomads

sail toward the appointed place, decided by various omens and signs that all rondos can see and decipher. Once there, the Rondos are lashed together, and for the next four weeks a vast celebration is held. This renewal of their brotherhood keeps them a united people.

9.12   Incants

Unlike spells, [incant]incants involve the release of spiritual energy or **Life Force**.   The power behind incantations is that of the spirits of the **Kurago**, but the incantor uses his own life energy to perform the ritual to create the conduit to the Kurago.   This conduit is then used to channel the spiritual energy, concentrating it in a [incant!mixture]mixture, [incant!talisman]talisman, [incant!song]song, [incant!imprint]imprint or [incant!invocation]invoca

The nature of incants is such that they many may not show their power or effect immediately. The magic is concentrated in some physical form and remains quiescent until activated by drinking, breaking, or brandishing it appropriately.

9.13   Life Force

Nomads use their **Life Force** to open a conduit to the Kurago when creating their incants. A nomad's life force starts as the sum of their **HEA** and **PER** stats, but can be increased separately. Creating an incant depletes this life energy. Life force is regained by the nomad after a night's rest (**8 Hours**) at the rate of **(HEA + PER) divided by 5, rounded down**.

If a nomad's life force drops below 1, their body expires, and the nomad's spirit travels to the Kurago, merging with their Guardian Spirit. The attempted ritual does complete, but the results may or may not be useful depending on the type of incantation. The resulting spirit rests for time there, and then seeks to merge with another new nomad.

9.14   Preparing Incants

Nomads perform Rituals that channel energy from the Kurago to create incants. There are five types of incants. Mixtures are powders, liquids, and sprays that manifest various effects. Talisman are objects with bound magic.   Songs effect the listeners in many ways. Imprints leave some spiritual connection on targeted people. Invocations provide a path for the spirits of the Kurago to interact with the real world. Each type of incant is created differently.

Incants come in different strengths and are arranged in ranks, from first, the weakest, to sixth, the strongest. To have the ability create an incant, the nomad must buy the incant up to the desired rank. The base cost for each incant is specific to the incant, and is modified by the mission of the nomad. Incants within the nomad's **Mission** are purchased at **base cost**, while incants outside their mission are purchased at **2x** the base cost. Adventurers whom are inducted as nomads from outside the rondo pay **3x** the base cost for incants in their declared mission, and **4x** for incants of other missions. Priests, or anyone having any divine magic whatsoever may not buy incants as they are barred from opening a conduit to the Kurago.

9.14.1 Restrictions on Preparing Incants

Incants may not be prepared under duress. The incantor must be calm and in firm control to complete the preparation without error. The incantor must not be under the influence of any mind-controlling spell or drug. If the incantor is interrupted while mixing, speaking or singing, the ritual must be redone from the beginning.

9.14.2 Stressing Health for Incants

An adventurer may sacrifice **1 HEA** while preparing an incant to increase its **rank** by **+2**. This may done only once per day, and it does not count as an action. The caster can only effect the single ritual they are currently performing. The cost to replace a point of **HEA** is quite high, so this is not an action to be taken lightly.

9.14.3 Performing Songs

Some incants are performed as songs, or songs with dancing. More than one nomad can conduct such an incant at the same time. While multiple incantors will not increase the effect of such a ceremony, it <u>will</u> multiply the number of resistance checks needed to resist. Musicians accompanying the incantor assist in their concentration making it harder for external distractions to interrupt the ritual.

If the target of such an incant must make a 4d6 RC vs WIL to resist, with three nomads singing, the target must make three RCs to resist the effects.

Imprints and talismans marked "permanent", having permanent effects, have to be repurchased from zero after they are created. Other incants are limited only by the current life force of the nomad.

Preparing Incants

1. A nomad first must learn the desired incant.
2. Once learned, it is assumed that they are able to acquire most of the materials for the cost listed under "Silver." Any ingredients listed under "Ingredients" must be acquired by the nomad. This can be hand-waved as part of the Silver cost, done as a flat fee, a die roll, or acted out as part of the adventure for especially rare ingredients (GM's discretion).
3. The nomad spends the required time preparing the incant, expending a portion of their Life Force matching the rank of the incant they wish to prepare.
   If interrupted, the materials are not wasted and the Life Force is not expended, but the ritual must be restarted from the beginning.

9.15 Types of incants

9.15.1 Mixtures

Powders, liquids and sprays that are ingested or spread on the skin of the target have a myriad of different effects and potencies. To create a mixture, the nomad must posess any required rare ingredients. For targeted incants he must have something from the target, a lock of hair, a scrap of worn clothing, a favorite tool or weapon. The nomad then starts the Ritual, using their Life Force to open a conduit to the Kurago while speaking or singing the words and performing the proper mixing actions. Mixtures are divided by how they are activated.

Delivery Methods:

- Generics: These mixtures can be used by anyone after they are created, and are activated by ingesting , spreading or spraying on the target.
- Triggered: These prepared mixtures must be released or administered by the nomad by whom they were created. The nomad administers the mixture, reaching into their mind to open the connection for the spiritual energy to act.
- Targeted: These are similar to Triggered mixtures, but when they are created, something of the eventual target must be used. These most powerfull mixtures only effect the one person targeted by the nomad.

9.15.2 Talismans

A physical focus is needed for these incants. The material of the focus is specific to each incant, but its form is chosen by the incanter. The nomad must form the object into a shape that has meaning to them, and then go into a trance, chanting the incant, communicating with the Kurago until the talisman is complete. Their life force opens the conduit to the Kurago, and if the incant has a permanent effect, they must spend the experience up to the rank of the incant.

9.15.3 Songs

With the assistance of any required instrumentalists or singers, the incanter performs the incant. Those hearing the incant are subject to its spiritual effects.

9.15.4 Imprints

Chanting the incant while creating the tattoo somewhere on the target's body, the incanter pull's the appropriate spirit from the Kurago, binding it to the target. If the incanter is imprinting themselves, another nomad tattooist may assist in creating the tattoo. These incants require a specific ink, but the art work is always unique to the tattooist, and identifiable to others of their rondo. Since all imprints have a permanent effect, the nomad must expend the experience to buy this up from rank zero each time it is created.

9.15.5 Invocations

Invocations allow the spirits from the Kurago access to the real world. The incanter chants the incant, going into a trance opening the connection. The selected spirit then manifests itself through the nomad or physically depending on the incant. The nomad must expend the needed life force to create this connection. Unless otherwise stated in the specific incant, the spirit manifesting itself must be willing for these incants to work.

Core Incants

Abeyance Ritual
AkvoSeraei
Aversion Amulet
Armoring Powder
Assume
Bond Summon
Dark Transcript
Elixir of Wakefulness
Endow Thought
Eviction Ritual
Green Touch
Life Light
Living Staff
Memory Elixir
Memory Stone
Object of Spirit Snare
Object of Spirit Ward
Philter of Regression
Portal Disruption Powder
Revealing Mist
Sleep Draught
Sleep Mist
Smoke Bombard
Spirit Barricade
Spirit Bombard
Spirit Call
Spirit Cage
Spirit Guard
Spirit Sentinel
Spirit Sound
Stone Guides
Third Eye
Wind Call

Preserver Incants

Aphrodisiac Oil
Arithmetic Snuff
Brew
Courage Draught
Corpse Ward
Deep Sleep
Descry Ships
Dram of Energy
Elixir of Health
Evaluator
Find Weakness
Future Scry
Hangover Liquor
Healing Sleep
Infertility Lotion
Love Potion
Luck Ritual
Mask of Disclosure
Powder of Preservation
Poultice
Power Patch
Remedy
Sago Weed
Ship's Veil

Shore Object
Stimulant Chew
Strength Patch
Suppress Pain
Tonic
Will Patch

Troubador Incants

Animal Dance
Baton of Dancing
Calling of the One
Co-Ordination Jig
Dance of Distraction
Dance of the Lights
Erasure Song
Heart of Courage
Lute Lamp
Message Song
Mood Ring
Pacifier Pipe
Robes of Style
Rolling Hills
Shadow Cream
Sleep Awaits
Spirit Dirge
Still Waters
Stone Song
Synchro Dance
The Howling
The Mocking
The Praising
The Telling
Wary of the Night
Yes Song
Zephyr Polka

Seeker Incants

Acid Draught
Animal Bind
Anklet of Dexterity
Armband of Fortitude
Assimilation
Cinnamon Bane
Ethereal Bane
Crystal Gate
Ferret Object
Fertility Seed
Fire Shield
Gargoyle Mark
Immaterial Bane
Insight Gem
Iron Tonic
Moon Boots
Moon Crystal
Moon Shroud
Moon Sleep
Shock Buffer
Silver Bane
Spirit Bane
Soul Sight

Spirit Exchange
Spirit Guise
Spirit Scout
Spirit Trance
Spirit View
Tamener
Thermal Gel
Time Shifter
Tongue Ring
Underwater Gel

Second Lifer Incants

Addiction Potion
Amulet of Deception
Arid Seed
Arthritis Potion
Bond Pain
Brain Fevers Draught
Dose of the Itch
Grippe Dose
Fear Draught
Leprosy Tonic
Mark of the Lamprey
Mark of Homing
Ointment of Corruption
Pain Smoke
Plague Dram
Powder of Phantasm
Ring of Likeness
Ring of Subjugation
Scourge
Sleeping Sickness Solution
Spirits of Consumption
Vial of Ill Omen

9.16 Core Incants

Abeyance Ritual

Type:	Invocation
Base Cost:	10001
Silver:	2000 / Rank
Time to Make:	4 Hours / Rank
Ingredients:	

A pact with the spirits allow the nomad to hold back the effects of aging. The incanter appears not to age for **10 years** for each rank of this incant. At the end of this time the nomad's appearance reverts back to what would be appropriate for their true age.

AkvoSeraei

Type:	Mixture/Triggered
Base Cost:	100
Silver:	50 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	

This potion, used in the **Seraie**, opens a mind to communication with the Kurago for the first time so a potential nomad can find and bond with his guardian spirit. The imbiber must FAIL a check of the ritual's rank in dice against **HEA**. Failing this check puts the target into the proper trance. If the potion fails, repeated attempts with another **AkvoSeraei** are allowable. **Other nomad rituals use the potion made by the nomad attempting the ritual.**

Aversion Amulet

Type:	Talisman
Base Cost:	1200
Silver:	100 / Rank
Time to Make:	4 Hours / Rank
Ingredients:	0.5 ounces Terisium / Rank

When activated by the incanter this talisman reduces the effect of magic on its wearer. The wearer takes a number of dice off the check of a spell equal to the ranks of the talisman and further reduces one die of damage on any damaging spell. The talisman is effective for **1 Week** after it is activated.

Armoring Powder

Type:	Mixture/Triggered
Base Cost:	600
Silver:	25 / Rank
Time to Make:	3 Hours / Rank
Ingredients:	Groken shell

When the incanter activates this powder, spreading it on the skin of a target, the skin hardens making them harder to hit. For every rank of this incant the target's **CDV** and **MDV** is increased by **+1**. This effect lasts **4 Hours** from the time it is activated.

Assume

Type:	Invocation
Base Cost:	1000
Silver:	30 / Rank
Time to Make:	1 Hour / Rank
Ingredients:	

Allow the incanter's guardian spirit to temporarily gains access to the material world. The nomad's spirit is set aside and the guardian spirit takes possession of the nomad's body. The nomad's appearance changes to resemble the guardian's semblance in life. All magical means of detecting, scanning and identification will sense the spirit instead of the incanter. However, a mirror will reflect hte image of the nomad, not the guardian. This possession is a large strain on the nomad's body, and after one hour the spirit must leave, or make a **4d6 vs HEA every 10 Minutes**. Failure on the check results in the death of the body, trapping the noad in the Kurago and destroying the guarding spirit. Since each spirit is usually a gestalt of a number of spirits, each rank allows a spirit one further back in the chain sole access during the invocation.

Bond Summon

Type:	Invocation
Base Cost:	500
Silver:	20 / Rank
Time to Make:	0.5 Hours / Rank
Ingredients:	Target sample

The nomad requires something from the body of the target, like a piece of hair or a fingernail cutting. The nomad creates an effigy of the target, insering the sample, and calls the target to them. The target must make a check of **1d6 per rank vs WIL or travel as fast as possible to the incanter.**

Dark Transcript

Type:	Imprinting
Base Cost:	1000
Silver:	75 / Rank
Time to Make:	3 Hours / Rank
Ingredients:	

Creates a tattoo of an eye on the incanter's body, and lures an animal spirit to the tattoo. If the tattoo is exposed while the nomad sleeps, images seen by the spirit during their sleep appear in their mind when they awaken. The spirit can perceive up to **10 Feet per Rank** of the incant. Creating a new **Dark Transcript** releases any previous animal spirits bound to this incant.

Elixir of Wakefulness

Type:	Mixture/Triggered
Base Cost:	600
Silver:	25 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	

This bitter potion keeps the target awake and alert. The target cannot fall asleep by tiredness, physical exhaustion, or spells, but can be knocked unconsious by damage. The target stays awake for a number of hours equal to the rank of the mixture. After this time the target will immediately fall into a deep sleep for the same amount of time, during which the target does not regenerate **DP**, **DU**, or **EU**.

Endow Thought

Type:	Invocation
Base Cost:	200
Silver:	5 / Rank
Time to Make:	1 Minute / Rank
Ingredients:	

The nomad touches an object, or part of a large object and concentrates on one sight, and one impression or thought, of **eight words or less**. The vision and impression are then felt by anyone touching the object within the next **2 Days per rank** of the invocation.

Eviction Ritual

Type:	Invocation
Base Cost:	300
Silver:	60 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	

The dreaded Second Lifer becomes the responsibility of every nomad who encounters one. This invocation gives a nomad a chance to remove this parasitic spirit from the its victim. The nomad begins by chanting for at least a round for every rank of the ritual. At the end of the chant, the possessing spirit must make a **WIL** check of a number of dice equal to the rank of the invocation. Failing this roll forces the spirit from body and back to the Kurago, banishing it for at least as many years as the rank of the ritual. The formerly possessed person retains the memory of all the events that occurred during their possession.

Being trapped in their own body, unable to control any of their actions can unhinge even the most sane of minds. The freed person gets a **4d6** check against **WIL** to retain sanity. If failed, they will be unable to perform any takss and will slowly die within a few weeks. The GM may modify this to suit events of the possession or the support of the possessed.

If they stay sane, they no longer possess a guardian spirit, and have no nomadic abilities. They may attempt another inductuon again, should they wish.

This is a difficult ritual to perform alone, as the second lifer will always react violently to prevent the completion of the chant. Many nomads are forced to simply kill the body, which will at least allow both spirits to go to the Kurago.

Green Touch

Type:	Invocation
Base Cost:	200
Silver:	5 / Rank
Time to Make:	1 Minute / Rank
Ingredients:	Powdered Oorn root

The nomad touches a damaged plant, and it is restored to health. The **1st Rank** of this invocation could restore a wilted flower, the **2nd Rank** would restore a small bush, the **3rd Rank** a single tree, the **4th Rank** would restore a **10 Foot Radius** circle of plants and each higher rank would **double** the area. This can only help a still living plant; dead plants are unaffected.

Life Light

Type:	Talisman/Permanent
Base Cost:	500
Silver:	20 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	Target's blood
	Silver dust

A small vial is filled with a mixture of silver dust and the blood of a targeted individual. The nomad holds the vial and touches the target during the creation of this talisman. The vial begins to glow softly with a silver glow, as long as the target is still alive and within **50 x Rank** mets of the vial.

Living Staff

Type:	Talismen/Permanent
Base Cost:	500
Silver:	20 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	Wooden staff

This talisman is produced by the nomad infusing a wooden staff with the power to grow again. When activated by the incanter the staff sprouts branches that surround the staff and the nomad. This growth hides the nomad if a searcher fails a **PER** check of **1d6 per rank** of the ritual. The growth remains for **1 Hour** or until the incanter commands it to reutrn to normal. The staff must be planted in the ground for **8 Hours** before it can be used again.

Memory Elixir

Type:	Mixture/targeted
Base Cost:	1200
Silver:	250 / Rank
Time to Make:	4 Hours / Rank
Ingredients:	Target's blood
	Honey
	Ulihar leaves

This elixir reverses the effect of memory loss through old age, dementia, amnesia, and spirit magic effects. The blood of the recipient is mixed with honey and the leaves of the Ulihar tree. Upon drinking this mixture the recipient goes into a state of trance and remembers what was forgotten. They remain in this state for **1 Hour per Rank** of the mixture and recover memories of the last **5 Years per Rank**. THis elixr only works once on a given indivual.

Memory Stone

Type:	Talisman/premament
Base Cost:	300
Silver:	20 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	Small stone

Holding a small stone in his hand the nomad concentrates on one sight, and the emotions associated with the sight. This could be the face of a loved one, a pleasant secret alcove, or a stark scene of devastation. Placing themselves into a trance, this sight and emotion, as they experienced them, will be conveyed back to the incanter when they touch the stone. At **Rank 2**, others may feel the memory. At **Rank 3**, the memory is detailed enough to use as a target of a spell requiring a memorized target, but not a memorized location. At **Rank 4**, the sight envelopes the one holding the stone, as a visible image. At **Rank 5**, the image overwhelms reality, causing the viewer to only see this sight. At **Rank 6**, all others within **10 Feet** also are enveloped in this image.

Object of Spirit Snare

Type:	Talisman/Permanent
Base Cost:	500
Silver:	30 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	Quartz crystal

The nomad prepares a large quartz crystal to trap spirits that it comes into contact with. Any spirit other than the guardian spirit of the creator who comes into contact with the crystal must make a check against **WIL** of **1d6 per Rank** or be trapped. A spirit may only leave the crystal if it is broken. An elemental **Revocation** or divine **Revocation** treats this as a spell of **2x the Incant Rank**, shattering the crystal on a successful revocation.

Object of Spirit Ward

Type:	Talisman/Permanent
Base Cost:	300
Silver:	60 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	Symbolic object

The nomad designates a symbol expressing a symbolic meaning to them particular to one spirit that can be also brandished in one hand. Drawing power from the Kurago, the object becomes anathema to that spirit. If it attempts to approach the person brandishing this object, it must make a check against **WIL** of **1d6 per Rank**. This object breaks, crumbles, bursts into flames, etc. the first time a spirit succeeds against it.

Philter of Regression

Type:	Mixture/targeted
Base Cost:	800
Silver:	100 / Rank
Time to Make:	3 Hours / Rank
Ingredients:	Target's blood
	Ulihar sap
	Exotic spices

This philter lets the nomad help a willing imbiber to voluntarily regress in experience, knowledge, and spirit. Preparing a mixture, the nomad chants and contacts the spirits, requesting they take away the knowledge to be regressed. When imbibed, the imbiber watches the events of their life pass before their eyes backwards, starting with the most recent events. As each event is viewed, the memory of it is erased from their mind. Each rank can regress up to **5 Years**. This mixture is only effective on any one indivual once in their life.

Portal Disruption Powder

Type:	Mixture/targeted
Base Cost:	600
Silver:	20 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	0.5 Oz of Terisium / Rank
	Target Sample

This powder disrupts teleportation. When prepared to target a person, a sample from that person is needed. After being applied to that person, if they attempt to teleport or use a portal of any kind they must make a check of the incant rank vs **PWR** to succeed. When thrown through an established portal, the portal ceases to function as it previously did for a number of hours equal to the rank of the mixture.
When spread through an area no greater than **10 Feet by 10 Feet**, it causes anyone attempting to teleport in or out to make a check of the rank of the mixture vs **PWR** to succeed in the transport.

Revealing Mist

Type:	Mixture/Triggered
Base Cost:	300
Silver:	25 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	

This mixture is held in an easily broken glass container. When broken, the mixture mixes with air to generate a cloud of orange smoke. The cloud is **10 Feet per Rank** of the mixture in radius and is subject to normal wind effects. Any invisible objects within are clearly outlined within it.

Sleep Draught

Type:	Mixture/Triggered
Base Cost:	500
Silver:	30 / Rank
Time to Make:	1 Hour / Rank
Ingredients:	

This draught causes the imbiber to fall into a deep restful sleep. If unwilling, the imbiber must succeed a check of against **WIL** of **1d6 per Rank** to resist its effect. They will then sleep for at least as many hours as the rank of the mixture.

Sleep Mist

Type:	Mixture/Triggered
Base Cost:	600
Silver:	50 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	

This mixture is held in an easily broken glass container. When broken the mixture reacts with the air to form a cloud a blue, pleasant smelling smoke. The smoke is subject to wind effects and has a radius of **10 Feet**. Humanoids caught in this smoke must make an **RC** against **WIL** of **1d6 per Rank** or fall into a magic sleep for **1d6** Hours.

Smoke Bombard

Type:	Mixture/Triggered
Base Cost:	400
Silver:	20 / Rank
Time to Make:	1 Hour / Rank
Ingredients:	Torgon mist organ

This mixture is held in an easily breakable vial. When activated the powder ignites with the air, forming a dense cloud of black, impenetrable smoke that blocks all vision. The cloud is subject to wind effects normally and covers a circular area of **10 feet** per rank.

Spirit Barricade

Type:	Talisman/Permanent
Base Cost:	1200
Silver:	150 / Rank
Time to Make:	4 Hours / Rank
Ingredients:	

The nomad infuses an article of jewelry to create this talisman that hampers spirits to which they do not have a bond. Any disenbodied spirit attempting to interact with the incanter must make a check against **WIL** of **1d6 per Rank** of the talisman. If failed, the spirit may not try again for a number of **hours equal to the rank** of the talisman.

Spirit Bombard

Type:	Mixture/Triggered
Base Cost:	400
Silver:	40 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	

This mixture consists of a powder in a easily broken glass container. On contact with the air the powder produces a cloud of red scintillating smoke. This smoke is affect normally by wind effects and has a radius of **10 feet per Rank** of the mixture. Any spirits, elementals, or ethereal creatures in the cloud are clearly outlined by the smoke.

Spirit Call

Type:	Invocation
Base Cost:	500
Silver:	25 / Rank
Time to Make:	5 Minutes / Rank
Ingredients:	

The nomad uses this ritual to call forth a spirit from the Kurago to manifest itself in the material plane. Those present must concentrate on them and not disturb the area with negative thoughts. The nomad spends the time building up the ritual, and then with an enormous effort of will attempts to draw the spirit in question from the Kurago to themselves. If the spirit fails a check against **WIL** of **tcdieroll1d6 per Rank** of the ritual, or is willing, it is pulled to the nomad and then must manifest itself, either visibly as a ghost, or through sound, or through possession of the incanter.

Spirit Cage

Type:	Talisman
Base Cost:	1200
Silver:	150 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	

The nomad constructs an enclosed cage or container with no holes or gaps greater than **two inches**. The maximum of any dimension of this container is **3 Feet times the Rank of the ritual**. Once complete, the cage isolates its interior from the Kurago and any spirit that resides there. A nomad in such a container is isolated from their guardian spirit and is unable to prepare or activate rituals and mixtures inside it. A spirit possessing a body in the container cannot flee or escape. A nomad possessed by a second lifer spirit is free from its influence within the cage, but is instantly repossessed when it is opened. If the cage is broken, its magic is dispersed.

Spirit Guard

Type:	Imprinting
Base Cost:	2000
Silver:	500 / Rank
Time to Make:	4 Hours / Rank
Ingredients:	Creature blood

Rank	Creature
1	Osser
2	Torgon
3	Vatrole
4	Jacer
5	Gargoyle
6	Fajrodrako

The nomad calls a spirit to defend them in times of misfortune. They must have a small amount of blood from a creature of the same species. While being tattooed the nomad seeks out an animal spirit to aid them. The tattoo must resemble that animal. Whenever the incanter loses consciousness and the tattoo is uncovered the spirit bound to the tattoo strikes out at the opponent who caused the injury doing **2d6 DP per Rank** of the ritual. The spirit remains dormant in the tattoo until the nomad again is fully healed at which point it again may defend the nomad. When the nomad dies the spirit is released and goes free.

Spirit Sentinel

Type:	Imprinting
Base Cost:	1000
Silver:	300 / Rank
Time to Make:	2 Hours / Rank
Ingredients:	

Rank	Creature	Ingredient
1	Marokrifo	Stinger
2	Batisunui	Fangs
3	Hejtifea	Feather
4	Venevermo	Digesting organ
5	Flugofiso	Tenticle
6	Quezl	Poison sac

The tattooist begins by forming the image of a venomous creature upon the body of the target. The incanter calls for a spirit of the tattooed animal to reside in the tattoo. Once the animal spirit enters the tattoo, if the target fulfills the condition of the ritual the spirit becomes material. The spirit strikes at the target, inflicting **1d6 DP per Rank** of the ritual until the condition is undone. Typical conditions include "Don't enter a specific place", "Don't take what is not yours", "Never hit a woman", "Don't touch yourself", etc. Undoing the condition can involve doing a particular action (leaving a place forbidden from, returning what was stolen, etc). The condition must be simple enough for the animal spirit to understand, ie actions only, no moral judgments.

Spirit Sound

Type:	Talisman/Permanent
Base Cost:	100
Silver:	400 / Rank
Time to Make:	1 Hour / Rank
Ingredients:	Small conch shell

Through this ritual a nomad infuses an earring to allow him to hear spirits. When worn the nomad makes a check of 6 minus the rank of the ritual in dice against PER. If the check is successful the nomad can faintly hear the nearby spirits.

Stone Guides

Type:	Talisman/Permanent
Base Cost:	500
Silver:	20 / Rank
Time to Make:	0.5H / Rank
Ingredients:	Identical pearls

The nomad gathers a number of nearly identical small pearls. He may use as many pearls as the ritual rank plus one. After the ritual is complete, each pearl will glow if it is within 1 met times the rank of the ritual from any of the other pearls. The bri

Third Eye

Type:	Imprinting
Base Cost:	1000
Silver:	200 / Rank
Time to Make:	3 Hours / Rank
Ingredients:	

Needing the aid of a tattooist, the nomad has a tattoo of an eye placed somewhere on his body. While this is occurring, he goes into a deep trance and lures an animal spirit to the tattoo. The nomad is afterward able to see from this eye as well as his no

Wind Call

Type:	Invocation
Base Cost:	400
Silver:	10 / Rank
Time to Make:	5 Minutes / Rank
Ingredients:	Parchment

Preparing a message on a piece of parchment, the nomad folds the parchment into an aerodynamic shape, and begins to chant while concentrating on the receiver of the parchment. His guardian spirit infuses the physical manifestation of the parchment as the

9.17 Preserver Incants

Aphrodisiac Oil

Type:	Mixture/generic
Base Cost:	400
Silver:	20/rank
Time to Make:	1 Hour / Rank
Ingredients:	Genitalia of a tiger

This oil is applied to the target's body causing the target to become more excited by physical pleasure. The target is able to enjoy the experience of intimacy better and longer. This experience lasts one house for each rank of the incant.

Arithmetic Snuff

Type:	Mixture/generic
Base Cost:	400
Silver:	15/rank
Time to Make:	1 Hour / Rank
Ingredients:	

This powder when sniffed through the nose awakens latent areas in the user's brain. Tasks involving mathematical abilities are made at a die less per rank of the mixture. Also missiles are thrown/shot with +1 added to the Missile Modifier.

Brew

Type:	Mixture/generic
Base Cost:	1200
Silver:	100/rank
Time to Make:	4 Hours / Rank
Ingredients:	

This collection of various brews alleviate and fortify the body against a number of different effects. The incanter mixes one ounce of the proper ingredient with the fluid mixed from some common herbs. The target drinks the brew and is protected from some

Courage Draught

Type:	Mixture/Triggered
Base Cost:	600
Silver:	30/rank
Time to Make:	1 Hour / Rank
Ingredients:	Liquor aged at least 100 years

This mixture endows the user with greater courage to face any task. Fear spells and other emotion changing magic have no effect on the target. Also all INT checks are made at one die higher than normal. The effect lasts for one house per rank of the mixtu

Corpse Ward

Type:	Talisman
Base Cost:	500
Silver:	40/rank
Time to Make:	3 Hours / Rank
Ingredients:	Symbolic object

Through this ritual the nomad focuses spiritual power into a symbolic object. This object becomes an anathema to the undead. When brandished at an undead, it must make a WIL check equal to the rank of the ritual or flee from the object. If the check fails

Deep Sleep

Type:	Invocation
Base Cost:	1000
Silver:	200/rank
Time to Make:	3 Hours / Rank
Ingredients:	Rank Time 1 6 months 2 2 years 3 8 years 4 24 years 5 100 years 6 500 years

The nomad uses this to place himself into a deep, coma-like sleep from which he cannot be awakened. While beginning the ritual, he decides how long he should sleep, and then slowly enters a trance. In this state he will need neither food nor drink, and ve

Descry Ships

Type:	Talisman
Base Cost:	500
Silver:	50/rank
Time to Make:	2 Hours / Rank
Ingredients:	

The nomad first inscribes a map of the sea and the islands about the ship on parchment. The map must be fairly accurate for this to work. Once prepared, the nomad can use the map any time his actual location is still within the confines of the map. Touchi

Dram of Energy

Type:	Mixture/Triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This mixture alleviates the fatigue of the user and increases his PER by 4 for a house per rank of the mixture. He also becomes agitated and more argumentative. All CSE checks are at one die higher than normal. Repeated use of this mixture may cause depen

Elixir of Health

Type:	Mixture/Triggered
Base Cost:	600
Silver:	45/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This general restorative can soften the blow of many scourges. The nomad administers the potion, and the target rolls a check of 6 minus the mixture rank against health. If successful, the target's condition improves. If administered within 3 bells of con

Evaluator

Type:	Talisman/Permanent
Base Cost:	1000
Silver:	100/rank
Time to Make:	4 Hours / Rank
Ingredients:	Monocle

Once created, looking through this monocle reveals imperfections, spoilage, and damage in vegetable and other food materials as a glowing red area. Each rank above one magnifies the image by two. Making smaller and smaller imperfections visible, as well a

Find Weakness

Type:	Invocation
Base Cost:	200
Silver:	10/rank
Time to Make:	1 Minute / Rank
Ingredients:	

The nomad places his hands on an object, or area, made of wood or stone. He may then find the weakest spot (a patch, material imperfection, etc.) in a square area 10 feet per rank of the ritual on a side. If no such weakness exists, the ritual will reveal

Future Scry

Type:	Invocation
Base Cost:	200
Silver:	10/rank
Time to Make:	1 Minute / Rank
Ingredients:	@i(special)

When a nomad uses the ritual for the first time, he must declare the method of scrying that he will always perform. Some methods are looking into a crystal ball, read tea leaf patterns, interpreting forest sounds, reading cards, reading the entrails of ch

Hangover Liquor

Type:	Mixture/generic
Base Cost:	200
Silver:	20/rank
Time to Make:	1/2 Hours / Rank
Ingredients:	

This powerful, but deceptive, liquid causes effects similar to alcohol. The nomad administers the potion, and the target makes a check of the mixture rank against HEA. If he fails, he is inflicted (several hours later) with a severe headache, dizziness, a

Healing Sleep

Type:	Invocation
Base Cost:	600
Silver:	25/rank
Time to Make:	2 Hours / Rank
Ingredients:	Vinegar

This ritual lulls a willing target into a deep sleep where they feel no pain. The production time of the ritual begins as the target falls asleep and must continue to the needed amount of time for the rank of the ritual. The healing rate of the target is

Infertility Lotion

Type:	Mixture/generic
Base Cost:	400
Silver:	40/rank
Time to Make:	2 Hours / Rank
Ingredients:	4 drops virgin's blood given freely

This lotion is applied to a woman's abdomen to prevent her from becoming pregnant by normal means. This mixture continues its effect for one month per rank of the mixture.

Love Potion

Type:	Mixture/targeted
Base Cost:	800
Silver:	40/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This brew directly effects the drinker's emotions. After the nomad administers the potion, the imbiber must make a check against WIL of one die per rank of the mixture. If the target fails, he will fall madly in love with the next person he sees. This sta

Luck Ritual

Type:	Invocation
Base Cost:	600
Silver:	20/rank
Time to Make:	1 Hour / Rank
Ingredients:	

Through contact with the spirits a nomad may improve the flow of subtle forces that surround him and the nearby world. The nomad may choose to alter a die roll by a number of pips equal to the rank of the ritual used. A nomad may only have one active ritu

Mask of Disclosure

Type:	Talisman
Base Cost:	600
Silver:	60/rank
Time to Make:	3 Hours / Rank
Ingredients:	

Rather than hide its wearer, this mask reveals them. The nomad places this leather mask on the target and fastens the straps to hold it in place. If that target is possessed, or has multiple personalities, a check against WIL of the ritual rank versus the

Powder of Preservation

Type:	Mixture/generic
Base Cost:	100
Silver:	10/rank
Time to Make:	1/2 Hours / Rank
Ingredients:	

This powder treats 100 pounds of food to keep it fresh and tasty for two weeks times the rank of the mixture. At the end of that time the food immediately goes bad. Multiple applications have no effect.

Poultice

Type:	Mixture/generic
Base Cost:	400
Silver:	25/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This bandage wrap is specially made to treat wounds quickly. When applied this bandage stops bleeding from the wound and 10 minutes after application restores 1 DP per rank of the bandage. Also for every 2 ranks of the bandage 1 die is taken off a roll to

Power Patch

Type:	Mixture/generic
Base Cost:	400
Silver:	40/rank
Time to Make:	1 Hour / Rank
Ingredients:	

A mixture of various components is applied to a cloth patch and applied to the target. As applied it increases the rank of the target's Exceptional PWR by 1 (to 1 if none previous). This effect lasts a house per rank of the mixture.

Remedy

Type:	Mixture/targeted
Base Cost:	800
Silver:	75/rank
Time to Make:	3 Hours / Rank
Ingredients:	1 Putrihaut powdered terik root 2 Maldormi soki herb 3 Granjuke fresh charn meat 4 Ste

When used this mixture relieves the symptoms of the diseases it affects within 1d6 Bells and removes the disease entirely within 1d4 days.

Sago Weed

Type:	Mixture/Triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This is a special blend of rare herbs, a spice called Grofelt, and fine tobacco. Once prepared, the nomad can invite up to 3 of his friends to share in smoking the mixture. This will take up at least 3 houses during which time the smoke penetrates the smo

Ship's Veil

Type:	Invocation
Base Cost:	1500
Silver:	100/rank
Time to Make:	3 Hours / Rank
Ingredients:	Gharton silk

While aboard the target ship the nomad weaves a cloth (a 1d6 check versus the Weaving Skill to succeed) and uses this ritual to create a veil. A first rank veil renders the ship invisible for 10 minutes. Each additional rank doubles the amount of time the

Shore Object

Type:	Invocation
Base Cost:	300
Silver:	15/rank
Time to Make:	1/2 Hours / Rank
Ingredients:	

Any wooden object with a patch or weakened spot is made whole again through this ritual. The area of an object affected is up to a cube 10 feet per ritual rank on a side.

Stimulant Chew

Type:	Mixture/generic
Base Cost:	400
Silver:	20/rank
Time to Make:	1 Hour / Rank
Ingredients:	

This minty flavored chewing substance makes the target less fatigued and less drowsy than before. For every rank of the mixture the target is able to stay awake for another 3 houses. After the substance's effect is expired the target must make a check equ

Strength Patch

Type:	Mixture/generic
Base Cost:	400
Silver:	40/rank
Time to Make:	1 Hour / Rank
Ingredients:	

A mixture of various components is applied to a cloth patch and applied to the target. As applied it increases the ranks of the target's Exceptional STR by 1 (to 1 if none previous). This effect lasts a house per rank of the mixture.

Suppress Pain

Type:	Invocation
Base Cost:	200
Silver:	10/rank
Time to Make:	5 Minutes / Rank
Ingredients:	Thin iron needles

The nomad inserts thin iron needles in the body of the sufferer (himself possibly), into major nerves leading from an injured body area. He then uses the needles to channel his ritual to the nerve, ordering it to stop transmitting pain to the sufferer's b

Tonic

Type:	Mixture/generic
Base Cost:	400
Silver:	30/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This collection of various tonics alleviate and fortify the body against a number of different effects. The incanter mixes 1/2 of an ounce of the proper ingredient with the fluid mixed from some common herbs. The target drinks the tonic and is protected f

Will Patch

Type:	Mixture/generic
Base Cost:	400
Silver:	40/rank
Time to Make:	1 Hour / Rank
Ingredients:	

A mixture of various components is applied to a cloth patch and applied to the target. As applied it increases the ranks of the target's Exceptional WIL by 1 (to 1 if none previous). This effect lasts a house per rank of the mixture.

9.18   Troubador Incants

Animal Dance

Type:	Song/play+dance
Base Cost:	200
Silver:	0
Time to Make:	1 Minute / Rank
Ingredients:	

When the nomad begins to play an instrument and dance, all harmless animals within hearing must seek out the singer, and then form a line behind him and dance as he does. The creatures can make a check against WIL at one die per rank of the song.

Baton of Dancing

Type:	Talisman
Base Cost:	2000
Silver:	50/house
Time to Make:	2 Hours / Rank
Ingredients:	Saltpeter oil wooden staff

A nomad spreads a saltpeter infused oil on any strait wooden stick of at least 2 feet in length. This ritual changes the shaft of wood into a baton. With the baton in hand, the nomad brandishes it before his target(s) and begins to dance. If the target(s)

Calling of the One

Type:	Song/sing
Base Cost:	300
Silver:	0
Time to Make:	2 Hours / Rank
Ingredients:	

The nomad begins his song, naming one person he knows reasonably well (GM discretion). If during the course of the song the named person hears the music from whatever distance, and fails a check against WIL of one die per rank of the song, that person mus

Co-Ordination Jig

Type:	Song/sing or play
Base Cost:	400
Silver:	0
Time to Make:	2 Minutes / Rank
Ingredients:	

While the nomad sings or plays this song, all his allies within earshot temporarily decrease all AGI checks by one die per rank of the dance.

Dance of Distraction

Type:	Song/dance
Base Cost:	600
Silver:	0
Time to Make:	2 Minutes / Rank
Ingredients:	

While this dance is being observed, those not warned beforehand lose 1d6 per rank of the song on any check against PER. The nomad will often use this to distract opponents from noticing what his allies are up to.

Dance of the Lights

Type:	Song/dance
Base Cost:	200
Silver:	0
Time to Make:	2 Hours / Rank
Ingredients:	

The nomad uses this song to attract the attention of fire spirits. Shortly after he starts dancing, they swarm about him, casting a flickering light into even the darkest places. They cannot, however overcome magical darkness. At rank one they are equival

Erasure Song

Type:	Song/sing
Base Cost:	200
Silver:	0
Time to Make:	2 Minutes / Rank
Ingredients:	

The nomad starts singing this song, singing its lyrics about some event or piece of knowledge. Everyone within hearing whomis not his ally must make a check against WIL of one die per rank of the song or forget the subject of the song for at least 24 hour

Heart of Courage

Type:	Song/sing
Base Cost:	300
Silver:	0
Time to Make:	10 Minutes / Rank
Ingredients:	

While singing, all resistance checks made by the singer's allies against WIL are made at one die less for each rank of the song.

Lute Lamp

Type:	Talisman/premament
Base Cost:	1000
Silver:	30/rank
Time to Make:	2 Hours / Rank
Ingredients:	

A lute enchanted with this spiritual magic creates an area of 10 feet per rank of the talisman in faint shimmering and sparkling light about the nomad when in darkness or moonlight. This light is only equal to one half the light of a torch, but its shimme

Message Song

Type:	Song/sing
Base Cost:	100
Silver:	0
Time to Make:	1 Minute / Rank
Ingredients:	

This song targets one person per rank of the song. Each of these people must be within earshot and well known to the nomad. The nomad while singing the nomad sends a message subtly using the song as the carrier. The message is of the nomad's choosing and

Mood Ring

Type:	Talisman/Permanent
Base Cost:	600
Silver:	30/rank
Time to Make:	2 Hours / Rank
Ingredients:	Silver ring

A nomad creates this item by procuring a silver ring and assembling himself and any musician friends in a quiet place, where they will not be disturbed. The group begins to play, as the nomad begins to concentrate on the ring. Any instrumentation will wor

Pacifier Pipe

Type:	Talisman/Permanent
Base Cost:	2000
Silver:	200/rank
Time to Make:	3 Hours / Rank
Ingredients:	Pipe grofelt weed

A pipe or recorder made into this talisman is very soothing to hear. Those within hearing of it being played must make a WIL check at one die per rank of the talisman each round they attempt to be violent, if they fail, they do nothing. This effects all w

Robes of Style

Type:	Talisman/Permanent
Base Cost:	5000
Silver:	300/rank
Time to Make:	3 Hours / Rank
Ingredients:	Robes colored dyes buttons cloth ties

Taking a newly spun and sewn robe, the nomad endows it with the ability to change shape, size, and color to match his tastes and desires. This robe can change appearance once per day for each rank of the talisman.

Rolling Hills

Type:	Sont/sing or play
Base Cost:	300
Silver:	0
Time to Make:	2 Hours / Rank
Ingredients:	

The sound of this song lulls earth spirits into making the nomad's and his allies' passage easier. Adventurers may run on solid ground for three houses per rank of this song without tiring. Those affected by this song cannot be effected again until a full

Shadow Cream

Type:	Mixture/targeted
Base Cost:	300
Silver:	40/rank
Time to Make:	1 Hour / Rank
Ingredients:	Target sample

The nomad spreads this cream over the target's face to change the target's appearance to what the nomad desires. Others must make a PER check of the mixture rank plus one to see through this disguise. The effect lasts until the target sleeps, washes, gets

Sleep Awaits

Type:	Song/sing or play
Base Cost:	300
Silver:	0
Time to Make:	1/2 Hours / Rank
Ingredients:	

The nomad's opponents and willing allies hearing the song must, sometime during its duration, make a check against WIL for a number of dice equal to the rank of the song. If they fail, they fail into a deep, but natural sleep. The music is soft, sublimina

Spirit Dirge

Type:	Song/play
Base Cost:	400
Silver:	0
Time to Make:	1/2 Hours / Rank
Ingredients:	

The nomad plays this song for a dying companion. The song assures the spirit's path to the Kurago is clear, and makes the Kurago ready to receive the spirit. Pain and agony are partially alleviated, and the passing becomes as peaceful as possible.

Still Waters

Type:	Song/sing
Base Cost:	300
Silver:	0
Time to Make:	2 Hours / Rank
Ingredients:	

The singer lulls water spirits into calming the waters about his boat for a radius of about 100 feet. Each rank of the song calms the waters surface by one step in this sequence: smooth water gentle waves (under 1') choppy water (1-2') heavy waves (3-6')

Stone Song

Type:	Song/sing
Base Cost:	300
Silver:	0
Time to Make:	5 Minutes / Rank
Ingredients:	

The nomad weaves the name of one person into this song. If the target is within earshot, all checks against his STR are at 1d6 less per rank of the song.

Synchro Dance

Type:	Song/play+dance
Base Cost:	100
Silver:	0
Time to Make:	1R/rank
Ingredients:	

The nomad plays a four count, and then all willing people within earshot dance as he does, move for move, for up to one song of up to about 10 minutes. Each rank above the first doubles the perfection of the dance, and adds 1d6 to any reaction checks to t

The Howling

Type:	Invocation
Base Cost:	600
Silver:	0
Time to Make:	4 Hours / Rank
Ingredients:	

Drawing in a large breath and thinking about a single word or scream, the nomad uses energy from Kurago to multiply the effect of his shout. The word or animal scream he utters can be heard for a distance of up to 1 met per rank of the invocation.

The Mocking

Type:	Song/sing
Base Cost:	300
Silver:	0
Time to Make:	10 Minutes / Rank
Ingredients:	

The nomad sings about a particular person, place, or object. All the listeners' reactions to the target that would be rolled against COM are done so at 1d6 more per rank of the song. The GM will establish an appropriate COM for places of objects.

The Praising

Type:	Song/sing
Base Cost:	300
Silver:	0
Time to Make:	10 Minutes / Rank
Ingredients:	

The nomad sings about a particular person, place, or object. All the listeners' reactions to the target that would be rolled against its COM are done so at 1d6 less per rank of this song. The GM will establish an appropriate COM for places or objects.

The Telling

Type:	Song/sing+play
Base Cost:	10000
Silver:	0
Time to Make:	1 Day / Rank
Ingredients:	

This song is very precious to the nomad. While playing his instrument and singing the nomad allows the listeners to experience what he sings about. Through the music and vocalization the story is crafted. At rank one, the listeners can hear any sound, no

Wary of the Night

Type:	Song/sing
Base Cost:	200
Silver:	0
Time to Make:	10M
Ingredients:	

When the nomad's allies are camped in the dark (at night, below ground, etc.), this song focuses their perceptions, decreeing all PER checks bu one die. This effect lasts for 2 houses for each rank of the incant once the song has finished. A group can on

Yes Song

Type:	Song/sing
Base Cost:	400
Silver:	0
Time to Make:	2 Minutes / Rank
Ingredients:	

The nomad starts to sing this song, singing its lyrics about some non-life threatening action he wishes the audience to perform. Everyone within hearing whom is not his ally must make a check against WIL of a number of dice equal to the rank of the song o

Zephyr Polka

Type:	Song/play
Base Cost:	300
Silver:	0
Time to Make:	2 Hours / Rank
Ingredients:	

While this song is being played, air spirits lulled by its tune cause a breeze to blow that can increase a sailing ship's speed by five mets per rank of the song.

9.19 Seeker Incants

Acid Draught

Type:	Mixture/Triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	4H/rank
Ingredients:	Akvovervo water

This preventative absorbs damage done by acid. The potion absorbs 5 points of damage per rank of the potion. This potion remains active in the system of the imbiber for 1 days per rank.

Animal Bind

Type:	Mixture/targeted
Base Cost:	800
Silver:	50/rank
Time to Make:	2 Hours / Rank
Ingredients:	Animal sample

The nomad needs something from an animal to prepare this mixture, some hair, saliva, nail clippings or discarded skin. The animal must not be injured in the proces. The incanter mixes this with the other ingredients while performing the incant ritual. Thi

Anklet of Dexterity

Type:	Talisman/Permanent
Base Cost:	3000
Silver:	200/rank
Time to Make:	4 Hours / Rank
Ingredients:	

To produce this talisman the nomad infuses an anklet to provide him with better coordination and reflexes. The anklet gives the nomad a bonus to his AGI equal to the rank of the ritual used to create it. Only one of these anklets may affect one nomad at a

Armband of Fortitude

Type:	Talisman/Permanent
Base Cost:	3000
Silver:	300/rank
Time to Make:	4 Hours / Rank
Ingredients:	Copper armband powdered fungigo

To produce this talisman the nomad infuses an armband to provide him with greater stamina and hardiness. The armband gives the nomad a bonus to his HEA equal to the rank of the ritual used to create it. Only one of these armbands may affect one nomad at a

Assimilation

Type:	Invocation
Base Cost:	200
Silver:	10/rank
Time to Make:	2 Hours / Rank
Ingredients:	

A nomad need not feel out of place after using the invocation, because he is able to read subtle physical and mental clues from the strangers about him and adapt to their culture. At rank one the nomad only is affected, though at higher ranks the number o

Cinnamon Bane

Type:	Mixture/Triggered
Base Cost:	1200
Silver:	25/rank
Time to Make:	2 Hours / Rank
Ingredients:	1lb cinnamon

This bane deters attacks by hirudo against the target. The incanter spreads the mixture on a person or object, and for 1 house all resistance checks against any effects created by a hirudo are at one die less.

Ethereal Bane

Type:	Mixture/Triggered
Base Cost:	1600
Silver:	80/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This bane deters attacks by ethereal creatures against the target. The incanter spreads the mixture on a person or object, and for 1 house all resistance checks against any effects created by ethereal creatures are at one die less and all attacks have a p

Crystal Gate

Type:	Talisman/Permanent
Base Cost:	10000
Silver:	1000/rank
Time to Make:	12 Hours / Rank
Ingredients:	Ground quartz 1/2 ounce of Terisium/rank

The nomad, with the assistance of a glassblower if he lacks the skill, creates two glass spheres from the same batch of molten glass. Performing a ritual over them while they cool, links the two spheres to work as a two-way audio-visual gate that can be u

Ferret Object

Type:	Invocation
Base Cost:	200
Silver:	5/rank
Time to Make:	10 Minutes / Rank
Ingredients:	

The nomad touches a person, who then concentrates on an item he has lost within the last 6 days. If the visualization is clear and the item is within 100 feet per rank of the invocation, the nomad hears a sound which will show him the direction and distan

Fertility Seed

Type:	Mixture/generic
Base Cost:	300
Silver:	5/rank
Time to Make:	1 Hour / Rank
Ingredients:	[add ing.]

This powder, when spread over one acre of farm land, increases crop yield by 5% for each incant rank.

Fire Shield

Type:	Mixture/Triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	4 Hours / Rank
Ingredients:	Gharton egg shell

This potion absorbs damage done by fire that the imbiber takes after effects are resolved. The potion absorbs 5 points of damage per rank of the potion. This potion remains in the system of the imbiber for 2 days per rank. The effects of this potion begin

Gargoyle Mark

Type:	Imprinting
Base Cost:	2000
Silver:	200/rank
Time to Make:	4 Hours / Rank
Ingredients:	Powdered/ashed garggoyle

The tattoo created with this ritual improves the incanter's muscular strength. He is treated as having a STR at the number of ranks of the ritual higher. Only one of these tattoos may affect one nomad at a time.

Immaterial Bane

Type:	Mixture/Triggered
Base Cost:	1000
Silver:	22/rank
Time to Make:	2 Hours / Rank
Ingredients:	Powdered bones of a dead person

This bane deters attacks by spirits from the Kurago against the target. The incanter spreads the mixture on a person or object, and for 1 house all resistance checks against any effects created by a spirits are at one die less and all attacks have a penal

Insight Gem

Type:	Talisman/Permanent
Base Cost:	3000
Silver:	200/rank
Time to Make:	4 Hours / Rank
Ingredients:	2 ounces silver small gem

This gem, mounted in a gold earing, focuses the sensory abilities of the wearer. This gives the wearer a bonus to his PER equal to the rank of the ritual used to create it. Only one of these earrings may affect one person at a time.

Iron Tonic

Type:	Mixture/trigger4ed	This tonic absorbs damage done by physical attacks to the imbiber. The potion absorbs 5 times the incant rank of points. This potion remains in the system of the imbiber for 2 days per rank.
Base Cost:	600	
Silver:	50/rank	
Time to Make:	4 Hours / Rank	
Ingredients:	Powdered iron sea scorpion or draco scales	

Moon Boots

Type:	Talisman/permement	Starting with a well fitting pair of boots, the nomad displays these under the light of one of the moons and creates this talisman. When done, while he wears the boots, and is in the light of the moon they were created under, he is 10% lighter for each ra
Base Cost:	10000	
Silver:	100/rank	
Time to Make:	2 Hours / Rank	
Ingredients:	Boots 1 ounce Terisium	

Moon Crystal

Type:	Talisman/permement	Using a perfect quartz crystal of at least 2 inches in size, the incanter prepares this talisman by the light of one of the moons. When complete, he can then use the crystal to mezmorize / hypnotize willing subjects. He cannot force information from them,
Base Cost:	1000	
Silver:	70/rank	
Time to Make:	1 Hour / Rank	
Ingredients:	Quartz	

Moon Shroud

Type:	Talisman/permement	The incanter uses a well crafter silver crescent, at least 2 inches in size, hung on a silver necklace. Taking this out into the light of on of the moons, he falls into a trance concentrating on the moon above and weaving power from the Kurago into the ta
Base Cost:	1000	
Silver:	80/rank	
Time to Make:	1 Hour / Rank	
Ingredients:	Silver necklass	

Moon Sleep

Type:	Talisman/Permanent	This vial is worn on a silver chain around the neck of the incanter. When it is lit by the light of its moon under which it was created, the incanter may roll a WIL check of 7 minus the rank of the talisman in dice. If successful the incanter goes into a
Base Cost:	800	
Silver:	50/rank	
Time to Make:	2 Hours / Rank	
Ingredients:	Silver diamond dust glass vial	

Shock Buffer

Type:	Mixture/Triggered	This potion absorbs damage done by electricity that the imbiber takes after effects are resolved. The potion absorbs 5 points of damage per rank of the potion. This potion remains in the system of the imbiber for 2 days per rank. The effects of this potio
Base Cost:	600	
Silver:	50/rank	
Time to Make:	4 Hours / Rank	
Ingredients:	Gargoyle hide	

Silver Bane

Type:	Mixture/Triggered	This bane deters attacks by lycanthrops against the target. The incanter spreads the mixture on a person or object, and for 1 house all resistance checks against any effects created by a lycanthrope are at one die less. Any attacks on the target by a lyca
Base Cost:	600	
Silver:	15/rank	
Time to Make:	2 Hours / Rank	
Ingredients:	2lb silver dust	

Spirit Bane

Type:	Mixture/Triggered	This bane deters attacks by ghosts and immaterial creatures against the target. The incanter spreads the mixture on a person or object, and for 1 house all resistance checks against any effects created by a ghost or immaterial creature is at one die less
Base Cost:	800	
Silver:	20/rank	
Time to Make:	2 Hours / Rank	
Ingredients:	Earth from a grave	

Soul Sight

Type:	Imprinting	This imprinting is tattooed on the eyelids of the incanter. When he closes his eyes he can see any immaterial spirits that are within 10 feet times the rank of the imprinting. Ghosts, spirits of the Kurago, and elemental spirits can be seen, but not invis
Base Cost:	15000	
Silver:	400/rank	
Time to Make:	1 Day / Rank	
Ingredients:		

Spirit Exchange

Type:	Mixture/targeted	The propriety of this mixture had been debated among nomadic rondos for some time. It allows the nomad to exchange his spirit with the spirit of another living creature. Effectively, the nomad and the other exchange bodies. All mental attributes and memor
Base Cost:	1000	
Silver:	100/rank	
Time to Make:	2 Hours / Rank	
Ingredients:		

Spirit Guise

Type:	Talisman/Permanent
Base Cost:	500
Silver:	40/rank
Time to Make:	3 Hours / Rank
Ingredients:	Sample of dead spirit

Acquiring a piece of personal jewelry from one whom is dead, the incanter must permanently affix the jewelry to his own body. Concentrating on the visage of the dead target the nomad enters a trance and attempts to draw the dead spirit from the Kurago. If

Spirit Scout

Type:	Imprinting
Base Cost:	1000
Silver:	100/rank
Time to Make:	4 Hours / Rank
Ingredients:	

The incanter prepares a mixture to put himself into a trance, focusing his mind on attracting the spirit of a lower animal. The tattooist then designs a representation of that animal onto the chosen section of the nomad's skin. The tattoo must be at least

Spirit Trance

Type:	Invocation
Base Cost:	100
Silver:	20/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This invocation allows the nomad's spirit to enter the Kurago and seek direct contact with its spirits. The nomad uses a number of potions, ointments, and a trance-inducing ceremony. Upon entering the Kurago, the nomad mentally pictures the spirit he seek

Spirit View

Type:	Mixture/targeted
Base Cost:	250
Silver:	20/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This mixture allows the inbiber to view the world through another living creature's senses. The incanter prepares the mixture with a sample of the creatures hair, feathers, blood, etc. After anointing himself with it he places himself in a trance, and may

Tamener

Type:	Talasiman/Permanent
Base Cost:	3000
Silver:	200/rank
Time to Make:	4 Hours / Rank
Ingredients:	

A tamenwrap is a strip of cloth used by a nomad to keep his hair out of his eyes. With this talisman, the incanter gives a tamenwrap the ability to enhance his own INT by one point per rank of the ritual when the tamenwrap is worn.

Thermal Gel

Type:	Mixture/Triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	4 Hours / Rank
Ingredients:	Jacer ooze

The incanter spreads this cream on the target to activate it. It then absorbs 5 points of cold damage per rank of the incant. This remains active for 2 days per rank or intil it is washed off.

Time Shifter

Type:	Talisman/Permanent
Base Cost:	500
Silver:	300/silver
Time to Make:	3 Hours / Rank
Ingredients:	

The incanter creates a connection to the Kurago to a small silver or glass mirror. The spirits there watch events visible from the mirror. Once per day the incanter can then touch the mirror and concentrate on any event occuring within 1 bell for each ran

Tongue Ring

Type:	Talisman/Permanent
Base Cost:	500
Silver:	100/rank
Time to Make:	1 Hour / Rank
Ingredients:	Target jewelry

Possessing a small ring or earring from a person who is no longer living, the incanter prepares this talisman by piercing his tongue and permanently inserting the jewelry. Incanting the ritual, he creates a conduit to the spirit in whatever afterlife it s

Underwater Gel

Type:	Mixture/targeted
Base Cost:	800
Silver:	100/rank
Time to Make:	3 Hours / Rank
Ingredients:	Octopod blood

This substance when applied to the nose and mouth allows the target to breathe underwater for half a house per rank of the gel.

9.20   Second Lifer Incants

Addiction Potion

Type:	Mixture/targeted
Base Cost:	1000
Silver:	40/rank
Time to Make:	3 Hours / Rank
Ingredients:	

When someone drinks this potion mixed with another fluid, he becomes addicted to the other fluid. At the end of each full day he is without the fluid he must attempt a check against HEA of the number of dice of the mixture rank. If successful the addictio

Amulet of Deception

Type:	Talisman
Base Cost:	250
Silver:	50/rank
Time to Make:	1 Hour / Rank
Ingredients:	Locket target's hair drawing of target's loved one

With a small, openable amulet, the incanter uses a lock of hair from the intended target, and a drawing of someone to which the victim is emotionally attached to create this talisman. When the target sees the incanter wearing the unopened amulet, and he f

Arid Seed

Type:	Mixture/Triggered
Base Cost:	600
Silver:	40/rank
Time to Make:	1 Hour / Rank
Ingredients:	[add ing.]

This powder is spread over one acre of farm land. The crop yield is decreased by 5% per rank of the mixture.

Arthritis Potion

Type:	Mixture/Triggered
Base Cost:	800
Silver:	50/rank
Time to Make:	1 Hour / Rank
Ingredients:	

This potion induces an illness of the joints making movement painful. If the drinker fails a check against HEA equal to the rank of the mixture, he loses 1d4 AGI points permanently.

Bond Pain

Type:	Mixture/Triggered
Base Cost:	800
Silver:	50/rank
Time to Make:	1 Hour / Rank
Ingredients:	Target sample

The incanter must possess a small bit of his intended target's body, (a lock of hair, a nail clipping, a scrap of skin, etc.). He incorporates this object into an effigy of the target while infusing it with energy. At the appropriate time, he holds the ef

Brain Fevers Draught

Type:	Mixture/Triggered
Base Cost:	1000
Silver:	50/rank
Time to Make:	1 Hour / Rank
Ingredients:	

This induces a fever that damages the brain. If the target fails a check against HEA equal to the rank of the mixture, he loses 1d4 INT points permanently. The incapacitating fever lasts from three to six days.

Dose of the Itch

Type:	Mixture/Triggered
Base Cost:	700
Silver:	50/rank
Time to Make:	1 Hour / Rank
Ingredients:	

The only symptom of The Itch is a very aggravating full body rash. If the target fails a check against HEA equal to the rank of the mixture, he breaks out in an irritating, painful rash. The target's AGI and PER are lowered by 1d6 points for 1d6 days.

Grippe Dose

Type:	Mixture/Triggered
Base Cost:	700
Silver:	50/rank
Time to Make:	1 Hour / Rank
Ingredients:	

This potion induces an illness which is temporarily incapacitating. The incanter administers the potion, and the target must make a check against HEA equal to the rank of the mixture. If he fails, he is incapable of performing any actions, except the easi

Fear Draught

Type:	Mixture/generic
Base Cost:	400
Silver:	30/rank
Time to Make:	1 Hour / Rank
Ingredients:	

This liquid attacks the brain and makes its imbiber fear all unknown people and objects. Every time the imbiber meets a person, or is introduced to a new item, he must attempt a check against HEA equal to the rank of the mixture. If he fails he is uncontr

Leprosy Tonic

Type:	Mixture/Triggered
Base Cost:	800
Silver:	50/rank
Time to Make:	3 Hours / Rank
Ingredients:	Corpse mold

This tonic induces a degenerative disease which will alienate its victim from society. After the incanter administers this tonic, the imbiber must make a check against HEA equal to the rank of the mixture. If he fails, his body begins to slowly deteriorat

Mark of the Lamprey

Type:	Imprinting
Base Cost:	3000
Silver:	300/rank
Time to Make:	4 Hours / Rank
Ingredients:	Target's blood

With the aid of a skilled tattooist a incanter can create this imprinting. He prepares a special ink for the tattoo that includes the blood on another living person. The tattooist creates a tattoo in the shape of a lamprey, leech, or other parasitic creat

Mark of Homing

Type:	Imprinting
Base Cost:	1500
Silver:	75/rank
Time to Make:	3 Hours / Rank
Ingredients:	

The incanter paints a symbol onto the target of this imprinting. The mark quickly fades from view of all, except the nomad who can still see it clearly. At anytime the nomad may know the direction and distance to the person he marked, if the target fails

Ointment of Corruption

Type:	Mixture/Triggered
Base Cost:	600
Silver:	40/rank
Time to Make:	3 Hours / Rank
Ingredients:	[add igr.]

Crated in a crystal vial, this fluid can eat through lead, bronze, or rock up to one foot thick per rank of the mixture. On contact with the air (the first time the vial is opened) it corrupts any material in contact with it except steel and adamantite. I

Pain Smoke

Type:	Mixture/Triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This mixture cause those who inhale this smoke to make a check against HEA equal to 2 plus half the mixture rank rounded up. Those who fail this check are afflicting with a wracking pain in the lower abdomen and a fierce headache. This causes the afflicte

Plague Dram

Type:	Mixture/Triggered
Base Cost:	1800
Silver:	70/rank
Time to Make:	4 Hours / Rank
Ingredients:	

When the incanter administers this potion, the target must make a check against HEA equal to the rank of the mixture. If he fails, he contracts the deadly black plague. Once infected, the target loses 1d6 HEA permanently each day for the next three days.

Powder of Phantasm

Type:	Mixture/Triggered
Base Cost:	300
Silver:	20/rank
Time to Make:	1 Hour / Rank
Ingredients:	

This powder is sprinkled over a circular area of a diameter 10 feet times the rank of the mixture. At the time the powder is used, the incanter focuses on an alternative appearance for the area. His static vision becomes visible to all looking at the area

Ring of Likeness

Type:	Talisman
Base Cost:	500
Silver:	60/rank
Time to Make:	2 Hours / Rank
Ingredients:	

The incanter visualizes a particular visage and dress as he prepares this talisman. The ring when worn makes the wearer appear as what the incanter envisioned. All viewing the wearer may make a check against PER equal to the rank of the talisman to break

Ring of Subjugation

Type:	Talisman/Permanent
Base Cost:	2000
Silver:	200/rank
Time to Make:	4 Hours / Rank
Ingredients:	Gold or silver ring

This talisman is created around a piece of gold or silver jewelry. When the jewelry is pierced through the target's skin, it fuses solid and can not be harmed or removed. Anytime the nomad directs a verbal command at the target, he must perform it, unless

Scourge

Type:	Invocation
Base Cost:	1400
Silver:	70/rank
Time to Make:	4 Hours / Rank
Ingredients:	Target's item

After preparing a boiling mixture, the incanter adds a personal item from his intended target (some hair, a piece of jewelry, etc.) and repeats the target's name three times. Wherever he is, the victim experiences extreme, crippling pain for one minute. H

Sleeping Sickness Solution

Type:	Mixture/Triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	2 Hours / Rank
Ingredients:	

This sickness makes the imbiber sleep most of the time. The nomad administers the potion, and the victim makes a check against HEA equal to the rank of the mixture. If he fails, he is inflicted with sleeping sickness. The target always feels drained of en

Spirits of Consumption

Type:	Mixture/Triggered	This illness of the lungs causes chronic coughing and a general degradation of health.
Base Cost:	1600	The nomad administers the potion and the victim makes a check against HEA equal to
Silver:	80/rank	the rank of the mixture. If he fails he acquires this eventually fatal disease. He pe
Time to Make:	4 Hours / Rank	
Ingredients:		

Vial of Ill Omen

Type:	Mixture/targeted	The incanter combines a small amount of blood of his intended target with skin from
Base Cost:	1000	a corpse and ground basil in a small vial. The nomad then infuses the mixture with the
Silver:	60/rank	powers of bad luck. After the ritual, the target is struck with ill omen. In any sit
Time to Make:	2 Hours / Rank	
Ingredients:	Victim's blood corpse's skin basil	

Chapter 10

Elemental Core Magic

Non-divine magic is derived from the natural forces present in the environment: **Air**, **Water**, **Earth**, and **Fire**. Magicians must learn how to control and shape these forces to create magical manifestations. Each type of force, or element, is controlled in very different and incompatible ways. When a magician begins to learn their art, they must choose an element with which to work. Once declared, the magician may only buy spell groups from that element, or the element it dominates (see **Ch 1.27.1: Acquiring Spells from Other Elements** on **Page 18**.

There are seven spell groups common to all magicians, and four unique spell groups related to each element. The base cost of the **Necromancy/Time**, **Mind Twisters**, **Charms** and the **Dimensions groups** is **600 EP**. The base cost of the rest of the spell groups is **300 EP**.

All magicians have access to certain "core" spells. These spells are created by the power of the caster's element, but manifest themselves similarly regardless of the element. Thus, some form of the caster's element must be present so that they may draw elemental power from it.

Defer spells are the means by which a magician manufactures magical items and creates permanent or delayed spell effects.

Common Magic is a group that makes a magician's everyday and professional life easier.

Movement spells enable the magician to move quickly and efficiently from place to place.

Revocation spells are used to cancel another magician's magic. It has no effect on divine magic.

Tongues & Scripts provides the means to communicate by spoken, written, or cyphered word. All elemental mages understand and use the same basic concepts and ideas when casting, teaching and learning about their magics. These concepts transcend any normal human tongue, being the same for all elemental casters regardless of race, sex, or creed. This group of spells includes the ability to create, interpret and use this elemental cypher.

Shadow Magic enables the magician to manipulate shadow for useful and wondrous effects. They involve the use of both light and darkness. Light is used to delineate darkness, and thus these spells cease to function in the presence of extreme light (greater than daylight) or absolute darkness. The shadows created have no physical substance, and cannot be harmed by any physical or magical attacks. They cannot, on the other hand, have any effect upon things in the physical world except as explicitly stated within each spell.

1. **Defer**
   1. Defer 1
   2. Defer 2
   3. Defer 3
   4. Defer 4
   5. Defer 5
   6. Defer 6
   7. Defer 7
   8. Defer 8
   9. Defer 9
   10. Defer 10
   11. Defer 11
   12. Defer 12
   13. Defer 13
   14. Defer 14
   15. Defer 15
   16. Defer 16
   17. Defer 17
   18. Defer 18
   19. Defer 19
   20. Defer 20

2. **Revocation**
   1. Revocation 1
   2. Revocation 2
   3. Revocation 3
   4. Revocation 4
   5. Revocation 5
   6. Revocation 6
   7. Revocation 7
   8. Revocation 8
   9. Revocation 9
   10. Revocation 10
   11. Revocation 11
   12. Revocation 12
   13. Revocation 13
   14. Revocation 14
   15. Revocation 15
   16. Revocation 16
   17. Revocation 17
   18. Revocation 18
   19. Revocation 19
   20. Revocation 20

3. **Common Magic**
   1. Lamp
   2. Change Temperature
   3. Renew Object
   4. Glue
   5. Mending
   6. Fetch
   7. Find
   8. Weapon Charm
   9. Reassemble
   10. Know Element
   11. Armor Charm
   12. Fasten
   13. Shelter
   14. Servants
   15. Know Magic
   16. Sunder

4. **Movement**
   1. Tireless Walking
   2. Cushion
   3. Stickum
   4. Catspaw
   5. Quicken
   6. Leap
   7. Tireless Running
   8. Slow
   9. Grasshopper
   10. Speed
   11. Mire
   12. Puppet
   13. Hasten
   14. Lightfoot
   15. Snatch
   16. Emulate

5. **Tongues & Scripts**
   1. Lexesoterica
   2. Message
   3. Cipher
   4. Name Tongue
   5. Encrypt
   6. Quiet
   7. Speed Read
   8. Fluency
   9. Scriptknow
   10. Lockjaw
   11. Interpolate
   12. Scribe
   13. Babble
   14. Need
   15. Translator
   16. Mindspeak

6. **Shadow Magic**
   1. Shadow Spawn
   2. Shadow Carry
   3. Contrast
   4. Shadow Object
   5. Shadow Servant
   6. Shadow Hide
   7. Shadow Horse
   8. Light Bane
   9. Shadow See
   10. Multishadow
   11. Shadow Leap
   12. Shadow Mount
   13. Shadow Life
   14. Shadow Target
   15. Shadow Guardian
   16. Shadow 'Port

10.1 Defer

1-20 - <u>Defer</u>

Time to Cast:	1 Minute
Resist Check:	None
Target:	Touch
Duration:	2 Hours
Area:	1 Spell
Effect:	Delay spell effects

Casters use the Defer spell to delay the effects of another spell. The caster picks some non-living, non-magical object that they can hold in one hand and lift and cast the Defer spell on the object. This places a magical field about the object that can hold one other spell of a rank equal to or less then the rank of the Defer spell used. Immediately after this, the caster casts the other spell into the same item. The magical field created by the defer ensnares this second spell, hold within the field.

As long as the defer spell lasts, the caster can touch the item and direct the ensnared spell to discharge, having the same effect as if cast normally. The spell's release from the defer takes a single round, despite the casting time of the spell. If the defer spell expires, without triggering its contained spell, all magic energies involved dissipate harmlessly.

If the caster wants someone other than themselves to be able to release and direct the spell, they may finesse the original defer to include a trigger that others can use. The number of finesses determines what kind of trigger is used, as follows:

0   Thought Activated for the original caster
1   Mechanical
2   Spoken Word or Phrase
3   Thought Activated by anyone
4   Activated by a condition

Spells cast with an unfinessed defer can only be thought activated by their original caster, when they are touching the item. One finesse allows the spell to be triggered by any moving part of the item. Two finesses allow the spell to be triggered by a keyword or phrase. Three finesses allow the spell to be thought activated by anyone holding the item. The fourth finesse allows the caster to state the single condition that will activate the item. This condition can only describe a state of being, and can only be based on the position, condition or existence of physical objects or energies within 10 Feet of the item.

The caster may choose to target the spell either at the time of casting the defer spell, or when it is triggered. If it is targeted when triggered, the person triggering the spell can direct it mentally, just as if they were the caster. If it is targeted when the defer is originally cast, the caster gives targeting information relative to the position and orientation of the object used for the defer spell.

Defer spells used on items with already existing defer spells cast by a different caster don't work. Recasting a new defer spell on your deferred spell extends the duration of the original defer spell by an additional 2 hours.

The Elemental Defer spell can only be used to contain elemental spells.

10.2   Revocation

1-20 - <u>Revocation</u>

Time to Cast:	3 Rounds
Resist Check:	None
Target:	LOS 80 + 20 / Finesse Feet
Duration:	Instantaneous
Area:	1 Magical Effect
Effect:	Nullify elemental power

10.2.1   Revoking Spells

The **Revocation** group is different from others in that the spell remains the same throughout, except that each successive spell is more powerful than the previous. It can affect both spells and items; potions and other single use items are considered as spells for revocation purposes.

The mechanics for determining if a revocation is successful are simple. The player rolls a number of **d6** equal to the rank of the revocation their character is casting and totals them. The GM rolls a number of **d6** equal to the rank of the effect the caster is attempting to revoke and totals them. The higher total wins, i.e., if the player's total is higher the targeted effect is negated; if the GM's total is higher the revocation fails.

10.2.2   Affecting Items

Each magical item has at least two components: a spell efffect and a **Defer**. These are specified in the item's description. To temporarily suspend the effect of an item (or draw charges from a charged item), the caster attempts to revoke the spell effect. Dice are rolled as described under **??**. If the player's total is higher the **Revocation** works and the difference between their and the GM's totals is the number of rounds the effect is negated, or the number of charges drawn.

To permanently cancel an item the caster must revoke the **Defer** spell. Dice are rolled, and if the player's total is higher than the GM's the item is made permanently non-magical.

The Elemental **Revocation** spell can only be used to revoke elemental spells.

10.3 Common Magic

1 - Lamp

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	1d6 + 1/Finesse Hours
Area:	1 non-living object
Effect:	Illuminate

Causes any non-living object to shed light equivalent to a normal torch.

2 - Change Temperature

Time to Cast:	1 Round
Resist Check:	None
Target:	10 + 5/Finesse Feet
Duration:	1d8 + 2/Finesse Hours
Area:	15 Foot Radius
Effect:	Set air temperature

Sets and maintains any desired air temperature between 0 and 100 degrees Fahrenheit (-18 to 38 degrees Celsius) within an enclosed and moderately well insulated space without need for normal heating or cooling devices.

3 - Renew Object

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	30 + 15/Finesse pound object
Effect:	Restore appearance

Restores one non-living object, within the given weight, to its new/clean appearance. Clothing, paintings, books, etc. are likely targets.

4 - Glue

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	Special
Area:	1 surface/2 objects
Effect:	Glue together

Glues two surfaces of any two items together. The items can not be separated by any physical means while this spell is in effect. Normally it last 4 minutes. One finesse allows it to last for 1 hour, two for 1 day, three for 1 week and four for 1 month. Needless to say, the caster's finger is not stuck to the items while they target this spell.

5 - Mending

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	50 pound object
Effect:	Fix it

Restores any broken, non-living item to its original condition if the object weighs no more than 50 pounds, the caster has handled the object before it was broken, and all the pieces are at hand.

6 - Fetch

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 200 + 50/Finesse Feet
Duration:	Instantaneous
Area:	20 + 5/Finesse pound object
Effect:	Retrieve item

Causes any non-living, free standing item in the caster's line of sight to be immediately brought to them.

7 - Find

Time to Cast:	1 Hour
Resist Check:	None
Target:	Caster
Duration:	Instantaneous
Area:	300 + 150/Finesse met Radius
Effect:	Locate material

The caster concentrates on a particular material and casts this spell. If that material is within the area of the spell, an image of the material will appear in the general direction of its location. This spell locates the material to the nearest met and is fairly useless at close range. The caster cannot use this spell to locate a particular object.

8 - Weapon Charm

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	4 + 1/Finesse Minutes
Area:	1 weapon
Effect:	Enchant weapon

Causes any weapon to function as if once enchanted for the duration of the spell. Using a weapon thus enchanted gives its bearer a +1 on any roll "to Strike " or "to Hit " (CM and MM) and +1 DP on any damage roll.

9 - Reassemble

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	100 pound object
Effect:	Make whole again

Restores any broken, non-living object to its original condition. The caster must have the majority of the original pieces, but need not know the object's original shape.

10 - Know Element

Time to Cast:	1 Minutes
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	10 Foot radius object
Effect:	Reveal composition

Reveals the elemental makeup of any object to the caster. Unfinnessed, the spell reveals the dominant element only; fully finessed, it reveals all elements used in the object's makeup and manufacture.

11 - Armor Charm

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	4 + 1/Finesse Minutes
Area:	1 suit of armor
Effect:	Enchant armor

Causes any armor to function as if once enchanted for the duration of the spell. Using armor thus enchanted gives its wearer a **+1** on their **CDV** and **MDV**.

12 - Fasten

Time to Cast:	1 Round
Resist Check:	None
Target:	20 + 5/Finesse Feet
Duration:	Instantaneous
Area:	10 + 2/Finesse Foot Radius
Effect:	Work 1 + 1/Finesse fastenings

Fastens or unfastens ropes, buckles, buttons, latches, etc. at a distance. By finessing, up to five fastenings can be worked in the area of effect.

13 - Shelter

Time to Cast:	1 Hour
Resist Check:	None
Target:	40 Feet
Duration:	Instantaneous
Area:	20 + 10/Finesse Foot Radius
Effect:	Create building

The caster visualizes a structure within the given size limits as they begin to cast this spell. The magic then takes any needed trees within **120 feet** of the target and processes them into lumber. The lumber, and any other building supplies left at the site by the caster, are used to construct a building as near to the visualization as the raw materials allow.

14 - Servants

Time to Cast:	1 Hour
Resist Check:	None
Target:	0
Duration:	1 week
Area:	200 + 100/Finesse Foot Radius
Effect:	1 + 1/Finesse servants

The magician can automate certain aspects of their surroundings by creating invisible servants to handle such mundane chores as cooking, cleaning, laundering, trash removal, etc. Each servant has a specific task, so if more than five are required the spell must be cast again. The servants must stay within the spell's area of effect.

15 - Know Magic

Time to Cast:	1 Hour
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	1 magical object
Effect:	2 + 1/Finesse spells

Reveals which spells were used to create a magical item. Up to six spells from the caster's background can be discovered. Spells outside the caster's background will not be revealed unless the magician first casts Know Element to discover their presence.

16 - Sunder

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	1000 pound object
Effect:	Break item

Breaks any non-magical, non-living item, regardless of its composition.

10.4   Movement

1 - Tireless Walking

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	12 + 3/Finesse Hours
Area:	Caster
Effect:	Walk without fatigue

Increases the endurance of the caster's body while walking (i.e., moving at half movement rate or less). While this spell is in effect, the caster will not tire or weaken.

2 - Cushion

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	2 + 1/Finesse Minutes
Area:	Caster
Effect:	Non-damaging fall

Fall from any height and suffer no impact damage. The speed of descent is unaffected by this spell; the impact occurs as if the laws of momentum have been temporarily suspended. This impact must occur before the spell duration expires, otherwise damage is calculated normally.

3 - Stickum

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	2 + 1/Finesse Minutes
Area:	Caster
Effect:	Climbing aid

Enables the caster to climb vertical surfaces, or hang from horizontal surfaces, with the surefootedness of a fly or spider. While sticking to a surface the caster can move at up to 1/4 their normal land movement rate.

4 - Catspaw

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	6 + 2/Finesse Minutes
Area:	Caster
Effect:	Silent movement

Empowers the caster to move across potentially noisy areas *(dry leaves, loose gravel, etc.)* without a sound. Note that this spell will not silence speech, rustling clothing, etc.

5 - Quicken

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	8 + 2/Finesse Rounds
Area:	Caster
Effect:	Increase speed

Increase the caster's movement rate by 10 feet per round and allow them one additional attack each round for the duration of the spell. This does not affect spell casting in any way. Additional attacks are not cumulative with any other skill or spell.

6 - Leap

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	Instantaneous
Area:	Caster
Effect:	40 + 10/Finesse Foot jump

Allows the to jump much further. The total length of the leap is up to 40 feet + 10 feet per finesse, and may be any combination of vertical and horizontal distance that does not exceed the total.

7 - Tireless Running

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	12 + 3/Finesse Hours
Area:	Caster
Effect:	Run without fatigue

Allows the caster to run (move at full movement rate) for the duration of the spell without fatigue.

8 - Slow

Time to Cast:	2 Rounds
Resist Check:	4d6 vs PWR negates
Target:	20 + 5/Finesse Feet
Duration:	8 + 2/Finesse Rounds
Area:	10 + 5/Finesse Foot Radius
Effect:	Slow beings

Reduces the movement and attack rates of all within the area of effect to 1/2x.

9 - Grasshopper

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	Multitouch
Duration:	4 + 2/Finesse Rounds
Area:	1 + 1/Finesse living creatures
Effect:	Leap 40 + 10/Finesse Feet

Allows the caster to empower up to five beings they touch to perform one jump (as in **Leap**) each round of the duration.

10 - Speed

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	Multitouch
Duration:	8 + 2/Finesse Rounds
Area:	Living creatures
Effect:	Speed movement

Increases the targets' movement by **20 feet per round** and allows them **2 additional attacks per round** for the duration of the spell. As many targets can be affected as the caster can touch within the casting time. Spell casting is not affected in any way. Additional attacks are not cumulative with any other skills or spells.

11 - Mire

Time to Cast:	3 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	20 + 5/Finesse feet
Duration:	8 + 2/Finesse Rounds
Area:	10 + 5/Finesse feet Radius
Effect:	Slow 3 + 1/Finesse beings

Reduces the movement and attack rates of all within the area of effect to **1/3x**.

12 - Puppet

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	0
Duration:	Special
Area:	10 + 5/Finesse Foot Radius
Effect:	Endow with movement

All creatures in the area of effect enter into a trance-like state. The caster then casts a movement spell **Rank 7 or below** on themselves. All those under the effect of **Puppet** may now move as the caster moves. The effect ends when the chosen movement spell's duration ends.

13 - Hasten

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	Multitouch
Duration:	12 + 4/Finesse Rounds
Area:	Living creatures
Effect:	Speed enhancement

Increases the targets' movement by **40 feet per round** and allows them an additional **4 attacks per round** for the duration of the spell. As many targets can be affected as the caster can touch within the casting time. Spell casting is not affected in any way. Additional attacks are not cumulative with any other skill or spell.

14 - Lightfoot

Time to Cast:	3 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	60 + 10/Finesse Minutes
Area:	1 Living creature
Effect:	Unnatural speed

Endows target with the ability to run at a movement rate of **500 feet per round**. This is approximately **225 mets** per hour (*85mi or 137KM*).

15 - Snatch

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	Special
Area:	1 Living being
Effect:	Move with objects

Target can grab any moving object and move with it.   The object must have enough momentum to lift the target, else nothing happens (GMs discretion).   The target is also protected from any damage that might normally occur.   *Thus an adventurer can snatch hold of a boulder   flung by a siege machine, Fly over a wall, and land unharmed.*

16 - Emulate

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	30 + 10/Finesse Minutes
Area:	Caster
Effect:	Emulate movement

Assume the movement ability of any creature the caster can see. The magician must still take precautions if movement is planned in a hostile environment *(under water, through fire, etc)*.

10.5 Tongues & Scripts

1 - Lexesoterica

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	**1d4** + 1/Finesse Minutes
Area:	1 Being
Effect:	Decipher magical text

Enables target to read any script written in the special cipher of elemental magicians. Scrolls and other written material prepared with the Cipher spell need this spell to be understood or used. A code or key phrase may need to be spoken while casting this spell if the Cipher was prepared in conjunction with the Encrypt spell.

2 - Message

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 500 + 250/Finesse Feet
Duration:	**1d4** + 1/Finesse Minutes
Area:	1 Creature
Effect:	Long range speech

Communicate with another person or creature within line of sight by casting the spell, then whispering the message. Total privacy is not assured, as the whispered speech can be heard emanating from the target's ear.

3 - Cipher

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	**1d4** + 1/Finesse Minutes
Area:	1 Scroll
Effect:	Magical writing

Write something in elemental cipher. These ciphers can only be understood with the use of the Lexesoterica spell.

4 - Name Tongue

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 5 Feet/hearing
Duration:	6 + 1/Finesse Rounds
Area:	Special
Effect:	Identify language

Identify an unknown language or script. Script identification has no duration. For spoken languages, the speaker must remain within hearing of the caster for the duration of the spell.

5 - Encrypt

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Touch
Duration:	Special
Area:	1 Scroll
Effect:	Encrypt magical cipher

Used in conjunction with Cipher, this spell allows the caster to use a word or a short phrase to code the produced cipher. To use the cipher, the code must be spoken when Lexesoterica is cast.

6 - Quiet

Time to Cast:	1 Round
Resist Check:	None
Target:	20 + 5/Finesse Feet
Duration:	30 + 10/Finesse Minutes
Area:	10 + 5/Finesse Foot Radius
Effect:	Eliminate sound

Creates an immobile area absolutely devoid of noise of any kind. It makes verbal communication impossible, and masks the natural noises of anyone or anything in the affected area. Those within the area may still cast spells by mouthing the focus words, even if they cannot be heard.

7 - Speed Read

Time to Cast:	2 Minutes
Resist Check:	None
Target:	Caster
Duration:	1 + 0.25/Finesse Hours
Area:	Caster
Effect:	Read 4 + 1/Finesse Times Faster

Read, with perfect comprehension, anything written in a language the caster already knows. The basic rate is **1 page per minute**; the hastened rate depends on the finesses applied.

8 - Fluency

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Caster
Duration:	**1d4** + 1/Finesse Minutes
Area:	Caster
Effect:	Enhance communication

Understand any spoken or written communication. The caster can also speak in this tongue if it is humanly possible. This encompasses all languages, and even animal grunts and squeaks if such could be considered normal communication for the animals involved.

9 - Scriptknow

Time to Cast:	1 Minute
Resist Check:	None
Target:	Caster
Duration:	Time to Read
Area:	1 Document
Effect:	Handwriting analysis

Know the personality of the writer of a document at the time it was written. The veracity of the words is not revealed, though some clue may be provided. Note that analysis of a dictated message reveals the personality of the scribe, not the speaker.

10 - Lockjaw

Time to Cast:	1 Round
Resist Check:	**4d6** vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	15 + 4/Finesse Rounds
Area:	1 Being
Effect:	Prevent speech

Prevents an individual from speaking. Thus orders can be disrupted and spell casting prevented.

11 - Interpolate

Time to Cast:	2 Minutes
Resist Check:	Special
Target:	Touch
Duration:	**1d8** + 1/Finesse Minutes
Area:	1 Document
Effect:	Determine missing words

Interpolate supplies five words for each illegible word written on any surface, one of which is correct. Each finesse reduces the number of suggestions by one. If Interpolate is combined with **Fluency**, the writing can be in any language. Combined with **Lexesoterica**, Interpolate can be used to complete fragmented magical text.

12 - Scribe

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	10 + 5/Finesse Minutes
Area:	Caster
Effect:	Record speech

Accurately record, and later recall or write down, any normal speech within the caster's hearing. It can be combined with **Fluency** if the language is unknown to the caster.

13 - Babble

Time to Cast:	1 Round
Resist Check:	**5d6** vs **PWR** negates
Target:	LOS 40 + 10/Finesse Feet
Duration:	15 + 4/Finesse Rounds
Area:	Single Target
Effect:	Confuse speech

Sabotages any attempt to speak or form coherent communication. The target's voice comes out as gibberish, their writing as meaningless scrawls. Attempts to use hand signal turns into a hilarious stomping and waving gesture. Any attempt to cast magical spells fail since forming the focus for the cast is impossible.

14 - Need

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	1 Willing Creature
Effect:	Communicate need

The caster casts the spell upon the target to attune the target to the magic. Thereafter, any time the caster casts Need and names the recipient, the caster's desire is immediately communicated to the target, which must make every effort to comply.

15 - Translator

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	Multitouch
Duration:	20 + 10/Finesse Minutes
Area:	Humanoids
Effect:	Enhance communication

Allows others to also understand otherwise incomprehensible speech or writing. Willing targets need not make an RC.

16 - Mindspeak

Time to Cast:	4 Minutes
Resist Check:	**4d6** vs **WIL** negates
Target:	Infinite
Duration:	4 + 2/Finesse Minutes
Area:	1 Being
Effect:	Voiceless speech

Open two-way mental communications with anyone the caster has actually seen, regardless of where they are, for the duration of the spell.

10.6 Shadow Magic

1 - Shadow Spawn

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 40 + 10/Finesse Ft
Duration:	1d4 + 1/Finesse Minutes
Area:	10 + 3/Finesse Foot Radius
Effect:	Make shadows

Make pockets of shadow as if the natural lighting direction had shifted to the caster's desire.

2 - Shadow Carry

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	1d4 + 1/Finesse Minutes
Area:	Caster's shadow
Effect:	Give shadow strength

Allows the caster's natural shadow to carry any items the caster could normally carry. These items are visible while being carried.

3 - Contrast

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 40 + 10/Finesse Feet
Duration:	1d4 + 1/Finesse Minutes
Area:	10 + 3/Finesse' Radius
Effect:	Reveal the hidden

Deepens the tone of any shadow, thus causing anything hidden or concealed therein to stand out sharply against a pure black background.

4 - Shadow Object

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Touch
Duration:	1d4 + 1/Finesse Minutes
Area:	20' radius shadow
Effect:	Create objects

Make a non-living object from its shadow. The shadow must be motionless, and the caster must touch it to call the object's form from its shadow. The created object is the size of the shadow.

5 - Shadow Servant

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	2 + 1/Finesse Hours
Area:	Caster's shadow
Effect:	Make a servant

Create a servant from the caster's own shadow. The magician gives the shadowy butler a task, which it immediately carries out. This cycle can be repeated until the duration expires. The tasks must be those that the caster could actually perform and must not involve combat. The shadow servant has none of the magical abilities of the caster. If struck by a weapon, the shadow disperses.

6 - Shadow Hide

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	2 + 1/Finesse Hours
Area:	Caster's shadow
Effect:	See text

An enhancement of Shadow Carry. Items given to the shadow are not visible while being carried.

7 - Shadow Horse

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Touch
Duration:	8 + 2/Finesse Hours
Area:	Caster
Effect:	Create equine

Call forth an equine creature from any natural shadow. This can be a horse to be ridden, a mule for carrying heavy items, etc. The creature functions in all respects like its normal counterpart, except it does not need food or water.

8 - Light Bane

Time to Cast:	1 Round
Resist Check:	None
Target:	20 + 10/Finesse Ft
Duration:	1d8 + 2/Finesse Minutes
Area:	20 + 10/Finesse' Radius
Effect:	Banish illumination

Cause any non-magical illumination device to go dark (though its fuel is still consumed).

9 - Shadow See

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	1d4 + 1/Finesse Minutes
Area:	Caster's shadow
Effect:	Use shadow to see

The caster is able to see whatever is in the line of sight of the head of their own shadow. Multishadow can be used in conjunction with this spell.

10 - Multishadow

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	1d4 + 1/Finesse Minutes
Area:	Caster's shadow
Effect:	2 + 1/Finesse shadows

Create duplicates of the caster's own shadow as if more than one directional light sources were striking them from different directions. This spell is most useful in conjunction with other shadow spells.

11 - Shadow Leap

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	1d4 + 1/Finesse Rounds
Area:	Caster's shadow
Effect:	See text

Instantaneously move to any point the caster's own shadow touches. One such move can be made each round for the duration of the spell.

12 - Shadow Mount

Time to Cast:	4 Rounds
Resist Check:	None
Target:	LOS 10 Ft
Duration:	1d8 + 2/Finesse Hours
Area:	Single shadow mount
Effect:	Create mount

Create any type of creature for use as a mount by throwing its shadow on a surface and calling the creature forth. The shadow can be created with hand gestures, a paper cutout, etc.

13 - Shadow Life

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	1d4 + 1/Finesse Minutes
Area:	Caster's shadow
Effect:	Vivify shadow

Endows the caster's shadow with independent action. The shadow takes on the physical attributes of the caster, and for the duration of the spell can do any physical actions the caster could, including combat, but not spell casting. The shadow must remain within the caster's line of sight for the duration, or else the spell is cancelled.

14 - Shadow Target

Time to Cast:	1 Round
Resist Check:	See text
Target:	Touch
Duration:	Instantaneous
Area:	1 shadow
Effect:	Attack shadow

Affect a target by performing an action or attack on the target's shadow. The effect or attack is adjudicated normally, with the effect targeted at the shadow but affecting the shadow's source.

15 - Shadow Guardian

Time to Cast:	1 Minutes
Resist Check:	None
Target:	LOS 10 Ft
Duration:	See text
Area:	10' Radius
Effect:	Create a trap

The magician first makes the shadow of a creature on a surface, through hand manipulation, a paper cutout. etc. The caster then states (in 25 words or less) the condition that will trigger the spell. When triggered, the Shadow Guardian steps out of its shadow and attacks with the normal physical (not magical) abilities of the creature it mimics. The shadow disperses after it or the intruder is slain.

16 - Shadow 'Port

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	Caster
Effect:	Go to source

When standing on a shadow, travel instantly to the exterior or interior of the shadow's source. The caster may choose where to appear in relation to the source, though they must know the layout of interior destinations to be completely successful. If they don't, they must roll their **AGI** or less on **4d6** to avoid a stumbling re-entry and loss of initiative for **1d4** rounds.

Chapter 11

Earth Magic

Magicians of the Earth Element study the earth and stones, seeking to understand their properties and the matrices that hold the world together. As a result of their studies they are typically methodical, well-organized, and persistent.

Earth Magic typifies the power of the element, and the magician's ability to manipulate that power.

Magnetism spells allow the caster to manipulate the natural attractions and repulsions that exist in various material objects. Items composed primarily of iron, nickel, or cobalt that are affected by magnetism are called "ferromagnetic." Most spells in this group only affect ferromagnetic items. However, this group also contains spells to endow non-ferromagnetic items with that property.

Hindrances are used to pos e obstacles in another's path, through the blocking nature of earth and stone.

The Necromancy/Time spells form a very powerful group capable of affecting the dimesion of time through the timelessness of Earth and dealing certain death to return living matter to the clay from whence it came. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. The base costs for these spells is 600 EP.

1. **Earth Magic**
   1. Rockfist
   2. Liquify
   3. Open
   4. Wane
   5. Trench
   6. Sculpt
   7. Wax
   8. Masonry
   9. Stretch
   10. EarthForce
   11. Transparency
   12. Flatten
   13. Chasm
   14. Adamant
   15. Terovoki
   16. Crumble

2. **Magnetism**
   1. Compass
   2. Magnetize
   3. Iron Defense
   4. Ironize
   5. Hither
   6. Deflect Missile
   7. Flux Shield
   8. Ironwood
   9. Repulse Metal
   10. Dervish
   11. Monopole
   12. Magic Buckler
   13. Ironflesh
   14. Magic Matrix
   15. Rebound
   16. Conversion

3. **Hindrances**
   1. Bar
   2. Springe
   3. Lock Arcane
   4. False Door
   5. Jam
   6. Caltrops
   7. Punchdoor
   8. Deadfall
   9. False Trails
   10. Camodoor
   11. Trigger
   12. Thorny Maze
   13. Blockade
   14. Mankiller
   15. No Trace
   16. Seal

4. **Necromancy/Time**
   1. Shiver
   2. Mist
   3. Cold Touch
   4. The Voice
   5. Root
   6. Pause Time
   7. Soul Catcher
   8. Earthbone
   9. Suspend Time
   10. Soul Home
   11. Scythe
   12. Halt Time
   13. Soul Hold
   14. Obliterate
   15. Retreat Time
   16. Soul Banish

11.1   Earth Magic

1 - Rockfist

Time to Cast:	1 Rounds
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	Single target
Effect:	**1d6** + 1/Finesse punch

Empowers the caster to punch their target as if hitting them with a rock. The spell energy is only expended on a successfull attack roll.

2 - Liquify

Time to Cast:	2 Rounds
Resist Check:	None
Target:	25 + 5/Finesse Feet
Duration:	15 + 5/Finesse Rounds
Area:	10 + 2/Finesse Feet Radius
Effect:	Make mud

Turns a horizontal surface of earth, sand or clay into a viscous mud. The mud cuts movement rates to **1/4** normal, and reduces all defense values by **2**. When the spell expires, the mud turns into a soft loam from which ensnared creatures can easily escape.

3 - Open

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Touch
Duration:	**1d6** + 1/Finesse Minutes
Area:	0.5 + 0.25/Finesse Feet Radius
Effect:	Open passage

Create a small cylindrical opening in earth or stone. This may only be a niche if the stone is very thick.

4 - Wane

Time to Cast:	1 Rounds
Resist Check:	**3d6** vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	**1d6** + 1/Finesse Rounds
Area:	1 creature
Effect:	Lower **STR** **1d6** + 2/Finesse

Reduces the strength of living creatures as well as lowering damage from physical attacks. Any successful "to Strike" attacks by the affected target are automatically lowered by **1d6 + 2/Finesse DP** for the duration of the spell.

5 - Trench

Time to Cast:	1 Rounds
Resist Check:	None
Target:	LOS 10 + 3/Finesse Feet
Duration:	Instantaneous
Area:	5 + 2/Finesse Feet Radius
Effect:	Dig hole in earth

Dig a hole downward into earth, but not stone, of the indicated volume. The dimensions are as the caster desires, within the given area of effect. The trench is created by displacing the earth and is permanent until manually filled.

6 - Sculpt

Time to Cast:	1 Minutes
Resist Check:	None
Target:	Touch
Duration:	Special
Area:	5 + 1/Finesse lb stone
Effect:	Work stone

By using this spell and the appropriate tools, the caster can quickly create finished objects (small statues, weapons, etc.) from stone within the casting time. Items normally made of stone last indefinitely, but things better made of metal (swords, etc.) will last only one day. The workmanship cannot exceed what the caster is capable of without the use of this spell.

7 - Wax

Time to Cast:	1 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	**1d8** + 1/Finesse Rounds
Area:	1 creature
Effect:	Raise **STR** **1d6** + 1/Finesse

Increases the strength of its target as well as raising damage from physical attacks. Any successful "to Strike" attacks by the affected target are automatically raised by **1d6 + 2/Finesse DP** for the duration of the spell.

8 - Masonry

Time to Cast:	3 Rounds
Resist Check:	None
Target:	30 + 5/Finesse Feet
Duration:	30 + 10/Finesse Rounds
Area:	10 + 5/Finesse Feet Radius
Effect:	Erect a wall

Magically construct a stone wall. Stones rise up through the earth (or from whatever source seems reasonable) and are fitted and mortared together. The wall can be shaped as desired within the limits of the Area. At the end of the spell the mortar disintegrates and the whole construct can be easily knocked down.

9 - Stretch

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	**1d8** + 2/Finesse Rounds
Area:	1 humanoid
Effect:	Double normal reach

The target can stretch their arms as if they were made of rubber. The top of a wall may be reachable, opponents may be attacked while preventing them from striking, etc.

10 - Earth Force

Time to Cast:	1 Rounds
Resist Check:	None
Target:	40 + 10/Finesse Feet
Duration:	**1d8** + 2/Finesse Rounds
Area:	6 + 2/Finesse Feet Radius
Effect:	0 to 2 Gs

Creatures and objects in the area of effect can be made **weightless** so they rise from the ground if they push with their feet, or made **up to 2 times** heavier than normal, impeding all their actions by the factor of the G force.

11 - Transparency

Time to Cast:	1 Rounds
Resist Check:	None
Target:	Touch
Duration:	10 + 3/Finesse Minutes
Area:	1 + 0.5/Finesse Feet Radius
Effect:	See thru stone

Create a cylindrical viewing portal through earth or stone. This portal allows viewing in only one direction of the caster's choice.

12 - Flatten

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	8 + 2/Finesse Minutes
Area:	1 being
Effect:	Make two-dimensional

Make one target and their possessions as thin as a piece of paper. The target is still capable of movement, and can slip under doors or through cracks. Since a thin target is harder to hit, they receives a **+6** defense bonus.

13 - Chasm

Time to Cast:	2 Rounds
Resist Check:	None
Target:	150 + 50/Finesse Feet
Duration:	Instantaneous
Area:	50 x 5 x 10 (LxWxD)
Effect:	Open crack in earth

The earth trembles and produces a crack in the area of effect. Structures spanning the crack may be damaged or destroyed, depending upon the sturdiness and depth of their foundations (GM's discretion). Each finesse extends one dimension by **5 feet**.

14 - Adamant

Time to Cast:	1 Minutes
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	100 lb object
Effect:	Make unbreakable

Endows normally breakable non-living objects (glass, pottery, etc.) with the durability of the hardest metal. It works on normal and magical objects alike.

15 - Terovoki

Time to Cast:	5 Rounds
Resist Check:	None
Target:	100 + 20/Finesse
Duration:	4 + 1/Finesse Minutes
Area:	Special
Effect:	Summon earth elemental

Summon **1d6+1** earth elementals to any point within the caster's range. A source of earth must be available and must be part of the planet. The elementals will serve the caster, even in combat. They will not turn on them, but will make note of who summoned them. There is a **1d10** chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

16 - Crumble

Time to Cast:	4 Rounds
Resist Check:	None
Target:	100 + 30/Finesse Feet
Duration:	Instantaneous
Area:	30 + 10/Finesse Feet Radius
Effect:	Turn stone to dust

The indicated area of natural stone or stone work crumbles into dust.

11.2 Magnetism

1 - Compass

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	1d4 + 1/Finesse H
Area:	1 foot radius object
Effect:	Find magnetic north

Make any ferromagnetic item into a compass. The item points to magnetic north (not necessarily true north) for the duration of the spell.

2 - Magnetize

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	2 + 1/Finesse Minutes
Area:	10 + 2/Finesse lb object
Effect:	Magnetizes object

Magnetizes one ferromagnetic object.

3 - Iron Defense

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	2d6 + 2/Finesse Round
Area:	Caster
Effect:	Inc. DV 2 + 1/Finesse

Increase the defensive value of the caster's choice (combat, missile, or grapple) by temporarily adding a minute amount of the earth's magnetic power.

4 - Ironize

Time to Cast:	1 Round
Resist Check:	Special
Target:	LOS 20 + 5/Finesse Feet
Duration:	14 + 4/Finesse Round
Area:	100 lb object
Effect:	See text

Make any metallic or stone object ferromagnetic. This spell is most useful as a preparatory step to other magnetism spells. Magical items get a 4d6 RC versus their PWR to avoid the effect.

5 - Hither

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 20 + 5/Finesse Feet
Duration:	6 + 2/Finesse Round
Area:	60 lb item
Effect:	Pull item to caster

Pull a ferromagnetic item towards the caster. The object must be free standing and normally liftable by the caster. The caster gestures at the item and pulls and then the object moves at a rate of 4 feet per round in a straight line.

6 - Deflect Missile

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	2d6 + 2/Finesse Round
Area:	Caster
Effect:	See text

Cause any missile with a metal head to swerve harmlessly to one side of the magician (caster's choice). It is possible that someone else might be struck by the missile.

7 - Flux Shield

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	3d6 + 3/Finesse Minutes
Area:	Caster
Effect:	See text

Protect the caster from any natural or magically induced magnetic field, including the spells in this group.

8 - Ironwood

Time to Cast:	1 Round
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	14 + 4/Finesse Round
Area:	5 + 2/Finesse Feet radius
Effect:	Magnetize plants

Temporarily make plant material ferromagnetic. The area of effect is a 5 + 2/Finesse Feet radius for normal non-sentient plants, no RC. Only a single sentient plant lifeform can be affected, and it gets an RC of 4d6 vs PWR to resist.

9 - Repulse Metal

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 20 + 5/Finesse Feet
Duration:	2d6 + 2/Finesse Minutes
Area:	300 lb objects
Effect:	Push items away

Push ferromagnetic items away from the caster at a rate of 4 feet per round.

10 - Dervish

Time to Cast:	2 Round
Resist Check:	5d6 vs PWR negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	2d6 + 2/Finesse Minutes
Area:	200 + 50/Finesse lb object
Effect:	Spin 60 RPM

Cause a ferromagnetic item to spin in an alternating magnetic field. If sentient, the target cannot perform any actions while enspelled.

11 - Monopole

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	2 + 1/Finesse Minutes
Area:	100 + 20/Finesse lb object
Effect:	Anti-magnetism

Creates a magnetic monopole from a single ferromagnetic object. Such monopoles are anti-magnetic in that they repel rather than attract other ferromagnetic items.

12 - Magic Buckler

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	2d6 + 2/Finesse Round
Area:	Caster
Effect:	Deflects attacks

Deflect all attacks from ferromagnetic weapons, regardless of the direction of the attack. Magical weapons get a 4d6 RC versus PWR to penetrate the effect.

13 - Ironflesh

Time to Cast:	1 Round
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	14 + 4/Finesse Minutes
Area:	1 creature
Effect:	Magnetize flesh

Turn flesh ferromagnetic, allowing it to be affected by either normal magnetism or magnetism spells.

14 - Magic Matrix

Time to Cast:	3 Round
Resist Check:	None
Target:	Caster
Duration:	2d6 + 2/Finesse Round
Area:	6 + 2/Finesse Feet radius
Effect:	Prevents magic

Protects all those within it from the effect of all magician core spells, plus one type of elemental magic. The area is centered on the caster. The caster states the element to be excluded at the time of casting. Matrix spells can be "nested" to provide protection from more than one type of elemental magic.

15 - Rebound

Time to Cast:	1 Round
Resist Check:	4d6 vs STR negates
Target:	Caster
Duration:	15 + 5/Finesse Round
Area:	Caster
Effect:	Rebounds attacks

Turn attacks upon the caster from ferromagnetic weapons back onto attackers. The counter attack is made using the attackers' melee modifiers and defense values. Once Rebound in place, the caster is free to perform other actions.

16 - Conversion

Time to Cast:	2 Round
Resist Check:	None
Target:	Caster
Duration:	15 + 5/Finesse Round
Area:	4 + 1/Finesse Feet radius
Effect:	Convert magic

Convert any elemental spell directed at the caster into another elemental spell as if it were cast by the caster. Essentially, this allows the caster to cast a spell using someone else's power. The converted spell must use fewer elemental units than the original spell and must be a spell the caster knows.

11.3 Hindrances

1 - Bar

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	1d4 + 1/Finesse H
Area:	1 door
Effect:	Bar a door

Apply a magical force across the inside of an existing door just as if it were barred with a stout length of wood. **STR** checks to open the door are made with one additional die.

2 - Springe

Time to Cast:	4 Round
Resist Check:	4d6 vs PER finds
Target:	Touch
Duration:	Until tripped
Area:	5' radius
Effect:	Lay a snare

Quickly lay a snare, the type that uses a bent sapling or other springy object to tighten a rope around a victim's feet and lift them into the air. The snare can be found and avoided by making the **RC**.

3 - Lock Arcane

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	1d4 + 1/Finesse H
Area:	1 door
Effect:	Lock a door

Lock any kind of door. Lockpicking attempts are of no use, and the only way to open it is to Revoke the spell or apply 2x as much force as would normally be necessary.

4 - False Door

Time to Cast:	4 Round
Resist Check:	4d6 vs PER finds
Target:	Touch
Duration:	Permanent
Area:	1 door
Effect:	Hide real door

Create a door that leads nowhere and cannot be opened. Upon examination and a successful **RC** versus PER, it becomes apparent that this is someone Feets idea of a joke. False Door can be used in combination with Camodoor or other spells.

5 - Jam

Time to Cast:	2 Round
Resist Check:	None
Target:	Touch
Duration:	1d4 + 1/Finesse H
Area:	1 door
Effect:	Wedge door

Wedges a door such that trying to open it simply jams it tighter. The door can be opened by Revoking the spell or applying 4x the necessary force, destroying the door in the process.

6 - Caltrops

Time to Cast:	1 Round
Resist Check:	None
Target:	20 + 5/Finesse Feet
Duration:	1d4 + 1/Finesse Minutes
Area:	6 + 2/Finesse Feet radius
Effect:	Prickly footing

Deploy hundreds of four-headed spikes, one of which always points up. Moving through the area must be done at 1/4 normal speed or suffer 4d4 points of damage per round.

7 - Punchdoor

Time to Cast:	2 Round
Resist Check:	None
Target:	Touch
Duration:	2d6 + 2/Finesse Minutes
Area:	1 door
Effect:	Hit with door

Place a portal that delivers the same number of dice and type of damage as that used to try to open it.

8 - Deadfall

Time to Cast:	5 Round
Resist Check:	4d6 vs PER finds
Target:	Touch
Duration:	Until tripped
Area:	3' radius
Effect:	Create deadfall

Identify a good trap area and speedily set up a deadfall using available materials. The deadfall can be noticed by making the indicated **RC**, and tripped without damage. Stumbling into a stone deadfall inflicts 4d6 points of damage; a wooden one 2d6.

9 - False Trails

Time to Cast:	4 Round
Resist Check:	**4d6** vs PER negates
Target:	Multitouch
Duration:	Instantaneous
Area:	Targets
Effect:	2 + 1/Finesse trails

Create fakse trails. One trail is real, of course, but can only be positively identified by making the **RC**. These trails no longer radiate magic after being created, and will age naturally.

10 - Camodoor

Time to Cast:	4 Round
Resist Check:	**4d6** vs PER finds
Target:	Touch
Duration:	**1d4** + 1/Finesse H
Area:	1 door
Effect:	Blend door

Disguise a door to blend in perfectly perfectly with its surroundings. It can only be found by making the **RC** (one attempt per adventurer).

11 - Trigger

Time to Cast:	1 Minutes
Resist Check:	None
Target:	Touch
Duration:	30 + 10/Finesse Minutes
Area:	6 + 2/Finesse Feet radius
Effect:	Triggers spell

Create a circular plane that serves as a threshold over a doorway or opening. While casting Trigger, the caster casts a second spell that is held in suspension with the Trigger. If the threshold is breached, the second spell is set off. The triggered spell is subject to its normal resistance checks

12 - Thorny Maze

Time to Cast:	1 Minutes
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	**1d6** + 1/Finesse H
Area:	1 normal door
Effect:	Create a maze

Anyone who touches a door protected with Thorny Maze and fails the **RC** will find themselves in the midst of a maze of dense thorn bushes. They must roll **10 or above** on **2d6** to extricate themselves (check each round). For every failed attempt they take **1d6** points of damage. On a successful check the maze disappears.

13 - Blockade

Time to Cast:	4 Round
Resist Check:	**5d6** vs **PWR** negates
Target:	Touch
Duration:	**1d8** + 1/Finesse H
Area:	1 door
Effect:	1 + 1/Finesse item

Touch a normal door and name **1+1/Finesse** people, creatures, or items. They cannot pass through the door unless the **RC** is made.

14 - Mankiller

Time to Cast:	1 Minutes
Resist Check:	**5d6** vs **AGI** avoids
Target:	Touch
Duration:	Until tripped
Area:	10 + 2/Finesse Feet radius
Effect:	Make deadly trap

Create a trap that uses swinging swords, thrusting spears, etc. to deal death and destruction. The setup is up to the caster, using up to four such weapons. The trap is so elegant that it cannot be discovered until it's too late. The victim dies unless the **RC** is made.

15 - No Trace

Time to Cast:	4 Round
Resist Check:	**5d6** vs PER finds
Target:	Multitouch
Duration:	**3d6** + 2/Finesse hours
Area:	Targets
Effect:	Obliterate trail

Travel without leaving a trace. Anyone making the **RC** can find the trail, but only one attempt per seeker is allowed.

16 - Seal

Time to Cast:	1 Minutes
Resist Check:	Special
Target:	Touch
Duration:	Permanent
Area:	6' radius
Effect:	See text

Create an area that cannot be passed. In addition, if the caster finesses the effect, anyone who touches the door and fails a **5d6** vs **PWR RC**, suffers one of these effects which the caster designates on setting the seal: **1 Finesse**: Paralysis, **2 Finesses**: Petrifaction, **3 Finesses**: Death, **4 Finesses**: Obliteration

11.4 Necromancy/Time

1 - Shiver

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 80 + 20/Finesse Feet
Duration:	1 Round
Area:	1 target
Effect:	Causes a cold shiver

Send a chilling shiver up the spine of its target. The spell requires little hand motion and no speech, so no one can tell the caster used a spell.

2 - Mist

Time to Cast:	1 Round
Resist Check:	None
Target:	100 + 25/Finesse Feet
Duration:	4 + 2/Finesse Round
Area:	10' radius
Effect:	Creates cloud

Create a cloud of dust and mist. This is especially good for impressive entrances and exits and will obscure the caster. Finessing the effect will allow the caster to shape or sequence the cloud in any way they choose.

3 - Cold Touch

Time to Cast:	1 Round
Resist Check:	**3d6** vs **WIL** negates
Target:	Touch
Duration:	4 Round
Area:	Target
Effect:	Produces chill

Produces a very deep chilling sensation, as if the target was being gripped by the hand of death. No actual damage is done, but if the target fails his **RC**, they can perform no action while the spell exists and they are gripped by the caster.

4 - The Voice

Time to Cast:	1 Round
Resist Check:	**3d6** vs **WIL** negates
Target:	Hearing
Duration:	4 + 2/Finesse Round
Area:	Targets
Effect:	Changes voice

Change the caster's voice into a smooth and gripping tone which is difficult to ignore. Those who hear The Voice and fail their **RC** can perform no actions while the caster is speaking. Targets get an **RC** attempt each round of the duration.

5 - Root

Time to Cast:	2 Round
Resist Check:	**3d6** vs **PWR** negates
Target:	Touch
Duration:	Instantaneous
Area:	1 being
Effect:	Change to plant

If the target fails their **RC**, their feet become growing roots, rooting them to the spot. Each succeeding week sees another **10% of their body** turned into a plant; after **10 weeks** the victim is a plant. During the transformation they gains nourishment from their roots. If Root is Revoked, before they are totally changed to a plant form, the effects can be reversed. Once the victim is **100% a plant**, they remain so forever.

6 - Pause Time

Time to Cast:	1 Round
Resist Check:	**4d6** vs **AGI** negates
Target:	Touch
Duration:	**1d12** + 3/Finesse Round
Area:	Targeted creature
Effect:	Halt passage of time

Surround the target by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and can not be affected by anything other than its revocation. When the duration expires or the spell is Revoked, the affected creatures will not know anything has happened to them.

7 - Soul Catcher

Time to Cast:	3 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	Permanent
Area:	1 being
Effect:	Stores essence

The living target of this spell must have a soul and be touching a stone with a weight of at least 10 pounds. If they fails their **RC** the essence of their being is drawn into the stone, leaving their body as a living **empty husk**.

8 - Earthbone

Time to Cast:	3 Round
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	Permanent
Area:	1 being
Effect:	Special

Any being the caster touches, who fails the **RC**, is immediately turned to stone. This does not include the target's clothing or equipment. Successfully Revocating this spell returns the target to normal, with no knowledge of the intervening time, but a memory of being turned to stone.

9 - Suspend Time

Time to Cast:	1 Round
Resist Check:	5d6 vs PWR negates
Target:	Touch
Duration:	Permanent
Area:	Targeted creature
Effect:	Suspend life

The target is surrounded by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and can not be affected by anything other than its revocation. The target's body doesn't die nor require sustenance or air. They resume living when the spell is revoked with no concept of the passage of time nor knowledge of events that transpired during their magical sleep.

10 - Soul Home

Time to Cast:	1 Minutes
Resist Check:	3d6 vs WIL negates
Target:	Touch
Duration:	Permanent
Area:	Targeted creature
Effect:	Implants soul

This spell allows the caster to take a stored soul and implant it into a living animal or humanoid body which is missing it's soul.

11 - Scythe

Time to Cast:	2 Round
Resist Check:	3d6 vs AGI negates
Target:	20 + 5/Finesse Feet
Duration:	1 + 1/Finesse Round
Area:	1 creature
Effect:	Instant death

The target must be touching earth or stone to be affected by this spell. At the end of the casting time, a bloody scythe bursts from the ground and sweeps towards the target. If they makes a successful RC, the blade misses and the target is unharmed. If the RC fails, the blade hits and the victim is cut in half, decapitated, etc (GM's discretion).

12 - Halt Time

Time to Cast:	1 Round
Resist Check:	None
Target:	80 + 20/Finesse Feet
Duration:	1 + 1/Finesse days
Area:	30 + 10/Finesse Feet radius
Effect:	Stops time

All creatures and objects with 50% or more of their mass within the radius are surrounded by a blue field of energy which suspends the passage of time. The field and the objects appear immaterial and can not be affected by anything other than its Revocation. No people or creatures within the area will be aware that the spell occurred or that any time has passed.

13 - Soul Hold

Time to Cast:	1 H
Resist Check:	None
Target:	Caster
Duration:	6 months
Area:	Caster
Effect:	Locks soul

Lock the caster's soul within their body, preventing it from leaving even if the body dies. The soul animates the body, which continues to function, past death. The body will decompose normally, and they will eventually end up a skeleton. Each time this spell is cast, the caster's HEA is reduced by one rank. When HEA reaches 0, the spell expires, the body collapses, and the soul leaves.

14 - Obliterate

Time to Cast:	3 Round
Resist Check:	5d6 vs PWR negates
Target:	Touch
Duration:	Instantaneous
Area:	1 creature
Effect:	Utter annihilation

The target must be touching earth or stone. If they fail their RC they are immediately, irretrievably turned to dust.

15 - Retreat Time

Time to Cast:	1 Round
Resist Check:	None
Target:	None
Duration:	Instantaneous
Area:	Special
Effect:	Reverses time

Cause the flow of time around the caster to reverse for one round. Thrusting himself into the past, at the conclusion of this spell they will find themselves at the place and time of the beginning of the previous round. No one else will have any knowledge that this has occurred, and the caster will only know because they will remember the events of the aborted round, and will have the spell energy for this spell expended.

16 - Soul Banish

Time to Cast:	1 Round
Resist Check:	5d6 vs WIL negates
Target:	LOS 100 + 30/Finesse Feet
Duration:	Instantaneous
Area:	Single creature
Effect:	Eliminates soul

Totally and utterly obliterate the sould of the target, leaving their body an empty husk. No divine intervention is allowed the target.

Chapter 12

Fire Magic

Magicians of the Fire element spend endless hours of hot and sweaty concentration to unlock the secrets of flames and heat. Their studies make many of them nimble and quick, and most have passionate emotions. Their spell groups are described below.

Fire Magic typifies the power of the element, in spells like Fireball and Conflagration, and the ability to manipulate the element.

The Illumination group provides the caster with light and darkness spells of varying power.

Conjurations are used to create phantasms and shams to delude the foolish and gullible.

Mind Twisters are similar to the Charms group of the Water magicians, but are generally more powerful and, perhaps, even sinister. Because of the great power that must be channeled to use this spells, they are more difficult to learn, and drain their user. The base costs for these spells is **600 EP**.

1. **Fire Magic**
    1. Flint and Steel
    2. Flaming Arrows
    3. Flame
    4. Part Fire
    5. Immolate
    6. Quench
    7. Nimble
    8. Fireball
    9. Flame Dance
    10. Firebreath
    11. Flame Barrier
    12. Flameshape
    13. Conflagration
    14. Comet
    15. Fajrovoki
    16. Spirit Fire

2. **Illumination**
    1. Glowworm
    2. Magic Torch
    3. Light Shield
    4. Magic Lantern
    5. Whip
    6. Limn
    7. Alarm
    8. Latent Vision
    9. Rainbow Bridge
    10. Dazzle
    11. Blade
    12. Mirror Wall
    13. Reflective Travel
    14. Sun Call
    15. Ruby Death
    16. Beamrider

3. **Conjurations**
    1. Veil
    2. Emit Self
    3. Phantasmal Fire
    4. Emit Object
    5. Mask
    6. Emanate Self
    7. Phantasmal Air
    8. Emanate Object
    9. Shrouding
    10. Radiate Self
    11. Phantasmal Water
    12. Radiate Object
    13. Envelop
    14. Project Self
    15. Phantasmal Earth
    16. Project Object

4. **Mind Twisters**
    1. Gutter
    2. Flame Dreams
    3. Dismay
    4. Unman
    5. Forget
    6. Stray Thought
    7. Chaos
    8. Befriend
    9. Neophyte
    10. Betask
    11. Charlatan
    12. Arson
    13. Amnesia
    14. Babe
    15. Fever
    16. Pith

12.1   Fire Magic

1 - Flint and Steel

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	4 + 2/Finesse Rounds
Area:	Caster's thumb
Effect:	Make a flame

Snap your fingers and produce a one inch high flame from your thumb.

2 - Flaming Arrows

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 20 + 5/Finesse Feet
Duration:	6 + 2/Finesse Rounds
Area:	1 arrow
Effect:	Make burning arrows

Cause one arrow each round which is ready to fire to burst into flames. The arrow will inflict an additional **1d8** points of damage if it hits. The caster must have uninterrupted concentraion for the duration of the spell.

3 - Flame

Time to Cast:	1 Round
Resist Check:	**3d6** vs **AGI** for half
Target:	LOS 30 Feet
Duration:	3 + 1/Finesse Rounds
Area:	1 target
Effect:	**1d6** fire damage

A ball of flame appears harmlessly in the caster's hand. They may then hurl it up to **30 Feet**, once per round, to **automatically hit** any target in direct LOS. Non-living, flammable targets can be ignited by the fire. Living things are not ignited, but do take damage.

4 - Part Fire

Time to Cast:	1 Round
Resist Check:	Special
Target:	LOS 10 + 3/Finesse Feet
Duration:	8 + 2/Finesse Rounds
Area:	3 Feet Wide x 20 + 5/Finesse Long
Effect:	Part fire

Clear a narrow path through continuously burning natural or magical fires (magical fires get an initial **RC** of **9** or less on **3d6**). The path must be straight, and creatures no larger than a normal human may pass through the flames unscathed. This spell is of no use against flame attacks.

5 - Immolate

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	4 + 1/Finesse Rounds
Area:	1 target
Effect:	Flaming form

Envelop the target's form in illusory magical flames. The target gains resistance to flame attacks (subtract **3d6** DP from each damage roll) and is also more difficult to see through the flames (increase **CDV** and **MDV** by **+2**) for the duration of the spell.

6 - Quench

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 50 + 10/Finesse Feet
Duration:	Instantaneous
Area:	5 + 3/Finesse torches
Effect:	Extinguish fire

Snuffs out normal fires of the size indicated by the area of effect. A small campfire is equivalent to 5 torches, a large bonfire 10 torches, etc. This spell has no effect versus magical fires or sudden fire attacks.

7 - Nimble

Time to Cast:	1 Round
Resist Check:	**4d6** vs **AGI** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	8 + 2/Finesse Rounds
Area:	1 living target
Effect:	Raise **AGI** and skills

Increases the **AGI** of the target creature by **1d6** ranks, and all existing **AGI** based skills increase **+2 ranks** for the duration of the spell.

8 - Fireball

Time to Cast:	1 Round
Resist Check:	**4d6** vs **HEA** for half
Target:	LOS 120 + 30/Finesse Feet
Duration:	Instantaneous
Area:	40 + 5/Finesse Feet Radius
Effect:	**8d6** fire damage

Draw a bit of elemental fire from the surrounding environment and direct it to explode in a designated area. All creatures failing their **RC** take the indicated damage. Dry, combustible materials can be easily set aflame with this spell.

9 - Flame Dance

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	8 + 2/Finesse Rounds
Area:	1 being
Effect:	Move with flames

Walk through normal and magical flames for the duration of the spell without damage. While within the flames, the caster's **CDV** and **MDV** are increased by **+4**.

10 - Firebreath

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **AGI** for half
Target:	0
Duration:	3 + 1/Finesse Rounds
Area:	30' x 10' cone
Effect:	**4d6** fire damage

Spout flame from the caster's mouth once each round. All creatures within this area that fail their **RC** take the indicated damage. Non-living, flammable objects can be ignited with the spell.

11 - Flame Barrier

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **AGI** for half
Target:	40 Feet
Duration:	15 + 4/Finesse Rounds
Area:	20 + 10/Finesse Feet Radius
Effect:	**4d6** fire damage

Call forth a roaring wall of fire, which may be in any shape the caster chooses as long as it does not exceed the area indicated. The flames can be extinguished by normal or magical rain in 5 rounds. Creatures attempting to cross the flames take **4d6 DP** each round for as long as the crossing takes, subject to an **RC** each round.

12 - Flameshape

Time to Cast:	4 Rounds
Resist Check:	Special
Target:	Touch
Duration:	1 + 0.25/Finesse Hours
Area:	2 + 1/Finesse Feet Radius
Effect:	Create fiery object

Transforms a normal flame (magical flame gets an initial **RC** of **9** or less on **3d6**) into a solid and harmless (to the caster) clay-like material. The flame will hold its shape until its spell expires.

13 - Conflagration

Time to Cast:	1 Round
Resist Check:	None
Target:	100 Feet
Duration:	15 + 4/Finesse Rounds
Area:	40 + 20/Finesse Feet Radius
Effect:	**4d6** fire damage

An enhanced version of the Flame Barrier spell. The flames are more intense, and can set combustible materials afire even if they are wet. Normal rain cannot extinguish a Conflagration, though Water spells can.

14 - Comet

Time to Cast:	2 Rounds
Resist Check:	**5d6** vs **HEA** for half
Target:	200 + 50/Finesse Feet
Duration:	Instantaneous
Area:	Special
Effect:	**14d6**

A super potent Fireball. Creatures within **20 feet** of the target take **full damage**, those within **60 feet** take **1/2x damage**, and those within **100 feet** take **1/4x damage**. A successful **RC** reduces damage by a further **1/2x**.

15 - Fajrovoki

Time to Cast:	4 Rounds
Resist Check:	None
Target:	LOS 40 + 10/Finesse Feet
Duration:	4 + 1/Finesse Minutes
Area:	Special
Effect:	Summon fire elementals

Summon **1d6+1** fire elementals to any point within the caster's range. A source of fire must be available (even a candle) within the target area. The elementals will serve the caster, even in combat. They will not turn on them, but will make note of who summoned them. There is a **1d10** chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

16 - Spirit Fire

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Special
Duration:	Special
Area:	Special
Effect:	Selective damage

Allows the caster to duplicate Flame, Firebreath, Flame Barrier, Fireball, or Comet. The range, duration, area, resistance check and effect are the same as the duplicated spell. A Spirit Fire burns with a white flame which is harmless to creatures the caster states are friends. Only living creatures can be damaged. Combustable materials cannot be ignited with this spell, even if the effect it is duplicating is capable of such.

12.2 Illumination

1 - Glowworm

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	10 + 3/Finesse Minutes
Area:	50 lb object
Effect:	Make item glow

Causes an inanimate target which is liftable by the caster to give of a soft, candle-like glow. The amount of light produced is suitable for reading or other close work.

2 - Magic Torch

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 10 + 5/Finesse Feet
Duration:	2 + 1/Finesse Hours
Area:	1 object
Effect:	Create torchlight

Causes a handheld object to shed light equivalent to a normal torch.

3 - Light Shield

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	1d6 + 1/Finesse Rounds
Area:	Caster
Effect:	See text

Gather existing light into a circular shield. The base spell yields a buckler, two finesses a shield, and four finesses a shield which subtracts -2 from any damage done on a successful attack. There must be at least one torch within 10 feet of the caster for this spell to function.

4 - Magic Lantern

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	2 + 1/Finesse Hours
Area:	1 object in hand
Effect:	Create lantern

Create a controllable light source. The magician can vary the amount of light produced, from full lantern light to completely dark, on command.

5 - Whip

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	2d6 + 2/Finesse Rounds
Area:	Caster
Effect:	Create enchanted whip

Gather existing light into a long, flexible beam and wield it like a once enchanted whip for the spell's duration. The Whip does 1d6+1 DP per successful attack.

6 - Limn

Time to Cast:	1 Round
Resist Check:	3d6 vs AGI negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	1d6 + 2/Finesse Rounds
Area:	5 + 3/Finesse Feet Radius
Effect:	Outline with light

Outlines creatures and objects in dim or dark surroundings with light from tendrils in the caster's fingertips, making them easier to see. Mobile creatures are allowed an RC to avoid the effect; immobile creatures and objects get no RC.

7 - Alarm

Time to Cast:	1 Minute
Resist Check:	4d6 vs PER (detect)
Target:	LOS 100 Feet
Duration:	1d8 + 2/Finesse Hours
Area:	See text
Effect:	2 + 1/Finesse beams

Protect a room, building, campsite, etc. with a faint beam of light which, when broken, emits a shrill alarm. Each beam can extend up to 20 feet, if necessary.

8 - Latent Vision

Time to Cast:	3 Rounds
Resist Check:	None
Target:	Caster
Duration:	1d6 + 2/Finesse Minutes
Area:	LOS
Effect:	View recent past

Allows the caster to view the events of the recent past. The vision starts at the begining of the duration and moves forward in real time until reaching the time of casting. The caster is blind to anything in the presnet, but is able to move around (though should be be wary of obstacles).

9 - Rainbow Bridge

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Multitouch
Duration:	**1d8** + 1/Finesse Minutes
Area:	120 + 30/Finesse Feet
Effect:	Create bridge

Create a bridge of light. As many people or creatures the caster can touch during the casting time may use the bridge.

10 - Dazzle

Time to Cast:	1 Round
Resist Check:	**4d6** vs **AGI** negates
Target:	40 + 10/Finesse Feet
Duration:	2 Rounds
Area:	10 + 5/Finesse Feet Radius
Effect:	Blind for **1d4** Rounds

Causes a ball of light to appear in the caster's hand and may be hurled up to the target distance. The ball explodes after **2 rounds**, producing a shower of brilliant light fragments that temporarily blind any vision-endowed creature in the area of effect.

11 - Blade

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	**2d6** + 2/Finesse Rounds
Area:	Caster
Effect:	See text

Gathers existing light into a narrow, blade-shaped beam which the magician may wield as a twice enchanted, one-handed sword. Such a weapon does **1d10+2 DP** per successful strike.

12 - Mirror Wall

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PER** negates
Target:	Touch
Duration:	**1d4** + 1/Finesse Minutes
Area:	10 + 5/Finesse Feet Radius
Effect:	Creates one way mirror

Turn any flat surface into a temporary one-way mirror. Anyone on the backside of the wall can see through it, but it looks like a normal wall to those who fail their **RC**.

13 - Reflective Travel

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	Instantaneous
Area:	Caster
Effect:	Travel 1000 met LOS

Instantly travel to the source of a reflection.

14 - Sun Call

Time to Cast:	2 Rounds
Resist Check:	None
Target:	0
Duration:	**1d4** + 1/Finesse Hours
Area:	20 + 10/Finesse Feet Radius
Effect:	Make daylight

Bring the brilliance of the noon sun to any area.

15 - Ruby Death

Time to Cast:	1 Round
Resist Check:	**5d6** vs **AGI** avoids
Target:	LOS 120 Feet
Duration:	Instantaneous
Area:	1 target
Effect:	**15d6** damage

Fire a red ray of concentrated light energy from the caster's finger. Any target which fails its **RC** takes the indicated amount of damage.

16 - Beamrider

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Caster
Duration:	Instantaneous
Area:	Caster
Effect:	Travel 1000 mets LOS

Travel to the source of any light within LOS in the blink of an eye.

12.3 Conjurations

1 - Veil

Time to Cast:	1 Round
Resist Check:	4d6 vs PWR negates
Target:	Caster
Duration:	15 + 5/Finesse Minutes
Area:	Caster
Effect:	Veils caster

Cast a distorting veil over the caster's face and clothes. Anyone viewing the caster who fails the RC will believe the caster to be a total stranger.

2 - Emit Self

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	4 + 2/Finesse Minutes
Area:	Caster
Effect:	Make an image

Create a transparent image of the caster. The image can be directed to appear in any direction, possibly through intervening obstacles. The image moves, sounds and smells like the caster. The image can range from one inch in size up to the caster's true size.

3 - Phantasmal Fire

Time to Cast:	1 Round
Resist Check:	None
Target:	Special
Duration:	Special
Area:	Special
Effect:	Duplicate Fire spell

Duplicates the visual, sound and smell effects of any Fire spell, but completely harmless. This spell cannot duplicate any spell whose effect is visual only (such as Magic Torch) or any Conjuration spells.

4 - Emit Object

Time to Cast:	2 Rounds
Resist Check:	None
Target:	LOS 10 Feet
Duration:	4 + 2/Finesse Minutes
Area:	Single 1000 lb object
Effect:	Make an image

Project an image of another person or object under the same constraints as the Emit Self spell. The object can be no larger than the caster.

5 - Mask

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	2d4 + 1/Finesse Hours
Area:	Caster
Effect:	Disguises caster

The caster first visualizes the memorized image of a person and concentrates. Mask then makes the caster appear as that person, including clothing. The caster cannot change race or general size with this magic. The adventurer must inform the GM when they are memorizing a person, which takes 5 minutes of game time.

6 - Emanate Self

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Caster
Duration:	6 + 3/Finesse Minutes
Area:	Caster
Effect:	Make an image

Project a non-transparent, real-seeming image of themselves. Other aspects of the image are as in the Ĕmit Self spell.

7 - Phantasmal Air

Time to Cast:	1 Round
Resist Check:	None
Target:	Special
Duration:	Special
Area:	Special
Effect:	Duplicate Air spell

Duplicates the visual, sound and smell effects of the any Air spell, but completely harmless. The spell cannot duplicate any spell whose effect is visual only.

8 - Emanate Object

Time to Cast:	4 Rounds
Resist Check:	None
Target:	LOS 10 Feet
Duration:	6 + 3/Finesse Minutes
Area:	Single 1000 lb object
Effect:	Make an image

Project an image of another person or object under the same constraints as the Emanate Self spell. The object can be no larger than the caster.

9 - Shrouding

Time to Cast:	3 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Multitouch
Duration:	**2d4** + 1/Finesse Minutes
Area:	Targeted creatures
Effect:	Disguises group

Disguises those touched to appear to be a those expected to be found in that environment to anyone failing the **RC**. For example, if in a hostile castle they might appear as a group of appropriately dressed guards.

10 - Radiate Self

Time to Cast:	6 Rounds
Resist Check:	None
Target:	Caster
Duration:	8 + 4/Finesse Minutes
Area:	Caster
Effect:	Make an image

Creates an image which can move, sound and smell either independently or under control of the caster. All other aspects of this spell are the same as the Emanate Self spell.

11 - Phantasmal Water

Time to Cast:	1 Round
Resist Check:	None
Target:	Special
Duration:	Special
Area:	Special
Effect:	Duplicate Water spell

Duplicates the visual, sound and smell effects of any Water spell, but completely harmless. It cannot duplicate any spell whose effect is visual only.

12 - Radiate Object

Time to Cast:	6 Rounds
Resist Check:	None
Target:	LOS 10 Feet
Duration:	8 + 4/Finesse Minutes
Area:	Caster
Effect:	Make an image

Project an image of another person or object under the same constraints as the Radiate Self spell. The object can be no larger than the caster.

13 - Envelop

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Multitouch
Duration:	20 + 10/Finesse Minutes
Area:	Targeted creatures
Effect:	Disguises group

The targets appear to blend perfectly into the background. They must be touched to be found.

14 - Project Self

Time to Cast:	1 Minute
Resist Check:	None
Target:	Caster
Duration:	10 + 5/Finesse Minutes
Area:	Caster
Effect:	Program image

Preprogram an image to appear at sometime up to one year into the future. It can be triggered by a specific time, the utterance of a particular word, or the occurrence of a particular event. All other aspects of the image are as in the Radiate Self spell.

15 - Phantasmal Earth

Time to Cast:	1 Round
Resist Check:	None
Target:	Special
Duration:	Special
Area:	Special
Effect:	Duplicate Earth spell

Duplicate the visual, sound and smell effects of any Earth spell, but completely harmless. It cannot duplicate any spell whose effect is visual only.

16 - Project Object

Time to Cast:	1 Minute
Resist Check:	None
Target:	LOS 10 Feet
Duration:	10 + 5/Finesse Minutes
Area:	Object
Effect:	Make an image

This spell allows the caster to project an image of another person or object under the same constraints as the Project Self spell. The object can be no larger than the caster.

12.4 Mind Twisters

1 - Gutter

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	1 Round
Area:	5' Radius
Effect:	Cause doubt

Causes beings who are within melee range and able to see a flame held in the caster's hand to suffer momentary doubt as to how to attack. They automatically lose initiative the next round.

2 - Flame Dreams

Time to Cast:	1 Minute
Resist Check:	None
Target:	LOS 20 + 5/Finesse Feet
Duration:	1d3 + 1/Finesse Minutes
Area:	1 humanoid
Effect:	Plan dream

Allows the caster to dictate circumstances of the target's dream. The target must already be asleep and within **20 Feet** of a fire (campfire, fireplace, etc.). Fire must be a component of the dream. If the target is present in the dream and killed, they will wake just before their dreamed death.

3 - Dismay

Time to Cast:	1 Round
Resist Check:	**3d6** vs **WIL** negates
Target:	Touch
Duration:	**1d10** + 2/Finesse Rounds
Area:	80 + 20/Finesse Feet Radius
Effect:	**INT** < 3 flee

Touching a large fire, any **non-intelligent** creatures within sight of the fire flee from the caster at their maximum movement rate, for the spell's duration.

4 - Unman

Time to Cast:	1 Round
Resist Check:	**3d6** vs **WIL** negates
Target:	Touched
Duration:	**1d4** + 1/Finesse Rounds
Area:	60 + 15/Finesse Feet Radius
Effect:	**INT** > 3 flee

Touching a large fire, any **intelligent** creatures within sight of the fire pause one round in fear before fleeing the caster at their maximum movement rate, for the spell's duration.

5 - Forget

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	Instantaneous
Area:	1 creature
Effect:	Forget recent events

Causes the target to forget the events from the present back four rounds. **One finesse** changes the time period to four minutes, **two finesses** to one hour, **three finesses** to one day, and **four finesses** to three days. Willing subjects need not make an **RC**. Revoking the spell doesn't restore the lost memories.

6 - Stray Thought

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	LOS 40 + 10/Finesse Feet
Duration:	**1d4** + 1/Finesse Rounds
Area:	1 creature **INT** > 4
Effect:	Insinuate action

Causes the target to undertake an action which is reasonable under the circumstances as though it was their own. An unreasonable (GM discresion) action will cause the spell to fail.

7 - Chaos

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	LOS 40 + 10/Finesse Feet
Duration:	**1d6** + 1/Finesse Rounds
Area:	10 + 5/Finesse Feet Radius
Effect:	Create disorder

While targeting a fire at least the size of a camp fire, creatures behave erratically. On a **1** on **1d10**, creatures carry out planned actions. Otherwise, creatures with **INT** > **4** bicker among themselves. Creatures with **INT** < **4** who roll **1** on **1d4** attack each other, otherwise they simply mill about.

8 - Befriend

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **WIL**
Target:	60 + 15/Finesse Feet
Duration:	**1d20** + 4/Finesse Rounds
Area:	10 + 5/Finesse Feet Radius
Effect:	Enemies = friends

Cancels any hatred towards the caster and their companions by creatures within the area of effec. This will last as long as the none of the adventurers take a hostile action (including casting spells) towards the Befrended targets. As with other spells in this group, targets must be within **80 Feet** of a medium fire (campfire or larger) to be affected.

9 - Neophyte

Time to Cast:	2 Rounds
Resist Check:	4d6 vs WIL negates
Target:	LOS 40 + 10/Finesse Feet
Duration:	1d8 + 2/Finesse Rounds
Area:	1 humanoid INT > 4
Effect:	Forget background

If the target fails the **RC** they suddenly forgets all their background training for the spell's duration. Fighters don't have a clue as to the use of their weapons, magicians can no longer remember spells, priests cannot remember the name of their deity nor the dogma of their religion (thus becoming powerless), etc.

10 - Betask

Time to Cast:	1 Minute
Resist Check:	4d6 vs WIL negates
Target:	Touch
Duration:	Permanent
Area:	1 being INT > 7
Effect:	Set a task

The caster touches the target with a magical flame held in the caster's hand and sets them a single task. The object of the task must be within the ability of the target to accomplish, and cannot take longer than a year, else the spell fails. The target feels duty-bound to perform the assigned mission, and will devote all their energies and resources to its accomplishment.

11 - Charlatan

Time to Cast:	2 Rounds
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	2d6 + 2/Finesse Rounds
Area:	1 humanoid
Effect:	"act" other background

The target immediately assumes a different background of the caster's choosing for the spell's duration. Whatever the new background, the target feels they are giving a stellar performance, but blows never hit, spells never succeed, etc.

12 - Arson

Time to Cast:	2 Rounds
Resist Check:	5d6 vs WIL negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	1d8 + 2/Finesse Minutes
Area:	1 being INT > 4
Effect:	Change surroundings

The target must be capable of seeing a flame held in the caster's hand, and suddenly finds themselves in a vaguely familiar, but perplexing, network of flaming walls. The basic layout is any building the target is familiar with (preferably their home), and the target must act accordingly.

13 - Amnesia

Time to Cast:	1 Round
Resist Check:	5d6 vs WIL negates
Target:	Touch
Duration:	Instantaneous
Area:	1 creature
Effect:	Forget events

Causes the target to forget events from the present back one week. **One finesse** changes the time period to four weeks, **two finesses** to four months, **three finesses** to four years, and **four finesses** cause total memory loss. Willing subjects need not make an **RC**. Revoking the spell doesn't restore the lost memories.

14 - Babe

Time to Cast:	1 Minute
Resist Check:	5d6 vs WIL negates
Target:	Touch
Duration:	Permanent
Area:	1 creature
Effect:	Turn into baby

Immediately reduces the target's intellect and physical coordination to that of an infant, though their body remains full-sized. The effect is permanent unless cancelled by the caster or Revoked.

15 - Fever

Time to Cast:	1 Minute
Resist Check:	5d6 vs WIL negates
Target:	Caster
Duration:	8 + 4/Finesse Hours
Area:	Caster's scryer
Effect:	Obviate sendings

Anyone attempting a scrying spell on a magician under a Fever spell must make an to avoid serious brain damage (**INT** drops to 1) as they suddenly feel overcome by a fever. If the **RC** is made, the scrying spell proceeds.

16 - Pith

Time to Cast:	4 Rounds
Resist Check:	5d6 vs WIL negates
Target:	Touch
Duration:	Permanent
Area:	1 creature
Effect:	Scramble brain

Magically scrambles the target's brain. Basic brain function remains to keep the body alive, but thought and co-ordinated action are impossible until Pith is Revoked.

Chapter 13

Air Magic

Magicians devoted to the Air element spend much of their time out of doors where they may feel the power of the wind and the subtleties of light breezes. Some dismiss Air magicians as flighty and fickle, but they are the most cerebral of the elemental magicians.

Air Magic typifies the power of the element, in spells like Lightning Bolt and Anaerobia, and the ability to manipulate the element.

Vision spells enhance the seeing ability of the magician.

Scrying spells are information-gathering magics.

Dimensions involve summoning or sending items to or away from the caster. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and draining to the magician. The base costs for these spells is **600 EP**.

1. **Air Magic**
    1. Minibolt
    2. Gust
    3. Arise
    4. Fresh Air
    5. Ironlungs
    6. Lightning Bolt
    7. Fly
    8. Wind
    9. Air Temperature
    10. Anaerobia
    11. Hawksoar
    12. Ekblovego
    13. Vacuum
    14. Blitzen
    15. Aerovoki
    16. Wrath

2. **Vision**
    1. Murk
    2. Distortion
    3. Crystal
    4. Glamor
    5. Intuit
    6. One Eye
    7. Discovery
    8. Parallax
    9. Long Eyes
    10. Heat Vision
    11. Night Sight
    12. Invisibility
    13. Sight License
    14. Blind
    15. Projection
    16. See All

3. **Scrying**
    1. Detect Motivation
    2. Hear
    3. Read Emotions
    4. Mask Motivation
    5. See
    6. Witchsmeller
    7. Know True Motivation
    8. Locate
    9. Senses
    10. Truthtell
    11. Futuresee
    12. Legends
    13. Thingtell
    14. Backfire
    15. Scan
    16. Godspeak

4. **Dimensions**
    1. Shimmer
    2. Thought Move
    3. Send Object
    4. Peer
    5. Magic Fence
    6. Call Object
    7. Hole
    8. Giant Stride
    9. Send Package
    10. Pocket
    11. Portable Hole
    12. Call Package
    13. Magic Door
    14. Vanish
    15. Otherworld
    16. Banish

13.1 Air Magic

1 - Minibolt

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 60 + 15/Finesse Feet
Duration:	Instantaneous
Area:	1 object or creature
Effect:	1d6 damage

Sends a small electrical charge from the air blasting towards the target. A Minibolt always hits the target, but magical resistance can negate or reduce the damage (GM's discretion).

2 - Gust

Time to Cast:	1 Round
Resist Check:	None
Target:	60 + 10/Finesse Feet
Duration:	1 Minute
Area:	5 x (20 + 10/Finesse)' line
Effect:	30 + 10/Finesse mph gust

Produces a blast of air in the area of effect sufficient to extinguish unprotected flames, fan a large fire, etc.

3 - Arise

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	2d6 + 1/Finesse Rounds
Area:	Caster
Effect:	Accelerate 4 + 1/Finesse Feet /Rounds

Allows the caster to float into the air like a kite. While concentrating, the caster can accelerate up or down, but is at the mercy of winds and other forces that could cause lateral movement. The caster cannot carry more than they can normally lift above their head.

4 - Fresh Air

Time to Cast:	1 Round
Resist Check:	None
Target:	0
Duration:	1d4 + 1/Finesse Rounds
Area:	10 + 5/Finesse Feet Radius
Effect:	Freshen air

Cleanse a volume of fetid, putrid, or poisonous air to make it breathable. The purified area can move with the caster if they so choose.

5 - Ironlungs

Time to Cast:	1 Round
Resist Check:	4d6 vs PWR negates
Target:	Touch
Duration:	10 + 3/Finesse Minutes
Area:	1 creature
Effect:	Hold breath

The target can hold their breath for the spell's duration. Total concentration by the target is necessary, so Ironlungs prevents most forms of spell casting.

6 - Lightning Bolt

Time to Cast:	1 Round
Resist Check:	3d6 vs HEA for 1/2
Target:	LOS 120 + 30/Finesse Feet
Duration:	Instantaneous
Area:	4 + 1/Finesse Feet wide line
Effect:	6d6 damage

Create opposed electrical charges between the caster's fingertip and their intended target, causing a bolt of electrical energy to travel from their finger to the target along the path of least resistance. Intervening objects and people along this path are affected by the bolt, as is the target.

7 - Fly

Time to Cast:	1 Round
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	4d6 + 6/Finesse Rounds
Area:	1 humanoid
Effect:	Fly 120 + 30/Finesse Feet /Rounds

The target is able to fly. Simple actions can be performed without penalty while in flight, but weapon attacks are made at a penalty (GM's discretion) and spell casting is impossible. The target cannot carry more than they could lift above their head.

8 - Wind

Time to Cast:	4 Rounds
Resist Check:	None
Target:	0
Duration:	6 + 3/Finesse Hours
Area:	60 + 20/Finesse Feet Radius
Effect:	Control wind

Control the speed and direction of the wind. The wind is strong enough to propel a sailing vessel if desired, although a sail is an obvious necessity.

9 - Air Temperature

Time to Cast:	2 Rounds
Resist Check:	None
Target:	90 + 20/Finesse Feet
Duration:	6 + 2/Finesse Hours
Area:	60 + 20/Finesse Feet Radius
Effect:	Change temperature

Change the temperature in the chosen area. Current weather effects are modified by the change, as dictated by common sense. Air Temperature can be targeted on the caster or another person, and the area of effect will move with that person.

10 - Anaerobia

Time to Cast:	1 Round
Resist Check:	**4d6** vs **PWR** negates
Target:	LOS 20 + 10/Finesse Feet
Duration:	**4d20** + 8/Finesse Minutes
Area:	1 creature
Effect:	Survive without air

This spell satisfies the target's need for oxygen, making normal breathing unnecessary. All actions may be performed normally. Anaerobia does not protect the target from possible physical damage caused by hostile environments, such as fire, extreme cold, etc.

11 - Hawksoar

Time to Cast:	1 Round
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	15 + 4/Finesse Rounds
Area:	1 humanoid
Effect:	Fly and attack

Hawksoar adds the abilities of combat and spell casting to the Fly spell. All actions are allowable and not subject to any penalties.

12 - Ekblovego

Time to Cast:	3 Rounds
Resist Check:	**5d6** vs **STR** for half
Target:	0
Duration:	**1d6** + 1/Finesse Rounds
Area:	30'x(150 + 30/Finesse)' line
Effect:	Massive wind blast

Create a massive blast or gust of wind. All free standing objects and creatures are blown backwards 80 feet and suffer **1d6 DP** each round they remain in the effect. Some structural damage to buildings may even result (GM's discretion).

13 - Vacuum

Time to Cast:	3 Rounds
Resist Check:	**4d6** vs **HEA**
Target:	100 + 30/Finesse Feet
Duration:	Instantaneous
Area:	30 + 10/Finesse Feet Radius
Effect:	Remove air

Creates an airless space in the area of effect. Aerobic creatures who fail the **RC** become comatose. Fires are immediately extinguished, sailing vessels becalmed, and other processes involving air are likewise halted. The GM will adjudicate any side-effects of the sudden decompression.

14 - Blitzen

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **AGI** for half
Target:	160 + 40/Finesse Feet
Duration:	8 + 2/Finesse Rounds
Area:	15 + 5/Finesse Feet Radius
Effect:	1 lightning strike/Rounds

Causes lightning to strike the indicated area once each round. All creatures in the area of effect are hit and suffer **6d6 DP** for each attack. If the magician is casting this during a thunderstorm, all base parameters are doubled.

15 - Aerovoki

Time to Cast:	4 Rounds
Resist Check:	None
Target:	40 + 10/Finesse Feet
Duration:	4 + 1/Finesse Minutes
Area:	Special
Effect:	Summon air elementals

Summon **1d6+1** air elementals to any point within the caster's range. Air must be available. The elementals will serve the caster, even in combat. They will not turn on them, but will make note of who summoned them. There is a **1d10** chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

16 - Wrath

Time to Cast:	4 Rounds
Resist Check:	**5d6** vs **HEA** for half
Target:	160 + 40/Finesse Feet
Duration:	4 + 1/Finesse Minutes
Area:	Up to 1/4 met Radius
Effect:	Summon wind storm

Summon a wind storm of unbelievable strength. It can be in the form of a hurricane, tornado, or a straight line wind. Wind velocity is 300 mph or more, few structures will survive (the GM may give stone buildings an **RC**). Each round in the effect, creatures suffer **3d6 DP** from being struck by flying debris. Spell casting is impossible. The **RC** must be made each round.

13.2 Vision

1 - Murk

Time to Cast:	1 Round	Causes dust motes in the environment to coalesce onto water droplets to create a dirty, murky area. Vision is reduced by **40 + 10/Finesse Feet**. Murk is effective in underwater as well as air.
Resist Check:	**3d6** vs **PER** negates	
Target:	20 + 5/Finesse Feet	
Duration:	**1d20** + 4/Finesse Rounds	
Area:	10 + 5/Finesse Feet Radius	
Effect:	Reduce visibility	

2 - Distortion

Time to Cast:	1 Round	Bends and shifts light rays erratically in the area of effect, causing forms within the area become blurry, indistinct, and are 90% unrecognizable.
Resist Check:	None	
Target:	None	
Duration:	**1d20** + 4/Finesse Minutes	
Area:	5 + 2/Finesse Feet Radius	
Effect:	Obscure vision	

3 - Crystal

Time to Cast:	1 Round	Cleansing the air of impurities clinging to water droplets. It is only effective in haze, fog, murky water, etc.
Resist Check:	None	
Target:	20 + 5/Finesse Feet	
Duration:	**1d4** + 1/Finesse Minutes	
Area:	10 + 5/Finesse Feet Radius	
Effect:	Increase visibility	

4 - Glamor

Time to Cast:	2 Rounds	Alters the natural **COM** of the target, affecting reactions accordingly.
Resist Check:	**4d6** vs **WIL** negates	
Target:	Touch	
Duration:	**1d20** + 1/Finesse Minutes	
Area:	1 creature	
Effect:	Boost **COM** 2 + 1/Finesse	

5 - Intuit

Time to Cast:	2 Rounds	Temporarily increase their **PER** for the duration of the spell.
Resist Check:	None	
Target:	Caster	
Duration:	**1d20** + 1/Finesse Minutes	
Area:	Caster	
Effect:	Boost **PER** 2 + 1/Finesse	

6 - One Eye

Time to Cast:	1 Round	Temporarily blinds target in one eye (caster's choice). The target's melee modifiers are reduced by **2 + 1/Finesse** to reflect the loss of depth perception. If the target only had one eye to begin with, it will become totally blind.
Resist Check:	**3d6** vs **PWR** negates	
Target:	20 + 5/Finesse Feet	
Duration:	**1d8** + 2/Finesse Rounds	
Area:	1 creature	
Effect:	Blind one eye	

7 - Discovery

Time to Cast:	2 Rounds	See minute things or details that escape normal vision. Rolls against **PER** are made with **one less die** than normal.
Resist Check:	None	
Target:	Caster	
Duration:	**1d20** + 4/Finesse Minutes	
Area:	Caster	
Effect:	Magnify 8 + 2/Finesse times	

8 - Parallax

Time to Cast:	1 Round	The caster's body seems to shift about suddenly. Attackers must try to correct for the sudden parallax error, in effect raising all the caster's DVs.
Resist Check:	None	
Target:	0	
Duration:	**1d8** + 2/Finesse Rounds	
Area:	Caster	
Effect:	Boost DV by 2 + 1/Finesse	

9 - Long Eyes

Time to Cast:	2 Rounds
Resist Check:	None
Target:	0
Duration:	1d6 + 2/Finesse Minutes
Area:	Caster
Effect:	Closer 8 + 2/Finesse times

See distant objects as if they are much closer. They must have LOS, and certain atmospheric conditions (e.g. fog, haze, precipitation, etc.) can reduce the effectiveness by 1/2x. This also will increases the range of other LOS spells cast during **Long Eyes** duration. Finneses to increase the range of these spells are appled <u>before</u> **Long Eyes** multiples the range.

10 - Heat Vision

Time to Cast:	2 Rounds
Resist Check:	4d6 vs **PWR** negates
Target:	Touch
Duration:	1d20 + 4/Finesse Minutes
Area:	1 creature
Effect:	See heat @ 40 + 10/Finesse Feet

See infrared instead of (NOT in addition to) light. Objects will vary in color from jet black (very cold) to bright red (very hot). A cold draft or emanations from ice interfere with heat vision by making forms opaque.

11 - Night Sight

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Caster
Duration:	1d4 + 1/Finesse Minutes
Area:	Caster
Effect:	See in the dark

See in natural darkness and shadows as well as in bright moonlight. If the effect is fully finessed they can even see in magical darkness or shadows.

12 - Invisibility

Time to Cast:	1 Round
Resist Check:	4d6 vs **PWR** negates
Target:	Touch
Duration:	5 + 2/Finesse Minutes
Area:	1 object or creature
Effect:	Make unseeable

Surrounds the target with a magical field which shifts light out of phase. If the field is touched by an ungrounded physical object, the spell is broken. An invisible person can walk about or open doors, but cannot drop or pick up anything nor physically attack. Spells which have a physical manifestation break the enchantment. Invisible creatures are in the same phase and can see one another.

13 - Sight License

Time to Cast:	1 Round
Resist Check:	4d6 vs **PWR** negates
Target:	Touch
Duration:	8 + 3/Finesse Hours
Area:	1 creature
Effect:	Allows sight

Temporarily grants the target the power of sight, even if it is blind or lacks sight organs.

14 - Blind

Time to Cast:	1 Round
Resist Check:	4d6 vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	Permanent
Area:	1 creature
Effect:	Remove vision

Makes the target blind until cancelled by the caster or **Revoked**. The target must be capable of vision for the spell to be effective, i.e., Blinding a worm is of little consequence.

15 - Projection

Time to Cast:	4 Rounds
Resist Check:	None
Target:	0
Duration:	5 + 2/Finesse Minutes
Area:	LOS 250 + 100/Finesse Feet
Effect:	Create mass vision

All people and/or creatures in the area of this spell see just what the caster desires them to see. The vision appears quite real, but has no audio, temperature or touch components. The caster MUST maintain concentration for the duration of this spell, or the vision disappears immediately.

16 - See All

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Caster
Duration:	12 + 4/Finesse Rounds
Area:	Caster
Effect:	Create LOS

See through one solid object or creature. This can be as small as a rabbit or as large as a mountain, but can be only one thing. Thus the caster can cast a line of sight spell through any interposing creature or object subject to that spell's normal range restrictions.

13.3   Scrying

1 - Detect Motivation

Time to Cast:	1 Round
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	1d6 + 1/Finesse Rounds
Area:	1 humanoid
Effect:	Confirm motivation

For each round of the spell's duration, the magician may think of a motivation. If the target has that motivation, the caster will know it positively. On the 3rd attempt, the target is allowed an RC. If the RC is successful, further attempts fail, but the results of the third guess are still revealed to the caster.

2 - Hear

Time to Cast:	2 Rounds
Resist Check:	None
Target:	40 + 10/Finesse Feet
Duration:	1d4 + 1/Finesse Minutes
Area:	10 + 5/Finesse Feet Radius
Effect:	Remote hearing

Hear any noises or speech in the chosen area as if your ears are there. The area does not have to be in the caster's LOS.

3 - Read Emotions

Time to Cast:	1 Minute
Resist Check:	3d6 vs WIL negates
Target:	LOS 40 + 10/Finesse Feet
Duration:	1d4 + 1/Finesse Minutes
Area:	1 living creature
Effect:	Know thoughts

Know the surface thoughts of the targeted creature. These are very general and primal in nature, such as hunger, anger, contentment, sadness, etc., regardless of the creature's INT.

4 - Mask Motivation

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	1d4 + 1/Finesse Hours
Area:	1 creature
Effect:	Mask motivation

Mask Motivation enables the caster to deny that information, or feed false information (caster's choice), to anyone using spells.

5 - See

Time to Cast:	2 Rounds
Resist Check:	None
Target:	60 + 15/Finesse Feet
Duration:	1d4 + 1/Finesse Minutes
Area:	10 + 5/Finesse Feet Radius
Effect:	Remote vision

See everything in the chosen area as if your eyes are there. The area does not have to be in the caster's LOS, but after casting See, the caster must remain motionless and concentrate or the spell is broken.

6 - Witchsmeller

Time to Cast:	1 Round
Resist Check:	None
Target:	0
Duration:	1d4 + 1/Finesse Rounds
Area:	10 + 5/Finesse Feet Radius
Effect:	Uncover magic

Any enchanted items in the area of effect glow with a silver aura in the eyes of the caster. Very magical items, such as relics, glow with a gold aura. The strength of the glow is reflective of the strength of the magic. Other spells must be used to gain more knowledge (e.g. Know Element, etc).

7 - Know True Motivation

Time to Cast:	1 Round
Resist Check:	4d6 vs WIL negates
Target:	LOS 60 Feet
Duration:	Instantaneous
Area:	1 target
Effect:	See true motivation

Allows the caster to know the true motivation of any creature in the area with a signle casting. Mask Motivation, however, will deceive this spell. If the target succeeds on their RC, they will become aware of the scrying and the caster will not receive the information.

8 - Locate

Time to Cast:	2 Rounds
Resist Check:	4d6 vs WIL negates
Target:	Caster
Duration:	1d4 + 1/Finesse Minutes
Area:	200 + 20/Finesse Feet beam
Effect:	Discover location

Locate any item or creature which the caster previously seen or touched. The caster first visualizes the target of their search. A search beam moves with the caster, and an image forms as soon as the subject comes within range of the beam. The vision can only be seen by the caster, and receds into the distance to where the item or creature is actually located.

9 - Senses

Time to Cast:	2 Rounds
Resist Check:	None
Target:	60 + 15/Finesse Feet
Duration:	1d4 + 1/Finesse Minutes
Area:	Special
Effect:	1 + 1/Finesse senses

Allows one of more senses to operate remotely. The caster must remain motionless for the spell's duration. This spell poses risks, for damaging effects present in the remote area can attack the caster through the spell. For example, poison gas in the remote area may cause damage if the caster choses smell as a remote sense.

10 - Truthtell

Time to Cast:	1 Round
Resist Check:	4d6 vs WIL negates
Target:	Touch
Duration:	1d4 + 1/Finesse Minutes
Area:	1 creature
Effect:	Prevent lying

Any creature failing the RC must answer all the caster's questions truthfully for the duration of the spell.

11 - Futuresee

Time to Cast:	2 Minutes
Resist Check:	None
Target:	Caster
Duration:	3 + 1/Finesse questions
Area:	Caster
Effect:	See the future

Futuresee enables the caster to determine what will happen in the immediate future (1 + 1/Finesse days) by asking yes-or-no questions of an elemental spirit. The truthfulness of the answers is from 50 + 10/Finesse percent. If not truthful, responses can be totally false, or couches as half-truths (GM's discretion).

12 - Legends

Time to Cast:	See text
Resist Check:	None
Target:	Special
Duration:	1 + 1/Finesse clues
Area:	Special
Effect:	Know antiquity

Gain knowledge of the items, places, and people of antiquity. If the caster is touching the item, standing on the site, or next to a grave, the casting time is one day; otherwise one week. The caster can learn from one to five pieces of information about the subject in the form of clues, or as a range of numbers. The information is always truthful, but the player must make correct interpretations.

13 - Thingtell

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Touch
Duration:	1d6 + 1/Finesse Minutes
Area:	1 object
Effect:	Speak with objects

Speak with inanimate objects like chairs, rocks, trees, bushes, etc. The object cannot volunteer information, but will answer the caster's questions truthfully, one question per round of the spell's duration.

14 - Backfire

Time to Cast:	1 Round
Resist Check:	None
Target:	Caster
Duration:	3d6 + 3/Finesse Hours
Area:	Caster
Effect:	Reverse scrying

Protects the caster from scrying attempts, and also reverses the process so that they find out what information the opposing caster was seeking from them, ignoring any normal RC. They can also learn the direction and distance of the attempt.

15 - Scan

Time to Cast:	1 Minute
Resist Check:	None
Target:	Caster
Duration:	1d8 + 1/Finesse Rounds
Area:	800 + 300/Finesse Feet beam
Effect:	Scan area

After deciding on what piece of information the caster wishes to know ("horses nearby?", "any carnivorous plants in the area?", etc.), a beam of violet light shoots from the magician's eyes and sweeps the area like a searchlight. The beam stops and points at matching objects if contacting it, giving the direction and distance. The beam moves with the caster, but is blocked by walls, trees, etc.

16 - Godspeak

Time to Cast:	1 D
Resist Check:	None
Target:	Caster
Duration:	1 + 1/Finesse questions
Area:	Caster
Effect:	Find unmitigated truth

Ask any question of the caster's sworn diety and be assured of a 100% truthful answer. The caster must be on good terms with their sworn deity, through regular obeisance, performance of deeds to further the deity's goals, etc. Optionally, the spell always functions, but there may be some penalty on EU recharging time if the caster has been lax, or the diety may only answer one question regardless of finesses (GM's discretion).

13.4 Dimensions

1 - Shimmer

Time to Cast:	1 Round
Resist Check:	**3d6** vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	**1d4** + 1/Finesse Rounds
Area:	1 creature
Effect:	Increase CDV 2 + 1/Finesse

While under the influence of Shimmer, the target's physical form appears indistinct and wavering, effectively increasing their CDV. The caster must be touched by air while murmuring the spell.

2 - Thought Move

Time to Cast:	1 Round
Resist Check:	**3d6** vs **WIL** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	Instantaneous
Area:	1 object
Effect:	Move 20 + 5/Finesse lb

Move a non-living, free standing object within the weight limit and in the caster's LOS from one place to another within the allowable range. Since the motion is slow, no damage is inflicted from striking other objects, unless circumstances dictate otherwise (walking into a set spear, falling from a height, etc)

3 - Send Object

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	1 object
Effect:	Send small object

Send an object enclosed in the caster's fist to any previously memorized location. The object can not exceed **10 pounds.**

4 - Peer

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Memloc
Duration:	**1d6** + 1/Finesse Minutes
Area:	60' Radius
Effect:	See memorized place

Monitor any memorized location for the spell's duration. Only sight is allowed; no sounds, smells, etc. can be discovered.

5 - Magic Fence

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	Caster
Duration:	**1d6** + 1/Finesse Minutes
Area:	5 + 2/Finesse Feet Radius
Effect:	Exclude summonings

Create a glowing boundary (shaped to the caster's choosing), centered on the caster. Other planer and immaterial creatures, and magically transported objects cannot pass this line unless the **RC** is made (objects save vs the **WIL** of the caster of the spell transporting it).

6 - Call Object

Time to Cast:	3 Rounds
Resist Check:	None
Target:	Special
Duration:	Instantaneous
Area:	1 + 1/Finesse objects
Effect:	Recall from storage

Retrieve up to five objects from the place where they were previously stored by a **Send Object** spell. The five objects do not have to have been sent to the same location.

7 - Hole

Time to Cast:	3 Rounds
Resist Check:	None
Target:	Touch
Duration:	**3d6** + 2/Finesse Rounds
Area:	6 + 6/Finesse Foot Radius
Effect:	Create hole

Creates a hole **(6 + 6/Finesse inches deep)** in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through with no resistance. Magical objects get a **4d6 RC** versus **PWR** to negate the effect. For example, the caster could cast this on a door next to the lock, reach inside, and unlock the door.

8 - Giant Stride

Time to Cast:	2 Rounds
Resist Check:	None
Target:	Multitouch
Duration:	**1d6** + 1/Finesse Rounds
Area:	Targets
Effect:	Port 160 + 40/Finesse Feet

Open a temporary two-way door to a spot within their LOS. The door is invisible, except to the caster and anyone touched during the casting time. The starting and ending points must be touched by air. The effect for observers is that those affected disappear into thin air and reappear in the blink of an eye.

9 - Send Package

Time to Cast:	3 Rounds
Resist Check:	None
Target:	Touch
Duration:	Instantaneous
Area:	1 object
Effect:	Send package

Send an inanimate object of up to **100 + 10/Finesse Pounds** and no more than **2 + 1/Finesse Feet Radius** can be sent to any previously memorized location.

10 - Pocket

Time to Cast:	3 Rounds
Resist Check:	None
Target:	Multitouch
Duration:	**2d6** + 2/Finesse Rounds
Area:	Targets
Effect:	Open elemental pocket

Create an opening to a pocket dimension. The opening appears suspended in air, visible only to the caster and anyone touched during the casting time. If they enter they appear to vanish into thin air. Normal human life is supported in the dimension, and at the end of the duration any living creatures still within the dimension are returned to their starting point. The caster must be touching air for this spell to work.

11 - Portable Hole

Time to Cast:	7 Rounds
Resist Check:	None
Target:	Touch
Duration:	**1d6** + 1/Finesse Hours
Area:	6 + 6/Finesse Foot Radius
Effect:	Create portable hole

This creates a hole **(6 + 6/Finesse Inches Deep)** in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through. Grasping the hole by the outside edge, the Portable Hole can be peeled off and reused elsewhere. Magical objects get a **4d6 RC** vs **PWR** to negate the effect.

12 - Call Package

Time to Cast:	5 Rounds
Resist Check:	None
Target:	Special
Duration:	Instantaneous
Area:	1 + 1/Finesse objects
Effect:	Recall package

Retrieve up to five packages from the place where they were previously stored by a Send Package spell. The five packages do not have to have been sent to the same location.

13 - Magic Door

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Multitouch
Duration:	**1d4** + 1/Finesse Hours
Area:	Memloc
Effect:	Open door to memloc

Open a door to any location the caster has memorized, visible only to themselves and those touched during the casting time. The caster must be touching air, and air must be available at the destination for the spell to work. The location can be any distance away, but must be on the same plane.

14 - Vanish

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	**3d6** + 3/Finesse Hours
Area:	1 creature
Effect:	Send to pocket dim.

The caster must be touching air for this spell to work. The target is immediately dispatched to a small, life supporting pocket dimension in the air for the duration of the spell.

15 - Otherworld

Time to Cast:	4 Rounds
Resist Check:	None
Target:	0
Duration:	Permanent
Area:	10 + 5/Finesse Feet Radius
Effect:	Open portal

The caster must have at hand still air with a volume of at least the area of effect. When the spell is cast, the caster concentrates on a dimension and the place within that dimension where the portal will lead. A visible portal opens, providing a corridor to the target. Anyone can then step through this portal, and be there. The corridor cannot be opened onto the same dimension from which it is cast.

16 - Banish

Time to Cast:	4 Rounds
Resist Check:	**5d6** vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	Permanent
Area:	1 creature
Effect:	Send creature

Banish is the same as **Vanish**, except the **RC** is more difficult and the duration is permanent unless Revoked.

Chapter 14

Water Magic

Water magicians are interested in the properties of all liquids, but are especially drawn to the rivers and oceans of Jaern. Like the ocean, they seem timeless, with an inevitability to their actions.

Water Magic typifies the power of the element, in spells like Well and Ocean Cold, and the ability to manipulate the element.

Changings allow the magician or target to assume a different physical form.

Wardings provide protection to creatures and objects.

Charms are used to impose the caster's will on living creatures. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. Their base cost is **600 EP**.

1. **Water Magic**
   1. Spray
   2. Well
   3. Level
   4. Ice Ball
   5. Gills
   6. Hot or Cold
   7. Rain Dance
   8. Hail
   9. Dam
   10. Riverman
   11. Demolish
   12. Ocean Cold
   13. Torrent
   14. Divert
   15. Akvovoki
   16. Tidal Wave

2. **Wardings**
   1. Forfend
   2. Fountain
   3. Poisonward
   4. Stay
   5. Weapon Ward
   6. Snugbug
   7. Monitor
   8. Debar
   9. Claw Ward
   10. Water Tongue
   11. Magic Ward
   12. Master Ward
   13. Spirit Ward
   14. Bliss
   15. Spongelungs
   16. Multicheck

3. **Changings**
   1. Distill
   2. Drought
   3. Memorize Profile
   4. Condense
   5. Dissolve
   6. Dowse
   7. Evaporate
   8. Disguise
   9. Endwarf
   10. Transmute
   11. Enmass
   12. Elemental Mastery
   13. Age
   14. Transmogrify
   15. Mutate
   16. Rebirth

4. **Charms**
   1. Rockabye
   2. Drowse
   3. Jackfrost
   4. Frostfeet
   5. Snare
   6. Shock
   7. Witchy Sleep
   8. Hibernate
   9. Dormant
   10. Siren
   11. Drover
   12. Greenthumb
   13. Nightmare
   14. Davy Jones
   15. Mesmerize
   16. Decant

14.1 Water Magic

1 - Spray

Time to Cast:	1 Round
Resist Check:	**3d6** vs **AGI** negates
Target:	40 + 10/Finesse Feet
Duration:	4 + 1/Finesse Rounds
Area:	10 + 5/Finesse Feet Radius
Effect:	Saturate

A very fine elemental water mist spurts from the caster's fingertips, and everyone in the area of effect who fails the **RC** is drenched as if in a thunderstorm. Torch-sized fires are extinguished, and items susceptible to water damage might be harmed (GM's discretion.)

2 - Well

Time to Cast:	1 Minute
Resist Check:	None
Target:	LOS 40 + 10/Finesse Feet
Duration:	30 + 8/Finesse Rounds
Area:	6 + 2/Finesse Feet Radius
Effect:	Dig a well

Find potable water in any natural environment by digging a well from which any creature may drink. The water is real and can be stored for later use.

3 - Level

Time to Cast:	1 Round
Resist Check:	None
Target:	LOS 30 + 5/Finesse Feet
Duration:	15 + 4/Finesse Rounds
Area:	5 + 2/Finesse Feet Radius
Effect:	Change 4 + 1/Finesse Feet

Control the level of any aqueous liquid within the area indicated. The liquid is displaced, not created or destroyed.

4 - Ice Ball

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	5 + 1/Finesse Rounds
Area:	Handful of water
Effect:	**1d6** damage

Any handful of water touched turns into a sparkling nugget of elemental ice in the caster's hand, which may then be thrown at any target **(50 + 10/Finesse Feet)** away in their LOS (roll "to **strike**") once each round for the duration of the spell and as long as there is at least a handful of water.

5 - Gills

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	**2d20** + 1/Finesse Minutes
Area:	1 creature
Effect:	Breathe water

Enable the recipient to extract oxygen from water. It conveys no movement or other benefits to a submerged creature.

6 - Hot or Cold

Time to Cast:	2 Rounds
Resist Check:	None
Target:	LOS 60 + 15/Finesse Feet
Duration:	12 + 3/Finesse Minutes
Area:	4 + 2/Finesse Feet Radius
Effect:	Control water temp.

Ccontrol the temperature of the indicated volume of any aqueous substance, making it boil or freeze, or any temperature between. The desired temperature is maintained for the duration, after which the temperature normalizes according to the ambient air temperature.

7 - Rain Dance

Time to Cast:	1 Minute
Resist Check:	None
Target:	Caster
Duration:	1 + 0.25/Finesse Hours
Area:	1 + 0.5/Finesse met Radius
Effect:	See text

Increase or decrease the level of precipitation by up to **1/2 inch per hour**. The form will be as rain or snow, depending upon the prevailing air temperature. The area is centered on the caster and with them.

8 - Hail

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **HEA** for 1/2
Target:	60 + 20/Finesse Feet
Duration:	5 + 1/Finesse Rounds
Area:	10 + 5/Finesse Feet Radius
Effect:	**2d6** damage

A hail storm strikes the area.

9 - Dam

Time to Cast:	3 Rounds
Resist Check:	None
Target:	LOS 100 + 30/Finesse Feet
Duration:	6 + 3/Finesse Minutes
Area:	40 + 20/Finesse Feet Radius
Effect:	Stop flowing water

Create an invisible wall of force which stops the flow of water in a stream or currents in a lake or sea. If the dam can touch land at both ends, it will hold back rising water. If land cannot be touched the water will flow around the Dam with increased force on either side. When the spell ends, any pent-up water is released.

10 - Riverman

Time to Cast:	4 Rounds
Resist Check:	4d6 vs PWR negates
Target:	Multitouch
Duration:	1d4 + 1/Finesse Minutes
Area:	Targeted creatures
Effect:	Walk on water

Those under the spell can walk on water without sinking.

11 - Demolish

Time to Cast:	3 Rounds
Resist Check:	None
Target:	LOS 20 Feet
Duration:	Instantaneous
Area:	20 + 5/Finesse Feet Radius
Effect:	Destruction

Cause latent moisture within the area of effect to suddenly freeze, totally collapsing and destroying most wooden structures. Living creatures are not affected.

12 - Ocean Cold

Time to Cast:	2 Rounds
Resist Check:	4d6 vs HEA for 1/2
Target:	0
Duration:	5 + 1/Finesse Rounds
Area:	80 x 10 Foot Wide cone
Effect:	3d6 damage

Create a cone-shaped area of the chill of the deepest oceans extending from the caster outstretched hands and becoming 10 feet wide at the limit of the range. Creatures in the area of effect suffer 3d6 DP per round and haver their movement speed reduced by 1/2x due to the shock of the intense cold.

13 - Torrent

Time to Cast:	1 Minute
Resist Check:	None
Target:	0
Duration:	4 + 1/Finesse Hours
Area:	2 + 1/Finesse met Radius
Effect:	Torrential downpour

Cause the sky to cloud over and unleash 2 inches of rain per hour. Such a massive downpour of rain may cause structures to be washed away or damaged (GM's discretion).

14 - Divert

Time to Cast:	10 Rounds
Resist Check:	None
Target:	120 + 30/Finesse Feet
Duration:	See text
Area:	100 + 50/Finesse Feet wide
Effect:	Change course

Change the course of a stream, redirecting the flow in any direction, even uphill. The new channel is permanent, although directional changes (reversing normal flow direction, etc.) will only last one day.

15 - Akvovoki

Time to Cast:	4 Rounds
Resist Check:	None
Target:	LOS 40 + 10/Finesse Feet
Duration:	4 + 1/Finesse Minutes
Area:	Special
Effect:	Call water elementals

Summon 1d6+1 water elementals to any point within the caster's range from any water source (even a cup of water is sufficient). The elementals will serve the caster, even in combat. They will not turn on them, but will make note of who summoned them. There is a 1d10 chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

16 - Tidal Wave

Time to Cast:	2 Rounds
Resist Check:	Special
Target:	LOS 240 + 60/Finesse Feet
Duration:	Instantaneous
Area:	Special
Effect:	Create tidal wave

Create a vast wall of moving water on a river, lake, or ocean within range. The wall height will range from 1d4 x 10 Feet for a river or lake to 1d20 x 10 Feet for the ocean. Once cast, the wave will strike in 1d12 rounds. All trees and structures are washjed away (GM's discretion on exceptionally strong stone structures). Living creatures must make either an RC of 5d6 vs Swimming or a 7d6 vs STR or drown.

14.2 Wardings

1 - Forfend

Time to Cast:	4 Rounds
Resist Check:	**3d6** vs **PWR** negates
Target:	Touch
Duration:	**2d6** + 2/Finesse Hours
Area:	See text
Effect:	Area protection

The magician must touch at least three points during the casting time to set the ward. Any person or creature attempting to enter the Forfended area must make the **RC** to do so. The area could be a pouch, a door, an opening, etc.

2 - Fountain

Time to Cast:	1 Minute
Resist Check:	None
Target:	Touch
Duration:	**2d8** + 2/Finesse Hours
Area:	5 + 3/Finesse Feet Radius
Effect:	Audible alarm

Fountain may be cast anywhere, though it is most effective when cast on a dry fountain. When an intruder enters the protected area the fountain starts to flow with a gentle burbling noise that awakens the caster, even from a magical sleep.

3 - Poisonward

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	**1d8** + 2/Finesse Rounds
Area:	1 creature
Effect:	See text

Poisonward reveals the presence of poisonous creatures or items in the target's LOS. If the effect is finessed four times, the target is allowed to subtract one die from their **RC** if hit by a poisonous attack during the spell's duration.

4 - Stay

Time to Cast:	4 Rounds
Resist Check:	**3d6** vs **PWR** negates
Target:	Touch
Duration:	**2d6** + 2/Finesse Hours
Area:	See text
Effect:	Prevent exit

The magician must touch four corners of the area to be warded (the four cardinal points if a circular area) within the casting time. Anyone can enter the warded area, but cannot leave unless the **RC** is made.

5 - Weapon Ward

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	Touch
Duration:	20 + 8/Finesse Minutes
Area:	1 creature
Effect:	Reveal weapons

The target of Weaponward is immediately forewarned of the location of weapons anywhere within 120 feet of their LOS. Anyone carrying weapons cannot approach within melee range of the target unless the **RC** is made.

6 - Snugbug

Time to Cast:	4 Rounds
Resist Check:	**3d6** vs **PWR** negates
Target:	Touch
Duration:	**2d4** + 1/Finesse Hours
Area:	See text
Effect:	Provide safe sleep

The caster must touch at least four corners of the area to be warded during the casting time. Anyone within the area at the end of the casting time immediately falls into a restful sleep that can only be interrupted by inflicting damage. Snugbug also ward

7 - Monitor

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Touch
Duration:	4 + 1/Finesse Hours
Area:	Caster
Effect:	Check wards

Monitor enables the caster to remotely monitor the condition of any wards he has set, finding out if they have expired or if they have been tested or breached. The caster establishes Monitor by touching the perimeter of the warded area or object and casts

8 - Debar

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	**1d6** + 1/Finesse Hours
Area:	See text
Effect:	Bar 1 + 1/Finesse backgrnds

Debar gives the caster control over who may enter the warded area, by background. The ward is set by touching at least four corners of the area during the casting time while stating which backgrounds are excluded. People of those backgrounds must make the

9 - Claw Ward

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	8 + 4/Finesse Minutes
Area:	1 creature
Effect:	Shield natural weaponr

Creatures with claws, fangs, or other natural weapons attacking the recipient of Claw Ward must make the **RC** before attempting the blow. If the **RC** is failed, no attack can be made by that creature that round. y

10 - Water Tongue

Time to Cast:	4 Rounds
Resist Check:	None
Target:	Touch
Duration:	Special
Area:	Up to 4 liters
Effect:	20 + 5/Finesse words

Water Tongue enables the caster to endow a volume of water with the ability to deliver a short message (25 words or less) when a preset triggering event occurs. The trigger must be detailed by the caster at the time of casting. The spell remains on the ob

11 - Magic Ward

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	**1d6** + 1/Finesse Hours
Area:	See text
Effect:	Block spells

The magician must touch at least four corners of the area to be warded during the casting time. A spell cast into the warded area must roll a number of **d6** equal to its rank and score higher than the ward's **11d6** roll to be successful.

12 - Master Ward

Time to Cast:	7 Rounds
Resist Check:	**5d6** vs **PWR**
Target:	Touch
Duration:	**1d8** + 2/Finesse Hours
Area:	See text
Effect:	See text

Master Ward enables the caster to set up any spell he can cast as a penalty for breaching a ward. The ward is set by touching the four corners of the area, casting Master Ward, and then the penalty spell (including any allowable finesses). The indicated Rounds

13 - Spirit Ward

Time to Cast:	4 Rounds
Resist Check:	**5d6** vs **PWR** negates
Target:	Touch
Duration:	**1d8** + 2/Finesse Hours
Area:	See text
Effect:	Ward against spirits

Spirit Ward is set by the caster by touching at least four corners of the area during the casting time. Spirits cannot enter the warded area unless the **RC** is made.

14 - Bliss

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	Permanent
Area:	See text
Effect:	Make items invisible

The caster sets Bliss by touching at least four corners of the area during the casting time while designating 1 + 1/Finesse inanimate items in the area. At the end of the casting time those items become invisible, and can only be seen from within the area by ma

15 - Spongelungs

Time to Cast:	4 Rounds
Resist Check:	**5d6** vs **PWR** negates
Target:	Touch
Duration:	**2d6** + 2/Finesse Hours
Area:	See text
Effect:	Deadly ward

Spongelungs is set as described for previous wards. If the **RC** is failed the creature's lungs fill with water, causing death in four rounds. If drowning is inappropriate for the victim, death may not result (GM discretion).

16 - Multicheck

Time to Cast:	1 Round
Resist Check:	None
Target:	Touch
Duration:	See text
Area:	See text
Effect:	1 + 1/Finesse **RC**

Multicheck is cast immediately after another warding spell. It forces additional **RC** checks (up to 5) to be made to breach the ward. The duration and area of Multicheck matches the original ward.

14.3   Changings

1 - Distill

Time to Cast:	1 Round
Resist Check:	See text
Target:	Touch
Duration:	Instantaneous
Area:	1 + 0.5/Finesse liters
Effect:	Change liquids

Distill allows the caster to change any aqueous liquid into another aqueous liquid. The magical properties of the liquid (if any) are unaltered. Magical liquids get an **RC** of 9 or less on **3d6** to be affected. The caster needs to have tasted the created liqu

2 - Drought

Time to Cast:	1 Round
Resist Check:	See text
Target:	Touch
Duration:	Instantaneous
Area:	1 + 0.5/Finesse Feet Radius
Effect:	Liquid to earth

Drought changes the indicated amount of aqueous liquid into sand, clay, and/or stone. Magical properties (if any) of the material are not altered. Magical liquids get an **RC** of 9 or less on **3d6** to be affected.

3 - Memorize Profile

Time to Cast:	10 Minutes
Resist Check:	None
Target:	Touch
Duration:	Special
Area:	1 creature
Effect:	Memorize profile

This spell allows the caster to memorize the profile of a target creature, animal or person. The profile is a detailed view of the physical characteristics of the target and is used in other changings spells. The caster must be touching the target for the

4 - Condense

Time to Cast:	2 Rounds
Resist Check:	None
Target:	LOS 20 + 10/Finesse Feet
Duration:	Instantaneous
Area:	5 + 2/Finesse Feet Radius
Effect:	Air to water

Condense changes the indicated volume of air to water, the resultant volume decreasing to 10% of its original size. The magical properties (if any) are not affected. Magical gasses get an **RC** of 9 or less on **3d6** to be affected. The GM will adjudicate any d

5 - Dissolve

Time to Cast:	2 Rounds
Resist Check:	Special
Target:	Touch
Duration:	Instantaneous
Area:	1 + 0.25/Finesse Feet Radius
Effect:	Earth to water

Dissolve changes any sand, clay and/or stone objects up to the volume indicated into water. The magical properties (if any) are unaltered. Magical objects (e.g. magical gems, etc.) get an **RC** of 9 or less on **3d6** to be affected.

6 - Dowse

Time to Cast:	2 Rounds
Resist Check:	Special
Target:	LOS 10 + 3/Finesse Feet
Duration:	**1d20** + 4/Finesse Rounds
Area:	1 + 0.5/Finesse Feet Radius
Effect:	Fire to water

Dowse changes any normal fire up to the diameter indicated into water. Magical fires get an **RC** of 9 or less on **3d6** to be affected.

7 - Evaporate

Time to Cast:	1 Round
Resist Check:	Special
Target:	Touch
Duration:	Instantaneous
Area:	5 + 2/Finesse Feet Radius
Effect:	Liquid to air

Evaporate changes the indicated amount of aqueous liquid into air. The volume increases by a factor of 10. The magical properties (if any) are unaffected. The GM will adjudicate any pressurization effects. Magical liquids get an **RC** of 9 or less on **3d6** to

8 - Disguise

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	**1d12** + 2/Finesse Hours
Area:	See text
Effect:	Change appearance

Disguise allows the caster to alter the appearance of one target, of the caster's own species, to roughly the same height and weight (within 10%). Sex, hair and eye color, etc. may be freely changed.

9 - Endwarf

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	**1d8** + 1/Finesse Hours
Area:	See text
Effect:	See text

Endwarf enables the caster to shrink another of their own race, including equipment, down to 10% of the target's original size, or 1% if the effect is finessed once (a 6 foot tall being could be made 7" tall, or 7/10" with one finesse). The target's **STR** is

10 - Transmute

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	**1d12** + 2/Finesse Hours
Area:	See text
Effect:	Change appearance

Similar to Disguise, this spell allows the caster alter the race of the target, if desired, as well as the appearance. The height and weight limitations are the same, and the target must be of the caster's species.

11 - Enmass

Time to Cast:	4 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	Touch
Duration:	**1d8** + 1/Finesse Hours
Area:	See text
Effect:	Up to 300 + 100/Finesse%

Enmass is the opposite of Endwarf, and affects the target (who must be of the caster's species) and their equipment. If the target is originally 6' tall, he could be made up to 18' with the base spell, or up to 42' tall with four finesses. The target's **STR**

12 - Elemental Mastery

Time to Cast:	3 Rounds
Resist Check:	None
Target:	Touch
Duration:	1 day + 12 hours/Finesse
Area:	1 + 0.5/Finesse Feet Radius
Effect:	Change any element

Elemental Mastery enables the magician to convert the indicated volume of one element to another as he desires. Outlining the area to be converted with their hand, he casts the spell and the area changes to the indicated material(s) for the duration of the

13 - Age

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **PWR** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	Permanent
Area:	1 creature
Effect:	Age **1d20** + 4/Finesse years

The target of Age who fails the **RC**, instantly and permanently becomes older.

14 - Transmogrify

Time to Cast:	1 Hour
Resist Check:	None
Target:	Touch
Duration:	Permanent
Area:	1 creature
Effect:	Modify other

This spell allows the caster to make a physical change in another person or creature. The target of the spell must be forcibly immobilized for the entire casting time of the spell. The caster uses a memorized profile of the physical attribute to guide th

15 - Mutate

Time to Cast:	1 Hour
Resist Check:	None
Target:	Self
Duration:	Instantaneous
Area:	Self
Effect:	Modify caster/target

Mutate empowers the caster to make physical changes to themselves (or another single immobilized target with one finess). Having memorized the profile of the features he wishes to acquire, he casts this spell. Guiding the changes to their own body, extra arms

16 - Rebirth

Time to Cast:	1 Round
Resist Check:	Special
Target:	Self
Duration:	Permanent
Area:	Caster
Effect:	Totally transform

The caster uses this spell to completely renew their physical form. Once started, the rebirth can not be aborted. For **2d6** rounds, in a shower of pyrotechnics, the caster changes. The player rerolls all the initial physical charactistics as if they were crea

14.4 Charms

1 - Rockabye

Time to Cast:	1 Round
Resist Check:	**3d6** vs **WIL** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	Until awakened
Area:	1 creature
Effect:	Put **INT** ¿3 asleep

The intelligent target of this spell must not be in combat, and must be unaware that the caster is attempting a spell. If the spell succeeds, the target slips into a natural sleep, but will awaken normally. If the spell fails, the target is unaware of the

2 - Drowse

Time to Cast:	1 Round
Resist Check:	**3d6** vs **WIL** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	Until awakened
Area:	1 creature
Effect:	Put **INT** ¡3 asleep

The effect of Drowse is the same as Rockabye, but the target must be non-intelligent.

3 - Jackfrost

Time to Cast:	1 Round
Resist Check:	**3d6** vs **WIL** negates
Target:	20 + 5/Finesse Feet
Duration:	Instantaneous
Area:	5 + 2/Finesse Feet Radius
Effect:	Inactivate plants

Plants or plant-like creatures in the area of effect which fail the **RC** are blasted with a light ice, which melts away in one round. The plants then turn brown and lie flat on the ground, just as if frosted. The plants will return to their original conditi

4 - Frostfeet

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	**2d6** + 2/Finesse Rounds
Area:	1 + 1/Finesse creatures
Effect:	Freeze in place

The intelligent targets of this spell are prevented from moving, as if their feet were frozen to the ground.

5 - Snare

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	**2d6** + 2/Finesse Rounds
Area:	1 + 1/Finesse creatures
Effect:	Halt **INT** ¡3 movement

The non-intelligent targets of Snare which fail the **RC** feel incapable of movement, as if bound or caught in a snare, for the duration of the spell.

6 - Shock

Time to Cast:	1 Round
Resist Check:	**4d6** vs **WIL** negates
Target:	LOS 20 + 5/Finesse Feet
Duration:	**2d6** + 2/Finesse Rounds
Area:	10 + 3/Finesse Feet Radius
Effect:	Bind plants

If the **RC** is failed, plants in the targeted area are prevented from moving, as if bound with rope like shocks of grain in a field, for the spell's duration.

7 - Witchy Sleep

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	LOS 25 + 5/Finesse Feet
Duration:	**1d6** + 1/Finesse Hours
Area:	1 + 1/Finesse creatures
Effect:	Induce magical sleep

If the intelligent targets of Witchy Sleep fail their **RC**, they slip into a deep, magical sleep. They will only awaken when the spell is cancelled by the caster, Revoked, or the duration expires.

8 - Hibernate

Time to Cast:	2 Rounds
Resist Check:	**4d6** vs **WIL** negates
Target:	LOS 25 + 5/Finesse Feet
Duration:	**1d6** + 1/Finesse Hours
Area:	1 + 1/Finesse creatures
Effect:	Induce magical sleep

This spell is similar to Witchy Sleep, except it works only on non-intelligent creatures.

9 - Dormant

Time to Cast:	2 Rounds	Dormant causes all plants in the targeted area which fail the **RC** to immediately suspend all normal plant functions such as growth, photosynthesis, fruit production, etc.
Resist Check:	**4d6** vs **WIL** negates	
Target:	25 + 5/Finesse Feet	
Duration:	**1d6** + 1/Finesse days	
Area:	10 + 3/Finesse Feet Radius	
Effect:	Halt plant processes	

10 - Siren

Time to Cast:	2 Rounds	Siren enchants any intelligent creature to do the caster's bidding. If the target disobeys the caster, the spell is broken, but the target looses one point of **WIL** permanently. When the spell ceases, the target will be completely aware of the enchantment a
Resist Check:	**4d6** vs **WIL** negates	
Target:	LOS 25 + 5/Finesse Feet	
Duration:	**2d6** + 2/Finesse Rounds	
Area:	1 + 1/Finesse creatures	
Effect:	Impose will on **INT** ¿3	

11 - Drover

Time to Cast:	2 Rounds	Drover is similar to Siren, except it only works on non-intelligent creatures. Other aspects of the spells are the same.
Resist Check:	**4d6** vs **WIL** negates	
Target:	LOS 25 + 5/Finesse Feet	
Duration:	**2d6** + 2/Finesse Rounds	
Area:	1 + 1/Finesse creatures	
Effect:	Impose will on **INT** ¡3	

12 - Greenthumb

Time to Cast:	2 Rounds	Greenthumb allows the caster to coerce plants in the targeted area, which fail the **RC**, to do their bidding. Such actions must be within the abilities of the plants, i.e., ground movement is impossible unless the plant has that ability. Accelerated growth, e
Resist Check:	**4d6** vs **WIL** negates	
Target:	25 + 5/Finesse Feet	
Duration:	**2d6** + 2/Finesse Rounds	
Area:	10 + 3/Finesse Feet Radius	
Effect:	Impose will on plants	

13 - Nightmare

Time to Cast:	2 Rounds	The intelligent target of this spell has their mind thrust into their subconscious, where he has non-ending and terrifying nightmares. His body seems vacant and vegetable-like. This spell stays in effect until cancelled by the caster or Revoked.
Resist Check:	**5d6** vs **WIL** negates	
Target:	Touch	
Duration:	Permanent	
Area:	Single target	
Effect:	Withdraws mind	

14 - Davy Jones

Time to Cast:	4 Rounds	The target must be within 20 feet of a 200 square foot or larger body of water for the spell to work. This powerful Water magic causes any flesh-and-blood creature to be drawn into the water. The creature does not die, and may be brought back by Revoking
Resist Check:	**5d6** vs **WIL** negates	
Target:	Touch	
Duration:	Permanent	
Area:	1 creature	
Effect:	Confinement	

15 - Mesmerize

Time to Cast:	3 Rounds	At the end of the casting time, scintillating water droplets stream from the caster's fingertips and weave a seductive pattern before the targeted (any flesh-and-blood) creature. If the **RC** is failed the creature is totally under the caster's control and c
Resist Check:	**5d6** vs **WIL** negates	
Target:	LOS 5 + 1/Finesse Feet	
Duration:	Permanent	
Area:	1 creature	
Effect:	Hypnotize	

16 - Decant

Time to Cast:	2 Minutes	The caster can pour the immersed target's life force into a decanter filled with water, or to return it to a vacant body. If the **RC** is failed, the life force is transferred. No more than one life force can inhabit a body, unless all parties are willing. A
Resist Check:	**5d6** vs **WIL** negates	
Target:	Touch	
Duration:	Permanent	
Area:	Single target	
Effect:	Move life force	

Chapter 15

Jaern – The Planet

Chapter 16

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Chapter 17

Jaernian Humanoids

Five races of intelligent beings coexist on Jaern, each physically and mentally different. Any of the following races can be used as adventurers. It is important to remember their characteristics and abilities when you play the role of various human and non-human races.

17.1   Humans

Humans make up most the population of Jaern. They came to this place approximately 27 centuries ago on the Kaaren of Destruction from their home planet **Torandor** just before it was destroyed. Humans often look upon non-humans with suspicion, distrust, or fear. Humans are more versatile and flexible than any other intelligent race. They have more ability to adapt to their environment. This is represented by giving them a second Placed Roll when they are originally generated. Also they have no disadvantages to overcome or cope with. Humans generally live to the ages between **60 and 84 years**.

17.2   Elves

Elves are a race of tall, slender, elegant humanoids, blessed with heightened senses of perception, sight, and hearing. They can judge visible distances with uncanny accuracy. Elves are creatures of the wild, and become very uneasy when they cannot see the sky. While they do possess life force, they do not have souls, which prevents them from being brought back from the dead.

17.2.1   History

According to elven history, the elf folk were the first humanoids to develop sentience on **Torandor**. What they lacked in the sciences, they made up for in the social graces, and the lack of competition allowed them to flourish and multiply. They developed a sophisticated culture that produced a planet of happy, fulfilled, and contented people.

Situations like this rarely stay stable. One night a large meteor crashed to the ground in the Jelwah province. It carried a life form infected with a disease that came to be called **Elvesbane**, because it was fatal to the elven folk. Millions died, and it looked like the fate of the elven race was sealed.

But one elf in a thousand was resistant to elvesbane. The survivors discovered that the disease had somehow changed their nature in several ways. They no longer appeared to age. In fact, once they reached puberty, they aged one year for every five that passed. Also, their ability to bear young was greatly diminished.

Another effect of elvesbane and their close connection to nature, is that elves only recover from damage and exhaustion by placing themselves in a trance rather than going to sleep. An elf requires 12 full hours to regain the lost damage points and elemental units that a human can regenerate in eight hours.

Today's elves are a happy race with much frivolity. They enjoy playing practical jokes on visitors, which has made them the natural enemies of orcs. War does not come naturally to elves, but they make fierce fighters when pressed.

17.2.2   Appearance

Elves average **6 feet in height**. Males and females are built similarly to humans, except that they are generally more slender, lighter, and less muscled. Elven blood is green in color, which gives them a light, greenish complexion. Their ears point upward, and their hair is thinner than other races.

17.2.3   Culture

17.2.3.1   Technology

Elven technology is no more advanced than that of the other races. They tend to use things found in their natural state rather than go to the trouble of making something from a new technology.

17.2.3.2   Transportation

Elves enjoy the land, and prefer to walk. They will travel by horseback or ship if the distance is great or speed is important.

17.2.3.3   Cities and Architecture

Elven cities are commonly found in forests. Buildings are well-lit, and all rooms have windows because elves are racially claustrophobic. Their houses are usually simple platforms, or huts, suspended high in the trees. What little furniture they use is typically made of wood.

17.2.3.4   Agriculture

Elves enjoy hunting for meat, and gathering nuts, roots, and berries from the forests and fields. Their carefree nature leaves them little time, or inclination, to plant or harvest crops.

17.2.3.5   Medicine

Elven medicines are composed of herbs and poultices. They are not superior to those of other races, but illustrate elven ways. Elves generally live to an age between **200 and 280 years**.

17.2.3.6 Language

Elvish is a very melodious and harmonic language. Elves enjoy teaching their tongue to others, and prefer to speak their native tongue when possible. Written elvish is a stylish script, very elegant to look at but difficult to read.

17.2.3.7 Art

Elven paintings depict nature and the environment, and their history can be found in their artistry. Their depictions of love and war are glamorous and heroic, not gruesome or realistic.

Elven dances are graceful to behold, with smooth motions, gestures, and movements. Elven music is very soothing and natural sounding, and is often mistaken for natural woodland sounds.

17.2.3.8 Sports

Elves are more interested in playing games than participating in fierce competitions. Games such as hide and seek are very popular. They enjoy sneaking up on an animal and touching it, rather than killing it for pleasure.

17.2.3.9 Religion

Elves are free to worship any god or goddess they desire. Many worship **Ra**, and **Isis** is highly favored for her benevolent and kind nature.

17.2.3.10 Economy

Elves are very communistic, and sharing is very popular. They do not have a good sense of prices, since they do not use money amongst themselves, and they value the possession of historic artifacts above all else.

17.2.3.11 Government

Elven governments are very organized and hierarchical. While they rarely have a set abode or physical location, elven nobles meet periodically to air their grievances, adjudicate differences, punish wrongdoers, and speak of the greater events in the outside world. Important events, like wars or natural disasters, cause elves to gather from all over to discuss plans and policies.

17.2.3.12 Traditions

Elven society is patriarchal. Elven fathers pass their names, titles, and possessions on to their first born sons. Elven women are always protected, and prized as wives by other races for their beauty and pleasant natures.

17.2.4 Elven Abilities

17.2.4.1 Exceptional PER

Keen senses possessed by most elves entitle them to 1 rank of **Exceptional PER**. Any time an elf needs to make a resistance check or a stat check against their **PER**, they may attempt it at 1 die less than normal.

17.2.4.2 Distance Judgment

If an elf desires, they can know the exact distance from themselves to any object they can see.

17.2.4.3 Missile Skill

Being very good at knowing distances allows an elf to shoot missiles more accurately. Add the number of the adventurer's elvish grandparents to all rolls "to **hit**" when they uses their missile modifier.

17.2.4.4 Soulless

Having no soul is both a curse and a benefit to elves. Without a soul they cannot be brought back from the dead. Sleep is a renewal of the soul, and because of this elves do not need to sleep. Instead they go into a trance-like state while their body regenerates. In this trance they are not aware of their surroundings, Their body heals and, if they have learned to use it, regenerates elemental energy. Having no souls with which to offer, they cannot serve as priests to any God and are incapable of learning divine magic. Similarly, they are also unable to develop the soul-bond that allows nomads to draw energy from the Kurago.

Elves are **immune** to spells and materials that induce a forced sleep. Also elves are immune to love potions, as love is an affair of the soul. Elves form deep, long lasting, and meaningful bonds. but they do not experience love in the way races do.

17.3 Dwarves

Dwarves are a short, stout humanoid race that has evolved within subterranean chambers. They average **4.5 feet** in height and are usually heavier than their size would dictate. Dwarf males and females are built very similarly, except that the females do not sport the beards common to all males have after adolescence.

The Dwarves that escaped **Torandor's** destruction were not entirely pleased at their arrival on Jaern. Dwarves hate water, and the prospect of living on a planet covered almost entirely water made their disposition even grumpier than usual.

Dwarves are a stern race that sees humor as an unnecessary frivolity. When working, work is the only thing on their mind. They take enormous pride in their craftsmanship, and all other considerations come second to this.

Living very structured lives does not mean they do not have a lighter side. When the time to work has ended, they leave all thoughts of work behind them, and make a serious job of relaxing. Many of them can be found in local bars, telling old war stories and making inept passes at the bar maids.

17.3.1 History

Dwarves evolved from a race of cave dwelling humanoids. They lived be neath the surface for centuries, having an extreme cultural fear of open spaces. Humans mistakenly believed that dwarves were horrible monsters that only came out at night to steal children and eat them. It was considered good form for humans to hunt down and slaughter dwarves.

Eventually, a brave human captured one of these heathen monsters to try to learn more about them. After spending six months learning the dwarf's language, the man learned that dwarves weren't really bad people at all. The dwarf learned

that being above the surface was not the terror he believed it would be. This dwarf returned to his people and slowly lead them into the open. Dwarves were persecuted by other humanoids for many centuries after that, but they eventually earned their place in society.

17.3.2 Culture

17.3.2.1 Technology

Dwarves have a good reputation of working with metal and stone. They are the builders among the races of Jaern. They are often sought for metal forging, since they understand the properties of metal in all its forms and can make items from metal with surpassing ease. An all day job for a human blacksmith is a light morning's work for a dwarf.

17.3.2.2 Transportation

Dwarves have trouble riding horses because of their squat stature. Walking also takes longer, so they prefer to ride wagons and carriages instead.

Dwarves developed a rail system, using mule-pulled ore cars, to move ore out of the mines. They also use the cars to descend into the mines.

17.3.2.3 Cities and Architecture

Dwarven cities are commonly found on sides of mountains and volcanoes. The homes and buildings in these cities show the dwarves' great skill and pride in their craftsmanship. The detailing used in their architecture is very intricate and detailed. Dwarves do not need as much light as other races, so their buildings appear dimly lit. Furniture is typically made of wood or stone, and serves as another excellent venue of dwarven artistry and comfort.

17.3.2.4 Agriculture

Dwarves do not like raising plants, considering it beneath their dignity as craftsmen. They often exchange their crafts for foods instead of coinage. If unavoidable, dwarves will hunt for their food.

17.3.2.5 Medicine

Medicines are rarely used among dwarves, not through ignorance, but through lack of need. Their high stamina and health help deal with most diseases and injuries at an astonishing rate. Dwarves generally live to an age between 140 and 180 years.

17.3.2.6 Language

The dwarven language is very powerful and deep sounding. They are somewhat reluctant to teach their language to other races. Dwarven writing is composed of runes that represent ideas and concepts, and is very difficult for others to learn.

17.3.2.7 Art

Dwarven artistry springs forth in their stone and metalwork. Typical themes are of war and dwarven history. They can spend years detailing their works. They enjoy telling tales of their heritage in song and verse. Their eloquence often conjures visions of the past in their listener's minds.

17.3.2.8 Sports

There are few sports in which dwarves will participate. Their activities during their free time are chiefly drinking contests and arm wrestling. They are also fond of barroom brawls, often started by someone commenting on their height.

17.3.2.9 Religion

Most dwarves commonly worship **Osiris**, since she is the mother of nature and the earth. **T'or** is also revered for his warlike and structured nature.

17.3.2.10 Economy

Dwarves take such pride in their workmanship that they will only part with their creations at a reasonable profit. Dwarves are very capitalistic and value gems and crafted materials highly.

17.3.2.11 Government

Dwarves are monarchical, and titles are hereditary. When a monarch or chief dies with no heir, ranking nobles pick the dwarf with the most valor in battle to fill the vacancy. General social status is determined by accomplishments, prowess, and courage in battle.

17.3.3 Dwarven Abilities

17.3.3.1 Exceptional HEA

Hardy bodies and fine toned muscles possessed by most Dwarves entitle them to 1 rank of **Exceptional HEA**. Any time a dwarf needs to make a resistance check or a stat check against their **HEA**, they may attempt it at 1 die less than normal.

17.3.3.2 Material Sense

A dwarf can often identify stone and metallic materials which they have a familiarity with. They do this by simply handling the object. This ability will not work for very unusual or magically enchanted objects.

17.3.3.3 Armor Construction

A dwarf's detailed knowledge of armor materials and construction enables them to strike armored opponents more easily than others. When attacking an armored opponent, add the number of the adventurer's dwarven grandparents to all rolls "to **strike**."

17.3.3.4 Great Durability

Dwarves recover from wounds more quickly than any other race. A full night's rest restores their **HEA** /2, rounded down, in lost **DP**. This healing ability directly conflicts with magic, so healing magic has no effect on dwarves.

17.4 Orcs

Orcs are a short, heavy humanoid race. They average at 5 feet in height and are usually heavy in build. Orcs males and females are built very much like humans. They have large, protruding canines and lower bicuspids. They have flat noses, and are considered very ugly by human standards.

Orcs are uncouth. They do not bathe often, but ironically they have a very well-developed sense of smell. Other peoples usually steer clear of orcs due due to their smell. Scuffles and disagrements with others, and among themselves, are common since orcs are incredibly stubborn, both mentally and physically.

This stubborn streak is evident in their dealings with others. They argue fiercely when bargaining, and invariably believe they have won any verbal exchange. An argument between orcs is a truly impressive sight. Orcs are usually avoided by the other races because of their slow, vulgar wits and body odor.

Orcs are energetic and temperamental creatures. Their high level of physical activity must be driven by a good diet. All orcs require at least **1 pound of freshly killed meat per day** to maintain this level of activity. For each day they do not eat fresh meat, they temporarily loose **1 rank** of **STR**, cumulative. When their **STR** reaches zero, they die of starvation.

17.4.1 Culture

17.4.1.1 Technology

Orcs are very primitive and warlike in nature. Their greatest achievement is in the area of torture. They will steal any technology they can find, and any devices that might help them in combat.

17.4.1.2 Transportation

Orcs like traveling in wagons or in sedan chairs. Orcs tend to be lazy, and subjugate weaker people into doing the hauling, be it carrying the sedan chairs or harnessing them like mules to their wagons.

17.4.1.3 Cities and Architecture

Orcs build haphazardly, but in their eagerness they often over-engineer, so their strange looking abodes are very sturdy. Just where they put them is often confused, but eventually enough houses are close enough to each other to be mistaken for an orcish town or city.

17.4.1.4 Agriculture

Orcs dislike farming and raising animals because it is too complex. Adolescent orcs often hunt for food to fill the larder and work out their aggression on something other than each other.

17.4.1.5 Medicine

Orc medical skills are rudimentary at best, and there is a high death rate from disease. Orcs generally live to an age between **40 and 64 years**.

17.4.1.6 Language

Orcish is a rude, vulgar language. It is littered with curses and vulgarities, which usually mean the opposite of what is said. To compliment an orc, for example, one would say "You are the filthiest, most sickening piece or horse manure I've seen ever to come out the rear passages of a lizard." A typical orc greeting has been known to cause women to faint and to redden the ears of even the most hardened marine. Orcs have no written language, thank goodness.

17.4.1.7 Art

Orcs have little use for art, and find it very amusing that other races would waste time on such things as painting, dance, music, singing, and writing. However, one popular pastime involves creative and unusual methods of procreation. Orcs often keep score while competitors compete in groups of two or more. They consider this an artform.

17.4.1.8 Sports

Orcs enjoy war games and are fierce competitors. Often the losers lose more then the event. They are commonly branded as weak, and exiled from the village or enslaved until they can prove themselves worthy of a better station in life.

17.4.1.9 Religion

Orcs commonly worship **Orus**, for he allows them to clearly express their war lust and anger. Due to their fascination with death, some follow **Anubis**.

17.4.1.10 Economy

Orcs believe that possession is nine tenths of ownership. Many will take whatever they can get away with without causing too much trouble.

17.4.1.11 Government

Orcish government is ruled by their war generals, and is highly militaristic. The formalities of order usually break down during times of war.

17.4.2 Orcish Abilities

17.4.2.1 Exceptional WIL

willpower!WIL The overbearing stubbornness possessed by most orcs entitle them to **1 rank** of **Exceptional WIL**. Any time an orc needs to make a resistance check or a stat check against their **WIL**, they may attempt it at **1 die less than normal**.

17.4.2.2 Enhanced Smell

Orcs can detect, by smell, the condition of any food or drink. They can often tell if food is edible, rotten, or poisoned.

17.4.2.3 Physical Viciousness

Orcs are incredibly vicious when grappling, and rarely "play fair." Their abilities to use holds and grapples is rarely matched by non-orcs. Adventurers may add the number of the adventurer's **orcish grandparents** to all rolls "to **grapple**."

17.4.2.4 Mental Stubbornness

An orc's grasp on life is very strong. They only need to roll for unconsciousness when their current **DP** total falls **under 4 DP**, rather than 6. They then use **1d4** for the roll rather than **1d6**. If an attack would take them to between **-1 to -3 DP**, they are taken to **0 DP** instead and left unconscious.

17.5 Lizards

17.5.1 History

A race of humanoids lives in relative isolation deep beneath the ocean's waves. Evolved from the denizens of the deep, lizards are native to Jaern. When Jaern's original sun went nova, catapulting the planet on its intergalactic journey, most of the lizards expired. But many were frozen at the bottom of the sea, and when Jaern took up orbit in the **Onra** system and its seas thawed, so did the lizards.

17.5.2 Physical Description

A strange and reclusive race, lizards rarely leave the deep waters to walk on land. Most lizards stand **6 to 7 feet** tall, with scaly, hairless bodie sand long tails . Their tongues are forked, and they have a snout rather than a nose. Their ears are just small holes in the sides of their heads, often covered by a flap of skin, and their eyes are larger than those of most humans.

Male and female lizards are very similar in most respects, and can only be distinguished by lizards and others that have spent several years in their company. Lizards are cold blooded, and have gills that allow them to live beneath the sea indefinitely. They also have primitive lungs that allow them to breathe air normally, like other humanoids.

Lizards must immerse themselves in water at least once every 24 hours or suffer **1 DP every 3 hours** as they dehydrate.

17.5.3 Reproduction

Lizard men and women pair up, forming lifelong bonds, when they reach adulthood. Approximately once per year, the female feels the urge to bear young. If she and her mate decide to bear, the male impregnates the female at the proper time. Unlike most reptiles, the young gestate within the female's body for five months, and are then born live.

The young are cared for and brought up by their parents for the first four years of their lives. On their fourth birthday they are brought to a local **Creche**, where they spend most of their childhood with other lizards their age.

17.5.4 Culture

17.5.4.1 Technology

Lizards are good ship builders. They are also good cartographers, at least for coastlines. The lack of fire underwater has slowed their technology and prevented them from learning how to forge metals. They operate underwater mines for other races in exchange for finished products. One of the ores they have found is **Pho'dite**, a phosphorescent element used for lighting underwater. Lizards do not trade this ore, and keep it hidden when non-lizards are present.

17.5.4.2 Transportation

Lizards utilize ships for their long range voyages. They do not use other means of transportation, preferring to swim or walk from place to place.

17.5.4.3 Cities and Architecture

Lizard cities are found underwater in seas and lakes. Their buildings are made of stone, and are very sturdy to withstand tidal forces and currents. Buildings are poorly lit; there are rumors of large illuminated cities under the sea, but these stories are unconfirmed.

Furniture is typically made of stone or coral. Chairs are backless, to accommodate their tails. Designing furniture and interior dividers by carefully growing and training corals has been raised to a high art form by lizards.

17.5.4.4 Agriculture

Lizards commonly farm fish and grow vegetation. A few lizards, choosing to live above water, also enjoy growing crops. They never raise land animals.

17.5.4.5 Medicine

Medical technology is no more advanced then that of other races. Their medicine comes from kelp and other sea plants. Lizards generally live to an age between **80 and 104 years**.

17.5.4.6 Language

Sel'ict is spoken with a lisp, and the letters are often slurred due to the shape of their tongues. During the years of separation, the lizards developed two distinct dialects of Sel'ict. The most common is spoken on land and is easily spoken and understood by the other races. The other is only spoken under-water, is difficult to understand, and even more difficult to speak, without drowning, by non-lizards. They have no written language.

17.5.4.7 Art

Lizard artistry lies in the designs of their sea craft. Most lizards share a racial tendency to use all their skills in an artful manner, adding flare to such routine tasks as farming, food preparation, and interior design.

17.5.4.8 Sports

There are many sports that lizards enjoy, usually involving swimming, diving, surfing, and racing. They enjoy racing other underwater creatures, and competing against land humanoids in water sports.

17.5.4.9 Religion

Although Lizards are free to worship any god or goddess they commonly worship **Neptune**, the god of the seas and oceans. **Osiris** is also revered because of the lizards' love of nature.

17.5.4.10 Economy

Lizards highly prize their works, and are very eager to barter their handicrafts. Lizards are very materialistic, and would rather trade than sell. Lizards hoard a large portion of the world's wealth, which they have recovered from sunken ships.

17.5.4.11 Government

Lizards are communal by nature, with no formal leaders. They gather together whenever a major issue must be settled. A vote is called, each attender being entitled to one vote. Lizards find very few things important enough to vote on,

preferring to take appropriate actions on their own. Separate villages may sometimes hold such gatherings and select a lizard to represent them at distant gatherings. A decision of such importance has only been made twice in recent Jaernian history.

17.5.5 Lizard Abilities

17.5.5.1 Exceptional AGI

The quick reptilian movements possessed by most lizards entitle them to one rank of **Exceptional AGI**. Any time an lizard needs to make a resistance check or a stat check against their **AGI**, they may attempt it at **1 die less than normal**.

17.5.5.2 Quickness

Lizards are very quick and instinctive in their actions. If fighting non-lizards, and if the lizard desires, they get initiative during combat, even if their companions do not.

17.5.5.3 Water Breathing

Lizards can breathe and move freely under water. They automatically have **swimming** skill at **rank 9**.

Chapter 18

Creating and Playing Actors

Appendix A

Adventurer Record

Name:		(		)	Rate
STR	Background		Mod / Defense		Date
INT	DP	Combat	/		Silver
PER	EU	Missile	/		EXP
CSE	DU	Grapple	/		Profession
HEA	LF	Skills:	Equipment:		Enchanted Items:
AGI	Element				
PWR	Languages:				
COM					
WIL					

Race
Sex
DoB
Age
Build
Height
Weight
Eye
Hair
Motive
Deity

Appendix B

Glossary

e.g.	(exempli gratia) "for example"
to "grapple"	The verb "grapple" in quotes refers to a successful grabbing action utilizing the **Grapple Modifier**
to "hit"	The verb "hit" in quotes refers to a successful attack using a ranged weapon utilizing the **Missile Modifier**
i.e.	(id est) "that is," "thus," "specifically"
Great Sword	A sword which is held in a two hands.
Maroglave	A weapon utilized by **Marines** which is attached to the arm. It is a thin blade roughly **8 inches** long, attached to a fingerless glove via metal braces.
Middle Sword	A sword of size such that it can be utilized either as one or two handed. In terms of size, it falls between the **short sword** and **great sword**. There are no benefits to strike or damage for holding it in two hands.
Short Sword	A sword which is held in a single hand.
to "strike"	The verb "strike" in quotes refers to a successful attack using a hand-held weapon utilizing the **Combat Modifier**

Appendix C

Important Tables

Below are the tables which may come up often during play:

C.1 Weapon Effects

Weapon	Type	STR	DV	Use Rate	Strike	Thrown	Range	Impale
Unarmed	B	4	X	1	1d2	X	X	X
Battle Axe	E	12	2	1	1d12	1d4	10	X
Bow/Arrow	P	10	X	2	X	1d6	160	X
Buckler	D	10	1	1	1	X	X	X
Club	B	6	1	1	1d4	1d2	10	X
Crossbow/Quarrel	P	8	X	3	X	1d8	100	X
Dagger	P	6	1	1	1d4	1d2	25	1d3
Flail	E	10	2	1	1d8	X	X	X
Great Sword	E	16	2	1	1d12	1d8	10	1d12+10
Hatchet	E	9	1	1	1d6	1d3	20	X
Javelin	P	8	X	1	X	1d8	80	X
Kick	B	5	X	1	1d4	X	X	X
Lance	P	12	X	1	1d3	X	X	1d20+4
Mace	B	12	1	1	1d6	1d3	15	X
Maroglave/Blade	E	8	1	1	1d8	X	X	X
Maroglave/Point	P	10	1	1	1d6	X	X	1d3
Middle Sword	E	14	2	1	1d10	1d6	15	1d12+8
Net	D	10	3	1	X	X	10	X
Quarter staff	B	6	3	1	1d4	1	40	1d2
Rapier	P	8	1	1	1d6	1d3	20	1d10
Scimitar	E	10	1	1	1d8	1d6	10	X
Shield	D	8	3	1	1d2	1d2	10	X
Short Sword	E	12	1	1	1d10	1d4	15	1d12+5
Sling stone	B	5	X	2	X	1d4	40	X
Spear	P	6	2	1	1d6	1d6	80	1d20
Trident	P	7	2	1	1d6	1d6	60	1d12
War Hammer	B	10	1	1	1d4	1d2	10	X
Whip	B	8	1	2	1d6	X	X	X

E=Edged, B=Blunt, P=Pointed, D=Defensive

C.2 Critical Hits

C.2.1 Artillery Critical Hits

C.2.2 Blunt Weapon Critical Wounds

Blunt Critical Wounds		
Normal Roll	Damage Multiplier	Results
01	x1	Self Hit, roll normal damage on self
02-03	x1	Weapon Broken, -5 to strike and damage
04-05	x1	Haft (weapon handle) cracked, 50% chance to break on use
06-09	x1	Arms shocked, lose one round
10-50	x2	Double Damage
51-70	x3	Triple Damage
71-73	x2	Weapon or shield broken
74-77	x3	Armor Damage, lose 1d2 DV
78	x2	Suffer 1d6 ribs broken
79	x2	Leg/tail broken
80	x2	Arm/Wing broken
81	x2	Shoulder/Wing damage
82	x2	Arm/Wing smashed, unusable
83	x2	Leg/Tail smashed, unusable
84	x2	Hand smashed, unusable
85	x2	Chest Hit, winded and gasping 1d4 rounds
86	x2	Stomach hit, stunned (14 - HEA) rounds
87	x3	Groin smashed, stunned (20 - HEA) rounds
88	x2	Head hit No helmet: stunned 1d4 minutes Helmet: normal damage
89	x2	Hand severed
90	x2	Face hit No helmet: blood blinds 1d4 rounds Helmet: not blinded, 2x damage
91	x2	Face hit No helmet: permanently blind Helmet: 2x damage
92	x3	Head hit No helmet: unconscious 1d4 days Helmet: unconscious 1d4 minutes and 2x damage
93	x3*	Knee cap shattered, no movement
94	x3*	Jaw broken, no speech
95	x3	Kidney destroyed, if both are gone death in (HEA/2) rounds
96	x4	Internal organs crushed, death in (HEA/2) rounds
97	x4	Chest caved in, death in (HEA/3) rounds
98	x3	Spine smashed, paralyzed
99	–	Head Crushed No helmet: INSTANT DEATH Helmet: 3x damage
00	–	Head torn off, INSTANT DEATH

* Victim is bleeding. Lose 1 DP/round until wounds are bound.
Applying pressure, securely bandaging the wound, or recieving any
curative spell will stop the bleeding.

C.2.3   Bludgeon Weapon Critical Wounds

Bludgeon Critical Wounds	
Roll	**Outcome**
01-02	Roll again, apply results to self
03-08	Shoulder hit, 1 pt damage
09-12	Shoulder hit, target falls
13-20	Glancing hit 1-2 damage
21-30	Stun 1d6 rounds
31-40	Stun 1d6 rounds and fall
41-70	Unconscious 10-60 minutes
71-80	Unconscious 2-12 hours*
81-86	Comatose 1-6 days*
87-90	Coma 1-6 weeks*
91-00	Death
*roll additional d6	
1-4	no additional result
5	blind 1-6 days
6	amnesia 1-6 weeks

C.3   Spell Overloading

Overloading Effect Table	
Roll	**Effect**
2	caster suffers (units)d4 DP
3	caster drained of all remaining units
4	random spell (from ANY group) falls on caster
5	caster looses consciousness for 1d4 hours
6	caster suffers 1d10 DP
7	no other effects
8	lose one rank in spell group
9	lose two ranks in spell group
10	lose one INT/CSE point permanently
11	lose two INT/CSE points permanently (INT for elemental/CSE for divine)

Chances of Success using Multiple Dice

								Stat Value To Check Against														
#	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1:	50	66	83	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
2:	8	16	27	41	58	72	83	91	97	100	100	100	100	100	100	100	100	100	100	100	100	100
3:	<1	1	4	9	16	25	37	50	62	74	83	90	95	98	99	100	100	100	100	100	100	100
4:	0	<1	<1	1	2	5	9	15	23	33	44	55	66	76	84	90	94	97	98	99	99	100
5:	0	0	<1	<1	<1	<1	1	3	5	9	15	22	30	39	50	60	69	77	84	90	94	96
6:	0	0	0	<1	<1	<1	<1	<1	<1	1	3	6	9	14	20	27	36	45	54	63	72	79

C.4   Ship Combat

ADV Equation	
Equation	**Explanation**
D_{MOB}	+3 if operational
$+D_{MAN}$	Maneuver Defense Bonus
$+D_{HC}$	+6 if undamaged
$+D_{HR}$	+3 if reenforced
$+D_{ARM}$	+1 if copper sheathing
$= \text{ADV}$	total

Ship Maneuvering Defense	
Ship	**Maneuver Bonus**
Sail Board	6
Skiff (rowed)	4
Skiff (sailed)	3
Attack Boat	4
Kurujo	2
Metioujo	1
Maraujo	2

Appendix D

Earth References

D.1 Distance Conversion

Met to Feet/Mile/Kilometer

METS	FEET	MI	KM
1	2000	0.38	0.61
2	4000	0.76	1.22
3	6000	1.14	1.83
4	8000	1.52	2.44
5	10000	1.89	3.05
6	12000	2.27	3.66
7	14000	2.65	4.27
8	16000	3.03	4.88
9	18000	3.41	5.49
10	20000	3.79	6.09
11	22000	4.17	6.70
12	24000	4.55	7.31
13	26000	4.92	7.92
14	28000	5.30	8.53
15	30000	5.68	9.14
16	32000	6.06	9.75
17	34000	6.44	10.36
18	36000	6.82	10.97
19	38000	7.20	11.58
20	40000	7.58	12.19
21	42000	7.95	12.80
22	44000	8.33	13.41
23	46000	8.71	14.02
24	48000	9.09	14.63
25	50000	9.47	15.24
26	52000	9.85	15.85
27	54000	10.23	16.46
28	56000	10.61	17.07
29	58000	10.98	17.67
30	60000	11.36	18.28
31	62000	11.74	18.89
32	64000	12.12	19.50
33	66000	12.50	20.11
34	68000	12.88	20.72
35	70000	13.26	21.33
36	72000	13.64	21.94
37	74000	14.02	22.55
38	76000	14.39	23.16
39	78000	14.77	23.77
40	80000	15.15	24.38
41	82000	15.53	24.99
42	84000	15.91	25.60
43	86000	16.29	26.21
44	88000	16.67	26.82
45	90000	17.05	27.43
46	92000	17.42	28.04
47	94000	17.80	28.65
48	96000	18.18	29.25
49	98000	18.56	29.86
50	100000	18.94	30.47
51	102000	19.32	31.08
52	104000	19.70	31.69
53	106000	20.08	32.30
54	108000	20.45	32.91
55	110000	20.83	33.52
56	112000	21.21	34.13
57	114000	21.59	34.74
58	116000	21.97	35.35
59	118000	22.35	35.96
60	120000	22.73	36.57
61	122000	23.11	37.18
62	124000	23.48	37.79
63	126000	23.86	38.40
64	128000	24.24	39.01
65	130000	24.62	39.62
66	132000	25.00	40.23
67	134000	25.38	40.83
68	136000	25.76	41.44
69	138000	26.14	42.05
70	140000	26.52	42.66
71	142000	26.89	43.27
72	144000	27.27	43.88
73	146000	27.65	44.49
74	148000	28.03	45.10
75	150000	28.41	45.71
76	152000	28.79	46.32
77	154000	29.17	46.93
78	156000	29.55	47.54
79	158000	29.92	48.15
80	160000	30.30	48.76
81	162000	30.68	49.37
82	164000	31.06	49.98
83	166000	31.44	50.59
84	168000	31.82	51.20
85	170000	32.20	51.80
86	172000	32.58	52.41
87	174000	32.95	53.02
88	176000	33.33	53.63
89	178000	33.71	54.24
90	180000	34.09	54.85
91	182000	34.47	55.46
92	184000	34.85	56.07
93	186000	35.23	56.68
94	188000	35.61	57.29
95	190000	35.98	57.90
96	192000	36.36	58.51
97	194000	36.74	59.12
98	196000	37.12	59.73
99	198000	37.50	60.34
100	200000	37.88	60.95
101	202000	38.26	61.56
102	204000	38.64	62.17
103	206000	39.02	62.78
104	208000	39.39	63.38
105	210000	39.77	63.99
106	212000	40.15	64.60
107	214000	40.53	65.21
108	216000	40.91	65.82
109	218000	41.29	66.43
110	220000	41.67	67.04
111	222000	42.05	67.65
112	224000	42.42	68.26
113	226000	42.80	68.87
114	228000	43.18	69.48
115	230000	43.56	70.09
116	232000	43.94	70.70
117	234000	44.32	71.31
118	236000	44.70	71.92
119	238000	45.08	72.53
120	240000	45.45	73.14
121	242000	45.83	73.75
122	244000	46.21	74.36
123	246000	46.59	74.96
124	248000	46.97	75.57
125	250000	47.35	76.18
126	252000	47.73	76.79
127	254000	48.11	77.40
128	256000	48.48	78.01
129	258000	48.86	78.62
130	260000	49.24	79.23
131	262000	49.62	79.84
132	264000	50.00	80.45
133	266000	50.38	81.06
134	268000	50.76	81.67
135	270000	51.14	82.28
136	272000	51.52	82.89
137	274000	51.89	83.50
138	276000	52.27	84.11
139	278000	52.65	84.72
140	280000	53.03	85.33
141	282000	53.41	85.94
142	284000	53.79	86.54
143	286000	54.17	87.15
144	288000	54.55	87.76
145	290000	54.92	88.37
146	292000	55.30	88.98
147	294000	55.68	89.59
148	296000	56.06	90.20
149	298000	56.44	90.81
150	300000	56.82	91.42
151	302000	57.20	92.03
152	304000	57.58	92.64
153	306000	57.95	93.25
154	308000	58.33	93.86
155	310000	58.71	94.47
156	312000	59.09	95.08
157	314000	59.47	95.69
158	316000	59.85	96.30
159	318000	60.23	96.91
160	320000	60.61	97.52
161	322000	60.98	98.12
162	324000	61.36	98.73
163	326000	61.74	99.34
164	328000	62.12	99.95
165	330000	62.50	100.56
166	332000	62.88	101.17
167	334000	63.26	101.78
168	336000	63.64	102.39
169	338000	64.02	103.00
170	340000	64.39	103.61
171	342000	64.77	104.22
172	344000	65.15	104.83
173	346000	65.53	105.44
174	348000	65.91	106.05
175	350000	66.29	106.66
176	352000	66.67	107.27
177	354000	67.05	107.88
178	356000	67.42	108.49
179	358000	67.80	109.10
180	360000	68.18	109.70
181	362000	68.56	110.31
182	364000	68.94	110.92
183	366000	69.32	111.53
184	368000	69.70	112.14
185	370000	70.08	112.75
186	372000	70.45	113.36
187	374000	70.83	113.97
188	376000	71.21	114.58
189	378000	71.59	115.19
190	380000	71.97	115.80
191	382000	72.35	116.41
192	384000	72.73	117.02
193	386000	73.11	117.63
194	388000	73.48	118.24
195	390000	73.86	118.85
196	392000	74.24	119.46
197	394000	74.62	120.07
198	396000	75.00	120.68
199	398000	75.38	121.28
200	400000	75.76	121.89
201	402000	76.14	122.50
202	404000	76.52	123.11
203	406000	76.89	123.72
204	408000	77.27	124.33
205	410000	77.65	124.94
206	412000	78.03	125.55
207	414000	78.41	126.16
208	416000	78.79	126.77
209	418000	79.17	127.38
210	420000	79.55	127.99
211	422000	79.92	128.60
212	424000	80.30	129.21
213	426000	80.68	129.82
214	428000	81.06	130.43
215	430000	81.44	131.04
216	432000	81.82	131.65
217	434000	82.20	132.25
218	436000	82.58	132.86
219	438000	82.95	133.47
220	440000	83.33	134.08
221	442000	83.71	134.69
222	444000	84.09	135.30
223	446000	84.47	135.91
224	448000	84.85	136.52
225	450000	85.23	137.13
226	452000	85.61	137.74
227	454000	85.98	138.35
228	456000	86.36	138.96
229	458000	86.74	139.57
230	460000	87.12	140.18
231	462000	87.50	140.79
232	464000	87.88	141.40
233	466000	88.26	142.01
234	468000	88.64	142.62
235	470000	89.02	143.23
236	472000	89.39	143.83
237	474000	89.77	144.44
238	476000	90.15	145.05
239	478000	90.53	145.66
240	480000	90.91	146.27
241	482000	91.29	146.88
242	484000	91.67	147.49
243	486000	92.05	148.10
244	488000	92.42	148.71
245	490000	92.80	149.32
246	492000	93.18	149.93
247	494000	93.56	150.54
248	496000	93.94	151.15
249	498000	94.32	151.76
250	500000	94.70	152.37
251	502000	95.08	152.98
252	504000	95.45	153.59
253	506000	95.83	154.20
254	508000	96.21	154.81
255	510000	96.59	155.41
256	512000	96.97	156.02
257	514000	97.35	156.63
258	516000	97.73	157.24
259	518000	98.11	157.85
260	520000	98.48	158.46
261	522000	98.86	159.07
262	524000	99.24	159.68
263	526000	99.62	160.29
264	528000	100.00	160.90
265	530000	100.38	161.51
266	532000	100.76	162.12
267	534000	101.14	162.73
268	536000	101.52	163.34
269	538000	101.89	163.95
270	540000	102.27	164.56
271	542000	102.65	165.17
272	544000	103.03	165.78
273	546000	103.41	166.39
274	548000	103.79	166.99
275	550000	104.17	167.60
276	552000	104.55	168.21
277	554000	104.92	168.82
278	556000	105.30	169.43
279	558000	105.68	170.04
280	560000	106.06	170.65
281	562000	106.44	171.26
282	564000	106.82	171.87
283	566000	107.20	172.48
284	568000	107.58	173.09
285	570000	107.95	173.70
286	572000	108.33	174.31
287	574000	108.71	174.92
288	576000	109.09	175.53
289	578000	109.47	176.14
290	580000	109.85	176.75
291	582000	110.23	177.36
292	584000	110.61	177.97
293	586000	110.98	178.57
294	588000	111.36	179.18
295	590000	111.74	179.79
296	592000	112.12	180.40
297	594000	112.50	181.01
298	596000	112.88	181.62
299	598000	113.26	182.23
300	600000	113.64	182.84

Met to Feet/Mile/Kilometer				Met to Feet/Mile/Kilometer				Met to Feet/Mile/Kilometer			
METS	**FEET**	**MI**	**KM**	**METS**	**FEET**	**MI**	**KM**	**METS**	**FEET**	**MI**	**KM**
301	602000	114.02	183.45	376	752000	142.42	229.16	451	902000	170.83	274.87
302	604000	114.39	184.06	377	754000	142.80	229.77	452	904000	171.21	275.48
303	606000	114.77	184.67	378	756000	143.18	230.38	453	906000	171.59	276.09
304	608000	115.15	185.28	379	758000	143.56	230.99	454	908000	171.97	276.70
305	610000	115.53	185.89	380	760000	143.94	231.60	455	910000	172.35	277.31
306	612000	115.91	186.50	381	762000	144.32	232.21	456	912000	172.73	277.92
307	614000	116.29	187.11	382	764000	144.70	232.82	457	914000	173.11	278.53
308	616000	116.67	187.72	383	766000	145.08	233.43	458	916000	173.48	279.14
309	618000	117.05	188.33	384	768000	145.45	234.04	459	918000	173.86	279.75
310	620000	117.42	188.94	385	770000	145.83	234.65	460	920000	174.24	280.36
311	622000	117.80	189.55	386	772000	146.21	235.26	461	922000	174.62	280.97
312	624000	118.18	190.15	387	774000	146.59	235.86	462	924000	175.00	281.58
313	626000	118.56	190.76	388	776000	146.97	236.47	463	926000	175.38	282.18
314	628000	118.94	191.37	389	778000	147.35	237.08	464	928000	175.76	282.79
315	630000	119.32	191.98	390	780000	147.73	237.69	465	930000	176.14	283.40
316	632000	119.70	192.59	391	782000	148.11	238.30	466	932000	176.52	284.01
317	634000	120.08	193.20	392	784000	148.48	238.91	467	934000	176.89	284.62
318	636000	120.45	193.81	393	786000	148.86	239.52	468	936000	177.27	285.23
319	638000	120.83	194.42	394	788000	149.24	240.13	469	938000	177.65	285.84
320	640000	121.21	195.03	395	790000	149.62	240.74	470	940000	178.03	286.45
321	642000	121.59	195.64	396	792000	150.00	241.35	471	942000	178.41	287.06
322	644000	121.97	196.25	397	794000	150.38	241.96	472	944000	178.79	287.67
323	646000	122.35	196.86	398	796000	150.76	242.57	473	946000	179.17	288.28
324	648000	122.73	197.47	399	798000	151.14	243.18	474	948000	179.55	288.89
325	650000	123.11	198.08	400	800000	151.52	243.79	475	950000	179.92	289.50
326	652000	123.48	198.69	401	802000	151.89	244.40	476	952000	180.30	290.11
327	654000	123.86	199.30	402	804000	152.27	245.01	477	954000	180.68	290.72
328	656000	124.24	199.91	403	806000	152.65	245.62	478	956000	181.06	291.33
329	658000	124.62	200.52	404	808000	153.03	246.23	479	958000	181.44	291.94
330	660000	125.00	201.13	405	810000	153.41	246.84	480	960000	181.82	292.55
331	662000	125.38	201.73	406	812000	153.79	247.44	481	962000	182.20	293.15
332	664000	125.76	202.34	407	814000	154.17	248.05	482	964000	182.58	293.76
333	666000	126.14	202.95	408	816000	154.55	248.66	483	966000	182.95	294.37
334	668000	126.52	203.56	409	818000	154.92	249.27	484	968000	183.33	294.98
335	670000	126.89	204.17	410	820000	155.30	249.88	485	970000	183.71	295.59
336	672000	127.27	204.78	411	822000	155.68	250.49	486	972000	184.09	296.20
337	674000	127.65	205.39	412	824000	156.06	251.10	487	974000	184.47	296.81
338	676000	128.03	206.00	413	826000	156.44	251.71	488	976000	184.85	297.42
339	678000	128.41	206.61	414	828000	156.82	252.32	489	978000	185.23	298.03
340	680000	128.79	207.22	415	830000	157.20	252.93	490	980000	185.61	298.64
341	682000	129.17	207.83	416	832000	157.58	253.54	491	982000	185.98	299.25
342	684000	129.55	208.44	417	834000	157.95	254.15	492	984000	186.36	299.86
343	686000	129.92	209.05	418	836000	158.33	254.76	493	986000	186.74	300.47
344	688000	130.30	209.66	419	838000	158.71	255.37	494	988000	187.12	301.08
345	690000	130.68	210.27	420	840000	159.09	255.98	495	990000	187.50	301.69
346	692000	131.06	210.88	421	842000	159.47	256.59	496	992000	187.88	302.30
347	694000	131.44	211.49	422	844000	159.85	257.20	497	994000	188.26	302.91
348	696000	131.82	212.10	423	846000	160.23	257.81	498	996000	188.64	303.52
349	698000	132.20	212.70	424	848000	160.61	258.42	499	998000	189.02	304.13
350	700000	132.58	213.31	425	850000	160.98	259.02	500	1000000	189.39	304.73
351	702000	132.95	213.92	426	852000	161.36	259.63				
352	704000	133.33	214.53	427	854000	161.74	260.24				
353	706000	133.71	215.14	428	856000	162.12	260.85				
354	708000	134.09	215.75	429	858000	162.50	261.46				
355	710000	134.47	216.36	430	860000	162.88	262.07				
356	712000	134.85	216.97	431	862000	163.26	262.68				
357	714000	135.23	217.58	432	864000	163.64	263.29				
358	716000	135.61	218.19	433	866000	164.02	263.90				
359	718000	135.98	218.80	434	868000	164.39	264.51				
360	720000	136.36	219.41	435	870000	164.77	265.12				
361	722000	136.74	220.02	436	872000	165.15	265.73				
362	724000	137.12	220.63	437	874000	165.53	266.34				
363	726000	137.50	221.24	438	876000	165.91	266.95				
364	728000	137.88	221.85	439	878000	166.29	267.56				
365	730000	138.26	222.46	440	880000	166.67	268.17				
366	732000	138.64	223.07	441	882000	167.05	268.78				
367	734000	139.02	223.68	442	884000	167.42	269.39				
368	736000	139.39	224.28	443	886000	167.80	270.00				
369	738000	139.77	224.89	444	888000	168.18	270.60				
370	740000	140.15	225.50	445	890000	168.56	271.21				
371	742000	140.53	226.11	446	892000	168.94	271.82				
372	744000	140.91	226.72	447	894000	169.32	272.43				
373	746000	141.29	227.33	448	896000	169.70	273.04				
374	748000	141.67	227.94	449	898000	170.08	273.65				
375	750000	142.05	228.55	450	900000	170.45	274.26				