Adventure Quest
Jaern

a Role Playing System

created by
Daniel Lawrence

April 5th, 2010

Welcome to JAERN!

Adventure awaits within this tome

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http://www.aquest.com/

on the Internet to recieve up to date information on
all Adventure Quest games.

LSP #0001 –

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.

INTRODUCTION

Adventure Quest^{tm} (**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 the 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.

Chapter 11 discusses nomadic mystiscism. Chapters 12 through 27 present the magic available in AQ/Jaern. 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.

Pronoun Gender

Masculine pronouns are used throughout this manual. This decision was made solely for readability. Alternating genders from section to section was very jarring to our eyes, and endless repetition of "he and she," "himself or herself," etc. quickly crossed our eyes!

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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 a 4x6 **adventurer card** like the empty one below; use a pencil for this, as frequent changes will be made during the adventurer's career.

```
_____
Name:             (                )    Rate
STR    Bckgrd          Mod / Defense     Date
INT      DP     Combat      /            Silver
PER     EU/DU   Missile     /            EXP
CSE     stype   Grapple     /            Prof.
HEA
AGI       Languages:     Skills:        Equipment:
PWR
COM
WIL

  Race    Enchanted Items:
   Sex
   DOB
   Age
 Build
   Hgt
   Wgt
   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. These represent:

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 totalling 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, totalling 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 Race

Your adventurer may be one of five different **race**s of intelligent creatures. Members of different races have differing physical appearances and abilities; see Chapter 5: **Jaernian Races** on page 100. Roll 1d20 and check on the following table to determine your adventurer's race.

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

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.

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) he automatically gets all that race's skills. Read the chapter 7 **Jaernian Humanoids** to learn about these skills and racial disadvantages.

Elf
1. Exceptional PER
2. Distance Judgment
3. Missile Skill*
4. Soulless

Orc
1. Exceptional WIL
2. Enhanced Smell
3. Physical Viciousness*
4. Mental Stubbornness

Dwarf
1. Exceptional HEA
2. Material Sense
3. Armor Construction*
4. Great Durability

Lizard
1. Exceptional AGI
2. Quickness
3. Water Breathing
4. Homing

*partial breeds check chapter 7 to learn how to set these skills.

Elves are extremely long lived compared to the other races. The do not, however, posses a soul, and thus do not have an existance 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 dieties 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, totalling 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.

1.5 Sex

Choose a sex for your adventurer, or roll 1d6 and check against the following table:

```
1 - 3  Male
4 - 6  Female
```

1.6 Age

Determine how old your adventurer is at the start of his or her career by rolling one die of the appropriate type (from the following table) for each grandparent, and add 10 to the result.

Race	Age Die
Orc	4
Human	6
Lizards	8
Dwarf	10
Elf	20

If your adventurer is pure human, obviously all four of his grandparents are human. Roll 4d6, total them and add 10 to find out his age. If, for example, he is half-elf, quarter-human and quarter-dwarf, roll 2d20 + 1d6 + 1d10 + 10. Aging is covered in detail in Chapter 7: **Jaernian Humanoids** on page 100.

1.7 Body build

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

	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

1.8 Height and Weight

Height and weight are determined by rolling 4d6 and totalling them. Add the number shown below for the race of each grandparent.

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

Now look up the resulting number on the following table, referencing the number to the appropriate body build column:

Height and Weight Table

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

1.9 Eye color

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

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	--	--	--

1.10 Hair color

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

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	--	--	--

1.11 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 roleplaying. 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 his 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:

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 his 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 percieved by the GM as your motive, which may disagree with what you have written.

To learn more about creating your adventurer's personality, read Chapter 32.1: **Creating Actors** to see how the GM creates personalities for actors. These methods are applicable to your adventurer's personality as well.
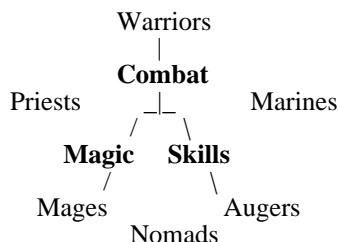
1.12 Patron Gods

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. Worshipping 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.

	GOD	Sphere of Influence	Sex
1.	Ra	Bearer of Light	M
2.	Isis	Mistress of Life	F
3.	T'or	The Thunder of Righteousness	M
4.	At'ena	Mistress of Wisdom	F
5.	Osiris	Protector of Nature	F
6.	Tarus	Master Archivist	M
7.	Neptune	Dweller of the Waters	M
8.	Orus	The Flame of Zeal	M
9.	Anubis	Lord of the Dead	M
10.	Rudri	Dweller of the Dark	F
	Scrogg	Concubine and follower of Orus	M

1.13 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-spoked wheel, each spoke labeled with a major discipline. In AQ/Jaern these are Combat, Magic, and Skills.

```
              Warriors
                 |
              Combat
Priests         _|_         Marines
               /   \
           Magic   Skills
             /        \
        Mages         Augers
              Nomads
```

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	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, he probably would fare best as a Warrior. If he has a high PER, you probably should consider making him 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 roleplaying (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 his skill at arms. He is proficient at fighting and confident in his ability to succeed with force. While he 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 his faith and worship throughout the world. A priest is willing to fight for his deity's cause, but can also use god-given magical powers to further his 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 his problems, a **Auger**'s basic tenet is to live up to his potential, learning to utilize his 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 himself and his shipmates. He adventures for fame, and is always ready for a good fight and a large tankard of ale.

Members of a tight-knit group of families, **Nomad**s 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.

After choosing one of these, place it on the adventurer card after "Bckgrd." If you're still uncertain, scan the list of Model Adventurers beginning on page 14 for ideas and suggestions.

If it appears your adventurer suffers from hopelessly inadequate stats, he would probably not become an adventurer in a fantasy world. Ask the GM; he may allow you to discard this would-be adventurer and start over.

1.14 Languages

You need to know which languages (if any) your adventurer speaks to know how he 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.

Intelligence	Initial Languages	Maximum Languages
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 an INT of less than 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 an INT greater than 6 learns is his racial language. This is **Paroli** for all human adventurers. Half-breed adventurers may pick one of their racial languages as their native tongue or the tongue of whomever raised him, whichever is most appropriate. The first language is always known at a skill rank of 9 or the adventurer's INT, whichever is lower.

With an INT above 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 of 6.

The available languages are:

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

1.15 Rating

Your GM must be able to balance your adventuring party against some opponents it might meet. Your adventurer's **Rating** is how many adventures he has 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.

1.16 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 the normal form, Month/Day/Year, such as 6/15/9983 SF (Since Founding). Record the current date minus your age on your card as your date of birth (**DOB**).

1.17 Nomadic Prefix Names

If your adventurer is a nomad, then he must know his own prefix name, or **epokonom**. Roll 1d20 and look at this table:

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

Put this prefix before your adventurer's name.

1.18 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.

1.19 Profession

Your adventurer may have a regular job to bring in a steady income. After your adventurer's skills are selected (see page 69), you may choose one as his profession.

1.20 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 he is an elf, add one on his MDV for **Exceptional PER**. If he is an orc, add one to his GDV for **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 **Buying** on page 36).

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 **Buying** to learn how 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 crossbows
    Grapple Modifier (GM)  Ability to grapple
              Spell type  Declared type of spells
                          (EARTH, FIRE, AIR, WATER, and DIVINE)
             Spell Groups  Ability to use various spell groups
                 Incants  Specific nomadic items and tailsmen
                  Skills  Purchased skills and their ranks
  Combat Defense Value (CDV)  Resistance to being struck
 Missile Defense Value (MDV)  Resistance to being hit by missiles
 Grapple Defense Value (GDV)  Resistance to being grappled
```

1.20.1 Models

Animal Spirit   Auger

Reveling in the strength of humanity's animalistic roots, this Auger adopts the ways, customs and abilities of a particular animal. Often withdrawn and uncomfortable in the presence of people, he can become a great asset in the wild.

Requirements: none

Mod/DV

Combat	1/ 3 + AGI/5 + STR/5	Silver:	0
Missile	0/ 3 + AGI/5 + PER/5	DP: 7	
Grapple	1/ 3 + AGI/5 + WIL/5		

Skills
 1 Balance
 1 Climbing
 2 Marathon Running
 5 Orienteering
 5 Sprinting

 2 Stalking
 6 Swimming
 3 Tracking

Equipment
 1 loincloth

Archeologist   Auger

Chasing down the faintest rumor of an ancient treasure, going to any length to attain a rare prize, Archeologist stares adventure in the face in order to gain favor and wealth. His knowledge of ancient artifacts gives him an eye for things old and potentially valuable.

Requirements: STR 9+

Mod/DV

Combat	1/ 5 + AGI/5 + STR/5	Silver:	20
Missile	0/ 4 + AGI/5 + PER/5	DP:	8
Grapple	0/ 5 + AGI/5 + WIL/5		

Skills
 5 Archeology
 3 Architecture
 2 Detect Traps
 3 Heraldry
 2 Mining
 3 Pottery
 3 Spelunking
 3 Swimming
 3 Trejon

Equipment
 1 backpack
 1 belt
 1 belt pouch
 1 boots

 1 canteen
 1 chalk (8 sticks)
 1 chisel
 1 crowbar
 1 gloves
 1 hammer
 1 hat
 1 hatchet
 1 leather vest
 1 loincloth
 1 pants
 1 shirt (cotton)
 1 shovel
 3 torch
 1 twine (300')

Artist   Auger

   Looking for beauty in everything, the artist travels the face of Jaern to experience forms that express his inner drives. Creating as well as observing, his skills are in high demand among the more prosperous Jaernians.

Requirements: STR 4+

    Mod/DV
Combat 0/ 4 + AGI/5 + STR/5   Silver: 20
Missile 0/ 4 + AGI/5 + PER/5   DP: 7
Grapple 0/ 4 + AGI/5 + WIL/5

Skills   1 flute
 6 Artistry   1 ink (bottle)
 3 Instrumental Music   1 knapsack
 3 Poetry   1 knife
 5 Sculpting   1 leather vest
 2 Singing   2 loincloth
          1 nosering (silver)
Equipment   1 pants
 1 belt (silk rope)   1 parchment (5 sheets)
 2 belt pouch   1 quill (writing)
 1 beret   1 robe
 1 cape   1 sandals
 1 comb   1 scroll case (leather)
 1 dress robe   1 shirt (silk)

Harvester   Auger

  With fields spread across a number of small islands, this harvester fertalizes, plants, tends and harvests these fields over the growing season. Always wary of the intruding stranger whom would steal his crops, he is sometimes called on to defend his land. Often these men develop freindships with dolphins whom help him keep an eye on these islands.

Requirements: STR 10+

    Mod/DV
Combat 1/ 5 + AGI/5 + STR/5   Silver: 155
Missile 0/ 4 + AGI/5 + PER/5   DP: 7
Grapple 0/ 5 + AGI/5 + WIL/5

Skills   1 belt
 3 Botany   1 belt pouch
 4 Cooking   1 hoe
 5 Farming   2 knife
 1 Maroglave   1 maroglave
 2 Navigation   1 pants
 2 Rowing   1 rope 100'
 2 Sailing   1 sandals
 4 Swimming   1 shirt (net)
          1 water skin
Equipment   1 whetstone

Inventor   Auger

Good with his hands, the inventor is quick to analyze a task and construct the proper tools to conquer it. Able to improvise and construct things out of minimal materials, the inventor is always handy to have about.

Requirements: STR 8+

	Mod/DV	
Combat	0/ 5 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 5 + AGI/5 + WIL/5	

Skills   1 chain (20')
  4 Analyze Trap   1 chalk (8 sticks)
  2 Blacksmithing   1 chisel
  3 Build Trap   1 duct tape (100')
  3 Military Construction   1 hammer
  5 Swimming   1 knife
  2 Weapon Smithing   1 lantern
  2 Wheelwright   1 lantern fuel
  7 Writing   2 loincloth
                                                     1 pliers
Equipment   1 razor
  1 backpack   1 robe
  1 belt   1 rope 100'
  3 belt pouch   1 short sword
  1 boots   1 thread (900')
  1 candle   1 water skin

Outdoorsman   Auger

Preferring the outlying areas, the Outdoorsman lives out in the wilderness, away from the stresses of city life. He enjoys the simplicity of nature and tries to live in harmony with it. He is always ready to aid those who are lost or weary, guiding them through the wilderness and back to safety.

Requirements: STR 10+

	Mod/DV	
Combat	0/ 6 + AGI/5 + STR/5	Silver: 20
Missile	2/ 5 + AGI/5 + PER/5	DP: 7
Grapple	0/ 6 + AGI/5 + WIL/5	

Skills	**Equipment**
1 Bow	1 arrows (20)
2 Camouflage	1 backpack
2 Fishing	1 belt
3 Hunting	3 belt pouch
2 Identify Plant	1 boots
1 Mountain Climbing	1 bow
2 Orienteering	1 canteen
2 Set Traps/Snares	4 dried meat
2 Stalking	1 fishing gear
3 Swimming	1 hatchet
3 Tracking	2 knife
2 Trapping	1 leather armor

1 loincloth	1 tinder box
1 pants	2 trail mix
1 quiver	1 trap (rabbit)
1 rope 100'	1 whetstone
2 shirt (cotton)	

Sage   Auger

Skilled at the art of learning, the sage travels from town to town, learning and teaching his knowledge to all that would listen. Believing in the freedom of knowledge, they do not condone those whom would suppress it.

Requirements: STR 6+

```
         Mod/DV
Combat    0/ 4 + AGI/5 + STR/5        Silver:  20
Missile   0/ 4 + AGI/5 + PER/5        DP:  7
Grapple   0/ 4 + AGI/5 + WIL/5
```

Skills
4 Astronomy	1 belt
4 Cyphering	1 belt pouch
2 Heraldry	1 blank scroll
2 Identify Minerals	2 ink (bottle)
3 Identify Plant	2 loincloth
1 Swimming	3 parchment (5 sheets)
6 Trejon	1 quill (writing)
5 Writing	2 robe
3 Zoology	1 sandals
	1 scroll case (leather)
	1 staff

Equipment

Conjurer   Mage

With a subtle gesture and a slight wink, the conjurer will call fantastic and phantasmal creatures into existence. The conjurer is a master at manipulating illusion and sometimes the very minds of his spectators and opponents.

Requirements: STR 6+   INT 12+

```
         Mod/DV
Combat    0/ 5 + AGI/5 + STR/5        Silver:  20
Missile   0/ 4 + AGI/5 + PER/5        DP:  7
Grapple   0/ 5 + AGI/5 + WIL/5
EU:  9
```

Elemental Spells
1 Common Magic	2 Pyrotechnics
3 Conjurations	
1 Fire Magic	**Equipment**
1 Mind Twisters	1 backpack
1 Revocation	1 belt
2 Shadow Magic	3 belt pouch
	1 boots
	1 dagger
Skills	1 robe
1 Identify Spell	1 staff

Magnetist   Mage

      A master of the properties of magnetism, the magnetist is a bold and charismatic mage. The magnetist will scoff at subtlety preferring to move with the surety of earth behind him.

Requirements: STR 6+   INT 10+

	Mod/DV		
Combat	0/ 5 + AGI/5 + STR/5	Silver:	20
Missile	0/ 4 + AGI/5 + PER/5	DP:	7
Grapple	0/ 5 + AGI/5 + WIL/5		
EU: 10			

Elemental Spells
2 Common Magic
2 Defer
2 Earth Magic
3 Magnetism
1 Movement

Skills
1 Identify Minerals
2 One hand casting

Equipment
1 backpack
1 belt
1 belt pouch
1 dagger
1 moccasins
1 necklace
2 ring (iron)
1 robe
1 staff

Necromancer   Mage

      Attracted by the allure of death's tender embrace, the necromancer practices his craft to gain more understanding of death, and more power over it. The most powerful necromancers are thought to be able to avoid the clutches of their dark mistress.

Requirements: STR 8+   INT 14+

	Mod/DV		
Combat	0/ 5 + AGI/5 + STR/5	Silver:	20
Missile	0/ 4 + AGI/5 + PER/5	DP:	7
Grapple	0/ 5 + AGI/5 + WIL/5		
EU: 10			

Elemental Spells
1 Defer
2 Earth Magic
1 Hindrances
1 Magnetism
2 Necromancy/Time
2 Revocation
1 Shadow Magic

Skills

1 Candlemaking
2 One hand casting

Equipment
1 chalk (8 sticks)
1 dagger
1 robe
1 short sword

Protector   Mage

The safety of his fellow adventurers is the highest priority of the protector. He is always helpful and ready to lend a hand where needed.

Requirements: STR 8+   INT 12+

	Mod/DV	
Combat	1/ 6 + AGI/5 + STR/5	Silver: 20
Missile	0/ 5 + AGI/5 + PER/5	DP: 8
Grapple	0/ 6 + AGI/5 + WIL/5	
EU: 9		

Elemental Spells   **Equipment**
  1 Common Magic   1 backpack
  1 Hindrances   1 belt
  2 Revocation   1 belt pouch
  1 Shadow Magic   1 boots
  2 Wardings   1 dagger
  2 Water Magic   1 leather armor
                               1 robe
Skills   1 short sword
  2 Identify Spell

Seer   Mage

Using his skills to probe distant lands and even the misty reaches of the future, the seer will spend weeks in study and research to perfect his craft.

Requirements: STR 6+   INT 12+

	Mod/DV	
Combat	0/ 4 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 4 + AGI/5 + WIL/5	
EU: 8		

Elemental Spells   1 belt
  1 Charms   1 belt pouch
  1 Common Magic   1 ink (bottle)
  3 Scrying   1 lute
  1 Shadow Magic   2 parchment (5 sheets)
  1 Tongues & Scripts   1 quill (writing)
  1 Vision   1 robe
                               1 silk scarf
Skills   1 staff
  1 Astrology   1 tent (for 2)
  1 Instrumental Music   1 tinder box
  1 Writing   3 torch

Equipment

Sorcerer   Mage

Reveling in the image that he portrays, the sorceror plays life for all its worth. Although solitary by nature, the sorceror can be counted on when fun is to be had or when there is an opportunity to show of his marvelous talents.

Requirements: STR 6+   INT 10+

	Mod/DV	
Combat	0/ 5 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 5 + AGI/5 + WIL/5	
EU: 9		

Elemental Spells   **Equipment**
  2 Changings   1 amulet (silver)
  2 Charms   1 belt (silk rope)
  3 Common Magic   1 belt pouch
  1 Defer   1 dagger
  1 Tongues & Scripts   1 hat
                                      1 robe
Skills   1 sandals
  1 Identify Spell   1 staff

Summoner   Mage

Dealing in the dark worlds of other dimensions, the summoner presents a mysterious visage to those unfamiliar with his arts. The summoner enjoys playing on peoples fear's, often more with tricks than magic.

Requirements: STR 6+   INT 10+

	Mod/DV	
Combat	0/ 5 + AGI/5 + STR/5	Silver: 30
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 5 + AGI/5 + WIL/5	
EU: 7		

Elemental Spells   **Equipment**
  1 Air Magic   1 belt
  3 Dimensions   2 belt pouch
  1 Shadow Magic   1 cloak (hooded)
  1 Tongues & Scripts   1 dagger
  1 Wardings   1 moccasins
                                      1 pendant (silver)
Skills   1 robe
  1 Identify Spell   1 staff

Warrior Mage   Mage

     Believing that a good sword arm can bolster even the best of spells, the warrior mage has trained his body as well as his mind. The experienced warrior mage is a fearsome opponent.

Requirements: STR 12+   INT 8+

	Mod/DV	
Combat	1/11 + AGI/5 + STR/5	Silver: 20
Missile	0/ 7 + AGI/5 + PER/5	DP: 12
Grapple	0/ 7 + AGI/5 + WIL/5	
EU: 6		

Elemental Spells	**Equipment**
1 Conjurations	1 chain mail
2 Fire Magic	1 helmet
2 Illumination	1 long sword
1 Movement	1 robe
	1 shield
Skills	1 water skin
1 Long Sword	1 whetstone
2 Orienteering	

Dolphineer   Marine

     The backbone of the marine fighting forces, the Dolphineer has many skills. He is comfortable fighting on board ship, in the water, and on land. Hard labor and constant drilling keep him fit and ready for action. With his dolphin mount at his side, there is little he cannot conquer.

Requirements: STR 10+

	Mod/DV	
Combat	0/ 5 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 9
Grapple	2/ 5 + AGI/5 + WIL/5	

Skills	
3 Dolphin Speech	1 dagger
2 Dolphinship	2 loincloth
2 Maroglave	1 maroglave
3 Surfing	1 sea sandals
8 Swimming	2 shirt (net)
	1 shorts

Equipment

Engineer   Marine

Knowledgeable in the construction and repair of mechanical devices, the engineer is responsible for the repair and upkeep of his ship. During combat, engineers also man the ships projectile weapons and bilge pumps.

Requirements: STR 10+

Mod/DV
Combat   1/ 5 + AGI/5 + STR/5   Silver: 40
Missile   2/ 4 + AGI/5 + PER/5   DP: 6
Grapple   0/ 5 + AGI/5 + WIL/5
DU: 1

Divine Spells   **Equipment**
  1 Underwater   1 duct tape (100')
                                        1 maroglave
Skills   1 pliers
  3 Artillery   1 robe
  3 Painting   1 sea sandals
  2 Repair   1 twine (300')
  4 Sailing
  5 Swimming

Manager   Marine

Assisting in the skip's service section, the manager oversees the work of the onboard slaves, preparing food, laundering cloths, swabbing decks and any other menial tasks. Ready to fight if needed, he also is drilled in combat.

Requirements: STR 10+

Mod/DV
Combat   0/ 5 + AGI/5 + STR/5   Silver: 20
Missile   0/ 4 + AGI/5 + PER/5   DP: 8
Grapple   3/ 5 + AGI/5 + WIL/5

Skills   1 belt pouch
  5 Innkeeping   1 boots
  2 Oar Mastery   1 ink (bottle)
  5 Slave Handling   1 maroglave
  5 Swimming   1 parchment (5 sheets)
                                        1 quill (writing)
Equipment   2 robe
  1 belt   1 scroll case (metal)

Navigator   Marine

      In charge of the day to day course of the ship, the navigator is also in charge of preparing duty rosters, selecting and leading landing squads. He usually has been an officer and is in the chain of command.

Requirements: STR 10+

Mod/DV

Combat	1/ 6 + AGI/5 + STR/5	Silver: 20
Missile	0/ 5 + AGI/5 + PER/5	DP: 7
Grapple	0/ 6 + AGI/5 + WIL/5	

Skills	**Equipment**
3 Cartography	1 belt
2 Flagging	1 leather armor
2 Maroglave	1 loincloth
4 Navigation	1 maroglave
3 Orienteering	1 robe
5 Sailing	1 sandals
6 Swimming	1 sextant

Rigger   Marine

      Able to move quickly through the ship's maze of rope, wire, wood and sail, the Rigger is crucial to the operation of the ship. They constantly adjust sails, lines, knots and beams to keep the ship on course and to take advantage of every breeze to speed her along her journey.

Requirements: STR 6+

Mod/DV

Combat	0/ 5 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 8
Grapple	3/ 5 + AGI/5 + WIL/5	

Skills	**Equipment**
3 Balance	1 dagger
3 Climbing	1 leather gloves
5 Rigging Running	1 leather harness
3 Rope Making	1 loincloth
2 Sail Falling	1 shirt (net)
4 Sailing	
4 Swimming	

Trader   Marine

      On ship, the trader is responsible for the allocation of shipboard weapons and supplies. On land, they sell and buy cargo, attempting to make a profit for their ship, and often themselves.

Requirements: STR 10+

	Mod/DV	
Combat	0/ 6 + AGI/5 + STR/5	Silver: 20
Missile	0/ 5 + AGI/5 + PER/5	DP: 8
Grapple	1/ 6 + AGI/5 + WIL/5	

Skills   2 ink (bottle)
  2 Accounting   1 leather armor
  1 Cooking   1 ledger book
  2 Immobilize   2 loincloth
  2 Maroglave   1 maroglave
  3 Money Changing   2 pants
  6 Swimming   1 quill (writing)
                        1 robe
Equipment   1 shirt (net)
  1 belt   1 shirt (silk)
  1 belt pouch

Bard   Nomad

      His mission that of a **Troubador**, this nomad always has a song on his lips. The bard lives for the joy of people hearing his music. Using songs to set the mood, he sings of comedy, of past and present heroes. He sings to ridicule his enemies and to give courage to his alias. The bard memorizes the songs of the nomads, preserving their past and preparing their future.

Requirements: STR 6+

	Mod/DV	
Combat	0/ 5 + AGI/5 + STR/5	Silver: 17
Missile	0/ 4 + AGI/5 + PER/5	DP: 8
Grapple	0/ 5 + AGI/5 + WIL/5	

Incants   1 belt
  1 Co-ordination Jig   1 belt pouch
  2 Heart of Courage   1 boots
  2 Stone Song   1 dagger
                        1 hat
Skills   1 headband
  4 Instrumental Music   1 jacket
  1 Musical Composition   1 loincloth
  6 Singing   1 lute
  4 Swimming   1 pants

Equipment

Gypsy   Nomad

The mainstay of the nomads, these men and women lead simple lives. Their mission that of the **Preserver**, they tell fortunes, sing a few songs, and do much of the honest work aboard the Rondos.

Requirements: STR 6+

	Mod/DV	
Combat	0/ 5 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 8
Grapple	0/ 5 + AGI/5 + WIL/5	

Incants   2 Pyrotechnics
  1 Descry Ships
  2 Future Scry   **Equipment**
  1 Love Potion   1 belt
  1 Luck Ritual   1 belt pouch
                           1 dagger
Skills   1 necklace
  2 Astrology   1 robe (cowled)
  1 Cooking   1 sack
  2 Drum Speak   1 sandals

Jester   Nomad

Always ready to please a crowd, the jester's talents lie in the area of making people laugh. He will often perform impromptu in the city streets and lay out a hat for donations. The best of jesters have permanent billets as jesters to important households and nobles. Jesters travel with the Rondo, and have a mission of **Preserver**.

Requirements: STR 6+

	Mod/DV	
Combat	0/ 4 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 4 + AGI/5 + WIL/5	

Incants   1 Swimming
  1 Dram of Energy   1 Ventriloquism

Skills   **Equipment**
  1 Acrobatics   1 belt
  3 Acting   1 belt pouch
  2 Instrumental Music   1 boots
  4 Jesting   1 juggling balls (5)
  3 Juggling   2 loincloth
  2 Jumping   1 lute
  1 Mimicry   1 robe
  2 Puppeteering   1 staff
  2 Singing

Mystic   Nomad

Of the **Seeker** mission, this nomad is always in contact the spirits of the dead, the mystic consults them for answers to the living. Mystics are sought out by many to seek the guidance of the spirits from **Kurago**.

Requirements: STR 6+

       Mod/DV
Combat	0/ 4 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 4 + AGI/5 + WIL/5	

Incants
  1 Future Scry
  1 Spirit Exchange
  3 Spirit Trance

Skills
  3 Astrology
  2 Hypnosis
  4 Swimming

Equipment
  1 amulet (silver)
  1 belt
  1 belt pouch
  1 candle
  1 robe (cowled)
  1 sandals
  1 staff
  1 wineskin

Shaman   Nomad

Tending to the wounded of body and the wounded of mind, the shaman mixes potions and powders to cure the ill. He make potions to manipulate the mind. He is knowledgeable in natural remedies and cures. This nomad is of the **Preserver** mission.

Requirements: STR 6+

       Mod/DV
Combat	0/ 5 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 5 + AGI/5 + WIL/5	
EU: 1		

Elemental Spells
  1 Scrying

Incants
  1 Dram of Energy
  1 Elixir of Health
  1 Poultice
  2 Tonic

Skills
  3 Cooking

  1 Herbology
  2 Hypnosis
  2 Swimming

Equipment
  1 boots
  1 dagger
  1 necklace (tooth)
  1 pipe
  1 robe (fur)
  1 staff

Witch Nomad

With a hidden agenda of his own, this Kurago spirit has hijacked the body of a living nomad to pursue his own selfish and nefarious ends. Full of magic to succeed at its hidden goal, this **Second Lifer** is certainly up to no good. *You will need your GM's approval to run an adventurer based on this model.*

Requirements: STR 6+

	Mod/DV	
Combat	0/ 5 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 5 + AGI/5 + WIL/5	

Incants
1 Addiction Potion
1 Bond Pain
1 Brain Fevers Draught
2 Fear Draught
1 Sleep Draught

Skills
1 Brewing
1 Hypnosis

Equipment
1 belt (silk rope)
3 belt pouch
1 dagger
1 hat
1 loincloth
1 robe
1 sandals

Anubis Priest

Ever conscious of the true path to paradise, these priests tread the way of truth carefully. Precise in word and deed, they expect this perfection from those they meet.

Requirements: CSE 12+ STR 12+

	Mod/DV	
Combat	0/ 8 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 7
Grapple	0/ 6 + AGI/5 + WIL/5	
DU: 10		

Divine Spells
2 Animotusi
1 Ceremonies
2 Influences
3 Kadavros
1 Tomboloko
1 Trovisavi

Skills
1 Scribing
2 Swimming
1 Verbal Casting

1 Writing

Equipment
1 backpack
1 boots
1 cape
1 chain mail
1 dagger
1 holy symbol (silver)
2 loincloth
1 mace
2 robe

Isis   Priest

        Dedicated to the sanctity of life without regard to cost,
the priest of Isis stands opposed to the ways of violence.

Requirements: CSE 12+   STR 6+

            Mod/DV
Combat   0/ 4 + AGI/5 + STR/5   Silver: 20
Missile   0/ 4 + AGI/5 + PER/5   DP: 7
Grapple   0/ 4 + AGI/5 + WIL/5
DU: 8

Divine **Spells**   2 Verbal Casting
   1 Assist
   1 Blessings   **Equipment**
   2 Ceremonies   1 backpack
   2 Heal   1 bandages
   1 Natural Order   1 holy symbol (wood)
   2 Recover   1 robe
                                   1 sandals
Skills   1 staff
   2 Diagnosis   1 water skin

Neptune   Priest

        Ever faithful to the waters from whence life sprang,
the priests of Neptune nurture and protect the seas and sealife of
Jaern.

Requirements: CSE 12+   STR 6+

            Mod/DV
Combat   0/ 5 + AGI/5 + STR/5   Silver: 20
Missile   0/ 4 + AGI/5 + PER/5   DP: 8
Grapple   0/ 5 + AGI/5 + WIL/5
DU: 10

Divine **Spells**   4 Swimming
   3 Aquatic Life
   2 Fabrications   **Equipment**
   2 Hydromorph   1 dagger
   1 Influences   1 loincloth
   1 Sea Form   1 money belt
   1 Underwater   1 robe
                                   1 slippers
Skills   1 towel

Orus   Priest

      Pursuing his objective with the single mindedness that only a fanatic is capable of, the priest of Orus believes that his emotions form the only true reality.

Requirements: CSE 10+   STR 8+

        Mod/DV
Combat   1/ 6 + AGI/5 + STR/5   Silver: 20
Missile   0/ 5 + AGI/5 + PER/5   DP: 7
Grapple   1/ 6 + AGI/5 + WIL/5
DU: 10

Divine Spells   1 chalk (8 sticks)
  2 Courage   1 headband
  2 Fear   1 leather armor
  2 Hate   1 megaphone
  2 Influences   1 sandals
  2 Love   1 short sword
                     1 wineskin
Equipment

Osiris   Priest

      Guarding the environment against the carelessness and brutality of humanoid creatures, the priest of Osiris stands vigilantly for the causes of nature. It is the sacred duty of the priest of Osiris to preserve and enrich the land.

Requirements: CSE 10+   STR 6+

        Mod/DV
Combat   0/ 4 + AGI/5 + STR/5   Silver: 20
Missile   0/ 4 + AGI/5 + PER/5   DP: 8
Grapple   0/ 4 + AGI/5 + WIL/5
DU: 8

Divine Spells   2 Pottery
  3 Animal Form   1 Wine Making
  1 Blessings
  1 Ceremonies   **Equipment**
  3 Land Life   1 acorns (6)
  1 Wilderness   1 loincloth
                    1 robe (cotton)
Skills   1 sandals
  1 Forestry   1 staff
  1 Identify Plant

Ra   Priest

Upholding the tenants that Ra the Creator set for them, a priest of Ra seeks to create rather than destroy and to hold at bay the forces of chaos.

Requirements: CSE 10+   STR 8+

Mod/DV
Combat   0/ 4 + AGI/5 + STR/5   Silver: 20
Missile   0/ 3 + AGI/5 + PER/5   DP: 8
Grapple   0/ 4 + AGI/5 + WIL/5
DU: 9

Divine **Spells**   2 Weaving
  1 Compile
  2 Decompile   **Equipment**
  2 Discorporate   1 holy symbol (silver)
  3 Encorporate   1 leather harness
  1 Fabrications   2 loincloth
                                   1 sandals
Skills   1 short sword
  4 Swimming   1 skin oil

Scrogg   Priest

A pursuer of the sensual arts, priests of Scrogg seek the height in pleasure. They accomplish this using both any means at their disposal. Bystanders would do well to beware when bending over when near such a priest.

Requirements: Player MUST be 18 or older

Mod/DV
Combat   2/ 4 + AGI/5 + STR/5   Silver: 20
Missile   0/ 4 + AGI/5 + PER/5   DP: 4
Grapple   0/ 4 + AGI/5 + WIL/5
DU: 7

Divine **Spells**   1 belt (silk rope)
  1 Ceremonies   1 bracelet (silver)
  1 Influences   1 cape
  1 Mental   1 dress robe
  3 Physical   1 duct tape (100')
  1 Spiritual   1 formal dress
                                   1 holy symbol (wood)
Skills   1 leg irons
  3 Cooking   2 loincloth
  2 Courtesan   1 manacles
  4 Slave Handling   1 pliers
                                   2 robe
Equipment

Tarus   Priest

Willing to risk all for the promise of knowledge, the priest of Tarus has devoted his life to the discover and preservation of all information.

Requirements: CSE 10+   STR 6+

         Mod/DV
Combat   0/ 4 + AGI/5 + STR/5   Silver: 20
Missile   0/ 4 + AGI/5 + PER/5   DP: 8
Grapple   0/ 4 + AGI/5 + WIL/5
DU: 9

Divine Spells   1 backpack
   3 Ceremonies   1 bookmark
   1 Detections   1 holy symbol (wood)
   1 Fosiantau   1 ink (bottle)
   2 Mensa   1 loincloth
   2 Sciovorto   1 parchment (5 sheets)
                                       2 quill (writing)
Skills   1 robe
   1 Cartography   1 sandals
   2 Scribing   1 scroll case (leather)
                                       1 staff
Equipment

T'or   Priest

Charged by T'or himself to maintain his peace on Jaern, the priest of T'or has prepared himself in mind, body and spirit to carry out his holy task. A priest of T'or is one with his creed and his weapon.

Requirements: CSE 8+   STR 12+

         Mod/DV
Combat   1/ 5 + AGI/5 + STR/5   Silver: 20
Missile   0/ 4 + AGI/5 + PER/5   DP: 13
Grapple   0/ 5 + AGI/5 + WIL/5

T'or Drills   1 backpack
   1 Body Drills   1 boots
   1 Spirit Drills   1 leather harness
   2 Weapon Drills   2 loincloth
                                       1 long sword
Skills   1 pants
   3 Cooking   2 shirt (cotton)
   1 Weapon Smithing   1 skullcap (leather)
                                       1 whetstone
Equipment

Archer   Warrior

Usually an inhabitant of the forests, this warrior has learned the patience and skill needed to master the use of the bow. He is usually a quiet man who seeks not wealth, but rather good companionship.

Requirements: STR 10+

	Mod/DV	
Combat	1/ 6 + AGI/5 + STR/5	Silver: 20
Missile	4/ 5 + AGI/5 + PER/5	DP: 8
Grapple	0/ 6 + AGI/5 + WIL/5	

Skills
- 2 Bow
- 1 Cooking
- 2 Fletching
- 3 Forestry
- 2 Moving Silently
- 3 Swimming

Equipment
- 2 arrows (20)
- 1 belt
- 1 boots
- 1 bow
- 1 dagger
- 1 gloves
- 1 hammock
- 1 leather armor
- 1 loincloth
- 1 necklace
- 1 pants
- 1 quiver
- 2 shirt (cotton)

Barbarian   Warrior

From an outward province, this warrior knows little about the ways of cities. Although unschooled in the subtleties of city life, he knows how to handle himself in the wild, and his agressiveness in both love and battle are unmatched by others.

Requirements: STR 6+

	Mod/DV	
Combat	2/ 5 + AGI/5 + STR/5	Silver: 11
Missile	0/ 4 + AGI/5 + PER/5	DP: 15
Grapple	2/ 5 + AGI/5 + WIL/5	

Skills
- 3 Club
- 1 Cooking
- 2 Poetry
- 2 Sling
- 1 Swimming

Equipment
- 1 ale (tankard)
- 1 cloak
- 1 club
- 1 knife
- 1 loincloth
- 1 necklace
- 1 sack
- 1 sling
- 13 sling stone
- 1 water skin

Brawler   Warrior

A city dweller by nature, the brawler looks forward to spending most of his time in a tavern, recounting his accomplishments to his fellows, be they true or not. While not the most valiant of warriors, the brawler is always good in a fight.

Requirements: STR 10+

	Mod/DV	
Combat	3/ 6 + AGI/5 + STR/5	Silver: 20
Missile	2/ 5 + AGI/5 + PER/5	DP: 8
Grapple	3/ 6 + AGI/5 + WIL/5	

Skills
  2 Ambidextrous
  2 Dagger Fighting
  1 Dagger Throwing
  1 Gambling
  1 Sprinting

Equipment
  1 armband (silver)

1 belt
3 belt pouch
1 boots
6 dagger
1 flask
1 leather armor
1 loincloth
1 pants
1 scimitar

Hero   Warrior

Ever ready to fight the forces opposed to him, the hero strikes a fearful image in the hearts of his foes. The hero will boldly place himself in danger to benefit those less fortunate than himself.

Requirements: STR 14+

	Mod/DV	
Combat	3/ 9 + AGI/5 + STR/5	Silver: 20
Missile	0/ 4 + AGI/5 + PER/5	DP: 12
Grapple	0/ 7 + AGI/5 + WIL/5	

Skills
  3 Bastard Sword
  2 Sprinting
  4 Swimming

Equipment
  1 backpack
  1 bastard sword

1 belt
2 belt pouch
1 boots
1 chain mail
1 cloak
1 pants
1 shirt (cotton)
1 water skin

Hunter   Warrior

Patiently tracking his target, the hunter is a sportsman rather than a killer. The thrill of the chase is often more satisfying than the kill itself.

Requirements: STR 10+

        Mod/DV
Combat   1/ 5 + AGI/5 + STR/5   Silver: 20
Missile   2/ 4 + AGI/5 + PER/5   DP: 9
Grapple   0/ 5 + AGI/5 + WIL/5

Skills   1 bow
    3 Bow   1 gloves
    3 Cooking   1 hat
    2 Forestry   1 hatchet
    3 Hunting   1 haversack
    2 Orienteering   1 knife
    1 Tracking   1 lantern
    2 Trapping   1 loincloth
                                    1 pants
Equipment   1 rope 100'
    1 arrows (20)   1 sack
    1 backpack   1 shirt (cotton)
    1 belt   3 socks
    1 belt pouch   1 trap (bear)
    1 boots   2 trap (rabbit)

Knight   Warrior

The knight has spent his life studying weapons and social etiquette. Chivalry and honor are most important to this warrior, and he will go to any length to satisfy them.

Requirements: STR 12+

        Mod/DV
Combat   3/11 + AGI/5 + STR/5   Silver: 35
Missile   0/ 7 + AGI/5 + PER/5   DP: 12
Grapple   0/ 7 + AGI/5 + WIL/5

Skills   1 cloak
    1 Heraldry   1 dagger
    2 Horsemanship   1 helmet
    2 Jousting   1 lance
    2 Long Sword   1 long sword
                                    1 shield
Equipment   1 water skin
    1 boots   1 whetstone
    1 chain mail

Swordsman   Warrior

Skill and endurance with his sword is the pride of the swordsman. Normally employed as a man at arms to a local lord or business, his loyalty and purpose is rarely to be questioned.

Requirements: STR 12+

	Mod/DV	
Combat	4/ 9 + AGI/5 + STR/5	Silver: 20
Missile	0/ 5 + AGI/5 + PER/5	DP: 11
Grapple	0/ 6 + AGI/5 + WIL/5	

Skills
- 3 Long Sword
- 3 Swimming
- 1 Weapon Smithing

Equipment
- 1 belt
- 1 belt pouch
- 1 boots
- 1 cape
- 1 chain mail
- 1 dagger
- 1 helmet
- 1 long sword
- 1 pants
- 1 shirt (silk)

Thug   Warrior

His service available to the highest bidder, the thug seeks out material wealth and a chance to pound some poor pipsqueak into small pile of what might be called pudding by those who posess an keen eye for detail and can stand the sight of blood.

Requirements: STR 12+

	Mod/DV	
Combat	3/ 9 + AGI/5 + STR/5	Silver: 20
Missile	0/ 5 + AGI/5 + PER/5	DP: 10
Grapple	1/ 6 + AGI/5 + WIL/5	

Skills
- 2 Binding
- 2 Bludgeon
- 3 Mace
- 1 Torture

Equipment
- 1 belt
- 1 belt pouch
- 1 boots
- 1 chain mail
- 1 cloak (hooded)
- 1 dagger
- 1 gloves
- 1 hair gel
- 1 helmet
- 1 loincloth
- 1 mace
- 1 manacles
- 1 pants
- 1 shirt (cotton)

1.21 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 one 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 he may balance the difficulty of an adventure against the power of the adventurers.

You may specify that a portion of 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.

1.22 Buying

If you have not chosen an **Adventurer Model**, your adventurer is given 5,000 EP with which to buy:

STATS	such as STR, INT, etc.
DAMAGE POINTS	the ability to survive injury
MELEE MODs	that determine success in combat
SPELLS	magician and priest magic
INCANTS	nomadic rituals
LANGUAGES	spoken languages
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 his 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 of zero 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 the priestess Marna attempts to raise her slave handling attribute (base cost 50 EP) from 8 to 9, she must expend 50 x 9 or 450 EP to do so.

If George the Magnificent wants to raise his disguise attribute (base cost 150 EP) from 11 to 12, it will cost him 12 x 150 or 1800 EP.

1.22.1 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 from zero to an arbitrary value, call that value N,

$$\text{Total cost} = \frac{N \times (N + 1)}{2} \times \text{Base Cost}$$

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

$$\frac{16 \times (16 + 1)}{2} \times 25 = \frac{16}{2} \times 17 \times 25$$

$$= 8 \times 17 \times 25 = 136 \times 25 = 3,400 \text{ EP}$$

Note that N or (N + 1) will always be even, making it convenient to divide it by 2.

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.

```
                                  NEW RANK
OLD   1   2   3   4   5   6   7   8   9  10  11  12  13   14   15   16   17   18
RANK -------------------------------------------------------------------------
 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
17   --  --  --  --  --  --  --  --  --  --  --  --  --   --   --   --   --   18
```

1.23 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.

Optional:

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.

1.24 Damage points

Damage points (**DP**) indicate your adventurer's ability to avoid damage during combat. As you buy this total higher, your adventurer becomes more skillful at dodging, moving and twisting to avoid being damaged while fighting. If he is injured, damage points are temporarily subtracted from his total DP; the new total indicates his relative condition.

Lost DP may be regained by resting. A full night's rest (at least eight hours; twelve for those with no soul, like elves) restores a number of DP equal to the adventurer's HEA divided by five (by two for those with the **Exceptional HEA** skill, like most dwarves), rounded down. Damage points may not be restored beyond the original maximum DP total.

The base cost for DPs is 25. Your adventurer must have DPs to survive, so here is a chart of the total cost of buying damage points up from zero.

DP	Cost	DP	Cost	DP	Cost
1	25	8	900	15	3000
2	75	9	1125	16	3400
3	150	10	1375	17	3825
4	250	11	1650	18	4275
5	375	12	1950	19	4750
6	525	13	2275	20	5250
7	700	14	2625	21	5775

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.

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

1.25 Melee Modifiers

Every adventurer has three modifiers, or **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 zero and are bought upward like any other attribute. The base cost depends on your adventurer's background:

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 **Combat**, **Missile**, and **Grapple**.

1.26 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 Chapter 2, page 50.

Spells are of two varieties: Divine and Elemental. **Divine magic** is the magic used by priests, granted them by their 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 "stype."

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 **core** spells, usable by all magicians, and **element-specific** spells that may only be used by the appropriate mages.

Priestly **spell groups** are also divided into two types: **core** spells that are common to all devout casters, and **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.

1.26.1 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 Chapter 2, but briefly Fire dominates Air, Air dominates Water, Water dominates Earth, and Earth dominates Fire. Thus an earth magician could also learn fire spells, but not air or water spells.

1.26.2 Stat Limitations

Your adventurer's **INT**, divided by 2 and rounded down, dictates how many elemental spell groups he may buy; **CSE** is the limiter for divine magic. Thus if your adventurer has an INT of 12 and a CSE of 15, he 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.

Your adventurer's **PWR** stat determines the highest rank that may be bought within any spell group, e.g., someone with a PWR of 13 may not buy above rank 13 in any spell group. Also, your adventurer may not buy a spell group's rank higher than it has listed spells.

1.26.3 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** the base cost; buying into the subservient element costs **sextuple** the base cost.

```
                   Cost Factors
                 (Read ACROSS Rows)
                   Buying into
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.

1.27 Incants

Incants are rituals performed by by nomads. These incants take the form of Alchemetic mixtures, Songs, Talismen, Imprints (tattoos), and Spiritual Invocations. The ability to perform the ritual is purchased by the nomad by rank and at stated base cots. When the ritual is performed, many require a prop or ingrediant. An incant can not be purchased at a rank higher than half the adventurer's **PER** stat, rounded down.

1.27.1 Preparing of Incants by Other Backgrounds

If an adventurer from another background wishes to delve into the arcane, he must seek out a nomadic **rondo**, renounce his allegience to any gods, and be accepted by the nomads. He must be inducted into their ranks before he can learn any spiritual magic. He underoa **The Seraei** to find and bind with a **Guardian Spirit**. Even then, he must pay **triple** the normal experience cost since he has not yet learned the stories, songs an traditions of those brought up within the rondo.

1.28 Languages

The key to increasing your adventurer's ability in a **language** is to find someone with a rank in that language at least four higher than the rank your adventurer wishes to obtain. He may buy the language skill to the desired rank at a base cost of 100 EP, besides the teacher's fee (monetary or service), if any. Remember that your adventurer's **INT** limits the number of languages he may learn (see page 11). Furthermore, the rank of a language may never exceed the INT value. Language rank definitions are as follows:

```
 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
```

1.29 Skills

Skills allow your adventurer to be more than his basic background permits. Each skill has a rank starting at one and going 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.

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

All skills are specific to a particular background. These skills are most applicable to adventures raised with that background. The base cost applies only to these adventurers; others must pay **triple** the cost to learn them. This simulates the difficulty of learning a new discipline.

Furthermore, some skills are restricted. This means that the knowledge to learn them is not readily available, and requires a special arrangement with an actor or your GM. Your adventurer's initial skills must be unrestricted.

1.29.1 Learning Skills

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 **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.

On the next page is a listing of available skills. Those listed as "res" 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, as described on page 48. Skills labeled with "non" cannot be defaulted. Full descriptions of each skill are in the chapter beginning on page 69.

Auger Skills	Base cost	Assoc Stat	Extra Dice
Accounting	130	INT	4
Ambush	150	INT	2
Analyze Trap	150	INT	non
Animal Calling	80	HEA	2
Animal Husbandry	120	CSE	3
Archeology	100	INT	non
Architecture	65	INT	3
Armor Smithing	65	INT	2
Arson	50	INT	2
Artistry	80	CSE	4
Astronomy	115	INT	non
Barber	15	AGI	2
Barristry	115	INT	res
Bartending	30	CSE	2
Binding	50	CSE	3
Blacksmithing	65	STR	3
Bludgeon	165	AGI	non
Botany	30	INT	non
Brewing	80	INT	res
Bricklaying	50	INT	2
Build Trap	250	INT	non
Butchering	30	CSE	2
Camouflage	50	CSE	2
Candlemaking	15	INT	2
Carpentry	50	INT	2
Cobbling	50	INT	2
Cooking	15	INT	2
Coopering	65	INT	2
Courtesan	115	COM	2
Cyphering	115	INT	non
Detect Traps	150	PER	4
Diagnosis	80	INT	res
Disarm Trap	250	INT	non
Disguise	50	INT	3
Dyeing	50	INT	2
Escape	400	INT	4
Farming	30	CSE	2
Fencing/Merchant	80	CSE	4
Fishing	50	CSE	2
Fletching	50	INT	2
Forestry	30	INT	2
Forgery	250	INT	4
Gambling	50	CSE	2
Gardening	15	INT	2
Glassblowing	50	INT	non
Heraldry	50	INT	non
Herding	30	CSE	1
Hiding	50	AGI	3
Horse Training	150	WIL	non
Horsemanship	100	CSE	2
Hunting	70	PER	2
Identify Minerals	15	INT	2
Identify Plant	20	INT	2
Innkeeping	50	CSE	2
Jeweler	50	INT	non
Knitting	30	AGI	non
Landscaping	30	INT	2
Laundering	15	CSE	1
Leather Working	80	INT	2
Lip Reading	50	PER	res
Listen	50	PER	2
Locksmithing	80	INT	non
Marathon Running	65	HEA	2
Masonry	50	STR	2
Metal Smithing	150	INT	3
Military Construction	80	CSE	non
Mining	30	STR	2
Money Changing	65	INT	3
Mountain Climbing	80	AGI	3
Moving Silently	100	AGI	4
Opening Locks	65	INT	non
Orienteering	30	CSE	2
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
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
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
Tent Making	80	INT	2
Torture	65	CSE	4
Toy Making	65	INT	2
Tracking	150	PER	2
Trapping	50	CSE	2
Veterinary	150	CSE	res
Water Skiing	50	AGI	2
Weapon Smithing	50	INT	2
Weaving	30	INT	3

Skill	Cost	Attr	Lvl	Skill	Cost	Attr	Lvl
Wheelwright	50	CSE	2	Zoology	50	INT	3
Writing	15	INT	res				

Marine skills				Navigation	150	INT	4
Acrobatics	200	AGI	2	Oar Mastery	200	INT	2
Artillery	200	INT	2	Painting	50	INT	2
Balance	50	AGI	2	Pummeling	100	STR	2
Boarding	100	AGI	2	Repair	250	CSE	non
Cartography	100	INT	3	Rigging Running	100	AGI	2
Climbing	100	STR	2	Rope Making	50	INT	2
Dagger Fighting	120	CSE	non	Rowing	100	STR	2
Dagger Throwing	60	CSE	non	Sail Falling	150	AGI	2
Diving	50	STR	2	Sail Making	50	INT	non
Dodging	200	AGI	4	Sailing	50	CSE	2
Dolphin Speech	300	INT	non	Ship Building	300	INT	res
Dolphin Training	400	CSE	res	Surfing	50	AGI	2
Dolphinship	200	AGI	3	Swimming	20	STR	2
Fencing	350	AGI	non	Tackling	120	AGI	2
Flagging	100	INT	non	Tumbling	100	AGI	2
Immobilize	400	STR	non	Wrestling	180	CSE	non
Jumping	50	STR	2				

Warrior skills				Jousting	300	STR	3
Ambidextrous	150	AGI	2	Lance	360	CSE	non
Assassination	500	AGI	non	Net Handling	100	AGI	2

Nomad skills				Instrumental Smithing	200	INT	res
Acting	100	INT	2	Jesting	100	CSE	2
Animal Training	200	WIL	non	Juggling	100	AGI	2
Astrology	250	INT	res	Mimicry	250	PER	4
Composing Music	250	CSE	0	Musical Composition	250	INT	non
Dancing	100	AGI	1	Puppeteering	150	INT	2
Drum Speak	150	INT	non	Pyrotechnics	100	INT	non
Falconry	350	WIL	non	Singing	50	COM	2
Herbology	250	INT	res	Tattooing	200	PER	non
Hypnosis	300	WIL	non	Ventriloquism	200	CSE	non
Instrumental Music	100	CSE	non				

Mage skills				One hand casting	150	AGI	non
Identify Spell	200	PER	3	Target Magic	200	AGI	non
Non-verbal casting	300	CSE	non				

Priestly skills				Teaching	100	INT	non
Embalming	200	CSE	0	Verbal Casting	300	CSE	non
Scribing	200	INT	non	Wine Making	250	INT	non

1.30 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 10 to determine your adventurer's starting money.

1.31 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 coins = 10 silver coins = 1 gold coin. Any item that is iron or steel may be silvered by quadrupling the cost. Items may also be made of other materials, if feasible.

Material cost multiplier chart

```
            wood - 1/2 cost
            iron - base cost
    silver plated - 4 times
     solid silver - 10 times
      gold plated - 16 times
  platinum plated - 64 times
       solid gold - 100 times
            steel - 200 times
  solid platinum - 1,000 times
solid adamantite - 2,000 times
```

Equipment costs:

1	acorns (6)	3	dice	3	knife
12	ahnk (silver)	11	dress	2	knit cap
0.5	ale (tankard)	19	dress (formal)	4	ladder (10')
240	amulet (gold)	21	dress robe	15	lance
30	amulet (silver)	2	dried meat	8	lantern
1	animal skin	5	drums	0.5	lantern fuel
5	anklet (silver)	8	duct tape (100')	40	leather armor
12	apron (leather)	3	earrings (copper)	3	leather gloves
8	armband (silver)	4000	earrings (diamond)	15	leather harness
20	arrows (20)	2000	earrings (emerald)	6	leather vest
5	backpack	300	earrings (gold)	8	ledger book
50	bandages	1000	earrings (ruby)	9	leg irons
15	banner	500	earrings (saphire)	15	lock
45	bastard sword	30	earrings (silver)	30	lockpick
50	battle axe	1	eating utensils	0.5	loincloth
2	belt	8	fishing gear	40	long sword
12	belt (silk rope)	34	flail	30	lute
0.4	belt pouch	4	flask	19	mace
3	beret	3	flute	4	make-up
5	bird cage	125	foil	8	manacles
1	blank scroll	30	formal dress	2	mapping tools
4	blanket (4'x6')	4	fresh meat	60	maroglave
0.5	bookmark	0.8	fruit	14	megaphone
10	boots	0.5	gloves	3	moccasins
4	bottle(glass)	6	grappling hook	12	money belt
105	bow	55	great sword	3	mouse
0.5	bow string (spare)	15	hair dye	8	necklace
4	bracelet (silver)	3	hair gel	32	necklace (silver)
1	breastband	10	hammer	12	necklace (tooth)
2	brooch (silver)	5	hammock	6	net
0.3	broom	5	hamster	5	nosering (silver)
1	brush	5	hat	2	oil (1 flask)
0.4	bucket	5	hatchet	7	paint brush(oil)
10	buckler	6	haversack	15	paints(oil)
1	canary	0.4	headband	7	pants
0.3	candle	20	heeled shoes (formal)	1	parchment (5 sheets)
4	cane	40	helmet	6	pendant
5	canteen	15	hoe	60	pendant (silver)
4	canvas	80	holy symbol (gold)	8	pick
4	cape	32	holy symbol (silver)	12	pipe
2	cards (deck)	8	holy symbol (wood)	200	plate mail
10	chain (20')	10	hooded robe	120	pliers
85	chain mail	7	horn	1	pouch
2	chalk (8 sticks)	220	horse	25	quarrels (20)
15	chest (2'x3'x1')	12	hour glass	20	quarter staff
15	chicken (live)	23	hunting net	1	quill (writing)
4	chisel	10	incense	5	quiver
12	cloak	2	ink (bottle)	8	rabbit
15	cloak (hooded)	13	jacket	2	razor
0.2	clothing pins	9	javelin	5	riding cape (hooded)
2	club	31	jeweler's loupe	3	ring (iron)
0.5	comb	0.4	jug (4 pints)	7	ring (silver)
150	crossbow	14	juggling balls (5)	8	robe
4	crowbar	3	knapsack	8	robe (cotton)
4	dagger	12	knee high boots	12	robe (cowled)

60	robe (fur)	4	silver arrow	2	tinder box
13	rod bar	2	skin oil	0.2	torch
10	rope 100'	5	skullcap (leather)	2	towel
0.8	sack	4	slave collar	0.3	trail mix
60	saddle	4	sling	10	trap (bear)
100	salt (1 ounce)	0.2	sling stone	6	trap (rabbit)
0.5	sand (10 lbs)	1	slippers	4	trejoner (hat)
2	sandals	18	sneakers	30	trident
35	scimitar	0.5	soap	10	trunk
0.8	scroll case (leather)	1	socks	0.5	twine (300')
2	scroll case (metal)	18	spear	8	umbrella
12	sea sandals	11	staff	0.5	vegetable
450	sextant	25	surfboard	20	war hammer
30	shield	5	sweat pants	8	washboard
1.5	shirt (cotton)	6	sweat shirt	2	water skin
3	shirt (net)	2	tank top	1	whetstone
8	shirt (silk)	3	tarp (6x6')	8	whip (10')
6	shoes	17	tent (for 2)	8	wig
30	short sword	32	tent (for 6)	9	wine (bottle)
2	shorts	0.5	thread (900')	0.6	wine (glass)
6	shovel	5	tights	4	wineskin
2	silk scarf				

1.32 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 Stat Modifiers. Set your adventurer's defense values at zero and start at the section on Armor.

1.32.1 Mobility

If your adventurer is standing and alert, he starts each defense value with 3.

1.32.2 Agility

If your adventurer is alert and able to move, add 1 point to each defense value for each 5 points of AGI (rounded down) that your adventurer has. Add an additional one point to each defense value if your adventurer has **Exceptional AGI** (That is if he is a lizard).

1.32.3 Stat Modifiers

Each defense value is dependent on one additional stat. Take the related stat for each defense value, divide it by five and round down. Add this to the appropriate defense value.

```
combat    CDV    STR
missile   MDV    PER
grapple   GDV    WIL
```

Elves gain an additional one on their MDV for **Exceptional PER** and orcs one on their GDV for **Exceptional WIL**.

1.32.4 Armor

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

Armor	Combat	Missile	Grapple	Movement
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'

1.32.5 Defensive Devices

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

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

1.32.6 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 49 and add it to your **CDV** and your **GDV**.

_____

Optional:
Not all defensive abilities are effective from all directions. If attacked from behind or the side, your adventurer may only use some of his defensive abilities.

```
       FRONT: Mobility  Agility  STR  PER  WIL  Armor  Shields  Weapons
 SHIELD SIDE: Mobility  Agility  STR  PER  WIL  Armor  Shields
 WEAPON SIDE: Mobility  Agility  STR  PER  WIL  Armor           Weapons
        BACK: Mobility           STR       WIL  Armor
```

*Two-handed weapons are considered as both a weapon and a shield, so their modifications apply to the front and to both sides. Calculate all three defense values for each location and record it on the **Adventurer Card**.*

_____

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 his decisions are final and should not be challenged during the game. If you disagree with any of these decisions, take the GM aside **after** the game and talk it over. He 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 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:

Make sure someone witnesses all rolls.

Don't roll dice until the GM asks you.

If any dice fall off the rolling surface, reroll them all.

For percentage rolls the darker die is always the ten's digit.

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 Karfelon. 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.

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 his opponents. Indoors or underground this generally means he 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.

   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.

Optional:

*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.*

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 with . . .

2.4.2.3 Action Preparation.

The GM asks all players to prepare actions. Each player must decide what one action his 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 with . . .

2.4.2.4 Statement of Actions

One at a time, the GM asks each player what his 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 (if it is a roll "to strike" or " to hit," he instead announces the best defense value which that roll hits). 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

It is often necessary to maneuver during combat. Each adventurer has a **Movement Rate** that is the distance he may move in a round when not in direct melee. This distance may be modified by your GM according to terrain, obstacles, or circumstances.

Armor	Movement Rate
Naked	60'
Robes	50'
Leather armor	40'
Chain armor	30'
Plate mail	20'

You can not make any attacks or cast spells and move in the same 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 his **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 your 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 himself 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 a 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 his MM, plus other bonuses equal or exceeds the defender's MDV, he has 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 one, it is an automatic

miss, no hit happens, no grapple succeeds, no damage is done. If the die roll is twenty, it is successful automatically. In addition, if your adventurer needed less than a twenty on the die roll, taking your bonuses and mods into account, it is considered a **Critical Hit**. *The GM will roll the result of your hit, and announce its severity.*

2.5.5 Grappling

Whenever an adventurer is within melee range of an opponent, he may attempt to grapple rather than strike at the opponent with a weapon. The adventurer must drop anything he is 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 his 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, he has broken his attacker's grasp and may take other actions in his 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 his opponent may have further opportunities to grapple before he can escape. Even if an adventurer has got up and run from a grapple, his opponent is free to chase and tackle him.

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 four may attack the same target. A standing target backed up against a wall may only be attacked by two combatants; if in a doorway or tight corridor, only one. 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, he will ask you to roll to hit the alternate target, damaging him if you succeed. Shooting your friends in the back is a sure 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 durations for them. Some common actions and their duration in rounds are given below:

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 in Adventure Quest

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 him 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 six-sided dice. If you roll your adventurer's skill value or less, she has 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 in Adventure Quest

If your adventurer attempts to use a skill he doesn't have, or fails at an acquired skill, he may still try, but the check is against that skill's associated stat, this is called **defaulting**. The total number of six-sided dice 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 "res" or "non" 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 rockface. 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 on 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**.

2.9 Dying and Falling Unconscious

If you fight you just might get hurt! When an adventurer is damaged he must temporarily subtract that number of damage points from his damage point total. If the total goes below zero, 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 his adventurer's current **DP** total (after damage) or less on 1d6 to remain conscious. If he fails this roll, the adventurer immediately falls **unconscious**. When (and if) an unconscious adventurer recovers damage points through natural or magical healing, he may reroll to wake up. (This is automatic once 6 DP is reached).

2.10 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. **DV** column is the Defensive Value 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 2) 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 Information Table

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

(* E=Edged B=Blunt P=Pointed D=Defensive)

2.11 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.

2.12 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 his craft is measured in **Elemental Units** (**EU**).

Each time a caster buys a rank in a spell group, he 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 he has 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 deity and must perform the duties of his office and serve the cause of his 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).

Elemental Relationships

The four elements interact in different ways, and indeed are naturally present in many combinations. The following concepts may be used to add extra flavor to elemental magic use.

Opposition and Dominance
*Earth and Air oppose each other, as do Fire and Water. Earth is dominant over Fire (consider a solar eclipse), Fire is dominant over Air (a fire consumes air), Air is dominant over Water (air is physically above water), and Water is dominant over Earth (consider a flood). If the defender against a spell is dominated by or opposed by the attacking elemental force, his resistance check against the spell effect is made using an additional d6 (making the check more difficult). If these conditions do not exist, the resistance check is made normally. The elemental source of the spell is the determining factor, **not** the element of the caster himself. The following table summarizes the relationships between the elements.*

Elemental Relationships Table
(read across rows)

	Earth	Fire	Air	Water	
Earth	–	D	O	d	
Fire	d	–	D	O	D = Dominates
Air	O	d	–	D	d = Is dominated by
Water	D	O	d	–	O = Opposes

For example, Earth spells have no adjustments versus Earth magic; Earth is Opposed to Air; Earth is Dominant over Fire; Earth is dominated by Water.

2.12.1 Casting and Terminating Spells

To use 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. He also speaks 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.

2.12.2 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 eight hours rest. For example, a caster with a PWR of 13 recovers units at the rate of 13 units/8 hours rest (12 hours for an elf). Divine and elemental unit totals are kept separate, and an adventurer recovers his PWR in units for both types if he has purchased both styles of magic. Priests of Ra and Rudri recover spells in unusual ways, look at the section on your deity for details.

2.12.3 Restrictions on Spell Casting

If your adventurer's hands are damaged or restricted, he may be prevented from casting spells. One impaired hand prevents casting any spell with a casting time greater than one 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.

The properties of the metal **Terisium**, consume spell energy. If a caster is encircled by this metal, his current **EU** and **DU** totals eventually drops to zero; the adventurer

may recover the units, by resting, once the metal is removed. **Slave handlers** often make manacles, collars, and leg irons of this metal to use on spell-casting slaves.

2.12.4 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 he loses 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, he may no longer be a friend, and from then on he determines his initiative separately until the dispute is settled.

2.12.5 Spell Duration

Once a spell has been cast and is active, the caster only needs to concentrate on it when he 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 he must maintain line-of-sight (**LOS**) on the spell effect to be changed. The caster may not speak, nor perform other actions while concentrating.

2.12.6 Stressing PWR for Units

An adventurer may sacrifice one point of **PWR** for eight EUs or DUs 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 he sees fit. The experience cost to replace a point of PWR is quite high, so this is not an action to be taken lightly.

2.12.7 Overloading the Spell Group

Normally you state your adventurer is casting an acquired spell, expend the necessary unit (deducting them from his 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 and he loses all remaining units. However, there are instances where an adventurer can stretch his 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 he has sufficient units to cast that spell. The caster is extrapolating his 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. He may not cast any spell 7 or more ranks higher than his highest purchased rank in the spell group; attempting to do so only drains his unit total to zero 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 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 . . .*

2.12.8 Finessing Spells

The spells any caster learns have been developed over centuries of trial and much error. What has been learned is that when "x" 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 four 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. 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. No number may be modified to less than zero by finessing.

To determine if the finesse is successful, add one 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, he is 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 he lacks the required units to meet the total cost (pay attention to the costs and your adventurer's current unit totals!), the spell never gets started and the caster loses all remaining units.

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.

2.12.9 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 4 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 he wished to increase the range twice and the duration twice, it would be possible, as well. But if he 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.

2.12.10 Simultaneous Finessing and Overloading

This is possible, but obviously very chancy. This occurs when the adventurer wants to cast a spell above his 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. He must roll 11 or more on 2d6 (9-4+6=11) for the finessed spell to succeed; if he rolls 10 or less, check the Overload Table for the grizzly results.

2.12.11 Powerful Spells

Casting any spell with a base rank (before finesses) of 12 or more causes the caster to lose one 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.

2.13 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.

2.13.1 Caster

Target: caster

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

2.13.2 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.

2.13.3 MultiTouch

Target: multitouch

While a spell labeled MultiTouch is being cast, the caster touches each target he wants 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 he can (or wishes) 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.

2.13.4 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.

2.13.5 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 his 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 his INT attribute. The adventurer can only remember the fine details needed to target to the memorized location for a period of four weeks. Since there is no target object, no resistance checks are needed for these spells.

2.13.6 Direction/Distance

Target: 100 + 50/F'

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, 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.

2.13.7 LOS

Target: LOS 20 + 10/F'

LOS stands for **Line of Sight**. These spells are cast at an object. The object must be within the listed distance, 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.

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.

2.14 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:

2.14.1 Radius

Area: 10' radius

This affects a spherically-shaped area with a radius of 10 feet 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.

2.14.2 Volume

Area: 100 cubic '

This spell affects a particular volume, whose shape is specified by the caster. No single dimension of this volume may be more than four 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.

2.14.3 Cone

Area: 10 x 30' cone

This spell affects a conical area 30 feet long with a 10 foot 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.

2.14.4 Line

Area: 5 x 20' line

This area of effect is defined by drawing a line from the caster's fingertip 20 feet toward the spell target. All objects 2.5 feet on either side of this line (5 feet total distance) 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.

2.15 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: 130 lb

This limits the spell effect to a single object of no more than 130 pounds.

Area: 3' radius

This limits the spell to affecting that portion of an object which is within three feet 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.

2.16 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, his 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.

2.17 Incants

Unlike spells, incants involve the release of **Spiritual Energy** or **Life Force**. The power behind incantations is that of the spirits of the **Kurago**, but the incanter 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 mixture, talisman, song, imprint or invocation.

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.

2.17.1 Preparing Incants

To prepare an incant your adventurer performs a **Ritual**. Each ritual requires life force to be expended by your adventurer equal to the rank of the incant. Make sure you have gathered any needed ingredients, and have any needed props at hand for the particular incant. Tell your GM which ritual your adventurer is about to perform. Spend the time listed preparing, using the method in the incant description. With the preperation ready, your adventurer speaks or sings the ritual, manifesting the reults of the incant. Subtract the incant rank from your live force total.

2.17.2 Life Force and Death

All adventurers have a **Life Force** equal to the total of their **HEA** and **PER** stats. Nomads use this life force to open a conduit to the **Kurago** to chanel the energies of the spirits within. If a nomad's life force drops below 1, their body expires, and thenomad's spirit travels to the **Kurago**, mergin with their **Guardian Spirit**. The attempted ritual does complete, but the results may or may not be useful depending on the type of incantation.

Life force is reained by the nomad at a rate of (Ir(HEA) + **PE**) divided by 5, rounded down. The life force total never exceeds the sum of these two stats.

2.17.3 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.

2.17.4 Stressing HEAlth for Incants

An adventurer may sacrifice 1 point of **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 he is currently

performing. The cost to replace a point of HEAlth is quite high, so this is not an action to be taken lightly.

2.17.5 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 incanters will not increase the effect of such a ceremony, it will multiple the number of resistance checks needed to resist. If the target of such an incant must make a 4d6 RC vs WILL to resist, with three nomads singing, the target must make three RCs to resist the effects. Musicians acompanying the incanter assist in his concentration making it harder for external distractions to interupt the ritual.

2.18 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	Resistance Check Bonus	Spell Units	Other effects
Strength	2d6		+10 to Strike +10 to Damage
Intelligence	2d6		
Perception	2d6		
Common Sense			1 extra DI die
Health	2d6	+2 rank/incant	stay conscious
Agility	2d6		
Power	2d6	4 EU or 4 DU	
Comeliness			NOTHING
Willpower	2d6		

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

2.18.1 Strength

Stressing **STR** during a combat round means your adventurer is making a heroic effort against his opponent. He gains a +10 modifier to his "to strike" roll and, if he strikes successfully, inflicts an additional 10 damage points on his target.

2.18.2 Common Sense

When a priest feels deserted by his deity during desperate times, he may elect to set common sense aside and put his faith in being delivered from his predicament by his god. Stressing a point of **CSE** gives him one extra die when calling forth intervention from his deity. No other background gains this ability.

2.18.3 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.

2.18.4 Health

When near death, the slightest damage can cause your adventurer to black out, leaving him at his opponent's mercy. By an enormous effort of will, he can stay conscious, but this places his 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 health to add two ranks to any one incant which he is preparing. They can only do this once per day.

2.18.5 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.

2.19 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 worshipped, 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, he 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 ones or twos, 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 3 ones or twos.

A result of three sixes automatically signals the deity's immense displeasure at being disturbed, and results in the instant and irrevocable death of the adventurer, 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 he survives 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.

2.20 Between Adventures

Your adventurer does not disappear from existance 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 specify some of his actions between adventures. Here are a few of the activities in which he may be involved.

2.20.1 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 his living expenses and provides him 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, 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.

2.20.2 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 he determines 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.

2.21 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 adventure 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 he is 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).

2.22 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 his four grandparents.

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

A full human's **Minimum Life Span** is 60 (4 x 15). A half-human, half-elf's minimum life span would be 2 x 15 + 2 x 50 = 130 years. A check needs to be made on each of your character's birthdays past his minimum life span. To make the check, subtract your adventurer's minimum life span from his 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 due to natural causes.

Race	
Orc	4
Human	6
Lizard	8
Dwarf	10
Elf	20

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 his age, or to allow him to live after death (as in the undead). Your adventurer is entitled to a divine intervention call when he dies in this way.

2.23 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 WILlpower or loose one 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, his body is unable to fall into unconsciousness unless injured, and even then, none of the normal healing and recouperative effects of sleep occur. Eventually, this results in death. *Each day this illness robs its victim of 1d8 DP, causing him to grow more tired, irritable and confused. When the victim reaches zero DP, he dies.*

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, he breaks the disease, and falls into a normal sleep. Upon waking, he is 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 themself, 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 health after 24 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 volentary 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 for each week he has been infected. If this RC vs WIL fails, he has a dropout of 1 round times the product of the dice of his roll. At the end of this time, he 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 occuring by the sudden shifts occuring around him. 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 exteremly 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 himself. *When triggered, make a 5d6 check vs HEAl or suffer 1d10 DP.*

Many troubadors 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 he damages himself.

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 feed on by the spores.

These spores are most often found in humid dark regions rich in magical energies. These spores will feed for four to eight 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 four hours in such an area.

Steliforto

This disease effects all the 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 his arms. At six he is unable to make any volentary movement, and generally at eight days his heart stops beating and he dies. *Effectively, the unfortunate adventurer afflicted with this looses 2 pts of 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. *STR will recover at 1 point for every two 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

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.

3.1 Ocean creatures

3.1.1 Fish

The variety of fish swimming the seas of Jaern seems endless. Cold blooded, fined, 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.

3.1.2 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 coelentrates.

3.1.3 Dolphins

These creatures, descendant of dolphins of today, 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 today's dolphins, but 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 tailfin and a more sleek body allow these creatures to move through waters at speeds approaching 40 mets per hour. 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. There 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 speach, 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 in 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 his own race and form a friendship. If the other wins the dolphin's trust and affection, the dolphin may decide to pair outside his 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.

3.1.4 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.

3.1.5 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.

3.1.6 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.

3.2 Ocean going 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.

3.2.1 Sail Boards

Only suitable for short journeys between nearby islands, these boards are about 6 feet long and 2 foot 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. He uses his 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/hour, this restricts the normal range of this device to 30 mets.

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, travelling 20-40 mets a day, 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 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 disgourge attack boats to pick up the marines after the assault.

3.2.2 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 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 his arms and legs around the dolphin. Since his arms will rarely reach, he will hold on to a length of leather in each hand, or tied about his wrists. Dolphineers will often have a suitable leather thong attached to his maroglave for this purpose. As the dolphin swims, the rider must match his 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. 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 his feet in stirrups and attaches his harness to the dolphin's. Such a harness is uncomfortable for the dolphin and will injure it in time.

3.2.3 Skiffs

These small boats are generally about ten to twelve feet long and 3 to four 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 ten mets per hour under sail, or 4 mets per hour rowed.

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.

3.2.4 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 shellack 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.

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.

3.2.5 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.

3.2.6 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 traval as fast as 12 mets per hour.

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

3.2.7 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 traval as fast as 15 mets per hour. 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 the 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 crewmates, and their ship. Most marines will skuttle their maraujo rather than let it fall into enemy hands. More information about these marines can be found in chapter 10: *Marines for Hire*.

3.2.8 Onivero Skim Boats

Built and crewed by the Onivero, these small boats are very unique. Only about 50' long and 10' 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 boat leaps above the water, rising on its hydrofoils, and increases speed to 80 to 150 mets per hour. 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 patients for humans.

3.2.9 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, he has taken his entire household, established it on a large barge like raft, and moves from isle to isle. Tending different crops with different growing seasons, he maximizes his 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.

3.3 Building and Buying Ships

3.3.1 Design

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 10 times his *Ship Building* skill in silver pieces per day. The size of the ship will determine the time needed to draw the designs.

Ship type	days to design
Sail Board	1
Skiff	5
Attack Boat	8
Kurujo	14
Metioujo	30
Maraujo	45

3.3.2 Drydock 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.

3.3.3 Workers

Long experience has taught the shipwright the proper number of workers to accomplish his 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 7 can replace these workers, bringing down the total ship cost by volunteering their labor.

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

3.3.4 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 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 2. The cost of maintaining such a ship is one third 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 one half of the hulls original cost, and reduces its cargo space by one third.

3.3.5 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.

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.

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

3.3.6 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 sp and reduces the cargo space by 100 tons.

3.3.7 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 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 six 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 one inch round. Inside is a delicate mechanism which covers the opening with a plate of adementite 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 immediatly 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 two inch stream projecting from the weapon's mouth. This stream expands to about one foot wide at its maximum range of 60 feet. The weapon must then be immedieatly 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 six foot long and one foot wide tube of nickel or other non-conducting 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.

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


                         Days to
Weapon             Cost  mount
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
```

3.3.8 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 to safety, while an attack boat could potentially carry 50 men 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.

3.3.9 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.

3.3.9.1 Mobility

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

3.3.9.2 Maneuverability

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

```
               Maneuvering
Ship           bonus
Sail Board      6
Skiff (rowed)   4
Skiff (sailed)  3
Attack Boat     4
Kurujo          2
Metioujo        1
Maraujo         2
```

3.3.9.3 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 looses 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.

3.3.9.4 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.

3.3.9.5 Armor

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

3.3.10 Initial Supplies

When the ship is constructed, it needs to be stocked with the upplies 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 anu consumables like food or lamp oil or replacement equipment.

3.3.11 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 shipwright 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:

```
2 x ballista 2,000 =  4,000 sp
1 x flamer 8,000   =  8,000 sp
1 x 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 Ship Design
120,000 Labor
150,000 Hull Cost
 50,000 Mast Costs
 25,000 Rowing Deck
 27,000 Weapons
  6,500 Attack boats
 16,000 Initial Equipment

442,500 Total construction cost
```

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

3.3.12 Used Ships

Commisioning 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 eight to fifty 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.

3.3.13 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 one percent of the original construction cost per month to maintain the condition of a ship.

3.3.14 Cargo Profits

While operating a merchant vessel can be quite lucrative, much is dependant 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 cargoes are grains, foodstuffs, ale, lumber, livestock, slaves 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 Karfelon at this time.

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

Transporting slaves usually requires one ton of space per slave transported. Since the selling price of these human chattel varies so wildly, profitability depends more on the selling skills of the merchant.

3.4 Maintaining and Operating a Ship

3.4.1 Navigation

Any crew should include at least one sailer, 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 **navigation***. *Sailing across the ocean to a*

nearby island requires a 2d6 check, and to a far away island, a 3d6 check.

3.4.2 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 one hundred silver per day for the largest vessels.

3.4.3 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 dependant on the severity of the damage.

3.4.4 Crew Management

While a vessel's captain or cefo is the ultimate responsibilty 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.

3.4.5 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**. The GM will assign this number to any crew dependant on the skills of the individual members of the crew, their length of service together, and their past combats. The person opperating the ship has the responsability to track the ship's Artillery Mod.

3.5 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 these fleets 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 game 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 priveteer craft, today's sailor will find the seas of Jaern a very dangerous place.

3.5.1 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 challange. 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, four 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 effecting individual combat also apply here. The same phases of combat, *Informational Questions, Action Preporation, Statement of Actions, Results of Actions and Outcome Phase*, are used in ship battles. In generally, if there is any uncovered questions about ship combat, treat it like individual combat.

3.5.1.1 Moving the Ship

Ships will find it neccessary 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 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 apso modify the turn angle considering the conditions on the ship.

Ship	Maximum Feet	Turn Angle (degrees)
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

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 availible and the crew ready. A

rowed vessel can come to speed in three 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.

3.5.1.2 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 ship's own rigging). After a missile fires, it takes a fixed number of rounds to reload. Thus a catapult can be fired once every four rounds, or 16 seconds, the weapon is fires, and then the throwing arm is pulled back and a new stone is placed in the cup.

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 one twenty sided die, add the firing crew's artillery mod and compare the result to the defense value of the target ship. If the result is equal to or higher than the defense value, the shot succeeds in striking the target. The engineer manning the weapon can apply one option of his personal artillery skill if he wishes.

3.5.1.3 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 one, it is an automatic miss, no hit happens, no damage is done. If the die roll is twenty, it is successful automatically. In addition, if the ship needed less than a twenty on the die roll, taking any modifications into account, it is considered a **Critical Hit**. The GM will roll the result of your hit, and announce its severity. He will ignore any results that make no sense for the target vessel and reroll until he gets an appropriate result. If a ship gets a *sinks immediatly* result, all hands aboard are killed.

3.5.1.4 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, and 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.

3.5.1.5 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 percusive spells do **impact damage**. The amount of damage done to the ship is the same as if they were used against a human target.

3.5.1.6 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 one 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.

3.5.2 Sink and Burn

3.5.2.1 Damage Points

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.

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

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.

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 artillary 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.

3.5.2.2 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 immediatly subtracted from the ship's current DP total. This represents a hole in the hull, or structural damage, or broken masts and spars.

3.5.2.3 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.

3.5.2.4 Combat Repairs

In the heigth 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 jurry 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 his assistance, spend two rounds as they place themselves, and then make a check against his repair skill. The GM will determine the dificulty of the repair, in this case it 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.

3.5.2.5 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 one 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 one 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*.

3.5.2.6 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, inrushing 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 him to his 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 DP total is below 20 as the result of a hit or fire damage, the player of the ship rolls a d20 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 one 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 second round to attempt to withdraw, but even they will be crushed and killed if they can not escape within two rounds.

Chapter 4

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 he sees 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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	4

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

Acrobatics

Base Cost:	200	Attribute:	AGI
Skill Type:	Marine	Extra Dice:	2

This skill is useful for gymnastic flips, jumps, leaps, and swings. An adventurer can jump into, or backflip out of, melee. He 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	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	Attribute:	AGI
Skill Type:	Warrior	Extra Dice:	2

An adventurer can use either hand as his 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 him fight using his secondary hand as if it were his 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	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 his presence or intentions, he 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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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	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	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	Attribute:	WIL
Skill Type:	Nomad	Extra Dice:	non

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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

This skill lets your adventurer use archeological methods and techniques, but does not give any historical information. Studying days or months on a site, he 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	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	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 one die check (GM discretion).

Arson

Base Cost:	50	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	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 his skill using these weapons. This skill are 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.

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

Knowing just how much to overwind, change aperture sizes or otherwise stress his weapon, the experienced artilleryman can make a **Long Shot**. He chooses the number of dice for an attempted shot, and rolls them. If the total matches or is less than his artillery skill, then his range increases 25% of the original range for each die rolled. But this is not without danger. Any "roll to hit" of one indicates that he has overstressed his artillery piece, and it falls to pieces, possibly injuring those about it.

A steady hand and a good eye help the artilleryman make a difficult **Lethal Attack**. Choosing a number of dice, the player rolls those dice. Getting a total of his artillery skill or less makes the number he needs to get a **Critical Hit** on his "roll to strike" one less for each die he rolled. If he rolls three dice and succeeds, he will score a critical hit on a 17 or better on his "roll to strike".

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

Artistry

Base Cost:	80	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	Attribute:	AGI
Skill Type:	Warrior	Extra Dice:	non

This skill represents an organized and prepared attempt to kill a target. The preparations must be arranged at least one 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. 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	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 he is attempting to divine, and the GM assigns a number of d6 to roll against the skill rank for him to convince onlookers that what he says will come to pass.

Astronomy

Base Cost:	115	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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	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	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	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	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.

Binding

Base Cost:	50	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	Attribute:	STR
Skill Type:	Auger	Extra Dice:	3

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

Bludgeon

Base Cost:	165	Attribute:	AGI
Skill Type:	Auger	Extra Dice:	non

Bludgeon is the ability to knock an unsuspecting target unconscious by striking him from behind with a blunt instrument. The bludgeoner must position himself 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 Bludgeon Critical Hit Table in Appendix D.

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 one free round to act before combat continues.

Boarding

Base Cost:	100	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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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.

Brewing

Base Cost:	80	Attribute:	INT
Skill Type:	Auger	Extra Dice:	res

This skill has been carefully handed down, father to son, 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	Attribute:	INT
Skill Type:	auger	Extra Dice:	2

Mixing, layiing and mortering 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 allong the wall lines and areas specified by the architech.

Build Trap

Base Cost:	250	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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.

Butchering

Base Cost:	30	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	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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	2

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

Carpentry

Base Cost:	50	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 his craft. Attempts to create or repair wooden items can be ajudicated by checks against this skill.

Cartography

Base Cost:	100	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.)

Climbing

Base Cost:	100	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.

Cobbling

Base Cost:	50	Attribute:	INT
Skill Type:	Auger	Extra Dice:	2

Cobbling involves 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 one day, whereas a pair of thigh length, jacer hide boots with secret compartments in the heels and soles could take two weeks or more.

Combat Weapon Skills

Base Cost:	0	Attribute:	CSE
Skill Type:	Special	Extra Dice:	non

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

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

MultiAttack makes more than one attack possible when the adventurer is in combat and has his weapon ready. The player makes a check of 1d6 for each desired additional attack against his weapon skill. If he fails the weapon skill check, he gets a single attack. If successful he may attempt the number of dice plus one 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 currently engaged in melee with the adventurer.

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

A **Lethal Attack** adds 2 damage points per dice of the check to the damage done by a successful attack. The adventurer must have his weapon ready, and choose the number of dice for the attempt.

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

Composing Music

Base Cost:	250	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 he and others can perform.

Cooking

Base Cost:	15	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	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	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.

Cyphering

Base Cost:	115	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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 he gets his 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 his 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 he breaks the code, and if the GM is higher, the code remains insoluble. If the player knows the key word or phrase used to construct the code, the player rolls a number of d6 equal to one less than the code's difficulty (if the code is difficulty 6, the player rolls 5d6 and the GM 6d6) regardless of his 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	Attribute:	CSE
Skill Type:	Marine	Extra Dice:	non

This weapon skill allows greater proficiency in hand-to-hand combat with a dagger. Like other weapon skills, options for **Quickdraw**, **MultiAttack**, **Precise Attack**, **Lethal Attack**, and **Effective Attack** can be used as described for **Combat Weapon Skills**.

Dagger Throwing

Base Cost:	60	Attribute:	CSE
Skill Type:	Marine	Extra Dice:	non

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	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	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	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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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	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	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	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 his MDV, announce that he is dodging, and roll the number of dice equal to the number you wish to increase his 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	Attribute:	INT
Skill Type:	Marine	Extra Dice:	non

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	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	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 is a 2d6 check. Faster speeds, rough seas, or high speed maneuvers increase the difficulty of the check.

Drum Speak

Base Cost:	150	Attribute:	INT
Skill Type:	Nomad	Extra Dice:	non

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	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	Attribute:	CSE
Skill Type:	priest	Extra Dice:	0

Escape

Base Cost:	400	Attribute:	INT
Skill Type:	Auger	Extra Dice:	4

This skill is used to escape after being tied up. The player rolls 2d6 against his 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	Attribute:	WIL
Skill Type:	Nomad	Extra Dice:	non

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	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

Base Cost:	350	Attribute:	AGI
Skill Type:	Marine	Extra Dice:	non

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.

Fencing/Merchant

Base Cost:	80	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.

Fishing

Base Cost:	50	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	Attribute:	INT
Skill Type:	Marine	Extra Dice:	non

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.

Fletching

Base Cost:	50	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.

Forestry

Base Cost:	30	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	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	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	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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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.

Herbology

Base Cost:	250	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 his nostrums and extracts.

Herding

Base Cost:	30	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	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	Attribute:	WIL
Skill Type:	Auger	Extra Dice:	non

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	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	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 one d6 for each person to feed against his rank in this skill.

Hypnosis

Base Cost:	300	Attribute:	WIL
Skill Type:	Nomad	Extra Dice:	non

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 one week in the future. While the subject can be instructed not to remember questions or actions, he cannot be forced to do anything to which he would strongly object in his 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	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	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	Attribute:	PER
Skill Type:	Mage	Extra Dice:	3

This skill enables an adventurer or actor to identify certain parameters of any spell he sees cast. It in no way gives him 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 d6 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 d6 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 d6 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. Dice for Skill Check

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

Immobilize

Base Cost:	400	Attribute:	STR
Skill Type:	Marine	Extra Dice:	non

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	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	Attribute:	CSE
Skill Type:	Nomad	Extra Dice:	non

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	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.

Jesting

Base Cost:	100	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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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

Jousting

Base Cost:	300	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 his jousting rank; the higher total wins the match.

Juggling

Base Cost:	100	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	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	Attribute:	AGI
Skill Type:	Auger	Extra Dice:	non

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	Attribute:	CSE
Skill Type:	Warrior	Extra Dice:	non

Because of the nature of this combat weapon, skill in its use precludes using the **Added Attack** and **Quickdraw** options. **Lethal**, **Precise** and **Effective** attacks are legal.

Landscaping

Base Cost:	30	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	Attribute:	CSE
Skill Type:	auger	Extra Dice:	1

This skill allows it possesor 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	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	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	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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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

Marathon Running

Base Cost:	65	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 one hour before continuing.

Masonry

Base Cost:	50	Attribute:	STR
Skill Type:	Auger	Extra Dice:	2

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

Massage

Base Cost:	75	Attribute:	AGI
Skill Type:	CSE	Extra Dice:	2

Skilled in the ease of muscle pain and stiffness, the masseuse aides their target in releaving the tightness and pain of the days work. Physical manipulation of tightned 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	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.

Military Construction

Base Cost:	80	Attribute:	CSE
Skill Type:	Auger	Extra Dice:	non

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

Mimicry

Base Cost:	250	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	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	Attribute:	CSE
Skill Type:	Warrior	Extra Dice:	non

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

Quickdraw is used to pull a weapon and get one normal 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, his adventure pulls the weapon and gets one normal attack in that round. For bows and other missiles weapons that take a round or more to reload, this simple 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 two dice check against this skill, he jostles 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 whenever the adventure has his weapon ready to throw or fire. The player picks a number of dice, making the check against against his weapon skill. If this succeeds he may add 2 for each dice used in the check to the value of his "roll to strike" during this round.

Extended Range allows the adventure to target outside of what would normally be considered the range of his missile weapon. For each additional 25% of range which the player will attempt, he rolls 1D6. If the total is less then or equal to his missile weapon skill, he gets the increased range, and is entitled to a normal roll to hit. If he fails the check, the shot automatically misses, and may strike someone or somewhere else as determined by the GM (Similar to any missed missile attempt). Each additional 25% of range on a weapon requires one point of strength above what is needed to use the weapon.

Money Changing

Base Cost:	65	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	Attribute:	AGI
Skill Type:	Auger	Extra Dice:	3

This is the skill to use to climb up and down the cliffs, 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	Attribute:	AGI
Skill Type:	Auger	Extra Dice:	4

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

Musical Composition

Base Cost:	250	Attribute:	INT
Skill Type:	Nomad	Extra Dice:	non

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	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	Attribute:	AGI
Skill Type:	Warrior	Extra Dice:	2

Weilding a 6 foot long net with his non-weapon hand, the user swings and flings the net to defend himself nd entrap his prey. For each die he rolls against the skill, he gets to add a +2 to his attempt to grapple to net his opponent. Once netted, an apponent must roll 4d6 vs agility to fling the net aside, or 5d6 vs strength to tear the net apart. Each failed attampt adds one die to future attempts while still netted.

While netted, all attacks on the target are at a +4 to succeed, or one die less on skill checks (like pummeling).

Non-verbal casting

Base Cost:	300	Attribute:	CSE
Skill Type:	Mage	Extra Dice:	non

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 his spell without the use of his voice. A mage who has lost the use voice, or is gagged, would find this skill very useful.

Oar Mastery

Base Cost:	200	Attribute:	INT
Skill Type:	Marine	Extra Dice:	2

This skill allows your adventurer to control and command banks of galley slaves. 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	Attribute:	AGI
Skill Type:	Mage	Extra Dice:	non

Normally any spell with a casting time of over one melee requires the use of both hands. Making a check of 2d6 allows the caster to cast his 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	Attribute:	INT
Skill Type:	Auger	Extra Dice:	non

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

Orienteering

Base Cost:	30	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 his destination.

Painting

Base Cost:	50	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	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.

Pimping

Base Cost:	80	Attribute:	CSE
Skill Type:	Auger	Extra Dice:	3

A judge of good looking women and men, the pimp is considered a "lay priest" of the Erection of Scrogg, and is generally tolerated, if not accepted in any town or city if they wish not to excite the wrath of Scrogg. This skill allows the pimp to judge the potential attraction of his current and future employees, and to train them to their task. A variety of tasks will be assigned difficulties by the GM and an appropriate number of d6 can then be rolled against this skill.

Poetry

Base Cost:	65	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 he is writing about, and what force he wants his poetry to have, so the GM can determine the difficulty of the check.

Pottery

Base Cost:	15	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.

Pummeling

Base Cost:	100	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 him to the ground.

Puppeteering

Base Cost:	150	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	Attribute:	INT
Skill Type:	Nomad	Extra Dice:	non

The handling of flammable powders and devices to produce sparks, flames, sounds, and smoke is a delicate and dangerous skill. The pyrotechnist explains what he wishes 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.

Repair

Base Cost:	250	Attribute:	CSE
Skill Type:	Marine	Extra Dice:	non

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

Rigging Running

Base Cost:	100	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	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	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	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	Attribute:	AGI
Skill Type:	Marine	Extra Dice:	2

This skill allows your adventurer to safely fall 100 feet or less to the deck in one 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 damage points per 20 feet fallen and loses one round of action. For that round he lies flat on the deck. He may get up the next round, which is his action for the round.

Sail Making

Base Cost:	50	Attribute:	INT
Skill Type:	Marine	Extra Dice:	non

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	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.

Scribing

Base Cost:	200	Attribute:	INT
Skill Type:	Priest	Extra Dice:	non

This ability is 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	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	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	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	Attribute:	AGI
Skill Type:	Auger	Extra Dice:	4

This skill can be used to attempt to hide in moonlight, very poor lighting conditions, and underground. The actor or adventurer must be at least 20 feet away from those he is hiding from, and they must be unaware of his presence. A 2d6 check will normally allow him to remain hidden. Any movement will likely reveal his 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	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.

Singing

Base Cost:	50	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	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.

Slave Handling

Base Cost:	35	Attribute:	CSE
Skill Type:	Auger	Extra Dice:	3

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

Sleight of Hand

Base Cost:	30	Attribute:	AGI
Skill Type:	Auger	Extra Dice:	4

This is used to perform minor feats of "magic," usually prefaced by the phrase, "The hand is quicker than the eye . . ."

Smuggling

Base Cost:	200	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.

Spelunking

Base Cost:	150	Attribute:	AGI
Skill Type:	Auger	Extra Dice:	3

This is a climbing ability usually used in underground caverns. It is useful for climbing in any situation involving wet rock and darkness.

Sprinting

Base Cost:	50	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 he attempts. This roll is automatically modified by the same number of dice that his AGI is modified, according to his armor. Repeat the check each minute; if failed the adventurer can not attempt this skill again until after they have rested for ten minutes. Sprinting cannot be combined with **Marathon Running**.

Stalking

Base Cost:	150	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 his chosen position.

Stone Smithing

Base Cost:	100	Attribute:	INT
Skill Type:	Auger	Extra Dice:	3

Stone smithing is the ability to manipulate and build things out of cut 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	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	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 two dice easier.

Tackling

Base Cost:	120	Attribute:	AGI
Skill Type:	Marine	Extra Dice:	2

An adventurer can knock his opponent to the ground, if he gets a running start. The tackler must make a 2d6 check vs this skill; if successful he and his 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	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	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	Attribute:	AGI
Skill Type:	Mage	Extra Dice:	non

Target Magic allows the caster of elemental or divine spell to maneuver for line of sight and finish casting in one round. The spell must be a one round spell, or be in its last round of casting, and if the player succeeds at a two dice check against this skill, his adventurer jostles about and he 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, he aborts the casting of the spell, not consuming the appropriate units.

Tattooing

Base Cost:	200	Attribute:	PER
Skill Type:	Nomad	Extra Dice:	non

A tattoo artist uses metal needles and colored inks to create designs, pictures and words on the skin of his subjects. Tattoos are used often by nomads, priests of TÆor 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.

Teaching

Base Cost:	100	Attribute:	INT
Skill Type:	Priest	Extra Dice:	non

Normally one can teach a skill to someone else at any rank up to four ranks less then his own rank in that ability. This teaching skill allows its possessor to teach the next four ranks up to his own rank in the target skill.

To use this skill, the teaching actor must spend the time attempting to teach the target skill to his target. At the end of this time, he must make a check of one dice for each rank above four below his 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 his own rank, and this requires a 4d6 check against the rank of his teaching skill. The teacher can never teach above his own rank in the target skill.

Tent Making

Base Cost:	80	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	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	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	Attribute:	PER
Skill Type:	Auger	Extra Dice:	2

Following the spoor of animals and the tracks of 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	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.

Tumbling

Base Cost:	100	Attribute:	AGI
Skill Type:	Marine	Extra Dice:	2

This skill allows your adventurer to reduce the amount of damage taken in a fall. Subtract his rank in this skill from any damage taken from a fall.

Ventriloquism

Base Cost:	200	Attribute:	CSE
Skill Type:	Nomad	Extra Dice:	non

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	Attribute:	CSE
Skill Type:	Priest	Extra Dice:	non

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 his spell with just his voice. A mage who has lost the use of his hands, or is bound, would find this skill very useful.

Veterinary

Base Cost:	150	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.

Water Skiing

Base Cost:	50	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	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	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	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.

Wine Making

Base Cost:	250	Attribute:	INT
Skill Type:	Priest	Extra Dice:	non

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	Attribute:	CSE
Skill Type:	Marine	Extra Dice:	non

This skill combines several different styles of unarmed hand to hand combat which can aid an adventurer when grappling an opponent. Any **one** of these options may be used in a single combat round.

Clobbering is using your fists and feet to knock an opponent to the ground, increasing an adventurer's chance to succeed at "grapple to hold" and opponent. When the player has decided to "grapple to hold", he may at the same time roll 1d6 for each bonus of 2 that he wants to add to his grapple roll. If he succeeds the roll, he adds the sought number to his d20 roll to grapple, and uses the sum to determine the success of the "grapple to hold".

When an adventurer attempts to "grapple to throw" an opponent, he 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' of distance he wishes his adventurer to heave his opponent. The GM still adjudicates the resulting distance and damage (probably adding damage from a fall from a successful heave).

Pummel can only be used 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 he wishes his adventurer to do to his opponent by kneeing, punching, slapping and jabbing him. Then the player rolls twice that number of d6. If he matches or gets less than the rank in this skill, he does the desired number of d6 of damage to his opponent.

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 him in the head, or hitting his head against the ground. The Player rolls 4d6 vs this skill, and if successful, the opponent is dazed or unconscious for 1d6 rounds (rolled by the GM).

A skillful wrestler knows a number of holds which make it more difficult for his opponent to break free. To **Pin** his opponent, the player rolls one d6 for each dice he wants to increase his opponent's attempts to break free. If he succeeds, the opponent attempts to break the hold are that many dice more difficult until the next time the adventure has a round. The player needs to recheck this hold every round for it to stay in effect.

When an adventurer has been held by being the target of a successful "grapple to hold", and then attempts to break free, he can **Struggle** to make the attempt easier. For each die he wishes to reduce the check by, he must roll a d6. If the check succeeds, he can lower how many dice he rolls to break free by the same number of dice.

Writing

Base Cost:	15	Attribute:	INT
Skill Type:	Auger	Extra Dice:	res

This is creative writing, not writing a grocery list. The writer must state what he is writing about, and what force he wants his writing to have so the GM can determine the difficulty of the check.

Zoology

Base Cost:	50	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 5

Jaern – The Planet

Welcome to the world of **Jaern**. Jaern is a large and socially complex world of many peoples and creatures of varying ideologies and ways of life. The following chapters will help you learn about the history and present-day life on Jaern.

5.1 Cosmology

Jaern orbits the star **Onra**, but it is not native to this system. Jaern originally orbited a binary star system, one blue (**Rebyc**) and one red (**Bluto**). The **Onivero** discovered that Rebyc was about to go nova, and in a daring plan, magically stopped the movement of their planet in its orbit so that they could shield themselves within the blast shadow of Bluto.

The plan worked beautifully, with the help of some wayward time travelling humans, and Jaern was protected from the blast. Unfortunately, interference from an outside force prevented them from resuming their orbit, and they fell straight toward Bluto. Over a billion Onivero (nearly half the race) gave their lives to generate the energy needed to avoid colliding with Bluto. Instead, Jaern was sling-shot right out of its native system and hurled through interstellar space.

The Onivero went into hibernation chambers deep underground, hoping that one day they would enter a new star system. Nine million years (and seven parsecs) later, Jaern drifted into the Onra system, and collided with **Tysyl**, a moon of the planet **Torandor**. This collision destroyed Tysyl, and shifted Torandor out of its orbit to spiral down toward Onra. While it did not actually fall into the sun, Torandor passed close enough that the gravitational tidal forces shattered the planet into millions of pieces.

Torandor, the home of humanity in the Onra system, became an asteroid belt. Anticipating the destruction of Torandor, a great human leader known as the **Chaos Lord** assured the survival of thousands of people by evacuating them to Jaern via the **Kaaren of Destruction** in one of those rare occurrences where a device of ultimate destruction is used to save lives. These survivors, with the Onivero in hibernation, were the progenitors of the current population of Jaern.

5.2 The Onra System

5.2.1 Onra – The Sun

(OON-ra)

```
   Spectral Type: G1
        Diameter: 2,512,480 mets
Rotational period: 27 days
           Color: Yellow
```

Yellow in color, this star is approximately 2.5 million mets in diameter. It has been very stable for the last several million years, and it doesn't appear that this will change in the foreseeable future. A slow 23 year cycle peaks in periods of high solar storm activities, but these flares rarely affect the surface of any of the planets with atmospheres.

5.2.2 Hydor – The Lava Planet

(HIGH-door)

```
Distance from sun: 105,600 millomets
         Diameter: 24,607 mets
Rotational period: 79 hours
    Orbital period: 71 days
            Color: Yellow/Orange/Red alternating
            Moons: (none)
```

This planet changes colors in an irregular cyclical pattern, alternating from red to orange to yellow, then back. This is because the day side of the planet shines bright yellow, while the night side glows a dull red.

5.2.3 Bastrador – The Desert Planet

(BAS-tra-door)

```
Distance from sun: 184,800 millomets
         Diameter: 27,886 mets
Rotational period: 30 hours
    Orbital period: 187 days
            Color: Brown
            Moons: Kysyl
```

Brownish and tan in color, this is a planet of mountains, craters, and blowing sand. The atmosphere is thin and wispy. There are no traces of water on the surface.

Kysyl is little more than a massive rock, 3,280 mets in diameter. Composed predominantly of metal ores, Kysyl has a dark brown color. On close inspection (within a half millomet), small glints and flashes of light can be seen.

5.2.4 Torandor – The Homeworld

(tor-AN-door)

```
Distance from sun: 90 to 394 millomets
         Diameter: (not applicable)
Rotational period: (not applicable)
    Orbital period: 4 years
            Color: Gray
            Moons: Tysyl (minor asteroid cluster)
```

Torandor was destroyed, with one of its moons, shortly after Jaern entered the system. It is now an asteroid swarm; not enough time has passed for the fragments to form

a belt. The swarm's orbit is highly elliptical, with its perigee nearly as close to Onra as **Hydor**, and its apogee extending almost to **Lassidor**.

Tysyl was destroyed along with Torandor. It forms a second asteroid cluster (smaller than Torandor) and follows the same orbit by about a month.

5.2.5 Jaern – The Refuge

(JAHRN)

```
 Distance from sun: 156 to 172 millomets
          Diameter: 18,860 mets
 Rotational period: 1 day
    Orbital period: 1 year
             Color: Blue
             Moons: Obenar
                    Mournglade
```

This is the current home for all the humanoid races. It is not native to the Onra system, having strayed into this system after being thrown clear of its original system when its sun went nova.

While everything else in the Onra system orbits and spins in a clockwise fashion, Jaern is a retrograde planet, orbiting Onra and spinning counterclockwise. This would be disastrous from a meteorite standpoint, except that Jaern's orbit is tilted a full 23 degrees off the normal orbital plane. Thus Jaern is only susceptible to meteorite showers twice a year. While most of the planets have nearly circular orbits, Jaern's orbit is quite elliptic, and varies in distance from Onra by about 16 millomets.

Jaern has two moons, **Obenar** and **Mournglade**, which orbit Jaern about once a month, and about a week and a half out of phase with one another.

Mournglade is greenish blue in color, but seems to vary somewhat between more bluish tones and greenish ones. It was believed to be the home of the gods, but few scholars subscribe to that theory now.

Obenar is also known as the **Dark Moon**. It has a very low albedo (reflects very little light), which would make it very difficult to see in the night sky if it didn't block out the stars behind it.

5.2.6 Kleemudor – The Snow Ball

(klee-MOO-door)

```
 Distance from sun: 262 millomets
          Diameter: 16,400 mets
 Rotational period: 19 hours
    Orbital period: 3 years
             Color: White
             Moons: Glysyl
```

This mountainous planet is covered with ice and snow. During the summer, the temperature rises to nearly 0 C at the equator. The winters are best described as four-month-long blizzards, with temperatures dropping to –50 C or so. The poles are even worse; the temperature rarely rises above –70 C.

Glysyl is little more than a 1,640 met diameter snow ball.

5.2.7 Lassidor – The Twins

(LASS-eh-door)

```
 Distance from sun: 459 millomets
          Diameter: 11,480 mets each
 Rotational period: 7 days
    Orbital period: 7 years
             Color: Gray
             Moons: (none)
```

This isn't a planet per se, but a pair of barren moons called Lassidor-One and Lassidor-Two. These globes of rock and dust orbit each other once every 17 weeks at a distance of 3.4 millomets in a merry-go-round effect. Because of their peculiar mutual orbit, Lassidor appears as a single object (from Jaern's perspective) that periodically splits into two, recombining again later.

Lassidor is often referred to as the **lucky pair**, due to the large number of sevens associated with it.

5.2.8 Sahndi – The Cloud Belt

(SAHN-dee)

```
 Distance from sun: 853 millomets
          Diameter: 8,200,000 mets wide
 Rotational period: (not applicable)
    Orbital period: 26 years
             Color: Translucent silver and blue
             Moons: (none)
```

This isn't a planet, but a ring of dust and ice particles orbiting Onra. It appears as a translucent band of silver and blue that spans across the entire night sky.

5.2.9 Peridor – The Giant Eye

(PAIR-eh-door)

```
 Distance from sun: 1,640 millomets
          Diameter: 301,760 mets
 Rotational period: 11 hours
    Orbital period: 100 years
             Color: Green within Blue
             Moons: Crysyl    Vysyl
                    Plysyl    Wysyl
                    Chysyl    Mysyl
```

This is a greenish colored gas giant with wide (1.64 millomet) white and blue rings. Once every 500 to 600 years, Jaern's orbit brings it close enough to Peridor (within 1,640 million mets) above or below the orbital plane to see the rings, making it look like a green eye peering down from the night sky.

Peridor has more than 40 moons, but only six of them are big enough to be notable.

Crysyl is a volcanic moon. Its color is brown and black, dotted occasionally by bright red volcanic eruptions.

Plysyl is a grayish world of dust and rocks. Most of the surface is a jumble of overlapping craters. There is one crater in particular that dominates 20% of the moon's surface.

Chysyl, the largest of Peridor's moons, is brown and mountainous.

Vysyl is covered with what appears to be snow and ice.

Wysyl is another grayish world of dust and rocks. The surface is a jumble of overlapping craters, like on Plysyl.

Mysyl has a mysterious bronze coloring. Its surface is relatively smooth, lacking major mountains and craters.

5.2.10 Icador – The Ice Planet

(ICK-ah-door)

```
 Distance from sun: 3,214 millomets
           Diameter: 36,080 mets
  Rotational period: 97 days
     Orbital period: 384 years
              Color: White
              Moons: (none)
```

Being a dull white, it is widely believed that this planet is composed entirely of ice. Most scholars believe it is merely ice covered.

5.3 Geography of Jaern

Jaern lacks large continental land masses, and thus seems covered completely with water. Yet, nearly 5% of the surface is land, in the form of scattered islands. There are thousands of such islands, ranging from mere specks of land with a single palm tree, to some large islands of about 1,640 square mets. The average island size is 80 to 170 square mets. There are over one million islands of differing sizes, shapes and climates.

5.4 Climate

Jaern's planetary rotation is inclined only 5 1/2 degrees from its orbital plane. This makes the seasonal variations very mild. The equatorial zone tends to be VERY hot, and the polar regions VERY cold. Most of the planet enjoys a temperate climate, divided into three seasons. The first is **Akvofojo**. It lasts the first four months of the year and is characterized by frequent afternoon rain showers. The second season is only two months long and is called **Fajrofojo**. It is very warm, with little rain. The last four months are called **Sekafojo**. There is almost no rain during Sekafojo, and the temperatures are very moderate.

5.5 Environments

There are many different terrains and climates where life is found on Jaern. Each has its own mix of creatures and plant life, based mostly on the availability of water and the mean temperature. A description of the major terrains and the life which can be found within them follows:

5.5.1 Forest

In the north and south latitudes between 30 and 80 degrees, many islands sport large forests of deciduous trees and heavy undergrowth. Tree coverage runs from light to heavy, and trees loom up to 100' in height. Inhabited mainly by smaller mammals, there are a number of larger predator living far from inhabited cities.

5.5.2 Grasslands

Usually these lands were at one time forests which have burned, or been cut for farmland. Tall grasses and crops range from two to six feet in height. Many larger herbivore live on the larger grasslands. Most human habitations are built on grasslands.

5.5.3 Jungle

Mainly in the equilateral regions, jungles are both wetter and warmer than forests. During Akvofojo, almost constant rainfalls cause a wild route of growth as nature runs rampant. The canopy created by the crowns of the trees is as much as 200' above the ground. Birds, mammals, lizards and insects live in profusion in these jungles.

5.5.4 Mountains

Forming islands, mountains thrust out of Jaern's seas. Mainly in the more northern climbs, from five hundred feet above see level and up little vegetation and animal life can be found. Winds carry away loose soil and snow falls on the slopes of the most northern mountains. Since Jaern is an old planet, these mountains are generally stable, and ridden with natural caverns.

5.5.5 Ocean Depths

Far below the surface of Jaern's fresh water oceans, the cool waters flow in weather-like patterns near the floor of the ocean. Larger fish, and humanoid lizards live in these depths. Many of the fish have either adapted to seeing well in the dark waters, or to glow faintly creating the light needed to find their food, or escape predator.

5.5.6 Ocean Shores and Rivers

Rivers and ocean shores are stocked with amphibious and lizard life of many sorts. The relatively warm waters support a plethora of plants and smaller fish species. Many human habitations are found along the shores of rivers and oceans.

5.5.7 Ocean Surface

Larger varieties of fish and swimming mammals inhabit the upper layers of the mostly fresh water oceans. Large plants float on the surface and provide a home for a number of birds and other flying creatures.

5.5.8 Swamp

Near the equator, large inland areas are covered with stagnant pools of water. Overgrown with plant life, a large variety of amphibians, lizards and bottom feeding fish share these swamps. Many of these species have poisonous attacks, making the swamps a dangerous place for humans to venture.

5.5.9 Volcanic

Ancient by our earthly standards, there are few violent active volcanos on Jaern. Most places where the core is cracked vent slowly to the surface, forming large mountainlike volcanos, from which molten lave slowly creeps forward. Riddled with subterranean tunnels and chambers, these volcanos are usually inhabited with a great number of warm dwelling species.

5.6 Distances and Locations

The **priests of Tarus** long ago created a system for measuring distances and positions on the surface of Jaern. This system relies on the relative position of the stars, Jaern's two moons, and Onra in the sky at any given moment. They used the rare occurrences of different eclipses and other stellar phenomenon to calibrate this system and make their initial measurements.

The Archive in the city of Karfelon was used as the base position of this system. Any point on the planet is a fixed distance from the north pole to the south pole of Jaern. This distance is considered arbitrarily as 10,000 units of **Polus**. Also any position is a fixed displacement from the line from one pole to the other going through the Archive at **Karfelon**. Measuring west from this line it is exactly 10,000 **Ekva** westward around the globe back to the same line.

A little math reveals that each unit of **Polus** is 2.9 mets in distance. At the pole, each unit of **Ekva** is also 2.9 mets, but this becomes shorter the farther away from the equator one travels. The northern pole is Polus 0, and the southern pole is Polus 10,000.

5.7 Jaernian Time Cycles

Jaern circles the sun in 300.3 days. Years are counted from the mythical founding of the city of **Aldeberon**, where the gods first gave man their charter. Each year is divided into ten equal months of five weeks of six days. Every ten years a three day holiday is added to the end of the year to adjust the calendar by the fractional days which have accumulated. Being born during this holiday is considered very lucky.

Day names
Abern
Bour
Cal
Dran
Ebon
Frand

Month Name	Season
Gorn	Akvofojo
Halden	
Irkusk	
Jorn	
Kild	Fajrofojo
Led	
Murh	Sekafojo
Napen	
Obern	
Pim	

The day is divided by the Jaernians into six **Sonos**. Each sono is marked by the sounding of the bell in the town's bell tower. In Karfelon, as in most towns, this bell tower is built at the **Archive** and is maintained by the priests of **Tarus**. They often use a large sundial to note the passage of time and sound the bells at the proper time.

The start of a new day is called **Urbosono** and is marked with a single ring of the town's bell. With Onra at its highest, this sono is normally reserved for the business of the day. During the first five days of the week most markets and businesses are open. Shops dealing with weapons, armor, or any manufactured item are only open on Abern, Cal and Ebon. Bour and Dran are generally used by these establishments to manufacture, stock and procure new raw materials. All these establishments, other than restaurants and taverns, are close on Frand which is considered a day of rest and relaxation.

Diosono is marked with the sounding of two bells. This is the time reserved by most to visit their temples or do what duties are owed to their gods. Many people will have both a secular and a religious profession, moving from one to the other as the day progresses.

Three bells marks the beginning of **Venosono**. This is the **Time of Gathering**, when families and friends meet for the large meal of the day. They exchange news of the day and spend time doing things together with the people in their lives. Some visit taverns and other social and entertainment venues. Onra sets during this time, and most people are ready to sleep at its end.

Darkness is divided into **Cirosono** and **Alsono** which are considered the waxing and waning of the night. These times are marked by the sounding of four and five bells respectively. The beginning of alsone is the deepest of the night and is a time when many Jaernians avoid being outside at danger from creatures, spirits and evil sendings of all kinds. Many a child is told tales of evil **hirudo** whom only come out at alsono.

Townspeople normally arise with at **Hejsono** to prepare for the beginning of the oncoming day. This is marked with six soundings of the town's bell. This is usually near the time of Onra's appearance above the western horizon. This sono is generally reserved for families to spend time together. During this sono most Jaernians eat a small meal which involves no cooking. Cleaning and repairing

one's living quarters, homes or lands is normally done during this time.

Farmers and fishermen usually rise with Onra at hejsono and work until urbosono. They take a large midday meal, give obeisance to their gods and then rest through the hottest part of the day. At diosono, when others are worshipping, they return to their fields and nets and work until Onra sets at venosono. Crops are grown and nets are cast during Akvofojo and Fajrofojo, while Sekafojo is reserved for repairing equipment, buildings, nets and ships.

Each **Sono** is further divided into four **Horo**s, and named appropriately. The first horo of each sono is called by its sono's name, and the next three use **Frue-**, **Mezo-** and **Fino-** to prefix the sono's name. These horos are marked off on any water clocks and public sundials that are scatted about towns in marketplaces, temples and taverns across the land.

Every ship at sea has at least one carefully maintained water clock which is used in conjunction with a sextant to find the ship's location. Most marketplaces have one large open area with a leaning pole and carefully marked out pavement showing the current horo. Solariums are usually graced by a large artistic sun sculpture which also marks the passage of time. The marking of time has become an important part of business and life to the Jaernians of recent years.

The Passage of the Horos

Bell	Horo	
1	Urbosono	markets open
	Frueurbosono	
	Mezourbosono	
	Finourbosono	
2	Diosono	temples open
	Fruediosono	
	Mezodiosono	
	Finodiosono	markets close
3	Venosono	large family dinner
	Fruevenosono	
	Mezovenosono	
	Finovenosono	temples close
4	Cirosono	sleeptime starts
	Fruecirosono	
	Mezocirosono	
	Finocirosono	
5	Alsono	
	Fruealsono	
	Mezoalsono	
	Finoalsono	sleeptime ends
6	Hejsono	
	Fruehejsono	morning meal
	Mezohejsono	
	Finohejsono	

Chapter 6

The Onivero

Basically human in appearance, **Onivero** are mammalian, with an amphibious ancestry. They still have webbed feet (over which they can and do wear boots) and gills on their necks. The gills are not totally sufficient for underwater breathing. They can only supplement what the Onivero already have in their lungs. Thus, with a good breath of air and the aid of their gills, they can stay underwater for about two to three hours without having to resurface.

The Onivero, at first glance, appear to be two separate races. There is a "human" species with easily recognized men and women in the usual human sense, with the same average height and build characteristics of ordinary humans. The other apparent race looks like overgrown dwarfs. Averaging five feet tall and very rotund, these individuals have a profusion of hair and the supposed male and females cannot be distinguished.

There is but one race of Onivero, which is trisexual instead of bisexual. The "men" are the sperm producers, the "women" are the egg producers, and the "others" are the child bearers. The biological plumbing is only slightly unusual.

The concept of multiple races has always been strange and confusing to The Onivero. Being the true natives of Jaern, they are just a bit resentful of the humans, despite the humans saving them so long ago. These creatures are so alien that it is not possible to use them as an adventuring race.

6.1 Technology

Their technology is similar to early 19th century earth, somewhat like pre-industrial England. Yet they attempt and succeed in 21st century-like endeavors, such is the skill and intensity they apply. Their mechanizations are based on hydraulics, using pistons, bellows, and hydro-turbines.

The Onivero have several sources of power, none of which involve electricity, although they theorize that electricity might be harnessed for such. The primary source of power is wind. Indeed, every dwelling has its own windmill for its individual power needs of pumping from wells and such. These windmills drive hydro-turbines that pressurize the hydraulic systems they use. A secondary source of power is tidal activity, primarily used for industrial activities.

They also know how to harness **solar power** on a large scale. Using three or four closely spaced islands, they erect poles from which is suspended a reflective cloth. This cloth, which can be as large as a square kilometer, serves as a parabolic mirror that gathers a tremendous amount of energy. Winches and pulleys at each pole are hand adjusted to aim the reflector properly so that the maximum power can be focused upon the collector, also suspended from the poles. The collector is a large steam turbine that eventually drives the hydraulics used in industry.

The Onivero have two methods of storing their energy. One is compressed air, and the other is their infant children. Children under the age of five have undeveloped psionic powers and reasoning capabilities. This makes them excellent reservoirs to store psychic energy.

While Onivero use conventional construction materials like wood, stone, and metal, they have also developed another material called **Prempek**. This substance is made from processed and refined sea kelp and clam shells. Sulphur is added to the mixture and poured into a mold with embedded reinforcing wires. The filled mold is then subjected to high pressure and heat. The casting is dried and hardened in a kiln, sanded to remove imperfections, and shellacked to protect it from moisture. The result is a material light as wood, but much stronger. It readily lends itself to mass production and is a prime fabrication material on Jaern.

6.2 Transportation

Being a sea-faring race, The Onivero have a very advanced form of sea travel based upon the **hydrofoil**. These hydroplaning sail boats are made of **prempek** and called **Skim Boats**. Strictly cargo vessels, they have no provision for crew or passenger quarters. There are stories of occasions where the Onivero have carried humans from island to island, storing them in hammocks within the cargo hold.

A skim boat is impossibly small, resembling a large canoe more than a ship. Measuring only 17 meters long, and 3 meters wide at the beam, the gunwales clear the water by less than a meter. Indeed, this "ship" is usually docked alongside the port rowboats.

The rigging on a skim boat appears haphazard and random. There are four masts of varying heights; 10, 12, 14, and 12 meters high from stem to stern. Spaced roughly three meters apart, these masts are staggered so that they are not in a straight line. A form of triangular netting is stretched and draped over these masts. When docked, there are no visible sails.

Seven Onivero compose the crew, with four being on duty at any one time. They work on a 16/8 hour shift basis utilizing a complex rotation scheme after setting sail. During launching all seven are on duty, scampering over the small ship and its rigging like overgrown insects.

Upon departure, the crew immediately raises the sails, all 181 of them! The sails are triangular patches of cloth, about a meter on an edge. Each corner is affixed to the rigging by three small, crustacean-like creatures that seem to follow the Onivero's silent commands. Catching even the slightest wind, these sails billow full and steady. From a distance, they look more like a pile of pillows than sails.

At first, the ship does not even seem to move, but finally starts drifting out to sea. Slowly it gathers speed, going ever faster, until the pace becomes breathtaking. The ship starts to bounce up and down in the water, as if in a heavy storm.

All skim boats are followed by an entourage of dolphins. The Onivero play with and feed them as if they

were pets. The dolphins swim in front of the skim boat in a wedge-shaped formation. The bow wave they create smoothes the bouncing of the ship, which now seems to glide along the surface of the water. A Onivero skim boat is actually a symbiotic community, with the dolphins, crustaceans, Onivero, and netting all living in harmony with one another.

The speed of the ship increases from breathtaking to terrifying. The skim boat barely skims the waves, almost flying. Everything is quiet, with only a slight splashing noise and a very small wake to indicate that the ship is still touching the water in any way.

Skim boats can cut through most gales and storms easily, riding above the waves on their hydrofoils. Capable of 150 mets per hour, they typically cruise at about 80 mets per hour, making them the fastest form of long distance travel there is. A Onivero skim boat can circumnavigate the globe in under a month.

The Onivero also have a form of **submarine**, powered by compressed air, which they use for underwater industrial and farming activities. These vehicles are not air-tight, but allow water to flow through them. The submarines are equipped with air masks supplied from a compressed air tank that helps supplement the Onivero's gills. The Onivero also have a form of SCUBA that supplements their gills such that they can stay underwater for one or two days on a single air tank.

Onivero use animal drawn carts when on land, as they seldom have to travel far. Even on their largest island, the maximum travel distance is 10 mets. They have no form of flight, other than their limited abilities in psionic levitation.

6.3 Towns and Architecture

Onivero dwellings are usually grouped together in towns of 200-500 beings. They prefer small, heavily wooded islands, and are generally very hard for outsiders to find. All the residential dwellings are prefab affairs made out of the **Prempek**. Public buildings such as infirmaries and libraries are made of cut stone. All their buildings are partly sunk into the ground, and are covered with vegetation, making them blend into the natural landscape. All internal walls and furniture is typically made of wood or prempek.

6.4 Agriculture

Ninety percent of all food staples for the Onivero comes from the sea, and nearly half that is fish and related products. Oceanic farm management and conservation is very important to them. The remaining tenth of their food supply comes from land plants. There are no land animals in their diet.

6.5 Life Cycle

Before the age of five, the Onivero have not yet developed their cognitive powers and are unable to communicate with their brethren except on a raw emotional level. These infants can store immense levels of psychic energy and can not discharge this energy except through the intervention of the other adult Onivero.

When they first develop the means to communicate telepathically they then become members of the community, learning specific skills according to their own desires and abilities. Until they participate in their first **Donacekono** ceremony, they are considered **Dubutanta**, untried adults whom have only their own knowledge.

Most Onivero live between 100 and 200 Jaernian years before they pass on. At that time they gather their young ones to themselves and perform the **Donacekono**, the psionic giving of their knowledge to their younglings as they pass from this existence.

A very few adults are among the **Longedormo**. These ancient adults are revered givers of wisdom whom spend most of their time in a state of hibernation within the few still functioning hibernation chambers which were built to save their race in their distant past. It is rumored that there may even be one of their number whom lived in the time before Jaern was catapulted across the heavens.

6.6 Medicine

Onivero have a highly developed medical science which includes surgery and drug therapy. This science applies only to Onivero biochemistry; it does not work on humans.

One of the highest achievements of Onivero medicine is the development of the **psi-drug**. The two varieties of this drug either effect a general increase in psionic ability or a specific increase in psionic strength. The psi-drug is manufactured from the livers of a deep-sea squid and like all Onivero medicine, will not work on humans.

6.7 Language

The Onivero have no spoken language; all face-to-face communication is done via **telepathy**. There is a written language involving special paper and ink that must be read both visually and psychically at the same time, i.e., a sort of "written" telepathy. It can only be read by Onivero.

6.7.1 Oniverion "Speech" Patterns

Only a few very skilled Onivero can communicate with human telepaths in a more natural fashion. While Onivero cannot "speak," they can communicate with other humans using their "animal telepathy" skill. Human minds can then interpret the incoming thought patterns as speech. This process is more literal than idiomatic, and some careful listening is required by the human. The speech pattern exhibits four very distinct characteristics.

6.7.1.1 Spoken Punctuation

Humans use pauses and intonations to indicate the equivalent of punctuation in their speech. Onivero do not have these opportunities. Instead, they tend to speak their punctuation, saying "comma" or "period" where appropriate.

This goes so far as to include "end" when they are done speaking.

6.7.1.2 Adverb/Adjective Placement

Adverbs and adjectives go after, rather than before, the verb or noun to which they refer. Thus an Oniverion might refer to a "bird red" instead of a "red bird." Likewise, he would say "ran quickly very" instead of "very quickly ran."

6.7.1.3 Lack of Conjunctions or Articles

Onivero do not convey speech equivalents for most conjunctions or definite articles. Thus, a Oniverion might say "dog chased cat" which, to a human, could mean any of the following phrases:

```
the dog chased the cat
the dog chased a   cat
a   dog chased a   cat
a   dog chased the cat
```

Humans must interpret the subtlety of meaning by context.

6.7.1.4 Composite Pronoun Declarations

Onivero speech usually makes pronoun references more explicit by using composite pronouns. All pronouns referring to an Onivero are prefaced by "we" or "Jaern." Likewise, all pronouns referencing animals get prefaced by "they" or "animal." Finally, all pronouns concerning humans (dwarves, elves, dolphins, other intelligent beings not indigenous to Jaern) have an "it" or "alien" attached to it. "We," "they," and "alien" are by far the most common, although others do occur from time to time.

An Onivero might say "we/i found our/they/them with alien/you" to explain that they found a group of animals (which belonged to the Onivero) with a human.

we/i saw dwarf make grazzoon large flying mad period Alien/it became mad very battled chased alien/him humans into castle nearby period After battle long loud comma alien/it snatched one alien/woman flew away period Aliens/they argued for time long finally alien/they left to pursue grazzoon leaving dwarf behind period

Which means:

I saw a dwarf make an large flying grazzoon mad. The grazzoon then fought and chased him and some fellow humans into a nearby castle. There, after a long battle, it snatched one of the women and flew away. Everyone argued for a long time and finally left to pursue the grazzoon, leaving the dwarf behind.

These pronoun prefixes reflect a little of the Onivero view of the world. All creatures fall into one of three categories: Onivero, creatures that can coexist symbiotically with them, and creatures that cannot. Note that "they" is more personal than "it," and that "animal" is positive in connotation and "alien" is negative. Onivero find non-symbiotic creatures distasteful, and tend to avoid them.

6.8 Art

Oniverion art is much like their language, heavily steeped in telepathic content and meaning. For the most part, Oniverion art appears dull and meaningless to humans. On the other hand, Onivero are always amazed and bewildered by how beautiful human art can be without the telepathic component.

Dancing, however, is a purely physical endeavor for Onivero, and is often performed without music, as dance partners receive their rhythmic cues from each other telepathically. The Oniverion dance form can be easily appreciated by humans. Indeed, the more expert a person is in dance, the more he can appreciate the intricacies of Oniverion dance. Nomads will generally go to great lengths to view, understand and/or participate in an Oniverion dance.

6.9 Sports

Unlike their activities in society, the Onivero are highly competitive in sports. Their ancient leader, Jaern, for whom the planet is named, encouraged competitive sports to channel and dissipate the Onivero's natural competitive drives and energies in a non-disruptive fashion.

Their favorite sport is a form of team obstacle course. In this sport, there are four teams each composed of four players (with a minimum of one of each sex). These teams run four identical courses that spread out in the four compass directions from the circular goal pad in the center. Spectators crowd the spaces between the courses. No interference with a team's activities is allowed by anyone. Onivero are so intensely competitive, that they do not even have the concept of "second place." You either win or lose.

6.10 Religion

The Onivero are godless. They are not atheist, or even agnostic, for they do not even have the concept of a god. The Oniverion "afterlife" is one's continued "existence" through one's children. The more the better.

They do revere a wise philosopher warrior from ancient times, **Jaern**, the very individual for whom the planet is named. Jaern conquered the planet many millennia ago, and ruled it in a kind, though forceful, manner. He advocated freedom through strength.

6.11 Economy

The Onivero have no concept of money. Their economy is communism in the pure and theoretical sense. "From each according to his ability, to each according to his need." Not even bartering occurs. Those rare individuals who

try to go against this policy are deemed "insane" and are cared for "according to their need" as is proper.

There is no personal ownership, not even jewelry. Everything is considered community property. People do like to give each other gifts as a symbol of their friendship to one another. These are typically worthless or inconsequential in nature, like gold jewelry for example.

A person's wealth is measured by the esteem of his peers and students. The culture is very metaphysical in nature and each individual seeks to expound upon and convince others of their personal philosophies.

6.12 Government

A republic of sorts, the Onivero rule themselves on a community basis, with the elders of the community holding authority over most situations. Crucial decisions are made by community meeting. Referrals can occur very quickly and at any time due to their telepathic abilities.

6.13 Psionic Ability of Onivero

Not much is known about the wide ranging mental powers of the Onivero beyond what has been chronicled above. Many people fear and mistrust the Onivero because they do not understand these powers, thus the Onivero are reluctant to use these abilities in front of the humans and other humanoid races for they understand their fears and want to live in harmony with them.

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.

7.1 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 usually 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.

7.2 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.

7.2.1 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.

7.2.2 Appearance

Elves average six 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.

7.2.3 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.

7.2.4 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.

7.2.5 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.

7.2.6 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.

7.2.7 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.

7.2.8 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.

7.2.9 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.

7.2.10 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.

7.2.11 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.

7.2.12 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.

7.2.13 Government

Elven governments are very organized and heirarchal. 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.

7.2.14 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.

7.2.15 Elven Abilities

7.2.15.1 Exceptional PER

Keen senses possesed by most elves entitle them to one rank of **Exceptional PER**. Any time an elf needs to make a resistance check or a stat check against his PER, he may attempt it at one less die than normal.

7.2.15.2 Distance Judgment

If an elf desires, he can know the exact distance from him to any object he can see.

7.2.15.3 Missile Skill

Being very good at knowing distances allows an elf to shoot missiles more accurately. Add the number of an adventurer's elvish grandparents to all rolls "to strike" when he uses his missile modifier.

7.2.15.4 Soulless

Having no soul is both a curse and a benefit to elves. Without a soul they can not 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 translike 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.

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. In general, while elves can be affectionate of others, they consider actual love a weakness to which they are not prone.

7.3 Dwarves

Dwarves are a short, stout humanoid race that has evolved within subterranean chambers. They average four and a half 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.

7.3.1 History

Dwarves evolved from a race of cave dwelling humanoids. They lived beneath 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.

7.3.2 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.

7.3.3 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.

7.3.4 Cities and Architecture

Dwarven cities are commonly found on sides of mountains and volcanos. 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.

7.3.5 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.

7.3.6 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.

7.3.7 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.

7.3.8 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.

7.3.9 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.

7.3.10 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.

7.3.11 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.

7.3.12 Government

Dwarves are monarchial, and chieftaincies and kingships are hereditary. When a king 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.

7.3.13 Dwarven Abilities

7.3.13.1 Exceptional HEA

Hardy bodies and fine toned muscles possesed by most Dwarves entitle them to one rank of **Exceptional HEA**. Any time a dwarf needs to make a resistance check or a stat check against his HEA, he may attempt it at one less die than normal.

7.3.13.2 Knowledge of Material Composition

A dwarf can often identify stone and metallic materials which they have a familiarty with. They do this by simply handling the object. This ability will not work for very unusual or magically enchanted objects.

7.3.13.3 Armor Construction

A dwarf's detailed knowledge of armor materials and construction enables him to strike armored opponents more easily than others. When attacking an armored opponent, a dwarf can add his number of dwarven grandparents to the "to strike" roll.

7.3.13.4 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 damage points. This healing ability directly conflicts with magic, so healing magic has no effect on dwarves.

7.4 Orcs

Orcs are a short, heavy humanoid race. They average at five 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 one 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 one rank of STR, cumulative. When their STR reaches zero, they die of starvation.

7.4.1 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.

7.4.2 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.

7.4.3 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 orcan town or city.

7.4.4 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 aggressions on something other than each other.

7.4.5 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.

7.4.6 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 of 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.

7.4.7 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.

7.4.8 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.

7.4.9 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.

7.4.10 Economy

Orcs believe that possession is nine tenths of ownership. Many will take whatever they can get away with without causing too much trouble.

7.4.11 Government

Orcish government is ruled by their war generals, and is highly militaristic. The formalities of order usually break down during times of war.

7.4.12 Orcish Abilities

7.4.12.1 Exceptional WIL

The overbearing stubborness possesed by most orcs entitle them to one rank of **Exceptional WIL**. Any time an orc needs to make a resistance check or a stat check against his WIL, he may attempt it at one less die than normal.

7.4.12.2 Sense of Smell

Orcs can detect, by smell, the condition of any food or drink. They can often tell if food is edible, rotten, or poisoned.

7.4.12.3 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 orcan grandparents to all their rolls "to grapple."

7.4.12.4 Mental Stubbornness

An orc's grasp on life is very strong. He only needs to roll for unconsciousness when his current DP total falls under 4 damage points, rather than 6. He then uses a d4 for the roll rather than a d6. If an attack would take him from 1 to 3 points below zero, he is taken to zero points instead and left unconscious.

7.5 Lizards

7.5.1 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.

7.5.2 Physical Description

A strange and reclusive race, lizards rarely leave the deep waters to walk on land. Most lizards stand six to seven feet tall, with scaly, hairless bodies and 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 one damage point every three hours as they dehydrate.

7.5.3 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.

7.5.4 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.

7.5.5 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.

7.5.6 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.

7.5.7 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.

7.5.8 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.

7.5.9 Language

Lizardish 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 Selict. 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.

7.5.10 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.

7.5.11 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.

7.5.12 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.

7.5.13 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.

7.5.14 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.

7.5.15 Lizard Abilities

7.5.15.1 Exceptional AGI

The quick reptilian movments possesed 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 his AGI, he may attempt it at one less die than normal.

7.5.15.2 Quickness

Lizards are very quick and instinctive in their actions. If fighting non-lizards, and if the lizard desires, he gets initiative during combat, even if his companions do not.

7.5.15.3 Water Breathing

Lizards can breathe and move freely under water. They automatically have swimming skill at rank nine.

7.5.15.4 Homing

At the time of a lizard's birth, he is attuned to his birthplace. Anytime a lizard is in contact with a body of water, he can tell the direction and distance to the place of his birth.

Chapter 8

Lojem Isle

On the 30 degree latitude line, a large volcano thrusts defiantly out of the sea. At its base is a low lying, heavily forested island. **Lojem** was settled 1400 years ago, and since then the inhabitants have significantly increased the size of their island by building dikes to reclaim the land. A large, fresh water lake, 170 feet below sea level, lies at the center of Lojem Island. This area is a good place to initially base adventurers. Different areas and objects of the island are:

A – Karfelon

This city lies on an island in the middle of **Lake Alfrego**. Supporting 50,000 residents, this city is the subject of the next chapter.

B – Lock Harmon

The first lock on the grand canal, this enormous mechanism was the last to be built. Ships rise 72 feet through this lock. It requires a staff of 20 workers, 200 slaves, and 100 horses to operate. It is funded and maintained by the **Triad of Karfelon** through tax monies.

C – Lock Laid

Named after the mythical deity, Laid, this lock was the site of the 7412 massacre. Its interlock was sabotaged and both doors opened simultaneously, seriously flooding Karfelon and interior Lojem before emergency repairs could be made. Ships rise 45 feet through this lock.

D – Lock IEI

Among a forest heavily populated by elves of the **Ist-Elekt-Iri** tribe, the IEI lock has become a resort village. Several large inns house vacationers seeking the beauty and tranquility of the deep forest. Ships are raised 23 feet through this lock.

E – Lock Kylar

The oldest and most dilapidated, raises ships 30 feet. It was originally operated by magic, not manual labor. The mages that built the first portion of the sea wall built this lock, and powered its magics. Over the centuries it has drained all the magic from the lands about it. As its magic failed, systems were built to move its doors with manual labor. No elemental magic works within 3 mets of these locks, and any use of magic within 10 mets is affected to varying degrees (GM's discretion).

F – Mount Fajro

A large volcano at the northern end of Lojem, this mountain has not had a major eruption since the island was settled. But neither has it been completely dormant. Its occasional rumblings and spewing of ash is the basis of a cult of nomads on the volcano's northern slopes; they use it as a fortune telling focus.

G – East End

The eastern end of the **Great Sea Wall**, this town is built just above the level of the sea and receives cargoes bound overland for the northern forests. It is ruled by **Aajar Talen**, a self styled monarch who gained control in a coup 25 years ago. He and his paid marine minions control cargo, trade and passage through the town.

H – Port Haven

Originally the island of Haven, this town is where the **Great Sea Wall** was started 1200 years ago. Ships enter the canal bound for Karfelon, or leave their cargoes here for smaller shuttles to distribute to the different cities and towns of Lojem. Port Haven is mainly inhabited by merchants and retailers.

I – Traverstown

At the junction of the **Karn** and **Elohi** rivers, this city is at the southern border of the northern forests of Lojem. Many of its 10,000 inhabitants are elves, and it is known primarily for its production of raw materials that it sends downstream to Karfelon. The city is controlled by the priests at the local **Enclave**, who cooperate and work closely with the elven chieftains of the nearby elven tribes.

J – Sovaga

This small town at the mouth of the **Karn** river serves as an outlet to the northern interior of Lojem. Settled mostly by orcs, its population of about 6,000 is mainly orcs and orcish half-breeds. Travelers would be advised to stay away from its seedier sections (i.e., most of the town . . .) and to not carry much money.

K – Selica-Ja

Within the northern forests, this elven village is the source of some very high quality craftsmanship. Wooden

articles crafted by the these elves are highly prized throughout the land.

L – Lentri

At the headwaters of the **Karn** river, this elvish shrine marks the landing place of one of the **Kaaren of Destruction**'s life boats that contained a small group of elves. Believing the Kaaren destroyed, these elves thought themselves the only survivors of **Torandor** until humans first traveled to Lojem, almost a century later. A large, living shrine of ancient trees houses the ancient **Elfhome**, where the tribal chiefs meet in times of danger.

M – Unubieno

Once an island itself, this town has become the center of a large area of private and communal farms. It's produce is shipped to **Karfelon**, **East End**, and **Verickti**. Ruled by an organization of land owners, these people stress hard work and honest virtues in their quest for happiness. Visitors are welcome with open arms, but have a care, for punishment for transgressions is swift and severe.

N – Jeome

A human settlement near the source of the **Elohi** river, this town's main activity is mining. Some unusually rich collections of lead, iron, magnesium and copper are collected from nearby mines and shipped downstream to other towns and cities. Ruled by **Baron Hiyan Jeome VII**, this land has been in his family's hands for time out of mind.

O – Garintown

Located far from any other settlements, Garintown was founded by **Justin Garin**. He is a self proclaimed "**prophet**," claiming that **T'or** appeared to him at the **Enclave** in **Karfelon** and gave him 17 new **Rules of Living** to govern the actions of humans. Immediately after claiming this, he left the Enclave and began preaching his new rules.

These rules show a more regimented, controlled life, where only the strong, healthy, and proper thinking humans stride forward together to change the world. Its intolerance of other races and its fanatical practices at first amused the public, but as Garin's following grew this changed to fear. Finally, he was exiled from Karfelon and took his followers to settle a new village far to the southeast.

Some of his acolytes remain, recruiting new people to move to Garintown, but since no one has ever returned, people are wary of even visiting there.

P – Province Landing

A city of about 11,000 people, Province Landing was originally founded by survivors from the destroyed town of **Alimar**. Today they are known for their production of furniture and crafted metal objects. Swords from the forges of Province Landing are highly prized for their strength and quality.

Q – Alimar

Once a thriving mining town, this area was covered by lava and 10 feet of ash during a minor eruption of **Mount Fajro** about 85 years ago. While some inhabitants were able to flee, the majority died in the eruption. Occasional expeditions will attempt to sift through the ashes, looking for riches and valuables left behind.

R – Klacktri

Beneath the waves of **Lake Alfrego**, this lizard city is built into the cliffs of an underground rift about 15 mets southwest of **Karfelon**. About 8,000 lizards live there. Growing food of all varieties, their wares are often seen at the marketplace in Karfelon. A large **Natatorium** houses the priesthood of this city and its governing elders. Nearby an extensive quartz mine produces crystals of great size and quality.

S – Miriton

Once a thriving town on the eastern plains, this place is now deserted. A powerful council of magicians once crafted items of great magical renown, providing an economic base for this semi-industrial town. But it is said that greed overcame them when they were offered a pact with a powerful creature from the nether regions. They were assisted in the creation of an artifact that would grant them their every wish. The item was actually a personification of the creature, and the hidden cost of the bargain was the life force of the inhabitants of Miriton. It is rumored that the creature still awaits within the ghost town, to feed on the incautious, curious, and greedy.

T – Gendle

A small fishing village in the northern forests, the people here rarely travel, or interact with the other inhabitants of Lojem. Over the last two centuries their speech has evolved into a dialect difficult for others to understand, and their customs about marriage, birth and death seem strange to outsiders.

U – Verickti

An unusual town, built on two levels, one on the ground and one at the top of the great wall holding back the sea, this city is a masterwork of dwarven workmanship. The dwarves comprise about half of this town's population of 6,500 people. There are many workshops here that produce intriguing mechanisms, useful conveniences, and well-made tools. The dwarven family **Sceerres** has a reputation of delivering anvils and metalsmithing tools that they will replace if they ever fail.

V – West End

Once a bustling port town, the 2,500 remaining residents have seen better days. Most of this town's industries have moved north to **Province Landing**, where taxes and embargo fees are much less. The only remaining industry is tourism, as visitors come to see the west end of the **Great Sea Wall**.

Chapter 9

Karfelon – A Merchant's Haven

insert facing full page drawing of the southern waterfront

Located about 3,000 mets north of the equator, Karfelon is a city that should not even exist. Actually sitting below sea level, it is situated in the middle of the island continent of **Lojem**. The majority of south Lojem is surrounded by a massive sea wall, built 1,500 years ago by the great engineer, Alfrego Karsil. Karfelon itself sits upon a small island within a lake in central Lojem. Connected to the sea by a long canal and a complex set of locks, and surrounded by towns on the mainland, Karfelon, with its population of approximately 50,000 people, has become the center for trade and commerce for the communities of Lojem.

Insert one half page map of northern hemisphere showing Lojem

9.1 Climate

With the warm tropical air currents sweeping over Lojem, Karfelon enjoys a moderate climate most of the year. The inhabitants do not own much in the way of cold weather gear, but most everyone will own a cloak to protect against the rain. Buildings have little in the way of internal heating, and most fireplaces are used solely for cooking.

During **Akvofojo**, a long mild season running from the months of gorn to torn, temperatures average around 70 degrees during the days, and 60 degrees during the nights. Rainfall usually occurs for a few hours ever second or third day, and averages 1 to 2 inches per rainfall. This gives an average rainfall of 20 inches per month. Many farmers visit Karfelon during this time for seed and equipment to maintain their fields on the mainland. businesses receive and sponsor much trade with outsiders, and most building construction is done during these months.

Early in the month of kild, with the shifting of the upper winds coming from the north, and the migrations of the grazzoon mark the beginning of the **Fajrofojo**. With average daytime temperatures in the upper 80s to lower 90s, and nighttime temperatures in the lower eighties, physical labor is strenuous and tiring. Rainfall drops to an average 5 inches per month, drying the soil, and depleting water reserves. Farmers visit Karfelon to bring their newly harvested crops to market. This in turn marks a boom in most businesses as the influx of farmers spend the profits from their labor on local goods and services.

Two months later, at the beginning of Murh, the upper winds shift again and bring a series of storms and rains from the south. During the season of **Sekefojo**, temperatures drop into the fifties during the days, and down to the mid thirties at night. These slowly rise during the next four months as the severity of the rains slacken. Over the season, between 150 and 250 inches of rain falls, taxing both the citizens and the well developed drainage system. Travel is restricted to very important cargoes as Lake Alfrego and the seas are fickle and dangerous. Businesses often restrict their activities to local trade and inventory, while farmers on the nearby mainland hole up and use the time to maintain their equipment and buildings.

9.2 Flora and Fauna

Located on a small island, also called Karfelon, in the middle of **Lake Alfrego**, there is little in the way of indigenous plant or animal life within the confines of the city. However, the 24 square mets of land on the island, not covered by the city, is generally referred to as **Suburbia**, and is heavily forested. The island itself is too rocky to make farming profitable, but the tropical trees and plants thrive, making passage through the this forest difficult at best. Most of the major predator have been hunted to extinction long ago, and what is left is small forest creatures, and remains of city people whom wandered into its depths to escape from the confines of civilized life.

9.3 History

In 8533 SF, Forty five years after the inhabitants of **Traverstown** and **Klactri** succeeded, with the help of the famous engineer **Alfrego Karsil**, in building the great sea wall around south Lojem and pumping the sea water out, a group of opportunistic explorers discovered a large deposit of silver on an island in Lake Alfrego. Naming the island **Karfelon**, *The place of Shining*, they established a small mining community there to extract the silver from the ground.

Over the next couple of hundred years, the small mining community grew as more and more people found it a central place to meet to trade goods and services. Easily defensible, it was accessible by boat to a large number of communities. The silver mine was eventually depleted, by the commerce and trade caused the town to grow.

Landlocked from the ocean, in 8947 SF plans are drawn up to connect Lake Alfrego to the sea, thus allowing goods from Karfelon to be economically traded to new markets across the face of Jaern. The project is funded by a consortium of most of Karfelon's merchants, and construction begins at **Port Haven**. Garris Elain, Marsel of the Enclave in Karfelon, begins sentencing criminals to work on the canal in leu of other penalties. Arrests and petty convictions rise dramatically, as he secretly is getting payment from the merchants for each assigned convict.

In 8953, the first lock, **Lock Kylar** opens. Its magical pumps raise and lower the water level, allowing ships access to the next section of the canal. Meanwhile, oppression and fear of arrest and assignment to the canal project greatly unsettled the citizens.

The public revelation of the secret paybacks to Garris Elain cause the people of Karfelon to raise en mass to overthrow him and the regime of the merchants. Garris himself flees from the city with a few of his faithful and make for the south sea wall, where he has arranged transport from Lojem. Arriving there, he discovers that the ship granting his passage had been sunk by angry citizens from Karfelon, so in retribution he triggers an explosive device at the base of the sea wall. He dies in the explosion, but so do thousands of others as the sea rushes in, drowning all the inhabitants of south Lojem, and washing away their cities, towns and farms.

The lizards living in Klactri repair the sea wall and again pump out the water. Fortune hunters roam south Lojem, scavenging remains of its former inhabitants, and some of them gather at the destroyed city of Karfelon, and settle there.

9.4 Politics

9.4.1 Government

Karfelon is ruled by three of the most successful merchants in the city. Collectively called **The Triad**, each **Advocate** is a wealthy merchant, acknowledged by others as knowledgeable in the ways of running a business for profit. And like a business, Karfelon is run at a profit.

Each other merchant must purchase a permit to do business within the city. Also each pays a portion of all profits to the city. The city employs **Collectors** whom are assigned a particular roster of merchants to track. Not popular with the citizens at large, these collectors are selected carefully, for the Enclave institutes severe penalties for cheating the public at large. A collector caught over collecting, or diverting any of his collected taxes from the city is usually sold into slavery, if the cost of his sale covers the debt, or if it is more severe, he is ritually impaled, his corpse serving as a reminder to others for a number of weeks.

When a advocate passes on, the remaining two review the assets and careers of the other leading merchants and select his replacement. The installation of a new advocate is always called a festival day, and business is suspended for that day, and the next two days following as the new advocate builds his retine of advisers, assistants and ambassadors.

9.4.2 Laws and Justice

The Triad hires the Enclave to maintain order within Karfelon. Constable priests patrol the streets, keeping order, and Adjudicator priests hear and resolve crimes and differences. While the citizens will sometimes suspect the motives of their leaders, the honesty and impartiality of the T'oran priests is above question.

The rules set forth by the T'orans are generally simple and not many in number. Any complex issues are settled by adjudications within the enclave, and the president set there form the basis for future adjudications and behavior. Punishments are usually firm, and quick, the priests favoring public punishments to imprisonment. There is little space to hold prisoners and the expense of housing them is discouraged by the Triad. Each week, on Frand afternoon the T'oran priests administer **The Arm of T'or**. The market is closed for two hours as the convicted are brought forth to the marketplace to be whipped, sold into slavery, have limbs removed, or be impaled. When a festival days coincides with these public retributions, they are held on the following day.

The first of all crimes against a mercantile society is, of course, **Thievery**. The physical stealing of items is but a portion of this crime. This also includes cheating in business dealings, embezzlement, and the willful avoidance of taxes. The adjudication for these crimes does take intent more into account than the events, but once it is made clear that a person willfully planned and attempted to execute a such a crime, the mercy of the adjudicators is short.

First the convict is charged to compensate the victim for the loss, plus a flat 25% penalty for the temporary loss. If the convict can do this, then they are flogged, and if the amount is above 100 sp, branded with the word *Thief* on their forehead. If the convict can not make compensation, he is sold into slavery, and the cost is given to the victim. If the price would not be sufficient to cover the loss, the convict is impaled, and his corpse hung for 2 weeks to serve as reminder to other potential thieves.

Murder, the willful taking of another's life is a crime of serious import. This action is only overlooked by the priests when it is in self defense, or part of a declared and accepted duel, proctored by a T'oran priest. Once apprehended, the T'orans will hold an adjudication as soon as possible. If the accused is adjudicated to have committed the killing, he is held for two additional weeks to give time for any unrevealed evidence to come to light. At the end of these two weeks, if the adjudicator still believes the accused guilty, he is given to The Arm of T'or for punishment. If there is close relative, they are given the option to enslave the murderer, to sell or keep or dispose as they will. If there is none, or this offer is refused, the convict is impaled. In any case his belongings and holdings are forfeit to the victim's family, or if none, to the Triad.

Financial Obligations entered voluntarily and documented by the witnesses of T'or are given heavy weight by the businesses and people of the city. When such a contract is thought to have been violated by either party, they will call for an adjudication by the T'oran priests. The priests are then empowered to seize any property of either contractee in order to right any disparity in the execution of the contract. If a contractee does not have the means to make good the contract, he has five months to find means to do so. After five months, a second adjudication is held, and if the contract can not be settled, the priests are empowered to enslave the contractee and give his purchase price to the wronged party. Fleeing from the consequences of a broken contract is a criminal offense and can result in the loss of limb or life depending on the circumstances and magnitude of the loss.

Slaves are considered property, and as such have no human rights or protection. Crimes committed against them are considered civil crimes against their owners. The murder of the slave is treated the same as the wanton destruction of property. Slaves whom commit crimes are punished as their owner sees fit, and the owner is responsible for any financial losses. If a slave commits a theft or murder, the owner is only responsible for financial consequences, unless the crime was at the owner's direction.

9.4.3 Morality

Unlike other communities, where current morality is shaped by an overbearing religion, or decreed by royalty, the morals here have evolved from the merchant class over a period of hundreds of years. These morals do not carry the

weight of the rules published by the Enclave, but the penalty for crossing them can often be as painful.

In general, people may do as they wish, unless it encroaches on the property or person of others. People are free to spend their money as they please, where they please and for what they desire. There are no "victimless" crimes in Karfelon, it is perfectly moral to treat anyone in anyway that they desire. Free woman have the same status as men, humans of any race may interact with others freely. While many consider orcs boorish, and lizards quick tempered, few will speak these opinions in public.

Ingesting drugs or alcohol for pleasure is strictly a matter of private concern. Institutions catering to the physical wants and needs of the inhabitants are legitimate, as long as they are clean and pose no major threat to the communities health. Parents hold no legal enthrallment over their children, and any such relations are a matter of mutual agreement.

9.5 Economy

While the silver mine beneath Karfelon has been worked out, silver is still the basis of Karfelon's economy. A standard silver piece, about 1/2 inch in diameter, and weighing in at 1/8 of an ounce, is the most used coin.Once silver coin was originally meant to be one day's wages for a farm worker. Slow inflation over the centuries as devalued this coin. One silver coin today is the price of an ale at one of the neighborhood taverns. (This translate roughly into 1 silver piece = $2 US Dollars).

All other coins have the same radius and weight, and differ only in metal and thickness. Ten copper pieces can be traded for one silver piece. One gold piece can be changed into 10 silver pieces, and one platinum piece exchanges for 100 silver pieces. Each coin bears the imprint of different leaders of Karfelon, but all bear the phrase *Fortune goes to the Thrift*.

9.5.1 Affluency

The people of Karfelon vary greatly in affluence and wealth. There are no clearly defined "classes", but each person is judged by the amount of wealth he controls. The wealthy head the guilds, control the businesses and employ most of the townspeople. Most workers ply their craft, making sufficient to house and feed their families, with enough left for the occasional trip to the neighborhood tavern. With the large concentration of businesses handling the trade traveling through Karfelon, work is easy to find. Those few whom are reduced to begging are mostly cripples, and the terminally lazy.

This economic success helps the city in many ways. The promise of work and good pay brings people from all over Lojem, and with them comes a constant influx of new ideas and talent. Businesses start and grow, the strong ones thriving, the weak dying. Many merchant families, in business for generations, seek new markets and new ways of bringing prosperity to Karfelon.

The collections extracted by the Triad are large, but by no means crippling. The Triad has learned not to suck dry the fattened calf supplying the city's wealth. Much of this wealth is held as a reserve against lean times and disaster. Struck by hurricanes, fires and floods, Karfelon has managed to rebuild itself from the ground up three times since its founding. Other funds go into large public works, like the

Traven Hippodrome, a large gladiatorial arena that gives the masses entertainment and keeps them content and docile, or the **Akvosraub**, a large spiral tower whose core is constantly being spun by teams of slaves to pump water from wells deep beneath the ground to pipes leading to many buildings and fountains.

9.5.2 Imports and Exports

While the variety of different cargoes traveling through Karfelon is enormous, at least half of the trade is made on a few specific cargoes. A large amount of the land around **Lake Alfrego** is farmed for wheat and other grain products. Most of this finds its way into the city, where it is processed and prepared for long journeys to other ports, or is made into other grain related products.

Karfelon is well known for its variety of ales, beers and meads. Large warehouses crammed with brewing equipment crowd the southern quarter near the docks. Local taverns and pubs are always well stocked with a variety of this product. Many of the merchant families have been hoarding meads produced in years past and slowly selling them over time for large profits. Karfelon meads are in great demand as a drink of choice of the wealthy Jaernwide.

Remains of the ancient silver mines, vast mounds of fine clay cluster just beyond the eastern edge of the city. The easy availability of this fine material has spawned an entire community of artists, many whom are nomads, who use this clay to make fine pottery and other porcelain artifacts.

At the eastern shore of **Lake Alfrego** lies the **Sohein Marches**. The strange men and women whom brave its torrid depths cultivate a strange, mutated grain, which they sell to the **Drogejo** merchants within the city. These merchants process the grain into an exotic spice called **Grofelt**. This spice was originally used by the Onivero for their coming of age ceremony, but now finds a much larger use as a pleasant and rather harmless intoxicant when used by humans.

9.5.3 Guilds

Mercantile concerns being foremost in Karfelon, the organized guilds of craftsmen hold much power. Controlling the licensing of the professional crafts, most customers and contractors look for the guild certification of the craftsman before hiring them, or purchasing their wares. Aside from providing a standard of goods and services, the guilds also function to protect its members from unscrupulous employers. Each member pays a yearly fee to the guild, and in return he is listed on the guild's roster. This roster is examined by potential employers looking for craftsman to hire or contract.

Guilds currently organized within Karfelon include:

Artisans
Armorers
Builders
Brewers & Innkeepers
Entertainers
Farmers
Financiers
Miners
Mariners
Messengers & Scribes
Pleasurers

Slavers
Tanners
Traders
Weavers

9.5.4 Real Estate

Land is a precious commodity in a small island community. All the land within the city itself is officially owned by the Triad, but rights to use the land are sold to individuals. This **right to use**, once purchased, extends for an indefinite period. However, the Triad reserves the right to revoke this use if the owner breaks city regulations, or as part of reparation for an adjudication. Also, the Triad may revalue any or all plots of land at any time, forcing the owner of the use rights to make up the difference, or lose the land. They have done this to the entire city only twice, once after the hurricane of 9812, and once to pay the orcan mercenaries during **The Green Blood War** *9471*. And once, in 9640, **Gulab the Mad** devalued the land by fifty percent, refunding the monies from the Triad treasury. The resulting price inflation and economic collapse was enough to get him lynched by a crowd of common folk soon afterwards.

The buildings on these lands are built, owned and maintained by the owner of the use rights. If the right to use is revoked, the Triad will compensate the owner fair cost for the buildings on that land, reflecting the condition and age of these buildings. Some unscrupulous merchants have, in years past, used their options to control and/or blackmail land owners within the city.

A 80' by 80' plot of land in the older southeast quarter, when available, can demand prices of upwards of 120 thousand to 160 thousand silver pieces. The same plot of land in the newer northern business district will run from between 80 thousand to 100 thousand. Along the eastern edge of the city, near the old clay mounds, the same land can be bought for as little as forty thousand silver pieces. New land is rarely available, and lots in the southeast quarter often have waiting lists years long of people buying options to purchase. One particularly distasteful group of merchants have pooled their resources to maintain options on over half of this lucrative property, and when the owner dies or leaves, they auction the land off to the highest bidder at a great profit.

Once acquired, building or renovating existing buildings on a plot of land requires the procurement of proper building permits, at the employing of certified guild builders. Disasters in years past, and the constant deluge of water during the wet season, have caused the creation of strict standards regarding drainage and building stability. No building, other than structures built of stone, can be constructed with more than two floors above ground. All roofs must be made of an approved metal, such as copper or tin. Gutters and drains must meet certain standards, and be properly attached to feed into the storm drains. Not meeting these codes can result in stiff fines, or revocation of the owner's land use rights.

9.5.5 Business Investments

Once a prospective owner has purchased land, and built the appropriate facilities to run a business, he must hire any required employees, and purchase his original supplies, tools and stock. Having opened his doors, the average business will take two years to recoup its original investment, and will thereafter return about one twentieth that amount to its owner each month.

9.5.6 Labor Rates

The majority of the people employed in the city are laborers, clerks, sales people and assistants. These people make a comfortable, but not extravagant living. They work five days out of every six, and generally work from noon until sunset. Restaurants, taverns and other foodplaces generally open between two and three in the afternoon, and stay open until the early hours of the morning. Two shifts of workers man these establishments, one during daylight, and one after the sun has set.

Payment for work varies from about 10 silver per day for people doing manual labor, to 20 silver per day for clerks and servers, to 30 pieces per day for the more skilled professionals, such as tailors, armorers and brewers. These costs are driven by market pressure and will raise or fall in particular professions.

Mercenaries and fortune seekers, looking for danger for pay, will often make between one hundred to five hundred silver pieces per day of employment. This can very greatly depending on the nature and duration of the danger which they are subjected.

9.5.7 Slavery

Merchants, prosperous households, temples and government office use slaves to perform menial and repetitive tasks which most others would find demeaning or boring. Slaves are recognized as intelligent creatures, but are given none of the rights of the other peoples of Jaern. Never slave by birth, slaves lose their birthright by being prisoners of war, by adjudication of the Enclave, being purchased from far away lands, or voluntary, selling themselves into slavery to give the purchase price to their family. They can be recognized by the metal collars they wear, and by the ownership brand on their left thigh.

When a female slave becomes with child, her owner must allow the her to bear the child unharmed. The child is born free. If there is a free father, he may claim the child, paying a compensation to the owner for the lost work of the mother. If not, the owner may keep the child, adopting it as his own, and allowing the mother to raise it, or he may give the child to an orphanage or temple.

Occasionally, due to great service, or the death of their master, a slave may be freed. The slave is brought by its owner to the Enclave, and there a priest officiates over a short ceremony. The manumission is recorded and the newly freed citizen's collar is removed. Another path to freedom, the priests of the Sanctuary, following Lady Isis, believe of slavery as an unpleasant reality, but free any slave after five years of service to the Sanctuary. This makes being bought by the priestesses a particularly good prospect for a slave.

Traders specializing in peddling human flesh regularly hold auctions in the **Center Market**. Slaves suitable for unskilled labor are usually purchased for 800 to 1200 silver. Slaves trained as household attendants and cooks usually cost between 3000 and 5000 silver. Beautiful courtesans or highly trained gladiators can be sold for as much as 20 to 30 thousand silver.

9.6 Religion

A large city, at the crossroads of traffic, every well established deity has a temple within its bounds. Most of these temples border on a road called **Temple Circle** running along the cities southeast shore. Serving more than the religious needs of the citizens, each temple has found a place in Karfelon's culture. The most important of these are described here:

Eastmost, the **Natatorium** is a public bath where the people go to wash off the grime of their labors. The graceful stone arches, and wide open pools and fountains of this Neptunian temple are constantly filled with townspeople using the hot springs, the sauna rooms and the cold rinse pools. The priests oversee the safety and cleanliness of the baths, making them a popular place to lounge and discuss the events of the day with fellow citizens.

Nearby, the a two story wood structure houses the priests of Isis within their **Sanctuary**. These men and woman use their skills to tend to the ill and wounded, bringing them to health through their gentle care. Some say even miracles of healing are done within for those whom embrace the worship of life and devote themselves to the Lady of Life.

Across from the Sanctuary, taking up a large plot of land is the square sqat structure of the **Solarium**. About two hundred feet on a side, this one story stone building has walls sloping from the base inward toward the roof. Alone of all roofs in karfelon, this roof is constructed of transparent crystal, allowing the light of Onra to touch those within. The priests and priestesses of the Solarium have taken up the task of tending and raising the homeless and unwanted children of the city. At any one time there are usually three to four hundred orphans housed within. Long believing that their faith must be realized from within, they priests do not instruct the children in the worship of Ra, but instead try to show by example its ways.

In the center of the circle, on the norther side stands a large wooden building, most closely resembling a warehouse. The two stories above ground are but the tip of this enormous temple. The **Archive** is staffed with the priests of Tarus, and filled with uncounted scrolls, books and other writings. Nine subfloors are packed with shelves, study rooms and index offices. Access to most of this temple is restricted to the priests, but a suitable donation to Tarus will send an acolyte, priest or researcher off to seek a wanted scroll, book, or particular tidbit of history or information.

Thrusting above Karfelon's skyline, this temple rises 150 feet above the street. This cylindrical tower is build of wood and metal reinforcement. A large central ramp leads up to rooms at every level of this temple. Within its rooms and worship areas, people of the city, worshipers and not, find every form of physical and sensual pleasure and release. Even though it is shunned by the more puritanical citizens of the city, this temple generates a large portion of the collections entering the Triad's budget.

Near the western end of the circle, stands the monumental structure of the **Sepulcher**. Towering seven stories above the street, this stone edifice most resembles a gothic cathedral. Large red stained windows filter light within, giving the interior a dark and gloomy look. Many townspeople, when they make their final exit from this life, are brought here to allow their loved ones to make their goodbyes and begin their journey to **Infero**. Visitors are well advised to avoid getting lost in the extensive catacombs below the Sepulcher.

Far from the other temples, at the northern edge of Karfelon in a newer section, sprawls the complex of buildings referred to as **The Enclave**. Here the T'oran priests hold their adjudications, uncovering the facts of disputes and resolving them using their principles of logic and fairness. The Triad funds these priests in their role as guardians. The priests patrol the city streets, keeping them relatively safe. Criminals are detained, public adjudications held, and retribution and compensation dispensed.

9.7 Places in Karfelon

9.7.1 Government Buildings

A – Triobla Halo

The home of official business of the ruling **Triad**, this building was built by the original Triad in the year 9644 SF. This structure has three large towers, connected at ground level by a common auditorium, where edicts are read and judgements are passed. Entering a large arched entry, the three walled auditorium has a large circular stage, surrounded by low polished wood benches. Nine aisles separate the seating, which descends thirty steps to the stage. Large colorful wall hangings depicting events in Karfelon's history hang from the outer walls. Three metal portals lead into the edifices towers.

The current advocates are less public in their dealings than their predecessors, and the auditorium goes largely unused, while they and their retainers inhabit offices in each tower. The audience chamber is often rented out by the priests of the **Enclave** to hold public arbitrations, since it is larger than any public chamber in the Enclave.

City records are kept in the basements of the towers. A staff, on loan from the **Archive**, maintains these records, and scribes duplicates of them to store in the Archive.

B – The Harbor Master's

This building stands two stories tall, its wood structure being large converted warehouse. A layer of aquatic blue paint covers the structure, and a large windsock on a pole 20 feet above its roof is visible to all the ships at dock. Various flags are also run up this pole to indicate predictions of the upcoming sea and weather conditions. Inside, two thirds of its bulk is one large storehouse of dock markers, tools, and emergency supplies. Down the western side of the building is a row of offices for the harbormaster and his workers.

At any one time there are usually fifteen to twenty men working to schedule arrivals and departures, route cargo, and gather dock usage and import collections. the harbormaster keeps a manifest of all incoming and outgoing ships. This office also serves as a central hiring point for marines seeking berths.

Old **Weller Shears**, once a merchant of great wealth, has been harbourmaster for the last 27 years. In return for a very respectable income, he manages collections for the city, supervises repairs and maintenance of the docks, and is instrumental as a contact to gain passage or charter ships.

An older man, he stands six feet tall and has sparse white hair. While sporting a spindly frame, he still is quite

strong and agile for his age. He wears the captain's uniform from his last ship, "The Animon," which sunk with all hands while he was off board in Karfelon. He believes foul play was involved, and seeks the perpetrator still.

9.7.2 Entertainment

C – Traven Hippodrome

Towering over the center of the city, this large stone amphitheater can be seen from anywhere. Its outer walls are formed from huge stone arches and are topped with many colorful banners showing the heraldic symbols of the owners of those whom fight within. Oval in shape, there are 8 major entryways leading to the interior.

Within, the seating forms a sloped ceiling over the concourse which houses concession stands, offices, holding cells and practice yards. Wide ramps lead up from the concourse into the stands. Over 10,000 people can be seating within the hippodrome, either in the private boxes in the lower quarter, or the public seating above. Each private box is draped in the appropriate family colors, and midway along the east stand is the Advocate's Box.

A giant statue of Sire Traven straddles the entry at the north end of the oval. The floor of the arena is 500' in length and 300' in width. Numerous iron barred gates lead to holding pens and cells beneath the concourse where most of the gladiators are housed. The floor of the arena is normally covered with sand, but entire sections of it can be removed to reveal pits, cages and other apparatus that can be raised into the arena. When originally built, the large arena could be filled with water for ship-to-ship combat, but the mechanism for this is in poor repair.

The hippodrome was built to honor the courageous avatar, Sire Traven, who lost his life saving Karfelon from destruction. It originally was used for athletic sports and competitions, dramatic plays, and other mundane activities. Its use, like its structure, has decayed and degenerated over time. Today it is used for gladiatorial combats and executions. It is presided over by **Dearn Aafelt**, the self styled "Advocate of the People" and his fawning **Counselors** whom control the order of the games, and decide the fate of any surviving loosers. While the hippodrome itself loses money, all the merchants in town participate in a collection to support it. It also brings much additional traffic and revenue to Karfelon in the form of tourists.

D – The Royal Amphitheater

A lofty wooden building, the Royal Amphitheater has intricate carved details and is capped by statues of strange mythical creatures. This building's gothic architecture appears both dark and menacing. The main entrance is built as the maw of an enormous akvodrako, through which one passes to enter.

Within, the main lobby has a multitude of entrances, ramps and stairways leading to the audience area, the private boxes, and the balcony seats. Opulent, but tattered finery hangs on the walls revealing this opera house's royal past. Plush but worn carpets are underfoot, and statues and fountains of all kind can be found in every nook and cranny.

The audience area contains row after row of well upholstered seats, divided by curving aisles. Attendants roam the aisles, serving, selling, transmitting messages and seeing to the comfort of the audience. A full stage is set just behind a large musicians' pit.

Dating from when Karfelon was ruled by a monarchy, this opera house was built to play host to royal receptions and audiences. Able to seat 4,000 people, it is no longer used for the grand opera. Currently owned by the Triad, they allow its use for various local musical organizations. The Triad takes a cut of any profits, of course.

E – Anthar's Dancehall

From the outside, this building looks line nothing more than another warehouse in the dock district. A small hand lettered sign by the seaward door is lettered in black script, "Anthar's". The windows are covered from the inside, letting no evidence of the activity within escape. Walking inside, the building is divided into an upper deck, running around the outside walls and on which tables are set, and a large central dance floor. The walls are painted in patterns of black and white, and several giant chandeliers slowly swing from the ceiling providing constantly weaving patterns of light and darkness. A musicians' pit at the far end of the dance floor seats 30, and is often filled with some of the most popular musicians in Karfelon.

This dancehall serves mostly off duty marines and local regulars. A nominal cover fee of 2 silver is required to enter. The food is mediocre, but the ale selection is enormous and includes brews from all over the planet. Well suited to handling large groups, it is occasionally rented for weddings, religious celebrations and guild conventions.

Anthar Kral, a retired seaman, own and manages the dancehall. a stern taskmaster, his forty employees are very loyal as he thinks of them as family and is always there to give a hand them in times of trouble.

F – The Crystal Palace

A colossal monument to wealth, the Crystal Palace was built 80 years ago. It sits 500 feet out in Lake Alfrego, just off the merchant district. Constructed on stilts with its lower floor just above the water, the main structural elements of this circular building are enormous quartz crystals, unearthed from the quarries at Klactri. When all of its lanterns and lamps are lit, thousands of reflections of the quartz and the constantly moving waves bath the shore with a show of light and shadow.

Once inside, each of its two floors has a central area set aside for its kitchens, office space and private rooms. The open rings around this core is the public gaming halls. The outer quartz walls allow the gamers to view the harbor. Gaming tables are intermixed with bars selling food and liquor. Plush carpeting, cloth tapestries and a multitude of plants decorate the interior.

Originally a very high class gambling house, hard times have forced it to lower its social status. Merchants, marines, and townspeople frequent its gambling halls and drinking rooms. Overnight rooms are available and large private parties are catered.

Its ownership is unclear. It is rumored that **The Gellion** has a hand in its activities. Many business deals are proposed and concluded in its halls, and many a malinger has met his end in the cold waters below its windows.

9.7.3 Business Establishments

G – The Market Place

A large, unnamed open space lies empty in the center of the city several blocks away from the main docks. Merchants, farmers, and all with something to sell bring their wares for display at dawn each day. By midmorning, the marketplace throngs with crowds surging from booth to booth. Agents of the Triad roam the marketplace, collecting the proper **Omago**, or tribute, of 5 percent of sales that supports the Triad and the city.

The marketplace is often used as a forum to air one's politics. It is common to see people with a message mounting the small platforms scattered about for that purpose. These stages are also used for the almost daily auctions of goods, services and slaves. Platforms are available for the airing of politics, religion or sales on the bases of seniority within the marketplace. Allocation of these is overseen by a group of the most influencial merchants operating in or around the marketplace.

The triad will pre-empt the use of any of these platforms when they have a public pronouncement. On the sixth day of each week, Frand, the market is closed from two to four as the priests of T'or hold **The Arm of T'or**. Convicted criminals are brought forth to be whipped, sold, or punished by loosing limbs or impalement.

Large boards are placed at many of the roadways at the edge of the marketplace. People seeking employees both permanently and short term will post written notice on these boards. Prospective workers cluster about these boards, waiting each day as the new notices are posted.

On some holy festival days, the market is cleared for celebrations. Merchants providing supplies for such have that day's Omago covered by the temple sponsoring the celebration.

H – Reliable Jack's

Near the southern docks, this shop has a a lot of traffic. Finely tailored robes and accessories are on display. Entering the gabled doorway, a large room with a tiles floor and tasteful cloth hangings is filled with maniquins of all sizes wearing well made and eloquent robery. Two to three attendants are always at hand ready to see to the prospective customer's needs. Always carefull to observe all the proper local rules and regulations, this shop is the very model of propriety.

Until, of course, you examine some of the traffic traveling through its doors. A large number of less cultured individuals seem to frequent the shop, and spend a long time trying out clothing in the second changing booth along the shop's rear wall. The shop is backed by what appears to be a large, unused, warehouse. But, in reality, the warehouse is home of the **Gellion**, the largest criminal organization in Karfelon. The changing booth's back wall pivots, allowing entrance to the criminal's lair.

Publicly owned by one **Jack Haverhill**, this tailor's shop has with a legitimate reputation for good work. He is paid heavily to keep it that way. Those inquiring to speak with Mr Haverhill are told he and his wife, Amfelea, are currently scouring some far away place for new and unusual wares to bring back to his shop.

I – The Pink Pelican

Operated by **Nellia Rajdvergo**, this establishment down near the docks is frequented by marines while in port. Cautiously labeled as an escort service, Nellia offers a wide range of services via her well trained staff of professional working women. Nellia herself is a skillful merchant, but her belief in her importance in providing a needed service causes her to put quality of service before profit. She employs a full time nomadic healer to see to the health of her employees.

J – Armor by Fandus

Drell Fandus' establishment doesn't look like much from the outside, a squat frame structure in dire need of repair. The wobbly door opens into a single large room where the armorer conducts all aspects of his business. A canvas-covered opening in the back wall leads to three cramped rooms that comprise the living quarters for Fandus and his apprentice, Bill. The lack of a woman's touch about the place implies Drell is unmarried.

Fandus is usually found in his workshop, despite the time of day. He is quite tall, very slender, and has a soft voice; almost womanish in appearance. His thinning gray hair straggles untidily from under a dirty gray cap. His long fingers are very deft, but he suffers from myopia and must almost stick his nose right on the workpiece to see it.

Bill looks like a younger Drell, though Drell denies any kinship. He is a good, conscientious workman who could be mistaken for a mute, as he doesn't speak unless absolutely necessary.

Drell is driven by the pursuit of excellence in crafting armor of all types, but especially metal. He learned the craft from his late uncle on the island of **Pelicon**, and moved to Karfelon 20 years ago when his uncle died. Armor prices here are the usual, and much lower than expected for such craftsmanship.

K – Right for Left

For an armory, this little shop offers a surprisingly large selection of goods. Swords, armor, and weapons of all descriptions are displayed, as well as tools, silverware and furniture. Run by a tall, red-headed man named **Guy Maldekter** who, like all his goods, is left handed. Slightly higher than normal prices do not deter a loyal following once they discover they can get goods crafted specifically for them.

L – Tannery

Tanneries are seldom attractive places, and this one is no exception. The ramshackle collection of old boards and sticks seems to defy gravity, and there can't be a dry place inside when it rains. Most of the property is open to the elements, and dominated by large wooden vats that hold the scraped skins and tanning solutions.

Perhaps the almost unbearable stench of soaking hides degrades the structure as well as the workmen. A gang of six of the most disreputable looking characters in Karfelon drudge here every day. Their overseer is the owner, known only as **Old Crum**. He is squat and heavily muscled, and one could guess his ancestry includes orc as well as dwarf. His only garments are a loincloth and a filthy leather apron. He keeps his hair cropped close to discourage the lice, and carries a leather whip that sees frequent use in cowing his workgang.

Crum, the offspring of a dwarven mother and orcish father, was raised by orcs. He was trained as an orcan warrior and served for a time as their executioner, a job that he truly

relished. Military reverses and poverty drove him to Karfelon to practice tanning, the only other trade he knows.

M – Mottel Freeden, Jeweler

A handsome two-story stone townhouse is the home and workshop of a leading jeweler in Karfelon. The thick, iron-bound oaken door has a single small window, covered by a heavy iron grate, through which visitors are identified before being allowed to enter. The door opens into a mostly bare room; the only furnishings are a battered wooden table and two straightbacked, rather uncomfortable looking chairs.

Mottel is just past middle-age, and dresses in clean, but plain clothes whose cut is clearly out of fashion. His grayshot brown hair is neatly clubbed, and his sharp brown eyes constantly search for hidden details and flaws, a habit instilled from years of close, exacting work.

Mottel is the son of a successful merchant, and was brought up to appreciate the finer things of life. He is quite rich, but does not display or flaunt his wealth for fear of attracting thieves. He was robbed twice early in his career, fighting back from complete destitution both times. All his gold and gems are cleverly hidden on the premises (many protected by traps); his workroom is on the top floor, reached via a hidden staircase.

N – Parthus' Properties

A respectable man in a disreputable business, **Johan Parthus** has run a money changing business for 25 years. He inherited it from his father, a general store owner with a kind heart who allowed all his customers to buy on credit. His good nature was rewarded as more and more people payed him back more than they borrowed. Eventually, the money lending and changing crowded out his sales business. His son inherited his good nature and will loan money to any person with a reasonable need.

Parthus' daughter, **Amfelea**, is married to the respectable and wealthy tailor, **Jack Haverhill**. Johan is unaware that Haverhill is secretly the guildmaster of assassins. The fact that anyone who renege on loans often succumb to accidents, building collapses, pianos dropping from above, and other means of quick demise, has not alerted Parthus to this situation.

O – Enlighten!

A small shop tucked away amongst many older buildings, it is not, at first, obvious just what this place sells. The front wall is made of thick crystal, and frames the doorway. Many different candles and lights are behind the crystal, and a variety of different colored filters, spinning platforms and prisms reflect the light from within. An ever moving curtain of light attracts the eye from far down the avenue.

Once inside, the senses are assaulted by the aroma of hundreds of lit candles, ever changing in each shift of the air currents. Two young apprentices are kept constantly busy relighting and replacing these candles. A cloth covered doorway leads into the larger rear portion of this establishment where large pots of wax are constantly being tended has hundreds of candles are molded, shaped, and cast each day. Altogether, this shop keeps six apprentices busy full time.

This shop is run by **Alexander Hajjar**, and offers candles, wax figures, and molds for sale. While he does not do a large retail business, many other establishments, especially temples, buy from him in bulk. Alexander is good friends with **Guy Maldekter**; they are often seen drinking after hours at the **Flying Eagle Tavern**.

P – Round the Bend

Between the marketplace and the docks is a large barnlike building with an adjoining lot filled with partially repaired wagons, carts, and carriages. Owned by **Tram Jon Guiluise**, several workers repair and custom build these vehicles. Possessing exclusive contracts with the Enclave, the Archives, and the local government, this is a very healthy business. It is rumored that Tram was brought up by the priests at the Solarium after his mother was killed by bandits. He himself never refers to this, but it was obviously a traumatic parting; he refuses to service any vehicles owned by priests or followers of Ra.

Q – The Forgery

A short dwarf of great stature, **Firestoke IronForge**'s rather bizarre sense of humor precipitated the rather misleading name for his shop. He shoes horses, makes and repairs metal parts for wagons, and produces all sorts of metal objects. Locks, wheels, tools, and lighting fixtures are his specialties, and people travel from afar to purchase his quality work.

Years ago, he sheltered **Lord Barlow** from an immense **Hirudo** hunt on the island where both originated. Today Lord Barlow surreptitiously keeps an eye on his shop and fends off any evil. The two are occasionally seen spending an evening at **The Gentlemen's Retreat**, talking over old times over a drink and a favorite of Firestoke's, a Flaming Torandor. (He has a great weakness for chocolate).

R – Abjarr's Restraints

Abjarr Angste and his three assistants make large quantities of rope in all strengths and sizes out of hemp and leather. They contract much of their output to the local shipwrights. They also have lucrative contracts with several local slave handlers, producing appropriate equipment both themselves and through subcontracts with **The Forgery**.

S – The Pen and Shield

Owned by a retired warrior whom only goes by the name **Redael**, this unusual shop is both a stationery store and armory. Outside hangs a large shield with a quill emblazoned on it.

Besides selling paper, parchment, and all manner of writing supplies, the left hand side of Redael's shop provides a scribing and sign making service. Redael has a fondness for old journals and diaries, usually purchasing any that are brought in.

The right hand side of the shop produces all types of armor. He buys used armor and weapons, refurbishing and reselling the armor, and selling the weapons to **The Razor's Edge**, but occasionally keeps some of the swords for himself.

Once a formidable warrior and bodyguard to the **Triad**, Redael can occasionally be lured out of retirement by the right cause, or the right price.

T – The Razor's Edge

Run by **Karana Eharr**, this shop buys and sells swords and other sharp edged weapons of all descriptions. Karana inherited her shop from her mother, **Yelima Hadrill**, who was once a wife of **Yammer Hadrill** until she met her untimely death falling overboard into the lake from her husband's yacht's upper deck during a dinner given in her honor.

In the last three years, five potential robbers have met their demise at the end of Karana's sword. The priests at the **Enclave** have a standard danger code signifying a robbery of her shop.

U – Doctor Marta's

Once part of a nomad Rondo, **Marta** tired of that uncertain life and decided to settle down in Karfelon. Still having contacts with her nomadic kin, this elderly woman serves as an outlet for nomadic cargoes brought to Karfelon from far away lands. Preferring to simply sell her wares, she will occasionally practice her nomadic healing abilities, but always at a price.

Her shop stands across from the hippodrome. It is a one story wooden building with an open front. She pulls an iron grate across it at night, and leaves her tamed ulrich, **Spot**, to guard it at night.

V – Jim's Bargain Sails and Flags

Owned by Jim "Smith", this is the place to go for low cost sails, and any other large cloth items. He is very willing to bargain, and will go to great lengths to make a sail. Once, it is rumored, he forced his wife on a disreputable captain who needed to leave town in a hurry. Old Jim gave him a replacement jib sail in return for the captain taking his wife far, far away. More recently he has given away ten pound turkeys, tickets to the opera house, gift certificates from **The Locker**, and avocados free with all purchases.

W – Falin's

On the shoreline, this large building resembles a warehouse, but has one side open to the harbour. Large metal rails lead out of the building and down into the water. Its roof stands high above the other buildings of the area and is peaked down the center. Entering this building through one of many doors, most often one sees a partially built ship within. Ships of any size, even maraujo and kurujo, are build and repaired within this facility. A work crew of around 60 people are employed constantly employed building and servicing new and old ships.

Owned and run by **Jerome Falin**, a well established shipwright, work done here must be scheduled one year before the beginning of construction. Jerome is very reputable, and many of his ships have gone on to have a very notable career. He is very popular with the citizens of the city because his business buys supplies and services from almost every other merchant in Karfelon.

X1 – Modreor's Forge

A small shop nestled among the storefronts along the western shore district, the sound of hammering, and the heat from the forge within assails the potential customer when they approach. Inside a well build forge and several workbenches sport metalwork of almost any variety. Rather than rendering everyday items, this shop specializes in the unusual. Making custom metal work, working with strange materials, and charging premium prices for this work which is unavailable elsewhere.

It's owner, **Modreor Andepforine**, seems to be rarely present, or available, but this is due mainly to some unsavory business deals in his past. In reality, he is either in his apartment above the shop, or taking on one of several different personas he has established over the years. One of these is even that of one of the craftsmen within the shop. It is curious to note that none of the other workers have connected the fact that one of their coworker has never been seen at the same time as the owner. It is probably some mystical effect is in force.

X – Gurt's Cuts

A small butcher shop in the northern residential district, many people depend on **Gertrude Welling**, its owner, for quality meats. Gertrude is a robust lady in her late 60's, who has supplied meats for over 40 years. While her shop actually runs at a slight loss, her inheritance from her dead husband, Kelly, sustains the business. Kelly's portrait hangs on the wall behind the counter. Her customers have learned to not question her as she constantly talks of him, believing him to still be alive and nearby.

Y – Saron's Sturgeons

A large open air booth at the edge of the marketplace, this place is constantly full with shoppers seeking the right bargain, or the right fish, or both. The proprietor, **Saron Tern** sells much of the local fishermen's catch. His prices are a sometimes little high, but his shop is very popular since his eldest son, Jeremiah, has studied water magic and has perfected a magical way to generate ice to keep the fish fresh much longer. Many people use the shopping as an excuse to get out of the noonday heat and enjoy the cooler area about the fish displays.

Z – The Way

Next to the Shrine of Isis, this small shop is draped across the front with a large cloth hanging on which is painted a map of the isle of Lojem. Entering the shop through a slit in the map at Karfelon, inside is hung and displayed parchment and cloth maps of many places on Jaern. A scribe is available to make copies of any map on file, and a local artist can be called to make a more durable cloth copy.

The shop is owned and run by **Geister Wayland**, a retired marine who had been navigator of the maraujo **The Heist Gram** for thirty years before it met its end at the **Battle of Large Sails**. He rescued most of his charts intact, and today does a brisk business supplying copies to other marines and merchants for a fair price.

AA – Jane's Palace of Leather

A large old stone building that was originally built as the city's prison, this has since been bought and refurbished by **Jane Worcan**, a rather large and attractive orc (well, as much as orcs get) from Sovaga. She and her human assistants prepare and create anything imaginable out of leather. Leather furniture, carrying bags and clothing are the bulk of her sales.

BB – Belia's Clothing

A large warehouse on the southeast side of town is a must for anyone looking for interesting and quality clothes. The outsides of the building are draped with cloth banners and displays of exotic materials from all over the planet. Once inside, there are numerous rooms, each containing tasteful examples of fashion clothing from some far land. Known for quality, many of the gentry look to Belia's Clothing to meat their fashion needs.

Owned by an entrepreneur named Belia Dequortose, she originally was employed as a seamstress at a local tailor shop. Her skill with the needle, and her ability to fabricate clothes in strange styles lead to her being in great demand among the upper classes of Karfelon. Parlaying this into a thriving business, she is happy to bring affordable fashion to all the people of the city.

CC – Dennis Cooper's

A young man from a backward village, Dennis came to town with but a partially eaten potato in his pocket, to fulfill his dream of becoming a maker of barrels. A series of completely ridiculous events catapulted him into the ownership of an old bakery building, where he happily creates barrels for sale. The workmanship is not very good, but some believe there must be a god looking after him and his wares, or he would be long dead.

9.7.4 Taverns

DD – The Flying Eagle Tavern

Often a gathering place of the adventurous, this tavern has a long and confused history as a place where many adventures have started, and sometimes ended. The main common room is nightly filled with the middle class denizens of the area, and many mercenaries, warriors and their companions. Reasonably hearty food and good ale is served to the patrons by serving wenches who have seen much traffic go through the tavern.

A large kitchen staffed by six slaves is accessible from behind the bar, and a rear exit to an ally behind the bar is sometimes used by cautious patrons. Two floors of rooms above the main floor provide housing for up to 24 people. A large public billboard outside the tavern is used to post ads for those seeking adventure and danger.

EE – The Gentlemen's Retreat

A high class eatery at the crest of the north hill, this well kept building is in the shape of a three story top hat about 150 feet wide. The entire structure stands on a series of stilts, placing the top of the building 60 feet above the crest of the hill. A spiral stairway leads up to its second story, which is a restaurant with seating for 200 people. The floor below is the kitchen area and the business office. The third floor, called "The Patio," is actually the roof, and has seating for 80 diners. A draping cloth cover protects the patio from the rain.

Only men are allowed within alone; women must be escorted. Paying a small fee to the bouncer allows a man to duck anyone he wishes; a quarrelsome wife, a difficult lover, or anyone the gentleman wishes to dodge. The food is excellent, service precise, and the meal is usually topped off with fine liquors, exotic tobaccos, or the house specialty

desert: a large dish of ice cream, chocolate and brandy, briskly labeled a **Flaming Torandor**, which is set afire like its ancient namesake.

FF – The Locker

On the edge of the dock area, this tavern is built into the basement of a block of merchant's shops. The normal entrance is through a spiral stairway enclosed in glass from the end of a docks into the waters of the lake. One side of the interior is of metal that has been made permanently transparent. The patrons can sit eye to eye with the creatures of the lake.

The Locker is owned by one **H'riman Tkclatra**, an elder lizard who was once a priest of long standing within the **Natatorium**. Judiciously saving his meager living allotment over three decades, he purchased the basement of the building to build his tavern when he was ejected from the Natatorium by its Ekvilibri. (He had been linked to a scandal involving some of the younger female acolytes.)

Specializing in products of the sea, The Locker is very popular with the **Novarice**, the newly wealthy merchants who have made their fortunes in the last few years. Surprisingly, most lizards steer clear of the place, claiming that its menu of lizard dishes has been "sanitized" for the human palette.

9.7.5 Places of Worship

GG – The Sepulcher

Dedicated to **Anubis**, this building houses his priests and places of worship. It is a tall gothic structure, and resembles a fort more than a temple. Rising five stories above ground level, it is build from black granite. There is only a single arched entrance for the somber and very ceremonial priests and worshippers.

The entrance opens into a large internal atrium. Huge somber murals depict scenes of those passing onto **Infero**. From here, its main corridor extends left and right. A large ornate spiral stairway leads to the upper levels housing priest quarters and living spaces. A forty foot wide arch opens to the main worship area.

This area extends up through all five levels. Red stained glass windows allow somber red light to illuminate this surealistic hall. Various alters serving different purposes and aspects of Anubis are scattered around the edges of the hall. Sunken in the center of the floor is the Karfelon Sepulcher's infamous **Wheel of Destiny**.

When a follower wants to show piety for his lord, or when they have committed some sin from which they want to atone, they allow Anubis the chance to claim them. They agree to be affixed to one of the one hundred positions on the wheel. The priests spin the wheel on its carefully balanced bearings, releasing it and allowing it to stop naturally. When it stops, a pointer on the main altar points to the southernmost position on the wheel. The person there has forfeit their life to their deity. They are brought forth and terminated on the main altar amidst much singing and ceremony.

Two levels below the main floor are the first of many levels of catacombs. Here the faithful are inturned. These catacombs are below the city drainage tunnel, and extend far from the Sepulcher in all directions. Many a potential grave thief has entered these tunnels, never to return.

HH – The Convent of At'ena

An old converted warehouse, this building stands two stories tall. Painted white, several tall polls tower above its roof, flying the flag of the Sisters of Karfelon, an all seeing eye surrounded by water, surrounded by land. Two female warriors stand guard at the convent's entrance at all times. All whom enter must surrender all weapons to these employed guardians.

Inside the doors, a large room holds hundreds of statues, paintings, object of art. Concealed from view, a sister watches patiently as a visitor examines these carefully placed signs. The attitude and seriousness that the sisters will take the visitor is very much determined by the sister's reading of the portents when the visitor enters.

Doors lead of to a maze of corridors, rooms, stairways and cleverly locked doors. Access to the **Seer** of the convent is highly prized by the devout, and many unscrupulous people are tempted to take her by force. So the sisters have trapped each door, each length of corridor, each stair. Only the sisters, trained in the reading of signs, can avoid these traps.

There are quarters for the sisters, meditation rooms, consultation rooms where a supplicant can ask for a reading. The innermost sanctum is where the current seeker lives and gives readings. It is said, by those outside the convent, that she is very elderly and has not long to live.

II – The Solarium

A large, square concrete building, about 200 feet on a side, this was built over the site of an ancient meteor impact. Only one story high, the center worship area has an enormous sun roof where the **Ra** worshippers tan themselves. The walls slope inward from the floor to the ceiling. The roof of the Solarium contains mostly crystal and glass windows, allowing the light of Onra to shine within every room.

A corridor from the main entrance leads into the large central worship area, 100 foot on side. Here all meetings and worship services are held. With no altar, worshippers focus their attention on Ra above, as they see Onra shining through the glass windows above them. A thick and comfortable carpet covers most of the floor, allowing the worshippers to lay down and intercept as much sunlight as possible.

Doors on all sides lead to corridors and rooms containing kitchens, baths, offices, teaching rooms and living quarters for the priests. Utilizing mostly stone and neutral colored tiles for the construction, the Solarium is a very solid looking, and non-ornamental place.

II1 – Construction Crew quarters

Across the street from the Solarium, a large stone building houses quarters for the **Construction Crew**. This group is made up of approximately four hundred male slaves, purchased by the agent of the Solarium for their strength and trainability. Divided into cells of eight each, they quarter together within the quarters and work from sun up until sundown on construction projects as directed by the priests of the Solarium. Each cell is lead on an experienced worker, and each group of eight cells, called a work group, is given a name and is led by a priest.

Each cell shares a small room lined with bunks. Small windows let sunlight into all the these rooms. Each eight bunk rooms share a small exersize room which the workers are allowed access for four hours after their work is done for the day. The kitchens of the Solarium provide food.

Once very two weeks, on a rotating basis, each cell accompanies their work group's priest and visits the dock area for a night of entertainment.

Discipline is even and not too excessive, mostly involving the loss of priviledges. Construction work is very physically wearing on the slaves, so the priests give them the option, after five years of work with no major infractions, of being sold at market, getting a chance at a less physical life.

II2 – Orphanage

Run by a solarian priest by the name of Legion Wolf, this building next to the solarium houses facilities which hold, at any one time, up to 250 children. With other priests to assist him, Master Wolf has taken it upon himself to provide for those with no other option. The children housed here are fed, schooled at various places about Karfelon, including within the Solarium, and kept in good health. At the first opportunity, the orphanage sponsors its charges into an apprenticeship or acolyte position as befits the child. Donations from the public and wealthy sponsors support Master Wolf's work.

JJ – The Temple of Orus

The exterior of this temple reveals that it was once simple a collection of different random buildings. Each time the temple became too small to house all the conflicting people and projects in progress, another building was bought, and hastily connected via walkways and tunnels to the rest of the temple. The central and largest building once housed the town government before the Triobla Halo was built.

Inside is a cacophony of styles. Each room is for a different purpose and shows the personality of the builder who happened to be on call at the time. Worshippers are encouraged to assist by buying new buildings, bringing in new decorations, and generally helping in whatever way they thing is right. This has resulted in some pretty extreme worship chambers, and quite a few fist fights.

KK – The Natatorium

This large one story building houses the priesthood of **Neptune**. It overhangs the lake, and its basement rooms are actually underwater. Built in the ancient style from granite slabs and columns, it has survived flood, fire and earthquakes. The large archway which is its public entrance is a favorite place for beggars, politicians and solicitors of all types. All are welcome within the Natatorium.

Entering, there is a large public hall that opens to corridors leading to each of the different baths. Large shallow pools of water and different cleaning mixtures at different temperatures are available for use at a two copper donation. Men and women are segregated, and each is provided with appropriate facilities for changing, bathing, rinsing and relaxation. Acolytes and slaves within the natatorium assist the patrons, providing towels, security for belongings, refreshments, and religious instruction to any whom ask.

Since most of the citizens of the city use the services of the Natatorium, it is considered a neutral ground. Disagreements and physical brawls are not allowed, and in the infrequent occasions such are attempted, the priests, often with the assistance of the Priests of T'or, quell the violence, and punish the combatants.

The priests are well known for their way of balance, and are well trusted by the population at large. They are often

consulted to hold information or objects which must be held in confidence.

LL – The Enclave

Actually a large complex of buildings, this serves as the barracks and administrative area for the priests of **T'or**, and as training and worship areas for the priests and followers. It is surrounded by a tall chain link fence, and access to areas within is strictly controlled. One isolated building is the current security area for holding criminals prior to trial and sentencing.

MM – The Archives

A large sprawling stone building, two stories tall and many floors deep beneath the ground, this serves as the repository of information for the city. The priests of **Tarus** guard, maintain and index this library. Built over the location of several old temples, little is known about its subterranean chambers by those outside the priesthood.

NN – The Sanctuary

This two story wooden structure was built in the mid 9700's by the great shipping magnate and philanthropist Gehart Ultrim. Upon his death he left his fashionable and large downtown home to the priests of Isis whom had cured his son of **grofelt** addiction.

Housing 20 priestesses, priests and acolytes, Karfelon's Sanctuary also houses the injured and ill in their care. The oak doored entrance leads to a reception hall, 50' on a side. In this hall their are some simple but elegant cloth hangings, statues and a altar surrounded by well kept plants and flowers. A corridor to the left leads to the offices and private shrines. A corridor on the right leads to the living quarters, slave quarters and kitchen. A large grand stairway leads up to the second floor corridor.

On the second floor are eight ward rooms, where the sick are housed, and four counselling chambers, where those troubled of heart and mind may seek advise, solace and sometimes just a willing ear from the priestesses. At the head of the stairway, where Ultrim once had his library, is the office of the Vivocefo, Brixel. This chamber has seen many a meeting between adversaries as they allow the Sanctuary to moderate their disputes, and heal their anger.

A renovated storefront rented by the priestesses is across from the temple. Here twenty to thirty of the children of the townspeople are taught holy scriptures and morals by the priestesses each afternoon.

9.7.6 Other Places

OO – The Old Mill Pond

Originally dug to service an old mill that is now long gone, this pond is used for swimming by most of the city's children. The **Triad** dredge it once a year to keep the bottom clear of obstacles and dangers.

PP – The Water Tower

This large cylindrical tower is build over the largest and oldest of Karfelon's springs. With water cleaner than that in the bay, this tower houses a large archimedian screw which is turned by teams of slaves, which pulls water to the top where it is divided down gutters and waterways and delivered to fountains and water reservoirs throughout the city. The Triad owns the building and the slaves housed here, and supports its operations.

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.

10.1 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 his word is law to the marines under his command. Directly under his 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 men under him are called **Gunsmen**. They are skilled in building and repairing mechanical systems, and artillery machinery. The senior-most gunsman is called the **Chief Gunsman** 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. He is 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 purchasing slaves. Traders under his direction assist in sales while in port, and in directing the maraujo's complement of slaves. The slaves cook, clean, do laundry, and generally do any task too menial for a marine. They are generally treated well, and are important property to the maraujo.

A maraujo of one hundred marines is usually divided into the following divisions:

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
Slaves	menial jobs	10

10.2 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 his 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 his navy, resulting in his downfall when the marines combined forces and attacked their erstwhile employer.

10.3 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 a 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 he were punching. On land, the marine backhands with his maroglave, drawing the edged blade across his opponent. A sheath allows a trained marine to reach across his abdomen, thrust his hand into the sheath, pull the drawstrings and cinch them around a metal hook, and withdraw the weapon, ready for combat, within one round.

10.4 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 him and returns him 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, they rarely have anything in the way of personal possessions. A trader assigns then 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.

10.5 Apprenticeship

Apprenticeship aboard the maraujo 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.

10.6 Initiation

The night before induction, the recruit and his 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 his way on deck where the Cefo awaits to induct him into the crew. It has often been a test of will for the greatly overhung recruit to make it through the induction ceremony without incident.

10.7 Duties

Each marine is responsible to the chief of his section to perform all his assigned duties. He also must 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.

10.8 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, he takes 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. This 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.

10.9 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 him extra duty hours, suspend his Trader Office privileges, or restrict him to ship while in port. Unlike many other Jaernian institutions, the marines do not believe in corporal punishment or humiliation.

If the offence 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 his seniority by carefully cutting off his left ear, along with all of his rank earrings. All his awards and wealth (except 10 sp) is confiscated, and he is 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 anyone survives this ordeal.

10.10 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.

10.10.1 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.

10.10.2 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 his 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.

10.11 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 his officers always allow time for these priests to hold worship services and give benedictions prior to battle.

Chapter 11

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 Skywatcher 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, was 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 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 collapsed. Stones from its wall struck him and he lost consciousness.

"Father?" a voice called to Daine. "Are you awake?"

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 gentle shook. Haaro directed Daine's attention to a window which the others were all now viewing. 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 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 to 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 one of the exists, 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 PROPERLY. ATTEND AS I SHOW YOU HOW TO PROPERLY UTILIZE ALL OF YOUR ABILITIES"

11.1 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, seeming unrelated items effect each other, they discovered that they could learn new disciplines, philosophies and methods many times faster than their humanoid brothers.

11.2 Motivation

"Be all that You can Be"

The new thinkers, or Augers as they became known, have decided that their first priority is for each individual do everything needed to realize his or her 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.

11.3 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 tendancy to avoid places where the 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.

11.4 Requirements

Any whom wish are accepted at these remote **Pensihalo**s, 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.

11.5 Induction

Most whom will 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 his commitment, the potential auger presents himself to the sages, giving them all his worldly possessions, and, in effect, becoming property of the Pensihalo.

11.6 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 standard 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.

11.7 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 his current performance the inductee discovers his eventual potentials.

11.8 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.

11.9 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.

11.10 Augeing 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.

11.11 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 he 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 12

Nomadic Mystiscism

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 **rondo**s 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, earrings, 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 upper right to 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 consider 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 quite 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 could 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 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

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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.

12.1 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 cost 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 Torander 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 despair, they called upon the gods of Torandor to hear their plea for rescue. In vain they called, for

at 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.

12.2 Social Structure

Nomads grow up and live together in groups called **Rondo**s 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.

12.3 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.

12.4 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 his guardian spirit the use of his body to access the normal world.

If a full day passes without the inductee bonding with a guardian spirit, he is brought out of the trance and allowed to rest. He 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 considered having succeeded in establishing a bond with a guardian spirit.

12.5 Nomadic Missions

Throughout a nomad's childhood, he sees and learns from the adult nomads around him. Depending on his particular talents, he 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.

12.5.1 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.

12.5.2 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

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record their history and teach their young. These dances are usually kept private to the rondo, except at the time of **The Gathering**.

12.5.3 Seekers

A nomad's guardian spirit will sometimes have passed on to the Kurago with his 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.

12.5.4 Second Lifers

A particularly forceful spirit can completely submerge the life force of the nomad, taking the body as his 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 his 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. He 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, he will roleplay the nomad until you regain control.

12.6 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 his guardian, and can occasionally silently converse with him. As the nomad grows older, this ability increases, allowing the nomad to experience some of his guardian's emotions, and then his memories. The division between nomad and guardian becomes more and more indistinguishable as the nomad grows old. When a nomad passes on, his own spirit melds with his 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.

Raz	1	Ald	6
Car	2	Edo	7
Oka	3	Ijo	8
Vem	4	Bez	9
Lar	5	Sag	10 or more
		Tor	Original Albornian

The standing of a nomad within the rondo depends greatly on the number and standing of his bonded spirit as well as his own skills and accomplishments.

After the player chooses his adventurer's mission, The GM may, at his discretion, give the adventurer the name of his guardian spirit. As the adventurer plays, the GM may slowly give out more and more information about the guardian, and can, at his 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.

12.7 Beyond Death

When a nomad dies, his spirit merges with that of his **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 him 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 his destruction.*

12.8 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.

12.9 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 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.

12.10 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.

12.11 Music and Dance

No one within a rondo is more loved and respected then the **Sondivenki**, or sound master. He is the senior-most musician, and besides a required skill at musical instruments of all kinds, he knows and plays all the songs of the past, a sort of audio history of The Brethren. During his lifetime, each Sondivenki is responsible for adding another song to his 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.

12.12 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.

12.13 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** stat and their **PER** stat. Creating an incant depletes this life energy. One night (2 bells) of rest restores one fifth of his starting life force.

If preparing an incant completely depletes a nomad's life force, his body dies, and his spirit retreats to the **Kurago**, where it merges with his *Guardian Spirit*. The resulting spirit rests for time there, and then seeks to merge with another new nomad.

12.14 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 twice the base cost. *Adventurers whom are inducted as nomads from outside the rondo pay three times base cost for incants in their declared mission, and four times 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**.

Imprints and some talisman, having permament effects, have to be repurchased from zero after they are created. Other incants are limited only by the current life force of the nomad.

12.14.1 Mixtures

Powders, liquids and sprays that are ingested or spread on the skin of the target have a myriad of different effects and potencies. Mixtures are divided by how they are activated.

Delivery Methods:

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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 his 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.

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 his **Life Force** to open the conduit to the **Kurago** while speaking or singing the words and performing the proper mixing actions

12.14.2 Talisman

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 him, and then go into a trance, chanting the incant, communicating with the **Kurago** until the talisman is complete. His life force opens the conduit to the **Kurago**, and if the incant has a permanent effect, he must spend the experience up to the rank of the incant.

12.14.3 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.

12.14.4 Imprints

Chanting the incant while creating the tattoo somewhere on the target's body, the incanter pulls the appropriate spirit from the **Kurago**, binding it to the target. If the incanter is imprinting himself, 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 his **rondo**. Since all imprints have a permament effect, the nomad must expend the experience to buy this up from rank zero each time it is created.

12.14.5 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.

12.15 Incant List

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

12.15.1 Core Incants

These incants are available to all nomads at their stated base costs. These general incants deal with basic communication with the **Kurago** and things the nomad uses to care for themselves.

Abeyance Ritual

Type:	Invocation
Base Cost:	10000
Silver:	2000/rank
Time to Make:	4HS/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 his true age. A nomad may only have a segment of years held once in their lifetime. Further attempt to use this incant can only increase its duration from the initial creation of the first abeyence.

AkvoSeraei

Type:	Mixture/triggered
Base Cost:	100
Silver:	50/rank
Time to Make:	2HS/rank
Ingredients:	

This potion, used in the **Seraei**, 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 Trance Potion are allowable.

Other nomad rituals use this potion made by the nomad attempting the ritual.

Aversion Amulet

Type:	Talisman
Base Cost:	1200
Silver:	100/rank
Time to Make:	1B/rank
Ingredients:	1/2 ounce terisium /rank

The spirits protect the nomad from magical harm. 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 one week after it is activated.

Armoring Powder

Type:	Mixture/triggered
Base Cost:	600
Silver:	25/rank
Time to Make:	3HS/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 Targets CDV and MDV is increased by 1. This effect lasts 1 bell from the time it is activated.

Assume

Type:	Invocation
Base Cost:	1000
Silver:	30/rank
Time to Make:	1HS/rank
Ingredients:	

This incant 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 the image of the nomad, not the guardian. The possession is a large strain on the nomad's body, and after one house the spirit must leave, or make a 4d6 check vs HEA every 10 minutes. Failure on the check results in the death of the body, trapping the nomad in the Kurago and destroying the guardian spirit. Since each spirit is usually a gestalt of a number of spirits, each rank above one allows a spirit one further back in the chain sole access to the nomad's body during the invocation.

Bond Summon

Type:	Invocation
Base Cost:	500
Silver:	20/rank
Time to Make:	1/2HS/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. The nomad then calls the target to him. The target must make a check of one die per rank of the invocation against WIL, or travel as fast as possible to the incanter.

Dark Transcript

Type:	Imprinting
Base Cost:	1000
Silver:	75/rank
Time to Make:	3HS/rank
Ingredients:	

This incant 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, when he wakens images seen by the spirit during his sleep appear in his mind. 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:	2HS/rank
Ingredients:	

This bitter potion keeps the target awake and alert. While under the effect of this potion the target through exhaustion, spells, or tiredness will not fall asleep, but can be knocked unconsious by damage. The target stays awake for a number of houses equal to the rank of the mixture. After that time the target will fall immediately into a deep sleep for the same amount of time. During this deep sleep the target does not regenerate lost DP or regain elemental or divine units.

Endow Thought

Type:	Invocation
Base Cost:	200
Silver:	5/rank
Time to Make:	1M/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:	2HS/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 the body and back into the Kurago, banishing it for at least as many years as the rank of the ritual. The formerly possessed person retains his memory of all the events that occurred since his possession,

Being trapped in his own body, unable to control any of his actions and watching as the spirit uses him for its own ends, can unhinge even the stalest of minds. The freed person gets a 4d6 check against his WIL to retain his sanity. If failed, the shocked and confused victim will be quite insane, unable to communicate, unable to perform any tasks, and will slowly degenerate and die within a very few weeks. The GM may modify this according to the events while possessed or the support of friends and loved ones.

If he stays sane, he no longer has a guardian spirit, and has none of the nomadic abilities from the evicted spirit. He can, if he chooses, to attempt induction again, or he may not wish to risk repossession by another spirit.

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:	1M/rank
Ingredients:	powdered Oorn root

The nomad touches a damaged plant, and it is restored to health. The first rank of this invocation could restore a wilted flower, the second would restore a small bush, the third a single tree. Rank four would restore a 10' radius circle of plants and each higher rank would double this 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:	2HS/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 times the rank mets of the vial.

Living Staff

Type:	talisman/permanent
Base Cost:	500
Silver:	20/rank
Time to Make:	2HS/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 one die per rank of the ritual. The growth remains for one house or until the incanter commands it to return 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:	4HS/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 as he remembers what was forgotten. He remains in this state for a house per rank of the mixture and recovers the memories of the last 5 years per rank of the mixture. This elixir only works once on a given individual.

Memory Stone

Type:	Talisman/permanent
Base Cost:	300
Silver:	20/rank
Time to Make:	2HS/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 himself into a trance, this sight and emotion, as he saw it, are permanently inscribed on the stone. This vision and emotion will be conveyed back to the incanter when he touches the stone. At rank two others touching the stone may feel this memory. At rank three the memory is detailed enough to use as a target of a spell requiring a memorized target *but not a memorized location!*. At rank four, the sight envelopes the one holding the stone, as a visible image, and at rank five the image overwhelms reality, causing the viewer to see only this sight. At rank six all within a 10' radius are enveloped as well.

Object of Spirit Snare

Type:	Talisman/permanent
Base Cost:	500
Silver:	30/rank
Time to Make:	2HS/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 dice equal to the rank of the ritual used to prepare the crystal. A spirit may only leave the crystal if it is broken. An elemental or divine **Revocation** treats this as a spell of twice the incant rank, if it succeeds, the crystal shatters releasing the spirit.

Object of Spirit Ward

Type:	Talisman/permanent
Base Cost:	300
Silver:	60/rank
Time to Make:	2HS/rank
Ingredients:	symbolic object

The nomad designates a symbol expressing a symbolic meaning to him 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 the spirit attempts to approach the person brandishing this object, it must make a check versus WIL of one die per rank of the ritual. This object breaks, crumbles, or bursts into flames the first time a spirit succeeds against it.

Philter of Regression

Type:	Mixture/targeted
Base Cost:	800
Silver:	100/rank
Time to Make:	3HS/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 of exotic spices, the blood of the recipient, and sap from the Ulihar tree, the nomad chants and contacts the spirits, requesting they take away the knowledge to be regressed. When imbibed, the imbiber watches the events of his life pass before his eyes, starting with the most recent and preceding backwards. As each event is viewed, memory of it is erased from his mind. Each rank of the mixture can regress an imbiber up to five years. This mixture is only effective on any one individual once in their life.

Portal Disruption Powder

Type:	Mixture/targeted
Base Cost:	600
Silver:	20/tank
Time to Make:	2HS/rank
Ingredients:	1/2 ounce 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 houses equal to the rank of the mixture.

When used spread about an area no greater than 10' by 10' it causes anyone attempting to teleport in or out to make a check of the rank of the mixture versus PWR to succeed in the transport.

Revealing Mist

Type:	Mixture/triggered
Base Cost:	300
Silver:	25/rank
Time to Make:	2HS/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 the cloud are clearly outlined within it.

Sleep Draught

Type:	Mixture/triggered
Base Cost:	500
Silver:	30/rank
Time to Make:	1HS/rank
Ingredients:	

This draught causes the imbiber to fall into a deep restful sleep. If unwilling, the imbiber must succeed a check of d6 for each rank against WIL to resist its effect. He will then sleep for at least as many houses as the rank of the mixture.

Sleep Mist

Type:	Mixture/triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	2HS/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 of the rank of the incant dice vs WIL or fall into a magic sleep for 1d6 hours.

Smoke Bombard

Type:	Mixture/triggered
Base Cost:	400
Silver:	20/rank
Time to Make:	1HS/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 of the mixture in radius.

Spirit Barricade

Type:	Talisman/permanent
Base Cost:	1200
Silver:	150/rank
Time to Make:	1B/rank
Ingredients:	

The nomad infuses an article of jewelry to create this talisman that hampers spirits to which he does not have a bond. Any disembodied spirit attempting to interact with the incanter must make a check against WIL of one die per rank of the talisman. If failed the spirit may not try again for a number of houses equal to the rank of the talisman.

Spirit Bombard

Type:	Mixture/triggered
Base Cost:	400
Silver:	40/rank
Time to Make:	2HS/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 effected 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:	5M/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 him 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 himself. If the spirit fails a check against WIL of a die 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:	2HS/rank
Ingredients:	

The nomad constructs an enclosed cage or container with no holes or gaps greater than two inches. The rank of the ritual times 3' is the maximum of any dimension of this container. 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 his 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:	1B/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 him in the case of misfortune. He 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 him. 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 points of damage 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:	2HS/rank
Ingredients:	

Rnk	Creature	
1	Marokrifo	stinger
2	Batisunui	fangs
3	Hejtifea	feather
4	Venevermo	digesting organ
5	Flugofiso	tentacle
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 damage 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:	500
Silver:	400/rank
Time to Make:	1HS/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:	1/2H/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 brightness varies from barely perceptible when farthest apart, to the equivalent to a candle when they are touched together. The entire set of pearls retains its spirit magic as long as one of the pearls remains in the possession of the incanter.

Third Eye

Type:	Imprinting
Base Cost:	1000
Silver:	200/rank
Time to Make:	3HS/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 normal eyes. The nomad may see up to 10 feet per rank of the ritual from this new eye. Only one such eye will function.

Wind Call

Type:	Invocation
Base Cost:	400
Silver:	10/rank
Time to Make:	5M/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 nomad tosses the paper into the air.

At the end of each day the GM rolls 4d6 vs the PER of the guardian spirit as it guides the message to the receiver. If the roll succeeds the message lands where the receiver will see and notice it. The spirit will continue to try for one day per rank of the ritual. While the message is being guided, the guardian spirit is not with nor can be summoned by the nomad. When the message is delivered or the ritual expires, the spirit returns to the nomad, and he will be aware of the resulting success or failure.

12.15.2 Preserver Incants

Aphrodisiac Oil

Type:	Mixture/generic
Base Cost:	400
Silver:	20/rank
Time to Make:	1HS/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:	1HS/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:	1B/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 effects caused by spells, chemicals, or be transmited by sound. When the listed effect could occur, the check to resist the effect is at two dice less then normal. The brew wears of after such a check, or in 2 days whichever is first.

Rank Ingrediant	Effect
1 grofelt	sleep 2
ground quartz	sound 3
salt	paralysis 4
terisium	possesion 5
quezl poison	poison 6
hirudo dust	death

Courage Draught

Type:	Mixture/triggered
Base Cost:	600
Silver:	30/rank
Time to Make:	1HS/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 mixture. Unwilling targets may make a 4d6 check against PWR to resist the mixture.

Corpse Ward

Type:	Talisman
Base Cost:	500
Silver:	40/rank
Time to Make:	3HS/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 the object loses its power and may break, crumble, or burst into flames (GM's choice).

Deep Sleep

Type:	Invocation
Base Cost:	1000
Silver:	200/rank
Time to Make:	3HS/rank
Ingredients:	

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 very little air, Otherwise he is vulnerable to any threat, and automatically fails any resistance checks. The nomad ages but a single day for each rank of the ritual, but may sleep as long as the time specified on the table for the rank of the ritual.

Rank	Time
1	6 months
2	2 years
3	8 years
4	24 years
5	100 years
6	500 years

Descry Ships

Type: Talisman
Base Cost: 500
Silver: 50/rank
Time to Make: 2HS/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. Touching the map activates it, making all ship positions within four mets per rank of the ritual appear on the map. The map does not disintegrate, but it cannot be used again.

Dram of Energy

Type: Mixture/triggered
Base Cost: 600
Silver: 50/rank
Time to Make: 2HS/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 dependence.

Elixir of Health

Type: Mixture/triggered
Base Cost: 600
Silver: 45/rank
Time to Make: 2HS/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 contracting Arthritis, Brain Fevers, the Itch, or The Grippe, the condition becomes alleviated over the next 6 bells, leaving no permanent effects.

Evaluator

Type: Talisman/permanent
Base Cost: 1000
Silver: 100/rank
Time to Make: 4HS/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 as allowing closer inspection of small objects.

Find Weakness

Type: Invocation
Base Cost: 200
Silver: 10/rank
Time to Make: 1M/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 there is none.

Future Scry

Type: Invocation
Base Cost: 200
Silver: 10/rank
Time to Make: 1M/rank
Ingredients: *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 chickens, looking into flames, looking into a pool of water, seeing the shape in clouds, or finding patterns of rocks and stones on the ground. Once declared, this cannot change.

This ritual can be used while adventuring and does not need to be preprepared. The nomad sets up his method and concentrates on the question being asked. He goes into a trance-like state for the time needed, and the sees, hears, or divines the answer to his question. The GM rolls a d6 to determine success. If the question requires a simple yes or no, the roll is d6+1; a short answer (3 or 4 words) is d6+2. If the question involves a vision or long answer, the roll is d6+4. If the roll is less than or equal to the rank of the incant, the incant succeeds.

If the roll succeeds, the GM reveals the answer to the nomad. If the roll is one or two points greater than the incant rank, the GM reveals a false or misleading answer. If the roll is 3 points or greater higher, the GM tells the nomad the spirits are unwilling to give an answer.

Hangover Liquor

Type: Mixture/generic
Base Cost: 200
Silver: 20/rank
Time to Make: 1/2HS/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, and a general malaise resembling the after effects of drinking excess alcohol.

Healing Sleep

Type:	Invocation
Base Cost:	600
Silver:	25/rank
Time to Make:	2HS/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 multiplied by the rank of the ritual in terms of DP recovery.

Infertility Lotion

Type:	Mixture/generic
Base Cost:	400
Silver:	40/rank
Time to Make:	2 HS/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:	2HS/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 state lasts only for one day per rank of the mixture.

Luck Ritual

Type:	Invocation
Base Cost:	600
Silver:	20/rank
Time to Make:	1HS/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 up to or equal to the rank of the ritual used. A nomad may only have one active ritual of luck at any time.

Mask of Disclosure

Type:	Talisman
Base Cost:	600
Silver:	60/rank
Time to Make:	3HS/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 possessing spirit or extra personality is made. If the check fails, the original personality is brought to front. As long as the wearer stays awake, in proximity to the nomad, and wears the mask, he stays in control. If he falls asleep, when he awakens the possessing spirit or personality can attempt the same check against WIL to regain control. If the mask is removed, or the nomad leaves the area (line of sight or within 100 feet), the dominating spirit or personality regains control automatically (and probably takes off the mask).

Powder of Preservation

Type:	Mixture/generic
Base Cost:	100
Silver:	10/rank
Time to Make:	1/2HS/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:	2HS/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 determine if the wound diseased the target.

Power Patch

Type:	Mixture/generic
Base Cost:	400
Silver:	40/rank
Time to Make:	1HS/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:	3HS/rank	
Ingredients:		

When used this mixture relieves the symptoms of the diseases it affects within 1d6 Bells and removes the disease entirely within 1d4 days.

1 Putrihaut	powdered terik root
2 Maldormi	soki herb
3 Granjuke	fresh charn meat
4 Steliforto	quezl brain meat
5 Siritmenso	brain tissue of a close relative
6 all diseases	Hair of a Unicorn – freely given

Sago Weed

Type:	Mixture/triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	2HS/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 smokers and clears their thoughts of excess emotions, fears, and other mental aberrations. For the following 2 bells, the effected smokers make all CSE checks at one die per rank of the mixture less than normal. This is not cumulative with any other means of exceptional CSE. This will also temporarily clear many mental illnesses from the minds of the effected for the same period of time.

Ship's Veil

Type:	Invocation
Base Cost:	1500
Silver:	100/rank
Time to Make:	3HS/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 ship is unseen. If a person touches the invisible ship, the veil is parted for him alone, revealing what is behind it.

Shore Object

Type:	Invocation
Base Cost:	300
Silver:	15/rank
Time to Make:	1/2HS/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:	1HS/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 equal to the rank of the mixture versus HEA or fall asleep immediately for at least 2 Bells. If the check is made the user is at the same level of fatigue as before the mixture was used.

Strength Patch

Type:	Mixture/generic
Base Cost:	400
Silver:	40/rank
Time to Make:	1HS/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:	5M/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 brain. Any check the sufferer must make because of his pain is reduced by one die for each rank of the ritual. Its effects lasts eight hours, and then fade away.

Tonic

Type:	Mixture/generic
Base Cost:	400
Silver:	30/rank
Time to Make:	2HS/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 from some effects caused by spells, chemicals, or be transmited by sound. When the listed effect could occur, the check to resist the effect is at one die less then normal. The tonic wears of after such a check, or in 2 days whichever is first.

Rank Ingrediant	Effect
1 grofelt	sleep 2
ground quartz	sound 3
salt	paralysis 4
terisium	possesion 5
quezl poison	poison 6
hirudo dust	death

Will Patch

Type:	Mixture/generic
Base Cost:	400
Silver:	40/rank
Time to Make:	1HS/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.

12.15.3 Troubador Incants

Animal Dance

Type:	Song/play+dance
Base Cost:	200
Silver:	0
Time Dancing:	1M/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:	2HS/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) sees the baton and fails a check against WIL of one die per rank of the song, he must dance as the nomad does, until the nomad tires and stops. The nomad and his target(s) can neither speak or take any other actions while dancing. Anyone attacking the target breaks the ritual. A baton may only be used once, then bursts into flames, becoming ash.

Calling of the One

Type:	Song/sing
Base Cost:	300
Silver:	0
Time to Make:	2HS/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 must make his way to the singer and stand before him. At that point, the song's effects end, and the person is free to do as he will. He will realize he has been called.

Co-Ordination Jig

Type:	Song/sing or play
Base Cost:	400
Silver:	0
Time Dancing:	2M/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 Dancing:	2M/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 Dancing:	2HS/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 equivalent to a single torch. By rank six, they shed the brightness of full daylight. This light lasts for 2 houses per rank of the song.

Erasure Song

Type:	Song/sing
Base Cost:	200
Silver:	0
Time to Make:	2M/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 hours.

Heart of Courage

Type:	Song/sing
Base Cost:	300
Silver:	0
Time Dancing:	10M/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:	2HS/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 shimmering and sparkling nature is very catching to the eye.

Message Song

Type:	Song/sing
Base Cost:	100
Silver:	0
Time Dancing:	1M/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 people who hear the song and are not targets only hear the lyrics not the message itself. The song lasts for as long as one minute per rank of the song, and may contain up to half that time in spoken message.

Mood Ring

Type:	Talisman/permanent
Base Cost:	600
Silver:	30/rank
Time to Make:	2HS/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 work, but any singing must be done without words. The talisman records the sound of the music within the ring, afterwards when the ring is worn, it will sense the prevailing mood of those around it, and select a portion of the music it knows and projects it as if it were being played off in the distance. If there is no appropriate selection or portion, it will remain silent. The higher the rank of the talisman, the larger the amount of music within, and the greater chance that there is appropriate music at any one time (GM's discretion).

Pacifier Pipe

Type:	Talisman/permanent
Base Cost:	2000
Silver:	200/rank
Time to Make:	3HS/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 within range, including the nomad's companions.

Robes of Style

Type:	Talisman/permanent
Base Cost:	5000
Silver:	300/rank
Time to Make:	3HS/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:	2HS/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 night's rest. Also, for each rank of the song, the group's average speed will increase five mets per hour.

Shadow Cream

Type:	Mixture/targeted
Base Cost:	300
Silver:	40/rank
Time to Make:	1HS/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 wet, or otherwise disturbs the cream.

Sleep Awaits

Type: Song/sing or play
Base Cost: 300
Silver: 0
Time to Make: 1/2HS/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, subliminal, and unobtrusive. If the nomad is playing this to place opponents asleep, the opponent will only notice the attempt if the resistance check was made by four or more pips below what is needed.

Spirit Dirge

Type: Song/play
Base Cost: 400
Silver: 0
Time to Make: 1/2HS/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: 2HS/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')
storm (7-12'),
monsoon(13-24')
hurricane(24-48')
tidal wave (>48').

Stone Song

Type: Song/sing
Base Cost: 300
Silver: 0
Time to Make: 5M/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 their performance.

The Howling

Type: Invocation
Base Cost: 600
Silver: 0
Time to Make: 4HS/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: 10M/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: 10M/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:	2000
Silver:	0
Time to Make:	1day/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 matter how strange, from the direction appropriate to the story. At rank two, smell, wind, and dampness of air enter into the stories experience. At rank three, people and places are visible within the music. At rank four the listeners feel the joy and pain, joy, or physical sensations of those the nomad sings about. At rank five, the listener sees the story from the singers viewpoint. At rank six, he believes he was the listener, gaining the memory as if it was his own.

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, decreesing 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 only experience this once per day.

Yes Song

Type:	Song/sing
Base Cost:	400
Silver:	0
Time to Make:	2M/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 or perform the requested action. The target will not realize this coercion has occurred for at least 24 hours.

Zephyr Polka

Type:	Song/play
Base Cost:	300
Silver:	0
Time to Make:	2HS/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.

12.15.4 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:	2HS/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. This prepares the needed powder and places it in a small bag. While touching the bag to the animal, the nomad concentrates on the most distinctive ability of the animal. He then infuses the bag with energy from the Kurago.

The person that eats the powder gains the ability if it is within his physical limitations. For example, a dolphin bind could bestow the swimming ability of a dolphin, a cheetah bind could allow its user to run as fast as a cheetah, or a squirrel bind could result in quick tree climbing ability and scurrying. These abilities must be physically possible for a human, thus flight, planar travel, or fire breathing would not be possible. This mixture once used lasts for a house per rank.

Anklet of Dexterity

Type:	Talisman/permanent
Base Cost:	3000
Silver:	200/rank
Time to Make:	1B/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 time.

Armband of Fortitude

Type:	Talisman/permanent
Base Cost:	3000
Silver:	300/rank
Time to Make:	1B/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 time.

Assimilation

Type:	Invocation
Base Cost:	200
Silver:	10/rank
Time to Make:	2HS/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.

When the GM deterimines that a cultural clue has happened, he directs the incantor to roll six minus the incant rank of d6s and get his PER stat or less to notice.

Cinnamon Bane

Type:	Mixture/triggered
Base Cost:	1200
Silver:	25/rank
Time to Make:	2HS/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:	2HS/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 penalty of one for each rank of the incant.

Crystal Gate

Type:	Talisman/permanent
Base Cost:	10000
Silver:	1000/rank
Time to Make:	2BS/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 used to communicate over any distance. When someone wishes to use a sphere, he touches it and calls out. The other sphere emits a periodic beeping noise, and when it is touched by someone, the two people may see and speak to each other for 10 minutes. The spheres may be used a number of times per day equal to the rank of the talisman. They cannot communicate between different planes of existence. To remain usable the nomad need only possess one of the spheres.

Ferret Object

Type:	Invocation
Base Cost:	200
Silver:	5/rank
Time to Make:	10M/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 distance to the object.

Fertility Seed

Type:	Mixture/generic
Base Cost:	300
Silver:	5/rank
Time to Make:	1HS/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:	4HS/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 as soon as consumed.

Gargoyle Mark

Type:	Imprinting
Base Cost:	2000
Silver:	200/rank
Time to Make:	1B/rank
Ingredients:	powdered/ashed
	gargoyle

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:	2HS/rank
Ingredients:	powdered bones
	of a dead person

This bane deters attacks by 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 immaterial creatures are at one die less and all attacks have a penalty of one for each rank of the incant.

Insight Gem

Type:	Talisman/permanent
Base Cost:	3000
Silver:	200/rank
Time to Make:	1B/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/triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	4HS/rank
Ingredients:	powdered iron
	sea scorpion or
	draco scales

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.

Moon Boots

Type:	Talisman/permement
Base Cost:	5000
Silver:	100/rank
Time to Make:	2HS/rank
Ingredients:	boots
	1 ounce terisium

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 rank of the talisman. Ths lets him carry 25% more, move 25% faster, and jump 25% higher than normal for each rank of the talisman.

Moon Crystal

Type:	Talisman/permement
Base Cost:	1000
Silver:	70/rank
Time to Make:	1HS/rank
Ingredients:	quartz

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, but with their cooperation and if they fail a WIL check of the rank of the talisman, the incanter can get around magical and spiritual mind blocks and reveal hidden or erased memories. The crystal glows with the light of the moon it was created under while being used.

Moon Shroud

Type:	Talisman/permement
Base Cost:	1000
Silver:	80/rank
Time to Make:	1HS/rank
Ingredients:	silver necklass

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 talisman. Afterwards when someone wears this necklace at night under the light of the moon it is aligned to, the talisman makes the user unseen to others who fail a PER check of one die per rank of the talisman. Magical means will still reveal the person.

Moon Sleep

Type:	Talisman/permanent
Base Cost:	800
Silver:	50/rank
Time to Make:	2HS/rank
Ingredients:	silver
	diamond dust
	glass vial

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 deep trance and his body fades into the Kurago. While there, the wearer may not break the trance. When the moon no longer shines on the place he was, he returns and regains consciousness. If the WIL check fails the talisman is unusable until the next night.

Shock Buffer

Type:	Mixture/triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	4HS/rank
Ingredients:	gargoyle hide

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 potion begin as soon as consumed.

Silver Bane

Type:	Mixture/triggered
Base Cost:	600
Silver:	15/rank
Time to Make:	2HS/rank
Ingredients:	2lb silver dust

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 lycanthrope are decreased by one for each rank of the incant.

Spirit Bane

Type:	Mixture/triggered
Base Cost:	800
Silver:	20/rank
Time to Make:	2HS/rank
Ingredients:	earth from a grave

This bane deters attacks by ghosts and 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 these are at one die less and all attacks have a penalty of one for each rank of the incant.

Soul Sight

Type:	Imprinting
Base Cost:	15000
Silver:	400/rank
Time to Make:	1 day/rank
Ingredients:	

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 invisible objects or people.

Spirit Exchange

Type:	Mixture/targeted
Base Cost:	1000
Silver:	100/rank
Time to Make:	2HS/rank
Ingredients:	

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 memories go with the exchange. For the exchange to take place, the nomad prepares two potions. He drinks one, while the other person or creature drinks the other. The nomad then has two houses to initiate the exchange. The exchange lasts for 3 bells per rank of the mixture, and cannot be ended prematurely.

Should one of the two bodies (and the spirit in it) die, the other body (and spirit within it) separate and die when the effect of the mixture wears off. Because outsiders would likely abuse such a thing, this mixture is never prepared until the last minute, and only if deemed absolutely necessary by the rondo.

Spirit Guise

Type:	Talisman/permanent
Base Cost:	500
Silver:	40/rank
Time to Make:	3HS/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 the spirit is in the Kurago and fails of check against WIL of a number of dice equal to the talisman rank, a small part of the mind of the spirit remains within the jewelry. Thereafter, for a house per rank of the talisman, the nomad may take on the guise of the dead spirit.

Spirit Scout

Type:	Imprinting
Base Cost:	1000
Silver:	100/rank
Time to Make:	1B/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 4 inches times the rank of the imprinting on its largest dimension. The nomad feels the pain of the tattoo, but his trance allows him to not show his reaction to the pain. Thereafter, whenever the entire tattoo is uncovered, its owner can touch an object or location, releasing the spirit from the tattoo and binding it to that spot. The nomad the concentrates on a specific condition the spirit can understand, such as *A human passes this way*, or *this rock is disturbed*, or *it begins to rain*. When that condition occurs the spirit returns to the nomad, and he is aware the condition has been triggered. The nomad can, at any time, recall the spirit back to himself. The nomad must be within 10 mets or the link to the spirit in interrupted until he returns. The spirit may be set a number of times per day equal to the rank of the imprinting. Attempting to bind a second scout to a tattoo releases the first. When the nomad dies, the spirit is released and goes free.

Spirit Trance

Type:	Invocation
Base Cost:	100
Silver:	20/rank
Time to Make:	2HS/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 seeks. The GM decides the difficulty in contacting the spirit, based on the spirit's mental strength, willingness, and the nomad's familiarity with the spirit. The nomad must make a check against WIL of 6 minus the rank of the ritual dice. If successful, the nomad may speak to the spirit, and the spirit is free to respond if it wishes. [needs work.. too complex]

Spirit View

Type:	Mixture/targeted
Base Cost:	250
Silver:	20/rank
Time to Make:	2HS/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 then experiences what the creature does. He may remain in this trance for up to a house per rank of mixture. Nomads keep birds of prey (noted for their sight) for this very purpose.

Tamener

Type:	Talasiman/permanent
Base Cost:	3000
Silver:	200/rank
Time to Make:	1B/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:	4HS/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:	3HS/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 rank of the incant. If the incanter succeeds at a 3d6 check vs WIL, the spirits show him the event from the perspective of the mirror. If the check fails, the mirror remains clouded. There is no audio, and the air spirits vision is easily distorted or blocked by great amounts of elemental magic.

Tongue Ring

Type:	Talisman/permanent
Base Cost:	500
Silver:	100/rank
Time to Make:	1HS/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 still exists.

Whenever the incanter wishes to speak in the voice of the dead person, he must make a WIL check of the number of dice of the incant rank to succeed. The wearer does not gain the knowledge, experience or wisdom of the target.

Underwater Gel

Type:	Mixture/targeted
Base Cost:	800
Silver:	100/rank
Time to Make:	3HS/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.

12.15.5 Second Lifer Incants

Addiction Potion

Type:	Mixture/targeted
Base Cost:	1000
Silver:	40/rank
Time to Make:	3HS/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 addiction is broken, if failed the subject loses 1d6 DP, having progressively worse withdral sysmptems based on the incant rank and the number of days of the addiction.

Amulet of Deception

Type:	Talisman
Base Cost:	250
Silver:	50/rank
Time to Make:	1HS/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 fails a PER check of the number of dice of the incant, he will believe the incanter to be his loved one. If the PER check is made, or the amulet is destroyed, the deception is revealed and the amulet is then useless.

Arid Seed

Type:	Mixture/triggered
Base Cost:	600
Silver:	40/rank
Time to Make:	1HS/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:	1HS/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:	1HS/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 effigy and punches, hits, or stabs it. The target experiences an incapacitating pain, and rolls a check of the talisman rank against his HEA. He suffers this pain each round until he makes his check. He can take no actions while in pain, and after ten rounds of failed checks goes unconscious.

Brain Fevers Draught

Type:	Mixture/triggered
Base Cost:	1000
Silver:	50/rank
Time to Make:	1HS/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:	1HS/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:	1HS/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 easiest of physical tasks, for 1d8 days.

Fear Draught

Type:	Mixture/generic
Base Cost:	400
Silver:	30/rank
Time to Make:	1HS/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 uncontrollably fearful of it. This effect lasts for 1d4 days.

Leprosy Tonic

Type:	Mixture/triggered
Base Cost:	800
Silver:	50/rank
Time to Make:	3HS/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 deteriorate. The victim becomes very susceptible to other infections and his HEA is reduce 1d4 points. This disease in contagious; anyone touching a leper, or spending prolonged periods near one, will contract the disease one sixth of the time (GM discretion).

Mark of the Lamprey

Type:	Imprinting
Base Cost:	3000
Silver:	300/rank
Time to Make:	1B/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 creature on the skin of the nomad as the nomad enters a trance. After the tattoo is infused whenever the blood victim awakens from sleep he makes a check against HEA equal to the rank of the imprinting. If failed the regained DP the victim would receive from rest instead are added to the next regaining of DP from rest by the incanter. Only one of these may be active for a nomad at a time.

Mark of Homing

Type:	Imprinting
Base Cost:	1500
Silver:	75/rank
Time to Make:	3HS/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 a check against WIL equal to the rank of the imprinting.

Ointment of Corruption

Type:	Mixture/triggered
Base Cost:	600
Silver:	40/rank
Time to Make:	3HS/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. It is highly unstable, and degenerates into a harmless slush two weeks after creation.

Pain Smoke

Type:	Mixture/triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	2HS/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 afflicted to fall to the ground and remain there unable to cast spells or engage in any kind of activity for a minute per rank of the mixture. The gas dissipates normally and will disperse within 2 minutes in open air.

Plague Dram

Type:	Mixture/triggered
Base Cost:	1800
Silver:	70/rank
Time to Make:	4HS/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. If after the sickness his HEA is still above zero the victim survives. Anyone touching the victim, or spending prolonged periods of time near him, during the three days will contract the plague one third of the time (GM discretion).

Powder of Phantasm

Type:	Mixture/triggered
Base Cost:	300
Silver:	20/rank
Time to Make:	1HS/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. This is only a visual illusion, and is obviously an illusion when in direct sunlight. In other lighting conditions, the vision appears real unless touched.

Ring of Likeness

Type:	Talisman
Base Cost:	500
Silver:	60/rank
Time to Make:	2HS/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 through the illusion. The check should only be allowed if the individual suspects the illusion.

Ring of Subjugation

Type:	Talisman/permanent
Base Cost:	2000
Silver:	200/rank
Time to Make:	1B/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 he succeeds a check against WIL equal to the rank of the talisman. A Revocate spell can destroy this talisman, causing the jewelry to unfuse and become removable. Treat the talisman as if it were a spell of three times its talisman rank for purposes of resisting the Revocate spell.

Scourge

Type:	Invocation
Base Cost:	1400
Silver:	70/rank
Time to Make:	1B/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. He must then make a check against HEA of 5d6 or permanently lose one point HEA per rank of the invocation. Scourge can only be used by one nomad once against any single target.

Sleeping Sickness Solution

Type:	Mixture/triggered
Base Cost:	600
Silver:	50/rank
Time to Make:	2HS/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 energy, and if not in a very stimulating situation liable to fall asleep. He can only be awakened ten percent of the time.

Spirits of Consumption

Type:	Mixture/triggered
Base Cost:	1600
Silver:	80/rank
Time to Make:	4HS/rank
Ingredients:	

This illness of the lungs causes chronic coughing and a general degradation of health. The nomad administers the potion and the victim makes a check against HEA equal to the rank of the mixture. If he fails he acquires this eventually fatal disease. He permanently loses 1d4 HEA points per month. When he reaches 0 HEA the victim dies.

Vial of Ill Omen

Type:	Mixture/targeted
Base Cost:	1000
Silver:	60/rank
Time to Make:	2HS/rank
Ingredients:	victim's blood
	corpse's skin
	basil

The incanter combines a small amount of blood of his intended target with skin from a corpse and ground basil in a small vial. The nomad then infuses the mixture with the powers of bad luck. After the ritual, the target is struck with ill omen. In any situation a resistance check is rolled the victim must roll an additional check per rank of the mixture. The victim is affected as if the worst of this series of checks was the roll for resistance. To remove this curse, the vial must be destroyed or revoked with divine magic.

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 his art, he 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 **Acquiring Spells from other Elements** on page 38 and **Elemental Relationships** on page 50).

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.

13.1 Magical Core Spells

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 he 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.

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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

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

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

13.1.1 Defer

1 – **Defer**
      Spell Rank: 1 to 16
    Time to Cast: 1 M
    Resist Check: none
        Target: touch
     Duration: 2 hours
         Area: 1 Spell
       Effect: delayed spell effects

Casters use the **Defer** spell to delay the effects of another spell. The caster picks some non-living, non-magical object that he can hold in one hand and lift, he casts 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 his 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 he had cast it originally. 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 himself to be able to release and direct the spell, he 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 he is 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 key word 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' 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.

13.1.2 Revocation

1 – **Revocation**
        Spell Rank: 1 – 16
     Time to Cast: 3 R
           Target: LOS 80 + 20/F'
        Duration: instantaneous
             Area: 1 magical effect
           Effect: nullify elemental
                      power

13.1.2.1 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 his 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 target effect is negated; if the Gms total is higher the Revocation fails.

13.1.2.2 Affecting Items

Each magical item has at least two components: a spell effect 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 Revoking Spells. If the player's total is higher the Revocation works and the difference between his and the Gms total 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 Gms the item is made permanently non-magical.

13.1.3 Common Magic

1 – Lamp
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1d6 + 1/F H
Area: 1 non-living object
Effect: illuminate

Lamp causes any non-living object to shed light equivalent to a normal torch.

2 – Change Temperature
Time to Cast: 1 R
Resist Check: none
Target: 10 + 5/F'
Duration: 1d8 + 2/F H
Area: 15' radius
Effect: see text

Control Temperature allows the caster to set and maintain any desired air temperature between 0 degrees and 100 degrees Fahrenheit within an enclosed and moderately well insulated space without need for normal heating or cooling devices.

3 – Renew Object
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 30 + 15/F lb object
Effect: restore appearance

Renew Object enables the magician to restore one non-living object, within the given weight, to its new/clean appearance. Clothing, hairstyles, books, etc. are likely targets.

4 – Glue
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: special
Area: 1 surface/2 objects
Effect: glue together

This spell allows the caster to glue 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 one hour, two for one day, three for one week and four for one month. Needless to say, the caster's finger is not stuck to the items while he targets this spell.

5 – Mending
Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 50 lb object
Effect: fix it

Mending allows the caster to restore any broken, non-living item to its original condition if the object weighs no more than 50 lbs, the caster has handled the object before it was broken, and all the pieces are at hand.

6 – Fetch
Time to Cast: 1 R
Resist Check: none
Target: LOS 200 + 50/F'
Duration: instantaneous
Area: 20 + 5/F lb object
Effect: see text

Fetch causes any non-living, free standing item in the caster's line of sight to be immediately brought to him.

7 – Find
Time to Cast: 1 H
Resist Check: none
Target: caster
Duration: instantaneous
Area: 300 + 150/F 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 R
Resist Check: none
Target: touch
Duration: 4 + 1/F M
Area: 1 weapon
Effect: enchant weapon

Weapon Charm 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 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 100 lb object
Effect: make whole again

Reassemble allows the caster to restore 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 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 10' radius object
Effect: see text

Know Element enables the magician to discover the elemental makeup of any object. 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 R
Resist Check: none
Target: touch
Duration: 4 + 1/F M
Area: 1 suit of armor
Effect: enchant armor

Armor Charm 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 his CDV and MDV.

12 – Fasten
Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F'
Duration: instantaneous
Area: 10 + 2/F' radius
Effect: work 1 + 1/F fastenings

With Fasten, the caster can fasten or unfasten 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 H
Resist Check: none
Target: 40'
Duration: instantaneous
Area: 20 + 10/F' radius
Effect: create building

The caster visualizes a structure within the given size limits as he begins to cast this spell. The magic then takes any needed trees within 120' 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 H
Resist Check: none
Target: 0
Duration: 1 week
Area: 200 + 100/F' radius
Effect: 1 + 1/F servants

The magician can automate certain aspects of his 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 H
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 magical object
Effect: 2 + 1/F spells

Know Magic enables the magician to discover 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 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1000 lb object
Effect: break item

Sunder enables the caster to break any non-magical, non-living item, regardless of its composition.

13.1.4 Movement

1 – Tireless Walking
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 12 + 3/F H
Area: caster
Effect: walk without fatigue

Tireless Walking uses elemental power to increase the endurance of the caster's body while walking, i.e., moving at half movement rate. While this spell is in effect, the caster will not tire or weaken.

2 – Cushion
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2 + 1/F M
Area: caster
Effect: non-damaging fall

While under the protection of Cushion, the caster may 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 R
Resist Check: none
Target: caster
Duration: 2 + 1/F M
Area: caster
Effect: climbing aid

Stickum 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 one quarter his normal land movement rate.

4 – Catspaw
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 6 + 2/F M
Area: caster
Effect: silent movement

Catspaw 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 R
Resist Check: none
Target: caster
Duration: 8 + 2/F R
Area: caster
Effect: increase speed

Quicken allows the caster to increase his movement by 10'/R and allow his 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 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: 40 + 10/F' jump

Leap multiplies the force of the caster's legs to propel him in a jump. The total length of the leap is up to 40' + 10'/F, and may be any combination of vertical and horizontal distance that does not exceed the total.

7 – Tireless Running
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 12 + 3/F H
Area: caster
Effect: run without fatigue

Tireless Running allows the caster to run (move at full movement rate) for the duration of the spell without fatigue.

8 – Slow
Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: 20 + 5/F'
Duration: 8 + 2/F R
Area: 10 + 5/F' radius
Effect: slow beings

Slow reduces the movement and attack rates of all within the area of effect by 1/2.

9 – Grasshopper
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
    Target: multitouch
    Duration: 4 + 2/F R
    Area: 1 + 1/F living creature
    Effect: leap 40 + 10/F'

Grasshopper allows the caster to empower up to five beings he touches to perform one jump (as in Leap) each round of the duration.

10 – Speed
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
    Target: multitouch
    Duration: 8 + 2/F R
    Area: living creatures
    Effect: speed movement

Speed increases the targets' movement by 20'/R and allows them two 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 R
    Resist Check: 4d6 vs PWR negates
    Target: 20 + 5/F'
    Duration: 8 + 2/F R
    Area: 10 + 5/F' radius
    Effect: slow 3 + 1/F beings

Mire reduces the movement and attack rates of all within the area of effect to 1/3.

12 – Puppet
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
    Target: 0
    Duration: special
    Area: 10 + 5/F' radius
    Effect: endow with movement

Puppet allows the caster to place all creatures in the area of effect in a trance-like state. He then casts a movement spell rank 7 or below on himself. All those under the effect of Puppet may now move as the caster moves.

13 – Hasten
    Time to Cast: 4 R
    Resist Check: 4d6 vs WIL negates
    Target: multitouch
    Duration: 12 + 4/F R
    Area: living creatures
    Effect: speed enhancement

Hasten increases the targets' movement by 40'/R and allows them an additional four 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 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 60 + 10/F M
    Area: 1 living creature
    Effect: unnatural speed

The target of Lightfoot is momentarily endowed with the ability to run at a movement rate of 500'/R. This is approximately 225 mets per hour.

15 – Snatch
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: special
    Area: 1 living being
    Effect: grab unmoving objects

Snatch allows the target to 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 R
    Resist Check: none
    Target: caster
    Duration: 30 + 10/F M
    Area: caster
    Effect: emulate movement

Emulate allows the caster to assume the movement ability of any creature he can see. The magician must still take precautions if movement is planned in a hostile environment (under water, through fire, etc.).

13.1.5 Tongues & Scripts

1 – Lexesoterica

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	1d4 + 1/F M
Area:	1 being
Effect:	decipher magical text

With this spell a target is enabled 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 R
Resist Check:	none
Target:	LOS 500 + 250/F'
Duration:	1d4 + 1/F M
Area:	1 creature
Effect:	long range speech

The caster can communicate with another person or creature within his 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 R
Resist Check:	none
Target:	caster
Duration:	1d4 + 1/F M
Area:	1 scroll
Effect:	magical writing

The magician uses Cipher when he wishes to 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 R
Resist Check:	none
Target:	LOS 5'/hearing
Duration:	6 + 1/F R
Area:	special
Effect:	identify language

Name Tongue allows the magician to 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 R
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 R
Resist Check:	none
Target:	20 + 5/F'
Duration:	30 + 10/F M
Area:	10 + 5/F' radius
Effect:	eliminate sound

Quiet 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 M
Resist Check:	none
Target:	caster
Duration:	1 + .25/F H
Area:	caster
Effect:	4 + 1/F x faster

With this magic the caster may read, with perfect comprehension, anything written in a language he already knows. The basic rate is one page per minute; the hastened rate depends on the finesses applied.

8 – Fluency

Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	1d4 + 1/F M
Area:	caster
Effect:	enhance communication

Fluency enables the caster to understand any spoken or written communication. He 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 M
Resist Check:	none
Target:	caster
Duration:	time to read
Area:	1 document
Effect:	handwriting analysis

Scriptknow allows the caster to 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 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	15 + 4/F R
Area:	1 being
Effect:	prevent speech

Lockjaw is used to prevent an individual from speaking. Thus orders can be disrupted and spell casting prevented.

11 – Interpolate
Time to Cast:	2 M
Resist Check:	special
Target:	touch
Duration:	1d8 + 1/F M
Area:	1 document
Effect:	special

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 R
Resist Check:	none
Target:	caster
Duration:	10 + 5/F M
Area:	caster
Effect:	record speech

Scribe allows the caster to accurately record, and later recall or write down, any normal speech within his hearing. It can be combined with Fluency if the language is unknown to the caster.

13 – Babble
Time to Cast:	1 R
Resist Check:	5d6 vs PWR negates
Target:	LOS 40 + 10/F'
Duration:	15 + 4/F R
Area:	single target
Effect:	confuse speech

If the unfortunate target of this casting fails his RC, any attempt to speak or form coherent communication is sabotaged. His voice comes out as gibberish, his 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 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	1 willing creature
Effect:	communicate need

The caster may designate one willing person or creature to be the recipient of this spell. 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 R
Resist Check:	4d6 vs WIL negates
Target:	multitouch
Duration:	20 + 10/F M
Area:	humanoids
Effect:	enhance communication

Translator is an enhanced Fluency spell, allowing those the caster can touch within the 4 round casting time to also understand otherwise incomprehensible speech or writing. Willing targets need not make an RC.

16 – Mindspeak
Time to Cast:	4 M
Resist Check:	4d6 vs WIL negates
Target:	infinite
Duration:	4 + 2/F M
Area:	1 being
Effect:	voiceless speech

Mindspeak allows the caster to open two-way mental communications with anyone he has actually seen, regardless of where they are, for the duration of the spell.

13.1.6 Shadow Magic

1 – **Shadow Spawn**
Time to Cast:	1 R
Resist Check:	none
Target:	LOS 40 + 10/F'
Duration:	1d4 + 1/F M
Area:	10 + 3/F' radius
Effect:	make shadows

Shadow Spawn enables the caster to make pockets of shadow in the area of effect, as if the natural lighting direction had shifted to the caster's desire.

2 – **Shadow Carry**
Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1d4 + 1/F M
Area:	caster's shadow
Effect:	give shadow strength

Shadow Carry enables 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 R
Resist Check:	none
Target:	LOS 40 + 10/F'
Duration:	1d4 + 1/F M
Area:	10 + 3/F' radius
Effect:	reveal the hidden

Contrast 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 R
Resist Check:	none
Target:	touch
Duration:	1d4 + 1/F M
Area:	20' radius shadow
Effect:	create objects

Shadow Object enables the caster to 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 R
Resist Check:	none
Target:	caster
Duration:	2 + 1/F H
Area:	caster's shadow
Effect:	make a servant

Shadow Servant creates 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 R
Resist Check:	none
Target:	caster
Duration:	2 + 1/F H
Area:	caster's shadow
Effect:	see text

Shadow Hide is an enhancement of Shadow Carry. Items given to the shadow are not visible while being carried.

7 – **Shadow Horse**
Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	8 + 2/F H
Area:	caster
Effect:	create equine

Shadow Horse calls 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 R
Resist Check:	none
Target:	20 + 10/F'
Duration:	1d8 + 2/F M
Area:	20 + 10/F' radius
Effect:	banish illumination

Light Bane causes any non-magical illumination device to go dark (though its fuel is still consumed) in the area of effect.

9 – Shadow See
Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	1d4 + 1/F M
Area:	caster's shadow
Effect:	use shadow to see

Shadow See enables the magician to see with his shadow. The caster can see whatever is in the line of sight of the head of his own shadow. Multishadow can be used in conjunction with this spell.

10 – Multishadow
Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1d4 + 1/F M
Area:	caster's shadow
Effect:	2 + 1/F shadows

Multishadow enables the caster to create up to six (when fully finessed) duplicates of his own shadow as if more than one directional light sources were striking him from different directions. This spell is most useful in conjunction with other shadow spells.

11 – Shadow Leap
Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1d4 + 1/F R
Area:	caster's shadow
Effect:	see text

With Shadow Leap, the magician can make an instantaneous move to any point his own shadow touches. One such move can be made each round for the duration of the spell.

12 – Shadow Mount
Time to Cast:	4 R
Resist Check:	none
Target:	LOS 10'
Duration:	1d8 + 2/F H
Area:	single shadow mount
Effect:	create mount

Shadow Mount allows the magician to 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 R
Resist Check:	none
Target:	caster
Duration:	1d4 + 1/F M
Area:	caster's shadow
Effect:	vivify shadow

Shadow Life 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 R
Resist Check:	see text
Target:	touch
Duration:	instantaneous
Area:	1 shadow
Effect:	attack shadow

This spell allows the caster to 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 M
Resist Check:	none
Target:	LOS 10'
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 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	caster
Effect:	go to source

By standing on a shadow and casting Shadow 'Port, the magician travels instantly to the exterior or interior of the shadow's source. The caster may choose where to appear in relation to the source, though he must know the layout of interior destinations to be completely successful. If he doesn't, he must roll his AGI or less on 4d6 to avoid a stumbling re-entry and loss of initiative for 1d4 rounds.

Chapter 14

Earth Magic

14.1 Earth

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 pose 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 dimension 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.

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 2 Liquify
 3 Open
 4 Wane
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 7 Wax
 8 Masonry
 9 Stretch
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12 Halt Time
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14 Obliterate
15 Retreat Time
16 Soul Banish

14.1.1 Earth Magic

1 – Rockfist

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	single target
Effect:	1d6 + 1/F punch

Rockfist empowers the caster to punch his target as if hitting him with a rock. The spell energy is only expended on a successfull attack roll.

2 – Liquify

Time to Cast:	2 R
Resist Check:	none
Target:	25 + 5/F'
Duration:	15 + 5/F R
Area:	10 + 2/F' radius
Effect:	make mud

Liquify 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 R
Resist Check:	none
Target:	touch
Duration:	1d6 + 1/F M
Area:	.5 + .25/F' radius
Effect:	open passage

Open allows the caster to 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 R
Resist Check:	3d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	1d6 + 1/F R
Area:	1 creature
Effect:	lower STR 1d6 + 2/F

Wane 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/F damage points for the duration of the spell.

5 – Trench

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 10 + 3/F'
Duration:	instantaneous
Area:	5 + 2/F' radius
Effect:	dig hole in earth

A caster using Trench can 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 M
Resist Check:	none
Target:	touch
Duration:	special
Area:	5 + 1/F 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 but one day. The workmanship cannot exceed what the caster is capable of without the use of this spell.

7 – Wax

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	1d8 + 1/F R
Area:	1 creature
Effect:	raise STR 1d6 + 1/F

Wax 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/F damage points for the duration of the spell.

8 – Masonry

Time to Cast:	3 R
Resist Check:	none
Target:	30 + 5/F'
Duration:	30 + 10/F R
Area:	10 + 5/F' radius
Effect:	erect a wall

Masonry enables the caster to 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 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	1d8 + 2/F R
Area:	1 humanoid
Effect:	double normal reach

Stretch enables the target to stretch his arms as if they were made of rubber. Thus 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 R
Resist Check:	none
Target:	40 + 10/F'
Duration:	1d8 + 2/F R
Area:	6 + 2/F' radius
Effect:	0 to 2 Gs

With this spell the caster has control over the force of gravity. 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 R
Resist Check:	none
Target:	touch
Duration:	10 + 3/F M
Area:	1 + .5/F' radius
Effect:	see thru stone

By this magic the caster allows light to pass through earth or stone, creating a cylindrical viewing portal. This portal allows viewing in only one direction of the caster's choice.

12 – Flatten

Time to Cast:	2 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	8 + 2/F M
Area:	1 being
Effect:	make two-dimensional

Flatten enables the caster to make one target and his 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, he receives a +6 defense bonus.

13 – Chasm

Time to Cast:	2 R
Resist Check:	none
Target:	150 + 50/F'
Duration:	instantaneous
Area:	50 x 5 x 10 (LxWxD)
Effect:	open crack in earth

Chasm causes the earth to tremble 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 M
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	100 lb object
Effect:	make unbreakable

Adamant 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 R
Resist Check:	none
Target:	100 + 20/F
Duration:	4 + 1/F M
Area:	special
Effect:	summon earth elemental

Terovoki summons 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 him, but will make note of who summoned them. There is a 10% 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 R
Resist Check:	none
Target:	100 + 30/F'
Duration:	instantaneous
Area:	30 + 10/F' radius
Effect:	turn stone to dust

Crumble causes the indicated area of natural stone or stone work to crumble into dust.

14.1.2 Magnetism

1 – Compass
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1d4 + 1/F H
Area: 1' radius object
Effect: find magnetic north

Compass enables the magician to make that device from any ferromagnetic item of less than 1 foot radius. The item points to magnetic north (not necessarily true north) for the duration of the spell.

2 – Magnetize
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F M
Area: 10 + 2/F lb object
Effect: magnetizes object

This spell magnetizes one ferromagnetic object of 10 + 2/F pounds or less.

3 – Iron Defense
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2d6 + 2/F R
Area: caster
Effect: inc. DV 2 + 1/F

The magician uses Iron Defense to increase the defensive value of his choice (combat, missile, or grapple) by temporarily adding a minute amount of the earth's magnetic power.

4 – Ironize
Time to Cast: 1 R
Resist Check: special
Target: LOS 20 + 5/F'
Duration: 14 + 4/F R
Area: 100 lb object
Effect: see text

Ironize allows the caster to 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 R
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 6 + 2/F R
Area: 60 lb item
Effect: pull item to caster

Hither enables the caster to pull a ferromagnetic item toward him. 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 directly towards him.

6 – Deflect Missile
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2d6 + 2/F R
Area: caster
Effect: see text

Deflect Missile gives the caster the ability to 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 R
Resist Check: none
Target: caster
Duration: 3d6 + 3/F M
Area: caster
Effect: see text

Flux Shield protects the caster from any natural or magically induced magnetic field, including the spells in this group.

8 – Ironwood
Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 14 + 4/F R
Area: 5 + 2/F' radius
Effect: magnetize plants

Ironwood temporarily makes plant material ferromagnetic. The area of effect is 5 + 2/F' radius for normal non-sentient plants and there is no RC. Only a single sentient plant lifeform can be affected. Additionally, it gets an RC of 4d6 vs PWR to resist.

9 – Repulse Metal
Time to Cast:	1 R
Resist Check:	none
Target:	LOS 20 + 5/F'
Duration:	2d6 + 2/F M
Area:	300 lb objects
Effect:	push items away

Casting this spell and pushing causes ferromagnetic items to move away from the caster at a rate of 4 feet per round.

10 – Dervish
Time to Cast:	2 R
Resist Check:	5d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	2d6 + 2/F M
Area:	200 + 50/F lb object
Effect:	spin 60 RPM

Dervish causes a ferromagnetic item to spin in an alternating magnetic field. The target spins at 60 RPM and if sentient, cannot perform any actions while enspelled.

11 – Monopole
Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	2 + 1/F M
Area:	100 + 20/F lb object
Effect:	anti-magnetism

Monopole 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 R
Resist Check:	none
Target:	caster
Duration:	2d6 + 2/F R
Area:	caster
Effect:	deflects attacks

A Magic Buckler uses magnetism to 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 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	14 + 4/F M
Area:	1 creature
Effect:	magnetize flesh

The target of Ironflesh becomes ferromagnetic, allowing it to be affected by either normal magnetism or magnetism spells.

14 – Magic Matrix
Time to Cast:	3 R
Resist Check:	none
Target:	caster
Duration:	2d6 + 2/F R
Area:	6 + 2/F' radius
Effect:	prevents magic

A Magic Matrix 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 R
Resist Check:	4d6 vs STR negates
Target:	caster
Duration:	15 + 5/F R
Area:	caster
Effect:	rebounds attacks

The ultimate in protection against physical attacks, Rebound enables the magician to turn attacks upon him from ferromagnetic weapons back onto his attackers. The counter attack is made using the attackers' melee modifiers and defense values. Once Rebound is in place, the caster is free to perform other actions.

16 – Conversion
Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	15 + 5/F R
Area:	4 + 1/F' radius
Effect:	convert magic

The powerful magic of Conversion enables the caster to convert any elemental spell directed at him 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.

14.1.3 Hindrances

1 – Bar
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1d4 + 1/F H
Area: 1 door
Effect: bar a door

Bar applies 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 R
Resist Check: 4d6 vs PER finds
Target: touch
Duration: until tripped
Area: 5' radius
Effect: lay a snare

Springe enables the magician to 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 him into the air. The snare can be found and avoided by making the RC.

3 – Lock Arcane
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1d4 + 1/F H
Area: 1 door
Effect: lock a door

Lock can protect any kind of door. Lockpicking attempts are of no use, and the only way to open it is to Revoke the spell or apply twice as much force as would normally be necessary.

4 – False Door
Time to Cast: 4 R
Resist Check: 4d6 vs PER finds
Target: touch
Duration: permanent
Area: 1 door
Effect: hide real door

False Door creates a door that leads nowhere and cannot be opened. Upon examination and a successful RC versus PER, it becomes apparent that this is someone's idea of a joke. False Door can be used in combination with Camodoor or other spells.

5 – Jam
Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 1d4 + 1/F H
Area: 1 door
Effect: wedge door

Jam reinforces and wedges a door such that trying to open it simply jams it tighter. The door can be opened by Revoking the spell or applying four times the necessary force, destroying the door in the process.

6 – Caltrops
Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F'
Duration: 1d4 + 1/F M
Area: 6 + 2/F' radius
Effect: prickly footing

Caltrops guards the indicated area with hundreds of four-headed spikes, one of which always points up. Moving through the area must be done at one fourth normal speed or suffer 4d4 points of damage per round.

7 – Punchdoor
Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 2d6 + 2/F M
Area: 1 door
Effect: hit with door

A portal under Punchdoor delivers the same number of dice and type of damage as that used to try to open it.

8 – Deadfall
Time to Cast: 5 R
Resist Check: 4d6 vs PER finds
Target: touch
Duration: until tripped
Area: 3' radius
Effect: create deadfall

Deadfall enables the caster to 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 R
Resist Check: 4d6 vs PER negates
Target: multitouch
Duration: instantaneous
Area: targets
Effect: 2 + 1/F trails

False Trails enables the caster and those he touches within the casting time to rush off in seemingly 2 to 6 directions. 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 R
Resist Check: 4d6 vs PER finds
Target: touch
Duration: 1d4 + 1/F H
Area: 1 door
Effect: blend door

A door under this spell blends perfectly with its surroundings. It can only be found by making the RC (one attempt per adventurer).

11 – Trigger
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 6 + 2/F' radius
Effect: triggers spell

Trigger creates 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 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1d6 + 1/F H
Area: 1 normal door
Effect: create a maze

Touching a door protected with Thorny Maze and failing the RC puts the target in the midst of a maze of dense thorn bushes. He must roll 10 or above on 2d6 to extricate himself (check each round). For every failed attempt he takes 1d6 points of damage. On a successful check the maze disappears and he is once again standing before the door.

13 – Blockade
Time to Cast: 4 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: 1d8 + 1/F H
Area: 1 door
Effect: 1 + 1/F item

When the caster utters this spell on a normal door, persons, creatures, or items he names (up to 5) cannot pass unless the RC is made.

14 – Mankiller
Time to Cast: 1 M
Resist Check: 5d6 vs AGI avoids
Target: touch
Duration: until tripped
Area: 10 + 2/F' radius
Effect: make deadly trap

Mankiller creates 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 R
Resist Check: 5d6 vs PER finds
Target: multitouch
Duration: 3d6 + 2/F hours
Area: targets
Effect: obliterate trail

At the end of the spell, the caster and those he touched during the casting time may travel and leave no visible signs of their passage, regardless of the terrain. Anyone making the RC can find the trail, but only one attempt per seeker is allowed.

16 – Seal
Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: permanent
Area: 6' radius
Effect: see text

A Sealed area 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

14.1.4 Necromancy/Time

1 – Shiver
Time to Cast:	1 R
Resist Check:	none
Target:	LOS 80 + 20/F'
Duration:	1 R
Area:	1 target
Effect:	causes a cold shiver

This spell sends 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 R
Resist Check:	none
Target:	100 + 25/F'
Duration:	4 + 2/F R
Area:	10' radius
Effect:	creates cloud

The necromantic magician uses this spell to 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 he chooses.

3 – Cold Touch
Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	4 R
Area:	target
Effect:	produces chill

Touching a target while this spell is up 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, he can perform no action while the spell exists and he is gripped by the caster.

4 – The Voice
Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	hearing
Duration:	4 + 2/F R
Area:	targets
Effect:	changes voice

This spell changes the caster's voice into a smooth and gripping tone which is difficult to ignore. Those who hear The Voice and fail their RCs 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 R
Resist Check:	3d6 vs PWR negates
Target:	touch
Duration:	instantaneous
Area:	1 being
Effect:	change to plant

If the target fails his RC, his feet become growing roots, rooting him to the spot. Each succeeding week sees another 10% of his body turned into a plant; after 10 weeks the victim is a plant. During the transformation he gains nourishment from his roots. If Root is Revoked before he is totally changed to a plant form, the effects can be reversed. Once the victim is 100% plant, he remains so forever.

6 – Pause Time
Time to Cast:	1 R
Resist Check:	4d6 vs AGI negates
Target:	touch
Duration:	1d12 + 3/F R
Area:	targeted creature
Effect:	halt passage of time

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. 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 R
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 he fails his RC the essence of his being is drawn into the stone, leaving his body as a living empty husk.

8 – Earthbone
Time to Cast:	3 R
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 R
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. He resumes living when the spell is revoked with no concept of the passage of time nor knowledge of events that transpired during his magical sleep.

10 – Soul Home

Time to Cast:	1 M
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 R
Resist Check:	3d6 vs AGI negates
Target:	20 + 5/F'
Duration:	1 + 1/F R
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 he 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, disemboweled, etc. (GM's discretion).

12 – Halt Time

Time to Cast:	1 R
Resist Check:	none
Target:	80 + 20/F'
Duration:	1 + 1/F days
Area:	30 + 10/F' 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 revokation. 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

Soul Hold allows the caster to lock his soul within his 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 he will eventually end up a skeleton. Each time this spell is cast, the caster's HEA is reduced by one rank. When HEA reaches zero the spell expires, the body collapses, and the soul leaves.

14 – Obliterate

Time to Cast:	3 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	instantaneous
Area:	1 creature
Effect:	utter annihilation

The target of Obliterate must be touching earth or stone. If he makes his RC the effect is negated. If he fails he is immediately, irretrievably turned to dust.

15 – Retreat Time

Time to Cast:	1 R
Resist Check:	none
Target:	none
Duration:	instantaneous
Area:	special
Effect:	reverses time

The caster causes the flow of time about himself to reverse for one round. Thrusting himself into the past, at the conclusion of this spell he will find himself at the place and time of the beginning of the previous round. No one else will have any knowledge that this occurred, and the caster will only know because he will remember the events of the aborted round, and have the spell energy for this spell expended.

16 – Soul Banish

Time to Cast:	1 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 100 + 30/F'
Duration:	instantaneous
Area:	single creature
Effect:	eliminates soul

If the target fails his RC, his soul is totally and utterly obliterated, leaving his body an empty husk. No divine intervention is allowed the target.

Chapter 15

Fire Magic

15.1 Fire

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.

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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

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

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

15.1.1 Fire Magic

1 – Flint and Steel

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: caster's thumb
Effect: make a flame

Flint and Steel enables the caster to snap his fingers and produce a one inch high flame from his thumb.

2 – Flaming Arrows

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 6 + 2/F R
Area: 1 arrow
Effect: make burning arrows

Once each round (starting with the round in which the spell is cast) the caster can cause one arrow, ready for firing, to burst into flames. The arrow will inflict an additional 1d8 points of damage if it hits. The caster must have uninterrupted concentration for the duration of the spell.

3 – Flame

Time to Cast: 1 R
Resist Check: 3d6 vs AGI for half
Target: LOS 30'
Duration: 3 + 1/F R
Area: 1 target
Effect: 1d6 fire damage

Flame causes a ball of flame to appear harmlessly in the caster's hand. He may then hurl it up to 30', 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 R
Resist Check: special
Target: LOS 10 + 3/F'
Duration: 8 + 2/F R
Area: 3'Wd x 20 + 5/F'Lg
Effect: part fire

Part Fire allows the caster to 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 man may pass through the flames unscathed. This spell is of no use against flame attacks.

5 – Immolate

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 5/F'
Duration: 4 + 1/F R
Area: 1 target
Effect: flaming form

Immolate envelops the target's form in magical flames. These flames do no actual fire damage. The target becomes more resistant to flame attacks (subtract 3d6 DP from each damage roll). He is also more difficult to see through the flames, causing his CDV and MDV to increase by 2 for the duration of the spell.

6 – Quench

Time to Cast: 1 R
Resist Check: none
Target: LOS 50 + 10/F'
Duration: instantaneous
Area: 5 + 3/F torches
Effect: extinguish fire

Quench reverses the normal burning process and 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 R
Resist Check: 4d6 vs AGI negates
Target: LOS 20 + 5/F'
Duration: 8 + 2/F R
Area: 1 living target
Effect: raise AGI and skills

Nimble increases the AGI of the target creature. The target's AGI increases 1d6 ranks, and all his existing AGI based skills increase 2 ranks for the duration of the spell.

8 – Fireball

Time to Cast: 1 R
Resist Check: 4d6 vs HEA for half
Target: LOS 120 + 30/F'
Duration: instantaneous
Area: 40 + 5/F' radius
Effect: 8d6 fire damage

Fireball allows the caster to draw a bit of elemental fire from the surrounding environment and direct it to explode in a designated area. All creatures failing their RCs take the indicated damage. Dry, combustible materials can be easily set aflame with this spell.

9 – Flame Dance

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	8 + 2/F R
Area:	1 being
Effect:	move with flames

Flame Dance enables the target to match his body's movements to that of fire. He can walk through normal and magical flames for the duration of the spell without damage. While within the flames, his CDV and MDV are increased by 4.

10 – Firebreath

Time to Cast:	2 R
Resist Check:	4d6 vs AGI for half
Target:	0
Duration:	3 + 1/F R
Area:	30' x 10' cone
Effect:	4d6 fire damage

Firebreath enables the caster to spout flame from his mouth once each round for the duration of the spell. All creatures within this area that fail their RCs take the indicated damage. Non-living, flammable objects can be ignited with the spell.

11 – Flame Barrier

Time to Cast:	2 R
Resist Check:	4d6 vs AGI for half
Target:	40'
Duration:	15 + 4/F R
Area:	20 + 10/F' radius
Effect:	4d6 fire damage

Flame Barrier calls 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 damage points each round for as long as the crossing takes, subject to an RC each round.

12 – Flameshape

Time to Cast:	4 R
Resist Check:	special
Target:	touch
Duration:	1 + .25/F H
Area:	2 + 1/F' radius
Effect:	create fiery object

This spell causes normal flame (magical flame gets an initial RC of 9 or less on 3d6) to become solid and harmless to the caster. The caster may work the flame into any shape he desires while the spell is being cast, and once the duration is over the shape becomes permanent until the spell expires.

13 – Conflagration

Time to Cast:	1 R
Resist Check:	none
Target:	100'
Duration:	15 + 4/F R
Area:	40 + 20/F' radius
Effect:	4d6 fire damage

Conflagration is 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 R
Resist Check:	5d6 vs HEA for half
Target:	200 + 50/F'
Duration:	instantaneous
Area:	special
Effect:	14d6

Comet is a super potent Fireball. On the first round of casting the caster conjures a great quantity of elemental fire directly in front of him. He then directs it to explode at a specific point. Creatures within 20 feet of the target take full damage, those within 60 feet take half damage, and those within 100 feet take quarter damage. A successful RC reduces the damage by another half.

15 – Fajrovoki

Time to Cast:	4 R
Resist Check:	none
Target:	LOS 40 + 10/F'
Duration:	4 + 1/F M
Area:	special
Effect:	summon fire elementals

Fajrovoki summons 1d6+1 fire elementals from any flame source (a candle is sufficient) within the target area. The elementals will serve the caster as he desires, even in combat. The elementals will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons that the elementals will attempt to take the caster back to their fiery halls with them at the end of their service.

16 – Spirit Fire

Time to Cast:	2 R
Resist Check:	none
Target:	special
Duration:	special
Area:	special
Effect:	selective damage

Spirit Fire 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; combustible materials cannot be ignited with this spell, even if the effect it is duplicating is capable of such.

15.1.2 Illumination

1 – Glowworm

Time to Cast:	1 R
Resist Check:	none
Target:	touch
Duration:	10 + 3/F M
Area:	50 lb object
Effect:	make item glow

Glowworm causes an inanimate target to give of a soft, candle-like glow. The amount of light produced is suitable for reading or other close work. The item must be liftable by the caster to be affected, and can be moved about if needed.

2 – Magic Torch

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 10 + 5/F'
Duration:	2 + 1/F H
Area:	1 object
Effect:	create torchlight

When Magic Torch is cast on a handheld object, the object sheds light equivalent to a normal torch for the spell's duration.

3 – Light Shield

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1d6 + 1/F R
Area:	caster
Effect:	see text

Light Shield enables the magician to gather existing light into a circular shield and use it as a normal 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 against the caster. 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 R
Resist Check:	none
Target:	touch
Duration:	2 + 1/F H
Area:	1 object in hand
Effect:	create lantern

Magic Lantern enables the caster to 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 R
Resist Check:	none
Target:	caster
Duration:	2d6 + 2/F R
Area:	caster
Effect:	create enchanted whip

This spell enables the caster to 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 damage points per successful attack.

6 – Limn

Time to Cast:	1 R
Resist Check:	3d6 vs AGI negates
Target:	LOS 20 + 5/F'
Duration:	1d6 + 2/F R
Area:	5 + 3/F' radius
Effect:	outline with light

Limn is only useful in dim or dark surroundings. It causes tendrils of light to flash from the caster's fingertips into the described area. Mobile creatures are allowed an RC to avoid the effect; immobile creatures and objects get no RC. Creatures and objects within the area are outlined with light, making them easier to see.

7 – Alarm

Time to Cast:	1 M
Resist Check:	4d6 vs PER (detect)
Target:	LOS 100'
Duration:	1d8 + 2/F H
Area:	see text
Effect:	2 + 1/F beams

Alarm is useful to protect a room, building, campsite, etc. Each entrance (up to six) is spanned by 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 R
Resist Check:	none
Target:	caster
Duration:	1d6 + 2/F M
Area:	LOS
Effect:	view recent past

This spell gathers recent light allowing the caster to view the events of the recent past. This blocks vision of the present as his sight starts back the duration of the spell and moves forward at the normal rate until his vision reaches the time of casting. He may move about during the spell, but should be wary of no longer visible obstacles.

9 – Rainbow Bridge
    Time to Cast: 4 R
    Resist Check: 4d6 vs PWR negates
    Target: multitouch
    Duration: 1d8 + 1/F M
    Area: 120 + 30/F'
    Effect: create bridge

Rainbow Bridge enables the magician to create a bridge of light up to 240 feet long. As many people or creatures the caster can touch during the casting time may use the bridge.

10 – Dazzle
    Time to Cast: 1 R
    Resist Check: 4d6 vs AGI negates
    Target: 40 + 10/F'
    Duration: 2 R
    Area: 10 + 5/F' radius
    Effect: blind for 1d4 R

Dazzle causes a ball of light to appear in the caster's hand and may be hurled up to 80 feet. The ball explodes within 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 R
    Resist Check: none
    Target: caster
    Duration: 2d6 + 2/F R
    Area: caster
    Effect: see text

Blade 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 damage points per successful strike.

12 – Mirror Wall
    Time to Cast: 4 R
    Resist Check: 4d6 vs PER negates
    Target: touch
    Duration: 1d4 + 1/F M
    Area: 10 + 5/F' radius
    Effect: creates one way mirror

Mirror Wall turns any flat surface into a one-way mirror for the duration of the spell. Anyone on the backside of the wall can see through it, but it looks like a normal wall to those who fail their RCs.

13 – Reflective Travel
    Time to Cast: 2 R
    Resist Check: none
    Target: caster
    Duration: instantaneous
    Area: caster
    Effect: travel 1000 met LOS

Reflective Travel allows the caster to instantly travel to the source of a reflection.

14 – Sun Call
    Time to Cast: 2 R
    Resist Check: none
    Target: 0
    Duration: 1d4 + 1/F H
    Area: 20 + 10/F' radius
    Effect: make daylight

Sun Call empowers the magician to bring the brilliance of the noon sun to any area.

15 – Ruby Death
    Time to Cast: 1 R
    Resist Check: 5d6 vs AGI avoids
    Target: LOS 120'
    Duration: instantaneous
    Area: 1 target
    Effect: 15d6 damage

Ruby Death enables the caster to fire a red ray of concentrated light energy from his finger once per round. Any target which fails its RC takes the indicated amount of damage.

16 – Beamrider
    Time to Cast: 4 R
    Resist Check: none
    Target: caster
    Duration: instantaneous
    Area: caster
    Effect: travel 1000 mets LOS

Beamrider enables the caster to travel to the source of any light within his LOS in the blink of an eye.

15.1.3 Conjurations

1 – Veil

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	caster
Duration:	15 + 5/F M
Area:	caster
Effect:	veils caster

This magic casts 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 R
Resist Check:	none
Target:	caster
Duration:	4 + 2/F M
Area:	caster
Effect:	make an image

This spell allows the caster to create a transparent image of himself. The image can be directed to appear in any direction at a distance of up to 40 + 20/F', 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 R
Resist Check:	none
Target:	special
Duration:	special
Area:	special
Effect:	duplicate Fire spell

This spell allows the caster to appear to cast any spell in the Fire element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. This spell cannot duplicate any spell whose effect is visual only (such as Magic Torch), or any of these conjuration spells.

4 – Emit Object

Time to Cast:	2 R
Resist Check:	none
Target:	LOS 10'
Duration:	4 + 2/F M
Area:	single 1000 lb object
Effect:	make an image

Emit Object enables the caster to project an image of another person or object 40 + 20/F' away under the same constraints as the Emit Self spell. The object can be no larger than the caster.

5 – Mask

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	2d4 + 1/F H
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 he is memorizing a person, which takes 5 minutes of game time.

6 – Emanate Self

Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	6 + 3/F M
Area:	caster
Effect:	make an image

This spell allows the caster to project a non-transparent, real-seeming image of himself 40 + 20/F' away. Other aspects of the image are as in the Emit Self spell.

7 – Phantasmal Air

Time to Cast:	1 R
Resist Check:	none
Target:	special
Duration:	special
Area:	special
Effect:	duplicate Air spell

This spell allows the caster to appear to cast any spell in the Air element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. The spell cannot duplicate any spell whose effect is visual only.

8 – Emanate Object

Time to Cast:	4 R
Resist Check:	none
Target:	LOS 10'
Duration:	6 + 3/F M
Area:	single 1000 lb object
Effect:	make an image

The caster can project an image of another person or object 40 + 20/F' away under the same constraints as the Emanate Self spell. The object can be no larger than the caster.

9 – Shrouding
    Time to Cast: 3 R
    Resist Check: 4d6 vs PWR negates
          Target: multitouch
        Duration: 2d4 + 1/F M
            Area: targeted creatures
          Effect: disguises group

When the magician casts this spell, he and those around him appear to anyone failing the RC as a group of people that would be expected to be found in that environment. For example, if in a hostile castle they might appear as a group of appropriately dressed guards.

10 – Radiate Self
    Time to Cast: 6 R
    Resist Check: none
          Target: caster
        Duration: 8 + 4/F M
            Area: caster
          Effect: make an image

Radiate Self creates an image 50 + 30/F' away 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 R
    Resist Check: none
          Target: special
        Duration: special
            Area: special
          Effect: duplicate Water spell

This spell allows the caster to appear to cast any spell in the Water element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. It cannot duplicate any spell whose effect is visual only.

12 – Radiate Object
    Time to Cast: 6 R
    Resist Check: none
          Target: LOS 10'
        Duration: 8 + 4/F M
            Area: caster
          Effect: make an image

Radiate Object allows the caster to project an image of another person or object 50 + 30/F' away under the same constraints as the Radiate Self spell. The object can be no larger than the caster.

13 – Envelop
    Time to Cast: 4 R
    Resist Check: none
          Target: multitouch
        Duration: 20 + 10/F M
            Area: targeted creatures
          Effect: disguises group

When the magician casts this spell, he and his companions appear to blend perfectly into the background. They must be touched to be found.

14 – Project Self
    Time to Cast: 1 M
    Resist Check: none
          Target: caster
        Duration: 10 + 5/F M
            Area: caster
          Effect: program image

This spell allows the caster to preprogram an image to appear 60 + 40/F' away 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 R
    Resist Check: none
          Target: special
        Duration: special
            Area: special
          Effect: duplicate Earth spell

This spell allows the caster to appear to cast any spell in the Earth element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. It cannot duplicate any spell whose effect is visual only.

16 – Project Object
    Time to Cast: 1 M
    Resist Check: none
          Target: LOS 10'
        Duration: 10 + 5/F M
            Area: object
          Effect: make an image

This spell allows the caster to project an image of another person or object 60 + 40/F' away under the same constraints as the Project Self spell. The object can be no larger than the caster.

15.1.4 Mind Twisters

1 – Gutter

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 R
Area:	5' radius
Effect:	cause doubt

Gutter causes beings, 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 M
Resist Check:	none
Target:	LOS 20 + 5/F'
Duration:	1d3 + 1/F M
Area:	1 humanoid
Effect:	plan dream

The target of Flame Dreams must already be asleep and within 20' of a fire (campfire, fireplace, etc.). It will then have a dream, and the caster can dictate the circumstances of the vision. Fire must be a component of the dream. If the target is present in the dream and killed, he will awake just before his dreamed death.

3 – Dismay

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	1d10 + 2/F R
Area:	80 + 20/F' radius
Effect:	INT < 3 flee

When the caster touches a large fire and casts Dismay, any non-intelligent creatures, within sight of the fire and failing the RC, flee from the caster at their maximum movement rate.

4 – Unman

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	touched
Duration:	1d4 + 1/F R
Area:	60 + 15/F' radius
Effect:	INT > 3 flee

A caster touching a large flame and casting Unman causes intelligent creatures within sight of the fire, who fail the RC, to pause one round in fear of the caster. They then flee at their maximum movement rate, away from the caster, for the spell's duration.

5 – Forget

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	instantaneous
Area:	1 creature
Effect:	forget recent events

Forget causes the target to forget the events from the present back four rounds. One finesse changes the time period to four minutes, two to one hour, three to one day, and four 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 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 40 + 10/F'
Duration:	1d4 + 1/F R
Area:	1 creature INT>4
Effect:	insinuate action

The caster formulates the action he would like the target to perform, then casts Stray Thought. If the target fails the RC it will take the thought as its own and act accordingly. The planted thought must be reasonable under the circumstances, otherwise the spell fails.

7 – Chaos

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 40 + 10/F'
Duration:	1d6 + 1/F R
Area:	10 + 5/F' radius
Effect:	create disorder

While targeting a fire of at least the size of a camp fire, this spell causes those within the area of effect who fail the RC to act erratically for the duration of the spell. There is a 10% chance they will carry through with their planned actions; otherwise, creatures with an INT of 4 or more will start bickering among themselves, and those of lower intelligence will simply mill about or (25%) attack each other.

8 – Befriend

Time to Cast:	2 R
Resist Check:	4d6 vs WIL
Target:	60 + 15/F'
Duration:	1d20 + 4/F R
Area:	10 + 5/F' radius
Effect:	enemies = friends

Befriend immediately cancels any hatred towards the caster and his companions by those creatures within the area of effect who fail the RC. This will last as long as the none of the adventurers take a hostile action (including casting spells) towards the Befriended targets. As with other spells in this group, the targets must be within 80 feet of a medium fire to be affected.

9 – Neophyte
Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 1d8 + 2/F R
Area: 1 humanoid INT >4
Effect: forget background

The target of Neophyte who fails the RC suddenly forgets all his 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 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 being INT >7
Effect: set a task

The target is first touched by a magical flame held in the caster's hand. If he fails the RC, the caster may set him 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 his energies and resources to its accomplishment.

11 – Charlatan
Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 5/F'
Duration: 2d6 + 2/F R
Area: 1 humanoid
Effect: "act" other background

If the target of Charlatan fails his RC, he immediately assumes a different background, of the caster's choosing, for the spell's duration. Whatever the new background, the target feels he is giving a stellar performance, but blows never hit, spells never succeed, etc.

12 – Arson
Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: LOS 20 + 5/F'
Duration: 1d8 + 2/F M
Area: 1 being INT >4
Effect: change surroundings

If the target of Arson, who must be capable of seeing a flame held in the caster's hand, fails the RC, he suddenly finds himself in a vaguely familiar, but perplexing, network of flaming walls for the spell's duration. The basic layout is any building the target is familiar with (preferably his home), and the target must act accordingly.

13 – Amnesia
Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: forget events

Amnesia causes the target to forget events from the present back one week. One finesse changes the time period to four weeks, two to four months, three 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 M
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: turn into baby

If the target of Babe fails the RC, he is immediately reduced to the intellect and physical coordination of an infant, though his body remains full-sized. The effect is permanent unless cancelled by the caster or Revoked.

15 – Fever
Time to Cast: 1 M
Resist Check: 5d6 vs WIL negates
Target: caster
Duration: 8 + 4/F H
Area: caster's scryer
Effect: obviate sendings

If anyone attempts a scrying spell on a magician under a Fever spell, the former suddenly feels overcome by a fever. He must make the RC to avoid serious brain damage (INT drops to 1). If the RC is made, the scrying spell proceeds.

16 – Pith
Time to Cast: 4 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: scramble brain

If the target of Pith fails the RC, his brain is magically scrambled. Basic brain function remains to keep the body alive, but thought and co-ordinated action are impossible until Pith is Revoked.

Chapter 16

Air Magic

16.1 Air

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.

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16.1.1 Air Magic

1 – Minibolt
Time to Cast:	1 R
Resist Check:	none
Target:	LOS 60 + 15/F'
Duration:	instantaneous
Area:	1 object or creature
Effect:	1d6 damage

Minibolt calls forth a small electrical charge from the air and sends it 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 R
Resist Check:	none
Target:	60 + 10/F'
Duration:	1 M
Area:	5 x (20 + 10/F)' line
Effect:	30 + 10/F mph gust

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 R
Resist Check:	none
Target:	caster
Duration:	2d6 + 1/F R
Area:	caster
Effect:	accelerate 4 + 1/F' /R

Arise immediately counteracts the effects of gravity, allowing the caster to float into the air like a kite. The magician, while concentrating, can accelerate up or down at a rate of 4 + 1/F' per round. The caster is at the mercy of winds and other forces that could cause lateral movement. He cannot carry more than he could normally lift above his head.

4 – Fresh Air
Time to Cast:	1 R
Resist Check:	none
Target:	0
Duration:	1d4 + 1/F R
Area:	10 + 5/F' radius
Effect:	freshen air

With Fresh Air the caster can cleanse a volume of fetid, putrid, or poisonous air to make it breathable. The purified area can move with the caster if he so chooses.

5 – Ironlungs
Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	10 + 3/F M
Area:	1 creature
Effect:	hold breath

Ironlungs enables the recipient to hold his 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 R
Resist Check:	3d6 vs HEA for 1/2
Target:	LOS 120 + 30/F'
Duration:	instantaneous
Area:	4 + 1/F' wide line
Effect:	6d6 damage

The caster uses this spell to create opposed electrical charges between the caster's fingertip and his intended target. This electrical potential causes a bolt of electrical energy to travel from his 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 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	4d6 + 6/F R
Area:	1 humanoid
Effect:	fly 120 + 30/F' /R

Fly enables the recipient to fly at a rate of 120 to 240 feet per round. 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 he could lift above his head.

8 – Wind
Time to Cast:	4 R
Resist Check:	none
Target:	0
Duration:	6 + 3/F H
Area:	60 + 20/F' radius
Effect:	control wind

Wind allows a magician to control the speed and direction of the wind around him. Wind speeds of up to 30 + 10/F MPH can be maintained. 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 R
Resist Check: none
Target: 90 + 20/F'
Duration: 6 + 2/F H
Area: 60 + 20/F' radius
Effect: change temperature

This spell enables the caster to change the temperature in the chosen area by 30 + 10/F degrees Fahrenheit. 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 its area of effect will move with that person.

10 – Anaerobia
Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 10/F'
Duration: 4d20 + 8/F M
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 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 15 + 4/F R
Area: 1 humanoid
Effect: fly and attack

Hawksoar adds the abilities of combat and spell casting to the Fly spell. The movement rate per round remains at 120 + 30/F'. All actions are allowable and not subject to any penalties.

12 – Ekblovego
Time to Cast: 3 R
Resist Check: 5d6 vs STR for half
Target: 0
Duration: 1d6 + 1/F R
Area: 30'x(150 + 30/F)' line
Effect: massive wind blast

An Ekblovego is a massive blast or gust of wind traveling nearly 150 MPH. All free standing objects and creatures are blown backwards 80 feet and suffer 1d6 damage points each round they remain in the effect. Some structural damage to buildings may even result (GM's discretion).

13 – Vacuum
Time to Cast: 3 R
Resist Check: 4d6 vs HEA
Target: 100 + 30/F'
Duration: instantaneous
Area: 30 + 10/F' radius
Effect: remove air

Vacuum 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 R
Resist Check: 4d6 vs AGI for half
Target: 160 + 40/F'
Duration: 8 + 2/F R
Area: 15 + 5/F' radius
Effect: 1 lightning strike/R

Blitzen causes lightning to strike the indicated area once each round. All creatures in the area of effect are hit and suffer 6d6 damage points for each attack. If the magician is casting this during a thunderstorm, all base parameters are doubled.

15 – Aerovoki
Time to Cast: 4 R
Resist Check: none
Target: 40 + 10/F'
Duration: 4 + 1/F M
Area: special
Effect: summon air elementals

Aerovoki summons 1d6+1 air elementals to any point within the range and the caster's LOS. Air must be available, of course. The elementals will serve the caster as he desires, even battling opponents. They will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons they will attempt to take the caster back to their airy halls with them at the end of their service.

16 – Wrath
Time to Cast: 4 R
Resist Check: 5d6 vs HEA for half
Target: 160 + 40/F'
Duration: 4 + 1/F M
Area: up to 1/4 met radius
Effect: summon wind storm

Wrath allows the caster to 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 damage points from being struck by flying debris. Spell casting is impossible. The RC must be made each round.

16.1.2 Vision

1 – Murk

Time to Cast:	1 R
Resist Check:	3d6 vs PER negates
Target:	20 + 5/F'
Duration:	1d20 + 4/F R
Area:	10 + 5/F' radius
Effect:	reduce visibility

Murk causes dust motes in the environment to coalesce onto water droplets to create a dirty, murky area. Vision is reduced by 40 + 10/F'. Murk is effective in underwater as well as air.

2 – Distortion

Time to Cast:	1 R
Resist Check:	none
Target:	0
Duration:	1d20 + 4/F M
Area:	5 + 2/F' radius
Effect:	obscure vision

Distortion causes light rays to bend and shift erratically in the area of effect. Forms within the area become blurry, indistinct, and are 90% unrecognizable.

3 – Crystal

Time to Cast:	1 R
Resist Check:	none
Target:	20 + 5/F'
Duration:	1d4 + 1/F M
Area:	10 + 5/F' radius
Effect:	increase visibility

Crystal is the opposite of Murk, cleansing the area of impurities clinging to water droplets. It is only effective in haze, fog, murky water, etc.

4 – Glamor

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	1d20 + 1/F M
Area:	1 creature
Effect:	boost COM 2 + 1/F

Glamor alters the natural COM of the target, affecting reactions accordingly.

5 – Intuit

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	1d20 + 1/F M
Area:	caster
Effect:	boost PER 2 + 1/F

Intuit allows the caster to temporarily increase his PER for the duration of the spell.

6 – One Eye

Time to Cast:	1 R
Resist Check:	3d6 vs PWR negates
Target:	20 + 5/F'
Duration:	1d8 + 2/F R
Area:	1 creature
Effect:	blind one eye

The target of One Eye is temporarily blinded in one eye (caster's choice). The target's melee modifiers are reduced by 2 + 1/F to reflect the loss of depth perception. If the target only had one eye to begin with, it will become totally blind.

7 – Discovery

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	1d20 + 4/F M
Area:	caster
Effect:	magnify 8 + 2/F times

Discovery enables the caster to see minute things or details that escape normal vision. Rolls against PER are made with one less die than normal.

8 – Parallax

Time to Cast:	1 R
Resist Check:	none
Target:	0
Duration:	1d8 + 2/F R
Area:	caster
Effect:	boost DV by 2 + 1/F

Parallax causes the caster's body to seem to shift about suddenly. Attackers must try to correct for the sudden parallax error, in effect raising all the caster's DVs.

9 – Long Eyes

Time to Cast: 2 R
Resist Check: none
Target: 0
Duration: 1d6 + 2/F M
Area: caster
Effect: closer 8 + 2/F times

Long Eyes empowers the caster to see distant objects as if they are much closer. He must have LOS, and certain atmospheric conditions (e.g. fog, haze, precipitation, etc.) can reduce the effectiveness by half. This also will increases the range of other LOS spells cast during **Long Eyes**' duration. Finneses to increase the range of these spells are applied before **Long Eyes** multiplies the range.

10 – Heat Vision

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 1d20 + 4/F M
Area: 1 creature
Effect: see heat 40 + 10/F'

The recipient of this spell is empowered to see heat 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 R
Resist Check: none
Target: caster
Duration: 1d4 + 1/F M
Area: caster
Effect: see in the dark

Night Sight enables the caster to see in natural darkness and shadows as well as he can see in bright moonlight. If the effect is fully finessed he can even see in magical darkness or shadows.

12 – Invisibility

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 5 + 2/F M
Area: 1 object or creature
Effect: make unseeable

Invisibility 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 someone. Spells which have a physical manifestation will break the enchantment. Invisible creatures are in the same phase and can see one another.

13 – Sight License

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 8 + 3/F H
Area: 1 creature
Effect: allows sight

The recipient of a Sight License is temporarily granted the power of sight, even if it is blind or lacks sight organs.

14 – Blind

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: permanent
Area: 1 creature
Effect: remove vision

Blind 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 R
Resist Check: none
Target: 0
Duration: 5 + 2/F M
Area: LOS 250 + 100/F'
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 immemdiatly.

16 – See All

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 12 + 4/F R
Area: caster
Effect: create LOS

See All enables the caster to 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.

16.1.3 Scrying

1 – Detect Motivation

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/F'
Duration:	1d6 + 1/F R
Area:	1 humanoid
Effect:	confirm motivation

The caster may learn the target's motivation with this spell, making one attempt per round of the duration. Upon casting, the magician thinks of a motivation. If the target has that motivation, the caster will know it positively. The target will not realize he is being probed until the third attempt, at which time he is allowed the RC. If successful, further Detect Motivation attempts fail.

2 – Hear

Time to Cast:	2 R
Resist Check:	none
Target:	40 + 10/F'
Duration:	1d4 + 1/F M
Area:	10 + 5/F' radius
Effect:	remote hearing

The caster first chooses an area within range, which does not have to be in his LOS. He may then hear, but not necessarily understand, any noises or speech in the area as if his ears were there.

3 – Read Emotions

Time to Cast:	1 M
Resist Check:	3d6 vs WIL negates
Target:	LOS 40 + 10/F'
Duration:	1d4 + 1/F M
Area:	1 living creature
Effect:	know thoughts

Read Emotions allows the caster to 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 R
Resist Check:	none
Target:	touch
Duration:	1d4 + 1/F H
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 R
Resist Check:	none
Target:	60 + 15/F'
Duration:	1d4 + 1/F M
Area:	10 + 5/F' radius
Effect:	remote vision

The caster selects an area within range, but not necessarily in his LOS, then casts See. He may then see everything in the area as if his eyes were there. After casting See, the caster must remain motionless and concentrate or the spell is broken.

6 – Witchsmeller

Time to Cast:	1 R
Resist Check:	none
Target:	0
Duration:	1d4 + 1/F R
Area:	10 + 5/F' 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 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 60'
Duration:	instantaneous
Area:	1 target
Effect:	see true motivation

This spell functions similarly to Detect Motivation, except the caster can see through any deceptions and know the true motivation of any creature in the area of effect with a single casting. Mask Motivation, however, will deceive this spell.

8 – Locate

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	caster
Duration:	1d4 + 1/F M
Area:	200 + 20/F' beam
Effect:	discover location

Locate allows the caster to locate any item or creature which he as previously seen or touched. The caster first visualizes the target of his search. A search beam moves with the caster, and an image forms as soon as the subject comes within range. The vision can only be seen by the caster, and recedes into the distance to where the item or creature is actually located.

9 – Senses

Time to Cast:	2 R
Resist Check:	none
Target:	60 + 15/F'
Duration:	1d4 + 1/F M
Area:	special
Effect:	1 + 1/F senses

Senses enables the caster to have one or more of his five senses operate remotely. This poses certain risks, for damaging effects present in the remote area can attack the magician through the spell. For example, if poison gas is present and the caster wishes his sense of smell to function in the area, he is subject to any damage the gas inflicts. The caster must remain motionless for the spell's duration.

10 – Truthtell

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	1d4 + 1/F M
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 M
Resist Check:	none
Target:	caster
Duration:	3 + 1/F questions
Area:	caster
Effect:	see the future

Futuresee enables the caster to determine what will happen in the immediate future (1 + 1/F days) by asking yes-or-no questions of an elemental spirit. The truthfulness of the answers is from 50 + 10/F percent. If not truthful, responses can be totally false, or couched as half-truths (GM's discretion).

12 – Legends

Time to Cast:	see text
Resist Check:	none
Target:	special
Duration:	1 + 1/F clues
Area:	special
Effect:	know antiquity

Legends is used to 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 R
Resist Check:	none
Target:	touch
Duration:	1d6 + 1/F M
Area:	1 object
Effect:	speak with objects

Thingtell enables the magician to "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 R
Resist Check:	none
Target:	caster
Duration:	3d6 + 3/F H
Area:	caster
Effect:	reverse scrying

Backfire not only protects the caster from scrying attempts, but reverses the process so that he finds out what information the opposing caster was seeking from his target, ignoring any normal RCs. He can also learn the direction and distance of the attempt.

15 – Scan

Time to Cast:	1 M
Resist Check:	none
Target:	caster
Duration:	1d8 + 1/F R
Area:	800 + 300/F' beam
Effect:	scan area

The caster must first decide on what piece of information he wants to know ("horses nearby?", "any carnivorous plants in the area?", etc.). When the spell is cast, a beam of violet light shoots from the magician's eyes and sweeps the area like a searchlight. The beam stops and points at the object of the scan if it contacts it, giving direction and distance. The beam moves with the caster, but is blocked by stone walls, etc.

16 – Godspeak

Time to Cast:	1 day
Resist Check:	none
Target:	caster
Duration:	1 + 1/F questions
Area:	caster
Effect:	find unmitigated truth

The caster must be on good terms with his 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 deity may only answer one question regardless of finesses (GM's discretion). The caster may ask any question and be assured of a 100% truthful answer.

16.1.4 Dimensions

1 – Shimmer

Time to Cast:	1 R
Resist Check:	3d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	1d4 + 1/F R
Area:	1 creature
Effect:	increase CDV 2 + 1/F

While under the influence of Shimmer, the target's physical form appears indistinct and wavering, effectively increasing his CDV. The caster must be touched by air while murmuring the spell.

2 – Thought Move

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/F'
Duration:	instantaneous
Area:	1 object
Effect:	move 20 + 5/F lb

Thought Move allows movement of 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 R
Resist Check:	none
Target:	touch
Duration:	instantaneous
Area:	1 object
Effect:	send small object

To use this spell, the caster encloses an object within his fist, and then sends it to any previously memorized location. The object can not exceed 10 pounds.

4 – Peer

Time to Cast:	2 R
Resist Check:	none
Target:	memloc
Duration:	1d6 + 1/F M
Area:	60' radius
Effect:	see memorized place

Peer enables the caster to 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 R
Resist Check:	4d6 vs WIL negates
Target:	caster
Duration:	1d6 + 1/F M
Area:	5 + 2/F' radius
Effect:	exclude summonings

At the end of the spell, the area centered on the caster is bounded by a glowing boundary (shaped to the caster's choosing). 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 R
Resist Check:	none
Target:	special
Duration:	instantaneous
Area:	1 + 1/F objects
Effect:	recall from storage

Call Object allows the caster to 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 R
Resist Check:	none
Target:	touch
Duration:	3d6 + 2/F R
Area:	6 + 6/F" radius
Effect:	create hole

This creates a hole (6 + 6/F 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.

8 – Giant Stride

Time to Cast:	2 R
Resist Check:	none
Target:	multitouch
Duration:	1d6 + 1/F R
Area:	targets
Effect:	port 160 + 40/F'

Giant Stride allows the caster to shorten distances somewhat by opening a temporary two-way door up to 320 feet away to a spot within his LOS. The door is invisible, except to the caster and anyone he touches during the casting time. The starting and ending points must be touched by air. The effect for observers is that the caster (and perhaps others) disappear into thin air, then reappear in the blink of an eye.

9 – Send Package
Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 object
Effect: send package

An inanimate object of up to 100 + 10/F pounds and no more than 2 +1/F feet radius can be sent to any previously memorized location.

10 – Pocket
Time to Cast: 3 R
Resist Check: none
Target: multitouch
Duration: 2d6 + 2/F R
Area: targets
Effect: open elemental pocket

At the end of the spell a small opening appears suspended in air, visible only to the caster and anyone he touches 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 anyone still within the dimension is pushed out to his starting point. The caster must be touching air for this magic to work.

11 – Portable Hole
Time to Cast: 7 R
Resist Check: none
Target: touch
Duration: 1d6 + 1/F H
Area: 6 + 6/F" radius
Effect: create portable hole

This creates a hole (6 + 6/F 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, rolled up, and reused elsewhere. Magical objects get a 4d6 RC versus PWR to negate the effect.

12 – Call Package
Time to Cast: 5 R
Resist Check: none
Target: special
Duration: instantaneous
Area: 1 + 1/F objects
Effect: recall package

Call Package allows the caster to 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 R
Resist Check: none
Target: multitouch
Duration: 1d4 + 1/F H
Area: memloc
Effect: open door to memloc

This spell opens a door to any location the caster has memorized, visible only to himself and those he touches 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 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 3d6 + 3/F H
Area: 1 creature
Effect: send to pocket dim.

The caster must be touching air for this spell to work. If the target fails the RC, he 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 R
Resist Check: none
Target: 0
Duration: permanent
Area: 10 + 5/F' 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 R
Resist Check: 5d6 vs PWR negates
Target: LOS 20 + 5/F'
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 17

Water Magic

17.1 Water

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.

Wardings provide protection to creatures and objects.

Changings allow the magician or target to assume a different physical form.

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.

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 2 Well
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 4 Ice Ball
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 6 Hot or Cold
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 8 Hail
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12 Ocean Cold
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14 Davy Jones
15 Mesmerize
16 Decant

17.1.1 Water Magic

1 – Spray

Time to Cast:	1 R	
Resist Check:	3d6 vs AGI negates	
Target:	40 + 10/F'	
Duration:	4 + 1/F R	
Area:	10 + 5/F' radius	
Effect:	saturate	

Spray causes elemental water to spurt from the caster's fingertips. The spray is very fine, 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 discretion).

2 – Well

Time to Cast:	1 M	
Resist Check:	none	
Target:	LOS 40 + 10/F'	
Duration:	30 + 8/F R	
Area:	6 + 2/F' radius	
Effect:	dig a well	

Well enables the caster to find potable water in any natural environment. He, in effect, digs 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 R	
Resist Check:	none	
Target:	LOS 30 + 5/F'	
Duration:	15 + 4/F R	
Area:	5 + 2/F' radius	
Effect:	change 4 + 1/F'	

Level allows the caster to 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 R	
Resist Check:	none	
Target:	touch	
Duration:	5 + 1/F R	
Area:	handful of water	
Effect:	1d6 damage	

When the caster invokes Ice Ball, any handful of water he touches turns into a sparkling nugget of elemental ice in his hand. He may then throw it at any target 50 + 10/F' away in his LOS (roll "to strike") once each round for the duration of the spell and as long as he has water in which to dip his hand.

5 – Gills

Time to Cast:	1 R	
Resist Check:	4d6 vs WIL negates	
Target:	touch	
Duration:	2d20 + 1/F M	
Area:	1 creature	
Effect:	breathe water	

Gills enables 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 R	
Resist Check:	none	
Target:	LOS 60 + 15/F'	
Duration:	12 + 3/F M	
Area:	4 + 2/F' radius	
Effect:	control water temp.	

Hot or Cold enables the caster to control 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 M	
Resist Check:	none	
Target:	caster	
Duration:	1 + .25/F H	
Area:	1 + .5/F met radius	
Effect:	see text	

The magician who performs a Rain Dance can 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 moves as he does.

8 – Hail

Time to Cast:	2 R	
Resist Check:	4d6 vs HEA for 1/2	
Target:	60 + 20/F'	
Duration:	5 + 1/F R	
Area:	10 + 5/F' radius	
Effect:	2d6 damage	

Hail causes a hail storm to strike the area indicated within range.

9 – Dam

Time to Cast:	3 R
Resist Check:	none
Target:	LOS 100 + 30/F'
Duration:	6 + 3/F M
Area:	40 + 20/F' radius
Effect:	stop flowing water

Dam creates 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 R
Resist Check:	4d6 vs PWR negates
Target:	multitouch
Duration:	1d4 + 1/F M
Area:	targeted creatures
Effect:	walk on water

Riverman allows the caster and anyone he can touch during the casting time to match his body's movements to that of water. Those under the spell can walk on water without sinking.

11 – Demolish

Time to Cast:	3 R
Resist Check:	none
Target:	LOS 20'
Duration:	instantaneous
Area:	20 + 5/F' radius
Effect:	destruction

Demolish causes 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 R
Resist Check:	4d6 vs HEA for 1/2
Target:	0
Duration:	5 + 1/F R
Area:	80 x 10' wide cone
Effect:	3d6 damage

Ocean Cold puts the chill of the deepest oceans at the caster's command. The effect covers a cone-shaped area 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/R damage. In addition, their movement rates are reduced to half speed due to the shock of the intense cold.

13 – Torrent

Time to Cast:	1 M
Resist Check:	none
Target:	0
Duration:	4 + 1/F H
Area:	2 + 1/F met radius
Effect:	torrential downpour

Torrent causes 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 R
Resist Check:	none
Target:	120 + 30/F'
Duration:	see text
Area:	100 + 50/F' wide
Effect:	change course

Divert enables the caster to 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 R
Resist Check:	none
Target:	LOS 40 + 10/F'
Duration:	4 + 1/F M
Area:	special
Effect:	call water elementals

Akvovoki summons 1d6+1 water elementals from any water source (a cup of water is sufficient) within the spell's target area. The elementals will serve the caster as he desires, even battling opponents. They will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons they will attempt to take the caster back to their watery halls at the end of their service.

16 – Tidal Wave

Time to Cast:	2 R
Resist Check:	special
Target:	LOS 240 + 60/F'
Duration:	instantaneous
Area:	special
Effect:	create tidal wave

Tidal Wave creates a vast wall of moving water on a river, lake, or ocean within range. The wall height will range from 1d4 times 10' for a river or lake to 1d20 times 10' for the ocean. Once cast, the wave will strike in 1d12 rounds. All trees and structures are washed away (GM's discretion on exceptionally strong stone structures). Living creatures must make either a 5d6 RC vs Swimming or a 7d6 RC vs STR or drown.

17.1.2 Wardings

1 – Forfend

Time to Cast:	4 R
Resist Check:	3d6 vs PWR negates
Target:	touch
Duration:	2d6 + 2/F H
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 M
Resist Check:	none
Target:	touch
Duration:	2d8 + 2/F H
Area:	5 + 3/F' 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 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	1d8 + 2/F R
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 his RC if hit by a poisonous attack during the spell's duration.

4 – Stay

Time to Cast:	4 R
Resist Check:	3d6 vs PWR negates
Target:	touch
Duration:	2d6 + 2/F H
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 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	20 + 8/F M
Area:	1 creature
Effect:	reveal weapons

The target of Weaponward is immediately forewarned of the location of weapons anywhere within 120 feet of his LOS. Anyone carrying weapons cannot approach within melee range of the target unless the RC is made.

6 – Snugbug

Time to Cast:	4 R
Resist Check:	3d6 vs PWR negates
Target:	touch
Duration:	2d4 + 1/F H
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 wards against spells like Flame Dreams; the caster must make the RC to force the spell through the ward.

7 – Monitor

Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	4 + 1/F H
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 the spell. The magician can then go elsewhere. Up to INT/5 (rounded down) wards may be simultaneously monitored through multiple uses of this spell.

8 – Debar

Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	1d6 + 1/F H
Area:	see text
Effect:	bar 1 + 1/F 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 RC to enter; others may pass freely.

9 – Claw Ward
Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	8 + 4/F M
Area:	1 creature
Effect:	shield natural weaponry

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.

10 – Water Tongue
Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	special
Area:	up to 4 liters
Effect:	20 + 5/F 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 object until Revoked or triggered. Water Tongue cannot be used to cast another spell.

11 – Magic Ward
Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	1d6 + 1/F H
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 R
Resist Check:	5d6 vs PWR
Target:	touch
Duration:	1d8 + 2/F H
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 RC must be made to breach the ward. If the ward is breached, the second spell is triggered.

13 – Spirit Ward
Time to Cast:	4 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	1d8 + 2/F H
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 R
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/F 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 making the indicated RC.

15 – Spongelungs
Time to Cast:	4 R
Resist Check:	5d6 vs PWR negates
Target:	touch
Duration:	2d6 + 2/F H
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 R
Resist Check:	none
Target:	touch
Duration:	see text
Area:	see text
Effect:	1 + 1/F 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.

17.1.3 Changings

1 – Distill
Time to Cast:	1 R
Resist Check:	see text
Target:	touch
Duration:	instantaneous
Area:	1 + .5/F 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 liquid, which must be non-poisonous and non-magical.

2 – Drought
Time to Cast:	1 R
Resist Check:	see text
Target:	touch
Duration:	instantaneous
Area:	1 + .5/F' 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 duration of the casting. The caster can hold the profile in his mind for four weeks + four weeks per finesse. The profile contains the information about the entire creature and any subdivisions of its parts.

4 – Condense
Time to Cast:	2 R
Resist Check:	none
Target:	LOS 20 + 10/F'
Duration:	instantaneous
Area:	5 + 2/F' 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 decompression effects.

5 – Dissolve
Time to Cast:	2 R
Resist Check:	special
Target:	touch
Duration:	instantaneous
Area:	1 + .25/F' 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 R
Resist Check:	special
Target:	LOS 10 + 3/F'
Duration:	1d20 + 4/F R
Area:	1 + .5/F' 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 R
Resist Check:	special
Target:	touch
Duration:	instantaneous
Area:	5 + 2/F' 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 be affected.

8 – Disguise

Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	1d12 + 2/F H
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 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	1d8 + 1/F H
Area:	see text
Effect:	see text

Endwarf enables the caster to shrink another of his 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 proportional to his reduced size (e.g., one with an 18 STR shrunk 50% would have a 9 STR for the spell's duration), but other physical abilities remain the same.

10 – Transmute

Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	1d12 + 2/F H
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 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	1d8 + 1/F H
Area:	see text
Effect:	up to 300 + 100/F%

Enmass is the opposite of Endwarf, and affects the target (who must be of the caster's species) and his 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 is commensurate with his height increase, but his other physical abilities remain the same.

12 – Elemental Mastery

Time to Cast:	3 R
Resist Check:	none
Target:	touch
Duration:	1 day + 12 hours/F
Area:	1 + .5/F' 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 his hand, he casts the spell and the area changes to the indicated material(s) for the duration of the spell. As with previous spells, magical objects get an RC of 9 or less on 3d6 to be affected.

13 – Age

Time to Cast:	2 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 5/F'
Duration:	permanent
Area:	1 creature
Effect:	age 1d20 + 4/F 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:	permament
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 the change of the target. Finesses can be used to change the color, shape, apperance of the new attribute. The caster must pay the cost of any physical attribute with held experience. See page 458 for more guidelines on using this spell.

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 himself (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 his own body, extra arms or legs can be added or removed, eye position and number changed, skeletal shape altered, etc. Finesses are used to change the shape, color or apperance of the acquired feature. All attribute changes must be bought with held experience. See page 458 for more guidelines on using this spell.

16 – Rebirth

Time to Cast:	1 R
Resist Check:	special
Target:	self
Duration:	permanent
Area:	caster
Effect:	totally transform

The caster uses this spell to completely renew his 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 creating a new adventurer. All mental stats, skills, and spells remain the same. Any damage, poison, missing or broken body parts are fixed or recreated by this transformation. For each finesse, the caster may retain one of his previous **Mutate**s. At the end of the transformation, the player rolls 4d6 vs WIL and if he fails, he is mentally unstable for 1d20 hours (rolled by the GM) as he stabalizes.

17.1.4 Charms

1 – **Rockabye**
Time to Cast:	1 R	
Resist Check:	3d6 vs WIL negates	
Target:	LOS 20 + 5/F'	
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 attempt.

2 – **Drowse**
Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	LOS 20 + 5/F'
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 R
Resist Check:	3d6 vs WIL negates
Target:	20 + 5/F'
Duration:	instantaneous
Area:	5 + 2/F' 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 condition over time.

4 – **Frostfeet**
Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 5/F'
Duration:	2d6 + 2/F R
Area:	1 + 1/F 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 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 5/F'
Duration:	2d6 + 2/F R
Area:	1 + 1/F 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 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 5/F'
Duration:	2d6 + 2/F R
Area:	10 + 3/F' 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 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 25 + 5/F'
Duration:	1d6 + 1/F H
Area:	1 + 1/F creatures
Effect:	induce magical sleep

If the intelligent targets of Witchy Sleep fail their RCs, 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 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 25 + 5/F'
Duration:	1d6 + 1/F H
Area:	1 + 1/F 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 R
Resist Check: 4d6 vs WIL negates
Target: 25 + 5/F'
Duration: 1d6 + 1/F days
Area: 10 + 3/F' radius
Effect: halt plant processes

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.

10 – Siren
Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 25 + 5/F'
Duration: 2d6 + 2/F R
Area: 1 + 1/F creatures
Effect: impose will on INT >3

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 and his actions while enspelled.

11 – Drover
Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 25 + 5/F'
Duration: 2d6 + 2/F R
Area: 1 + 1/F creatures
Effect: impose will on INT <3

Drover is similar to Siren, except it only works on non-intelligent creatures. Other aspects of the spells are the same.

12 – Greenthumb
Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: 25 + 5/F'
Duration: 2d6 + 2/F R
Area: 10 + 3/F' radius
Effect: impose will on plants

Greenthumb allows the caster to coerce plants in the targeted area, which fail the RC, to do his 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, entanglement, etc. are likely uses. A sentient plant which disobeys will loose 50% of its growth and the spell ends. It can regrow normally.

13 – Nightmare
Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: single target
Effect: withdraws mind

The intelligent target of this spell has his mind thrust into his 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.

14 – Davy Jones
Time to Cast: 4 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: confinement

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 the Davy Jones at the site of the confinement.

15 – Mesmerize
Time to Cast: 3 R
Resist Check: 5d6 vs WIL negates
Target: LOS 5 + 1/F'
Duration: permanent
Area: 1 creature
Effect: hypnotize

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 can be made to do anything short of committing suicide.

16 – Decant
Time to Cast: 2 M
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: single target
Effect: move life force

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. Any life force inhabiting water is destroyed if evaporated. If the water is diluted into a body of water, the life force is not destroyed, but is unrecoverable with Decant.

Chapter 18

Divine Core Magic

All priests, except those who worship T'or, have access to certain basic magics in addition to the spell groups specific to their sects.

Ceremonies are the magical component of the standard ceremonies performed by all sects. While these magics are shared, the actual form of the ceremony always differs from sect to sect. The spells have few noticeable effects, but they are very valuable from a roleplaying point of view.

Revocation spells are used to cancel another priest's magic. They have no effect on elemental magic.

Blessings allow the priest to lay his hope for good fortune on deserving followers of his flock and favored friends. All blessings last no longer than 24 hours, or until the time they take effect. The priest can only cast blessings on others, not himself. When the priest casts a blessing on one of his own faith, it works automatically. When cast on one outside the faith, the GM will ask the target to succeed a check against the target's PWR of a number of dice reflecting the GM's opinion of the target's piety and similarity of creed. Only one blessing can be on a target at one time. Blessings may not be used in conjunction with the **Defer** spell.

Fabrication spells allow the caster to create and manipulate various objects and holy writs.

Detections are used to inform the caster of different things around him. These spells also allow the priest to reach into a man's mind and learn his inner self.

Influence spells are used by priests to show others the way of his faith, and guide them along the true path.

Bind spells are the means by which a priest manufactures magical items and creates permanent or delayed spell effects.

Defer spells are the means by which a priest manufactures divine items or delayed spell effects.

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1. **Ceremonies**
 1 Worship
 2 Consecrate Item
 3 Dedication
 4 Unification
 5 Last Rites
 6 Ordination
 7 Excommunication
 8 Atonement
 9 Mortify
10 Sanctify
11 Forbiddance
12 Miracle

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 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

3. **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

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 2 Speak The Word
 3 Create Bread
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 5 Create Fish
 6 Create Meat
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 8 Create Holy Water
 9 Create Holy Symbol
10 Create Fervor
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 2 Uncover Affection
 3 Detect Life
 4 Unveil Fear
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7. **Influences**
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11 Quest
12 Divine Word

18.0.1 Ceremonies

1 – Worship
Time to Cast: 1 M
Resist Check: none
Target: none
Duration: 1 M
Area: clear hearing
Effect: not much

This spell is used in conjunction with worship ceremonies. The priests cast this to gain the attention and favor of their deity.

2 – Consecrate Item
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: permanent
Area: 50 lb item
Effect: makes item holy

This spell is used to dedicate an item to the priest's deity. This is normally done on many of the implements and tools used during worship ceremonies. This will cause the item to have a faint glimmer when viewed with the *Witchsmeller* and *Detect Divinity* spells.

3 – Dedication
Time to Cast: 2 M
Resist Check: none
Target: touch
Duration: permanent
Area: 30 + 10/F' radius
Effect: makes a place holy

This spell dedicates a place and makes it holy to the priest's deity. This can fail for various reasons related to the place's past.

4 – Unification
Time to Cast: 3 M
Resist Check: willing target only
Target: touch
Duration: permanent
Area: target
Effect: dedicates worshiper

Unification is the process of making a person acceptable for worship of a deity. When someone declares that they wish to worship a deity, when they have meet all the other requirements, the priest uses this spell to alert the deity to the existence of the new worshiper. This ceremony is also often used to indicate that children have "come of age" and are full worshippers.

5 – Last Rites
Time to Cast: 5 M
Resist Check: none
Target: LOS 10'
Duration: instantaneous
Area: target
Effect: puts soul to rest

This spell allows the soul of a newly dead worshipper of a deity to return to his deity. If this spell is not cast, the soul still inhabits the dead body, in pain and powerless. Eventually such souls are either collected by the God of the Dead, or drift into the **Kurago**. While a soul still inhabits the body, the body can be used for many gruesome purposes, including the creation of undead creatures.

6 – Ordination
Time to Cast: 10 M
Resist Check: willing target only
Target: touch
Duration: permanent
Area: target
Effect: inducts follower
as a priest

This ceremony is used to induct a worshiper into the priesthood. Check the appropriate deity section for the actual form of the ceremony.

7 – Excommunication
Time to Cast: 15 M
Resist Check: none
Target: special
Duration: permanent
Area: target
Effect: expel worshipper

When a follower must be expelled from the flock, this ceremony is used to withdraw the protection of the deity from the wrongdoer. The target need not even be present for this cerimony. The priest had better be sure of the reason, for if, in the deity's opinion, the target is expelled wrongly, it is the priest who is excommunicated.

8 – Atonement

Time to Cast: 20 M
Resist Check: willing target only
Target: touch
Duration: permanent
Area: single target
Effect: renews commitment

An excommunicated follower can be brought back into the fold. After he meets other requirements, this spell renews his connection to his deity.

9 – Mortify

Time to Cast: 1 H
Resist Check: none
Target: special
Duration: special
Area: target
Effect: punish heretic

When anyone commits a heinous crime against a temple, the priests may perform a ceremony of Mortification. The ceremony lays a great curse upon the target, invoking the power of the deity to punish the wrongdoer. The target need not even be present to use this spell. It is cast by 12 or more priests in unison to have effect. Temples must be careful to cast Mortification only when needed; doing so frivolously raises the ire of the target's temple and of the priests' own deity.

10 – Sanctify

Time to Cast: 1 Day
Resist Check: none
Target: touch
Duration: permanent
Area: 1 structure
Effect: dedicates temple

This is used to dedicate a new temple or shrine to a deity.

11 – Forbiddance

Time to Cast: 1 H
Resist Check: 5d6 vs WIL negates
Target: LOS 250'
Duration: permanent
Area: target
Effect: prevents action

This spell is similar to Quest, but rather than causing the target to perform an action, it prevents the target from performing a stated action.

12 – Miracle

Time to Cast: 1 M
Resist Check: none
Target: special
Duration: special
Area: special
Effect: effect a miracle

This ceremony is used by the priest to ask his deity to assist him to perform any stated miracle. The success of the miracle is not dependant on the spell power, but on the whim or will of the deity. Adjudication of the miracle depends on the circumstances and is at the GM's discretion.

18.0.2 Revocation

1 – **Revocation**

Spell Rank:	1 – 12
Time to Cast:	3 R
Resist Check:	special
Target:	LOS 80 + 20/F'
Duration:	instantaneous
Area:	1 magical effect
Effect:	nullify divine power

18.0.2.1 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 his 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 target effect is negated; if the GM's total is higher the Revocation fails.

18.0.2.2 Affecting Items

Each magical item has at least two components: a spell effect 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 Revoking Spells. If the player's total is higher the Revocation works and the difference between his and the GM's total 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.

18.0.3 Defer

1 – **Defer**

Spell Rank:	1 to 16
Time to Cast:	1 M
Resist Check:	none
Target:	touch
Duration:	2 hours
Area:	1 Spell
Effect:	delayed spell effects

Casters use the **Defer** spell to delay the effects of another spell. The caster picks some non-living, non-magical object that he can hold in one hand and lift, he casts 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 his 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 he had cast it originally. 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 himself to be able to release and direct the spell, he 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 he is 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 key word 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' 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 Divine **Defer** spell can only be used to contain divine spells.

18.0.4 Blessings

1 – Divine Grace

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: single creature
Duration: 24 hours until used
Area: target
Effect: raise % for DI

For a period of 24 hours after this blessing is laid on a target by a priest, the target is in a state of divine grace. If the target attempts to call upon a deity for intervention and fails, he can ignore the roll and roll again to check for success. Once used, this blessing ends, and further attempts are made as normal.

2 – Deter Fate

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: single creature
Duration: 24 hours until used
Area: target
Effect: avoid one selection

For a period of 24 hours after this blessing is laid on a target by a priest, one random selection can be avoided. When the GM starts to choose which adventurer is effected by an event by using a random die roll, a target with this blessing expends it by asking to be excluded from the pool of possible targets. The GM then makes the selection, ignoring the target.

3 – Abate Fatigue

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: single creature
Duration: instantaneous
Area: target
Effect: borrow against rest

The priest lays his hands on the target, helping it recuperate. This has the effect of one night's rest, healing the target and regenerating his spell ability as if it had rested for eight hours (or twelve for an elf). This is borrowing against the target's future recuperation powers, so the next actual rest period will have no effect.

4 – Optimize Onslaught

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: single creature
Duration: 24 hours until used
Area: target
Effect: increase hit chance

For a period of 24 hours after this blessing is laid on a target by a priest, on any physical attack that the target fails, he may choose to ignore the first roll and attempt the roll again. Once this option is taken, this blessing expires.

5 – Enhance Potential

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: single creature
Duration: 24 hours until used
Area: target
Effect: increase chances

For a period of 24 hours after this blessing is laid on a target by a priest, the target can choose to use the blessing on any one dice roll. When he does this, he makes the roll twice, and the higher of the two totals is the true result.

6 – Defy Injury

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: single creature
Duration: 24 hours until used
Area: target
Effect: ignore one attack

For a period of 24 hours after this blessing is laid on a target by a priest, the target can ignore the damage from a single physical hand to hand attack. After the GM announces the adventurer has been hit, and before he announces the result, the players can state he is expending the blessing to ignore the damage.

7 – Augment Task

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: single creature
Duration: 24 hours until used
Area: target
Effect: raise % on skill check

For a period of 24 hours after this blessing is laid on a target by a priest, when the target attempts a check against a skill and fails, the player can expend this blessing to ignore the result. He then rolls the same check again and abides by its result.

8 – Attract Fate

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: single creature
Duration: 24 hours until used
Area: target
Effect: attract one selection

For a period of 24 hours after this blessing is laid on a target by a priest, one random selection can be attracted. When the GM starts to choose which adventurer is effected by an event by using a random die roll, a target with this blessing expends it by asking to be the effected one. The GM then acts as if the target was the one selected.

9 – Forestall Conflict

Time to Cast:	2 M
Resist Check:	4d6 vs WIL negates
Target:	single creature
Duration:	24 hours until used
Area:	target
Effect:	interrupt conflict

In the next 24 hours, the target can expend this blessing by calling out "Stop in the name of" the blessing's deity. This can occur any time actions are being declared. The GM gives results of the already stated actions ending the current round. All present spend a round taking no actions, but events, like falling rocks or duration spells, don't stop. Then the GM starts a round giving the target and his allies initiative.

10 – Second Chance

Time to Cast:	2 M
Resist Check:	4d6 vs WIL negates
Target:	single creature
Duration:	24 hours until used
Area:	target
Effect:	raise % on RC

For a period of 24 hours after this blessing is laid on a target by a priest, when the target attempts a RC and fails, the player can expend this blessing to ignore the result. He then rolls the same RC again and abides by its result.

11 – Abate Outcome

Time to Cast:	2 M
Resist Check:	4d6 vs WIL negates
Target:	single creature
Duration:	24 hours until used
Area:	target
Effect:	minimize one result

The target expends this blessing when the GM is rolling one result which will effect the target. The effect then occurs to the target as if the GM rolled the minimum on each die of the effect. A *fireball* that would do 8d6 of damage does only eight points to the target. This does not change the effect on others sharing the same outcome.

12 – Share Grace

Time to Cast:	2 M
Resist Check:	4d6 vs WIL negates
Target:	single creature
Duration:	24 hours until used
Area:	target
Effect:	bless a group

A priest uses this spell in combination with any of the other blessings of up to rank 8. The second blessing then can effect as many people as the priest's CSE stat. The combined casting time of the two spells is sequential (4 M total).

18.0.5 Fabrications

1 – Create Water
    Time to Cast: 1 R
    Resist Check: none
    Target: touch
    Duration: 1 M
    Area: 2 people/1 day
    Effect: creates water

Upon casting this spell, and striking the ground or a rock, a stream of clean, pure water begins flowing. There will be enough water to sustain two people for one day.

2 – Speak The Word
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 1 + 1/F M
    Area: hearing
    Effect: reproducing holy writ

While concentrating on a holy writ, the caster casts this spell which then allows him to issue forth the writ, letter perfect and in the voice of the original speaker.

3 – Create Bread
    Time to Cast: 2 R
    Resist Check: negates
    Target: touch
    Duration: permanent
    Area: 2 + 1/F people/day
    Effect: changes stone to bread

This spell, transmogrifies stones or other earthen objects into bread. There will be enough to satisfy the needs of two people for one day, plus an additional person per finesse.

4 – Capture The Word
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 5 + 5/F M
    Area: hearing
    Effect: records speech

This spell allows the caster to memorize the words of a speaker so he can later repeat them using Speak The Word. This spell cannot be used to capture the magical speech of others using Speak The Word.

5 – Create Fish
    Time to Cast: 4 R
    Resist Check: negates
    Target: touch
    Duration: permanent
    Area: 4 + 1/F person/day
    Effect: changes water to fish

When cast upon a vessel of water, the water is transmogrified into enough fish to sustain four people for one day.

6 – Create Meat
    Time to Cast: 8 R
    Resist Check: negates
    Target: touch
    Duration: permanent
    Area: 8 + 2/F people/day
    Effect: changes plant matter
             to meat

Create Meat transmogrifies any non-living vegetable material into enough fresh red meat to sustain eight people for one day.

7 – Transfer The Word
    Time to Cast: 1 M
    Resist Check: willing target
    Target: touch
    Duration: 10 + 5/F M
    Area: target
    Effect: transfers holy writ

A priest uses this magic to teach a magical writ to a willing colleague. The priest casts this spell and the target goes into a deep, hypnotic trance. The priest then casts Speak The Word and intones the writ to transfer. When the target recovers from the trance, he knows the holy writ.

8 – Create Holy Water
      Time to Cast: 1 M
      Resist Check: negates
            Target: touch
         Duration: permanent
               Area: 1 + 1/F liters
             Effect: sanctifies water

This spell will sanctify up to one pint water, making it holy.

9 – Create Holy Symbol
      Time to Cast: 1 R
      Resist Check: none
            Target: 0
         Duration: permanent
               Area: 1 symbol
             Effect: creates a holy symbol

The priest must clench his fist while intoning the spell. At the end of the casting time he'll be grasping a newly created holy symbol of his faith. Its composition depends on the finesses applied at the time of casting: 0) wood, 1) iron, 2) silver, 3) gold, or 4) platinum.

10 – Create Fervor
      Time to Cast: 2 M
      Resist Check: 4d6 vs WIL negates
            Target: 0
         Duration: 20 + 10/F M
               Area: hearing
             Effect: create religious zeal

The caster uses this spell in combination with Speak The Word to intone a holy writ to a group of people. Each person is allowed the RC; any who fail will embrace the writ and get enthusiastic.

11 – Produce Vestments
      Time to Cast: 2 R
      Resist Check: none
            Target: touch
         Duration: permanent
               Area: target
             Effect: creates new robes

This spell allows the caster to create a new set of robes for himself. What he was previously wearing is destroyed in the process. All valuables and magic are unaffected. The robes can be of any design, but must use non-precious materials.

12 – Produce Truth
      Time to Cast: 1 R
      Resist Check: none
            Target: caster
         Duration: 1 + 1/F M
               Area: hearing
             Effect: verifies truth

When a priest uses this spell, anything he says will be completely accepted as the truth by his listeners. If the caster attempts to tell a lie, a half-truth, or even an intention to mislead while this spell is in effect, he must make an RC of 6d6 vs HEA or die.

18.0.6 Detections

1 – **Detect Divinity**
    Time to Cast: 1 R
    Resist Check: none
          Target: caster
        Duration: 10 + 5/F M
            Area: LOS 200'
          Effect: shows divinity

This spell causes divine things to glow with a white aura. The stronger the holiness, the brighter the light appears. Any holy relic or artifact can be easily detected with this spell. Priests have a faint glimmer, and prophets shine brightly.

2 – **Uncover Affection**
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
          Target: touch
        Duration: 1 + 1/F M
            Area: target
          Effect: reveals affection

Uncover Affection gives the priest a vision of the person for whom the target feels the most affection. If no vision forms, the target either bears no affection for anyone or made the RC. In some cases the vision can be of the target.

3 – **Detect Life**
    Time to Cast: 1 R
    Resist Check: none
          Target: caster
        Duration: 1 + 1/F M
            Area: LOS 200'
          Effect: shows living things

Anything the priest sees after casting this spell which is alive is surrounded by a faint blue glimmer.

4 – **Unveil Fear**
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
          Target: touch
        Duration: 1 + 1/F M
            Area: target
          Effect: reveals worst fear

This spell gives the priest a vision of the target's worst fear.

5 – **Detect Captivation**
    Time to Cast: 1 R
    Resist Check: none
          Target: caster
        Duration: 2 + 1/F M
            Area: LOS 200'
          Effect: reveals charmed
                   creatures

People and creatures under the influence of mind-controlling spells are outlined by an orange aura with this spell.

6 – **Share Joy**
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
          Target: touch
        Duration: 1 + 1/F M
            Area: target
          Effect: reveals most joyful
                   event

A vision of the event in the target's past which brought him the most happiness appears to the priest when this spell is used.

7 – **Discern Motivation**
    Time to Cast: 1 R
    Resist Check: 5d6 vs WIL negates
          Target: caster
        Duration: 3 + 3/F M
            Area: LOS 200'
          Effect: reveals motivation

The priest sees a glimmer around all creatures and peoples with an INT greater than 6 for the spell's duration. The glow varies from deep red to brilliant white, or any shade in between. The priest intuitively knows what motivations the colors represent.

8 – **Disclose Sin**
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 2 + 2/F M
    Area: target
    Effect: shows worst sin

This spell gives the priest a vision of the target's (in the target's opinion) most heinous sin.

9 – **Reveal the Past**
    Time to Cast: 1 M
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 10 + 10/F M
    Area: target
    Effect: shows past actions

This spell allows the priest to show a vision of some event in the target's past. The caster visualizes the proper time and day, and casts this spell upon the target. A vision appears in the air, for all to see, of the events of that time.

10 – **Divulge Virtue**
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 3 + 3/F M
    Area: target
    Effect: Reveals Virtue

The priest receives a vision of the target's most virtuous act (in the target's opinion) after casting this spell.

11 – **Commune**
    Time to Cast: 10 M
    Resist Check: none
    Target: none
    Duration: 1 question
    Area: none
    Effect: deity answers
                question

The priest's deity may deign to answer one question, which must be asked by the priest who cast the spell. Take care casting this; the answer may not be without cost.

12 – **Manifest Destiny**
    Time to Cast: 10 M
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 5 M
    Area: target
    Effect: shows destiny

This spell should be used with great caution, for it will reveal a vision, for all to see, of the final, unalterable destiny of its target.

18.0.7 Influences

1 – **Revoke Fear**
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
    Target: LOS 20 + 10/F'
    Duration: instantaneous
    Area: target
    Effect: negates fear

This spell causes its target to lose all cause for unreasonable fear, magical or not, and regain control of his actions.

2 – **Instill Fear**
    Time to Cast: 1 R
    Resist Check: 3d6 vs WIL negates
    Target: LOS 30 + 10/F'
    Duration: 1 + 1/F M
    Area: target
    Effect: causes fear

The target of this spell suddenly becomes unreasonably fearful of all people and creatures about him. The exact nature of the fear is up to the person playing the target to roleplay.

3 – **Share Vision**
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
    Target: caster
    Duration: 10 + 10/F M
    Area: 30 + 10/F' radius
    Effect: share a vision

The priest casts this spell prior to any other spell or effect which would give him a vision. The vision may then be seen by all within the area of effect.

4 – **Attention**
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
    Target: caster
    Duration: 1 M
    Area: clear hearing
    Effect: forces others to listen

Attention allows the priest to grab the attention of those within clear hearing of his voice and make them listen to what he has to say. It does not affect their opinion of the caster or his message.

5 – **Paralyze**
    Time to Cast 1 R
    Resist Check: 4d6 vs WIL negates
    Target: LOS 60 + 20/F'
    Duration: 2 + 1/F M
    Area: target
    Effect: immobilizes target

Paralyze causes the target to become incapable of voluntary muscle movement. He collapses and cannot move or speak, but he knows what is going on around him.

6 – **Curse**
    Time to Cast: 2 R
    Resist Check: special
    Target: LOS 80 + 40/F'
    Duration: special
    Area: 1 + 1/F target(s)
    Effect: lays a curse

This spell allows the caster to lay a curse upon the target. The GM makes a secret RC of 4d6 vs the target's lowest stat. The caster can affect one of the following: combat hits, damage taken, or resistance checks made. The curse cannot make more than a 30% change on any die roll, but the curse stays in effect until it succeeds. The priest must phrase the curse in game terms, not as changes to rolls.

7 – **Revoke Curse**
    Time to Cast: 1 M
    Resist Check: special
    Target: touch
    Duration: permanent
    Area: target
    Effect: lifts a curse

This spell allows the caster to lift a curse from an item or object only. The caster must make an RC of 4d6 vs CSE to succeed.

8 – Enthrall
Time to Cast: 3 R
Resist Check: 3d6 vs WIL negates
Target: caster
Duration: 10 + 5/F M
Area: clear hearing
Effect: influence others

Like Attention, this spell forces others to listen to the priest's words. It also causes the targets to make an RC or believe, at least temporarily, what the priest says. When the duration expires, its effects slowly fade over one hour.

9 – Devotion
Time to Cast: 1 M
Resist Check: 3d6 vs CSE negates
Target: touch
Duration: permanent
Area: target
Effect: aligns target to
           caster's faith

This spell allows the priest to force someone to be devoted to the cause of the priest's deity. This spell doesn't change the target's personality or style, but alters his purpose.

10 – Disenchant
Time to Cast: 1 M
Resist Check: 4d6 vs CSE negates
Target: LOS 10 + 5/F'
Duration: permanent
Area: target
Effect: breaks faith

The priest casts this to cause the target to waver and break in his devotion to a cause, person, or deity. This must be used with caution, for many deities will take this personally.

11 – Quest
Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: LOS 120 + 60/F'
Duration: special
Area: 1d6 targets
Effect: quests

This spell allows the caster to charge the target(s) with a task. The target must actively seek to complete this quest, or suffer the consequences. The target will lose damage points each day for any days, cumulative, they ignore the quest. The first day they ignore it, they will suffer 1 damage point each day until the quest is complete. If they have strayed for 4 days, then they would take 10 damage points (1+2+3+4) each day.

12 – Divine Word
Time to Cast: 1 R
Resist check: 6d6 vs CSE negates
Target: caster
Duration: 1 H
Area: clear hearing
Effect: forces obedience

This spell requires no motions. The priest simply utters a few words in the form of a command. All within hearing must make the RC or follow that command for the spell's duration.

Chapter 19

Anubis – Lord of the Dead

19.1 Domain

Anubis is the guardian and protector of all souls, guiding them through life and into the true existence of death.

19.2 History

When men were first made by the gods, it is told that there was no death and old age was unknown. When people were injured, their bodies simply healed. Only the occasional hero or martyr would be taken by the gods and brought to **Cielo**, an infinitely large place of peace and beauty.

Man grew fruitful and multiplied greatly. Over the next few centuries he gradually filled up the world with his spawn. Then things started to go downhill. Crowding and overpopulation caused strife, hunger, and pain. Since none could die, whole populations were held captive and forced to exist in pain in large refugee camps. The very land became sterile, and food even more scarce.

A young man, a hero who had rescued an entire nation from captivity, was rewarded by the gods by being sent to Cielo. He asked, "Why are so few granted this boon? Why do you revered gods and goddesses ignore the suffering and agony of your worshipers?" The gods told him to be still and take his reward without objection. A rather heated argument ensued, ending by sending the young man summarily to Cielo, after silencing him by changing his head into that of a jackal.

He found other heros and martyrs living in Cielo, and spent the next few years creating a language of gestures and movements to communicate with them. The others did this to satisfy their curiosity as to the origin of this unusual creature. Once he could be understood, he told them his story, and of the plight of the peoples of the world.

Enlisting the aid of history's heroes, he stormed the gate from the real world and forced the guardian deity there to let them pass. The hoard of heros roamed the world, seeking out the most deserving to send onward to Cielo.

The gods gathered to punish this presumptuous mortal who had ruined their paradise. They caused the land to open and swallow up Cielo beneath the ground, now calling it **Infero**. Its beauty became bleakness instead. The heros there degenerated and become mere specters of their former selves, unable to enjoy life for theirs had been taken. Their brash leader was branded **Anubis**, "he who destroys," and was exiled to lead the dead within Infero.

The gods soon realized the benefits of a much smaller population. While the number of worshipers was much smaller, the resulting prosperity actually increased the gods' powers. Having learned this lesson, they relented on Anubis, elevating him to godhood, and charging him to cull the old and rescue the miserable from life. He was to

maintain the population down at a manageable size, and was given absolute power over the dead to assist him in accomplishing this task.

19.3 Motivation

"Life is a shadow of true existence"

Believing that real existence does not start until death, the followers of Anubis hold that life is a place to train the soul and prepare it for its existence after death. It is the highest honor to be sent to Anubis via human sacrifice. (Mind you, many followers don't take this too literally.)

19.4 Aspects

Unlike the other gods, Anubis is rarely seen outside his home in the underworld. The existence of live souls about him pains him and causes him distress. He delegates the tasks that would take him above Infero to his various minions.

He usually appears as an 80 foot tall, jackal-headed human within his citadel. He sits on an enormous adamantine throne at the front of a huge chamber, four mets long by one met wide. There he grants an audience to all the newly dead, and passes judgement on them before assigning them their place in Infero. His pronouncements can be quite cruel, but Anubis is always just. While he can speak, he usually uses **Tusparol**, a sign language, to communicate with his priests.

19.5 Structure of the priesthood/Temple

The priests and priestesses of Anubis' Sepulchers perform all the holy and administrative tasks needed. Slaves are assigned all duties involving manual labor. Non-priest freedmen are not allowed to work within the **Sepulcher**, as they do not understand Tusparol and therefore cannot communicate with the priests.

Priests do not specialize in one style of service. Instead, each priest holds a holy office, is responsible for a certain administrative duty, and must participate in the religious discussions of the **Morto-Vojo**, their holy books.

19.5.1 Organization

Priests are organized within the Sepulcher according to seniority and merit. Each priest is responsible for certain ceremonies or aspects of worship. These offices are arranged in a figurative tree structure, with the high priest at the top. Offices are only vacated by the death or advancement

of a priest. If a priest performed so badly as to be demoted, he is expected to atone by offering himself for sacrifice.

Usually a group of about six elder priests hold themselves outside the normal assignments within the Sepulcher. These priests, called "**Recenzisto,**" are in charge of internal advancement and justice. They are responsible to the high priest, but in turn are in charge of appointing him.

19.5.2 Requirements

Priests of Anubis must be fairly intelligent and have a good memory. They may be of either sex and of station in life, but they must forgo their outside activities when they join the priesthood.

19.5.2.1 Apprenticeship

Any devoted follower of Anubis may apply to enter the priesthood. They are given a set of exams, administered by the Recenzisto, which test the applicant's mental and memorization powers. If he passes these tests, he is welcomed into the Sepulcher as an acolyte.

Acolytes are responsible for attending sessions to learn Tusparol, study the Morto-Vojo, and train for the offices they may hold. Anytime during the apprenticeship, an unsuccessful candidate can be dismissed by his instructors and simply be ejected from the Sepulcher.

19.5.2.2 Initiation

When an entry-level office is vacated, the Recenzisto chooses the most senior acolyte, with the proper skills, to fill it. The acolyte is sequestered deep within the catacombs beneath the Sepulcher to meditate, alone, for ten days. He must then either commit to the priesthood or leave the Sepulcher.

If the acolyte commits, he is dressed in the proper ceremonial robes, adornments, and makeup, and led into the ordination ceremony by the high priest. The acolyte will find a willing victim, or possibly a bought criminal, secured to the Sepulcher's main altar. The acolyte must speak the **Litany of Passing**, then send the sacrifice's spirit to Anubis in the prescribed manner. He is then a priest and accepted as such by all members of the Sepulcher. A feast is often held to celebrate this event.

19.5.2.3 Duties

Each priest is responsible for three kind of duties. First, and most formal, each priest is assigned an office that is tied to a particular section of a particular ceremony. The priest is responsible to know the proper litany and gestures, must maintain any needed supplies, and supervise any subordinate priests.

Each priest is also involved in one aspect of the daily running of the Sepulcher. He will usually have a staff of one or more slaves to accomplish these tasks, such as food supply, building maintenance and construction, supply acquisitions, care of the resident undead, the publicity office, and care of the Morto-Vojo volumes.

Lastly, each priest must devote at least one day in six to the ongoing discussions of the contents of the Morto-Vojo. The priest examines examples and discusses how situations should be handled. Occasionally the results will be significant enough to be relayed to the central **Sepulcher D'mort**. The Sepulcher D'mort issues replacement pages for the Morto-Vojo every two to three years, perhaps even a completely new volume.

Outsiders occasionally petition the Sepulcher to lend a priest to assist in investigating murders. Due to their religious practices, Anubian priests are very useful in solving such foul deeds. Often the results surprise the petitioners, as the priest will use his morals in deciding the fate of the murderer or victims.

19.5.3 Advancement

The Recenzisto, reviews all vacated offices and decides the basis of both seniority and merit which priest to elevate. This is a full time job, as they hold extensive discussions on each position, and elevation usually causes a ripple of reassignments down the office tree.

They are also responsible for any inquiries into improper or unholy activities of any Anubian priest. The involved priest(s) are brought before them and the Recenzisto seeks the truth by questioning them and any other involved parties.

19.5.4 Dogma

"There is but one path to Paradise,
　　but billions lead to despair . . ."

Knowing there is only one correct way to do any task, the priests and followers of Anubis spend an incalculable amount of time memorizing the passages of the Morto-Vojo. This incredibly large (312 volumes at present) document describes the proper way to deal with any situation, from those as mundane as how to bathe, to the most complex, such as greeting a foreign head of state when one wishes to show displeasure, but not unfriendliness.

19.5.5 Traditions

19.5.5.1 Clothing

Anubis' priests adorn themselves in voluminous ceremonial robes of red and white cloth, symbolizing the strength of blood and the purity of the soul. Clothes used outside official duties within the Sepulcher are of the same color scheme, but simpler and more utilitarian.

19.5.5.2 Appearance

Priests use jewelry and very carefully applied makeup, to indicate their exact mood and situation. The rules governing appearance are so complex that little other than extremes can be noticed by those outside the priesthood. Priests consider being seen without their proper adornment the same as being caught naked.

19.5.5.3 Speech and Gestures

Anubian priests carefully consider every statement before speaking. Control is very important to them, for they are the models of proper and good behavior to which others should adhere. They are not obtuse or deceptive; they are normally straight to the point and usually quite truthful.

The priests have developed a full language of hand gestures that allows them to impart complex and subtle meaning at a blinding speed. Called **Tusparol**, this language is always used when speaking priest-to-priest outside official ceremonies. Some assassins and professional soldiers have also learned this language from the few surviving defrocked priests. (The EP cost of learning Tusparol is double that of other languages, and is restricted to the priests of Anubis).

19.6 Worship

Like the priesthood, worshippers of Anubis are very structured in their spiritual duties. Several volumes of the Morto-Vojo detail the responsibilities and procedures for meeting those responsibilities.

19.6.1 Sacrifices

As detailed in Morto-vojo volume 172, followers of Anubis are expected to make one major and 4 minor sacrifices each year. The dates and type of sacrifices are related to the birth date of the worshiper. For children, these sacrifices are performed by their parents and are appropriately down-scaled. The Sepulcher sends out reminders and schedules to assist their parish in the complex timing of these sacrifices.

19.6.2 Donations

Morto-vojo volume 83 has a schedule of donations for each of the 317 listed professions. Dates and amounts are further separated into prosperity brackets, and range from 20 to 30 percent of the worshipper's income.

19.6.3 Obligations

These obligations are clearly stated in volumes 112 through 155 of the Morto-vojo. They describe in detail the exact conditions that activate each option. They involve service to the temple, financial support, military duty during emergencies, and the conditions under which people can be delivered into Anubis' embrace.

19.6.4 Penance

Volumes 16, 102 and 305 list sins and crimes against Anubis. For each sin, specific punishment is proscribed. This penance can be financial, extra spiritual guidance, public humiliation, temporary incarceration or slavery. Never is death used as a penance since that is what all anubians seek. Sins commited to others ar oftened redressd during the yearly Penance of the Faithful observance.

19.6.5 Advice

The Office of Public Information and Guidance in the Sepulcher is staffed by trained priests ready to answer any questions of interpretation of holy writings and how they affect normal life.

19.7 Prayers

Understanding the orginized procedures of hier diety, the followers of Anubis hold their entrities to him until the yearly Festival of Supplication

19.8 Holidays & feast days

The Festival of Death is held on the first day of Pim each year. Dedicated to all those who have passed on in the previous year, this is a very beautiful and enrapturing ceremony. Thousands of candles are lit, choirs sing sonorous songs about the afterlife, and a rich repast of rare and delicious foods is served.

During the day, competitions and games are held to prove the physical and mental strength and worthiness of the worshippers. Groups and individual events are held, eliminating all but one who is declared Champion of the Festival of Death. The culmination of the evening's celebration, is when the winner is delivered to meet Anubis, in person.

The Festival of Supplication is held on first day of each year. Supplicants fill out the paperwork listing their hopes for the upcomming year and submit it to the priesthood during the morning and afternoon hours. At second bell a worship service is help where the faithful pray for Anubis' blessings and guidance. A lottery is held, and one is chosen to be **Herald**. He is given the combined paperwork, and at sundown he is placed on a pyre and sent seek Anubis, alive and conscious. There it is presumed he submits the paperwork to his god in person bringing the pleas of his worshipers.

The Penance of the Faithful is held on the second Frand of the month of Irkusk each year. During this day Anubis' followers, like Anubis himself, maintain silence from first bell until first bell of the following day. They are tasked with redressing the wrongs of the last year. They seek out those they have wronged repaying debts, helping the harmed and otherwise making right for their sins. It is extremely bad karma for anyone to stand in their way or otherwise interfere with this holy task. Many cities, towns and villages have rules in place to punish such blasphemers.

The Festival of the Last Word, held on the first day of Kild, is the last chance to speak with the newly delivered. In the days leading to this festival the faithful submit paperwork to the priesthood requesting to speak with

their loved ones or close friends whom have traveled on to **Infero** in the last year. A worship service is held one house before sunset. There a volunteer is declared **Herald** and given he list of names. He is delivered by the high priest. Arriving in **Infero** he presents the list to Anubis' assistant for processing.

As the light fades, the faithful seek the resting place of those they have sought. If they have prayed, and been true to Anubis, he allows their passed one to make a spiritual appearence for the short time of twilight, between the worlds of light and darkness. They may ask them questions, give assurances and otherwise gain closure from the passing of heir loved ones.

19.9 **Relationship to Other Deities**

Most deities are concerned with the lives of their followers. Since life is but a training ground to the real existence of death, these other gods creeds, rules and followers are mosly unimportant to the priests and worshippers of Anubis. However they do maintain a relationship to Isis and her followers considering them stwarts of the welfare of those preparing for **Infero**.

19.10 Magical Abilities

Priests of Anubis have at their command four spell groups that allow them to understand and control the soul.

Tomboloko spells allow the priest to see the physical needs of those who must be laid to rest.

Animotusi allows the priest to see to the quality and disposition of the soul.

Trovisavi are the spells used to discover the circumstances and methods of death.

Kadavros spells allow the priest to create, control and disperse the undead creatures of the night.

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1. Tomboloko
 1 Find Dead
 2 Tombstone
 3 Grave Sight
 4 Preserve Dead
 5 Grave
 6 Grave Lock
 7 Vervakadavro
 8 Coffin
 9 Grave Ward
10 Regenerate Dead
11 Shrine
12 Grave Curse

2. Animotusi
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 2 Empathy
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 7 Regenerate Undead
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10 Protect Undead
11 Bind Undead
12 Create Undead

19.10.1 Tomboloko

1 – Find Dead
Time to Cast: 1 R
Resist Check: none
Target: none
Duration: 10 + 5/F M
Area: 100 + 50/F' radius
Effect: locate dead

Casting this spell causes any dead or undead bodies within the area of effect to radiate a cool white light visible only to the caster. This light can be seen through any material other than iron or adamantine.

2 – Tombstone
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: permanent
Area: 1 grave marker
Effect: finishes marker

Casting this spell on a block of rough-cut stone allows the caster to quickly fashion a finished and inscribed grave marker. The marker can contain any markings which the caster would have been capable of enscribing with the proper enscribing tools.

3 – Grave Sight
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 1 T
Area: 1 grave
Effect: view grave contents

Casting this spell on a grave marker or a grave will cause a vision to appear to the caster of the contents of the grave.

4 – Preserve Dead
Time to Cast: 1 M
Resist Check: 4d6 vs HEA negates
Target: 10 + 5/F'
Duration: 24 + 12/F H
Area: one body
Effect: preserves dead tissue

The caster keeps dead tissue from further decay by casting this spell. If the tissue is animate (as in undead) it can avoid the effects by making a successful RC.

5 – Grave
Time to Cast: 1 M
Resist Check: none
Target: 10 + 5/F'
Duration: 10 + 5/F M
Area: 1 grave
Effect: opens grave

Any non-rock ground will split open in a 7 foot by 4 foot rift of up to 6 feet deep when affected by this spell. The caster may close the rift only during the spell's duration.

6 – Grave Lock
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 20 + 10/F weeks
Area: one grave
Effect: protects grave

This spell allows the caster to protect a grave from grave robbers. Any attempt to open or desecrate the grave will cause 3d8 damage points to the violator.

7 – Vervakadavro
Time to Cast: 5 R
Resist Check: none
Target: 30 + 10/F'
Duration: 2 + 1/F H
Area: one dead body
Effect: allows movement

A dead, but whole, body can be given movement by this spell. After the casting, the dead body will follow the caster's simple orders involving movement. The animated body cannot manipulate objects or be given orders about the future, as the spell is only manipulating the body, not the soul.

8 – Coffin
Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 coffin
Effect: crafts coffin

Given a sufficient amount of wood, this spell will quickly fashion a box suitable for internment of a body. The workmanship will be equivalent to what the caster could do normally with the proper tools, but the magic crafts the coffin quickly and efficiently.

9 – Grave Ward

Time to Cast: 2 M
Resist Check: none
Target: touch
Duration: 40 + 20/F weeks
Area: one grave
Effect: protects grave

This spell allows the caster to protect a grave from grave robbers. Any attempt to open or desecrate the grave will cause 6d6 damage points to the violator.

10 – Regenerate Dead

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 body
Effect: restores decay

The caster can take a whole, but decomposed, dead body and cause its tissues to regenerate, leaving the body in a healthy, but still dead, state. This spell cannot be used on the living or undead.

11 – Shrine

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 monument
Effect: make grave marker

Cast upon a suitable amount of loose rocks and stones, this spell will fashion an appropriate monument for a grave. The workmanship will be only what the caster is capable of, but the monument will be completed by the end of the spell.

12 – Grave Curse

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: special
Area: special
Effect: curses defiler

The priest says this warding over a recently (less than one year) buried person. While touching the dirt of the grave, incanting the deceased's name, and visualizing the circumstances of death, the priest places a ward upon the grave. When anyone attempts to disturb or desecrate the grave, they are immediately cursed with terminal bad luck. From that point on the GM should automatically adjust all the player's die roles to his least advantage. This curse can only be lifted by the caster, and only when the caster (or the GM in his stead) believes the cursed target has properly atoned for his crime.

19.10.2 Animotusi

1 – Detect Souls

Time to Cast:	1 R
Resist Check:	none
Target:	none
Duration:	1 + 1/F M
Area:	100 + 30/F' LOS
Effect:	see souls

Casting this spell, the priest sees a faint white glimmer around any soul within range. This will answer the question of whether or not a creature or object has a soul, and it will reveal the presence of any hidden or invisible souls.

2 – Empathy

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	1 T
Area:	single target
Effect:	senses emotions

Touching any target, the priest may learn of that target's current predominate emotion or emotions.

3 – Refresh

Time to Cast:	2 M
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	one sleep period
Area:	4 + 2/F targets
Effect:	relaxed sleep

This enchantment soothes the soul of a weary adventurer, allowing him a more restful period of sleep. Each target recovers one additional EU, DU and DP after the appropriate amount of sleep.

4 – Soul Blade

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	4 + 2/F R
Area:	one weapon
Effect:	Disrupts soul

This spell causes a disruptive field to be attached to an edged weapon, causing it to strike at the very fabric of the soul as well as the physical body. Any weapon so treated will cause an additional 1d6 of damage per hit if its souled target fails the RC.

5 – Piety

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	1 + .5/F H
Area:	single target
Effect:	strengthens faith

This casting allows the priest to strengthen the resolve and belief of its target. The target subtracts 1d6 from any RC vs energy drains, charms and other mind affecting magic.

6 – Slow Life

Time to Cast:	1 R
Resist Check:	3d6 vs HEA negates
Target:	touch
Duration:	4 + 2/F H
Area:	single target
Effect:	causes coma

The soul of the target takes control of all physical body functions and brings them to a halt. The target appears to go into a coma, almost indistinguishable from death. All bleeding, poisons and diseases will be temporarily arrested.

7 – Exorcism

Time to Cast:	1 H
Resist Check:	5d6 vs WIL negates
Target:	touch
Duration:	instantaneous
Area:	single target
Effect:	break possession

This casting attempts to oust a spirit which has possessed a body other than its own. If successful, the foreign spirit is cast out, and the owner of the body regains control.

8 – Soul Speech
    Time to Cast: 1 M
    Resist Check: 3d6 vs WIL negates
         Target: touch
       Duration: 4 + 2/F M
           Area: single target
         Effect: shares thoughts

This spell allows the caster to share thoughts, emotions, and senses. Both the caster and the souled target hear each other's thoughts, and can see and hear from the other's senses.

9 – Iron Grip
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
         Target: touch
       Duration: 1 + .5/F H
           Area: single target
         Effect: fortifies faith

A stronger version of Piety, this spells allows the caster to subtract 2d6 from any RC against mind affecting magic.

10 – Soul Strike
    Time to Cast: 1 R
    Resist Check: 4d6 vs HEA for 1/2
         Target: none
       Duration: 1 R
           Area: 20' Lg x 10' Wd cone
         Effect: disrupts souls

A cone of disruptive energy emanates from the caster's fingertip, causing 6d6 damage points to all within its coverage. If an undead target fails its RC, it is disrupted and turns to dust.

11 – Suspend Life
    Time to Cast: 1 M
    Resist Check: 4d6 vs HEA negates
         Target: touch
       Duration: special
           Area: single target
         Effect: suspends life

Like Slow Life in most ways, this spell also lasts until a fixed length of time passes, or a specific event occurs.

12 – Deliver
    Time to Cast: 1 R
    Resist Check: 6d6 vs WIL negates
         Target: LOS 60 + 20/F'
       Duration: instantaneous
           Area: single target
         Effect: kills

This spell allows the priest to forcefully separate the target's soul from its body and deliver it into the afterlife.

19.10.3 Trovisavi

1 – View Semblance
    Time to Cast: 1 M
    Resist Check: none
    Target: touch
    Duration: 1 M
    Area: 1 body
    Effect: see original features

Touching a deceased body, the caster gains a vision of the semblance of the person just before death. If the body has been dead more than one day, the spell must be finessed to succeed; one finesse for up to one week, two for up to one month, three for up to one year, and four for up to 10 years.

2 – Cause of Death
    Time to Cast: 1 M
    Resist Check: none
    Target: touch
    Duration: 2 T
    Area: 1 body
    Effect: Determine cause

While touching a dead body, the caster can learn the cause of death (wounding, old age, poison, etc.). The time limits and finesses are the same as in the View Semblance spell.

3 – Time of Death
    Time to Cast: 1 M
    Resist Check: none
    Target: touch
    Duration: 2 T
    Area: 1 body
    Effect: Determine Time

While Touching a dead body, the caster can learn the approximate time which has passed since death.

4 – Know Identity
    Time to Cast: 2 M
    Resist Check: none
    Target: touch
    Duration: 2 T
    Area: 1 body
    Effect: Determine identity

While touching a dead body, the caster can learn its name, occupation and where it lived. The time limits and finesses are the same as in the View Semblance spell.

5 – Location of Death
    Time to Cast: 2 M
    Resist Check: none
    Target: none
    Duration: 2 + 1/F H
    Area: 10 + 5/F met radius
    Effect: Determine location

While concentrating on the features and personality of a dead person, the caster is drawn toward the site of the person's death. The time limits and finesses are the same as in the View Semblance spell.

6 – Last Image
    Time to Cast: 2 M
    Resist Check: none
    Target: touch
    Duration: 3 T
    Area: 1 body
    Effect: See last sight

While touching a dead body, the caster gains a vision of the last sight the body had before death. The time limits and finesses are the same as in the View Semblance spell.

7 – Murder Weapon
    Time to Cast: 3 M
    Resist Check: none
    Target: touch
    Duration: 3 M
    Area: 1 body
    Effect: reveals murder weapon

While touching the body of a murder victim, the caster gets a clear vision of the murder weapon used. This spell will not reveal the identity of the murderer. The time limits and finesses are the same as in the View Semblance spell.

8 – Final Words
    Time to Cast: 3 M
    Resist Check: none
    Target: touch
    Duration: 1 T
    Area: 1 body
    Effect: hears last words

While touching a dead body, the caster hears the final few words that the deceased spoke before death. The time limits and finesses are the same as in the View Semblance spell.

9 – Find Witness
Time to Cast: 3 M
Resist Check: none
Target: none
Duration: 2 + 1/F H
Area: 10 + 5/F met radius
Effect: Finds witness to death

While concentrating on the features and personality of a dead person, the caster is drawn toward any witnesses of the deed. The time limits and finesses are the same as in the View Semblance spell.

10 – Dead Thoughts
Time to Cast: 4 M
Resist Check: none
Target: touch
Duration: 5 M
Area: 1 body
Effect: reads last thoughts

While touching the dead body, the caster experiences the thoughts of the dead person for the last few minutes leading up to his death. The time limits and finesses are the same as in the View Semblance spell.

11 – Witness Death
Time to Cast: 4 M
Resist Check: none
Target: touch
Duration: 10 M
Area: 1 body
Effect: view death

While touching the dead body, the caster has a vision of the last ten minutes of the person's life, witnessed from a third view point. The time limits and finesses are the same as in the View Semblance spell.

12 – After Talk
Time to Cast: 5 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: 1 body
Effect: speech with dead

After a spirit has passed into the afterlife, the caster can attempt to temporarily recall it. The caster must touch the dead body, and utter the person's name three times. If the spirit is willing, or if it fails a 4d6 vs WIL check, it is temporarily recalled to inhabit it's body. It can only listen to and answer questions, which may only be asked by the caster. The time limits are quadruple those of the same as in the View Semblance spell; finesses are the same.

19.10.4 Kadavros

1 – Detect Undead

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	10 + 5/F M
Area:	40' radius
Effect:	smells undead

This spell will alert its caster to the presence of undead creatures by creating a sharp, pungent odor which only the caster can smell whenever any undead creatures are within the spell's area.

2 – Disperse Undead

Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	caster
Duration:	instantaneous
Area:	20 + 10/F'
Effect:	send undead away

This casting causes all undead in its area of effect to leave if they fail their RC. This may only be attempted against an undead creature once. Once it has resisted successfully, the spell is no longer effective against it.

3 – Repress

Time to Cast:	2 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	10 + 5/F M
Area:	4 + 2/F people
Effect:	suppresses soul

The targets of this spell whom are willing or fail their RC temporarily have their life forces masked. This means that all soul based magic is ineffective against them. This does not keep them from acting, but it will allow them to pass some magical barriers, traps and tests.

4 – Hold Undead

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	30 + 10/F'
Duration:	4 + 2/F M
Area:	1 target
Effect:	holds undead

Undead affected by this spell cannot move or perform any actions while the spell is in effect.

5 – Summon Undead

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	caster
Duration:	6 + 3/F M
Area:	30 + 10/F' radius
Effect:	calls undead forth

Any undead affected by this spell will come forth and face the caster. They do not heed his words, but neither do they attack him. Any attempt to harm them breaks the spell.

6 – Suppression

Time to Cast:	4 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	10 + 5/F M
Area:	1 target
Effect:	disguises life

If the target fails it's RC or is willing, it's life force and soul are thrust into the background, leaving what appears to be an undead creature. The target can then be affected by all magic which affects undead creatures.

7 – Regenerate Undead

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	instantaneous
Area:	1 target
Effect:	cures undead

The caster can repair damage done to an undead creature with this spell. Each casting repairs 2d6 DPs plus an additional 1d6 DPs for each finesse.

8 – Guard

Time to Cast:	4 R
Resist Check:	4d6 vs WIL negates
Target:	40 + 20/F'
Duration:	2 + 1/F H
Area:	1 target
Effect:	create undead guard

Any undead affected by this spell must stay close to the caster and guard him from harm. The undead do not follow orders, but will recognize friends and foes as designated by the caster.

9 – Release Undead

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	40 + 20/F'
Duration:	instantaneous
Area:	1 target
Effect:	destroys undead

This spell revokes the magic animating the undead creature. The creature collapses and turns to dust.

10 – Protect Undead

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	4 + 2/F H
Area:	4 + 2/F targets
Effect:	screens daylight

This spell allows the caster to protect its target from the effects of sunlight. An aura of dimness surrounds the creature, allowing it to venture into the daylight without harm.

11 – Bind Undead

Time to Cast:	4 R
Resist Check:	4d6 vs WIL negates
Target:	30 + 10/F'
Duration:	special
Area:	1 target
Effect:	command undead

The caster causes the target to perform some specific task or action through the use of this spell. The spell lasts until the task is completed.

12 – Create Undead

Time to Cast:	4 M
Resist Check:	none
Target:	touch
Duration:	permanent
Area:	1 dead target
Effect:	creates undead

The magic in this spell simulates the life force that once inhabited the body of its dead target. This reactivates the brain giving the target the semblance, but not the substance, of life. The resulting creature has vague and distorted memories that originally inhabited the brain, but at a much lower intelligence due to death trauma and decay (Inferior INT rank 2). The creature has no skills, no spells, and no soul. It will follow the caster's commands as long as it is in the caster's presence.

Chapter 20

At'ena – Mistress of Wisdom

IMPORTANT:

It is strongly recommended that only actors become priestesses and seers of At'ena in your game or campaign. The existence of an actor who can give broad predictions of what will happen in the future, while still allowing the adventurers free will, makes the GM's job harder. Allowing an adventurer to predict a multitude of minor and major events locks the GM into forcing the outcome of every decision, action, and into what has been predicted. Playing out a predetermined novel is not very interesting.

20.1 Domain

Considered the "Oracle of the Future," At'ena is looked to for guidance, advice, and knowledge of future events.

20.2 History

At'ena has no past. She lives only for the future. At the end of time, she sprang forth from the heat death of the universe. Knowing all that exists, she realized that without a goal, without the unknown, there was nothing to strive for. Reaching into the void, she creates worlds, life and intelligence by taking different knowledge from each. As more time unpasses, she obscures yet more knowledge, causing life to become more difficult, and therefore more meaningful. Eventually she will take all knowledge, and the universe will be born anew.

20.3 Motivation

"Only the future will bring enlightenment"

Believing in the imperfection of current events and lives, the followers of At'ena live for the day when they learn all there is to be learned, which will signal the end of all things.

20.4 Aspects

Never seen in her true form, At'ena manifests herself in thousands of ways through signs and omens. She always speaks in puzzles, riddles and enigmas. She often uses her abilities to make these manifestations subtle and powerful.

At'ena appreciates those who craft intricate puzzles and plots, occasionally assisting them in some manner. People who cross her suffer her greatest wrath: she will reveal the true, unavoidable future for them to play out . . . often to their doom.

20.5 Structure of the Priesthood/Temple

Most of the sisters of a Convent are **Readers**. They have learned to recognize signs, and roam the parish governed by the Convent, silently observing the events occurring in the outside world.

A very few are gifted with **The Sight**, a mystical power that allows them to see future events. These **Seers** are secluded at the Convent, and the Readers report their observations to them. When the sisters or outsiders seek advice, the Seers are consulted, for it is believed that At'ena herself supplies these visions of the future.

Many slaves and civilian employees reside at the Convent and are responsible for the daily tasks to maintain the sisters in their proper lifestyle.

20.5.1 Organization

The sisterhood lacks formal organization. Needed tasks and readings are done by the nearest available and willing sister. Trivial decisions involving the running of the Convent are left in the hands of the civilian employees and volunteers. When an important decision must be made, all the sisters gather to seek the advice of a Seer. This advice usually guides the actions of the individual sisters. There is no seniority or ordering schemes.

While most tasks are eventually done, everyone is at the whim of the sisters. If they do not follow and spread the faith, the Seers will foretell an evil that will befall them.

20.5.2 Requirements

Applicants wishing to follow the way of wisdom must be, without exception, female. At'enians believe that only the female mind is capable of the intuition and guile needed to seek the way. Applicants also must be virgin; to physically love a man compromises priestess' ability to know At'ena and seek her wisdom.

20.5.2.1 Apprenticeship

The sisters seek out mainly young girls, quick of wit and of even temperament, to induct into their order. The

families of these girls look upon such an invitation as an omen of good luck and great honor, and thus rarely refuse the sisters' summons. For the girl it means a life free of the cares and pains of ordinary life.

From the day she becomes an apprentice, the prospective sister never lifts a finger to perform any physical task. She spends her adolescence attached to a Reader, who teaches her to recognize signs and omens.

20.5.2.2 Initiation

As an apprentice nears adulthood, her instructor will decide the time for her to be tested. The instructor sets up a situation and creates false signs, that signal a conclusion that she has prearranged. If the young girl accepts the events at face value and does not see through the deception, she is considered unworthy of the Convent and returned to her family.

If she reads the real signs correctly and realizes the situation was prearranged, she is accepted into the sisterhood. The other sisters host the induction ceremony, and tattoo the **All Seeing Eye** on her forehead.

If she predicts an outcome other than the prearranged one, and it comes to pass, the sisters recognize she has *The Sight*. Her induction leaves her blinded to this world, but able to see the future.

20.5.2.3 Duties

The sisters may do as they please, and the civilian employees see to their needs and wishes. The Seer of a Convent is obliged to be present and perform readings as needed for the sisters and chosen outsiders.

20.5.3 Advancement

With no real pecking order, the sisters do not advance in any real sense. Often older, more experienced sisters are looked to for advice, but it is never binding.

20.5.4 Dogma

" . . . Time and Destiny will Reveal All"

Thus believe the followers of At'ena. The universe was created out of chaos and ignorance. The faith and belief of her followers allow At'ena to create order and seek universal truth. They believe that time will reveal all truths. The end of time will see all creation coalesced into a perfect thought, personified by At'ena.

While their creed dictates they must allow events to pass unchanged, occasionally they will reveal only the truths that will allow the future to unfold as foretold by At'ena. People often consult Seers to gain knowledge of the future, but the sisters will only reveal their wisdom if a proper cost is paid.

20.5.5 Traditions

Sisters of At'ena are, without exception, female. They do not believe the male mind can work intuitively and foresee the future. Even the employees and slaves within a Convent are female, and males are not welcome within their ranks or holy areas.

20.5.5.1 Clothing

There is no characteristic clothing or outfit for At'enans. They do like to experiment with new looks, and are often considered by the gentry of the region as leaders in fashion and good taste.

20.5.5.2 Appearance

The only distinctive feature of the sisters is the intricate but small tattoo of the **All Seeing Eye** on their foreheads. When a sister wishes to go unobserved, she hides this with a headpiece or with her hair. When people see the tattoo, they treat her with great respect.

20.5.5.3 Speech and Gestures

Sisters of the Convent tend to talk in riddles and signs rather than being direct and understandable. Many people find this devious and fear what the sisters say, praying it does not mean that ill will fall upon them.

20.6 Worship

20.6.1 Sacrifices

The sisters do not believe in sacrifices of any kind.

20.6.2 Donations

Many people, worshippers or not, give items of value, services, and goods to the sisters and to the Convent. It is thought that such donations confer luck and good will for the future.

20.6.3 Obligations

While the sisters do not conduct worship ceremonies, those people who are truly devout feel a need to donate what they can to maintain the sisterhood. Many people who primarily worship another deity may also worship At'ena to gain her favor and luck.

20.6.4 Penance

Since neither the sisters nor the devotees are under any obligations, there is no need for penance. What one does in her private life is no one's business, as long as the sister maintains her physical purity.

20.6.5 Advice

People often ask a Reader to interpret the signs surrounding an occurrence or an upcoming event. This is invariably accompanied by some sort of donation. The Reader interprets the given signs and makes a prediction. The answer the person seeks is most often couched in riddles or analogies, but the Reader's foretelling will usually come to pass.

For very important questions, people visit the Convent and consult the Seer. (Most Convents have only one Seer, so rare is the gift.) The Seer is always hidden by a mask, or by more elaborate means. Her name is never revealed, giving the impression that she has lived forever. She requests a payment, and then makes a pronouncement based on her sight. A glimpse of the true future may not always be bright or clear, but it is invariably correct.

20.7 Holidays & Feast Days

Once every ten years, when the calendar is adjusted by adding three days between the months of Pim and Gorn, the followers of At'ena celebrate the **Festival of the Foretelling**. The holiday allows the seers to predict things to come for the next ten years, and allows the priestesses and followers to release their fears and forebodings.

On the first day, all meditate, seeking divine inspiration and comfort. On the second day a large feast is held. At the height of the feast, the local seer is lead out and tells of future events in the upcoming ten years. The third day the followers and priestesses seek out companions and celebrate life.

About nine months after this celebration, many children are born who are considered a gift from At'ena. The female children are brought up within the Convent and most become priestesses. The male children are given to loving, but barren, parents to be brought up as their own.

20.8 Relationship to Other Deities

Believing that only At'ena has complete knowledge, they see other deities as dim reflections of At'ena, and as such are misguided. They do not interfere with unbelievers, but they use them to their own ends when possible.

20.9 Magical Abilities

The magical abilities of the Seers are limited to visions given them by At'ena. The ability to interpret signs is not inherently magical in nature.

Chapter 21

Isis – The Mistress of Life

21.1 Domain

Protector of all living creatures, Isis guards the sanctity of life, from birth to natural death.

21.2 History

Born just after the lowering of **Infero**, Isis was the daughter of humble parents living alone on the isle **Jehi**. She was their only child, and through the kindness and love lavished upon her, she grew to become a strong, caring yet innocent young woman.

Weary from his work of culling the old and the weak, the recently elevated god Anubis paused on the shore of Jehi on his way back to the underworld. There he spied a young girl, out in a field of wheat, working the ground and tending the plants. She was not of sensual beauty, but she possessed basic wholesomeness and innocence that caused him to take pause. In the guise of a young man (which indeed he was) he approached her.

Presenting himself as a weary traveller, he struck up a conversation with the young Isis. He found her pleasant, fun and witty. She found him not as brutish as the fishermen's sons that sometimes visited the isle, and much more clever. They took a distinct liking to each other.

Over the next few months Anubis took every opportunity to stop at Jehi to speak with her. And while they spoke on many topics, he always evaded any questions about his life or travels. As they became more and more emotionally involved, this lack of information caused Isis to become very curious, treating the disguised god as a puzzle to solve.

One warm summer day, Anubis openly declared his love for her. Stating that he would return soon to take her away, he took his leave of her. His origin still a mystery, Isis decided to trail her lover and discover his secret.

Much to her chagrin, his real secret was that by espousing the love of a mere mortal, Anubis would have to give up his immortality and godhood to marry her. He was on his way to the underworld to renounce his godhood and put aside his divinity to spend the rest of his shortened life with Isis.

Following Anubis, she saw him open a gateway into the earth. Carefully entering behind him, she eluded his notice and followed him as he traveled to his stronghold deep beneath the ground. Watching him discard his disguise, she realized who he was, and what he was about to do. Bursting forth, she begged him not to renounce his godhood, for she could not bear being the cause of his death.

Anubis refused, professing his love for her yet again, so in a last desperate attempt, she pulled forth a dagger, and thrust it into her heart. Dying in Anubis' arm, her last words were of her love for him. Unable to contain his grief, both at her death, and his selfishness in causing it, he also wished to end his existence, but only succeeded in knocking himself unconscious.

The other deities gathered to view the tragedy. Realizing that the mortal girl had killed herself because of their rule, they felt remorse over her death. Not having the power to call her back from the dead as a mortal, they did the only thing possible. They brought Isis back as a goddess herself, and to symbolize her actions and spirit, gave her dominion over all life. Wakening Anubis, they took the pain away from him by causing him to forget his love, and return to his duties and responsibilities.

21.3 Motivation

" . . .and in the end, the love you take,
        is equal to the love you make"

Concerned with man's selflessness to his fellow man, Isis holds love above all other emotions. Her followers are taught that what they receive in life and beyond depends on what of themselves they give.

21.4 Aspects

Appearing usually as a young maiden, Isis is generally clothed in silks of azure and turquoise. She stands as a tall young maiden, fair of form and face, but slightly hardened, and usually begotten with child. She willingly appears to advise and assist her true followers. Her active hand guides those seeking to protect and nurture lives.

Often concerned with the true intentions of those who profess to follow her, she will disguise herself as a mortal man or woman and mingle with them. Her style in dealing with wrongdoers and false followers leans toward the corrective and instructive rather than the punitive.

21.5 Structure of the priesthood/Temple

Upon the establishment of her following, Isis charged her priests with three tasks: to seek out the health of the body, mind, and society. Her priests follow this precept by specializing. Those maintaining the health of the body are called **Resaneir** and are responsible for the advance knowledge of the human body and its repairs. Those working with the mind are called **Konsileir** and are sought out by the troubled who wish to gain inner peace. Priests helping with the problems of society are called **Kunveneir**, and they are responsible for traveling outside the temple and assisting people, groups and countries in need.

21.5.1 Organization

Unable to decide among themselves whom is the most giving or holy in the eyes of their god, unwilling to let selection of rank be decided by politics or popularity, the priests of Isis leave selection of the leading priestess or priest to Isis herself. When the presiding life priest, or **Vivocefo** retires or expires, all priests and priestesses gather to celebrate the life of the priest, and all he accomplished. At the height of the ceremony, those present participate in worship, and Isis informs them of the identity of the new Vivocefo.

If she does not, it is seen as a sign of extreme disfavor to the sanctuary. Each priest vows to take on a quest, and upon completion, the priests assemble again to hold the ceremony of choosing.

Once a Vivocefo is chosen, he is responsible for appointing any other positions as they are vacated. Being chosen by Isis, few question his judgment.

21.5.2 Requirements

Those aspiring to the priesthood of Isis must be unblemished in actions and deeds. They must have **NEVER** killed any person, and must not have incited any violence leading to any person's death. Also, their selflessness must have been demonstrated before reliable witnesses.

21.5.2.1 Apprenticeship

Potential acolytes above the age of 14 wishing to present themselves as candidates for the priesthood must give **ALL** their worldly possessions to the poor. If they are still minors, their parents must give one quarter of their possessions to the poor.

After this is done they will be considered for becoming acolytes. An initiate is brought within the sanctuary and given a series of subtle and revealing tests. The initiate must demonstrate how he would react in these situations. If the results satisfy the three attending priests, the initiate is accepted into the temple.

An examining priest becomes the initiate's **sponsor**. The sponsor then introduces him, to each priestess and priest. Each tells of their role within the temple, and talks briefly of his history. Then they give the initiate a gift, usually a small religious item, (non-spell) scroll, or some small useful item. (The items have been **Join**ed to allow the temple to track their location).

The last priest to gift the new acolyte is his sponsor. The acolyte is taken into the worship area and all sing the **Hymn of Giving**. At this time the acolyte is dressed in robes to show his station and membership in the temple.

21.5.2.2 Initiation

An acolyte is elevated to the priesthood when he has given away all the gifts given to him when he first entered the temple. This is, of course, not told to them beforehand. They must understand and realize the joy and importance of giving.

The acolyte's sponsor will inform the acolyte to appear at a certain time and place. Very often this ceremony is performed out of doors, if the weather permits. The priestesses and priests of the temple gather together and sing many inspirational hymns. The new priest speaks with each priest and priestess of the temple and contracts to indenture himself to perform a service. This usually entails taking over the duty roster, or assisting the priest in accomplishing some self-imposed task.

At the conclusion of this long ceremony, a feast is held to celebrate the new priest's taking of his priestly duties.

21.5.2.3 Duties

Priests of the Resaneir work within the sanctuary, in the wards of the sick. Trained for different positions, some heal with medicines, some heal with the use of needles (**IsoPuncture**), and some heal through prayer. While the use of miracle healing is not often possible, the priests and priestesses will turn no one away from their facility.

Those of the Konsileir seek out people with troubles of the spirit, soul and mind. Trained in the handling of such matters, they offer their assistance to troubled souls to help them find their own answers.

Being a Kunveneir, a priest will seek out the leaders of the community, those merchants, leaders and nobles who help set the course for the masses. Showing them the truth of Isis', they attempt to influence them to follow her as they live and work.

Menial labor and most normal tasks within the Sanctuary are caried out by slaves, leaving the priests to perform their needed offices. But believing in the sanctity of life, the followers of Isis look on slavery as an unpleasant reality, rectify this situation by freeing any slave after five years of faithful service.

21.5.3 Advancement

Trusting in Isis and her chosen servant, those of the sanctuary humble await the call of the Vivocefo to do what is required.

21.5.4 Dogma

"Receive Life, in quality and quantity"

is a common greeting used by those who follow the teachings of the Mother of Life. They believe that all life is sacred, and should be lived to its fullness. Also, all life is somehow interconnected as one, therefore helping your neighbor helps yourself.

They greatly abhor war and conflict. But many still must make the sacrifice of going out into the world and try to reduce as much suffering and death as they can, no matter how painful to themselves. No end can be greater for a follower of Isis then dying while helping someone else live. They believe that after they die they reside in the dwellings of the dead for a time, and then Isis plucks them forth and allows them to live again, in a new body or form.

21.5.5 Traditions

Each sanctuary was founded to serve a different populous, and in different way. Traditions honoring the past are individual to each sanctuary.

21.5.5.1 Clothing

Prizing simplicity and virtue, most priestesses and priests of Isis wear one piece robes of white cotton or wool. The cut is very simple and comfortable. A colored belt is usually worn about the waist. Resaneir's belts are blue, Konsileir's wear yellow and Kunveneir's wear red. Priests and priestesses do wear jewelry, but it is usually kept simple and done in copper or silver.

21.5.5.2 Appearance

Believing that simplicity is a virtue, an Isis priest will usually affect a simple appearance. Long hair, tied back with a ribbon or twine is common. No perfumes or makeup is used, as it would disguise the image of man given to them. Well aware of the infirmities of the flesh, daily bathing and cleansing is also important, and priests will insist on these regular rituals even in the face of other concerns.

21.5.5.3 Speech and Gestures

Never a harsh word, the priests of Isis always speak of the positive. They always say what they believe is good in a person, and avoid talk of things dark. Temper is kept under careful check, for a word spoke in anger is a word meant to harm, not heal.

21.6 Worship

Worship is not convened on a regular basis, for the needs of the harmed and wounded do not take the day off. However, the priesthood and followers gather within the sanctuary to celebrate any times of life, the birthing of a baby, the end of a conflict, or the joining of two in commitment.

21.6.1 Sacrifices

Sacrifices are not made to Isis, for she is the giver and the mother of life and abhors the needless killing of man or beast.

21.6.2 Donations

Isis' followers honor her by giving to the poor and unfortunate about them. Also many followers sponsor projects of social reform. Especially wealthy devotees can set aside funds to help build or expand temples, and subsidize the cost of running the temples. The sovereign lord of an area is expected to subsidize the temple as a sign of good fortune and concern for those under his care.

21.7 Prayers

Seeking the ear of their deity, followers tell their prayers and hopes to doves and other small flying creatures. They release the creatures to the wild, and hope tha they reach the ears of Isis.

21.8 Holidays & Feast Days

Held on the fourth day of Kild, **The Festival of Life** is a celebration of all that is living. Food, singing, dancing, and storytelling occur throughout the Sanctuary. Patients are brought down to the worship areas, entertainers are retained, and every caterer in town is employed. Games and competitions are held for groups and individuals, and prizes awarded.

21.9 Relationship to Other Deities

The priests of Isis often employ members of T'or's **Sirma** guard to protect the priests and priestesses working outside the Sanctuary. Also troops assigned from the Enclave are assigned to guard Sanctuaries in wild or hostile territory. Besides simple payment, the priests of Isis also assist the Enclave by tending to the injuries of those who have been in battle.

Also, the priests and priestesses are often seen at the **Natatorium**, using the facilities to bathe. They have a cordial relationship with Neptune's priests, and will come to tend their wounded on short notice.

Isis priestesses maintain a relationship with the followers of Anubis, understanding that life is not itself eternal and Anubis cares for those whom have completed their time alive.

21.10 Magical Abilities

Priests of Isis have at their command four spell groups that allow them to aid their fellow man.

The **Recover** magics allow the caster assist the natural healing powers of an injured person or creature.

Heal spells let the caster repair ravaged bodies.

Assist spells allow the caster to help in the course of different natural events in a person's life.

Natural Order spells are used by priests to restore the proper life, form and substance to items and people.

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1. Recover
 1 Recover 1
 2 Recover 2
 3 Recover 3
 4 Recover 4
 5 Recover 5
 6 Recover 6
 7 Recover 7
 8 Recover 8
 9 Recover 9
10 Recover 10
11 Recover 11
12 Recover 12

2. Heal
 1 Staunch Wound
 2 Share Burden
 3 Trance
 4 Mend Bone
 5 Metabolize
 6 Bolster
 7 Restore Hearing
 8 Detoxify
 9 Restore Sight
10 Arrest Death
11 Donate
12 Recall

3. Assist
 1 Awaken
 2 Bloom
 3 Tranquilize
 4 Inspect Child
 5 Remove Addiction
 6 Invigorate
 7 Fecundity
 8 Serenity
 9 Quarantine
10 Remember
11 Impregnate
12 Clarity

4. Natural Order
 1 Purify
 2 Join
 3 Youth
 4 Aerate
 5 Clarify
 6 Unwarp
 7 Flash Clean
 8 Visualize
 9 Prevent Deformation
10 Restore Metal
11 Comprehend
12 Reshape

21.10.1 Recover

1 – **Recover**

Spell Rank:	1-12
Time to Cast:	30 M
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	none
Area:	target
Effect:	restores health

The caster lays his hands on his target and goes into a deep trance. At the end of 30 minutes, the caster comes out of the trance and the target recovers 1d6 damage points for each rank of the spell. The caster may not use this spell on himself.

21.10.2 Heal

1 – Staunch Wound
Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	none
Area:	target
Effect:	stops bleeding

When the caster uses this spell while touching the wounds of his target, the skin closes over the wounds and the target loses no more blood. It does not cure any damage, only prevents further blood loss.

2 – Share Burden
Time to Cast:	1 R
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	10 + 3/F M
Area:	target
Effect:	shares damage

The caster casts this spell and touches his target momentarily. For the duration of the spell, half of the damage points inflicted on the target are taken by the caster instead.

3 – Trance
Time to Cast:	1 M
Resist Check:	willing target
Target:	touch
Duration:	8 H
Area:	target
Effect:	healing sleep

This spell puts a willing, conscious target into a deep, trance-like sleep. While sleeping undisturbed, the target will heal lost damage points at three times his normal rate. He can be awakened as if in a normal sleep.

4 – Mend Bone
Time to Cast:	2 M
Resist Check:	willing target
Target:	touch
Duration:	instantaneous
Area:	one bone
Effect:	mends broken bone

While holding the target's broken limb in place and straight, this spell causes the break to knit instantly. Surrounding tissue is not repaired, nor any damage points regained by the use of this spell.

5 – Metabolize
Time to Cast:	1 M
Resist Check:	special
Target:	touch
Duration:	immediate
Area:	target
Effect:	expels poisons

Casting this spell while touching the target can flush poisons from the target's body. The target rolls 3d6 vs his HEA, and if successful, all the poisons immediately leave by whatever means seems most expedient.

6 – Bolster
Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	immediate
Area:	target
Effect:	transfer DP

Casting this spell allows the caster to transfer any of his own damage points directly to his target. These are only temporarily lost (as if the caster were wounded), and may be regained through rest or magical healing. The target may not have his current DP increased above his maximum DP.

7 – Restore Hearing
Time to Cast:	1 M
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	immediate
Area:	target
Effect:	restores lost hearing

Casting this spell while touching a target's deaf ear (damaged either physically or magically) restores hearing in that ear if the target can make a 3d6 RC vs HEA.

8 – Detoxify
Time to Cast:	2 R
Resist Check:	special
Target:	touch
Duration:	instantaneous
Area:	target
Effect:	transforms poisons

Touching a poisoned target while casting this spell causes all the poisons in the target to change to a harmless substance, if the target makes a 3d6 RC vs HEA.

9 – Restore Sight

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: immediate
Area: target
Effect: restores lost sight

Casting this spell and touching the target's blinded eye (either physically or magically damaged) restores sight in that eye if the target makes a 3d6 RC vs HEA.

10 – Arrest Death

Time to Cast: 1 R
Resist Check: special
Target: touch
Duration: 1 H
Area: target
Effect: stabilizes injured and dying target

This spell places its willing target into a heavy coma. This coma stabilizes the condition of the target. No further blood will be lost, and if the target would die shortly due to a critical wound, his death is postponed until the spell duration expires.

11 – Donate

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: target
Effect: donates organ

The caster can transfer one of his internal organs to the target. The magic changes the organ to fit the size and needed tissue type to that of the receiver. The caster automatically suffers 3d6 points of damage when this spell is used.

12 – Recall

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: none
Area: target
Effect: brings target back from death

The caster can share his life force with a recently departed target with this magic. If the target makes a 3d6 RC vs HEA, his soul is rebound to his body, and bodily functions restarted. If the spell fails, the target stays dead, and the caster dies as well. The target cannot stress his HEA for this RC, as he is not yet alive.

This spell does not cure the dead body in any way, and if it is not preceded by the proper curing magic, the target will simply die again. Priests of Isis will only use this spell if they believe someone has died **before** their proper time.

21.10.3 Assist

1 – **Awaken**
Time to Cast:	1 R
Resist Check:	special
Target:	touch
Duration:	none
Area:	target
Effect:	wakes sleepers

This spell awakens anyone from a non-magical sleep. Those in a magical sleep or coma must make a 4d6 RC vs HEA to wake up.

2 – **Bloom**
Time to Cast:	1 R
Resist Check:	none
Target:	LOS 10 + 5/F'
Duration:	instantaneous
Area:	one plant
Effect:	restores health to a plant

Any wilted plant is restored to full bloom by this spell. Flowers open, fruit ripens, and the ravages of insects, weather and time are reversed on any living plant.

3 – **Tranquilize**
Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	60 + 30/F M
Area:	target
Effect:	lessens pain

A target's physical pain is temporarily reduced by using this spell. The caster touches the afflicted area while casting, deadening the nerves in that area.

4 – **Inspect Child**
Time to Cast:	10 M
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	1 M
Area:	target child
Effect:	determines health of unborn infant

The caster uses this spell while placing his hands on the abdomen of the pregnant woman. The magic creates a temporary empathic link between the caster and the unborn child. The caster can determine the child's sex, relative development, and its general physical condition.

5 – **Remove Addiction**
Time to Cast:	1 M
Resist Check:	special
Target:	touch
Duration:	instantaneous
Area:	target
Effect:	removes chemical addiction

Casting this on a target physically addicted to any drug allows the target a 4d6 vs HEA RC to break the addiction. This is only for physical, not psychological, addictions.

6 – **Invigorate**
Time to Cast:	1 M
Resist Check:	3d6 vs WIL negates
Target:	touch
Duration:	8 H
Area:	target
Effect:	keeps target awake

This spell allows its target to press on, regardless of how fatigued he might be. It will seem he has had a boost of energy and determination. It unfortunately causes the target to suffer HEA/5 DP when the duration expires, due to physical stress on an overtired body.

7 – **Fecundity**
Time to Cast:	1 M
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	2 + 1/F days
Area:	target
Effect:	increases fertility

This spell increases the chance of a woman becoming pregnant by 40%. If she does become pregnant, roll 1d4 and add an additional child if the result is 4. Reroll each time a child is added until the roll fails.

8 – Serenity

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: target
Effect: kills willing target

This spell allows the caster to give a target in pain a peaceful death. The target must be willing, and in his last moments of life he will be able to think and speak clearly.

9 – Quarantine

Time to Cast: 1 M
Resist Check: willing target
Target: LOS 10 + 5/F'
Duration: 1 day
Area: target
Effect: prevents airborne infection

This spell creates a tangible blue field about the target which prevents the passage of any living micro-organisms. It protects the target from airborne diseases, while preventing his own from spreading.

10 – Remember

Time to Cast: 5 R
Resist Check: special
Target: touch
Duration: instantaneous
Area: target
Effect: restores memory

If a person has lost his memory due to physical or magical means, this spell allows the caster to reach deep into the target's mind and pull isolated events to fore. If the target makes a 4d6 RC vs PER, these events will jog his memory clear and restore all his memories.

11 – Impregnate

Time to Cast: 1 M
Resist Check: willing target
Target: LOS 10'
Duration: instantaneous
Area: target
Effect: impregnates target

Impregnate allows the caster to cause a willing female target to bear a child nine months after the spell has been cast. No physical contact with the target is required. Male priests can beget either male or female children; priestesses will always beget females.

12 – Clarity

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: 1 day
Area: target
Effect: restores sanity

When cast upon a target of questionable mental stability or sanity, this spell clears magical and emotional obstructions within the target's mind and restores sanity. The target must make a 3d6 RC vs INT for this to succeed. If the reason for the insanity is physical, it will slowly return after the duration expires.

21.10.4 Natural Order

1 – **Purify**
    Time to Cast: 5 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: instantaneous
    Area: 2 + 1/F quarts
    Effect: clears impurities

Water treated with this spell is free from impurities and disease. Particulate matter settles to the bottom and disease is eradicated.

2 – **Join**
    Time to Cast: 1 M
    Resist Check: none
    Target: touch
    Duration: permanent
    Area: two objects
    Effect: links two objects

The two things affected by this spell must be identical in form and substance. Objects must have been crafted by the same hand, people must be identical twins, etc. The caster places a hand on both targets while intoning the spell. From then on he can ascertain the location of one by touching the other.

3 – **Youth**
    Time to Cast: 2 M
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 1 day
    Area: target
    Effect: make younger by 20+10/F years

This spell will cause its target to temporarily regress in age. When the duration expires, the target resumes his real age, and must rest eight hours before performing any physical activity.

4 – **Aerate**
    Time to Cast: 4 M
    Resist Check: none
    Target: 0
    Duration: instantaneous
    Area: 30 + 10/F' radius
    Effect: clears air

Air is cleared of all odors and noxious fumes. A single finesse allows the caster to leave behind a pleasant, unobtrusive odor of lemon, evergreen, spice, or incense.

5 – **Clarify**
    Time to Cast: 2 R
    Resist Check: none
    Target: caster
    Duration: 10 + 5/F M
    Area: hearing
    Effect: clarifies speech

The caster can remove any accents or double-talk being used to hide what a person is saying, making the target's speech clear and understandable.

6 – **Unwarp**
    Time to Cast: 1 M
    Resist Check: none
    Target: touch
    Duration: instantaneous
    Area: one object
    Effect: restores form

The caster holds any wooden object of less than 100 pounds in his hands while casting this spell. Any warpage or misshaping is corrected and the object restored to its original form.

7 – **Flash Clean**
    Time to Cast: 1 M
    Resist Check: none
    Target: touch
    Duration: instantaneous
    Area: one object
    Effect: cleans object

Any non-living object of less than 100 pounds touched by the caster is enveloped in a wave of flame, instantly burning off any organic material.

8 – Visualize
Time to Cast: 2 R
Resist Check: none
Target: LOS 50 + 20/F'
Duration: 3 + 1/F R
Area: targeted object
Effect: sees true image

The caster stares at his target while casting this spell. The image of the object changes to its true, undistorted form for the spell's duration. Only the caster can see the true image.

9 – Prevent Deformation
Time to Cast: 1 H
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: target child
Effect: prevents birth deformities

This spell is only effective if cast on a pregnant woman within one month of conception. It prevents any further deformities from occurring during gestation.

10 – Restore Metal
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: target object
Effect: reverses rusting

Touching any metal object of less than 400 pounds while casting this spell causes any rust on it to revert to metal.

11 – Comprehend
Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F M
Area: caster
Effect: understands speech

This spell allows the caster to understand the speech and motives of the speaker. The speaker's voice is overlaid with the caster's own, which gives a clear, concise repeat of the speaker's words and intentions. The caster must understand the speaker's language.

12 – Reshape
Time to Cast: 10 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: target
Effect: corrects deformities

This spell is cast upon people or creatures to correct any deformities or natural handicaps. It will cure hunched backs and congenital deformities, but it will not restore limbs or body parts which have been lost since birth.

Chapter 22

Neptune – Dweller of the Waters

22.1 Domain

"Master of the Seas," Neptune is the champion and protector of all life that is not landborne.

22.2 History

Originally given the task of governing the oceans, Neptune quickly became the champion of all seaborne life. Unlike his companion gods, he cared little for the intrigue, strife, and emotion that seemed to drive their every move. As the events of the centuries unfolded about him, he stood steady, an anchor in the seas.

Escaping from **Torandor** when it was destroyed, Neptune took the emerging oceans of Jaern for his domain, nurturing the transplanted life. Unaffected by the crises of the mortals and gods above, Neptune provides a viable alternative to the confusion of land-based life.

22.3 Motivation

"Womb of all life, the future
    will be borne of the Waters. . ."

Knowing that the seas are the source of all life, the followers and priesthood of Neptune believe this holy resource must be protected and nurtured if the future of Jaern is to be realized.

22.4 Aspects

Rarely, if ever, seen by those outside his priesthood, Neptune is most often seen as an elderly lizard, resplendent in garlands of living plants and creatures. While his judgements seem harsh, he seeks only to hold even the balance between the land and sea.

22.5 Structure of the Priesthood/Temple

Temples dedicated to Neptune are called **Natatoriums** and are always located on the coastline, partially submerged. One of the most conservative and formal priesthoods, Natatoriums are headed by a priest known as **The Ekvilibri**. He is the eldest priest, and usually a lizard, though the priesthood is usually split evenly between lizards and humans. Each priest is assigned duties according to his seniority and position within the Natatorium hierarchy.

22.5.1 Organization

A council of elders is directly responsible to The Ekvilibri for their actions. Each council member is responsible for an aspect of worship and maintenance. Every priest is responsible to an elder on the council. Position is largely a matter of protocol and proper procedures, but the priesthood is flexible enough to consider any thoughts, if they are presented through the proper channels with proper protocols.

22.5.2 Requirements

Male and female children of no more than six years are eligible to become apprentices within the Natatorium. They are presented by their parents or sponsors, and the priests take a reading on the signs of the day and the child. If the omens are favorable, the children are taken within. Until the day they become full priests, they are not allowed outside the temple walls for any reason.

Lizard children are chosen directly by the temple elders. These children are more in tune with the waters, and have little difficulty surviving the apprenticeship or what follows. Still, they will be dependent on their human brethren for contact and commerce with the land-based world.

22.5.2.1 Apprenticeship

Life within the Natatorium is harsh and busy. Each apprentice is responsible for a heavy load of classes and maintenance duty. They are overseen by a **Plenaga** (mentor) responsible for the children's education and general health. While this life may seem harsh, a parental-like bond is often forged between Plenaga and students.

As they grow older, more and more of their education shifts from general studies to that of the procedures and traditions of the priesthood. One class a day is devoted to physical training, and use of defensive weapons and the trident. The priesthood goes to great lengths to ensure an apprentice's education is spiritually, ethically, cerebrally, and physically well-rounded.

22.5.2.2 Initiation

When an apprentice reaches the age of 15, he is brought before the council of elders for examination. Any mistakes are pointed out and corrected. After two hours of

this questioning, an elder asks, "Are you ready to face the judgment of Neptune?"

The elders cannot make this decision; it can only come from the apprentice. If he answers negatively, he is allowed to remain an apprentice for another year. An apprentice of eighteen who answers negatively is considered too old to attempt again, and is ejected from the Natatorium.

When a human apprentice answers positively, he is taken deep within the Natatorium to the **Chamber of Proof**. The chamber is a 60 foot tall cylinder below ground. The walls are smooth and lack hand holds. The apprentice is placed inside and the door sealed. The priests open valves, slowly filling the room with water. The room is left filled for 20 minutes.

If Neptune sees truth and faith within the apprentice, he will grant him his first spell, Air Pocket, which allows him to breathe water. If the apprentice is found drowned when the chamber is drained, Neptune has shown that the apprentice was unfit for the priesthood.

Lizard apprentices are tested differently. They are sealed within a very small, dry room within the temple and left for five days. If Neptune sees truth and faith within the apprentice, he will grant the lizard his first spell, Create Water, which allows him to survive the arid conditions. If he is found dead when the chamber is opened, Neptune has shown the apprentice was unfit for the priesthood.

Induction of a new priest is cause for celebration. A feast is held, and the new priest's friends present gifts and recite stories about him. Lastly, The Ekvilibri presents the new priest with his last gift, a new name reflecting the priest's accomplishments.

22.5.2.3 Duties

Inside the Natatorium, the duties of the priest are limited to the supervision and instruction of the apprentices, and the physical maintenance of the Natatorium itself. Priests usually supervise apprentices and slaves in the maintenance tasks, but always perform instructional tasks directly.

Outside the Natatorium, the priests are enjoined to set an example of behavior, kindness, and charity. They do not actively solicit worshippers, instead believing that others need to learn and see the proper balance of life on their own.

22.5.3 Functions

One very important service that the Natatorium provides to the community in which it resides is bathing. They open their doors at all hours and allow any person, of any faith, to use their bathing areas at a trivially small fee (usually two copper pieces). In this way they entice the public to enter the Natatorium and observe the followers of their creed. The apprentices and slaves maintain the baths and supply cleaning services for towels and robes.

The baths are a place of social intercourse, where rich and poor mingle to hear news and gossip from far and wide. The priests of Neptune always treat their clients equitably, so the populace feels comfortable and safe visiting the baths. Any disruption of the Natatorium usually brings quick and violent retribution by the local citizens.

22.5.4 Advancement

Advancement within the Natatorium hierarchy is based totally on seniority. When an instructional or supervisory post is vacant, the senior-most requesting priest is granted the post. The same is true of the council of elders and the position of The Ekvilibri.

22.5.5 Dogma

"What we cast upon the waters,
　　　is that which we receive . . ."

The followers of Neptune believe in the concept of **Cosmic Justice**, and treat others as they wish to be treated. This creed makes them much less retributive and violent then some others, believing that those who do them harm will receive harm in return, without their direct intervention. Most worshippers volunteer for charity work and often assist in emergency situations.

22.5.6 Traditions

22.5.6.1 Clothing

The priests believe in simple, comfortable, and easy to clean clothing. Their favorite garment is a single piece, ankle length, short sleeved, white cotton garment belted at the waist. These can be shed at a moment's notice to allow quick entry into the water. Loincloths and thin slippers complete most priests ensembles, making for a very functional and utilitarian outfit.

22.5.6.2 Appearance

No makeup or jewelry is the norm for these priests. Makeup would quickly smear, and jewelry would only get lost and clog up the bath filters. Short hair makes bathing simpler, and since they must be ready to quickly enter the water, expensive clothing or accessories would be a waste.

22.5.6.3 Speech and Gestures

All priest learn a simple sign language to communicate with each other underwater. This language is not generally know outside the priesthood, and is often used between priests to communicate secretly.

22.6 Worship

22.6.1 Sacrifices

Followers of Neptune offer him sacrifice by casting meat and other foods upon the waters for the denizens of the sea to consume. Over time quite a community of sea creatures migrate to the area about a Natatorium to live off the sacrifices of the faithful.

22.6.2 Donations

While the priests accept donations to help maintain the Natatorium, they encourage their followers to give instead to the needy causes in the world about them. They often become competitive with the followers of Osiris in their charity.

22.6.3 Obligations

The followers of Neptune are only obligated to be true to themselves and the ideas they hold dear. The priests will not interfere with the activities of the followers. Neptune will reward those who follow his creeds and punish those who do not.

22.7 Holidays & Feast Days

At the beginning of Akvofojo, in the month of Gorn, the priests wait for the first rainfall. When the Ekvilibri declares the start of the first rainfall, the **Akvotempo** or Time of Rain is declared. All the priests and worshippers gather outside the gates of the Natatorium and get very wet. A wild romp through the various pools and baths follows. This continues in the main pool, where the Ekvilibri offers prayers of thanksgiving to Neptune. A meal follows, where the priests invite outsiders to join them in giving obeisance to Neptune.

22.8 Relationship to Other Deities

Providing services to the public, the priests are known and know all others in the area. They attempt to hold a balance between opposing viewpoints, but they will support others if they believe they are being unfairly oppressed.

22.9 Magical Abilities

Priests of Neptune have four groups of spells that allow them to affect things beneath the waves.

Underwater spells allow the priest to exist beneath the waves, traveling, sensing and breathing in the waters.

Sea Form allows the caster to take the shape of various sea creatures, assuming their attributes and abilities.

Aquatic Life spells allow the caster to interact and assist creatures of the sea.

HydroMorph spells are used by the priests of Neptune to change the form of water.

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1. Underwater
 1 Air Pocket
 2 Water Sound
 3 Water Movement
 4 Breathing
 5 Water Smell
 6 Speed Swim
 7 Cold Blooded
 8 Water Sense
 9 Wave Ride
10 Inner Balance
11 Water Way
12 Sea Port

2. Sea Form
 1 Charn
 2 Jacer
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 4 Dolphin
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 6 Groken
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 2 Wine
 3 Water Stream
 4 Ice Glass
 5 Water Skin
 6 Water Jet
 7 Ice Tool
 8 Charr'n
 9 Hail Jet
10 Ice Wall
11 Water Guard
12 Steam Jet

22.9.1 Underwater

1 – Air Pocket
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 20 + 10/F M
    Area: caster
    Effect: creates a pocket of air

When the caster uses this spell, a small pocket of air forms around his head, allowing him to breathe normally for 20 to 60 minutes. When the spell terminates, the pocket collapses. Only the caster can breathe from the air pocket.

2 – Water Sound
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 2 + 1/F M
    Area: 200' radius
    Effect: hear sounds better

The caster can hear and interpret underwater sounds more clearly. He can separate out various marine creature calls and noises, and can recognize the existence of waterfalls, currents, and large objects moving about him.

3 – Water Movement
    Time to Cast: 2 R
    Resist Check: none
    Target: caster
    Duration: 6 + 3/F M
    Area: caster
    Effect: moves freely

The caster can move, jump, fight, or cast spells underwater as if he were on land. This only affects him, and not projectiles or magical sendings which he throws.

4 – Breathing
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 2 + 1/F hours
    Area: single target
    Effect: breath under water

The target of this spell can breathe underwater as if he were above the surface.

5 – Water Smell
    Time to Cast: 2 R
    Resist Check: none
    Target: caster
    Duration: 6 + 3/F M
    Area: caster
    Effect: smells creatures

The caster of this spell can detect the presence and type of any creatures below water within a 200 foot radius. The caster must have smelled the creature before to know what it is. This spell may fail in strong currents (GM's discretion).

6 – Speed Swim
    Time to Cast: 2 R
    Resist Check: none
    Target: caster
    Duration: 20 + 10/F M
    Area: caster
    Effect: fast movement

The caster of this spell can move at a rate of 60 feet per round underwater.

7 – Cold Blooded
    Time to Cast: 3 R
    Resist Check: none
    Target: touch
    Duration: 1 hour
    Area: single target
    Effect: withstand cold water

The target of this spell temporarily matches his body temperature to that of the surrounding water. The water feels comfortable to him, as long as it doesn't freeze or boil.

8 – Water Sense
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 10 + 5/F R
    Area: caster
    Effect: sonar

The caster emits barely audible, high pitched sounds that reflect off the creatures and things around him. He can detect any object's location and approximate shape for a distance of up to 120 feet.

9 – Wave Ride

Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	20 + 10/F M
Area:	caster
Effect:	surfs

The caster must be floating in a large body of water to use this spell. When cast, he rises to the surface and is propelled in the direction and at the speed of the waves. He will not go anywhere on a calm sea.

10 – Inner Balance

Time to Cast:	4 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	2 + 1/F hours
Area:	single target
Effect:	resist pressure

The target of this spell instantly acclimates to any water pressure. When the spell expires, he is attuned to the water pressure at that time. This spell allows its targets to survive at much greater depths, and protects against nitrogen narcosis.

11 – Water Way

Time to Cast:	1 M
Resist Check:	none
Target:	caster
Duration:	2 hours
Area:	memloc
Effect:	seeks location

The caster recalls a place he has previously memorized (having noted such to the GM) and casts this spell. If that location and his current location are beneath the water and are connected, however distant, the caster is pulled through the water in the direction of the memorized location at 20 mets per hour.

12 – Sea Port

Time to Cast:	1 M
Resist Check:	none
Target:	caster
Duration:	instantaneous
Area:	caster
Effect:	magically moves

The caster recalls a place he has previously memorized (having noted such to the GM) and casts this spell. If that location and his current location are beneath the water and connected, however distant, a waterspout gathers up the caster and teleports him to the memorized location, where he emerges from a waterspout.

22.9.2 Sea Form

1 – **Sea Form**

Spell Rank:	1 – 12
Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	1 hour
Area:	caster
Effect:	change to sea creature

This spell allows the caster to take the form of a sea creature. In this form, he takes on all of that creature's attributes and abilities. As a charn, he can cling to rocks and hulls. As a groken, he can sink to the bottom of the ocean. As an electric eel, he can shock other creatures. He does retain his normal mental facilities, but can not make the proper gestures for spell casting, or weilding human weapons. He can discard the shape and return to his own at any time before the duration expires by expending one divine unit.

Most of these creatures are described in the creature listings.

1) Charn	A clinging scavenger often found on ships' hulls
2) Jacer	A large, one-celled creature
3) Kelp	Floating sea weed
4) Dolphin	A mount for marines
5) Oorn	A floating, tree-like plant
6) Groken	A very dense, bottom-dwelling creature
7) Skimmer	A fish with wings that flies just above the water
8) Electric Eel	Shocking, shocking . . .
9) Octopus	A sticky opponent
10) Shark	A predator
11) Quezl	A small but very poisonous fish
12) Balenoigajo	A large swimming mammal

22.9.3 Aquatic Life

1 – Fish Kind
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 6 + 3/F M
Area: 120' radius
Effect: see marine creatures

The caster will see a blue glow around any creature that resides primarily in the waterways and seas. The strength of the glow indicates the general health and life force of the creature.

2 – Fish Call
Time to Cast: 1 M
Resist Check: 3d6 vs WIL negates
Target: caster
Duration: 1 M
Area: 250 + 50/F' radius
Effect: calls forth sea creature

Any willing marine creature within the area of effect, or one that fails its RC, is compelled to approach the caster. The creature will stay for at least one minute.

3 – Fish Send
Time to Cast: 4 R
Resist Check: 4d6 vs WIL negates
Target: LOS 5'
Duration: special
Area: single marine target
Effect: send to location

The target of this spell must be a non-intelligent marine creature. The caster recalls a location he has previously memorized (and informed the GM at the time) and casts this spell. If the creature is willing or fails its RC, it must go to that location. The creature is released from the spell when it arrives at the memorized location.

4 – Fish Heal
Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single marine target
Effect: cures

While touching any marine creature, the caster can cure it of 2d6 lost damage points. This spell even works on intelligent marine races, such as dolphins and lizards.

5 – Fish Find
Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: 6 + 3/F M
Area: singe marine target
Effect: creature finds object

The caster visualizes an object for which he is searching. Then he gets the attention of a marine creature (possible using a spell of this group) and casts this spell. If the creature knows the location, it will lead the caster to the object.

6 – Fish Sing
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: hearing
Effect: speak to fish

The caster can speak with and be understood by any marine creatures within hearing. How the creatures react is up to them and their capacity to understand what is told them.

7 – Fish Mail
Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: special
Area: single marine creature
Effect: sends message

The caster gets the attention of a marine creature and then casts this spell. If the creature is willing or fails its RC, it must listen to the caster for one minute. The caster recalls a previously memorized location, and the creature swims there to the best of its abilities. When it reaches its target, the recorded message is played back.

8 – Fish Ride

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: special
Area: single marine creature
Effect: hitch a ride

After getting a marine creature's attention, it will allow the caster to ride it to a memorized location, if it is willing or fails the RC. Obviously, the creature must be large enough and capable of hauling the caster for this spell to be effective.

9 – Fish Eyes

Time to Cast: 3 R
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: 20 + 10/F M
Area: single marine creature
Effect: see through marine creature's eyes

Once cast on an attentive marine creature that is willing or fails the RC, the caster can see through its eyes for the duration of the spell.

10 – Fish Tale

Time to Cast: 5 R
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: special
Area: single marine target
Effect: recall fish memory

After getting a marine creature's attention and casting this spell, the caster gets a vision of one event in which he is interested, if the creature is willing or misses its RC and witnessed the event in question.

11 – Fish Fury

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 2 + 1/F M
Area: 50 + 20/F' radius
Effect: enrages marine creature

Casting this spell and pointing toward a target will cause all willing marine creatures, or those that fail the RC, to attack the target for the duration of the spell.

12 – Fish Save

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 6 + 2/F hours
Area: single marine creature
Effect: allows to breathe air

Touching a marine creature and casting this spell will allow it to breathe air for the duration of the spell with no ill effects.

22.9.4 Hydromorph

1 – Ice Shape
    Time to Cast: 3 R
    Resist Check: none
    Target: touch
    Duration: none
    Area: single small object
    Effect: creates object

The caster cups water in his hands and casts this spell while visualizing a shape. The water forms to that shape, then freezes. It is then normal ice, but in the shape the caster desires. It will melt eventually, depending on the ambient air temperature, and if broken it melts immediately.

2 – Wine
    Time to Cast: 2 R
    Resist Check: none
    Target: touch
    Duration: permanent
    Area: 1 + 1/F gallons
    Effect: changes water to wine

The caster dips a finger into a container of pure water and casts this spell. It changes to a light, savory wine similar to that frequently served within the Natatorium.

3 – Water Stream
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 4 + 1/F R
    Area: 20 by 10' stream
    Effect: gets things wet

The caster points in a direction, and a strong stream of water spouts from his hand, drenching anything in its path.

4 – Ice Glass
    Time to Cast: 3 R
    Resist Check: none
    Target: touch
    Duration: none
    Area: single small object
    Effect: creates object

The caster cups water in his hands and casts this spell while visualizing a shape. The water forms to that shape and turns into glass. It is normal glass, but in the shape the caster desires. If broken, the glass changes back into water.

5 – Water Skin
    Time to Cast: 2 R
    Resist Check: 4d6 vs PWR negates
    Target: touch
    Duration: 4 + 2/F hours
    Area: one limb
    Effect: alleviate burns

Casting this spell while laying hands over a burn coats the injury with a cool layer of water that temporarily alleviates the pain and prevents further damage.

6 – Water Jet
    Time to Cast: 1 R
    Resist Check: 4d6 vs STR negates
    Target: caster
    Duration: 2 + 1/F R
    Area: 30 by 15' stream
    Effect: knocks down things

The caster points in a direction, and a very strong stream of water spouts from his hand, drenching anything in its path. Any creature or person hit by the stream who fails the RC is forced backward ten feet and knocked down.

7 – Ice Tool
    Time to Cast: 3 R
    Resist Check: none
    Target: touch
    Duration: none
    Area: single small object
    Effect: creates object

The caster cups water in his hands and casts this spell while visualizing a shape. The water forms to that shape and turns into a hard metal. It has the strength and properties of hard iron, but in the shape the caster desires. If ever broken, it changes back into water.

8 – Charr'n
    Time to Cast: 2 R
    Resist Check: none
    Target: touch
    Duration: permanent
    Area: special
    Effect: creates charr'n

The caster cups two handfuls of water and casts this spell. The water changes into charr'n, a gelatinous substance that is very nutritious and tasty. Charr'n from a single casting can sustain one person for one day.

9 – **Hail Jet**
Time to Cast:	1 R
Resist Check:	5d6 vs AGI halves
Target:	caster
Duration:	2 + 1/F R
Area:	30 by 15' stream
Effect:	see text

The caster points in a direction, and a very strong stream of water and hailstones spouts from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC is forced backward ten feet, knocked to the ground, and suffers 2d6 damage points.

10 – **Ice Wall**
Time to Cast:	4 R
Resist Check:	none
Target:	touch
Duration:	until melts
Area:	6 x 20 + 10/F' wall
Effect:	creates a wall

This spell causes a large, one foot thick wall of ice to appear in the area the caster defines with a sweep of his hand. It stays until it melts.

11 – **Water Guard**
Time to Cast:	4 R
Resist Check:	4d6 vs PWR negates
Target:	touch
Duration:	20 + 10/F M
Area:	single target
Effect:	creates armor

The target of this spell must be partially immersed in water at the time of the casting. The water forms a two inch thick layer around the target that is as effective as plate mail. The target can breathe normally through the water armor.

12 – **Steam Jet**
Time to Cast:	1 R
Resist Check:	5d6 vs AGI halves
Target:	caster
Duration:	2 + 1/F R
Area:	40 by 20' stream
Effect:	scald

The caster points in a direction, and a very strong stream of thick steam spouts from his hand, hitting anything in its path. Any creature or person hit by the steam who fails the RC is scalded for 4d6 damage points.

Chapter 23

Orus – The Flame of Zeal

23.1 Domain

Often called "The Wellspring of Emotion," Orus embodies all things that come from the heart.

23.2 History

Before the existence of life, the universe was an ordered place. The land, sea, air and the underworld existed in perfect balance for an eternity of time . . . all perfect, but without life, emotions, or reason.

From an eternity of time, an infinity of possibilities, a never ending number of combinations, all possible things may bloom. It was one such possibility that gave birth to Orus, the first god. He looked about him at the perfection of non-life and felt lonely. Seeking to solve this dilemma, he created all types of animals and plants, and finally someone to speak with, humans. Feeling joy at his creation, he was puzzled by their lack of emotions. They grew and reproduced and lived without joy, anger, fear, or love. Seeking to see these aspects of himself in his creations, Orus grew angry at his failure.

Thinking upon the problem gave no answer to the fledgling god. Tossing his knowledge to the winds and grasping his feelings, he spread his being among all humans, ending his existence, but in death giving them the power to feel and have emotions.

Even today Orus does not exist as a discrete god. However, he can be called forth by his followers, if they truly feel and follow their emotions. A little bit of Orus exists in all of us.

23.3 Motivation

"Only that which you feel has reality"

Followers of Orus believe that the only right is that which is felt from within. Knowledge and thinking is considered an imperfection that prevents life from being revealed in all its glory.

23.4 Aspects

Orus only appears when many his followers group together to call upon the little bit of him that exists in all of them. The solidness and strength of his apparition depend on the number and depth of the feelings of the followers seeking him. He will always appear as a man, and his mood and demeanor will reflect that of his summoners.

23.5 Structure of the Priesthood/Temple

Each priest is represented within the temple by a following of other priests and/or lay people. These followers swear allegiance to the priest, and believe in what the priest says. The status of each priest is directly related to the number of people who have sworn him allegiance. The priest with the most followers within the Sanctum is called the Beacon.

23.5.1 Organization

The amount of organization within the priesthood is minimal. Each priest is obligated to put most of his efforts into furthering his **Obsedo**, (cause). The Beacon is the liaison between the priests and the civilian employees. These employees and a large slave corp are responsible for the day-to-day running and maintenance of the Sanctum.

Whenever there is a question of general interest or a decision on policy, the Beacon calls a general meeting of the priests. The topic is presented by the involved parties and the priests vote. Each priest's vote is weighed by the number of his followers registered on the sanctum roll. While this system seems expedient, in practice it usually degenerates into a very loud shouting match, with lots of priests emoting.

23.5.2 Requirements

The requirements of joining the priesthood are simple. The prospective priest or priestess must simply feel strongly about something, anything, and be able to express that emotion to the priests of the Sanctum. The lure of this sect is that the initiate will learn how to use the powers of Orus within himself to emote what he strongly feels.

23.5.2.1 Apprenticeship

"Learn Yourself . . ." is the creed taught to new initiates. The apprentices are organized into groups under the tutelage of a senior priest who encourages them to express their emotions openly and clearly. These shouting sessions often degenerate into all sorts of diverse activities, often suggested by the senior priest, which allow the initiates to learn more about their natures.

The time spent as an acolyte can vary widely from a few weeks to decades. An initiate remains an acolyte until he believes that he knows himself well enough to express his Obsedo, his object of zeal.

23.5.2.2 Initiation

At the time the initiate believes he is ready, he must sacrifice the thing that he values most dearly. This might be a physical object, a body part, or even a loved one. If the sacrifice is a true one, the initiate will feel the presence of Orus within him. If it is not, he will be rejected by the Sanctum and sent packing.

23.5.2.3 Duties

Each priest must serve as mentor to a group of new initiates at least once after his induction. Priests may do this as often as they wish, and many use this as an opportunity to gain new followers.

Each priest is responsible for the lives and well being of those who follow him. While he delegates tasks to these followers, he also must see to their needs and beliefs.

They expect him to assist them to find their Obsedos, as well as his own.

23.5.3 Functions

After many years of striving, a priest may grow tired of his Obsedo, or may believe he has accomplished his self-imposed goal. These elder priests leave the Sanctum to bring the **Litany of Zeal** to those outside.

23.5.4 Advancement

The only power criteria within the Sanctum is the size of each priest's following. If a question of allocation of resources or order of action exists, it is resolved in favor of the priest with the largest following.

23.5.5 Dogma

"The heart is the guide . . ."

So believe the followers of Orus. Disdaining logic and thinking, every priest and worshiper acts upon his feelings with no restraint. Being true and following these emotions with a violent fervor are the only things of importance. The emotions themselves are irrelevant, as long as the priest or follower remains true to his feelings.

This produces many unpopular priests and people. The populous at large finds the followers of Orus a loud and pushy lot, and avoid them whenever possible.

23.5.6 Traditions

23.5.6.1 Clothing

The priesthood expresses their predominate emotions by dressing to fit. They often have extensive wardrobes, and even the most subtle emotion can be communicated by the proper accessories. A priest may commonly wear 10 to 20 outfits in a single day. By far the largest expense to the sanctum is the laundry bill. Predominate emotion colors include:

Love	green
Hate	crimson
Fear	brown
Courage	blue
Lust	magenta
Disinterest	yellow
Hope	white
Despair	black

23.5.6.2 Appearance

As mentioned above, clothing and accessories are used to communicate the priest's emotions. Followers and priests of Orus do disdain the use of makeup, masks, or anything that hides facial features or muffles the voice, as these are needed to express their emotions. Orus priests also have the strange habit of carrying large placards with them that unnecessarily declare their current goals and emotions.

23.5.6.3 Speech and Gestures

LOUD

23.6 Worship

Followers of Orus show their devotion by being true to their emotions and feelings. Sacrifices, donations, secular obligations and penance are of no consequence unless the follower feels strongly about them. Each follower must follow his own path and provide his own way to strengthen his beliefs.

23.7 Holidays & Feast Days

Not content with doing things in a traditional or predictable way, priests and followers of Orus declare celebrations when they feel the time is right. A priest succeeding an important goal, a follower making an important conquest, will send for their friends and relatives and give worship to Orus, celebrating their success.

23.8 Relationship to Other Deities

Worshippers of Orus may follow other deities as well, if they feel strongly about it. But to others, these followers seem driven and strange. People do not know what to expect from an Orusian. A devoted friend? A raging lunatic? Both? Many simply call them "crazies" and avoid them when possible.

23.9 Magical Abilities

Priests of Orus have four groups of spells to aid in externalizing their emotions. These spells often involve roleplaying rather than affecting die rolls or other mechanics of game play.

Love spells allow the priest to show others the care and concern he holds for them.

Hate spells let the caster express his hate, spewing it forth on all who dare come near.

Courage spells allow the caster to show his selflessness and bring it out from those about him.

Fear spells protect the priest by allowing him to use his fear to best advantage.

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1. Love
 1 Concern
 2 Devote
 3 Regard
 4 Soothe
 5 Attachment
 6 Venerate
 7 Embrace
 8 Involvement
 9 Idolize
10 Forfeit
11 Passion
12 Final Gift

2. Hate
 1 Spurn
 2 Shun
 3 Disparage
 4 Scunner
 5 Loathing
 6 Revenge
 7 Disgust
 8 Denounce
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10 Malevolence
11 Reject
12 Vex

3. Courage
 1 Alert
 2 Bold
 3 Audacious
 4 Resolute
 5 Stalwart
 6 Daring
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12 Indomitable

4. Fear
 1 Tremor
 2 Revulsion
 3 Bugbear
 4 Fright
 5 Aversion
 6 Pusillanimous
 7 Panic
 8 Anxiety
 9 Foreboding
10 Terror
11 Phobia
12 Perturbation

23.9.1 Love

1 – Concern

Time to Cast:	2 R
Resist Check:	willing target
Target:	touch
Duration:	6 + 3/F days
Area:	single target
Effect:	danger alert

While under this spell, any time the target believes he is in mortal danger the caster hears an appropriate danger alert, no matter the distance separating him from the target.

2 – Devote

Time to Cast:	2 R
Resist Check:	willing target
Target:	touch
Duration:	6 + 3/F days
Area:	single target
Effect:	awareness link

The caster and the target share awareness of each other's existence and emotions. They can tell roughly how far away and in what direction the other is. They will know if either is in danger, but not what type.

3 – Regard

Time to Cast:	2 R
Resist Check:	willing target
Target:	touch
Duration:	1 M
Area:	single target
Effect:	copy a memory

During the spell, the caster thinks of a memory from his past, and both he and the target experience the memory. The target retains this memory after the spell has expired.

4 – Soothe

Time to Cast:	2 R
Resist Check:	willing target
Target:	touch
Duration:	10 + 5/F M
Area:	single target
Effect:	alleviates fears

This spell calms the fears, forebodings, and frights of the target, allowing them to act rationally during the spell.

5 – Attachment

Time to Cast:	2 R
Resist Check:	willing target
Target:	touch
Duration:	30 + 10/F M
Area:	single target
Effect:	share risks

The caster and the target share one DP total for the duration of this spell. Add their DP totals together, and when either is damaged, subtract it from total. If the total drops below six, one roll for unconsciousness for both is made. If the total drops below zero, both die. When the spell terminates, each has half the current total, within the restrictions of their DP maximums.

6 – Venerate

Time to Cast:	2 R
Resist Check:	willing target
Target:	touch
Duration:	10 + 5/F M
Area:	single target
Effect:	loan strength

The caster loans his physical strength to the target for the duration of the spell. Compare the caster's and the target's STR scores and give the higher one to the target, the lower to the caster. Do the same with their HEA and their AGI scores. When the spell expires or is revoked, all stats return to normal.

7 – Embrace

Time to Cast:	4 R
Resist Check:	willing target
Target:	touch
Duration:	20 + 10/F M
Area:	single target
Effect:	take pain

All the target's physical pain and mental anguish is felt by the caster alone for the duration of this spell.

8 – Involvement

Time to Cast:	4 R
Resist Check:	willing target
Target:	touch
Duration:	30 + 10/F M
Area:	single target
Effect:	share EU & DU

The caster and the target share EUs and DUs for the duration of this spell. Maintain separate totals for elemental units and divine units. When either uses a spell, subtract the unit cost from the appropriate total. When the spell terminates, each has half the current totals, within the restrictions of their unit maximums.

9 – **Idolize**
Time to Cast: 4 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single target
Effect: gives DUs

The caster transfers his remaining divine units to the target. The caster can regain his DUs normally.

10 – **Forfeit**
Time to Cast: 6 R
Resist Check: willing target
Target: touch
Duration: permanent
Area: single target
Effect: erases pain

This spell removes the traces of love, erasing the target's memory of a relationship gone bad. The target remembers the events, but not the love, or the pain.

11 – **Passion**
Time to Cast: 8 R
Resist Check: willing target
Target: touch
Duration: 30 + 10/F M
Area: single target
Effect: share all experiences

The caster and the target share all senses and thoughts for the duration of this spell, regardless of the distance which may separate them after the link is established.

12 – **Final Gift**
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: sacrifice life

Cast upon a just dead target, the caster swaps his life force with the departing life force of the target, allowing the target to live on in the caster's body. The caster then dies in the target's body. This spell will only work on a target who has died within the last two rounds.

23.9.2 Hate

1 – Spurn
Time to Cast: 1 R
Resist Check: 4d6 vs STR negates
Target: LOS 30 + 15/F'
Duration: instantaneous
Area: single target
Effect: pushes back

The target who fails the RC is thrown backward 20 feet and pushed to the ground.

2 – Shun
Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 15/F'
Duration: 20 + 10/F M
Area: single target
Effect: make target repulsive

The dark force of the caster's anger forms a tangible shell about the target, making him appear loathsome and disgusting. Strangers will avoid the target, and even his friends will shy away from him.

3 – Disparage
Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 40 + 20/F'
Duration: 6 + 3/F hours
Area: single target
Effect: target forgets skill

The caster invokes this spell and speaks a skill name. If the target fails the RC, his rank in the named skill reverts to zero for the duration of the spell.

4 – Scunner
Time to Cast: 1 R
Resist Check: 5d6 vs PWR negates
Target: LOS 40 + 20/F'
Duration: instantaneous
Area: single target
Effect: cause pain

The target of this spell is wracked by an intense pain, causing it to suffer 2d6 damage points. If the target fails its RC, the pain is so unbearable that it also looses one round while it writhes in agony.

5 – Loathing
Time to Cast: 1 R
Resist Check: 5d6 vs PWR negates
Target: LOS 50 + 25/F'
Duration: 10 + 5/F M
Area: single target
Effect: target leaves

The caster creates an overpowering loathing, in the target's mind, to the place where he is. If the target fails the RC, he leaves immediately by the fastest possible means. He cannot return until the spell has ended.

6 – Revenge
Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 4 + 2/F M
Area: single target
Effect: cause pain & damage

Anyone causing the target any harm during this spell's duration suffers pain and 2d6 damage points.

7 – Disgust
Time to Cast: 1 R
Resist Check: 5d6 vs HEA negates
Target: LOS 30 + 15/F'
Duration: 4 + 2/F R
Area: single target
Effect: causes great discomfort

The target of this spell drops to his knees and begins retching. He is completely incapacitated for the duration of the spell.

8 – Denounce
Time to Cast: 5 R
Resist Check: 5d6 vs CSE negates
Target: hearing
Duration: 2 + 1/F hours
Area: targeted creatures
Effect: believe lies

All within hearing of the caster who fail the RC believe whatever the caster says about one other person. They do not automatically take action, they just believe what the caster says about the person is true.

9 – Negate
Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: LOS 40 + 20/F'
Duration: 10 + 5/F M
Area: single target
Effect: negates action

The caster uses this spell just as the target announces or begins an action. If the target fails the RC, he will decide not to do what he announced or started. These actions must generally take longer than one round to complete for this spell to be useful in stopping them, i.e., melee attacks happen too quickly to halt with Negate.

10 – Malevolence
Time to Cast: 2 R
Resist Check: 5d6 vs PWR negates
Target: LOS 60 + 30/F'
Duration: instantaneous
Area: single target
Effect: hurts target

This spell requires no words or speech to cast. The caster simply looks at his target and focuses his anger. If the target fails the RC, he suffers 4d6 damage points. *If looks could kill . . .*

11 – Reject
Time to Cast: 3 R
Resist Check: 6d6 vs WIL negates
Target: LOS 60 + 30/F'
Duration: 5 + 2/F M
Area: single target
Effect: enrages target

The caster projects his hate in an almost material form. If the target fails the RC, he goes into an uncontrollable rage, randomly striking out at all about him, until he is restrained or the spell expires.

12 – Vex
Time to Cast: 4 R
Resist Check: 6d6 vs PWR negates
Target: LOS 100 + 50/F'
Duration: 24 + 12/F hours
Area: single target
Effect: curses target

The caster must specify a vexation affecting rolls "to strike," damage taken, skill checks, resistance checks or critical hits. If the target fails the RC, the caster's Vex stays in effect as long as the spell is active. The Vex must be stated in game terms, not in terms of game mechanics.

23.9.3 Courage

1 – Alert
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 2 + 1/F H
    Area: self
    Effect: raises PER

The caster may subtract one die from any check against his PER stat for the duration of this spell.

2 – Bold
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 6 + 3/F R
    Area: single target
    Effect: gives courage

If the caster is more courageous than the target, the target will act with the caster's courage.

3 – Audacious
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: special
    Area: self
    Effect: shocks viewers

The caster throws this spell and then performs some shocking, audacious, or surprising action. At the GM's discretion, anyone not expecting this loses one to four rounds, gaping in shock at the caster's actions.

4 – Resolute
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 15 + 5/F M
    Area: self
    Effect: suppress pain

The caster feels no pain and can perform any actions at full strength as long as he is conscious, for the duration of the spell.

5 – Stalwart
    Time to Cast: 1 R
    Resist Check: 4d6 vs PWR negates
    Target: touch
    Duration: 8 + 4/F R
    Area: single target
    Effect: fight as caster

The target can use the higher of his or the caster's STR, CM and warrior skills for the duration of the spell.

6 – Daring
    Time to Cast: 2 R
    Resist Check: none
    Target: caster
    Duration: special
    Area: self
    Effect: raises stakes

The caster uses this spell immediately before an action which must succeed. The action is then taken. If a skill check is involved, it is at one die less than normal. If the check succeeds, the spell is complete. He suffers twice the penalty for failure because he can take no protective measures while emoting confidence. The penalty depends on the circumstances.

7 – Dashing
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 8 + 4/F R
    Area: self
    Effect: speeds charge

The caster designates a particular enemy and casts this spell. For its duration he can travel at double his normal movement rate, as long as he is charging straight at the designated enemy.

8 – Intrepid

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: MultiTouch
Duration: 8 + 4/F R
Area: targeted creatures
Effect: speed charge

The caster designates a particular enemy, then casts this spell. All the targeted creatures can move at double their normal movement rate for the duration of the spell, as long as they are charging directly toward the designated enemy.

9 – Foolhardy

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 R
Area: self
Effect: force critical hit

The caster uses this spell immediately before attempting to strike an opponent with a hand-to-hand weapon. If he hits, it is considered a critical hit. If he misses, the magic and his own daring backfire, causing him to suffer an edged critical hit with 1d6 of damage before the critical roll is applied.

10 – Reckless

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: self
Effect: doubles attack speed

The caster can strike twice as often as normal in each round. He can still only apply weapon specialization modifications to his first attack.

11 – Forward

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: MultiTouch
Duration: 4 + 2/F R
Area: targeted creatures
Effect: doubles attack speed

Targeted creatures get twice the normal number of physical attacks. Weapon specialization skills can only be applied to the first attack, as usual.

12 – Indomitable

Time to Cast: 5 R
Resist Check: none
Target: caster
Duration: 4 + 2/F H
Area: self
Effect: resist torture

The caster suffers no pain, succeeds automatically on any WIL checks, and will not break under torture for the duration of this spell.

23.9.4 Fear

1 – Tremor
Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 10/F'
Duration:	1 R
Area:	single target
Effect:	shakes target

If the target fails the RC, he shakes uncontrollably for one round, dropping anything he is carrying.

2 – Revulsion
Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 10/F'
Duration:	4 + 2/F H
Area:	single target
Effect:	revulsion of person

The caster names a person while casting the spell. If the target fails the RC, he has an extreme dislike for the named person for the duration of the spell.

3 – Bugbear
Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 10 + 5/F'
Duration:	6 + 3/F R
Area:	single target
Effect:	scares target

If the target fails the RC, he sees the caster as the creature or monster for whom he holds the most fear.

4 – Fright
Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 10/F'
Duration:	4 + 2/F M
Area:	single target
Effect:	target faints

If the target fails the RC, he faints from fright. He will awaken when the duration expires.

5 – Aversion
Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 20 + 10/F'
Duration:	4 + 2/F H
Area:	single target
Effect:	revulsion of object

The caster names an object whiles casting the spell. If the target fails the RC, he has an extreme dislike for the named object for the duration of the spell.

6 – Pusillanimous
Time to Cast:	1 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 30 + 15/F'
Duration:	6 + 3/F R
Area:	single target
Effect:	steals courage

If the target fails the RC, he loses all vestiges of courage for the duration of the spell.

7 – Panic
Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	0
Duration:	3 + 1/F R
Area:	10 x 30' cone
Effect:	panics targets

Targets caught in this spell who fail the RC panic, drop their weapons, and run away from the caster. They regain control of themselves after the spell ends.

8 – Anxiety
Time to Cast: 3 R
Resist Check: 5d6 vs WIL negates
Target: LOS 30 + 15/F'
Duration: 4 + 2/F days
Area: single target
Effect: fear of person

The caster names a person while casting the spell. If the target fails the RC, he has an extreme fear of the named person for the duration of the spell.

9 – Foreboding
Time to Cast: 4 R
Resist Check: 5d6 vs WIL negates
Target: LOS 60 + 30/F'
Duration: 4 + 2/F weeks
Area: single target
Effect: plants fear

If the target fails the RC, he fears and believes an event the caster names will come to pass. He will want to act to stop it, at any cost.

10 – Terror
Time to Cast: 4 R
Resist Check: 5d6 vs WIL negates
Target: 0
Duration: 6 + 3/F M
Area: 10 x 40' cone
Effect: knocks out targets

Targets caught in this spell who fail the RC faint dead away in abject terror. They will awaken when the spell ends.

11 – Phobia
Time to Cast: 4 R
Resist Check: 5d6 vs WIL negates
Target: LOS 30 + 15/F'
Duration: 4 + 2/F days
Area: single target
Effect: revulsion of object

The caster names an object while casting the spell. If the target fails the RC, he has an extreme fear of the named object for the duration of the spell.

12 – Perturbation
Time to Cast: 1 M
Resist Check: 6d6 vs PWR negates
Target: touch
Duration: permanent
Area: single target
Effect: changes memories

The unfortunate target of this spell who fails the RC has all of his memories slightly altered. Most things are familiar, but some things are quite different. This will disturb and confuse him to the end of his days or until the spell is Revoked.

Chapter 24

Osiris – Protector of Nature

24.1 Domain

"Mother of Life," Osiris is the protector of land-based plants and animals. Often associated with fertility, she is the champion of those who cultivate the land.

24.2 History

Caring little for the politics and intrigue of her fellow gods, Osiris saw the ecological devastation they had started when they first extended their influence over Torandor. Striving to keep them from destroying the very world they sought to rule, she interposed herself to preserve the land and its life.

24.3 Motivation

"Don't step on the grass . . ."

Trying to maintain Jaern against those who would despoil it, Osiris is constantly and vigorously attempting to maintain the balance and ecology of land-based life. Assisting in recovering from natural disaster, negotiating the actions of other deities, and putting a direct stop to acts of nature rape, Osiris is often visibly manifested.

24.4 Aspects

Often visible on errands of mercy or restraint, Osiris appears as a tall, beautiful woman with long, flowing brown hair, piercing green eyes and smooth, well tanned skin. She always wears stunning clothing and much jewelry. She has never been seen wearing the same outfit twice, and her taste in clothing has for many years been the source of much of the innovation in the fashion industry.

24.5 Structure of the Priesthood/Temple

Priests and priestesses of Osiris do not have physical temples, or organized parishes. They approach their worship and duties individually, ministering to the needs of the land and animals about them.

24.5.1 Organization

No priest is the superior or inferior of any other priest. Each feels the presence of Osiris equally and is free to call upon her as any other priest. In times of great ecological need or natural disaster, priests will work together to restore the balance of nature.

24.5.2 Requirements

Concern for life and devotion to its welfare are the only requirements for the priesthood. No one, however unintelligent or different, is unwelcome in Osiris' company.

24.5.2.1 Apprenticeship

If an adolescent has an unusual interest and empathy with plants or animals, a priest may ask him to enter a life of service to nature. If both agree, the priest will take on the youngster as a student, learning the secrets of nature and proper obeisance to Osiris. To have a child taken on as a student is a great honor for a rural family, and considered a portent of fertility and luck.

Not all priests are chosen. If a person of any age feels strongly enough about serving Osiris, they can seek out a priest. If the priest believes the applicant's intentions, he will agree to take them on, or arrange to find another priest if he is occupied.

24.5.2.2 Initiation

There is no formal entry into the priesthood. The student may part paths with the teacher if both believe that he is ready. Even then, many younger students stay with their mentor for a long time, assisting him in his duties. Older priests often take on a student near the end of their lifetimes, so the area that they have so carefully cared for is not deserted when they pass on.

A student has usually gained some magical abilities before leaving his mentor. He will have also learned the catechisms of Osiris, and learn of the methods of **The Trovisano** or the Healing. And most importantly, he will have seen to the health of his teacher and his parish, leaving only if both are healthy and active.

24.5.2.3 Duties

When a priest first ventures out on his own, he wonders the lands, meeting people, seeing new and different places and learning ways of the world. Eventually, he will travel somewhere and receive **The Call**, that is Osiris will make known to the priest that his current location is the place that needs the priest's aid. The priest will settle there and adopt the land within one days walk from there.

The priest monitors the health and growth of the plants and animals in their parish. Wounded animals are healed, plants properly provided for, and the activities of humans monitored for actions that might harm the environment. When such activities are discovered, the priest first attempts negotiating with the wrongdoers. If that action fails, he might summon other priests to assist.

24.5.3 Dogma

"Nature is the legacy of the past,
  and the promise of the future . . ."

Followers of Osiris believe that nature represents the gift of life from the people of the past, and is the hope of the future. It is a sacred task to preserve and enrich the land. Osirians greatly abhor any animal husbandry solely for hides, fur, or meat. They do not, however, oppose the domestication of animals that provide products without death. Raising animals to provide milk, wool, mounts, or pets are all acceptable to them. Many followers adopt pets and treat them lovingly as a token of their devotion to Osiris.

24.5.4 Traditions

24.5.4.1 Clothing

Priests and followers avoid the use of animal hides or furs, for such would promote the mass killing of these creatures for their hides. They most often wear cotton, wool, or other fabrics that can be created without killing animals, or devastating the landscape.

Most priests favor earthy colors, which allow them to blend in with the wild as they travel. Their clothing is usually well suited to bad weather, providing the priest some protection from the elements, to which he is frequently exposed.

24.5.4.2 Appearance

Osirians usually wear such adornments as bracelets, rings, and necklaces. They wear their hair long and tied in the back. Most priests burn the symbol of Osiris **The Oak Bough** into the palm of their primary hand to show their commitment as **The Hand of Osiris**.

24.6 Worship

24.6.1 Sacrifices

Followers of Osiris do not sacrifice or destroy things to appease Osiris.

24.6.2 Donations

Spending time in the wild helping plants and animals is the most acceptable donation in Osiris' eyes. Supplies and food for her priests and priestesses is also acceptable.

24.6.3 Obligations

Followers of Osiris must not, through direct action or willful misaction, allow any wild creature come to harm. They must not devastate or willfully destroy plants. The destruction of creatures that prey upon humans is not restricted, but should only be done when absolutely necessary.

24.7 **Holidays & Feast Days**

Each year, near the 20th day of Led, the priests of Osiris observe a Jaern Week. They speak in public about the wonders of nature. They explain why it is important, and why people need to depend on nature, and what they can do to preserve it. They teach those who are willing what they can do to preserve the wild, giving respect to Osiris in the process. It is considered a good omen to host a priest during this time, and families vie for the honor.

24.8 **Relationship to Other Deities**

All reasonable people welcome the presence of an osirian priest to their local. His presence foretells of the care of mother Osiris to their towns, villages and farms. Farming communities will often give a portion of their harvests to such a priest as a sign of thanks for plenty and a hope for future yields. In return, the priests takes often takes on the role of the local veterinarian, tending the animals within his parish. Everyone must eat, and everyone has to live in the land left to them, so followers of all religions will seek to do right by a priest of Osiris.

24.9 Magical Abilities

Priests of Osiris have four groups of spells that allow them to affect things on land.

Wilderness spells assist the priest to coexist with plants and animal life in the wild.

Animal Form allows the caster to assume the shape of various land creatures, taking on their attributes and abilities.

Land Life spells allow the caster to interact with and assist creatures of the land.

LandMorph spells are used by the priests of Osiris to change the form of plants and land.

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1. Wilderness
1 Cloister
2 Land Sound
3 Plant Pass
4 Hold Life
5 Land Smell
6 Speed Run
7 Cold Blood
8 Wood Sense
9 Land Skim
10 Land Hold
11 Land Way
12 Land Port

2. Animal Form
1 Slug
2 Gazern
3 Bush
4 Butterfly
5 Raven
6 Horse
7 Ulrich
8 Tree
9 Tiger
10 Sharze
11 Torgon
12 Grazzoon

3. Land Life
1 Animal Kind
2 Animal Call
3 Animal Send
4 Animal Heal
5 Animal Find
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10 Animal Tale
11 Animal Fury
12 Animal Save

4. LandMorph
1 Dirt Shape
2 Pastry
3 Sand Stream
4 Stone Sculpt
5 Encase
6 Dirt Jet
7 Wood Shape
8 Rock Tool
9 Clay Jet
10 Wood Wall
11 Plant Guard
12 Stone Jet

24.9.1 Wilderness

1 – Cloister
Time to Cast: 2 R
Resist Check: special
Target: caster
Duration: 2 + 1/F M
Area: caster
Effect: hides in undergrowth

When the caster casts this spell, the undergrowth about him moves to hide his presence. It requires at least a 5d6 check vs PER for others to notice the caster during the spell's duration.

2 – Land Sound
Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 M
Area: 1 + .5/F met radius
Effect: distance hear

The caster places his ear to the ground and hears any large movements within the area of effect, such as groups of horses, giant creatures, and hordes of people. He will be able to tell their distance within 10% and their general direction.

3 – Plant Pass
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F M
Area: special
Effect: undergrowth moves aside

All undergrowth in physical contact with the target of this spell moves aside, allowing the target to pass through without hindrance.

4 – Hold Life
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: stops life functions

The caster need not breathe nor perform any bodily functions. No poisons or potions can take effect while this spell is active.

5 – Land Smell
Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: 2 + 1/F' radius
Effect: enhanced smell

The caster's sense of smell is enhanced so that he can detect, by smelling the ground and the plants nearby, which creature or creatures have passed since the last rainfall. He can learn the general type of creature and approximately how long ago it passed.

6 – Speed Run
Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: caster
Effect: run fast

The caster faces the direction he wishes to travel, concentrates, and then casts this spell. Slowly, he begins running in that direction. Steadily picking up speed, he is soon traveling 50% faster than his normal maximum running speed. He stays in this trance as long as the spell lasts and he comes to no obstacles, such as roads, rivers or buildings. He can travel around trees and through underbrush without difficulty.

7 – Cold Blood
Time to Cast: 3 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 4 + 2/F hours
Area: targeted creature
Effect: resist cold

This spell slows blood flow and increases its heat bearing capacity. The target of this spell can survive temperatures 80 degrees Fahrenheit colder than it could normally. This spell has little effect at normal or warm temperatures, but will make freezing temperatures feel comfortable.

8 – Wood Sense
Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: caster
Effect: sense by hearing

The sounds of the woods and the plains are well known to the caster. This spell lets him use these sounds to detect motion about him. This is equivalent to seeing by the light of a full moon, but is effective in total darkness. Rain, explosions, or other loud, persistent noises will negate this spell.

9 – Land Skim
Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: caster
Effect: ride fast

The caster sits facing the direction he wishes to travel, then he concentrates and casts this spell. Slowly, the plants pick him up and start handing him off in the chosen direction. Steadily accelerating, he is soon traveling at 60 mets per hour. He stays in this trance as long as the spell lasts, and he comes upon no obstacles like roads, rivers or buildings. He will be carried around trees and through underbrush without difficulty.

10 – Land Hold
Time to Cast: 1 M
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 4 + 2/F days
Area: targeted creature
Effect: hibernation

The target of this spell must be lying on the ground. The caster casts the spell and the target's body slowly sinks into the earth, in a trance-like state that requires neither air nor food. At the termination of the spell, the body is brought back to the surface and begins to breathe normally. This spell arrests all poisons and diseases.

11 – Land Way
Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 2 hours
Area: caster
Effect: seeks location

The caster recalls a place he has previously memorized (having noted such to the GM) and casts this spell. If that location and his current location are on the same landmass, however distant, the caster is pulled in the direction of the memorized location at 40 mets per hour.

12 – Land Port
Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: magically moves

The caster recalls a place he has previously memorized (having noted such to the GM) and casts this spell. If that location and his current location are both on the same landmass, however distant, a whirlwind of dirt and sand gathers up the caster, and teleports him to the memorized location, where he emerges from the whirlwind.

24.9.2 Animal Form

1 – Animal Form

Spell Rank:	1 – 12
Time to Cast:	4 R
Resist Check:	none
Target:	caster
Duration:	1 hour
Area:	caster
Effect:	change to animal

This spell allows the caster to take the form of a land animal. In this form, he takes on all of that animal's attributes and abilities. As a butterfly, raven, sharze, torgon or grazzoon he can fly. As an ulrich, he can burrow beneath the ground. As a horse he can speed over the land. He does retain his normal mental facilities, but can not make the proper gestures for spell casting, or wielding human weapons. He can discard the shape and return to his own at any time before the duration expires by expending one divine unit.

Most of these creatures are described in the creature listings.

1) slug	a small mollusc with a single DP
2) gazern	a small reptile with six legs and big eyes
3) bush	non-mobile plant
4) butterfly	a one DP flying insect
5) raven	a flying creature
6) horse	a running beast
7) ulrich	a burrowing mammal
8) tree	another non-mobile plant
9) tiger	a carnivore of the cat family
10) sharze	a dangerous flying mammal
11) torgon	a strange flying eating machine
12) grazzoon	a flying lizard with a deadly song

24.9.3 Land Life

1 – Animal Kind
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 6 + 3/F M
    Area: LOS 300'
    Effect: see land creatures

The caster sees a blue glow around any creature who resides primarily on land. The strength of the glow indicates the general health and life force of the creature.

2 – Animal Call
    Time to Cast: 1 M
    Resist Check: 3d6 vs WIL negates
    Target: caster
    Duration: 1 M
    Area: 250 + 50/F' radius
    Effect: calls forth land creature

Any land creature within the area of effect, that is willing or fails the RC, approaches the caster. The creature will stay for at least one minute.

3 – Animal Send
    Time to Cast: 4 R
    Resist Check: 4d6 vs WIL negates
    Target: LOS 5'
    Duration: special
    Area: single land creature
    Effect: send to location

The target of this spell must be a non-intelligent land creature. The caster recalls a location he has previously memorized (and informed the GM at the time) and casts this spell. If the creature is willing or fails the RC, it must go to that location. The creature is released from the spell when it arrives.

4 – Animal Heal
    Time to Cast: 1 M
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: instantaneous
    Area: single land creature
    Effect: cures

Touching any land creature, intelligent or not, the caster cures it of 2d6 of lost damage points. This will not cure lizards, since they are considered marine creatures.

5 – Animal Find
    Time to Cast: 1 M
    Resist Check: 4d6 vs WIL negates
    Target: LOS 10'
    Duration: 6 + 3/F M
    Area: singe land creature
    Effect: creature finds object

The caster visualizes an object for which he is searching. Then he gets the attention of a land creature (possible using one of the spells in this group) and casts this spell. If the creature knows the location, he leads the caster to the object.

6 – Animal Sing
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 10 + 5/F M
    Area: hearing
    Effect: speak to animal

The caster can speak and be understood by any land creatures within hearing. How the creatures react is totally up to them and their capacity to understand what is told them.

7 – Animal Mail
    Time to Cast: 1 M
    Resist Check: 4d6 vs WIL negates
    Target: LOS 10'
    Duration: special
    Area: single land creature
    Effect: sends message

The caster gets the attention of a land creature and then casts this spell. If the creature is willing or fails the RC, it will listen to the caster for up to one minute. The caster recalls a previously memorized location, and the creature travels there to the best of its abilities. When it reaches its target, the recorded message is played back.

8 – Animal Ride
    Time to Cast: 1 M
    Resist Check: 4d6 vs WIL negates
          Target: LOS 10'
        Duration: special
            Area: single land creature
          Effect: hitch a ride

After getting a land creature's attention, and it is willing or fails the RC, this spell causes the creature to allow the caster to ride it to a memorized location. Obviously, the creature needs to be big enough and capable of hauling the caster for this spell to be effective.

9 – Animal Eyes
    Time to Cast: 3 R
    Resist Check: 4d6 vs WIL negates
          Target: LOS 10'
        Duration: 20 + 10/F M
            Area: single land creature
          Effect: see through land
                   creature's eyes

Cast on an attentive land creature that is willing or fails the RC, the caster is empowered to see through its eyes for the duration of the spell.

10 – Animal Tale
    Time to Cast: 5 R
    Resist Check: 4d6 vs WIL negates
          Target: LOS 10'
        Duration: special
            Area: single land target
          Effect: see creature's memory

After getting a land creature's attention and casting this spell, the caster gets a vision of one event in which he is interested, if the creature is willing or misses its RC and witnessed the event in question.

11 – Animal Fury
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
          Target: LOS 60 + 20/F'
        Duration: 2 + 1/F M
            Area: 50 + 20/F' radius
          Effect: enrages land creature

Casting this spell and pointing toward a target will cause all willing land creatures (or those that fail the RC) within the area around the target, to attack the target for the duration of the spell.

12 – Animal Save
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
          Target: touch
        Duration: 6 + 2/F hours
            Area: single land creature
          Effect: let it breathe water

Touching a land creature and casting this spell allows it to breathe underwater for the duration of the spell with no ill effects.

24.9.4 LandMorph

1 – Dirt Shape

Time to Cast:	3 R
Resist Check:	none
Target:	touch
Duration:	none
Area:	single small object
Effect:	creates object

The caster cups sand, dirt or clay in his hands, visualizes a shape, then casts this spell. The material forms into that shape. It is normal dirt, but in the shape the caster desires. If broken, the shape crumbles to dust.

2 – Pastry

Time to Cast:	2 R
Resist Check:	none
Target:	touch
Duration:	permanent
Area:	1 + 1/F pounds
Effect:	changes plants to pastry

The caster holds plant material in his hands and casts this spell. It changes to a light and savory pastry, both tasty and filling.

3 – Sand Stream

Time to Cast:	1 R
Resist Check:	4d6 vs AGI negates
Target:	20 + 10/F' line
Duration:	2 + 1/F R
Area:	target creatures
Effect:	blinds things

The caster points in a direction, and a strong stream of sand spouts from his hand. If directed at an opponent's unprotected eyes, he must make the RC or be unable to see for 1d4 rounds.

4 – Stone Sculpt

Time to Cast:	3 R
Resist Check:	none
Target:	touch
Duration:	none
Area:	single small object
Effect:	creates object

The caster holds dirt, sand or clay in his hands, visualizes a shape, then casts this spell. The material in his hands forms to the shape and turns into a rock. It is normal rock, but in the shape the caster desires. If broken, it changes back into the material it was created from.

5 – Encase

Time to Cast:	2 R
Resist Check:	none
Target:	touch
Duration:	4 + 2/F hours
Area:	1' radius
Effect:	encases non-living objects

After placing any non-living object on the ground amidst grass or underbrush, the caster casts this spell. The plants move to form a strong, two inch thick mesh about the object, which obscures and restrains it.

6 – Dirt Jet

Time to Cast:	1 R
Resist Check:	4d6 vs STR negates
Target:	30 + 15/F' line
Duration:	2 + 1/F R
Area:	targeted creatures
Effect:	knocks down things

The caster points in a direction, and a very strong stream of dirt spouts from his hand, striking anything in its path. Any creatures hit by the stream that fails the RC is forced backward ten feet and knocked to the ground.

7 – Wood Shape

Time to Cast:	1 M
Resist Check:	none
Target:	touch
Duration:	permanent
Area:	special
Effect:	shapes wood

The caster holds a piece of wood, which can weigh no more than 20 pounds, and visualizes a shape, and casts this spell. The wood assumes the shape the caster visualized. If broken, the item reverts to a broken piece of wood.

8 – Rock Tool

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: none
Area: single small object
Effect: creates object

The caster cups dirt, clay or sand in his hands, visualizes a shape, then casts this spell. The material forms that shape and turns into a hard metal. It has the strength and properties of hard iron, but in the shape the caster desires. If broken, it changes back into the material from which it was created.

9 – Clay Jet

Time to Cast: 1 R
Resist Check: 5d6 vs AGI negates
Target: 30 + 15/F' line
Duration: 2 + 1/F R
Area: targeted creatures
Effect: encase things
in clay

The caster points in a direction, and a very strong stream of wet clay spouts from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC is encased in the clay and is treated as if "grappled to hold." If it fails to break free within two minutes, it may suffocate (GM's discretion).

10 – Wood Wall

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: permanent
Area: 6 x 20 + 10/F' wall
Effect: creates a wall

This spell causes a large, one foot thick wall of wood to appear in the area the caster defines with a sweep of his hand. It remains until destroyed normally.

11 – Plant Guard

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 20 + 10/F M
Area: single living target
Effect: creates armor

The target of this spell must be standing in grass or underbrush at the time of the casting. The plants form a two inch thick layer around the target that is as effective as chain mail. The target can breathe normally through the plant armor.

12 – Stone Jet

Time to Cast: 1 R
Resist Check: 5d6 vs AGI halves
Target: 40 + 20/F' line
Duration: 2 + 1/F R
Area: targeted creatures
Effect: 6d6 damage

The caster points in a direction, and a stream of sharp rocks shoot from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC suffers 6d6 damage points.

Chapter 25

Ra – The Bearer of Light

25.1 Domain

Bringer of light and reason to the world, Ra is followed by those seeking to build order from a world of darkness and chaos.

25.2 History

"Ra was first, and he shall be last . . .," chant his worshippers during one of their ceremonies. Before the advent of the universe, all its parts floated in endless darkness and chaos. Chaos, in its randomness, spawned a light, and that light was called Ra. Ra beheld the universe and saw he alone held intelligence. He pondered his purpose of existence and concluded that he existed to bring order out of chaos.

He started by creating the twelve great **Laws of Order** to govern how light, darkness, matter, and ether interacted. He created places, called planets, where his creations could live. He created the other gods to govern, each to a purpose. He and his servants created all vegetable and animal life on these planets, and set them the task to help him bring order to every aspect of their existence.

Originally, he walked the surface of **Torandor** among men, helping them learn the ways of order. He showed them how to build, which materials to use, which methods were best. About a thousand years after the beginning of recorded history, he gathered all men and all gods and set to work on the **Superi**, the great device that would allow the gods to pass on to the next plane of existence. When the moment came to activate the device, but he was betrayed by Rudri as she tried to grasp the power of the Superi for herself.

The other gods looked on in horror as Ra and Rudri battled in the heavens above them. Ra managed to eject her from the Superi, but at a great cost; the vessel was hopelessly damaged, and he was trapped within. Any attempt to move would cause it to explode, destroying not only him but the planet and even the very star system with him. He projected his image to the other gods, told of his fate, and warned them to stay clear. Forever.

It is foretold that once order has been brought to the universe, his imprisonment will end as he and his creations perish. They will pass on to higher plane of existence, to begin their task anew.

25.3 Motivation

"Upon Pillars of Light,
the World of Order is built . . ."

Holding off the end of time in the chaos of non-existence, the followers of Ra ever strive to force order and consistency on the world around them.

25.4 Aspects

Ra projects but one aspect: his true form. He is a man, about 12 feet in height with bronzed skin, very short blond hair, and blue eyes. He wears a leather harness resplendent with jewels and precious metals.

Ra most often appears to correct misapprehensions and to protect and aid his followers. He often assists in organizing opposition to those who follow the ways of darkness. Most of his powers are projected from the damaged Superi, and manifest themselves as beams of light with varying effects.

25.5 Structure of the priesthood/Temple

There are no special classes or groups within the house of Ra. When decisions must be made, all the priests and any interested followers gather for a **Sighting of Truth**. The priest to speak last at the previous Sighting begins. He states the facts as he knows them, the conclusions he can draw from them, then yields the floor to another. Anyone may interrupt between speakers to propose a course of action and call a vote. Each priest and follower has one vote.

25.5.1 Organization

Each priest chooses the duties that best suit him within the **Solarium**, Ra's house of worship. All tasks are of equal importance. The priests do have a ritualistic order of tasks that specifies who needs to work or communicate with whom.

25.5.2 Requirements

Prospective priests need nothing more than a quick mind and a willing heart. There are no age, sex, or race restrictions on whom may serve in the light of Ra. A prospective priest enters the Solarium's sanctum and announces that he is willing to serve. Any interested priests then gather about and ask the devotee questions designed to test his mental agility. If the attending priests are satisfied, they present the devotee an ankh and declare him a priest of Ra.

25.5.2.1 Apprenticeship

From the day a devotee enters the priesthood, he is considered a full priest. The only restriction is that he cannot leave the Solarium until he demonstrates his holiness in the sight of Ra by casting his first spell. He may then venture into the outside world. This usually takes about one year of study and basking, but some have done it in as few as four months, while others have lived out their lives within the Solarium.

25.5.2.2 Initiation

The day the priest casts his first spell is called his **Day of Awakening**. On this day he is given gifts by the other priests. Common items include holy symbols, towels, tanning oils, leather harnesses, and transparent crystals and lenses. The priest then hosts a celebration feast within the Solarium, attended by all his friends and relatives. He exits the Solarium with much ceremony and is taken on a tour of the area's eating and drinking establishments by his closest friends. The priest drinks and eats free, as it is a stroke of good fortune to host a priest on the day of his awakening.

25.5.2.3 Duties

Outside the Solarium, the priests of Ra are well known as skilled builders and workmen. The priests labor long and hard on the   creation and maintenance of public buildings, temples, bridges, and other large structures. The continued existence of these places is mandated by their desire for order and consistency.

Within the Solarium, work is needed to maintain the kitchens, baths, offices, teaching rooms, and worship areas. These areas must be staffed, supplied and operated.

The Solarium also provides support for outside constructions. Prefabrication of building sections and the complex task of procuring and allocating supplies occupies many priests and devotees. Supervising and controlling the large slave laborer corps used outside the Solarium is also necessary.

Their work on public places earns the Solarium a hefty income in payments, taxes, and donations. The priests of the Solarium are well known as philanthropists and do not hesitate to use their wealth to promote their theology and support those who espouse Ra's ideals.

25.5.3 Functions

Since any priest may preside over any ceremony, and any holy office, there are no permanent assigned functions. Over time some priests may become more skilled at some functions than others, but none of these functions are permanent.

25.5.4 Advancement

Since there is no order of ranks or seniority within the Solarium, there is no formal advancement. When a priest performs above and beyond the call of duty, however, his fellow priests may award them titles of honor. Such honorariums are used as titles, which precede their names, and include words such as "Master," "Learned," "Savant," and "Enlightened."

25.5.5 Dogma

"Bringing Order from Chaos
Reveals the Divine Enlightenment . . ."

Believers in Ra strive mightily to uphold his twelve **Laws of Order**. They attempt to bring these rules to all sentient beings, and give all the opportunity to uphold them.

I	Thought alone exists in the Realm of chaos.
II	Light and Darkness are but manifestations of Thought.
III	Matter and Ether are brought into order by Light.
IV	Matter is the container for the form of all objects.
V	Ether holds together the substance of all objects.
VI	Physical attributes of objects are manifested by matter.
VII	The probability of existence is manifested by ether.
VIII	Objects devoid of matter decay into chaos.
IX	Objects devoid of ether discure into chaos.
X	Life is but thought that has clothed itself in a mortal shell of ether and matter.
XI	Death is the end of Thought. The shell that was the body no longer has a function.
XII	The end of all Thought spells the end of Creation.

25.5.6 Traditions

Only priests and devotees are allowed within the Solarium. Slaves, without exception, are barred from entering, as are those who do not make obeisance to Ra. Other land is often purchased by the Solarium to house the large slave labor force that assists the priests in their construction duties.

25.5.6.1 Clothing

Desirous of the touch of Ra upon them, his followers wear little clothing. Within the confines of the Solarium, they wear nothing, except perhaps an ankh on a silver or gold chain. Outside the Solarium, the wear as little clothing as is practical, usually settling for a loincloth and a leather harness. Followers of Ra **NEVER** wear head

coverings of any sort, since they believe that this would hide them from the presence and knowledge of Ra.

25.5.6.2 Appearance

Followers of Ra favor a simple, utilitarian appearance. Little jewelry and no makeup is the rule. All body hair is cut short, or shaved off altogether. Ra's followers believe that the tone of their skin shows their piety, so his followers bask often to get the deepest tan possible.

25.5.6.3 Speech and Gestures

The speech patterns of the devotees of Ra vary little from the general populace. As to content, followers of Ra are considered truthful and direct about their intentions.

When priests choose their vocations, they are then referred to by vocation, e.g., "Builder Donard," "Cleaner Yellan," "Supplier Helt," etc. Vocational titles are sometimes preceded by honorifics if the priest has been honored by his fellows.

25.6 Worship

25.6.1 Sacrifices

Ra does not demand or condone the chaos that results from the sacrificial destruction of wealth, creatures, or humans. Such is not done by his followers.

25.6.2 Donations

Followers of Ra who wish to show their devotion can do so either by direct donations of wealth, or by volunteering to become temporary **devotees** within the Solarium, to assist the priests.

25.6.3 Obligations

Followers of Ra are under no physical obligations to the Solarium. Ra accepts and condones those who would worship him outside the bounds of institutional religion. It does take a special personal sacrifice or quest to use the power of Ra if not a member of a Solarium.

25.6.4 Penance

Those who sin in Ra's eyes, by condoning or advancing the cause of Chaos, must accomplish twice the amount of construction as they did destruction. They must personally perform these tasks, as set by a priest of the Solarium, not by proxy or wealth.

25.6.5 Advice

Any devotee may ask an audience of any priest for information and advice. These meetings are held in strict confidence, and the priest is obligated not to reveal what he hears.

25.7 Holidays & Feast Days

The priests of the Solarium celebrate the days of the nearest and farthest approach of Onra. The nearest approach is called **The Sun's Guard** and the farthest recession is called **The Sun's Return**. These celebrations involve many stylized dances and much food and wine.

25.8 Relationship to Other Deities

The priests of Ra often employ members of T'or's **Sirma** guard to protect the priests working outside the Solarium. Also troops assigned from the Enclave are assigned to guard Solariums in wild or hostile territory. Besides simple payment, the priests of Ra also assist the T'or Enclave to repair and maintain their buildings.

25.9 Magical Abilities

Priests of Ra have four spell groups that allow them to bring order to the world. They acquire their spell energies from Ra through the Encorporate spell, and thus do not regain DU from rest like other spell casters. Many spells require the caster to be "in the sight of Ra," i.e., in sunlight.

All spells of Ra are concerned with the change of states of matter, light and ether. Each spell group is one type of transformation.

```
                    <-- Decompile ---     MATTER
                    ---- Compile --->
        LIGHT
                    --- Encorporate -->
                    <-- Discoporate ---   ETHER
```

Compile spells allow a priest to use different types of light to affect living and non-living matter. **All Compile spells require sunlight to function.**

Decompile spells allow a priest to break matter down into its component parts, creating light and other effects.

Discorporate spells enable a priest to change ether into various manifestations of light.

Encorporate spells enable a priest to change light energy into the ether required to power their magics. **Encorporate spells require sunlight to function**.

1. Compile	2. Decompile	3. Discoporate
1 Scald	1 Beam Talk	1 Ankh
2 Light Pen	2 Dark Sleep	2 Bright Sight
3 Sunburst	3 Beam Sight	3 Brilliant Flash
4 Reflect	4 Dark Pain	4 Truce
5 Boil	5 Beam Port	5 Disclose
6 Nova	6 Dark Lock	6 Prism
7 Focus	7 Sun Talk	7 Spot Light
8 Ignite	8 Enlighten	8 Repulse
9 Super Nova	9 Sun Sight	9 Daytime
10 Sun Mark	10 Rainbow	10 Enrage
11 Sun Blind	11 Sun Port	11 Squelch
12 Sun Strike	12 Hold Day	12 Vegetate

4. Encorporate
1 Encorporate 1
2 Encorporate 2
3 Encorporate 3
4 Encorporate 4
5 Encorporate 5
6 Encorporate 6
7 Encorporate 7
8 Encorporate 8
9 Encorporate 9
10 Encorporate 10
11 Encorporate 11
12 Encorporate 12

25.9.1 Compile

1 – **Scald**
  Time to Cast: 1 R
  Resist Check: none
  Target: none
  Duration: 1 M
  Area: 10 + 5/F' line
  Effect: hot blast of air

  The caster's outstretched hand discharges a hot (200 degrees Fahrenheit) blast of air. This doesn't cause any damage, but may be very distracting. This spell can only be cast in the sight of Ra.

2 – **Light Pen**
  Time to Cast: 2 R
  Resist Check: none
  Target: touch
  Duration: 1 M
  Area: single surface
  Effect: burns in words

  The caster's finger tip becomes a writing instrument which can write by burning on the surface of any non-living, burnable object. This spell can only be cast in the sight of Ra.

3 – **Sunburst**
  Time to Cast: 1 R
  Resist Check: 4d6 vs AGI negates
  Target: LOS 40 + 10/F'
  Duration: 1 R
  Area: single target
  Effect: heat ray

  When this beam strikes its target, the target suffers 2d6 damage points of. This spell can only be cast in sight of Ra.

4 – **Reflect**
  Time to Cast: 2 R
  Resist Check: none
  Target: none
  Duration: 4 + 2/F M
  Area: 4' radius circle
  Effect: creates mirror

  The caster waves his hand in a circle in front of him, and a mirror forms. The mirror remains centered on the caster's open palm and reflects all light energies. This spell can only be cast in the sight of Ra.

5 – **Boil**
  Time to Cast: 2 R
  Resist Check: none
  Target: touch
  Duration: 3 M
  Area: 2 + 1/F gals liquid
  Effect: boils liquids

  The caster immerses his hand within the liquid and casts this spell. The maximum temperature is 212 degrees Fahrenheit (water's boiling point), so the liquid may boil, if appropriate. The caster's hand is not harmed by the boiling liquid, and the liquid begins to cool normally once the caster withdraws his hand. This spell can only be cast in the sight of Ra.

6 – **Nova**
  Time to Cast: 1 R
  Resist Check: 5d6 vs AGI negates
  Target: LOS 60 + 15/F'
  Duration: 1 R
  Area: single target
  Effect: bigger heat ray

  When this beam strikes its target, that target suffers 4d6 damage points. It can only be cast in the sight of Ra.

7 – **Focus**
  Time to Cast: 1 M
  Resist Check: none
  Target: touch
  Duration: 1 H
  Area: 1' radius
  Effect: cooks things

  This spell bends and focuses Ra's energies to a precise point, heating the indicated spot to a temperature of 450 degrees Fahrenheit. The heat buildup is slow, and living creatures can easily avoid damage. This spell can only be cast in the sight of Ra.

8 – Ignite

Time to Cast:	2 R
Resist Check:	none
Target:	LOS 30 + 15/F'
Duration:	instantaneous
Area:	single point
Effect:	ignites flammable materials

A beam of light leaps from the caster's outstretched fingers and hits the target point. If the target is flammable, it ignites. The flame is treated as normal, not magical, and causes no direct damage to any living creatures. This spell can only be cast in the sight of Ra.

9 – Super Nova

Time to Cast:	1 R
Resist Check:	6d6 vs AGI negates
Target:	LOS 60 + 15/F'
Duration:	1 R
Area:	single target
Effect:	even bigger heat ray

When this beam strikes its target, and it fails the RC, it suffers 8d6 points of damage. This spell can only be cast in the sight of Ra.

10 – Sun Mark

Time to Cast:	1 R
Resist Check:	4d6 vs AGI negates
Target:	touch
Duration:	instantaneous
Area:	single target
Effect:	brands target

This spell allows the priest to use the energy of the sun to burn an permanent ankh-shaped brand onto any creature or flammable material. The brand is about six inches high and causes 1d2 damage points when applied. This spell can only be cast in the sight of Ra.

11 – Sun Blind

Time to Cast:	2 R
Resist Check:	5d6 vs HEA negates
Target:	LOS 10 + 5/F'
Duration:	1 R
Area:	single target
Effect:	blinds

The unfortunate target of this spell will have his sight permanently destroyed if it fails the RC. The target must have visual organs. This spell can only be cast in the sight of Ra.

12 – Sun Strike

Time to Cast:	2 R
Resist Check:	5d6 vs HEA halves
Target:	LOS 100 + 30/F'
Duration:	1 R
Area:	20 + 10/F' radius
Effect:	biggest heat ray

The unfortunate targets of this spell suffer the **Gaze of Ra**. They are burned by his gaze, suffering 10d6 damage points if they fail the RC. All their possessions must check against fire or be destroyed. This spell can only be cast in the sight of Ra.

25.9.2 Decompile

1 – **Beam Talk**
Time to Cast: 2 R
Resist Check: none
Target: LOS 1 met
Duration: 10 + 5/F R
Area: special
Effect: sound along
a light beam

A faint beam of light leaps from the caster's hand. Sound is transmitted along the beam in both directions whenever it encounters solid matter. The caster can use this to talk to anyone he can see without being overheard. Mirrors and lenses may be used to redirect the beam.

2 – **Dark Sleep**
Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: LOS 30 + 15/F'
Duration: special
Area: single target
Effect: induces sleep

If the target fails the RC, he falls into a deep, trance-like sleep. He can be awakened if exposed to sunlight or with an Awaken spell.

3 – **Beam Sight**
Time to Cast: 2 R
Resist Check: none
Target: LOS 1 met
Duration: 10 + 5/F R
Area: special
Effect: sight along
a light beam

A faint beam of light leaps from the caster's hand. Vision is transmitted along the beam in both directions whenever it encounters solid matter. The caster sees what is visible from the other end of the beam. Mirrors and lenses may be used to focus and direct the beam.

4 – **Dark Pain**
Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 15/F'
Duration: special
Area: single target
Effect: induces pain

If the target fails the RC, he experiences constant, crippling pain, which prevents any action other than movement at quarter speed. The effect lasts until he is exposed to sunlight.

5 – **Beam Port**
Time to Cast: 2 R
Resist Check: none
Target: LOS 1 met
Duration: instantaneous
Area: self
Effect: teleport along
a light beam

A faint beam of light leaps from the caster's hand. The caster dematerializes, then rematerializes where the beam encounters solid matter. The beam may be manipulated with mirrors or lenses.

6 – **Dark Lock**
Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 15/F'
Duration: special
Area: single target
Effect: petrify

If the target fails the RC, his flesh hardens into a rock-like substance. He stays in this form until exposed to sunlight, and suffers no damage from the experience . . . unless dropped or broken.

7 – **Sun Talk**
Time to Cast: 3 R
Resist Check: none
Target: special
Duration: 20 + 10/F R
Area: caster
Effect: long distance talk

The caster visualizes someone he knows whom he wishes to speak with. If he and the other person are in the sight of Ra, they can talk as if they were next to each other.

8 – Enlighten

Time to Cast:	3 R
Resist Check:	none
Target:	LOS 20 + 10/F'
Duration:	4 + 2/F M
Area:	10 + 5/F' radius
Effect:	opens path to Ra

The caster points at the ceiling and casts the spell. It, and any intervening material (other than Teresium), up to 100 + 50/F' deep, becomes transparent, leaving the caster in a pool of sunlight.

9 – Sun Sight

Time to Cast:	3 R
Resist Check:	none
Target:	special
Duration:	10 + 5/F R
Area:	caster
Effect:	long distance sight

The caster visualizes someone he knows whom he wishes to see. If both he and the other person are in the sight of Ra, they can see each other as if they were next to each other.

10 – Rainbow

Time to Cast:	4 R
Resist Check:	none
Target:	none
Duration:	1 hour
Area:	1 met radius
Effect:	stops rain

This spell works in any rain which is less than a storm. The caster motions toward Ra, casting this spell. The rain stops and the clouds part, revealing Ra.

11 – Sun Port

Time to Cast:	5 R
Resist Check:	none
Target:	caster
Duration:	instantaneous
Area:	memloc
Effect:	teleports

The caster recalls any place he has memorized and casts this spell. If his present location and his destination are in the sight of Ra, he dematerializes, then rematerializes at his destination. He cannot bring more than he can carry, or any other living creatures.

12 – Hold Day

Time to Cast:	6 R
Resist Check:	none
Target:	the sun
Duration:	20 + 10/F minutes
Area:	1 met radius
Effect:	delays sunset

This spell bends the light of Ra around the planet, delaying the setting of the sun. The image of Ra sits on the horizon for the duration of the spell. When the spell ends, darkness falls suddenly.

25.9.3 Discorporate

1 – Ankh
    Time to Cast: 1 R
    Resist Check: 3d6 vs CSE negates
          Target: 30 + 10/F'
        Duration: 2 + 1/F M
            Area: 1 + .5/F' radius
          Effect: creates ankh image

The caster creates a white glowing image of an ankh at any point within range. The ankh makes undead creatures hesitate for one round if they fail the RC.

2 – Bright Sight
    Time to Cast: 2 R
    Resist Check: 4d6 vs PWR negates
          Target: touch
        Duration: 10 + 5/F M
            Area: single target
          Effect: headlights

The target's eyes project a yellow cone of light 50 feet long and up to 10 feet wide. This light simply illuminates and cannot affect or blind.

3 – Brilliant Flash
    Time to Cast: 1 R
    Resist Check: 4d6 vs PER negates
          Target: creatures in area
        Duration: 1 R
            Area: 20 x 10' cone
          Effect: temporary blindness

This casting temporarily blinds an opponent with a brilliant flash of white light under most lighting conditions (GM's discretion). The flash can be seen for mets.

4 – Truce
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
          Target: LOS 20 + 10/F'
        Duration: 10 + 5/F R
            Area: single target
          Effect: pacifies enemy

An enemy struck by this spell will cease attacking the caster and his compatriots. The target can defend himself, and will listen to what the caster says while the spell is in effect. A gentle, orange glow illuminates the target while this spell is in effect.

5 – Disclose
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL activates
          Target: touch
        Duration: instantaneous
            Area: single target
          Effect: cancels mind magic

The caster touches his intended target, who becomes illuminated by a gentle, cyan glow. If the target makes RC, all mind-affecting magic controlling him is cancelled.

6 – Prism
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
          Target: LOS 20 + 10/F'
        Duration: 6 + 2/F R
            Area: single target
          Effect: splits image

Violet light illuminates the target, which then blurs and splits into two to six images (1d6, ignore a result of one). The spell prevents any viewers from knowing which image is the real target. All the images which are not the target look, move and respond like the target, but have no substance.

7 – Spot Light
    Time to Cast: 1 R
    Resist Check: 4d6 vs CSE negates
          Target: 40 + 15/F'
        Duration: 4 + 2/F M
            Area: 10 + 5/F'
          Effect: creates spotlight

The caster points to a specific spot, and a white spotlight shines from above him to the place he has pointed. Any undead creatures must make the RC or flee in terror.

8 – Repulse

Time to Cast:	1 R
Resist Check:	5d6 vs STR negates
Target:	LOS 30 + 10/F'
Duration:	1 R
Area:	single target
Effect:	throws target 60 + 20/F' away

The target is hit by a beam of blue light emanating from the caster's outstretched hand. If the target fails the RC, he is flung directly away from the caster. The distance thrown is proportionate to the target's weight; the distance listed is that for a normal human male.

9 – Daytime

Time to Cast:	2 R
Resist Check:	4d6 vs CSE negates
Target:	caster
Duration:	6 + 4/F M
Area:	30' radius
Effect:	creates daylight

An area about the caster is bathed in full sunlight. Any undead creatures caught in this light must make the RC or be destroyed.

10 – Enrage

Time to Cast:	2 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 30 + 10/F'
Duration:	6 + 3/F R
Area:	single target
Effect:	angers target

The target is bathed in a fierce red glow. If he fails the RC, he is gripped by a sudden, strong rage which override his intellect and forces him to wildly attack random targets for the duration of the spell.

11 – Squelch

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 20 + 10/F'
Duration:	6 + 3/F R
Area:	single target
Effect:	stops use of magic

The target is illuminated by an indigo glow. If he fails the RC, all his magic temporarily fails. Items are useless, potions ineffective, and spell casting impossible. The magic returns when the spell expires.

12 – Vegetate

Time to Cast:	2 R
Resist Check:	4d6 vs PWR negates
Target:	60 + 20/F'
Duration:	10 + 5/F R
Area:	15' radius
Effect:	stops voluntary movement

All creatures within the area of this spell that fail the RC cannot make any voluntary motions. A gentle green glow illuminates the area of effect.

25.9.4 Encorporate

1 – **Encorporate**
    Spell Rank: 1 – 12
    Time to Cast: special
    Resist Check: none
    Target: caster
    Duration: none
    Area: caster
    Effect: replenishes DU

This spell, unlike all others, requires no DU to cast. The priest uses it to replenish his spell energies while basking in the sun. He needs to find a place where he can remain undisturbed while casting. This takes two hours on a clear day, and eight on a completely cloudy day. If it is raining or storming, this spell will not work. At the end of the casting time, the caster gains DUs equal to the Encorporate rank cast.

Chapter 26

Rudri – Dweller of the Dark

IMPORTANT:

It is highly recommended that only actors be priests and priestesses of Rudri in your game or campaign. Adventurers of this faith are too disruptive to other adventurers to work together. This priesthood is presented only to act as source for opposing actors.

26.1 Domain

Often called **The Abandoned One**, Rudri lives among her children on Jaern. She uses her followers to subvert and destroy the works of man, and of the gods, who enslave the world with stagnation and order. Her followers name her the **Mother of Change**, the **Consort of Pain**, and the **Mistress of Delight**.

26.2 History

Rudri was once the consort of Ra. A scant thousand years after finding **Torandor**, the gods attempted to construct the **Superi**, a device to capture the energies of the sun to power their magics and to pass to the next higher plane of existence. Hovering far above Torandor, Rudri and Ra worked to activate the device while the other gods watched from the safety of their divine domicile.

Realizing that success could mean the end of their sojourn of power over the masses who worshiped them, Rudri determined to grasp the power and rule alone. When the crucial moment came, she fought Ra to gain control of the Superi. She had not counted on the strength and determination of her husband, however. Ra counter-attacked and drove her from the vessel. The Superi was heavily damaged in the battle, and Ra was trapped within, forever. He could never leave it and survive, but he could harness a small portion of its energy to project his image to his brethren gods, and tell them of his consort's betrayal.

The other deities hunted down the treacherous goddess, banished her to the surface of Torandor, and stripped her of her divine powers. They hoped she would eventually weaken and die, like the pathetic mortals about her. But little did they understand her resourcefulness and her follower's love for her. Upon presenting herself to a priest of one of her temples, she discovered she could renew her powers by feeding on the very life forces of these petty mortals. One after another, they volunteered their energies and their lives to restore her to her godly station, as do many of her followers, today.

26.3 Motivation

"Reality Is what I believe . . .
      and what I in Chaos Forge."

Not satisfied to let the world go by, the followers of Rudri are driven to be the ones at the helm. They'll go to any lengths to further the causes of change, adversity and chaos.

26.4 Aspects

Unlike the other gods, Rudri has no choice but to spend her time among mortals. Her favorite guise is that of a beautiful woman, in her middle twenties. She stands six feet tall and usually dresses in black silks and leather. Her pale complexion contrasts with her deep green eyes and chestnut hair. Her long nails are painted black, and she wears nothing in the way of jewelry or metal of any kind.

She demands instant obedience from her followers. Those who displease her often meet their ultimate demise, sacrificed to her life force.

She will occasionally reward her faithful followers by granting them favors. Anyone touched in this way is forever changed.

26.5 Structure of the Priesthood/Temple

Rudri's priests are solitary creatures called **Hirudo**. Each hirudo must live by draining the life force and vitality from living creatures of the surrounding area. A hirudo will rarely tolerate the presence of another hirudo within their parish whom is not a member of their own **sangilo** or blood line. Each hirudo is only responsible to the hirudo whom created them, and to Rudri herself.

26.5.1 Organization

The hierarchy of hirudo is based entirely on power, both the hirudo's personal power and the power of his **sangilo**. Any hirudo whom creates another hirudo is extending his *sangilo*. This river of blood has many branches and tributaries, but all trace back to Rudri at the source.

When two hirudo meet, they often resort to combat if they do not know one another. Since a hirudo is immune to the draining abilities of other hirudo, the contest is usually physical. The losing hirudo sometimes becomes a slave of the winner, but most often, the winner drains the loser's life force, sending him on to real death.

A hirudo can die when it takes too much physical damage, or when it has gone too long without feeding, and

the last of its life force is consumed. When this happens, it disintegrates to a fine silvery dust, and the hirudo is irrevocably gone. This dust is a sought after component of much necromatic magic.

26.5.2 Requirements

When a hirudo tires of a completely solitary existence, he sometimes searches his parish looking for a companion. This person must be one whom is healthy of mind and body, able to stand up to entering the **Brotherhood of Darkness**. Once a prospective companion is found, he must be enticed to the cause of Change, for a human must be completely willing to survive the gift.

The change that takes place in becoming a hirudo is absolute. The hirudo's humanity is left behind. His past life and experiences do nothing to prepare him for his existence as a hirudo. Not even the followers of Rudri are adequately prepared to understand or deal with the experience of being a hirudo. *All hirudo buy their spell abilities at triple cost, regardless of their origin.*

26.5.2.1 Apprenticeship

Not yet a hirudo, the applicant is shown the benefits of Change and the power that comes with it. If he is scared off at this stage, they are usually released, as they have no real knowledge of whom the hirudo is, or who he might serve.

26.5.2.2 Initiation

Once the applicant has shown willingness and embraces the catechism of Change, he is led to his patron's Obliette. There, the truth is revealed to him . . . he is to become a creature of dark, and his mistress is the goddess Rudri. If he rejects this the hirudo must kill him.

If he accepts this, he and his patron go through a ceremony in which life force is exchanged and he is given the Gift of Darkness. Only the hirudo realizes what happens at this ceremony, for no human has witnessed it and lived. The applicant, now very weak, is brought out of the Obliette, and his patron assists him in his first feeding.

*The creation of another hirudo is very draining on his patron as well. The patron loses 10% of his total experience which he has accumulated over his lifetime. The new hirudo receives one half of these points, which he must immediately spend on hirudo spells. In particular, the new hirudo **MUST** buy **Encure** to at least rank one in order to survive.*

Since Rudri is the goddess of chaos, the GM figures out randomly what spells and skills are lost from the patron hirudo. An acceptable way to do this is to roll d20 on the following table, and then determine how much of the result is randomly lost. Repeat this until 10% of the hirudo's experience has been utilized.

```
 1 - 5  Damage Points
 6 - 8  Skills
 9 - 14 Hirudo Magic groups
15 - 16 Elemental Magic groups
17 - 20 Combat, Grapple and Missile Modifiers
```

The newly created hirudo immediately looses all other divine magic, as other deities will not tolerate supplying magic to priests of the goddess of chaos. The unfortunate nomad accepting being a hirudo violates all they once lived for, and looses all their incants. The experience used to buy these lost abilities is part of the price of becoming a hirudo and is lost.

26.5.2.3 Duties

Like Rudri herself, her priests' prime directive is to survive. This overrides any other causes, ideas, or morals. Having been cast out of the company of the gods and acceptance of society, the downfall of that society is the hirudo's priority. Creativity in methods has long been a trademark of Rudri and her followers. The death of key people at strategic times, controlling and influencing the right people, and insulating themselves in roles that they play for years before turning and causing havoc, are all viable methods to reach their goal. Many hirudo use this opportunity of having to remove a person to satisfy their thirst for life force.

26.5.3 Functions

Hirudo must first attend to their day-to-day needs to maintain themselves. While they seem undead, they do possess the life force of their victims, and are, strictly speaking, living creatures. But to maintain this life, they must acquire life force regularly from other living creatures in the area they claim as, "their parish." Most hirudo need to feed at least every third day, and more frequently in times of great exertion. They must learn to balance their need against the life of the parish, for if they drink too heavily of the life about them, it will fail and they will be forced to move elsewhere or die.

If a hirudo finds itself in a situation where it can not feed, it will eventually fall into a deathlike coma, indistinguishable from death. He will become more and more dried and corpselike, and eventually expire, turning to dust. How long a hirudo can exist in this coma state depends on the power of the hirudo. *After its last feeding, a hirudo falls into this coma after the number of days equal to one tenth his rating. He can survive in this coma for the number of days equal to twice his rating before turning to dust.*

Establishing a very secret and hidden **Obliette** deep beneath the ground, each hirudo retreats there during the daytime to sleep and rest until nightfall. While resting there, the hirudo is at his most vulnerable.

The clever hirudo often cultivates the myths of the holy mother among the common folk of his parish, and use their fears to make them volunteer a portion of their life force to appease Rudri and her hirudo.

Outside these needs, most hirudo seek ways to disrupt the order about them, to force change. Any organization or order, caused by humans or gods, must be eliminated.

26.5.4 Advancement

When two hirudo combat, the winner feeds on the life force of the loser. During the combat, the draining abilities of both hirudo are ineffective to their opponent. At the point of death, all the life energy contained by the loser is then absorbed by the winner. The loser turns to dust and is gone. Any other hirudo enslaved to the loser become property of the winner. These slaves become part of the victor's sangilo, loosing their own heritage.

Patron hirudo may tire of the charges they create, and may release them whenever to go their own way. A hirudo who frivolously creates many new hirudo, passing on the Gift of Darkness without thought or care, is thought an aberration and is hunted down and exterminated by other hirudo and worshipers of Rudri.

A hirudo gains nothing by destroying any hirudo descendent from him, regardless of the number of generations removed that hirudo may be. In contrast, a hirudo does benefit from destroying its patron. This is yet another reason for the cautious hirudo to hesitate before creating other hirudo frivolously.

The ultimate advancement for any hirudo is becoming the Rudri incarnation. Rudri maintains a delicate balance between allowing a hirudo to become powerful enough to serve her to his fullest, and becoming powerful enough to destroy her. Occasionally a hirudo gains enough power to challenge her reign. Most such opponents fail in their attempt and are destroyed.

26.5.5 Dogma

"Darkness Cloaks Our Weakness,
    and Makes Us Strong!"

The worshippers of Rudri see darkness as the great equalizer. All are the same when cloaked by the night. The Children of Mother Rudri remind the creatures of day of their mortality and cure them of their overconfidence.

They abhor dealing with ordinary life in the daylight. But they do so, realizing that they need the shroud of night to give them the strength and power to oppose the creatures of light.

26.5.6 Properties

When a person becomes a hirudo, certain physical changes occur that make them different from the rest of mankind. They do not regain divine units like other priests, but must wrest them from others using the Encure spell. Certain substances in some foodstuffs react badly with their recycled blood. Hirudo cannot eat chocolate, lemons, cinnamon or basil without developing allergic reactions. Being out of the sun and underground most of the time, they are at least slightly pale. In fact, direct sunlight is very uncomfortable for them. Sunlight also hampers their magical abilities, preventing them from using priestly spells above rank three when directly exposed.

In the unusual circumstance of a hirudo becoming an undead creature, they retain all their hirudo abilities and powers. However, they require even more sustenance to maintain their life-like state, regaining only one half (rounded down) the number of DU when using the Encure spell to drain others.

26.5.7 Traditions

Secrecy is the strongest tradition of the followers of the Ways of Darkness. A balance of piety and fear hold Rudri's followers enthralled in her grasp. Each knows that if his worship should become know, it could easily be the cause of his death. Rudri's followers have been prosecuted and hunted since the dawn of recorded history.

26.5.7.1 Appearance

Followers of Rudri affect no distinctive or different clothing, appearances, speech or gestures in an attempt to go unnoticed among the multitudes.

26.6 Worship

Worship is never given to Rudri openly, or by groups larger than a single family. Individual followers go to dark, lonely places, either alone or with immediate relatives. He sings Songs of Darkness and prays to Rudri, giving thanks for the darkness that enshrouds his weaknesses and asks for guidance along the path of the holy.

Periodically the followers of Rudri within a Hirudo's parish will supply the priest by choosing a sacrifice . . . a living victim to leave restrained outside their village during the night. By supplying such tribute, the followers supply the hirudo's need and lower the chance that they are next on the menu. Such a congregation of worshippers will often be on the lookout for outsiders whom will not be missed to play the central role in such a sacrifice, but when none are to be found, they will sometimes choose one of their own by lot or chance to placate their god and the hirudo.

26.6.1 Donations

If a worshipper is especially blessed, he may be visited by a hirudo. The hirudo may give him the Kiss of Darkness, allowing them to donate a portion of their life force to the hirudo, and indirectly to Rudri. Followers pray this sacrifice will appease Rudri's hunger, protecting them from the random attacks of the hirudo.

While the Hirudo will normally feed by partially or completely draining Rudri's followers, any human or living creature will do in times of need. Hirudo find the life force of sentient creatures far more satisfying and will only resort to animals when in dire need.

26.6.2 Sacrifices

Asking assistance of Rudri or showing great piety requires sacrifices of greater measure. Followers have been known to present their children to the hirudo to appease the goddess. In despair or religious zeal, some followers will even give up their entire life force to the hirudo, hoping to earn favor in the next world.

26.7 Relationship to other deities

Followers of Rudri often appear to outwardly worship other deities, but they cannot actually believe another dogma if they are true to Rudri. They can never become priests of other deities, or participate fully in worship services without revealing their secret.

26.7.1 Magical Abilities

Priests of Rudri have four spell groups that allow them to bring chaos to the world. Hirudo acquire their spell energies from their victims with the Encure spell, and thus do not regain DU from rest like other spell casters.

All spells of Rudri concern the change of states of matter, darkness and ether. Each spell group is one type of transformation.

```
          <-- Decay  ---          MATTER
          ---- Forge --->
Darkness
          --- Encure  -->
          <-- Discure ---         ETHER
```

Forge spells allow the hirudo to manipulate and form darkness to affect matter and creatures, living and dead.

Decay spells allow the hirudo to drain attributes from living creatures and transmute them into powers of darkness to aid their form. To use any of these spells, the hirudo must first successfully grapple his victim "to hold." Once held, the hirudo may then drain the victim with the appropriate Decay spell.

Discure spells enable the hirudo to use ether to mold darkness around himself, creating several magical effects.

Encure spells enable the hirudo to change life force into ether that powers their magics. This spell also requires the hirudo to grapple its victim, like the Decay spells.

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1. Decay
 1 Drain Strength
 2 Drain Knowledge
 3 Drain Health
 4 Drain Language
 5 Drain Will
 6 Drain Memories
 7 Drain Life Force
 8 Drain Intelligence
 9 Drain Youth
10 Drain Faith
11 Drain Units
12 Drain Identity

2. Forge
 1 Extinguish
 2 Gloom
 3 Conceal
 4 Ombroteni
 5 Ombromenso
 6 Dim
 7 Opacity
 8 Crepuscule
 9 Ombrodolor
10 Muck
11 Ombrovivo
12 Corruption

3. Encure
 1 Encure 1
 2 Encure 2
 3 Encure 3
 4 Encure 4
 5 Encure 5
 6 Encure 6
 7 Encure 7
 8 Encure 8
 9 Encure 9
10 Encure 10
11 Encure 11
12 Encure 12

4. Discure
 1 Tenebrous
 2 Dark Veil
 3 Obscure
 4 Shroud
 5 Cloak
 6 Ombraresan
 7 Shade
 8 Guise
 9 Ombrosildo
10 Shadow
11 Eclipse
12 Obmrovetur

26.7.2 Decay

1 – Drain Strength
Time to Cast:	1 R
Resist Check:	none
Target:	held/special
Duration:	special
Area:	single target
Effect:	drains STR

While grasping a held target, the hirudo uses this spell to temporarily drain STR from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all STR checks made by the hirudo are made at one die less than normal. Any STR checks made against the hirudo (e.g., breaking a grapple hold) are made at one die more than normal. The victim regains one STR point per full day of rest.

2 – Drain Knowledge
Time to Cast:	2 R
Resist Check:	none
Target:	held
Duration:	special
Area:	single target
Effect:	steals knowledge

The hirudo concentrates on one item of information he believes his target possesses. At the conclusion of the spell, if the target knows what the hirudo seeks, the hirudo gains this knowledge, and the victim forgets it. The victim can recover the lost information mind by using appropriate magic or mental disciplines (GM's discretion).

3 – Drain Health
Time to Cast:	2 R
Resist Check:	none
Target:	held/special
Duration:	special
Area:	single target
Effect:	drains HEA

While grasping a held target, the hirudo uses this spell to temporarily drain HEA from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all HEA checks made by the hirudo are made at one die less than normal. Any victim drained below four HEA points cannot move or perform voluntary actions. The victim regains one HEA point per full day of rest. Any victim drained to zero points dies from natural causes.

4 – Drain Language
Time to Cast:	3 R
Resist Check:	none
Target:	held
Duration:	special
Area:	single target
Effect:	drains language

The hirudo concentrates on one particular language while casting this spell. The ability to speak, read, write, and understand the language is passed from the victim to the hirudo. The hirudo maintains this ability for one full day. At the end of this day, the victim will regain his abilities in this language over the next week.

5 – Drain Will
Time to Cast:	2 R
Resist Check:	none
Target:	held/special
Duration:	special
Area:	single target
Effect:	drains WIL

While grasping a held target, the hirudo uses this spell to temporarily drain WIL from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all WIL checks made by the hirudo are made at one die less than normal. Any victim drained below four WIL points will blindly follow any commands given them. The victim regains one WIL point per full day of rest.

6 – Drain Memories
Time to Cast:	2 R
Resist Check:	none
Target:	held
Duration:	permanent
Area:	single target
Effect:	drains memories

The hirudo concentrates on a period of time, no shorter than five minutes and no longer than one day. All the victim's memories of that time period are transferred to the hirudo, as if they had been his own. The victim remembers nothing of the time period, and can only recover these memories through the proper magic or mental disciplines (GM's discretion).

7 – Drain Life Force
Time to Cast:	3 R
Resist Check:	none
Target:	held
Duration:	4 + 2/F H
Area:	single target
Effect:	borrows life force

The hirudo transfer's the victim's life force to his own body temporarily, making the hirudo seem fully alive and normal. The victim appears to be an undead creature, pale of skin, and susceptible to light and any spells affecting the undead, for the duration of the spell.

8 – Drain Intelligence

Time to Cast:	2 R
Resist Check:	none
Target:	held/special
Duration:	special
Area:	single target
Effect:	drains INT

While grasping a held target, the hirudo uses this spell to temporarily drain INT from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all INT checks made by the hirudo are made at one die less than normal. The victim regains one INT point per full day of rest.

9 – Drain Youth

Time to Cast:	3 R
Resist Check:	none
Target:	held
Duration:	permanent
Area:	single target
Effect:	transfers youth

This spell lowers the hirudo's age by 2d6 years, while his victim ages 1d20 years. The hirudo's body is cured of the ravages of time. Regular use of this magic can allow an hirudo to live indefinitely. The victim's age loss is irrevokable and irreversible by non-magical means.

10 – Drain Faith

Time to Cast:	4 R
Resist Check:	5d6 vs WIL negates
Target:	held
Duration:	permanent
Area:	single target
Effect:	drains faith

If the victim fails the RC, he sees his beliefs in higher beings and noble causes as false and invalid. The victim experiences severe self doubt. These beliefs may only be restored by the death of the hirudo who cast the spell.

11 – Drain Units

Time to Cast:	4 R
Resist Check:	none
Target:	held
Duration:	special
Area:	single target
Effect:	drains EU & DU

The victim of this spell loses all his current divine and elemental units, and must recover them in the ordinary manner. The hirudo does not gain these lost units.

12 – Drain Identity

Time to Cast:	4 R
Resist Check:	none
Target:	held
Duration:	4 + 2/F days
Area:	single target
Effect:	steals identity

The hirudo takes on all the knowledge, memories and mannerisms of his victim for the duration of the spell. The victim lies in a vegetable-like coma, while the hirudo may act like the victim at will. At the end of the duration, the victim wakes up and experiences a short period of disorientation, while the hirudo loses the identity he stole.

26.7.3 Forge

1 – Extinguish

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 60+ 20/F'
Duration:	instantaneous
Area:	targeted flame
Effect:	extinguishes flame

A single torch or small fire is snuffed, preventing it from producing light.

2 – Gloom

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	LOS 60 + 20/F'
Duration:	10 M
Area:	single target
Effect:	darkens mood

This spell casts a shadow across the target's mind. If he fails the RC, he becomes morose, pessimistic, and slightly angry.

3 – Conceal

Time to Cast:	1 R
Resist Check:	4d6 vs PWR negates
Target:	LOS 60 + 20/F'
Duration:	20 + 10/F M
Area:	single target
Effect:	conceals target

Shadows converge to conceal the target. It cannot be in direct sunlight, and must be willing or fail the RC. If the shadows are obviously out of place, they may not go unnoticed.

4 – Ombroteni

Time to Cast:	1 R
Resist Check:	4d6 vs STR negates
Target:	LOS 40 + 15/F'
Duration:	1d4 M
Area:	single target
Effect:	entangles targets

If the target fails the RC and is not in direct sunlight, he is entangled in tendrils of darkness which prevent him from moving, taking physical actions, or casting spells for the duration of the spell.

5 – Ombromenso

Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 10'
Duration:	1 week
Area:	single target
Effect:	clouds issue

The hirudo casts this spell by staring into the eyes of the target and saying, "You are confused about . . .." If the target fails the RC, he will be confused and undecided about the stated issue. He will NOT realize he is enspelled.

6 – Dim

Time to Cast:	2 R
Resist Check:	5d6 vs PWR negates
Target:	LOS 10'
Duration:	1d4 hours
Area:	single target
Effect:	partial blindness

The hirudo causes darkness to form within the target's eyes. If the target fails the RC, his vision is reduced such that he can only see bright lights and vague shadows in the daylight, and nothing in twilight or darkness.

7 – Opacity

Time to Cast:	1 R
Resist Check:	2d6 vs PWR negates
Target:	LOS 80 + 30/F'
Duration:	10 M
Area:	single object
Effect:	darkens glass

Any mirror, window, crystal sphere, or other glass object that fails the RC darkens and becomes opaque for the duration of the spell. This will even block sunlight from entering through windows, and prevents light spells from reflecting off mirrors.

8 – Crepuscule

Time to Cast:	2 R
Resist Check:	5d6 vs WIL negates
Target:	LOS 20 + 10/F'
Duration:	30 + 15/F M
Area:	single target
Effect:	incapacitates target

This spell places its target into a corpse-like state. Their breathing slows almost to a halt, their body temperature plummets, they become unconscious, and their limbs become rigid.

9 – Ombrodolor

Time to Cast:	1 R
Resist Check:	5d6 vs HEA halves
Target:	LOS 50 + 25/F'
Duration:	instantaneous
Area:	single target
Effect:	inflict 6d6 damage

A black beam of concentrated darkness emanates from the caster's fingertips and strikes his target. A damaging cold instantly freezes the blood in the target's body, causing him great pain. If he fails the RC, he suffers 6d6 damage points, and cannot take any actions for 1d6 rounds. If he makes the RC, he suffers half damage.

10 – Muck

Time to Cast:	4 R
Resist Check:	special
Target:	LOS 60 + 30/F'
Duration:	1 M
Area:	10 + 5/F' radius
Effect:	traps targets

The target of this spell must be standing on soft earth or sand for this spell to succeed. This spell causes the ground beneath the target's feet turns into a disgusting, semi-fluid muck that attempts to suck the target down to his death.

During the first round of casting, anyone caught in the area who makes a 5d6 RC vs AGI is able to jump clear of the spell. During the next round, the targets are sucked downward and may attempt a 5d6 RC vs STR to escape. On the third round, the RC is 6d6 vs STR and the fourth round 7d6 vs STR. If they do not escape before the end of the fourth round, they are totally submerged and die.

At the end of the duration, or if the caster is interrupted at any time before the spell is complete, the ground returns to normal, interring anyone submerged in the former muck.

11 – Ombrovivo

Time to Cast:	3 R
Resist Check:	6d6 vs PWR negates
Target:	touch
Duration:	1d4 H
Area:	single target
Effect:	hides life

If the target fails the RC, he becomes unconscious, cold, and nearly non-breathing. His life force is suppressed and undetectable, and he is susceptible to anything which affects the undead.

12 – Corruption

Time to Cast:	3 R
Resist Check:	6d6 vs HEA alleviates
Target:	touch
Duration:	special
Area:	single target
Effect:	gives deadly sickness

The target of this spell is in deep trouble. If he fails the RC, he contracts a deadly, painful, messy disease which is fatal in one to three days. If he makes the RC, he contracts a sickness that causes him to heal at half his normal rate and is incurable by any non-magical means.

26.7.4 Encure

1 – **Encure**

Spell Rank:	1 – 12
Time to Cast:	special
Resist Check:	none
Target:	touch/hold
Duration:	one
Area:	caster
Effect:	drains life force

Being the method the hirudo gains spell energy, this spell does not cost the hirudo to cast. After successfuly grappling to hold, the hirudo touches the victim's skin and begins to feed. The hirudo converts his target's life force into spell energy. The rank of the Encure spell is how many DUs the hirudo gains and how much **Life Force** is drained from the victim. If the victim reaches zero Life Force, it dies and its spirit or soul is consumed, preventing any advancement into the afterlife or attempts to resurect. If the hirudo stops feeding before death, the victim is unable to use any magical abilities, create any nomadic incants, or heal naturally in any way way until it has recovered its full Life Force.

26.7.5 Discure

1 – Tenebrous
Time to Cast: 1 R
Resist Check: none
Target: self
Duration: 1d4 M
Area: 20 + 10/F' radius
Effect: shades caster

All plants in the area attempt to sway their branches or fronds to shade the caster. Curtains close, shades lower, louvers turn, and doors slam shut of their own volition if it would block the light.

2 – Dark Veil
Time to Cast: 1 R
Resist Check: none
Target: self
Duration: 2 + 1/F H
Area: caster
Effect: blurs features

The caster's features become blurred and indistinct. Unless carefully examined, the caster's face cannot be recognized by onlookers. A person specifically requesting to memorize the features of the caster must make a 5d6 vs PER check (rolled by the GM). If it fails, he will believe he succeeded, but will unable to remember the face later.

3 – Obscure
Time to Cast: 1 R
Resist Check: none
Target: self
Duration: 10 + 5/F M
Area: 30 + 10/F' radius
Effect: raises fog

The caster can use this spell to quickly form an obscuring mist about himself if the humidity is at least 20%, or he is near a swamp, river, or other body of water. The mist is stationary once cast and can be disturbed by air movement.

4 – Shroud
Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 4 + 2/F H
Area: self
Effect: shields from sunlight

This spell creates a four inch thick field of darkness about the hirudo, visible to others as an unnatural shade. The shroud blocks the effects of direct sunlight, and allows the hirudo to cast spells above rank three while in sunlight. It must be cast before entering sunlight.

5 – Cloak
Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: masks life force

The caster appears not to posses any divine magical abilities when probed by magical detection spells.

6 – Ombraresan
Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: repairs damage

The hirudo collects the powers of darkness to renew and repair his broken body. Casting this spell allows the hirudo to regain 3d6 lost damage points, or reverse the effect of one critical hit upon himself.

7 – Shade
Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 20 + 10/F M
Area: self
Effect: become immaterial

The caster of this spell becomes a dark, immaterial, but visible, ghost-like figure. He is unable to be affected by physical attacks but is subject to magical effects. The caster can cause no physical effects without the assistance of magic. An hirudo in this guise cannot use Encure or Decay spells to draw power from others.

8 – Guise
Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 6 + 3/F H
Area: self
Effect: change guise

This spell enable the hirudo to appear to be someone else. The hirudo visualizes a humanoid form of approximately his size and casts this spell. It will not deceive anyone who touches the hirudo, but by then it may be too late.

9 – Ombrosildo

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: shield of darkness

A four inch thick shield of darkness surrounds the hirudo, making him impervious to all beam and light-based spells. He appears to others as a dark moving figure.

10 – Shadow

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 60 + 30/F M
Area: self
Effect: becomes immaterial

The hirudo changes to an immaterial, invisible form that can pass through any obstacles. While he can faintly see the material world, he can not effect it, or be effected by it using any physical or magical means.

11 – Eclipse

Time to Cast: 4 R
Resist Check: none
Target: special
Duration: 10 + 5/F M
Area: 1 met radius
Effect: night falls

The hirudo calls upon darkness and an enormous dark mass forms far above his head, blocking out sunlight and causing a false nightfall.

12 – Obmrovetur

Time to Cast: 4 R
Resist Check: none
Target: memloc
Duration: instantaneous
Area: self
Effect: teleports

The hirudo recalls any place he has previously memorized. If that place and his current location are completely in darkness, he instantly moves there.

Chapter 27

Scrogg – Lord of Sensual Pleasure

27.1 Domain

The Master of Pleasure and The Slave of Desire are the two most common titles given to the god Scrogg.

27.2 History

Only this deity has his origins occur during recorded history. During the early 74th century, in the city of Aldeberon on the planet Torandor, a priest of Orus plotted to gain power by starting his own sect of worshipers. This priest searched nearby alleys until he found an unconscious drunk. Dragging him to the new shrine, the priest enthroned him as "Scrogg." Well, this drunk didn't last long, dying soon afterwards. The priest went back to the streets, found another derelict, and proclaimed him the newest incarnation of the god Scrogg. The priest was on to a good thing. As high priest of the new emerging religion, he had riches, fame, followers, and all the women his tongue could handle. This deception was continued, scrogg after scrogg, by this priest and his descendants for many generations.

Several hundred years later, after the destruction of Torandor, on the newly colonized planet Jaern, the presiding priest of Scrogg discovered something most strange. While executing his duty initiating a new acolyte into the priesthood, his physical prowess seemed magically augmented. The initiation ceremony lasted for two hours, and at its conclusion the priest was still ready for more. Then he realized that the vast number of worshipers had indeed begun to give the "false" god Scrogg the power to grant his priests magical abilities.

As you can well imagine, the priest rushed to show his fellow priests and priestesses what he could accomplish, with the aid of Scrogg's power. They earnestly and devotedly spent time experimenting with this growing power. The next years were exciting ones for the priesthood. They were everywhere, teaching the peoples of the ways of Scrogg. For generations afterwards, the people honored and celebrated the coming of Scrogg.

27.3 Motivation

"The means always justify the Screw"

Realizing that the afterlife is just an amplification of the worldly existence, Scrogg's followers will go to any length to get that which they most desire, pure physical sensual pleasures.

27.4 Aspects

Scrogg may manifest himself/herself in many forms, but they all have one thing in common that makes them instantly recognizable. His male manifestations always have enormously oversized sex organs, and the female forms always look like they could counterbalance a fleet of ships. Clothing is a rarity, cosmetics are usual, and Scrogg will almost never finish an appearance without satisfying his/her desire at least several times.

27.5 Places of Worship

The variety of actual buildings housing congregations of Scrogg worshipers is large. They tend to acquire large buildings with a lot of open space, as centrally located within large cities and towns as possible. The most impressive temples are large cylindrical shaped towers, such as those in Karfelon, Pelicon and Mungar. Regardless of its shape, these temples are called **The Erection** by Scrogg's priests and followers, and quite a few less complimentary names by those whose property value has plummeted around these temples.

27.6 Structure of the Priesthood/Temple

More concerned with the pleasures of the body than with the petty political games which obsess most priesthoods, the priests of Scrogg do not take holy offices like other priests. Their organization is totally driven by dominance and submissiveness of the priests to one another and to outside parties. The most dominant priests of the Erection are chosen by popular vote of the priests and form a group referred to collectively as the **Scrogg's Left Testicle**.

At any one time the leader of the Erection of Scrogg is the one who has sexually dominated the most priests, acolytes, slaves and farm animals, within the Erection. He or she is nominally the head of **Scrogg's Left Testicle** and referred to as Scrogg's Holy Organ, or **The Organmaster**.

The ranking of the priests within the Erection is very volatile, changing from day to day. Any priests which submits to the emotional and physical domination of any other priest becomes subordinate in order to that priest. This weeding of the weak usually results in an Organmaster of great domination and power.

One thing can be admired about these priests is their great truth of purpose. No motivation other than true lust can drive the actions and reactions of these priests to others.

27.6.1 Requirements

To enter the priesthood, an applicant must enter the temple, naked, and present themselves at the main alter, prepared to be used by anyone there whom wishes. The applicant must give freely of themself for a period of one full week to any whom asks. At the end of this time, the applicant is conscripted into apprenticeship.

27.6.1.1 Apprenticeship

Each acolyte must learn of the rigorous disciplines of the Erection. The four disciplines encompass the physical, the mental, the emotional and the spiritual. This apprenticeship lasts for one calendar year, where they must spend at least 50% of their time under the tutelage/slavery of a priest or priestess, fulfilling their or others needs as directed.

27.6.1.2 Initiation

Four tests are given. One test for each discipline which is setup and administered by the members of the Left Testicle. A special room is set aside, and the acolyte is stripped, anointed with holy lubricants and led to this room. Believing this is where the tests are to occur, they are surprised as a secret door is opened, and someone bids them to leave. Each time the scenario is different, but each time they are lead into one event after another, believing they have been stolen or dragged from the Erection, and each situation they encounter is actually carefully choreographed by the elders of the Erection to test their knowledge of the ways of Scrogg, and their physical stamina.

Most initiations will involve one other person, a priest playing a role, who gets emotionally involved with the acolyte, who ends up appearing to die. The kicker of the test is usually the acolytes willingness to give the dying (or dead) priest one last holy worldly experience. These actions are replayed by the priest to the board of elders who then decide if the acolyte is worthy to hold the organ of Scrogg.

27.6.1.3 Duties

While most of the priests would be content to spend all of their time within the Erection expanding their sensual horizons, they are duty bound to leave the Erection and spread their message to the general populous. They must spend at least 50% of their time outside the Erection, in intercourse with the general populace, spreading their messages, techniques and their bodies to those willing to embrace Scrogg's message and anything else warm and moving.

27.6.2 Advancement

Each Priest creates a sash from the pubic hair of those whom they have congressed in some manner. These confrontations can be of any style, but must be verified by other members of the erection. The length of this sash indicates the relative experience of the priest. The members of the Left Testicle usually employ a number of slaves to carry the length of their sash, to prevent it from being soiled.

27.6.3 Dogma

"It is more holy to receive than it is to give…"

The worshipers of the Scrogg believe that it is their destiny to experience as much pleasure as possible in this life, as they will be rewarded one-hundred-fold in the afterlife. As each passes on, they believe that they become one with their god, initiated into everlasting life by an act of fornication with the god himself. Each worship lives for the day of being scrogged by his erectedness.

27.6.4 Traditions

Looked down upon by the populous at large, the priests and followers of Scrogg have learned to live with the discrimination and hatred which is often heaped upon them. Often victims of attacks and other cruelties, they struggle to maintain their dignity and pride in their rather unusual lifestyles. This oppressive atmosphere binds them closely together, so much that even while differing scroggites have widely divergent lifestyles, they always band together against the abuse and hatred of the unenlightened.

27.6.4.1 Appearance

Each follower attempts to cultivate a unique style that both identifies whom they are and the kinds of activities they will participate. An elaborate code has developed over the centuries where every piece of clothing, every scrap of jewelry and every stroke of paint has meaning. There are local variations in these meanings, but on the whole, any follower can identify the preferred activities of any other they meet.

27.6.4.2 Clothing

Silks and velvet are favorite fabrics for most clothing. Favorite colors seem to range from a deep purple to a light red or orange. The cuts of these robes are always unusual, and always reveal or allure to revealing much more to the public view. Unlike the followers of Ra, who find nudity to simply be ordinary and dull, these people use their robes to accentuate the sensuality of what they choose to reveal.

27.6.4.3 Speech and Gestures

The Scroggites have evolved a strange dialect of Paroli over time, resplendent with words portraying various physical activities. Their subtlety of meaning allows them to differentiate between thousands of different ways to express Replacements lust. A complex series of prefixes and suffixes allows them to specify most of the details of a carnal act with a single verb. But the uninitiated should be wary, the misuse of a single vowel sound can make the difference between a

soft caress and a brutal rape. This has been the source for endless confusion to the careless, and endless profit for resourceful playwrights and novelists.

27.7 Worship

The followers of Scrogg have no need for a special time for worship. Their every act of lust and fornication is affirmation of their faith in their god, and a realization of their true selves. However, when a large group of followers gather to celebrate an important event or occurrence, they will often invite outsiders to join them to share the lust and pleasure.

27.7.1 Sacrifices

While no material sacrifices are made by this sect, followers of Scrogg will show their approval, joy or respect for outsiders by presenting themselves to those they admire for their use and pleasure. The offer itself is sufficient to show proper respect, gratitude or admiration, its refusal is not looked down on. The public at large would look with disgust and derision to outsiders whom accept these offers.

27.7.2 Donations

As with all sects, money is what keeps the temple open. The Erections are no exceptions. Monetary donations are always welcome. Followers are expected to donate at least 100 silver pieces per year to the Erection, and the wealthy will always donate more. A family of modest means can be excused from 5 years of donations by giving a child of under ten years into the priesthood.

27.7.3 Obligations

As part of their service to their god, worshipers must assist their priests and priestesses in their duties. They do this by donating at least one day in ten to serving within the Erection. They present themselves, at dawn, at the entrance of the Erection, and the priests bring them within and make them available to all to be used, abused and bruised.

The Guild of Prostitutes successfully petitioned the Enclave of Tor to require those who enter the Erection to take use of the worshipers and/or priests to be registered members of the Erection, to prevent them from usurping the prostitute's livelihood.

27.7.4 Penance

When worshipers or priests commit the sins of purity or chastity, they can be called to account by **Scrogg's Left Testicle**. They speak their piece before the congregation. If the priests of the Left Testicle judge them guilty of these sins, they are denied Scrogg's pleasures by the application of a locking device which prevents them from any carnal pleasures for the period of the punishment. Extreme cases may involve being sold into slavery to the Followers of the Way of Chastity, an offshoot sect of Orus worshipers who strongly believe in strength through purity. More extreme cases can be sentenced by the priests to the removal of the appropriate organs, denying the wrongdoer perpetual life through holy union with Scrogg.

27.8 Holidays & feast days

To the followers of Scrogg, each day is a holy day. Since the first incarnation of Scrogg, there has been over 400 incarnations of the god. The day each was incarnated is a holy day for the followers whom most sympathize with that incarnations and his/her particular practices. Each day the number of the proper incarnations is posted, along with appropriate hymns and worship practices.

27.9 Relationship to Other Deities

Most of the other religions look down upon the followers and priesthood of Scrogg as a vulgar and low group. Only the Sanctum of Orus gives any legitimacy to the Scroggites, as they did start as a radical sect of Orus worshipers in the ancient past.

27.10 Magical Abilities

Priests of Scrogg have at their command four spell groups that allow them to experience and give pleasure of all degrees.

Physical spells allow the priest to see and meet the physical needs of those who must be pleasured.

Mental allows the priest to delve deeply into their own and other's minds, causing and understanding the motives of thought.

Emotional spells allowing control and perception of emotions allow the priest to manipulate himself and others for pleasure and pain.

Spiritual spells allow the priest to recognize, understand and captivates the spirits of those immaterial, animal, and supernatural.

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1. Physical
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2 Lubricate
3 Prevent Disease
4 Change Size
5 Stamina
6 Disrobe
7 Flexible
8 Bondage
9 Bend Over
10 Jello
11 Cure Disease
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5 Foreplay
6 Pillow Talk
7 Steal Orgasm
8 Astound
9 Impotence
10 Fidelity
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12 Distance Sex

27.10.1 Physical

1 – Stimulate
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F H
Area: single target
Effect: excites target

Any one creature that the caster touches while casting this spell becomes physically (sexually) excited. Any carnal acts will by 50% longer and more satisfying while under this spell. Multiple casting of this spell does not increase its effects.

2 – Lubricate
Time to Cast: 1 R
Resist Check: none
Target: 1 + 1/F'
Duration: permanent
Area: 1 + 1/F Oz
Effect: Creates Lubricant

Lubricant enables a priest of Scrogg to create extra amount of super-slick, Scrogg approved lubricant when needed.

3 – Prevent Disease
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: prevents disease

Prevent disease allows the caster to prevent the spread of diseases (especially the venereal type). The priest casts this spell and then touches the target. The target is unable to be diseased during the duration.

4 – Change Size
Time to Cast: 1 R
Resist Check: 3d6 WIL negates
Target: 20 + 5/F' LOS
Duration: 1 H
Area: 1 creature
Effect: changes organ size

With this spell a good scrogger can cause the sexual organs of his target to either become smaller or larger. Any organ can be increased or decreased by 50 + 10/F percent.

5 – Stamina
Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 3 + 1/F H
Area: 1 creature
Effect: go forever

Stamina allows the target to increase his sexual stamina. The priest will not become fatigued or pass out while engaged in any sexual activity.

6 – Disrobe
Time to Cast: 2 R
Resist Check: 4d6 vs STR negates
Target: 10 + 5/F'
Duration: instant
Area: 1 creature
Effect: lose clothing

Disrobe causes the target's clothing to fall to a heap at the target's feet. Magical clothing is immune from this effect.

7 – Flexible
Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 1 + 1/F H
Area: 1 creature
Effect: flexible body

Flexible allows the target to become extremely flexible, enabling feats of contortion normally unavailable to living creatures.

8 – Bondage
Time to Cast: 1 R
Resist Check: 4d6 vs STR negates
Target: 20 + 5/F'
Duration: 1 + 1/F H
Area: 1 creature
Effect: binds target

Bondage causes magical bonds (type specified by caster) to bind the target in the manner the caster chooses. The bonds can only affect the target. Anyone else is unable to see or feel the bonds. A person suspended from a ceiling hangs, but without discomfort or suffoctaion.

9 – Bend Over

Time to Cast:	3 R
Resist Check:	5d6 vs HEA negates
Target:	30 + 5/F'
Duration:	3d6 M
Area:	1 creature
Effect:	BOHICA

This spell causes any of the target's limbs which are touching the ground to stick to it. The target is then afflicted with severe stomach cramps, causing it to "bend over".

10 – Jello

Time to Cast:	4 R
Resist Check:	none
Target:	0
Duration:	4 R
Area:	10 X 30' cone
Effect:	Creates Jello

The caster can create up to a thousand cubic feet of jello. The Jello sprays forth from the casters finger in a cone. The flavor is selectable by the caster. Multiple flavors, colors and textures are possible if finessed. Jello is permanent and will melt as normal Jello would.

11 – Cure Disease

Time to Cast:	10 M
Resist Check:	4d6 vs HEA negates
Target:	special
Duration:	instant
Area:	1 creature
Effect:	cures disease

Cure Disease cures the target of all veneral or sexually transmitted diseases. The caster must be engaged in sexual activity with the target for the spell to succeed.

12 – Change Sex

Time to Cast:	10 M
Resist Check:	5d6 vs PWR negates
Target:	30 + 5/F'
Duration:	permanent
Area:	1 creature
Effect:	change target's sex

Change sex alters the target's sex into its opposite. All stats remain the same, physical attributes will be changed accordingly. Finesses allow changes that are less than total opposite (androgynes, hermaphrodites…)

27.10.2 Emotional

1 – **Lower Inhibition**
    Time to Cast: 1 R
    Resist Check: 3d6 vs CSE negates
    Target: 20 + 5/F'
    Duration: 1 H
    Area: 1 creature
    Effect: lowers inhibition

This spell causes the target to become more receptive to invitations to engage in carnal actions. If the target fails their RC, they would move one step on the scale of "Never!", "Probably not", "unsure", "maybe", "yes", "Right Now!". The effects of this spell are cumulative.

2 – **Detect Lust**
    Time to Cast: 1 R
    Resist Check: none
    Target: caster
    Duration: 5 + 5/F M
    Area: 50 + 10/F' radius
    Effect: see who's horny

This spell detects lust, sexual urges and excitement. The caster will be able to judge the exact state of excitement.

3 – **Paper Bag**
    Time to Cast: 1 R
    Resist Check: 3d6 vs WIL negates
    Target: touch
    Duration: 1 + 1/F H
    Area: 1 creature
    Effect: look like loved one

This spell forces the target to view his current partner as his most desired mate. Very useful when you lose your wolf-ugly-escape kit.

4 – **Afterglow**
    Time to Cast: 1 R
    Resist Check: 4d6 vs INT negates
    Target: touch
    Duration: 2 + 2/F M
    Area: 1 creature
    Effect: elation

The target of this spell feels satiated and lethargic. While physically undisturbed by others, he is unable to take any offensive actions for the duration of the spell.

5 – **Frustrate**
    Time to Cast: 2 R
    Resist Check: 4d6 vs CSE negates
    Target: 20 + 5/F'
    Duration: 24 + 12/F H
    Area: 1 creature
    Effect: can't have what want

The target of this spell convinces themselves that they cannot have what object or person they most desire, even if it is within their grasp. The target will unconsciously sabotage any attempt to possess what he desires while under this casting.

6 – **Want Animal**
    Time to Cast: 1 R
    Resist Check: 4d6 vs CSE negates
    Target: 20 + 5/F'
    Duration: 3d6 M
    Area: 1 creature
    Effect: target wants animal

The target of this spell is suddenly possessed with the overwhelming urge to have an animal. The first creature that the target sees that is not of his race MUST be had by the target.

7 – **Sex Aura**
    Time to Cast: 2 R
    Resist Check: 4d6 vs PER negates
    Target: 10 + 5/F'
    Duration: 10 + 5/F M
    Area: LOS
    Effect: target looks sexy

Anyone viewing the target is struck by the overt sexuality of the target. Almost all are at least a little excited by him, and most wish to have him.

8 – **Instill Fettish**
    Time to Cast: 3 R
    Resist Check: 4d6 vs WIL negates
    Target: 30 + 10/F'
    Duration: 1 + 1/F weeks
    Area: 1 creature
    Effect: instill fettish

The target of this spell gains a sexual fixation for a type of item of the caster's choice. While under this fixation, the target will have to make the 3d6 RC vs WIL each time he sees the item to avoid attempting having to immedietly acquire it.

9 – Insatiable
Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: special
Area: 1 creature
Effect: make insatiable

The target of this spell must immediatly start performing a carnal act with the nearest or most convient creature, person or item. He must continue this, and once each hour make a RC of 3d6 vs HEA or pass out. This spell stays in effect until he does finally pass out, at which time he will fall into a coma like sleep for at least 8 hours

10 – Redirect
Time to Cast: 1 M
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: 1 + 1/F days
Area: 1 creature
Effect: transfer emotions

The caster mentions two names to the target as he casts this spell. The targets emotions, positive or negative, toward these two people swap while this spell is in effect.

11 – Area Arousal
Time to Cast: 5 M
Resist Check: 4d6 vs CSE
Target: caster
Duration: 1 + 1/F H
Area: 30 + 10/F' radius
Effect: make horny

Everyone in the area get extremely aroused, attempting to satiate their carnel desires as quickly and noisely as possible.

12 – Black Balls
Time to Cast: 1 R
Resist Check: 6d6 vs WIL
Target: 50 + 10/F' LOS
Duration: special
Area: 1 creature
Effect: must have sex

If the target of this spell misses his RC, he cannot sleep, eat, or converse coherently with anyone until he performs a carnal act with someone whom he desired before the spell was cast. If the target has no libedo, the GM determines the reciepient of the target's lust randomly.

27.10.3 Spiritual

1 – **Detect Virginity**
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: special
Area: one target
Effect: detect virginity

When the caster touches his target, and that target is a virgin, the caster alone will hear a large gong sound.

2 – **Prowess**
Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F'
Duration: 1 H
Area: 1 target
Effect: aura of prowess

The target of this spell is endowed with an aura of "sexual prowess". If someone looking at the target fails a 3d6 vs CSE check, he or she will believe that the target would be good in bed.

3 – **Share Pleasure**
Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: 1000 + 250/F mets
Duration: 5 + 5/F M
Area: 1 known person
Effect: share pleasure

While casting the spell, the priest visualizes someone that he has memorized. When the spell is finished the priest will feel all pleasure that the target experiences. Additionally, if the target fails the RC (or is cooperative) the target will feel the priest's pleasure.

4 – **Wet Dream**
Time to Cast: 5 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10 + 5/F'
Duration: 1 dream
Area: 1 creature
Effect: cause wet dream

The priest casts this spell and then names a person or creature known to himself. The target's next dream will involve the named person or creature in a sexual context.

5 – **Detect Prowess**
Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 M
Area: 30 + 10/F' radius
Effect: detect experience

Using this spell, a priest can gauge the relative (to himself of course) sexual ability/experience of all creatures he can see within its area of effect.

6 – **Tickle**
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F H
Area: 2 + 2/F" radius
Effect: create errogenous zones

The spot touched by the caster becomes an errogenous zone.

7 – **Rejuvinate**
Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instant
Area: 1 creature
Effect: cure wounds

The priest casts this spell and then has sex with the target. The target heals 1d8 damage points. The healing takes place when the priest reaches the climax of his carnal activity.

8 – **Spirit Sex**
Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: 50 + 10/F' LOS
Duration: instant
Area: 1 creature
Effect: implant memory

While casting the spell, the priest thinks up a scenario involving himself and the target. The scenario must cover less than an hour of time. If the target fails the RC, they will believe the new memory to be real.

9 – **Revirginate**
  Time to Cast: 5 R
  Resist Check: 5d6 vs WIL negates
  Target: touch
  Duration: special
  Area: 1 creature
  Effect: forget sexual experienc

If the target of this spell fails its resistance check, he loses all memories of anything dealing with sex. The memories will return if the spells effects are successfully countered with a **Revokation** spell.

10 – **Sex Toy**
  Time to Cast: 5 R
  Resist Check: none
  Target: touch
  Duration: 1 + 1/F H
  Area: 1 object
  Effect: animate object

The target of this spell is animated and can be used for any sexual purpose that the priest instructs.

11 – **Dominance**
  Time to Cast: 5 R
  Resist Check: 5d6 vs WIL negates
  Target: 20 + 5/F'
  Duration: 1 + 1/F H
  Area: 1 creature
  Effect: dominate someone

For the duration of the spell, the target must do whatever sexual acts that the priests instructs. The target will not willingly attempt to leave the caster's side, but cannot be ordered to perform any acts of self injury.

12 – **Final Fling**
  Time to Cast: 1 M
  Resist Check: none
  Target: touch
  Duration: 1 H
  Area: 1 creature
  Effect: bring back to life

The caster targets the body of a creature that has died in the past week. The target is temporarily brought back to life for the duration of the spell or until the priest is done having sex with it (whichever is shorter).

27.10.4 Mental

1 – **Fondle**
    Time to Cast: 1 R
    Resist Check: none
        Target: 80 + 20/F' LOS
      Duration: 1 R
          Area: 1 creature
        Effect: grope at distance

By casting this spell, the priest can fondle someone with a mere glance.

2 – **Blab**
    Time to Cast: 1 R
    Resist Check: 3d6 vs CSE negates
        Target: touch
      Duration: 1 M
          Area: 1 creature
        Effect: answer questions

During sex, the priest can cast this spell and then ask three yes/no questions. If the target fails its RC, it must answer to the best of its ability.

3 – **Voyeour**
    Time to Cast: 1 R
    Resist Check: none
        Target: caster
      Duration: 1 + 1/F H
          Area: 1/4 mets
        Effect: see sexual acts

For the duration of the spell, the caster can see any sexual act within the area of effect. The caster is first given an image of the nearest act. He may if he wishes skip any image and go onto the next furthest out or back to any previous image.

4 – **Truth or Dare**
    Time to Cast: 1 R
    Resist Check: special
        Target: touch
      Duration: 1 H
          Area: 1 creature
        Effect: binding agreement

The priest casts this spell and then propositions someone with a yes/no question and a sexual task. Should the target refuse to answer the question truthfully, they cannot experience any pleasure until they do the task.

5 – **Foreplay**
    Time to Cast: 1 R
    Resist Check: 3d6 vs CSE negates
        Target: touch
      Duration: instant
          Area: 1 creature
        Effect: do foreplay

The target of this spell believes that he has already experienced foreplay from his sexual partner and is sexually elevated as if it had actually occurred.

6 – **Pillow Talk**
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL negates
        Target: touch
      Duration: 10 + 5/F M
          Area: 1 creature
        Effect: pump for information

While having sex with the target, the priest casts this spell. If the target fails its resistance check it must truthfully answer any questions the caster asks within the duration. After sex, the target forgets the questioning and the answering.

7 – **Steal Orgasm**
    Time to Cast: 1 R
    Resist Check: none
        Target: 20 + 5/F' LOS
      Duration: instant
          Area: 1 creature
        Effect: steal orgasm

The caster targets a creature which is about to have an orgasm. The priest then has the orgasm instead. The creature does not experience the orgasm.

8 – **Astound**
    Time to Cast: 1 R
    Resist Check: 4d6 vs WIL
        Target: touch
      Duration: 1 + 1/F H
          Area: 1 creature
        Effect: lose communication

The target of this spell is so astounded by his perception of the caster's sexual equipment that he goes into a state of shock and can not speak or communicate in any way for the duration of the spell.

9 – Impotence

Time to Cast: 1 R
Resist Check: 5d6 vs CSE
Target: 20 + 5/F'
Duration: 1 + 1/F days
Area: 1 creature
Effect: lose libedo

If the target fails his RC, he loses the desire, the ability and the pleasure of sex.

10 – Fidelity

Time to Cast: 2 R
Resist Check: 5d6 vs WIL
Target: 20 + 5/F'
Duration: permanent
Area: 1 creature
Effect: bind to partner

The target of this spell, upon failing its resistance check, will only want to have sex with its current partner.

11 – Sex

Time to Cast: 2 R
Resist Check: 5d6 vs INT
Target: touch
Duration: 1 + 1/F H
Area: 1 creature
Effect: thinks having sex

For the duration of the spell, the target will (if it fails its RC) believe that it is having sex with whatever the caster specifies at the time of casting.

12 – Distance Sex

Time to Cast: 5 R
Resist Check: 6d6 vs INT
Target: LOS
Duration: 10 + 5/F M
Area: 1 creature
Effect: mental sex

Once the target fails his RC, the caster is granted complete freedom to mentally violate the target in any way he wishes. The caster dictates sexual acts which both the caster and target then feel, see and hear, smell and taste. The target may respond mentally, but the caster is always in control. The target's body is immobile for the duration of the spell.

Chapter 28

Tarus – Librarian of the Gods

28.1 Domain

Often called "The Master Archivist," Tarus is the keeper of histories, and instigator of advances in physical sciences.

28.2 History

In the year 7812SF, when the **Kaaren of Destruction** landed on Jaern with the last survivors of Torandor, it also carried 50 priests from the temple of Tarus. They keenly felt the loss of their abandoned heritage.

While trying to salvage something, they discovered how to make the Kaaren's mechanical oracle divulge many of its secrets. The priests meticulously recorded everything they learned, then sought to apply the knowledge to their new home of Jaern. Over the next two centuries they invented a variety of mechanical helpers and taught many advanced techniques. They became very knowledgeable, very respected, and very, very wealthy.

They almost perfected the first flying machine at their temple on the island of Geheric. Thousands of people came from nearby islands for the first trial. Unfortunately, a priest's miscalculation of the fuel formula caused the contraption to explode, destroying the island and all the people on it.

When news of this disaster spread, the priests of Tarus found themselves the target of a wave of public retribution. Going into hiding was the only alternative to lynching. The surviving priests hid as much of their accumulated knowledge and tools as possible, but all too often the irreplaceable Archives became large marshmallow toasters.

Little was heard of the God of Death Machines' followers for the next fifteen hundred years. What few people worshipped him did so in secret covens of six or less, and never revealed their presence to others. Someone who gained too much technical expertise was sometimes accused of being a priest of Tarus and burned at the stake. As time passed, memory and knowledge of what had occurred faded away.

In the year 9645SF, a young man named Justin Gheler lived in the city of Pelicon. He was hungry for knowledge, and spent all his efforts trying to learn the secrets of nature. He became popular with the townspeople for his small inventions and innovations. But his happiness was marred by a tragic love affair. Despondent, Justin walked to a high bridge, fully prepared to seek death on the rocks below. That is until he saw an old man brandishing a highly reflective walking stick near the shore.

Curious, he descended to the river's edge to inquire of the old man and his most unusual cane. The old man told him that it was made of a material called "steel" and briefly described how it was made. He then handed the cane to Justin, and vanished into thin air.

Taking all this as fortunate omen, Justin discarded his emotional baggage and retired to his workshop to duplicate the metal. Five grueling years later, he produced his first ingot of steel. This made him popular rather quickly. He was soon nervously approached by a secretive worshipper of Tarus. His description of the god perfectly matched that of the old man with the steel rod.

Justin spent his remaining years reestablishing the worship of Tarus. He urged Tarusian followers out of hiding. Profits from his booming steel works funded the reestablishment of the Archives. Justin spent every waking moment gathering knowledge and spreading the word of Tarus, hoping to meet the old man again. Legend has it that on his death bed, Justin was visited by an old man who thanked him and lead him away. Both disappeared into thin air, and indeed Justin's body was never buried or ever seen again.

Since then the Archives have grown greatly, as their knowledge became a vital part of society. The Tarusians, however, have not forgotten the past, and strictly control the release of their knowledge. They are concerned, almost paranoid, that another dark age may fall upon them, and do all they can to prevent it.

28.3 Motivation

"Knowledge Is the Only Form of Power."

Tarus and his followers disdain physical existence, for only in the acquisition of facts, universal rules, and truths can they truly redeem themselves.

28.4 Aspects

Tarus is rarely seen by anyone outside the priesthood. He usually appears as an ancient scholar dressed in once-white robes, now covered with the dust and grime of the Archives. He speaks in a soft, steady voice, and his stare is thought to allow him to instantly assimilate anyone's entire life experiences. He never speaks without pausing and carefully collecting his thoughts, and when he does speak it is to the point, without frivolous formalities.

Tarus finds the use of "godly powers" too showy and in bad taste. He rarely uses offensive magic, and is more likely to simply utter a devastating, unrevealed truth that settles the situation. He hates those who distort or hide the truth, and his curses for them can be devastating. His highest wrath is withheld for those who destroy knowledge, or its physical forms in the Archives and libraries.

28.5 Structure of the Priesthood/Temple

The priests are divided into three "Colleges." The **Jeogians** are dedicated to the storage and preservation of written knowledge, and maintain the Archives. The high priest of an Archive is usually Jeogian.

The **Scelonist** school includes those priests who have dedicated their lives to the search for new knowledge. They usually staff monasteries in thinly populated areas, where they seek new knowledge through experimentation. Scelonist methods are sometimes callous, and outsiders are wary of these priests.

The third Tarusian College is **Elotian**. They believe that knowledge should be gained by wandering the world and carefully observing others. *Most adventurers should belong to this College.* Their task is to collect knowledge and bring it back to the Scelonists and Jeogians to be examined and categorized.

All three colleges depend heavily on each other, and any outside threat unites them in purpose. Lower ranked priests of the Elotian College are subject to, and often given tasks by, the ranking Jeogian priests at the Archives.

28.5.1 Organization

The priesthood is organized hierarchically, headed by the oldest priest ("**The Librarian**"), who leads a cabinet of six elder priests ("**The Eldest Circle**"). There is at least one representative from each college in this group. The Librarian is historically a member of the Jeogian College, although exceptions are not unknown.

Each elder is in charge of a department within the Archive, and is in charge of six assistant senior priests. These departments are *Service, Research, Restoration, Analysis, Worship, and Education*.

Positions within the Archive are categorized as follows:

Position	Description	Average Age
The Librarian	The High Priest	60
Full Archivists	Department heads	50
Associate Archivists	Research team leaders	45
Assistant Archivists	Research team member	30
Visiting Archivists	Elotian knowledge gatherers	30
Graduate Researcher	.....waiting for assignment	18
Senior Researcher	3rd year acolyte	17
Junior Researcher	2nd year acolyte	16
Novice Researcher	1st year acolyte	15
Apprentice Researcher	Priestly applicant	12

As previously mentioned, Scelonist monasteries are maintained to perform research in the physical sciences. These are autonomous enclaves responsible to the Director of Research of the closest Archive. There is one monastery for every six to eight Archives. Priests at the monasteries are considered second class researchers, unfit for research of the mind. Position and rank are much less important in these monasteries, and what little ranking exists is based on chronological seniority.

28.5.2 Requirements

The Priesthood of Tarus has only two requirements of its members. They must be male, without exception, and they must speak and read (or have that potential) no fewer than two languages of any type, even dead or archaic languages.

28.5.2.1 Apprenticeship

If an Archive has excess resources, they will apprentice any intelligent male applicant. Apprenticeship is a blend of physical and mental labor. Their physical labor is mainly in service to a department of the Archive, performing necessary, but menial, day-to-day tasks. The mental labor is four to six hours of daily language training, (for those who know but one language) and improving reading and writing skills. If the apprentice is versed in two or more languages, he assists in teaching the languages he knows.

Apprenticeship lasts for as little as two weeks, for those who know four or more languages, to as much as three years for those needing extensive help in learning the requisite two languages). If three years pass and the apprentice has yet to pass his first initiation rite, it is given immediately. If he passes, he is allowed to continue; if he fails, he is publicly turned away as a dullard and told to seek his fortune elsewhere. Very few apprentices fail to pass.

28.5.2.2 Initiation

An apprentice must pass four tests to be initiated as a priest. Firstly, he must demonstrate his literacy. The apprentice's supervising assistant archivist asks him to read several selections aloud in at least two languages of the apprentice's choice. These selections can be from any source in the Archive. The apprentice is then required to take dictation of two selections that his supervisor will read to him. Completion of this step elevates the apprentice to Novice Researcher.

Secondly, a Novice Researcher must demonstrate his knowledge of the parables and maxims. An associate archivist listens to the apprentice reciting the text and maxim for a random sampling of about 40 of the 255 major and

1,024 minor parables. He is allowed but six errors. Completion of this step elevates the apprentice to Junior Researcher.

Thirdly, a Junior Researcher must complete a research project. The department head of the area the prospective priest wishes to enter assigns him a moderately difficult research assignment. The Junior Researcher must complete the research to the archivist's complete satisfaction. Completion of this step elevates him to Senior Researcher.

Lastly, a Senior Researcher must answer an Archival request examination. The Librarian and The Eldest Circle give the prospective priest a parable according to his school, and allow him 24 hours to do any necessary research. They then conduct an oral examination of the applicant, quizzing him in great depth on the meaning, history, and application of the parable. Completion of this step elevates the apprentice to Graduate Researcher.

28.5.2.3 Duties

The Collection of Knowledge

The most important task, by far, of the priesthood is the collection of undiscovered knowledge. This is done by researching documents in the Archives and by Elotians wandering the world seeking new sources of old knowledge.

Priests in the Archives endlessly sift through old documents, attempting to find new meanings. Usually this process starts with a question posed by an elder or an outsider. The priest conducts an exhaustive search of the Archives for all pertinent materials. The more important of these are then copied for easy use. The priest delegates a team of archivists and researchers to correlate the knowledge and produce a probabilistic spread of answers.

The Elotians wander the globe seeking lost books, scrolls, and other documents. When a priest finds one, he immediately scribes a copy of it; such a document represents power, and it's physical form cannot simply be taken with impunity.

The priest also seeks out old people with unusual experiences or knowledge and asks them to tell their stories. Elotians are exhaustively trained in memorization, and thus can transcribe these interviews to paper later. They periodically visit an Archive, where their collections are again copied and placed in the Archives. Elotians are often charged with carrying copies of newly acquired materials to other Archives.

Analysis and Categorization of Knowledge

Once the knowledge is in the hands of the priests of the Archive, they must discover how it fits into the corpus of existing knowledge. Special teams of priests, with many years of experience, see to the needs of these incoming documents.

First they must be copied and the copies sent to other Archives; the original is sent to the restoration and preservation group. The priests painstakingly analyze how it fits into their categorization scheme. Entries are then made into several different cross-indexes and the original scroll, once back from the restoration team, is Archived in its proper place.

Restoration and Preservation

Old or damaged documents are carefully restored by members of this group. Those too badly damaged to restore are copied onto new parchment. This priests also apply the mystical treatments that prolong the life of parchment.

Neophyte members of the restoration group use the chronological archive indices to recopy each ancient scroll and book, starting with the oldest. It is rumored that it take 200 years to recopy all the documents in the main Archive at Pelican.

28.5.3 Education of Followers

Education is provided in study groups of six people. On his eighth birthday, an apprentice is assigned to a group of people in whom he will confide for the rest of his life. Each group is led by a priest called the **Mediator** who is personally responsible for the intellectual development of his students.

A very gifted priest may conduct **Learning Times** to expound on his speciality. These gatherings are normally advertised to the followers several days beforehand, but since many Mediators come from afar Learning Times may occur spontaneously. Many an outsider, upon hearing an announcement on a subject of interest, has attempted to attend these sessions.

Cultivate and Enhance Methods of Learning

The priests of the Eldest Circle, besides their Archive responsibilities, also must work with the other priests to enhance the methods and efficiency of the teaching and learning processes. The most successful teachers spend much time visiting other Archives, and are in great demand to mediate Learning Times.

28.5.4 Advancement

Positions within each Archive are static, and filled by appointment by the Eldest Circle. The Archive allocates positions called **Keys of Research**, which correspond to long-term donations and gifts from outside worshippers and benefactors. Graduate Researchers advance by waiting for a Key to be vacated through promotion, transfer, or death. They also may convince an outside concern of the importance of some piece of research, in hopes of eliciting a donation from them and of the Eldest Circle creating a new Key. Staying on good terms with the Eldest Circle is a must if a graduate priest wishes to be appointed to a Key.

Becoming Elotian is always an option for the graduate who cannot find a position. His request to become an Elotian cannot be refused by the elder priests. Many a discredited researcher has left an Archive to "seek truth in the outside world," which translated often means "escape the wrath of a vindictive elder priest."

28.5.5 Dogma

"Knowledge is the Key to the Past . . ."

It is written in the Tarusian holy books that the first thing to exist was a Thought that encompassed all creation, and was personified by Tarus. The universe is an imperfect expression of **The Thought**. It is the holy task of each priest to recover The Thought by delving into the knowledge of the past. When this is accomplished, they believe the universe will have fulfilled its purpose and again become one with Tarus.

Tarusians see all the other deities as dim misguided reflections of Tarus. They rarely become involved in outside events or politics, as their priority is their research. Most non-worshipers view Tarusian priests as standoffish elitists, and rarely do the Archives have large followings.

The priests researching the physical sciences are a secondary concern, prompted mainly by their need for better research tool. Many elder priests realize the importance of financial support, and use the leverage provided by the Scelonists' inventions to fund the Archives.

28.5.6 Traditions

Priests of Tarus are, without exception, male. They do not believe the female mind can absorb or process the holy commodity of knowledge. Even the workers within the Archives are male, and females are not welcome within their ranks or holy areas.

Historically, the most senior priest in each temple keeps of the log of the Words of Tarus. Each time Tarus manifests himself, the highest ranking priest immediately readies his scribing tablet. He then records, in **quickspeak**, all the words from, or addressed to, Tarus. He is also responsible for inscribing this information into the Archive's log, and preparing it for transfer to the main Archive at Pelicon. There the words are compiled to create the most up-to-date version of **The Utterances**, the Tarusian priest's holy book.

28.5.6.1 Clothing

Jeogian priests usually wear their formal robes of office, which include several layers of different cloths of varying earth tones. A headdress incorporating a quill is a must.

Scelonists are usually garbed in functional clothes, more often wearing shirts and pants than the full length Jaernian robes. Many types of protective clothing are common, as some of their experiments are fairly dangerous.

Elotians do not normally wear "priestly garb." They wear normal robes, but may be recognized by a small, scroll shaped, silver earing, that each priest is given on their ordination day.

28.5.6.2 Appearance

Tarusians are more concerned with affairs of the mind, and usually disdain most kinds of physical decoration with makeup or jewelry other than his ordination earing. Each placed priest, however, is never without his key of office, which serves as a sign of his rank and opens his private locks.

28.5.6.3 Speech and Gestures

These priests abhor the waste of time necessary to express complex ideas and moralistic views, but they must express these ideas to an often illiterate congregation. To solve this dilemma they have summarized 255 major parables, each with a one sentence maxim, which they ceaselessly repeat to their flocks. Each maxim is a trigger to recall of the entire concept behind its associated parable.

This is used in a more extensive way within the priesthood itself. Before ordination, each priest must memorize the text of the 1024 minor parables. The maxims are often used, between priests, to illustrate points, ideas, and arguments.

28.6 Worship

28.6.1 Sacrifices

Followers of Tarus abhor the loss of knowledge. As knowledge is the only thing of importance, this sect makes no physical "sacrifices." Very devout followers may occasionally fast to demonstrate their lack of knowledge and beseech Tarus for enlightenment.

28.6.2 Donations

Donations are not expected from lay worshipers, as most of the needs of the Archive are met by large research donations from outsiders. Still, the giving of labor and time within the Archive is highly prized by the priesthood. Often, the devout followers who labored in the Archive are the first to be allowed to apply to the priesthood when openings appear.

28.6.3 Obligations

The followers of Tarus are expected to join and actively participate in Study Groups to enhance and share their knowledge. These groups usually meet once every six days and spend two to three hours discusing new ideas, recent events and personal experiences. The Mediator of the group usually prepares a reading from the Archives and leads a discussion on its meanings.

Knowledge is disseminated both upwards and downwards from these groups to the Study Groups of the Mediators up to The Librarian himself. This slow method of communication befits the followers and priests, because they are more concerned about ancient truths than current events.

28.6.4 Penance

Penance takes one of two forms. For minor offenses, the worshipper is assigned to work groups for limited times within the Archive. For graver offenses, the worshipper must memorize one or more specific parables directly related to his offense, and then present it to each study group. This process usually consumes a full week, and the transgressor loses much stature within the Archive.

28.6.5 Advice

Advice to the worshippers is given by other members and the Mediator of the study group. Everyone is encouraged to discuss any topic freely, for the members of a study group are bound to not discuss private matters outside their circle. The mediator of each circle may bring up matters to a higher circle, but he must not mention any names.

28.7 Holidays & Feast Days

The Refounding, Napen 16, is the day when Tarus first showed himself to Justin Gheler, beginning the resurgence of Tarusian worship to Jaern. On this day, adults feast while children prepare and display signs of their knowledge. After the feast, the children's exhibits are judged by the elder priests, and the best are chosen. These children are rewarded, and immediately invited to apply for entry into the Archive.

28.8 Worship

The followers of Tarus place themselves in a light trance by assuming a comfortable position, closing their eyes, and slowly repeating to themselves a one syllable mantra. This clears their thoughts, allowing them to associate the parables they have memorized with the facts of the situation at hand. They then use the parables to solve problems and make decisions.

Lay followers often do this in their study groups, which they attend regularly with a priest. These sessions often relate directly to the problems and experiences of the group members. This concept of grouping is mirrored upward through the ranks of the priesthood. The eldest priest mediates the older priests in The Eldest Circle.

28.9 Magical Abilities

Priests of Tarus have at four spell groups that allow them to further their investigation of the unknown.

Fosianta spells allow the priest to record and re-create events for all to see.

Mensa spells enable the caster to use the knowledge of others for the duration of the magic.

Mezuri spells are tools to assist the priest in his investigations of the world around him.

Sciovorto spells allow the priest to directly manipulate the knowledge of the written word and thought.

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1. Fosiantau
 1 Journal
 2 Replay
 3 Scribe Speak
 4 Object Delve
 5 Rebind
 6 Place Delve
 7 Map
 8 Speech Delve
 9 Seal It
10 Person Delve
11 Time Delve
12 Grave Delve

2. Mensa
 1 Truth Scan
 2 Mind Scan
 3 Combat Scan
 4 Missile Scan
 5 Location Scan
 6 Grapple Scan
 7 Object Scan
 8 Language Scan
 9 Person Scan
10 Skill Scan
11 Knowledge Scan
12 Spell Scan

3. Mezuri
 1 Heat Gauge
 2 Micro Sight
 3 Bat Ear
 4 Time Gauge
 5 Macro Sight
 6 Eagle Eye
 7 Span Gauge
 8 Component Sight
 9 Unicorn Tongue
10 Weight Gauge
11 Elemental Sight
12 Fox Nose

4. Sciovorto
 1 Lantern
 2 Intone
 3 Clear Sight
 4 Drill
 5 Impart
 6 Clear Thought
 7 Infuse
 8 Render
 9 Clear Perception
10 Ingrain
11 Clear Reason
12 Transfer

28.9.1 Fosiantau

1 – Journal

Time to Cast: 4 R
Resist Check: none
Target: none
Duration: 1 + 1/F H
Area: 1 journal
Effect: recalls diary

This spell recalls a personal journal and writing materials from a pocket dimension, placing them in the caster's hands. When the duration expires, the journal and pens return to the dimension, which can only be accessed by the same caster.

2 – Replay

Time to Cast: 1 M
Resist Check: none
Target: LOS 5'
Duration: 1 + 1/F M
Area: 10 + 10/F' radius
Effect: creates vision

The caster concentrates on a memory, causing a vision of it to appear in the air before him. All present can see the portrayed memory. The vision will be as accurate as the caster's memory, and cannot normally be falsified.

3 – Scribe Speak

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 10/F'
Duration: 10 + 5/F M
Area: target
Effect: enscribes speech

The caster must be touching a piece of parchment while casting this spell. The target's words are enscribed directly onto the parchment for the duration of the spell.

4 – Object Delve

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: 2 M
Area: target object
Effect: recalls past

This spell allows the caster to see the history of an object. A series of short visions appears to the caster, starting with the most recent events and proceeding backwards ten years. Each finesse increases the time period by a factor of ten. The more intense the past happenings, the more detailed the visions. These visions can be shown to others with the Replay spell.

5 – Rebind

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: one book
Effect: restore binding

This spell restores the binding of a book or tome to a like new condition. It does not improve the condition of the pages, but it will keep them from falling out.

6 – Place Delve

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: 5 M
Area: target location
Effect: reveals past events

This spell is the same as Object Delve, except it works on a location or building rather than a small object.

7 – Map

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 1 + 1/F weeks
Area: one parchment
Effect: records trail

The caster must first prepare a piece of parchment of sufficient size. He then marks his current location and a few of the surrounding landmarks. After casting this spell, his trail for the next six days is enscribed on the parchment. The caster must know the direction he is traveling and have his sight for the spell to function.

8 – Speech Delve

Time to Cast:	10 M
Resist Check:	none
Target:	none
Duration:	10 M
Area:	special
Effect:	reveals past of original speaker

Similar to Object Delve, this spell must be cast after the recitation of a holy writ. The spell then shows the past of the original speaker. Since many holy writs are very ancient, it may take all four allowed finesses to succeed.

9 – Seal It

Time to Cast:	1 M
Resist Check:	none
Target:	touch
Duration:	permanent
Area:	one container
Effect:	seals container against the elements

A brief blue glow appears around a container, which must be held by the caster while chanting this spell. From then until the spell is Revoked, or the container is opened, it is impervious to all non-magical damage from elemental forces, i.e., water, fire, crushing, falling, etc.

10 – Person Delve

Time to Cast:	10 M
Resist Check:	willing target
Target:	touch
Duration:	1d20 M
Area:	target
Effect:	reveals past

This spell is similar to Object Delve, except that it works on a living, intelligent, and willing target. Since the magic depends on the memory of the materials making up the person and not on the person's memory, it is not blocked by amnesia or mental illness.

11 – Time Delve

Time to Cast:	1 H
Resist Check:	special
Target:	touch
Duration:	none
Area:	target object
Effect:	reveals creation time

This spell allows the caster to know, within 5%, the age of any material, object or person. Magical items are given an RC of 10 or less on 3d6 to resist the magic.

12 – Grave Delve

Time to Cast:	10 M
Resist Check:	none
Target:	touch
Duration:	1d20 M
Area:	target corpse
Effect:	reveals past

This spell is similar to Person Delve, except it may be cast on a corpse or skeleton. Delving extremely ancient bones may require several finesses.

28.9.2 Mensa

1 – Truth Scan
    Time to Cast: 2 R
    Resist Check: none
    Target: caster
    Duration: 5 M
    Area: hearing
    Effect: reveals lies

Any statement heard by the caster will be followed by a gong noise, audible only to the caster, if the speaker believes the statement to be a lie. This magic cannot detect lies of omission or partial truths.

2 – Mind Scan
    Time to Cast: 2 R
    Resist Check: willing target
    Target: touch
    Duration: 1 question
    Area: single target
    Effect: remembers fact

The caster poses a specific question, then casts this spell while touching the target (who cannot be himself). The willing target will give the answer, even if it was hidden from him by amnesia or most forms of mind magic (GM's discretion).

3 – Combat Scan
    Time to Cast: 2 R
    Resist Check: special
    Target: touch
    Duration: 4 + 2/F R
    Area: caster
    Effect: fight like another

While casting this spell and touching a willing or unconscious target, the caster gains the target's basic fighting abilities, for the duration of the spell. The caster fights using the target's combat modifier.

4 – Missile Scan
    Time to Cast: 2 R
    Resist Check: special
    Target: touch
    Duration: 4 + 2/F R
    Area: caster
    Effect: shoot like another

While casting this spell and touching a willing or unconscious target, the caster gains the target's missile abilities for the duration of the spell. The caster shoots using the target's missile modifier.

5 – Location Scan
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: one location
    Area: single target
    Effect: remembers location

The caster poses a single question, which the target can hear, know, and can be answered by naming or describing a location. If the target fails the RC, the caster pulls the answer directly from the target's mind. This includes directions to get there if needed, but no information about what is there, or what blocks the route.

6 – Grapple Scan
    Time to Cast: 2 R
    Resist Check: special
    Target: touch
    Duration: 4 + 2/F R
    Area: caster
    Effect: grapple like another

While casting this spell and touching a willing or unconscious target, the caster gains the targets grappling abilities for the duration of the spell. The caster grapples using the target's grapple modifier.

7 – Object Scan
    Time to Cast: 2 R
    Resist Check: 4d6 vs WIL negates
    Target: touch
    Duration: 1 location
    Area: single target
    Effect: remembers object

The caster poses a single question, which the target can hear, know, and can be answered by naming or describing an object. If the target fails the RC, the caster pulls the answer directly from the target's mind.

8 – Language Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 10 + 5/F M
Area: caster
Effect: speak other's language

While casting this spell and touching a willing or unconscious target, the caster temporarily gains the target's knowledge of a particular language. For the duration of the spell the caster can speak and understand this language as well as the target does.

9 – Person Scan

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: one location
Area: single target
Effect: remembers object

The caster poses a single question which the target can hear, know, and which can be answered by naming and describing a person. If the target fails the RC, the caster pulls the answer directly from the target's mind.

10 – Skill Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 10 + 5/F M
Area: caster
Effect: use another's skill

While Casting this spell nd touching a willing or unconscious target, the caster gains the target's knowledge of a particular skill, for the duration of the spell. The caster can use this skill as well as the target does.

11 – Knowledge Scan

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: one question
Area: single target
Effect: remembers fact

The caster poses a single question which the target can hear. If the target knows the answer and fails the RC, the caster pulls the answer directly from the target's mind.

12 – Spell Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 2 + 1/F M
Area: caster
Effect: use another's spell knowledge

While casting this spell and touching a willing or unconscious target, the caster gains the target's spell abilities for the duration of the spell. The caster can use any spell of rank 12 or less which the target was able to use. The caster must use his own units to power these spells, and elemental units can not be used for divine spells, or vice versa.

28.9.3 Mezuri

1 – Heat Gauge

Time to Cast:	1 R
Resist Check:	none
Target:	LOS 20 + 10/F'
Duration:	1 M
Area:	targeted surfaces
Effect:	measures temperature

While this spell is in effect, the caster can accurately measure the surface temperature of any object that he can see and is within the targeting of the spell.

2 – Micro Sight

Time to Cast:	1 R
Resist Check:	none
Target:	LOS .5'
Duration:	1 M
Area:	targeted objects
Effect:	x4 + 1/F magnification

The caster can closely examine objects and see details that could be missed with normal vision. The object must be within six inches of the caster's eyes and illuminated by full sunlight (or its equivalent) for this spell to work properly.

3 – Bat Ear

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	1 M
Area:	hearing
Effect:	multiplies sound

The caster can hear noises 2 + 1/F times louder than normal. The caster is more susceptible to sound based attacks, adding 1d6 to any allowable RCs.

4 – Time Gauge

Time to Cast:	1 R
Resist Check:	none
Target:	none
Duration:	1 + 1/F H
Area:	none
Effect:	accurately measures time

The caster designates two keywords while casting this spell, usually "start" and "stop." When he speaks the first, a mental timer is started, and when he speaks the second, it stops. The spell announces to him alone the elapsed time to the nearest tenth of a second.

5 – Macro Sight

Time to Cast:	1 M
Resist Check:	none
Target:	200 + 50/F' up
Duration:	1 M
Area:	special
Effect:	get the big picture

This spell allows the caster to send his sight straight upwards (but not through solid objects) and get an overhead view with himself at the center, much like a map. This does not affect lighting or visibility, but may be combined with other sight spells.

6 – Eagle Eye

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	4 + 1/F R
Area:	none
Effect:	x8 + 2/F magnification

This spell increases the accuracy of the caster's sight, allowing him to see objects as if they were 8 (or more) times closer than they are. Atmospheric and light conditions may modify this spell (GM's discretion).

7 – Span Gauge

Time to Cast:	2 R
Resist Check:	none
Target:	LOS 10 mets
Duration:	one sighting
Area:	none
Effect:	measures distances

The caster concentrates on any object he can see. He will know the distance to that object within one tenth of an inch.

8 – Component Sight
Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 M
Area: LOS 100 + 20/F'
Effect: determines composition

While this spell is effect, the caster's vision changes so that colors represent different materials. He will be able to recognize any material he has previously seen with this spell.

9 – Unicorn Tongue
Time to Cast: 3 R
Resist Check: none
Target: none
Duration: 10 + 5/F M
Area: caster
Effect: heightened taste

This spell greatly enhances the caster's sense of taste. It increases his enjoyment of food, and allows him to recognize the composition of any food which he has tasted with this spell.

10 – Weight Gauge
Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: one reading
Area: target object
Effect: measures weight

While touching the target, the caster will know its weight to within a tenth of a pound. This will not work on objects larger than a three tons, and will return nonsense answers in a different gravity field.

11 – Elemental Sight
Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 1 H
Area: LOS 10 mets
Effect: see magic

The type and strength of elemental magic active within the area becomes visible to the caster for the spell's duration. Fire magic is red, Earth magic is green, Water magic is blue, and Air magic is yellow.

12 – Fox Nose
Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 1 H
Area: caster
Effect: increased smell

While this spell is in effect, the caster has a very heightened sense of smell. He will be able to trail animals and people, and can detect many poisons by their smell.

28.9.4 Sciovorto

1 – Lantern

Time to Cast:	1 R
Resist Check:	none
Target:	caster
Duration:	30 + 10/F M
Area:	3' radius
Effect:	creates reading light

This spell creates enough light, which emanates from the caster's hand, to allow the caster to comfortably read texts.

2 – Intone

Time to Cast:	2 M
Resist Check:	none
Target:	caster
Duration:	5 + 2/F M
Area:	caster
Effect:	speaks memorize knowledge

Knowledge is passed down through the memorization of sacred spoken writ, and a priest's worth is measured by his memory of these writs. The caster uses this spell with a particular writ in mind. He then goes into a trance-like state and can recite the writ in the voice of the original speaker. He is aware of what he is saying and what is going on around him during this trance, and he can break out of it at any time.

3 – Clear Sight

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	10 + 5/F M
Area:	target
Effect:	see through deception

The target of this spell can see through any illusions or misdirections of a mechanical or magical nature.

4 – Drill

Time to Cast:	2 R
Resist Check:	none
Target:	caster
Duration:	10 + 5/F M
Area:	one text
Effect:	memorize writing

This spell puts the caster into a light trance, making it easier for him to memorize sections of written text. This works on ordinary writing, but not sacred spoken writs.

5 – Impart

Time to Cast:	1 M
Resist Check:	willing target
Target:	touch
Duration:	instantaneous
Area:	1 target
Effect:	transfer holy writ

Touching the target while casting this spell allows the caster to copy a holy writ into the target's mind. Holy writ can only be transferred freely with the consent of both parties.

6 – Clear Thought

Time to Cast:	1 M
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	instantaneous
Area:	1 target
Effect:	cancels charms

This spell cancels any charm or coercion spells in effect on the target.

7 – Infuse

Time to Cast:	1 M
Resist Check:	willing targets
Target:	caster
Duration:	10 + 5/F M
Area:	hearing
Effect:	causes understanding

Uttering the key phrase of a holy writ while casting this spell imparts its true meaning to those who are listening and attempting to understand.

8 – **Render**

Time to Cast:	1 M
Resist Check:	none
Target:	caster
Duration:	5 M
Area:	caster
Effect:	reproduce page

The priest can conjure a vision of an exact replica of any one page he has ever read. He can copy this to parchment while the vision lasts.

9 – **Clear Perception**

Time to Cast:	1 R
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	30 + 15/F M
Area:	1 target
Effect:	suppresses emotions

The target of this spell is devoid of all emotions for the spell's duration.

10 – **Ingrain**

Time to Cast:	1 M
Resist Check:	4d6 vs WIL negates
Target:	LOS 100 + 25/F'
Duration:	2 + 1/F days
Area:	10 + 3/F people
Effect:	redirect drive

Speaking a holy writ while casting this spell causes any targets who fail the RC to use the writ as the driving force behind their existence. All targets, whether they make the RC or not, will remember the casting and the actions performed under its sway.

11 – **Clear Reason**

Time to Cast:	1 M
Resist Check:	4d6 vs WIL negates
Target:	touch
Duration:	30 + 10/F M
Area:	1 target
Effect:	increases INT

While this spell is in effect, the target's INT is temporarily increased by 2.

12 – **Transfer**

Time to Cast:	10 M
Resist Check:	willing target
Target:	touch
Duration:	instantaneous
Area:	1 target
Effect:	transfers all knowledge

This spell allows the priest to pull the knowledge out of one mind and transfer it to another. The blanked mind immediately dies, and the receiving mind goes unconscious for 1d6 hours. This spell is only used when a priest is about to die, and then only on another priest of the caster's Archive. To use it any other way is knowledge rape, and is grounds for immediate and irrevocable excommunication, if not execution.

Chapter 29

T'or – The Thunder of Righteousness

29.1 Domain

Called "The Thunder of Righteousness," T'or is considered the "Champion of Justice" and the "Master of the Warrior Way."

29.2 History

When the deities ascended to the heavens in the year 733SF, a period of several hundred years of chaos ensued. Without their scrutiny and guidance, the peoples of Torandor became indulgent and greedy. Cities fell, brother attacked brother, and looters and criminals ruled the world.

Just after the sacking of Euthon-Kel in the year 1055SF, a young woman named Eruthia was widowed and brutally raped by a band of marauders. Looking at the devastation about her, she saw that her life was hopelessly wretched. Torandor offered no chance of happiness, only grief and endless despair. Painfully she climbed a high tower overlooking the ruined corpse of the city of Ghetrick, to leap into the blissful void of death.

As she balanced precariously on the fire-blackened stones, an apparition of an armored man bearing a staff of living lightning appeared before her. He told her not to despair, that he would help her find a way to change the world. He prophesied that the chaos and lawlessness of the land would be swept aside, and its perpetrators put to the sword. Hearing his words, and impressed with his godly demeanor, Eruthia regained her hope and backed away from her death. Then she bore him a son.

This son, Tozon-fort, quickly grew strong and true, with Eruthia teaching him the precepts of justice as taught her by his father. He established the first **Enclave of Justice**, calling forth the dissatisfied and downtrodden. The way of order slowly spread throughout the land, forming the core of today's society as we know it.

29.3 Motivation

"Justice alone will not prevail . . ."

The followers of T'or believe that justice must be served in all its forms and levels. But they realize that merely saying this will not make it happen. They are convinced that it is only through sweat, blood, and sacrifice that the world can become worthy of the gods.

29.4 Aspects

Manifesting himself most often as a warrior in shining white armor and astride a large white horse, T'or sports a full black beard and moustache, and has long flowing black hair. His green eyes glow with the power of lightning, and his voice strikes terror into the hearts of wrongdoers.

T'or rarely intervenes in the day-to-day turmoil on the world below him, and is seen mostly during times of great strife and bloodshed. He strongly supports the rights of all people, not just his followers, and is ever ready to dispense justice to villains.

Justice is normally dispensed by his followers. If T'or must appear himself, his judgements are quick, and merciless. Disdaining complex and mystical magic, his justice is the edge of his blade and the power of thunder and lightning trapped within his eyes.

29.5 Structure of the Priesthood/Temple

An Enclave is staffed by several service groups. First are the **Arbitrators**, responsible for meting out justice. They handle criminal and civil cases, as well as internal disciplinary violations. Their sentences are subject to review by the **Chief Reviewer** and the **Marsal**.

Next are the officer priests, soldier priests, and civilians of the **Ready Militia**, the fighting strength of the Enclave.

Civilians are hired to fill non-combatant service roles within the Enclave. These civilians are usually, but not always, followers of T'or.

29.5.1 Organization

Each Enclave is commanded by one person, called the **Marsal**. He is chosen from the available candidates in a ceremony where T'or himself expresses his wishes through omens and signs. The Marsal directly commands the Chief Reviewer and the Commander of the Enclave. Officers below these two form the chain of command down to the lowest recruit.

Each priest is only responsible to those priests directly above him in the chain of command. These priests are always addressed as "Sir," regardless of sex. Other priests are addressed by their grade titles, and respect is always shown to superior priests, despite their speciality.

Initiates do many menial tasks within an Enclave, supervised by hired civilian employees. Civilians are subject to a background check, but are not under orders by the priesthood. Most command staff members are trained to assume these posts in a crisis.

29.5.2 Requirements

Those aspiring to the priesthood must at least have the strength to wield a short sword. They also must be in good health and have no physical disabilities. Both men and woman are accepted into the priesthood.

Special agents of the priesthood travel in search of likely candidates. They describe the benefits of the priesthood, and sometimes even offer induction inducements of money or goods. Aspirants are then brought to an Enclave, where they are subjected to a rigorous physical examination and a query of their past deeds.

29.5.2.1 Apprenticeship

T'orite apprenticeship has two stages. For the first twelve weeks, the candidates are physically and mentally conditioned. Rigorous physical training takes most of each day, but they are also indoctrinated with the principles of discipline and chain of command. The candidates are not allowed to handle or touch any weapons during this period.

The priests in charge of this duty seem very cruel to the apprentices, but they are carefully tracking the progress of each aspirant to allow him to be the best that he can be. Any candidate who cannot withstand the pace is quickly hustled away by the priests. They nurse him back to health and discharge him, giving him a small stipend for his trouble.

After the first stage, initiates choose a weapon type. This weapon type must be usable in hand-to-hand combat, and should be the most effective weapon the initiate can handle. A senior priest then accompanies the apprentice to the Enclave's blacksmith, who draws some of the initiate's blood. The blood is used to quench a newly made weapon of the chosen type, which is then presented to the student.

For eighteen weeks he lives, sleeps, breathes, eats, and goes to the outhouse with his weapon. He is trained in every possible use of the weapon, and spends endless hours practicing. By the end of this period, the weapon is more an extension of his body and mind than a separate object.

29.5.2.2 Initiation

When the priests believe an initiate is ready, they present him to the Marsal of the Enclave. The Marsal tears the initiate's sleeve off his weapon arm, and brands him with the first token of grade. The initiate's weapon is then engraved with the Enclave's symbol, and with symbols representing the new priest's name.

29.5.2.3 Duties

All priests, despite their posting, are obliged to attend biweekly training and practice sessions. They practice combat techniques, and their physical development is gauged and adjusted. They also learn new techniques and advances in combat drills and equipment. All priests are subject to an instant call-to-arms in time of war or strife.

All eligible priests may be called for justice enforcement duty at any time, to dispense the justice dictated by the Arbitrators. The identity of the enforcing priest is always hidden.

29.5.3 Functions

Constabling is a task assigned to many new priests. They patrol the streets and keep order in the area. They can drag suspected criminals to the Enclave for incarceration until an Arbitrator hears the case.

Members of the **Border Patrol** are organized into small squads to sweep the area around a town. They warn the citizens of impending attacks or troop movements, and seek and destroy brigands and bandits to keep the roads safe.

Internal Security guards and keeps the peace within the Enclave, guards prisoners, and assists in investigations involving the priests. The head of security is answerable only to the Marsal.

The **Training Staff** is responsible for the training of the initiates, the advanced training of all priests, and the outsider training school. They also run the bi-weekly training exercises. Older priests, not destined for command staff positions, often form this cadre.

Highly proficient priests who are not of command calibre are often posted to the **Sirma** corp. They are assigned by the Command Staff to guard important people within and outside the Enclave.

An Enclave also has several **Specialists** in areas like smithing, armor fabrication, supply, medicine, military construction, and demolitions. Specialists are usually responsible to a member of the Command Staff and rarely see personal combat.

The **Arbitration Staff** includes reviewers, investigators, and their assistants. These priests seek the truth in both criminal and civil crimes and disagreements, and dispense justice based on the results of their investigations.

Priests posted as **External Investigators** often pose in other postings and professions. These individuals secretly gather information and report directly to the Command Staff and the Chief Reviewer. Occasionally they may surreptitiously dispense justice in situations where force of arms might fail.

Members of the **Command Staff** make all the important decisions within the Enclave. They report directly to the Marsal, and can, by majority, call upon T'or to reaffirm or change his choice of Marsal.

29.5.4 Advancement

When positions are vacated within the priesthood, the Chief Arbitrator assigns a reviewer to investigate all the eligible priests directly under the open position. The reviewer has the power to post one of these priests to the vacant position.

29.5.5 Dogma

"The Sword of Justice Runs Red with the Blood of Chaos."

The followers of T'or believe that man was created to bring order to the world. Laws and regulations are the tools to stem the tide of anarchy and destruction. Followers of T'or attempt to impose order, structure, and organization on all things. They believe that other deities also impose order, but to a lesser extent.

T'orites realize that to impose order they also must enforce order, and thus have become expert at the art of war and maintaining civil order. The Enclaves are often petitioned to settle disputes in the outside world.

Information of the outside world and of the stratagies of the Enclave are very important to the efficient dispensation of internal and external justice. Such information can be dangerous in the wrong hands, so everything is told to the priests on a "need to know" basis.

29.5.6 Traditions

Order is paramount to T'orite priests, and there are no "unwritten laws." Everything they believe in and live by is strictly recorded as part of their doctrine. All their actions are well defined, and proscribed by regulations.

Priests believe that to truly participate in dispensing justice, they must engage in hand-to-hand combat. They must see their opponent's eyes, and be directly responsible for their deeds. They see those who use missile weapons such as bows and throwing daggers, defensive items such as shields, bucklers and metal armor, non-weapon magic, and other indirect means as lacking honor and unworthy of the protection of T'or.

29.5.6.1 Clothing

The trappings of T'orite priests are stark and simple white robes covered with a white leather harness. The weapon arm is never covered, thus the tunics and robes have but one sleeve. White leather boots and a white leather and cloth skullcap complete the ensemble.

Each priest carries the weapon with which he was ordained. This weapon is never out of the priest's reach or sight. The priest's relationship to his weapon is very special. If the weapon is ever broken, the priests loses all ranks of **Weapon Drill**, and this is seen as a sign of great disfavor from his diety. He must commision his enclave to produce a new holy weapon, again donating the blood to quench the weapon. If the weapon is a different type than his original, he must spend twelve weeks training to use it proficiently. In any case he begins repurchasing his weapon drill from rank zero.

Various styles of simple robes may be worn in different climates and seasons, but the harness is the same. It is studded with hooks, snaps and catches to carry weapons, pouches and other items. The harness can be disassembled and used for climbing and rappelling.

29.5.6.2 Appearance

Grade brands are visible on the bare weapon arm of T'orite priests. Decorated priests and followers of T'or proudly display merit brands on their non-weapon arm. A priest's hair is always kept too short to grip, and their faces are shaved. They never wear jewelry, but the use of stylized war paint is accepted and encouraged for combat. All members of a squad use the same paint scheme.

29.5.6.3 Speech and Gestures

Everyone is addressed by his grade title. Commands are always acknowledged by the receiver. Orders must be short and concise; babblers are looked down upon. Each squad develops a set of keywords for combat, which encapsulates particular sequences of actions. This is also done by the officers up the command chain. A squad's specific speech is never taught to those outside the squad, and the ability of a superior priest to speak a priest's squad speech indicates he is above that priest in the chain of command.

Grade	Commands	Grade brand
Soldat	none	one slash
Trupan	squad	two slashes
Kavilir	troop	three slashes
Sinjor	division	four slashes
Marsal	Enclave	five slashes

29.6 Worship

29.6.1 Sacrifices

The followers of T'or do not generally perform blood sacrifice. They believe that blood should only be spilled to maintain the Balance of Justice.

29.6.2 Donations

Followers of T'or do not generally give material wealth to an Enclave, but rather donate their time and skills. On the other hand, the main sustenance of an Enclave is a general charge, which the surrounding town passes on to its citizens as a tax. In return, the Enclave maintains order and adjudicates in criminal justice matters.

Important persons sometimes request Sirmas as bodyguards; Sirma never guard valuables, only people important enough to protect. The employer pays a fee to the Enclave general fund for this service.

29.6.3 Obligations

Devout T'orites are expected to volunteer for the Enclave's Ready Militia. They train weekly with the initiates within the Enclave, and after twelve weeks are assigned to an ERM squad. They drill with their squads twice a month, and perform boarder patrols or constable duty. In times of strife they can be called as an arm of the Enclave's troops.

Members of the ERM are not priests, and since they are looked upon as auxiliary enforcers, they can be trained in or specialize in missile and/or defensive weapons.

29.6.4 Penance

Wrongdoers within the Enclave are treated just as others are. They are brought up for review, and an Arbitrator decides the appropriate punishment. Punishments range from reprimands and loss of rank to public floggings and death, depending on the seriousness of the crime.

29.6.5 Advice

Arbitrators are available for consultations with private citizens for advice on matters of law and Enclave rules. These conversations are considered "in confidence," and are inadmissible as evidence. A monetary contribution to the general Enclave fund is considered appropriate.

29.7 Holidays & Feast Days

On the twenty fourth day of each month, the T'orites suspend their drilling and arbitrating, and all work comes to a halt. The day is spent in games, mock combat, and ceremonies of promotions. Traditionally, a minor wrongdoer held in the Enclave is released at the end of this day.

29.8 Ceremonies

Not believing in the "divine" presence inherited in other sects ceremonies, priests of T'or do not generally perform such. Instead, at a time of change, they will ask for a review from one of their peers. They will outline the changes and obligations of the new situation, and a contract will be signed by the involved parties and the Enclave.

When consigning a dead priest or follower's soul to T'or, another will speak forth T'or's name and break the dead man's weapon. This will release his soul from his body and allow him to join T'or.

29.9 Specialized Skills

Priests of T'or train vigorously to gain the skills and abilities to dispense justice. These abilities are called **Drills**, and can be broken down into four categories.

Weapon drills are used while wielding a holy symbol, which is a priest's ordination weapon. These drills allow the priest to be a more effective tool of T'or. These drills are specific to the priest's holy symbol, and are lost if the weapon is broken.

Body drills are different styles of movement and fighting in which the priest uses his body alone, without weapons.

Spirit drills are drills of self control and discipline, which allow a priest to use his body to its fullest. Many seemingly impossible feats are easy for a devout priest. When a priest attempts a **Spirit** drill and fails, he must have one hour of rest before attempting that drill again.

Mind drills enable the priest to seek out truth and impose justice upon others.

Using these drills is very similar in some ways to using skills, but also similar to casting spells. Each drill group has 12 drills, ranked from one to twelve. The base cost of each group is 600, and can only be acquired by those with a background of Priest who have dedicated themselves primarily to T'or.

To use a drill group, the priest chooses the rank of the group to attempt. The player rolls 1d20 and subtracts the priest's grade modifier from the roll.

Some drills are **defensive drills**. This means that they are performed in response to an opponent's attack during that opponent's action phase. Using these drills does not keep the adventurer from executing an action or drill in his own action phase. These defensive drills include **Parry**, **Avoidance**, **Turnabout**, **Dodge**, **Rebound**, and **Evade**.

Grade	Value to subtract
Soldat	4
Trupan	3
Kavilir	2
Sinjor	1
Marsal	0

If the result matches or exceeds the rank of the attempted drill, the priest is successful. The priest can only use one of these drills at a time.

Weapon Drills
1. Parry
2. Prowess
3. Injure
4. Throw
5. Disarm
6. Shatter Weapon
7. Avoidance
8. Breach Armor
9. Subdue Opponent
10. Mayhem
11. Turnabout
12. Execute

Body Drills
1. Dodge
2. Endure
3. Staunch Bleeding
4. Escape
5. March
6. Consciousness
7. Rebound
8. Swim
9. Fight On
10. Pin
11. Hold Breath
12. Final Frenzy

Spirit Drills
1. Ignore Cold
2. Wakefulness
3. Inner Balance
4. Ignore Heat
5. Watchfulness
6. Fast
7. Ignore Pain
8. Alertness
9. Trance
10. Ignore Pleasure
11. Memorize
12. Slow

Mind Drills
1. Danger Sense
2. Drop
3. Loyalty
4. Arm
5. Distract
6. Locate
7. Paralyze
8. Lure
9. Blind Attack
10. Evade
11. Sacrifice
12. Combust

29.9.1 Weapon Drills

1 – **Parry**
     This defensive drill aids the priest in avoiding contact with his opponent's hand-to-hand weapons. Every action phase the priest is attacked, while wielding his holy symbol, he may roll against this skill. If successful, his CDV is temporarily increased by two.

2 – **Prowess**
     A priest is taught to use timing and agility to maximize his opportunity to strike his opponent. Any time a priest attacks an opponent with his holy symbol, he may roll against this drill. If successful, he may add two to his CM for his primary attack.

3 – **Injure**
     The priest to maximize his strength when striking with his holy symbol. If successful, he may add four to the number of damage points he causes.

4 – **Throw**
     A priest can throw his holy symbol at an opponent with intent to harm. If the drill check is successful, the priest uses his CM instead of his MM for the throw. Damage inflicted will be the striking damage, not the thrown damage, with all appropriate modifiers.

5 – **Disarm**
     The priest can knocks his opponent's weapon from his hands with his holy symbol. The weapon flies 1d20 feet in a random direction.

6 – **Shatter Weapon**
     The priest shatters his opponent's non-magical weapon with his holy symbol, if this drill is successful. The broken weapon is useless.

7 – **Avoidance**
     The priest uses his holy symbol to avoid being struck by his opponent's weapon. Any action phase the priest is attacked and succeeds at this drill check, the opponent's attack automatically misses, unless the opponent gets a critical hit, which is treated as a normal hit. Only the attacks from a single opponent may be avoided with this defensive drill during each round.

8 – **Breach Armor**
     This drill is used while attacking. If the drill check and the roll "to strike" succeed, he shatters or destroys his opponent's non-magical armor rather than inflicting damage points.

9 – **Subdue Opponent**
     If the priest uses this drill instead of attacking, he still rolls "to strike." If the drill and the roll succeed, he has hit his opponent with the non-lethal part of his holy symbol. The player rolls 3d6; if the total is greater than the opponent's remaining damage point total, the opponent goes unconscious. No damage is done by the hit.

10 – **Mayhem**
     If the priest succeeds with this drill while attacking, he makes a critical hit with his holy symbol.

11 – **Turnabout**
     If a priest is attacked with a hand-to-hand weapon and succeeds this defensive drill check, the attack is turned back on his opponent. The opponent rolls "to strike" and damage himself. Only the primary attack is turned, any additional attacks are resolved normally.

12 – **Execute**
     This drill can only be used when sanctioned by the priest's superiors. If the drill succeeds and the priest strikes his opponent with his holy symbol, the opponent is killed instantly. Misuse of this drill can cause excommunication, or worse, for the offending priest.

29.9.2 Body Drills

1 – **Dodge**

This defensive drill helps the priest avoid a grappling attempt. When successfully completed, his GDV is increased by two for the current round.

2 – **Endure**

If the priest is performing a feat of strength (i.e., any check against his STR), after he succeeds the first time he may continue that same feat as long as he can succeed at this drill. Such actions as holding up large weights, hanging on to ropes, or moving heavy objects become possible, and easier to do.

3 – **Staunch Bleeding**

Success at this drill allows the priest to stop blood flow from any of his wounds. This prevents further damage that would be caused by the blood loss.

4 – **Escape**

The successful priest bends and moves his joints and bones to wriggle out of any non-magical binding.

5 – **March**

The priest puts himself in a near trance-like state. Every time he succeeds at this drill, he can march an additional 1d4 hours without regard for sleep or fatigue. Within one hour of the first failed attempt at this drill, or the cessation of attempts, the priest **must** sleep for 4 hours times the number of attempts.

6 – **Consciousness**

Whenever the priest is forced into unconsciousness, he may attempt this drill to stay awake.

7 – **Rebound**

A priest may attempt this defensive drill whenever he is hit by an opponent. If successful, the priest is entitled to a blow with at least the same success as the one that struck him. For example, if an opponent scores a critical and the priest rolls a result of double damage, a successful Rebound drill scores a critical with a double damage result upon the same opponent.

8 – **Swim**

The priest puts himself in a near trance-like state. Every time he succeeds at this drill, he can swim an additional 1d4 hours without regard for sleep or fatigue. Within one hour of the first failed attempt at this drill, or the cessation of attempts, the priest **must** sleep for 4 hours times the number of attempts.

9 – **Fight On**

If a priest is brought to below zero damage points while fighting, he postpones his death and remains conscious for every round he succeeds at this drill. At the conclusion of the battle, he dies.

10 – **Pin**

If the priest succeeds at grappling "to hold" and succeeds at this drill, his target is helplessly "pinned" and unable to even attempt to break free.

11 – **Hold Breath**

The priest puts himself in a near trance-like state. Every time he succeeds at this drill, he can hold his breath for an additional 1d4 minutes without becoming unconscious. When the priest finally fails at this drill, he must open his mouth and breath deeply.

12 – **Final Frenzy**

If a priest dies during combat, succeeding at this drill allows his body to continue fighting until the combat is completed. Even severed limbs or a crushed skull will not stop him. Combat against enemies is the only option the dead body can perform. At the end of the combat, he dies.

29.9.3 Spirit Drills

1 – **Ignore Cold**

Success at this drill allows the priest to be completely comfortable in all temperatures from normal down to the freezing point of water. Cold-based attacks cause but half damage. This drill must be rechecked each hour, and at its conclusion the priest must rest for as many hours as the drill is used.

2 – **Wakefulness**

A priest attempts this drill once when falling asleep. If successful, he will awaken automatically to any unusual sounds.

3 – **Inner Balance**

Success at this drill allows the priest, via strength and discipline of will, to ignore one WIL based effect.

4 – **Ignore Heat**

Success at this drill allows the priest to be completely comfortable in all temperatures from normal up to the boiling point of water. Heat-based attacks cause but half damage. This drill must be rechecked each hour, and at its conclusion the priest must rest for as many hours as the drill is used.

5 – **Watchfulness**

If the priest succeeds in this drill, he goes into a trance-like state, but is still alert to the events around him. He recovers as if he were sleeping. He may not talk, move about, or take any actions while in this state, but he may abort the drill at will.

6 – **Fast**

The priest can speed up his metabolism to shorten the duration of any unusual physical effect he is experiencing. This is useful with such things poisons, spells with personal physical effects, and potions.

7 – **Ignore Pain**

Success at this drill allows the priest to ignore all pain. He is aware the pain is there, but can block its effects. This drill must be rechecked each hour, and at its conclusion the priest must rest for as many hours as the drill is used.

8 – **Alertness**

When this drill succeeds, the priest temporarily makes all PER checks at one die less than stated. This drill can last up to three hours, but the priest must rest that long at its completion.

9 – **Trance**

The priest temporarily makes all INT checks at one die less than stated. This drill can last up to three hours, but the priest must rest that long at its completion.

10 – **Ignore Pleasure**

Success at this drill allows the priest to ignore all manifestations of pleasure. He is aware of the sensation, but he can block its effects. This drill must be rechecked each hour, and at its conclusion, the priest must rest for as many hours as the drill is used.

11 – **Memorize**

The priest can vividly and perfectly remember any events he sees that take ten minutes or less to unfold. He can replay these events in his mind at will.

12 – **Slow**

The priest can slow his metabolism to lengthen the duration of any unusual physical affect that he is experiencing. This can be used with such things as poisons, spells with personal physical effects and potions.

29.9.4 Mind Drills

1 – Danger Sense

When the GM calls for a roll to determine suprise, a successfull use of this drill will allow the priest one round of action before the suprise roll is made. Only the priest gets to act. The nature of the danger is not revealed; the priest simply feels that something is about to occur.

2 – Drop

The priest, trained to his mind to minimize damage to himself, takes two less dice of damage from any fall if he succeeds at this drill.

3 – Loyalty

The priest must be standing within melee range of a friend. During any action phase which his friend is hit, the priest may attempt to interpose himself, and if he succeeds with this drill he takes the damage intended for his friend. The priest is still subject from any other attacks which were againt him in the same action phase. This does not prevent the priest from taking an action during his own action phase.

4 – Arm

If the priest succeeds in this drill, he calls upon his affinity for his holy weapon to summon it from any distance up to 60 feet.

5 – Distract

This drill allows the priest to distract his opponent's attention, allowing the priest one free, unobserved round of action which is considered a suprise round. This drill cannot be performed if the priest is already in combat.

6 – Locate

When a priest succeeds in this drill, the person whom he perceives as most opposed to him will be unable to approach within 120 feet without the priest being aware of his presence. Magical invisibility, planar travel, and hiding skills cannot fool this drill. The GM makes this roll for the player, so as to not reveal a failed result.

7 – Paralyze

Someone gripped by the priest succeeding at this drill must make a 4d6 RC vs WIL or fall unconscious for 1d20 minutes. This will only work if the target is taken by surprise, and can not be performed through metal armor.

8 – Lure

Succeeding at this drill attracts an opponents' attention to the priest for one round, even in combat. The opponents will take no actions during the round.

9 – Blind Attack

This drill allows a priest to attack an opponent while the priest is blind, through the loss of vision and/or extreme darkness. The attack is a normal roll "to strike." This drill will only work on opponents in melee with the priest.

10 – Evade

When a priest is attacked by a single-target magical effect, or a projectile weapon, success at this defensive drill allows him to dodge the effect. If the priest fails the drill, a normal RC vs AGI is applicable if allowed.

11 – Sacrifice

This drill is used in the round a priest's friend dies from taking damage. If successful, the priest can give his friend **all** of his damage points. The priest dies, but he might saving his friend's life. The priest must be able to see his friend during the drill.

12 – Combust

The priest can cause his body to spontaneously combust, killing himself and doing double his maximum DP total in damage points to all within five feet of him.

Chapter 30

Advanced Magic

Beyond the simple learning and use of traditional spells, there is a variety of specialized magical spells and techniques used by spellcasters. The study of the methods of customizing and creating new magics is known as **Majykology**. In this text we are going to attempt to present some selected information and basic techniques used by its practitioner's.

30.1 Terisium

Hidden in the mists of antiquity, we may never know what ancient sage first discovered the special properties of **Terisium**, and how they used to create enchanted items. We can only conjecture that this must have a great turning point in the evolution of mankind, as these items of power have since had a profound influence on the past and present course of intelligent life on Jaern.

This material has many strange properties and abilities that make it highly prized by magicians jaernwide. Its only known source is meteors that have fallen to Jaern from the heavens. Looking like a dull grey metal, its special properties are not readily apparent. But, as discovered by the primitive magicians of ancient Torandor, this metal was invaluable in the manipulation of magical energies.

Terisium's special properties are derived from the fact that it doesn't exist solely in our plane. While magicians have used it since the beginning of recorded history, it was only two hundred years ago (9764 SF) that Jican Trion of the University of RaForge showed that life force applied to the metal did not destroy it, but changed its energy state so that it was no longer normally perceivable in our plane. It is fortunate that his early experimental results were circulated among the learned of the time before his last experiment, whose nature we may never be able to deduce. His failure and the total destruction of the University of RaForge was a loss to us all.

Subsequent, and much more cautious, experiments have revealed certain properties of Terisium. It seems to exist both in our plane, and in another plane, which is much more endowed with magical energies. It is postulated that the constant seepage of magical energy from the other plane to ours is what powers much of our elemental magics. In any case, the Terisium seems to contain within its structure a certain amount of this magical energy, and this amount gives it different physical and magical characteristics.

Sages have measured this amount of energy, and have postulated that Terisium exhibits 6 different states. Much of the evidence leading to this conclusion, and its consequences, is indirectly obtained via experimentation and cannot be completely verified with our current knowledge about magic.

In its initial state, sages believe that the Terisium contains no magical energies. It exists physically only on its native plane, and lacks physical existence or effect upon our plane. Sages conjecture that it takes some catastrophic event on this other plane to energize the Terisium to a higher state. We will call this $Terisium^0$.

Terisium's next state is the one that we can see and manipulate. We arbitrarily assign this a magic energy of +1, making this the standard to measure life force used to change Terisium magic states. $Terisium^1$ appears as a dull grey metal, which has the strength of iron, and can be worked by metal smiths. When formed into a loop or sphere, it acts as a reverse energy pump, draining magic within the loop back to its native plane. The rate of the drain is proportional to the smallness of the loop, and the amount of $Terisium^1$ used.

Manacles made of $Terisium^1$, made from one ounce of $Terisium^1$ per manacle, will drain elemental and divine units from its wearer at a rate of about 12 units per round. A one ounce thread of $Terisium^1$ around a 15' radius room will drain 1 unit from anyone within this room per minute. A spell caster thus affected will notice the loss.

For the Mathematically inclined, this figures out as:

```
          # of ounces
          ---------------    X    12    =   # of
drained   units/round
          radius in inches
```

At its next state, $Terisium^2$ has twice the life force. When it first enters this state, it becomes fixed in location to the nearest nonliving object. It can no longer be seen or felt, but it will slowly leak power from its native plane to ours. This energy is sufficient to indefinitely power a **Defer** spell, as long as that spell is currently holding another spell. Once the deferred spell is activated, the **Defer** spell itself dissipates, and the $Terisium^2$ drops states to $Terisium^0$, returning to its native plane.

The next state is Terisium[10]. This state is similar to the previous state, with the exception that the Terisium[10] can indefinitely power a **Defer** spell, even when its contained spell has been triggered. Further it will, over time, repower the contained spell.

Even more powerful, Terisium[50] will continuously power a spell contained within the **Defer** which the Terisium[50] is bound. Items enchanted using Terisium charged to the +50 state exhibit a continuous effect whenever the contained spell is triggered.

The highest state known presently is Terisium[1000]. In this state the Terisium becomes once again material in our plane, forming different crystalline structures. Each different structure is a different color and has different magical effects. These crystals, known to the common man as **Matrix Gems** are highly prized for their abilities to focus and magnify magical energies.

Current Majykology has given us techniques to energize Terisium from its +1 state to the +2, +10 and +50 states, and has shown us that we can cause it to decompose from any state to the +0 state, explosively with the release of its energies. Leading Scelonists at enclaves jaernwide continue to cautiously experiment to unlock further uses of Terisium and its role in harnessing the power of magic.

30.2 Creation of Enchanted Items

The creation of these items has always been a ritualized practice, being passed down from magician to apprentice over the years. Not until the reemergence of the priests of Tarus in the later half of the 97th century that the process was examined in the light of reason, separating the ritual from the process. Even today, many spell casters cling to the old rituals, not ready to trust the modern study of Majykology to answer their questions. We shall put aside these unneeded rituals, and examine the construction of enchanted items, expounding on the current theory behind the magic.

Creating items with magical properties is both a dangerous and time consuming process. The potential creator should understand all the materials, costs and steps that go into the process. Below we explain the process, step by step. Plan the properties of your items, and follow the steps as outlined in this manuscript. *Show your GM your plans. All enchanted items must have the approval of your GM, for their use can affect game balance. He may disallow any item, or may make suggestions to make an item better fit in his campaign.*

There are four things that go into the makeup of a enchanted item. First is the item itself. The second is a spell to **Defer** or postpone the spell effect from manifesting itself until triggered. The third is the actual spell to generate the spell effect that the item will exhibit. The fourth is the use of the material **Terisium**, which powers the **Defer** spell, and possible the spell effect.

30.2.1 The Item

The first step in creating an enchanted item is buying, finding or creating the actual item to be enchanted. If the item is to last, it must be solid and of good workmanship. The magic used on the item will not keep it from physical destruction. An enchanted sword built from inferior iron will break on use, wasting the time and energy used to enchant it. Consumable items, such as potions or foods should be as fresh and pure as possible to strongly hold the magic. *The GM will assign physical attributes to any unusual item, or can use the attributes listed for a like item.*

30.2.2 Defer

Normally, a **Defer** spell lets you cast a spell, delaying its activation until it is triggered. When you make an enchanted item, you use the **Defer** spell to hold the spell effect. The **Defer** spell's rank must equal or exceed the spell effect (plus any finesse(s))'s rank. Finessing the **Defer** spell allows you to control the way the resulting item is triggered. The number of finesses determines what kind of trigger is used, as follows:

```
0       Always on
1       Mechanical
2       Spoken Word or Phrase
3       Thought Activated by anyone
4       Activated by a condition
```

Items cast with an unfinessed **Defer** are always on or triggering. This would only be useful with Effect Items. One finesse allows the item to be triggered by any moving part of the item. Two finesses allow the item to be triggered by a key word or phrase. Three finesses allow the item 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' of the item.

30.2.3 The Spell Effect

The effect that the item exhibits should be chosen carefully out of the appropriate spell group. Elemental spells above rank 12 can only be used on **Fixed Use** items, as described below, and cause the enchanter to drop one rank in that spell group as he is constructing the item, just as if the spell effect was cast normally. Finessing the spell effect will cause the effect bound into the item to be finessed as well. Overloading to cast the spell to be bound has the same consequences as normal, certainly ruining the item if the overload fails.

30.2.4 Terisium's Role in creating enchanted Items

Terisium is used to draw power to the item, allowing to hold its magics for longer then the spells alone would permit. The type of item is directly tied to the life force used and the resulting form of Terisium.

Charged to the +2 state Terisium creates what are called **Fixed Use Items**. These items can only be used a fixed number of times, after which they are expended and become non-magical. All consumable magic like potions, foods and scrolls that are read once are generally **Fixed Use 1** items. Inexpensive items that are created for a specific purpose or event often have a fixed number of charges. Items holding very powerful elemental spells (above rank 12), or those using divine magics can only be made in this way. All of these items are usually made for people other than the caster to use, as creating them costs more than simply casting the appropriate spell.

Charged to the +10 state, **Regenerating items** slowly gain magical power back from the surrounding environment, much the same way magicians do. These items can effectively be used a fixed number of times in any 24 hour period. **Regenerating 1** items hold a single charge and regenerate that charge 24 hours after its use. **Regenerating 2** items hold two charges and regenerate charges in 12 hours. **Regenerating 3** items hold three charges and regenerate a charge in 8 hours. **Regenerating 4** items hold up to four charges and take but 6 hours to regenerate a charge.

Charged to the +50 state, **Effect items** exhibit their effect on the item and possibly its bearer, continuously. Weapons, armor, lights and other tools usually fall into this category. An effect item can only affect mass less than twice the effected person's weight. Only spells with a duration of 1 minute or longer will work in this state. Instantaneous spells, ones with special conditions on the durations, and those with effects shorter than a minute will fail during such an enchantment. If a spell has a random duration that may or may not be as long as one minute, it may or may not work when used in an effected item. *The GM will role the duration of the spell effect as the item is created, and if it is less than one minute, the item enchantment fails.*

Once an item has been prepared, the proper **Defer** spell cast upon it, the spell effect cast into the **Defer**, it is time for the caster to energize the **Terisium**. The amount of Terisium needed is one ounce for each rank of each spell effect. A Fixed Use item with 3 charges and a rank 4 spell effect would require 12 ounces of Terisium[2].

Holding the appropriate amount of Terisium[1] in physical contact with the item, the creator wills a portion of his life force into the combination. The Terisium[1] jumps states, becoming immaterial and held within the **Defer**. If all goes successfully, an enchanted item results.

30.2.5 Success

Creating enchanted items is a chancy business, as we pointed out earlier. The slightest misspeak or gesture can cause the binding to fail, or work improperly. If possible, testing the resulting enchanted item is both prudent and desirable.

After you have planned the creation, and executed all the proper steps, your GM must determine the relative success of your creation by rolling 3 six-sided dice on the following table:

3	creation failed, item non-magical
4	item defective
	GM choice as to result
5	item flawed, fails 1/6th of the time
6 - 15	item works as planned
16	item gets an additional random effect
17	item has an addition charge, recharge or enchantment as appropriate
18	item exceeds expectations,
	GM's choice

The GM is under no obligation to reveal the results of this roll. The results should be recorded in the campaign magic book, but the creator may only find out through use of the item.

30.2.6 Procedure

1. *You design the item. Prepare all EU, DU and experience costs and Terisium[1] requirements.*

2. *You get it approved. Show it to your GM and get the go ahead to continue. He may disallow any item or ask you to change some aspect of the item before allowing it into his game.*

3. *Your adventurer procures the physical item.*

4. *Your adventurer casts the **Defer** spell at the item.*

5. *He then cast the desired spell effect into the **Defer**.*

6. *He holds the appropriate amount of Terisium[1] to the item and expends experience points equal to the base cost of the spell effect, times the rank of the spell effect, times the desired number of charges, or recharges, times the state number for the appropriate type of item.*

7. *Have the GM check the success of this creation.*

8. *Get and record a catalog number for the item.*

30.2.7 Multiple charges on a Single Item

Multiple charges of a single effect only require the **defer** and the spell effect to be cast once, but do require **terisium** and experience to be expended for each charge. Creating a fixed use item with a spell higher than rank 12 will only cause the caster to drop once in that spell group regardless to how many charges are being created.

30.2.8 Multiple Effects on a Single Item

More than one different effect can be bound to a single item. Each effect can share identical triggers, or use different triggers. All of these effects need to be bound to the item within 24 hours of the first binding, as after this time, the magic has "set" and any further attempts to bind will either fail, or destroy the existing magic. Different effects can be cast by different binders (making mixed elemental and divine

items possible) but they must all be bound within the 24 hour period.

30.2.9 An Example

*Now for an example. Let's create a wand that can discharge up to three fireballs per day. The Fire Magic group at rank 8 has the spell Fireball, exactly what we're looking for. We want this spell bound to a sturdy wooden wand, which we need to prepare or purchase. We could decide that a button on the wand mechanically triggers the release of a fireball, requiring a mechanical trigger, which means we must finesse the **Defer** spell once. We want this item to regenerate 3 charges per day, making it a **Regenerating Item** using Terisium[10].*

The things needed for this item are:

```
Sturdy Wand
Fireball spell                    8 EU
      Defer 8                     8 EU
      w/mechanical trigger        1 EU
8 x 3 ounces of Terisium[1]
72,000 experience points (life force)
EU cost: Fireball + (Defer+trigger) = 8+(8+1) = 17

base   spell                 Terisium
cost x rank  x  regenerating x  state
300  x   8   x       3       x   10   = 72,000 EP
```

Casting these spells use a total of 17 elemental units, 72,000 experience points and 24 ounces of **terisium**. The description of this item would be as follows:

Wand of Fireballs

```
    Type: Regenerating 3          FIR   7
 Trigger: Mechanical              ICE  14
   Spell: Fire Fire 8 / Fireball  WAT  11
 EU cost: 8 + (8+1) = 17          ACD   7
EXP cost: 72,000                  HRD  10
                                  PWR   6
```

This is a small wooden wand, about 10" long and 1/4" in diameter. A concealed button allows the user to activate it, causing it to issue forth a fireball, which will travel straight from the wand for up to 120' or until it hits an object or surface. There it blossoms into a ball of flame and cause 8d6 DP to all within 40' of the explosion. Succeeding a 4d6 resistance check vs HEA reduces the damage by half. It can be used up to three times in any single 24 hour period.

30.3 Researching New Spell Groups

The average spellcaster may be well satisfied using magic defined in the huge corpus of existing spell groups. But for those whom must seek out the new, the untried, the different, the way is open to the creation of new magic. The cost of this research is large, but the results can be well worth it.

Describe to your GM what magic spell your adventurer wants to research. He will compare the effects of the spell, such as damage inflicted and resistance checks that apply, to other spells already in the system. He will decide if it is in the realm of a particular deity or element, and what rank the spell should be.

Your adventurer can only research spells on existing groups above those that already exist, or new spell groups starting with rank one. If the spell you seek is above rank one and should be in a new spell group, your GM will work with you to decide what the lower ranking spells in that group would be. Then your adventurer must research all spells in that group, starting from rank one, to acquire the spell you originally sought.

Having reviewed the new magic you seek, you must gather the equipment needed to attempt the research. Then, having prepared the time to be undisturbed, having food at hand, you begin your research.

Your adventurer must spend ten days researching for each rank of the spell you want to research. The equipment and consumable supplies for this research will cost one thousand silver per rank of that spell. Your adventurer also must expend experience points equal to the normal cost of learning the spell times five. Thus, for a fire mage to learn a new rank one spell in a new smoke group, he would spend ten days, one thousand silver and 300 x 5 = 1500 experience points.

*All other rules on cost modifiers apply to spell research as well. If a warrior, who has declared water as their element, wishes to advance in a new air group, Whirlwinds, from rank 6 to rank 7, it will still cost 7 * ten = 70 days, seven thousand silver, and 300 * 3 (for elemental spells) * 2 (for submissive element) * 5 (for research cost) * 7 (rank 6 to 7) = 63000 experience points.*

Your adventurer can teach other casters these new spells at normal cost, if you have the spell four ranks above it, like the normal teaching rules. If a spell group comes into common usage by most casters, and is registered and available from the scribes of the archive, your GM may decide to let other adventurers learn that group at normal cost.

Remember that your GM must live with the results of these new spells. he have final approval over any spell that can be researched, and will not allow spells that will unbalance or jeopardize his campaign.

Chapter 31

Magical Items and Artifacts

31.1 Enchanted Items

Many enchanted items and **artifacts** exist on Jaern. All of the items below could be created by the magic available to the magician and priest adventurers. For the items below, the amount of **Terisium** needed is one ounce for each rank of the spell effect. The divine or elemental unit costs are:

Spell effect + Defer (rank + Finesse)

while the experience cost is:

Spell base cost x Spell effect rank
              x number of charges x Terisium state number

Enchanted items are highly prized due to the effort and pain of their creation. Normally, the creator of such an item wants it to be as durable as possible because the damage or destruction of an item damages or destroys the magic as well. Rarely will an item of inferior materials or workmanship be encountered.

Due to their naturally high resistance to magical effects, silver, bone, ivory, and diamonds are favored in the construction of magical items. Steel, despite its expense, is perfect for the construction of magical weapons and armor.

Adamantite is one of the best possible materials for constructing magical items, however, its availability and workability are so poor that few items are successfully made of it. **Terisium** is an extraordinarily poor material to use in the creation of a magical item as it grounds out the magic as it is being bound.

While it is theoretically possible to bind a Divine Ceremony into a magical item, it is never done. Activating such items tend to annoy the dieties.

Amulet of the Pokerface

```
    Type: Regenerating 1                FIR 18
 Trigger: Thought                       ICE 20
   Spell: Water Changings 8 / Disguise  WAT 16
 EU cost: 8 + (8 + 2) = 18              ACD 11
EXP cost: 300 x 8 x 1 x 10 = 24,000     HRD  5
                                        PWR  7
```

This silver amulet always has a face on it. When worn the wearer can call upon the amulet to alter his face such that emotions are not shown. However the amulet's face will change to show the emotion instead. The amulet will only work for 1d12 hours per day and only after called upon. This amulet can not change eye or hair or any other trait of the wearer because all its power is used to shed the wearer of emotion.

Armor of Cleanness

```
    Type: Regenerating X 3                   FIR 20
 Trigger: Spoken                             ICE 20
   Spell: Core Common 3 / Renew Object       WAT 13
 EU cost: 3 + (3 + 2) = 8                    ACD 10
EXP cost: 300 x 3 x 3 x 10 = 27,000          HRD 19
                                             PWR  5
```

At any time the wearer of this armor can say "Steam Clean Me!" and the armor will clean itself. Chipped paint, dents, fabric, and worn buckles will look just like they where when the enchantment was cast upon them. This type of plate mail is sometimes worn by the very rich, which is why they always look so nice.

<The listed stats are for plate mail, other armour types may have differing stats.>

Armor of Ra

```
    Type: Effect 1                      FIR 10
 Trigger: Mechanical / Condition        ICE 12
   Spell: Ra Decompile 8 / Enlighten    WAT 13
 DU cost: 8 + (8 + 4) = 20              ACD  8
EXP cost: 300 x 8 x 1 x 50 = 120,000    HRD  7
                                        PWR  9
    Type: Effect 1
 Trigger: Thought
   Spell: Ra Discorporate 1 / Anhk
 DU cost: 1 + (1 + 3) = 5
EXP cost: 300 x 1 x 1 x 50 = 15,000
```

This suit of plate mail becomes transparent when worn by a follower of Ra, permitting light to pass through it and allowing the faithful follower to be in the light of his deity. The armor usually has a holy symbol of Ra on the chest which lights up whenever the follower wishes.

Arrow of Air

```
    Type: Fixed Use 1                   FIR  7
 Trigger: Mechanical                    ICE 14
   Spell: Air Air 4 / Fresh Air         WAT 11
 EU cost: 4 + (4 + 1) = 9               ACD  7
EXP cost: 300 x 4 x 1 x 2 = 2,400       HRD 10
                                        PWR  4
```

When shot by a bow this arrow creates a 10' radius sphere of fresh air that will last 1d4 turns. This region can be moved by moving the arrow.

If one of these arrows is activated near a fire it will strengthen by the fresh, new supply of air.

Arrow of Blinding

```
    Type: Fixed Use 1                   FIR  7
 Trigger: Mechanical                    ICE 14
   Spell: Ra Compile 11 / Sun Blind     WAT 11
 DU cost: 11 + (11 + 1) = 23            ACD  7
EXP cost: 300 x 11 x 1 x 2 = 6,600      HRD 10
                                        PWR  5
```

When a target is hit by this arrow he takes the damage from being hit by the arrow and needs to make a resistance check of 5d6 vs HEA or be blinded permanently. The target has to be capable of normal vision to be affected by the spell.

When created, the arrow had to have been "in the sight of Ra", but once bound, there is no such restriction upon the arrow's use.

Arrows of Disappearance

```
    Type: Fixed Use 1                   FIR  7
 Trigger: Mechanical                    ICE 14
   Spell: Air Air 12 / Invisibility     WAT 11
 EU cost: 12 + (12 + 1) = 25            ACD  7
EXP cost: 300 x 12 x 1 x 2 = 7,200      HRD 10
                                        PWR  6
```

When this arrow hits its target its does the normal arrow damage plus the target needs to make a resistance check or go invisible. The target does NOT know what the spell will do when the arrow hits.

Arrow of the Fireball

```
    Type: Fixed Use 1                   FIR  7
 Trigger: Mechanical                    ICE 14
   Spell: Fire Fire 8 / Fireball        WAT 11
 EU cost: 8 + (8 + 1) = 17              ACD  7
EXP cost: 300 x 8 x 1 x 2 = 4,800       HRD 10
                                        PWR  5
```

When this arrow hits its target it does the normal arrow damage plus it erupts into a fireball doing 8d6 in damage to all within 40' of the target. A 4d6 resistance check versus HEA can reduce the damage by half. Who or what ever was hit by the arrow takes full damage and gets no resistance check.

Arrow of Paralysis

```
    Type: Fixed Use 1                   FIR  7
 Trigger: Mechanical                    ICE 14
   Spell: Divine Influ. 5 / Paralyze    WAT 11
 DU cost: 5 + (5 + 1) = 11              ACD  7
EXP cost: 300 x 5 x 1 x 2 = 3,000       HRD 10
                                        PWR  4
```

When this arrow strikes a humanoid target the target takes the normal arrow damage plus needs to make a resistance check of 4d6 vs WIL or else be held by the spell of the arrow. The spell lasts 2 minutes.

Constables and **Sirma** are particularly fond of these arrows for their stunning capabilities.

Arrow of Lightning

```
    Type: Fixed Use 1                    FIR   7
 Trigger: Mechanical                     ICE  14
   Spell: Air Air 6 / Lightning Bolt     WAT  11
 EU cost: 6 + (6 + 1) = 13               ACD   7
EXP cost: 300 x 6 x 1 x 2 = 3,600        HRD  10
                                         PWR   4
```

There are 2 versions of this arrow, the first of which upon firing the arrow into the air it turns into a lightning bolt and travels its 120 feet in a direct line. The second form when fired stays as a arrow until it hits its target inflicting arrow damage and then turns into a lightning bolt and attempts to travel another 120'.

In addition to the normal arrow damage, the lightning bolt will inflict 6d6 of damage. Targets in the path of a lightning bolt get a 3d6 RC vs HEA for half damage. However, if the arrow hits its target then the target gets no save and takes full damage from the lightning bolt.

Arrow of the Torch

```
    Type: Fixed Use 1                    FIR   7
 Trigger: Mechanical                     ICE  14
   Spell: Fire Illum. 2 / Magic Torch    WAT  11
 EU cost: 2 + (2 + 1) = 5                ACD   7
EXP cost: 300 x 2 x 1 x 2 = 1,200        HRD  10
                                         PWR   3
```

When fired, this arrow lights up like a torch, illuminating everything around it. Otherwise, its just like any other arrow and does normal damage.

Arrow of the Wind

```
    Type: Fixed Use 1                    FIR   7
 Trigger: Mechanical                     ICE  14
   Spell: Air Air 2 / Gust               WAT  11
 EU cost: 2 + (2 + 1) = 5                ACD   7
EXP cost: 300 x 2 x 1 x 2 = 1,200        HRD  10
                                         PWR   3
```

The round after this arrow hits its target, a 30 met per hour gust of wind issues forth in the direction the arrow travelled. The affected area is about 5' wide and 20' long.

Bandages of First Aid

```
    Type: Fixed Use 1                    FIR   5
 Trigger: Mechanical                     ICE   9
   Spell: Isis Heal 1 / Staunch Wound    WAT  12
 DU cost: 1 + (1 + 1) = 3                ACD   4
EXP cost: 300 x 1 x 1 x 2 = 600          HRD   7
                                         PWR   3
```

A 1 x 2 x 4 inch patch, wrapped in plain brown paper with a large red cross emblazoned on it. Inside is some cotton, gauze, tape, tiny packet of salve, all the supplies needed to bandage some wounds.

Bell of Alluring

```
    Type: Regenerating X 2                   FIR  18
 Trigger: Mechanical                         ICE  20
   Spell: Water Charms 10 / Siren            WAT  16
 EU cost: 10 + (10 + 1) = 21                 ACD  11
EXP cost: 300 x 10 x 2 x 10 = 60,000         HRD   5
                                             PWR  10

    Type: Regenerating X 2
 Trigger: Mechanical
   Spell: Fire Mind Twisters 6 / Stray Thought
 EU cost: 6 + (6 + 1) = 13
EXP cost: 300 x 6 x 2 x 10 = 36,000
```

This silver hand bell stands about 6 inches tall and is covered by pictures of people performing different tasks and/or acts. Many of these bells depict people sitting around a table eating, doing different kinds of work, or sitting down and being quiet.

The person closest to the bell ringer must make a 4d6 RC vs their WIL or be affected by the Siren spell. Additionally, that person must make a 4d6 RC vs WIL or be subjected to the Stray Thought that it would be better to capitulate than to lose a WIL point. If either of these checks fail, the creature must perform as the bell depicts.

Belt of Gravity

```
    Type: Effect 1                           FIR  10
 Trigger: Mechanical                         ICE  12
   Spell: Earth Earth 10 / Earth Force       WAT  15
 EU cost: 10 + (10 + 1) = 21                 ACD   8
EXP cost: 300 x 10 x 1 x 50 = 150,000        HRD   7
                                             PWR   6
```

This belt has two different effects depending on who created it.

The first possible configuration is that the wearer is only minorly effected by the planets gravity, in which case he is nearly weightless. The GM will adjudicate the side effects of this belt, both beneficial and detrimental.

The second type of belt causes the wearer to feel the planet's gravity twice as much. This reduces running speeds, jumping, climbing, etc by half. The wearer will also become tired much faster and have to eat more to keep up the energy to continue to be active.

Bow of Flaming Arrows

```
    Type: Regenerating X 7          FIR   7
 Trigger: Mechanical                ICE  14
   Spell: Fire Fire 2 / Flaming Arrow  WAT  11
 EU cost: 2 + (2 + 1) = 5           ACD   7
EXP cost: 300 x 2 x 7 x 10 = 42,000 HRD  10
                                    PWR   7
```

This bow is often found to be red or yellow in color, this color symbolizes its affinity for fire. When an arrow is draw back in the bow it will ignite and begin burning. If the arrow is not shot it will become unusable and quite burning in 4 rounds as the tip of the arrow burns away. The arrow does an extra 1d8 in damage to any target that it hits and will ignite combustible materials. Only one arrow can be flamed per round.

Box of Fright

```
    Type: Regenerating X 3          FIR   6
 Trigger: Mechanical                ICE  12
   Spell: Divine Influ. 2 / Install Fear  WAT  11
 DU cost: 2 + (2 + 1) = 5           ACD   6
EXP cost: 300 x 2 x 3 x 10 = 18,000 HRD   9
                                    PWR   5
```

This is a 6" cube with a handle on the side. Turning the handle causes a music box within to play a haunting little melody. On the last note the box lid opens and a fake grazzoon pops half way out of the box. All those how have not seen what this particular box will do must make a 4d6 vs. WIL resistance check or run in fear. All who have seen this happen before need only make a 3d6 vs WIL resistance check.

Catspaw Slippers

```
    Type: Effect 1                  FIR   4
 Trigger: Mechanical                ICE   9
   Spell: Core Movement 4 / Catspaw WAT   9
 EU cost: 4 + (4 + 1) = 9           ACD   4
EXP cost: 300 x 4 x 1 x 50 = 60,000 HRD   7
                                    PWR   8
```

These slippers empower the wearer to move silently across any potentially noisy areas. Only the wearers foot movements are silenced; his talking, breathing, or equipment rattling are not quieted.

Cursed Ring of Death

```
    Type: Effect 1                  FIR  18
 Trigger: Mechanical                ICE  20
   Spell: Anubis Kadavros 6 / Suppression  WAT  16
 DU cost: 6 + (6 + 1) = 13          ACD  11
EXP cost: 300 x 6 x 1 x 50 = 90,000 HRD   5
                                    PWR   7

    Type: Effect 1
 Trigger: Mechanical
   Spell: Divine Influ. 6 / Curse
 DU cost: 6 + (6 + 1) = 13
EXP cost: 300 x 6 x 1 x 50 = 90,000

    Type: Effect 1
 Trigger: Mechanical
   Spell: Divine Influ. 2 / Install Fear
 DU cost: 2 + (2 + 1) = 5
EXP cost: 300 x 2 x 1 x 50 = 30,000

    Type: Effect 1
 Trigger: Mechanical
   Spell: Core Common 4 / Glue Finessed 4 times
 EU cost: 8 + (8 + 1) = 17
EXP cost: 300 x 8 x 1 x 50 = 120,000
```

This ring is designed as a punishment, and any recipient will certainly feel punished if he puts it on. First, all further resistance checks are made with an additional die. Then, if the wearer fails a 4d6 RC vs WIL, his lifeforce is suppressed, effectively turning him into an undead creature. Then he must make a 4d6 RC vs WIL or become fearful of all people and creatures around him. He makes these resistance checks every few hours while wearing the ring until he fails them both.

The effects of this ring persist as long as the ring is on, which may be for a long time. A 4 times finessed Glue spell grips the ring to the wearer's finger and must be revoked for the ring to be removed.

Of course, being undead, if the wearer's finger should rot or be torn off, the ring is thus removed and the effects stop. By this time, the poor wretched soul has suffered enough (provided he survived).

Dagger of Gold detection

```
    Type: Regenerating 1          FIR 20
 Trigger: Thought                 ICE 20
   Spell: Core Common 6 / Find    WAT 16
 EU cost: 6 + (6 + 3) = 15        ACD 10
EXP cost: 300 x 6 x 1 x 10 = 18,000  HRD 17
                                  PWR  5
```

The wielder can once per day sit down and spend one hour meditating over the dagger. At the end of that time the dagger will tug slightly in the direction of a source of gold. The dagger will only point directly at the source of the gold and will not assist in finding a path to it.

The wielder can have the dagger ignore gold that he knows about (i.e. the gold of his party members.)

Divining Rod

```
    Type: Regenerating 1          FIR  7
 Trigger: Spoken                  ICE 14
   Spell: Water Water 2 / Well    WAT 11
 EU cost: 2 + (2 + 2) = 6         ACD  7
EXP cost: 300 x 2 x 1 x 10 = 6,000   HRD 10
                                  PWR  4
```

This 2 foot stick is usually shaped like a chicken's wish bone. When the phrase "Water, I need water!" is spoken by the wielder, it will move in the direction the nearest water that is within 40 feet.

Doorjam

```
    Type: Fixed Use 1             FIR  7
 Trigger: Mechanical              ICE 14
   Spell: Earth Hinder. 5 / Jam   WAT 11
 EU cost: 5 + (5 + 1) = 11        ACD  7
EXP cost: 300 x 5 x 1 x 2 = 3,000    HRD 10
                                  PWR  3
```

Wedged under a door and rapped sharply from behind, this small wedge of wood will hold the door shut. Four times the normal effort will be required to force the door open.

Earring of Comprehension

```
    Type: Effect 1                FIR 18
 Trigger: Mechanical              ICE 20
   Spell: Osiris Land L. 6 / Animal Sing  WAT 16
 DU cost: 6 + (6 + 1) = 13        ACD 11
EXP cost: 300 x 6 x 1 x 50 = 90,000  HRD  5
                                  PWR  6
```

These silver earrings allow the wearer to communicate with land animals for about 10 minutes. How the animals react is a matter of their mood and how well they understand what they have been told.

Enchanted Armor

```
    Type: Effect 1                FIR 10
 Trigger: Mechanical              ICE 12
   Spell: Core Common 11 / Armor Charm  WAT 13
 EU cost: 11 + (11 + 1) = 23      ACD  8
EXP cost: 300 x 11 x 1 x 50 = 165,000  HRD  7
                                  PWR  6
```

Typically plate mail, enchanted armor has a continuous **Armor Charm** spell on it. It gives the wearer a +1 advantage on his CDV and MDV.

Enchanted Buckler Armor

```
    Type: Effect 1                FIR 10
 Trigger: Mechanical              ICE 12
   Spell: Earth Magn. 12 / Magic Buckler  WAT 13
 EU cost: 12 + (12 + 1) = 25      ACD  8
EXP cost: 300 x 12 x 1 x 50 = 180,000  HRD  7
                                  PWR  6
    Type: Effect 1
 Trigger: Mechanical
   Spell: Core Common 11 / Armor Charm
 EU cost: 11 + (11 + 1) = 23
EXP cost: 300 x 11 x 1 x 50 = 165,000
```

This is a greatly enhanced form of **Enchanted Armor**. It deflects all attacks from ferromagnetic weapons, regardless of direction. Magical weapons get a 4d6 RC vs PWR to penetrate the effect. It also gives a +1 advantage on CDV and MDV for any attack not deflected.

Enchanted Weapon

```
    Type: Effect 1                FIR 20
 Trigger: Mechanical              ICE 20
   Spell: Core Common 8 / Weapon Charm  WAT 16
 EU cost: 8 + (8 + 1) = 17        ACD 10
EXP cost: 300 x 8 x 1 x 50 = 120,000  HRD 17
                                  PWR  5
```

Typically swords, an enchanted weapon has a continuous **Weapon Charm** spell on it. It gives the wielder a +1 to his CM or MM (depending on the nature of the weapon) and a +1 DP on any successful attacks.

Gavel of Attention

```
     Type: Regenerating X 6        FIR   7
  Trigger: Mechanical              ICE  14
    Spell: Divine Influ. 4 / Attention  WAT  11
 DU cost: 4 + (4 + 1) = 9          ACD   7
EXP cost: 300 x 4 x 6 x 10 = 72,000  HRD  10
                                   PWR   7
```

One side of the head on this wooden gavel is quite worn, while the other side is in pristine condition. When struck with the worn side, nothing happens. However, when struck on the good end, all those within hearing must make a 4d6 RC vs WIL or stop what they are doing and pay attention to the user. This only forces them to listen, nothing else.

Glass of Hearing

```
     Type: Effect 1               FIR  17
  Trigger: Mechanical             ICE  17
    Spell: Air Scrying 2 / Hear   WAT  23
 EU cost: 2 + (2 + 1) = 5         ACD  20
EXP cost: 300 x 2 x 1 x 50 = 30,000  HRD   2
                                  PWR   4
```

Usually these items are found to be used by those of the illegal professions. The user places the open end on a wall or door and the other end against his ear. The user can then hear all noises and sounds as if his ear was 5 feet further forward of the glass. If the point of hearing is in wall or solid object the user will hear nothing.

Headband of Armor Summoning

```
     Type: Regenerating 1         FIR   5
  Trigger: Spoken                 ICE   9
    Spell: Air Dimen. 12 / Call Package  WAT  12
 EU cost: 12 + (12 + 2) = 26      ACD   4
EXP cost: 600 x 12 x 1 x 10 = 72,000  HRD   7
                                  PWR  11
     Type: Regenerating 1
  Trigger: Spoken
    Spell: Air Dimen. 9 / Send Package
 EU cost: 9 + (9 + 2) = 20
EXP cost: 600 x 9 x 1 x 10 = 54,000
```

The wearer can send a suit of armor he is wearing to a memorized location. When needed, he can call that armor back to him (as per the Send Package and Call Package spells).

Instant Water

```
     Type: Fixed Use 1            FIR  13
  Trigger: Mechanical             ICE  22
    Spell: Divine Fabri. 1 / Create Water  WAT   2
 DU cost: 1 + (1 + 1) = 3         ACD   4
EXP cost: 300 x 1 x 1 x 2 = 600   HRD   9
                                  PWR   3
```

This is a oblong round pill, about 1/4 of an inch in diameter, typically made of candy. When a drop of water is added to it, it creates another 2 gallons of water.

Invisible Shield

```
     Type: Effect 1               FIR  20
  Trigger: Mechanical             ICE  20
    Spell: Air Dimen. 12 / Invisibility  WAT  16
 EU cost: 12 + (12 + 1) = 25      ACD  10
EXP cost: 600 x 12 x 1 x 50 = 360,000  HRD  17
                                  PWR   6
```

The shield itself is invisible to all but the wielder. Whenever the shield is grounded (hit with a weapon or set down) the shield becomes visible for a moment and then vanishes again. This often throws opponents off, when they attack the wielder's shield arm expecting to inflict mortal wounds but are deflected by the shield that appears and then disappears.

Due to its surprise effect, the shield affords a +3 to all the wearer's defensive values and his combat modifier during the first round of combat. During combat, the shield flickers as various blows are deflected. Thus, once the initial surprise wears off, the shield only affords an extra +1 to the wearer's defensive values.

Lifesaver

```
     Type: Fixed Use 1            FIR  18
  Trigger: Mechanical             ICE  20
    Spell: Neptune Underw. 1 / Air Pocket  WAT  16
 DU cost: 1 + (1 + 1) = 3         ACD  11
EXP cost: 300 x 1 x 1 x 2 = 600   HRD   5
                                  PWR   4
```

Normally in the form of a silver necklace with a fish shaped medallion, this item will protect its wearer from drowning. When submersed in water, a small pocket of air forms around the wearer's head, allowing him to breathe normally underwater for about 20 minutes.

Lifescope

```
     Type: Effect 1               FIR  19
  Trigger: Mechanical             ICE  20
    Spell: Divine Detect. 3 / Detect Life  WAT  16
 DU cost: 3 + (3 + 1) = 7         ACD  10
EXP cost: 300 x 3 x 1 x 50 = 45,000  HRD  12
                                  PWR   6
```

This is a brass tube, about 8" long and 2" in diameter, open on both ends. When peered through, anything the user sees which is alive is surrounded with a faint blue glimmer.

Limn Arrow

```
     Type: Fixed Use 1              FIR   7
  Trigger: Mechanical                ICE  14
    Spell: Fire Illum. 6 / Limn      WAT  11
  EU cost: 6 + (6 + 1) = 13          ACD   7
 EXP cost: 300 x 6 x 1 x 2 = 3,600   HRD  10
                                     PWR   4
```

While in flight that arrow seems to trail a streak of light (tracer) that is best seen in the dark. When the arrow hits something, it does normal damage and all mobile creatures within 5' must make a 3d6 RC vs AGI or be outlined with light, making them easier to see. The target that the arrow hits must make a 4d6 RC vs AGI.

Mace of Ra

```
     Type: Effect 1                 FIR   8
  Trigger: Mechanical                ICE  16
    Spell: Fire Illum. 2 / Magic Torch  WAT  12
  EU cost: 2 + (2 + 1) = 5           ACD   8
 EXP cost: 300 x 2 x 1 x 50 = 30,000 HRD  11
                                     PWR   7
     Type: Regenerating X 3
  Trigger: Spoken
Conditions: Usable by Ra Worshippers
    Spell: Ra Discorporate 3 / Brilliant Flash
  DU cost: 3 + (3 + 2) = 8
 EXP cost: 300 x 3 x 3 x 10 = 27,000
```

This mace is used exclusively by the followers or Ra. When a true follower of Ra is wielding it the head of the mace will glow equal to that of a normal torch. The wielder my also call upon the mace to deliver a Brilliant Flash that will blind anyone 20' in front of him if they fail a 4d6 vs PER.

Mask of Disguise

```
     Type: Regenerating 1           FIR   5
  Trigger: Mechanical                ICE   9
    Spell: Water Changings 8 / Disguise  WAT  12
  EU cost: 8 + (8 + 1) = 17          ACD   4
 EXP cost: 300 x 8 x 1 x 10 = 24,000 HRD   7
                                     PWR   5
```

This item comes in many different forms, the strangest of which appear to be party masks often used by royalty at masquerade balls. Others are wooden masks that are placed over the face or cloth masks used by different types of bandits. Though of differing designs, all serve the same purpose of changing one's appearance. These items are racially specific, and will only work for the race of its creator.

This particular mask is made from a knitted cloth. While worn on the face of the user, the mask allows the user to select any hair or eye color, his apparent race, and alter his height and weight within 10% of his normal. It takes 1 minute for the user to change his body's physical appearance. (These masks will not change the color or style of clothing, weapons, etc)

Number Eye

```
     Type: Regenerating 1           FIR  17
  Trigger: Mechanical                ICE  17
    Spell: Fire Conjur. 4 / Emit Object  WAT  23
  EU cost: 4 + (4 + 1) = 9           ACD  20
 EXP cost: 300 x 4 x 1 x 10 = 12,000 HRD   2
                                     PWR   4
```

This is a glass eye, about an inch and a half in diameter, with a dial labeled from 0 to 100 by ones, and a red button. When the button is pressed the number that is currently pointed to on the dial is displayed as a 2' high number 10' in front of the eye. The numbers last for 4 rounds (16 seconds) and then vanish.

Potion of Olfactory Stimulation

```
     Type: Fixed Use 1              FIR  10
  Trigger: Mechanical                ICE   5
    Spell: Tarus Mezuri 12 / Fox's Nose  WAT  24
  DU cost: 12 + (12 + 1) = 25        ACD  10
 EXP cost: 300 x 12 x 1 x 2 = 7,200  HRD   0
                                     PWR   6
```

This potion imbues upon the drinker a very heightened send of smell. He will be able to trail animals and people, and will automatically detect many poisons by smell. This ability will last for 1 hour.

Retractable Staff

```
    Type: Effect 1                         FIR 20
 Trigger: Mechanical                       ICE 20
   Spell: Earth Magn. 9 / Repulse          WAT 16
 EU cost: 9 + (9 + 1) = 19                 ACD 10
EXP cost: 300 x 9 x 1 x 50 = 135,000       HRD 17
                                           PWR  6
```

This is a collapsible 5 foot steel staff, normally black and weighing about 5 pounds. The main segment is 2 feet long and 1.5" in diameter, while the 2 retracting segments are each 1.5 feet long and 1" and 0.5" in diameter respectively. The 2 shorter segments are internally attached to each other by a springe that keeps them retracted. While retracted, this resembles a riot baton or night stick.

On the main segment, there are two buttons for activating and deactivating the Repulse spell. When activated, one of the shorter segments repulses the other, causing them to abruptly extend, one from each end, to form the 5' staff. The staff remains extended until deactivated.

The staff can strike someone as it is springing out. This counts as a surprise action and requires a normal roll to hit (at +2 due to the surprise factor) and does 1d4 of damage. Once extended, this serves as a normal staff.

The **Repulse** spell is not strong enough to affect other ferromagnetic items.

Ring of Satyriasis/Nymphomania

```
    Type: Effect 1                         FIR 20
 Trigger: Mechanical                       ICE 20
   Spell: Scrogg Emot 1/ Lwr Inhabition    WAT 16
 DU cost: 1 + (1 + 1) = 3                  ACD 10
EXP cost: 300 x 1 x 1 x 50 = 15,000        HRD 17
                                           PWR  2
    Type: Regenerating 3
 Trigger: Mechanical
   Spell: Scrogg Spiritual 11/Dominance
 DU cost: 11 + (11 + 1) = 23
EXP cost: 300 x 11 x 3 x 10 = 99,000

    Type: Effect 1
 Trigger: Mechanical
   Spell: Core Common 4 / Glue
 EU cost: 4 + (4 + 1) = 9
EXP cost: 300 x 4 x 1 x 50 = 60,000
```

This steel ring forces its wearer into a constant state of arousal. Furthermore, three times per day, when a person touches the ring, the wearer must make an RC of 5d6 vs WIL, or do what the person instructs for a period of up to one hour.

Ring of Quiet

```
    Type: Regenerating X 2                 FIR 18
 Trigger: Spoken                           ICE 20
   Spell: Core Tongues 6 / Quiet           WAT 16
 DU cost: 6 + (6 + 1) = 13                 ACD 11
EXP cost: 300 x 6 x 2 x 10 = 36,000        HRD  5
                                           PWR  6
```

Twice per day, the wearer can point and whisper "Shush", creating a 10' radius immobile zone of quiet where no sounds are generated or heard. This area must be centered within 20' of the wearer and will last for 30 minutes.

Ring of Regenerating Sleep

```
    Type: Regenerating 1                   FIR 18
 Trigger: Mechanical                       ICE 20
   Spell: Isis Heal 3 / Trance             WAT 16
 DU cost: 3 + (3 + 1) = 7                  ACD 11
EXP cost: 300 x 3 x 1 x 10                 HRD  5
                                           PWR  5
```

Once per day, when this silver ring is put on it places the wearer into a sleep trance. If allowed to sleep in this trance for 8 hours the wearer will regenerate 3 times his normal damage points. Note the ring must be worn for the entire time of 1 turn + 8 hours to work properly.

Ring of Truth

```
    Type: Effect 1                         FIR 18
 Trigger: Mechanical                       ICE 20
   Spell: Tarus Mensa 1 / Truth Scan       WAT 16
 DU cost: 1 + (1 + 1) = 3                  ACD 11
EXP cost: 300 x 1 x 1 x 50 = 15,000        HRD  5
                                           PWR  7
    Type: Effect 1
 Trigger: Mechanical
   Spell: Core Common 4 / Glue
 EU cost: 4 + (4 + 1) = 9
EXP cost: 300 x 4 x 1 x 50 = 60,000
```

When this silver ring is worn, whenever the wearer says something that he knows is a lie, a gong will sound. This can not detect lies by omission or partial truths. Due to the **Glue** spell, once donned, this ring can not be removed without the aid of a **Revoke** spell.

Robes of Blade Turning

```
     Type: Effect 1                        FIR   5
  Trigger: Mechanical                       ICE   9
    Spell: Earth Magn. 12 / Magic Buckler   WAT  12
  EU cost: 12 + (12 + 1) = 25               ACD   4
 EXP cost: 300 x 12 x 1 x 50 = 180,000      HRD   7
                                            PWR   8
```

This brown set of robes is often considered by many to be a Mage's best friend, because it protects him from being hit by ferromagnetic weapons. Magical weapons get a 4d6 RC vs their PWR to penetrate.

Robes of Climate Control

```
     Type: Effect 1                        FIR   5
  Trigger: Mechanical                       ICE   9
    Spell: Core Common 2 / Temp. Control    WAT  12
  EU cost: 2 + (2 + 1) = 5                  ACD   4
 EXP cost: 300 x 2 x 1 x 50 = 30,000        HRD   7
                                            PWR   4
```

This set of robes tries to keep the wearer at a constant temperature, set when the robes were made. Usually, robes like these are in the form of a very heavy coat as the ample insulation provided facilitates the effect.

Rug of Lightning Bolts

```
     Type: Regenerating X 2                FIR   5
  Trigger: Mechanical                       ICE   9
    Spell: Air Air 6 / Lightning Bolt       WAT  12
  EU cost: 6 + (6 + 1) = 13                 ACD   4
 EXP cost: 300 x 6 x 2 x 10 = 36,000        HRD   7
                                            PWR   5
```

This rug can be used by anyone in non-metal armor. The user places the rug on the ground and steps onto it. He then rubs his feet on the rug. After the first round of rubbing his feet on the carpet the user has a electric charge that he can direct like a lightning bolt. The damage of the lightning bolt is determined by the number of rounds the user rubs his feet on the rug. Every round of rubbing adds 1d6 to the lightning bolt. The user must cast the lightning bolt by the end of the sixth round. If he does not he takes the full effect of the lightning bolt.

Sandals of Giant Striding

```
     Type: Regenerating 1                  FIR  10
  Trigger: Thought                          ICE  12
    Spell: Air Dimen. 8 / Giant Stride      WAT  15
  EU cost: 8 + (8 + 3) = 19                 ACD   8
 EXP cost: 300 x 8 x 1 x 10 = 24,000        HRD   7
                                            PWR   5
```

These seemingly normal sandals can be called upon once per day to allow the wearer to make a Giant Stride toward his destination. The nature of these sandals is such that only the wearer can make the strides.

Scabbard of Sharpness

```
     Type: Effect 1                        FIR  10
  Trigger: Mechanical                       ICE  12
    Spell: Core Common 3 / Renew Object     WAT  15
  EU cost: 3 + (3 + 1) = 7                  ACD   8
 EXP cost: 300 x 3 x 1 x 50 = 45,000        HRD   7
                                            PWR   4
```

This is a finely made long sword scabbard of obvious quality. Made of leather and tanned to a deep brown color, this item has simple but elegant brass hardware. Showy, but not gaudy or expensive looking.

Inside the scabbard, are strategically placed fragments of lizard scales. Every time a sword is drawn from the scabbard, it gets a finely honed edge. This edge will give the sword a +1 damage bonus for 1 combat, after which the edge becomes dulled to ordinary razor sharpness. Sheathing the sword into an ordinary scabbard also dulls it.

This benefit can be applied on magical swords as well. It can also be applied to holy symbols of T'or.

Drawing the sword from the scabbard makes a rather loud distinctive scraping sound and can not be done quietly.

This item is not totally magical in nature. Construction of this scabbard, particularly the placement of the lizard scale fragments, requires an exceptional weapon smith. Proper construction of this scabbard requires a 5d6 check vs the weapon smithing skill. Even then, success or failure will not be known until after the spell is bound. This difficulty has resulted in many such scabbards that exhibit no exceptional benefit, other than renewing the luster and shine of their swords.

Shades of Coolness

```
     Type: Regenerating 1                  FIR  17
  Trigger: Spoken                           ICE  17
    Spell: Air Vision 10 / Heat Vision      WAT  23
  EU cost: 10 + (10 + 2) = 22               ACD  20
 EXP cost: 300 x 10 x 1 x 10 = 30,000       HRD   2
                                            PWR   6
```

This pair of Sun glasses can be called upon by speaking the words "Show me the Coolness!" For the next turn the wearer will see the amount of heat that each item radiates. If the shades are removed the wearer will see normally again and the spell be broken.

Sheath of Sword Holding

```
    Type: Effect 1                      FIR  10
 Trigger: Mechanical                    ICE  12
   Spell: Air Dimen. 10 / Pocket        WAT  15
 EU cost: 10 + (10 + 1) = 21            ACD   8
EXP cost: 600 x 10 x 1 x 50 = 300,000   HRD   7
                                        PWR  15
    Type: Regenerating X 2
 Trigger: Mechanical
   Spell: Air Dimen. 9 / Send Package
 EU cost: 9 + (9 + 1) = 19
EXP cost: 600 x 9 x 2 x 10 = 108,000

    Type: Regenerating X 2
 Trigger: Mechanical
   Spell: Air Dimen. 12 / Call Package
 EU cost: 12 + (12 + 1) = 25
EXP cost: 600 x 12 x 2 x 10 = 144,000
```

This is a fine leather and brass sword sheath. Near the top are 2 latches, one which "sends" and one which "calls". When the "send" latch is activated, the sword currently in the sheath gets sent to the pocket dimension. When the "call" latch is activated, a random sword from the pocket dimension gets called to the sheath.

Any number of swords of any type, except for 2-handed, can be held in the sheath. There is no way to know how many swords or of what type are in the pocket, except by extracting them all.

Shield Glove

```
    Type: Regenerating 1                FIR   5
 Trigger: Spoken                        ICE   9
   Spell: Air Dimen. 12 / Call Package  WAT  12
 EU cost: 12 + (12 + 2) = 26            ACD   4
EXP cost: 600 x 12 x 1 x 10 = 72,000    HRD   7
                                        PWR  10
    Type: Regenerating 1
 Trigger: Spoken
   Spell: Air Dimen. 9 / Send Package
 EU cost: 9 + (9 + 2) = 20
EXP cost: 600 x 9 x 1 x 10 = 54,000
```

When worn, the wearer can call forth a memorized shield from a memorized place. When done using the shield the wearer can send the shield back to a memorized location.

Shield of Missile Deflection

```
    Type: Effect 1                      FIR  20
 Trigger: Mechanical                    ICE  20
   Spell: Earth Magn. 6 / Deflect Missle WAT 16
 EU cost: 6 + (6 + 1) = 13              ACD  10
EXP cost: 300 x 6 x 1 x 50 = 90,000     HRD  17
                                        PWR   5
```

This shield will deflect missiles, provided they are susceptible to magnetism.

Shot Put Maker

```
    Type: Regenerating 1                FIR   5
 Trigger: Mechanical                    ICE   9
   Spell: Water Changings 5 / Dissolve  WAT  12
 EU cost: 5 + (5 + 1) = 11              ACD   4
EXP cost: 300 x 5 x 1 x 10 = 15,000     HRD   7
                                        PWR   6
    Type: Regenerating 1
 Trigger: Mechanical
   Spell: Water Changings 2 / Drought
 EU cost: 2 + (2 + 1) = 5
EXP cost: 300 x 2 x 1 x 10 = 6,000
```

This small brown pouch is large enough to hold a 10 pound shot put. If earth, rock, or sand is placed in it and left for 24 hours, a stone shot put the size and weight of the material will he within the pouch.

Singing Sword

```
    Type: Effect 1                      FIR  20
 Trigger: Mechanical                    ICE  20
   Spell: Fire Conjur. 4 / Emit Object  WAT  16
 EU cost: 4 + (4 + 1) = 9               ACD  10
EXP cost: 300 x 4 x 1 x 50 = 60,000     HRD  17
                                        PWR   5
    Type: Effect 1
 Trigger: Mechanical
   Spell: Core Common 8 / Weapon Charm
 EU cost: 8 + (8 + 1) = 17
EXP cost: 300 x 8 x 1 x 50 = 120,000

    Type: Effect 1
 Trigger: Mechanical
   Spell: Fire Fire 5 / Immolate
 EU cost: 5 + (5 + 1) = 11
EXP cost: 300 x 5 x 1 x 50 = 75,000
```

The original Singing Sword was probably someone's idea of a toy or a joke, perhaps even for their child. For a period of time, these swords were very much in vogue, used by the noble and rich as a symbol of prestige, but now are considered rakish and silly. If not for their good workmanship and magical qualities, these swords would probably go unused.

Whenever they are unsheathed, the image of a persons head appears at the tip, singing a song. These songs range from love ballads to war marches and even to children's songs.

These swords add a +1 to the users CM, +2 to his CDV and MDV, and +1 DP on any successful attacks.

Solar Skillet

```
     Type: Regenerating X 2              FIR 20
  Trigger: Mechanical                    ICE 20
    Spell: Ra Compile 7 / Focus          WAT 13
  DU cost: 7 + (7 + 1) = 15              ACD 10
 EXP cost: 300 x 7 x 2 x 10 = 42,000     HRD 19
                                         PWR  5
```

This is a black cast iron skillet with lid. When the lid is removed in sunlight, the skillet automatically heats up to 400 degrees, perfect for cooking. Some versions of this item have different temperature settings.

Soul Bladed Weapon

```
     Type: Effect 1                              FIR 20
  Trigger: Mechanical                            ICE 20
    Spell: Anubis Animotusi 4 / Soul Blade       WAT 16
  DU cost: 4 + (4 + 1) = 9                        ACD 10
 EXP cost: 300 x 4 x 1 x 50 = 60,000             HRD 17
                                                 PWR  4
```

Typically swords, a Soul Bladed Weapon can be easily mistaken for an **Enchanted Weapon**. These weapons have a continuous **Soul Blade** spell on them. They give the wielder an additional 1d6 of damage on any combat strike if the target fails a 4d6 RC vs WIL.

weapons are particularly favored by followers of **Anubis**.

It is not possible to bind more than one Soul Blade spell to any single weapon for cumulative effects, although it can be combined with Weapon Charm spells.

Sphere of Omnipotent Seeing

```
        Type: Effect 1                         FIR 17
     Trigger: Mechanical                       ICE 17
       Spell: Air Air 3 / Arise                WAT 23
     EU cost: 3 + (3 + 1) = 7                   ACD 20
    EXP cost: 300 x 3 x 1 x 50 = 45,000        HRD  2
                                               PWR  9
        Type: Effect 1
     Trigger: Mechanical
       Spell: Air Scrying 5 / See (4 finesses)
     EU cost: 5 + (5 + 1) = 11
    EXP cost: 300 x 5 x 1 x 50 = 75,000

        Type: (not applicable)
     Trigger: (not applicable)
  Conditions: (not applicable)
       Spell: Earth Earth 14 / Adamant
     EU cost: 14 + <no Defer required> = 14
    EXP cost: 0
```

This consists of a glass globe 6 inches across and a flat glass plate 2 feet across and 3 inches thick. Contrary to appearances, this device is very durable, thanks to the Adamant spell.

The user sits crosslegged on the ground with the plate balanced on his lap and the globe atop the plate. By concentrating, the user and may make the globe rise up to 150' above the plate. As long as the user concentrates on the globe he may see as if his eyes were with the sphere. If he looses concentration the globe will drop to the ground. Because of the concentration needed to keep the globe aloft it may only be up in the air a maximum of 10 minutes. This item can not be combined or enhanced with any other spell.

Sword of Duplication

```
    Type: Effect 1                        FIR 20
 Trigger: Mechanical                      ICE 20
   Spell: Core Common 8 / Weapon Charm    WAT 16
 EU cost: 8 + (8 + 1) = 17                ACD 10
EXP cost: 300 x 8 x 1 x 50 = 120,000      HRD 17
                                          PWR  5
    Type: Effect 1
 Trigger: Mechanical
   Spell: Fire Conjur. 6 / Emanate Self
 EU cost: 6 + (6 + 1) = 13
EXP cost: 300 x 6 x 1 x 50 = 90,000
```

This sword is a more specialized and powerful form of **Enchanted Weapon**. Like an enchanted weapon, this sword has a continuous **Weapon Charm** spell on it. It gives the wielder a +1 to his CM or MM (depending on the nature of the weapon) and a +1 DP on any successful attacks.

Additionally, whenever the sword is held, a real seeming image of the wielder is projected 40 feet away.

Trigger Ring – Fluency

```
    Type: Triggered                        FIR 17
 Trigger: Mechanical                       ICE 17
   Spell: Earth Hinder. 11 / Trigger       WAT 23
 EU cost: 12 + <no Defer required> = 12    ACD 20
EXP cost: 0                                HRD  2
                                           PWR  3
    Type: (special)
 Trigger: Mechanical
   Spell: Core Tongues 8 / Fluency
 EU cost: 8 + <no Defer required> = 8
EXP cost: 0
```

This is just one specific example of the general class of items called **Trigger Rings**. To use any of these rings, the bearer must put the ring on, activating the associated spell effect. In this particular ring, the effect is a Fluency spell, allowing the wearer to understand any spoken or written communication.

Trigger Rings are unusual magical items in that they are not fabricated via a Bind spell. The creator places a **Trigger** (finessed once to bring the area of effect down to ring size) upon the ring along with the desired spell effect. Penetrating the Trigger within its duration activates the second spell. However, this type of item is not as powerful as those made via the Bind spell because the Trigger spell only lasts about 30 minutes. Also, only spells castable by the earth mage who created the item can be encorporated.

Wand of Fireballs

```
    Type: Regenerating 1                   FIR  7
 Trigger: Mechanical                       ICE 14
   Spell: Fire Fire 8 / Fireball           WAT 11
 EU cost: 8 + (8 + 1) = 17                 ACD  7
EXP cost: 300 x 8 x 1 x 10 = 24,000        HRD 10
                                           PWR  5
```

This is a small wooden wand, about 10" long and 1/4" in diameter. A concealed button allows the user to activate it, causing it to issue forth a fireball, which will travel straight from the wand for up to 120' or until it hits an object or surface. There it blossoms into a ball of flame and cause 8d6 DP to all within 40' of the explosion. Succeeding a 4d6 resistance check vs HEA reduces the damage by half.

Warded Ring – Gills

```
    Type: Warded                              FIR 17
 Trigger: Mechanical                          ICE 17
   Spell: Water Wardings 12 / Master Ward     WAT 23
 EU cost: 12 + <no bind required> = 12        ACD 20
EXP cost: 0                                   HRD  2
                                              PWR  3
    Type: (special)
 Trigger: Mechanical
   Spell: Water Water 4 / Gills
 EU cost: 4 + <no bind required> = 4
EXP cost: 0
```

This is just one specific example of the general class of items called **Warded Rings**. To use any of these rings, the bearer must put the ring on. This requires a 5d6 RC versus PWR to succeed. Once on, the effect of the ring automatically takes effect. In this particular ring, the effect is a Gills spell, allowing the wearer to breathe under water.

Warded Rings are unusual magical items in that they are not fabricated via a Bind spell. The creator places a **Master Ward** upon the ring along with the desired spell effect. Breaching the ward within its duration triggers the second spell. However, this type of item is not as powerful as those made via the Bind spell because the Master Ward spell only lasts 1d8 hours. Also, only spells castable by the water mage who created the item can be encorporated.

Wooly Condoms for Safe Sex at festivals of Scrogg

```
     Type: Effect 1                    FIR   4
  Trigger: Mechanical                  ICE   9
    Spell: Scrogg Physical 11/Cure Disease WAT 14
 EU cost: 11 + (11 + 1) = 23           ACD   4
EXP cost: 300 x 11 x 1 x 50 = 165,000  HRD   6
                                       PWR   2
```

This item is small plastic bag that is used by male followers of Scrogg during some Ceremonies and Festivals. This item has a 20% chance of curing any diseases curable by the *Cure Disease* spell that the wearer may have, and prevents the transfer of communicable diseases from the wearer to any other participant. (These items are produced by a joint effort between the temple of Isis and Scrogg. (To keep communicable diseases from being passed throughout the population))

31.2 Artifacts

Some items are beyond the adventurers abilities to manufacture, and were made by the gods. There are also items that are the result of deviations or flaws in the item creation process, and are not easily reproduced. Some examples of each are below.

ASCOT Belt

```
    Type: Effect 1               FIR 15
 Trigger: Thought                ICE 17
   Spell: (unknown)              WAT 20
EU cost: (unknown)               ACD 13
EXP cost:                        HRD 12
                                 PWR 14
```

A 3 inch wide, black leather belt with a 6 inch round silver buckle in the front labeled "ASCOT" with gold inlay. While nobody in recent times has confessed to seeing this artifact, it has been mentioned in some of the ancient historical records. It is almost certainly of Torandorian origin.

Normally, this belt reduces the wearer's Resistance Checks vs magic by 1 die.

In the presence of **Torandium** (meteoric fragments of the dead planet Torandor), the wearer is imbued with a limited wish power. Any wish or command the wearer states will be granted to the best ability of the belt by the casting of the single magical spell that most closely achiever the demanded effect.. The amount of magical power available to the belt depends upon the amount of Torandium present, and the wearer's proximity to it.

Every 100 pounds of Torandium is capable of supplying 1 power point. If the person is touching the material, he receives full potency. If the wearer is not touching the Torandium, the effect is reduced by 1 power point. The effect continues to decrease by 1 power point for every 10 feet o distance between him and the Torandium.

These magical wishes appear to be unlimited, at first. But if the wearer ever uses a number of power points equal to one tenth (1/10) the weight of the Torandium within a single hour, the Torandium will explode, inflicting a 1d10 of damage for every power point it is capable of to everyone with in 10 feet. This damage decreases by 1d10 for each additional 10 feet of distance.

People are not without warning. When the explosion is only 3 wishes away, the Torandium starts to glow red. At 2 wishes to go, it starts to glow yellow and emits a high pitched whine. At 1 wish to go, it glows, whines, and shakes/rattles around. Then BOOM!

OK. Here is an example. Someone has a 1/2 ton piece of Torandium and the ASCOT belt. He has his hand on the stone, and is casting 10 power point lightning bolts each round down the hill at an army. After 6 rounds, the stone begins to glow. After 10 rounds, it explodes, inflicting 10d10 DP upon everyone within 10 feet! Everyone who is 10 to 20 feet away suffers 9d10 DP. Everyone who is 60 to 70 feet away suffers only 4d10 DP. Anyone beyond 100 feet suffers no damage.

Ball of Fortune Telling

```
    Type: Effect 1               FIR 17
 Trigger: Thought                ICE 17
   Spell: (unknown)              WAT 23
EU cost: (unknown)               ACD 20
EXP cost:                        HRD  2
                                 PWR  9
```

This 2 inch in wide ball is used as a medium by only the best of Prophets. The ball is placed on top of a flat level table where with aid of the prophets powers will move across the table. To aid the person seeking knowledge the table is usually covered by either a table cloth of symbols and pictures or they are painted directly onto the table.

When used by an exceptional prophet or fortune teller, this ball can reveal many things.

Bracelet of Time Slip

```
    Type: Regenerating 1  0      FIR 18
 Trigger: Mechanical             ICE 20
   Spell: (unknown)              WAT 16
EU cost: (unknown)               ACD 11
EXP cost:                        HRD  6
                                 PWR  9
```

A silver bracelet, 1/2 inch wide, with a 1 1/2 inch silver dial on it. The dial has the numbers 0 thru 15 inscribed around its edge and has a black pointer to the 0.

The dial may be rotated to allow the pointer to point at any number. If the wearer does so, and releases the dial, he is transported forward thru time by that number of rounds. He stays in the same location he started from. He can only more forward through time, not backward. the maximum jump is 1 minute.

Ten of these skips can be performed per day.

While travelling through time, the wearer does not exist. He ceases to exist at one moment and resumes existence at another moment.

Hirudo Exterminator

```
     Type: Regenerating 1              FIR 19
  Trigger: Mechanical                  ICE 20
    Spell: Earth Necromancy 11 / Scythe  WAT 16
  EU cost: 11 + (11 + 1) = 23          ACD 10
 EXP cost: 600 x 11 x 1 x 10 = 66,000  HRD 12
                                       PWR 25
        Type: Regenerating 1
     Trigger: Mechanical
  Conditions: Only against Rudri worshippers
       Spell: Fire Fire 8 / Fireball
     EU cost: 8 + (8 + 4) = 20
    EXP cost: 300 x 8 x 1 x 10 = 24,000

        Type: Regenerating 1
     Trigger: Mechanical
  Conditions: Only against Rudri worshippers
       Spell: Air Air 6 / Lightning Bolt
     EU cost: 6 + (6 + 4) = 16
    EXP cost: 300 x 6 x 1 x 10 = 18,000

        Type: Regenerating 1
     Trigger: Mechanical
  Conditions: Only against Rudri worshippers
       Spell: Water Charms 7 / Witchy Sleep
     EU cost: 7 + (7 + 4) = 18
    EXP cost: 300 x 7 x 1 x 10 = 21,000

        Type: Regenerating 1
     Trigger: Mechanical
  Conditions: Only against Rudri worshippers
       Spell: Anubis Animotusi 10 / Soul Strike
     DU cost: 10 + (10 + 4) = 24
    EXP cost: 300 x 10 x 1 x 10 = 30,000

        Type: Regenerating 1
     Trigger: Mechanical
  Conditions: Only against Rudri worshippers
       Spell: Neptune Hydromorph 9 / Hail Jet
     DU cost: 9 + (9 + 4) = 22
    EXP cost: 300 x 9 x 1 x 10 = 27,000

        Type: Regenerating 1
     Trigger: Mechanical
  Conditions: Only against Rudri worshippers
       Spell: Osiris Land L. 11 / Animal Fury
     DU cost: 11 + (11 + 4) = 26
    EXP cost: 300 x 11 x 1 x 10 = 33,000

        Type: Regenerating 1
     Trigger: Mechanical
  Conditions: Only against Rudri worshippers
       Spell: Ra Compile 12 / Sun Strike
     DU cost: 12 + (12 + 4) = 26
    EXP cost: 300 x 12 x 1 x 10 = 36,000
```

Theoretically, this device could be constructed by a group of adventurers. However, on a practical level, it is virtually impossible.

This is a cluster of brass tubes running parallel to one another, the largest of which is 4 feet long and 3 inches in diameter. Designed to be carried by balancing it on one's shoulder, this is considered to be the ultimate weapon ever devised for dealing with **Hirudo**.

The exterminator is equipped with a complex triggering mechanism that allows all 8 of its spell effects to be activated together for a single massive assault. Such is the reputation of this device, that the mere sight of it can cause people to shudder with fear.

Unleashing the full fury of this device upon a Hirudo will almost certainly destroy it. Despite its raw firepower, this device is really only effective at close range. 20 feet is the optimal range. This weapon's biggest advantage is its formidable size and reputation, giving it a very high intimidation effect. People have been known to construct non-functioning copies of this item just for its psychological effect!

Klien Thread

```
     Type: Enchanted                   FIR  4
  Trigger: Mechanical                  ICE  9
    Spell: (unknown)                   WAT 13
  EU cost: (unknown)                   ACD  8
 EXP cost:                             HRD 20
                                       PWR  6
```

This is a 200 yard spool of white thread, with the tensile strength of steel. It has a breaking strength in excess of 3,000 pounds, nearly as strong as standard climbing rope.

Most scholars believe that the gods use this type of thread to tailor their garments. Normally, the only ways for a mortal to get a spool of this thread is for it to be "lost" by one of the gods (or "stolen"). The gods tend to appreciate their return.

Matrix Gems

```
     Type: Effect 1                    FIR 14
  Trigger: Mechanical                  ICE 24
    Spell: (unknown)                   WAT 22
 EU cost: (unknown)                    ACD 12
EXP cost:                              HRD 24
                                       PWR 17
```

Inert crystals which act as lenses focusing different forms of energy, it is believed that theses gems have an extra-jaernian origin. In their native state they appear as dull opaque crystals, about 3" in diameter. When touched by an intelligent creature, that creature's inherit energies activate the crystal. It becomes clear, and tinged with a color which is a side effect of the form of energy it channels.

Each of these energies is well developed by adventurers of certain backgrounds, and not by others. If an adventure touches a gem to which he is not attuned, he suffers 3d6 damage per round, but can use the effects during that time.

```
Color       Energy            Backgrounds
Red         Thought Paths     augers
Orange      Incantations      nomads
Green       Elemental magic   magicians
Yellow      Divine magic      priests
Blue        Muscle reactions  warriors
Violet      Reflexes          marines
Chromatic   All               Any
```

The effect of each of these is different. The Orange, Green, and Yellow gems each boost the holder's appropriate elemental or divine units by 50%. The Blue matrix gem multiplies the holders combat and missle modifiers by 50%. The Red matrix gem multiplies all the holder's intelligent based skills by 50%. Violet matrix gems boost the holder's agility based skills and grapple modifier by 50%. The Chromatic gem is usable by anyone and has all of the effects of all six.

For the gem to be in effect, it must be in direct contact with the user's skin. If the gem is untouched for over 2 days, it will loose it's color and become inert once again.

The reason they are called matrix gems is that it is rumored that in the past very powerful beings used large numbers of these arranged in various patterns to harness cosmic energies of colossal proportions.

Mystic Globe of Cold

```
     Type: Regenerating X 3            FIR 17
  Trigger: Spoken                      ICE 17
    Spell: Water Water 12 / Ocean Cold WAT 23
 EU cost: 12 + (12 + 2) = 26           ACD 20
EXP cost: 300 x 12 x 3 x 10 = 108,000  HRD  2
                                       PWR 12
     Type: Regenerating X 3
  Trigger: Spoken
    Spell: Fire Conjur. 11 / Phantasmal Water
 EU cost: 11 + (11 + 1) = 23
EXP cost: 300 x 11 x 3 x 10 = 99,000
```

By outward appearances, this is an 8 inch crystal ball. But if you hold it with 2 hands above your head and shout "Die you gravy Sucking pigs!", It **MIGHT** issue forth an **Ocean Cold** spell. Note the emphasis on "might".

The basic **Ocean Cold** spell has a conic area of effect 80' long and 10' wide. It inflicts 3d6 of cold damage each round for 5 rounds. A successful 4d6 RC vs HEA halves the damage.

However, this item was inadvertently flawed during its creation and displays some erratic behavior. Whether the flaws were a random part of the item's creation, or a result of overloading the Bind spells, or both is not known. When used, roll 2d6. See the following table for the result.

```
 2       misfires onto user, roll again for effect
3 - 6    Phantasmal Water conjuration of Ocean Cold
 7       nothing happens
8 - 11   the real Ocean Cold is triggered
12       triggers both real and conjured Ocean Cold
```

If this object is ever forcible destroyed (deliberate or accidental), it explodes for 20d6 of cold damage, decreasing by 1 die for every 10 feet from the explosion.

Soup Stone

```
     Type: Enchanted                     FIR 18
  Trigger: Mechanical                    ICE  9
    Spell: (unknown)                     WAT 24
 EU cost: (unknown)                      ACD 24
EXP cost:                                HRD 22
                                         PWR 14
```

A rounded, gray, granite stone, approximately 4 inches across and weighing about 1 pound.

This amazing stone allows the user to make tasty and nutritious soup out of nearly any substance. Put this stone into a pot over a fire. Pour in polluted water, and shortly it will turn into a weak broth. Add some wood chips, and they turn into vegetables. Slice up an old boot and toss it in, and it will become pieces of meat. Nearly anything can be made into good soup this way. Even poisons can be neutralized by the soup stone.

Attempting to cook a magical item entitles the item to a 2d6 RC vs PWR or also be converted.

The closer the starting materials are to real food, the better and faster the results will be. Skill in cooking will also improve the results.

Rings of Transference

```
     Type: Effect 1                      FIR 20
  Trigger: Mechanical                    ICE 20
    Spell: Air Dimen. 13 / Magic Door    WAT 16
 EU cost: 13 + (13 + 1) = 27             ACD 10
EXP cost: 600 x 13 x 1 x 50 = 390,000    HRD 17
                                         PWR 12
     Type: Effect 1
  Trigger: Mechanical
    Spell: Air Dimen. 13 / Magic Door
 EU cost: 13 + (13 + 1) = 27
EXP cost: 600 x 13 x 1 x 50 = 390,000
```

These are two steel rings, 6 inches in diameter. One side of each is red and the other side is blue.

These rings have the strange property that anything inserted through a particular ring does not come out its other side, it comes out of the other ring. This behavior is two-way and color coded. Anything passes through a ring from its red side, comes out the red side of the other ring. Likewise for the blue sides.

Chapter 32

Creating and Playing Actors

Defeating deadly creatures can certainly be fun, but without people to meet, a roleplaying game is nothing more than a complex treasure hunt. Too many games stress rules for combat, giving the GM little or no hint on when and how to use humans and humanoid creatures in their adventures. In this chapter, we will learn how to create these fictional people, whom we will call **Actors**, and how to determine their actions.

32.1 Creating Actors

There will be a lot of human and humanoid people your party may encounter as they adventure. Some of these you intend as antagonists, some as information sources, and others as trusted allies. But some of these actors may just be people they see in the streets or marketplace. Regardless of your intentions in creating these actors, they must all seem "real" to your adventurers. Since you, as a game master, do not have the resources to fully detail every actor you adventures might meet, we have two different methods to create actors.

32.2 Bit Actors

These are actors your adventurers meet incidentally, people bumped into in the market place, the two warriors at the next table in the tavern, the mother and two children in the pew ahead of you in the temple. Because you can not and should not direct your adventurer's actions, they may choose to talk to and interact with anyone they see, or come into contact with. Any actor you must create **on the fly**, we call a **Bit Actor**.

Often, these actors need little more than a quick phrase or one line description. In this circumstance, stereotypes can be of great use to you. Below is a list of different bit parts that you should be able to play at a moment's notice. Practice each part, and become comfortable with them.

A clumsy, cloddish young man
A greedy merchant
A gregorious serving woman
A harlot
A lost child
A loud braggert
A pitiful beggar
A prim schoolmistress
A pushy constable
A shifty street thief
A stuffy priest
A swaggering warrior

An angry old woman
An eager boy
An obnoxious clerk
An old matronly woman
An overbearing nobleman

A good way to add to this list is to think of the people you have seen in movies and television, and those you have read about in books. Many times these people are "Bigger Than Life", which makes it easier for you to act like them when your adventurers interact with them. But don't take this overboard, always change one manerism, or an accent or the appearance so that your sources are not obvious. Once the players psych who you modeled a bit actor after, they then can predict that actor's actions, just as you are by playing him.

If your players purposfully seek out a bit actor they have interacted with in the past, that actor may eventually need to be promoted to a lead actor. If this happens, take the time between playing sessions to create a complete writeup for that actor.

32.3 Lead Actors

Lead actors are designed specifically for an adventure, setting or campaign, and must have a great amount of detail. They will interact heavily with the adventurers, so you must know much about them beforehand. Every adventure should contain at least one lead actor. They differ from bit actors in that they interact with the adventurers in more than one scene, or adventure, and are, in some way, part of the plot of the current adventure. When picking actors, first think: could they be any of the actors used in the past? Are you intending to use this one in the future? Using an existing actor takes less preperation time, and gives more of a sense of continuity for the players.

32.3.1 History

To create personalities for actors, you need to know something about them. Much of an actor's identity results from past events in his or her life. Create at least one significant event that the actor experienced. Write up at least one paragraph describing the event, and how it affected the actor. This often involves other people who may become actors that you can use in the campaign as well.

32.3.2 Motives

Actors need motives, just like adventurers. It makes for even more interesting actors if you pick both a primary motive and one or more secondary motives that will help you

decide how to portray the actor. Most often these motives will be dictated by the actor's past, and must be consistent with his or her history. Here again is the motive list; feel free to add to it:

```
Fame           Gaining recognition of others
Fortune        Gaining material wealth
Gratification  Fulfilling selfish needs
Justice        Maintaining the balance
Knowledge      Learning for learning's sake
Power          Forcing the submission of others
Religion       Devotion to a higher authority
Romance        Earning the love and/or respect
               of others
```

32.3.3 Attitude

Adding flavor to how the actor reacts to others can be done by picking some general attitudes from the following list. Note that an actor's attitude doesn't have to correspond with his motives at all. Attitudes are the methods by which the actor accomplishes his motives.

angry	friendly	strange
arrogant	humorous	stubborn
boisterous	moody	stupid
brash	rowdy	violent
conniving	scared	withdrawn
domineering	selfless	
egotistical	shy	

The actor's attitude may not be the same toward everyone. Are there any special groups or individuals toward whom he or she has a different attitude? This likely depends on the events of the actor's past.

32.3.4 Writing this up

Use an adventurer card for each lead actor you create. Fill all the blanks as you would for an adventurer, but rather than determining all of them randomly, pick a few important fields, fill them in as you want, then randomly determine the remainder. Remember, no one person excels at everything; each has a few major strengths and some weaknesses. Omnipotent actors only make the players frustrated and the game less realistic and fun.

Physical characteristics are often hard for the players to remember from adventure to adventure, so it is best to make at least one characteristic so distinctive for each lead actor that the players can easily recognize him each time they meet. This is not very difficult, as almost everyone has at least one unusual thing about them.

Illianta: *The assistant of The Chaos Lord, she wears an unusual metallic earring that tinkles at the slightest movement.*

Alabaster: *This alien wears black robes and a silver mask. A light, lemony scent clings to him.*

Joe de Doode:
    A wild looking man, he seems to always be sporting an evil grin . . .

On the back of the actor's card, list any particular traits and his relationship to other actors and adventurers. Update these as events in your campaign warrant, and make sure the card is at hand when you send the actor into action.

Actors of Karfelon

The following pages have a large number of sample actors which you can use to start your campaign. All these actors live in or do business with the people of Karfelon. Many of these are mentioned in the background material presented earlier on that city. If you are a player, you may want to skip this chapter so that your GM might have some information about these people you might meet that they can reveal as part of the game.

As a GM, realize that these actors are just a start on the people you can present to your adventuring group. People are always traveling to Karfelon, and some of the most interesting ones may be ones whom did not start there. Finding out just who actors are, what they are, and what they seek is one of the most interesting and entertaining challenges your players will face. Giving them all the answers by letting them read this chapter will not enhance your game. Look at these actors, use them when you must, but more importantly use them as examples of the kind of actors you should generate which will be unique to your campaign.

As your campaign progresses, keep track of the important changes occurring to these actors. If they are crippled or injured in one adventure, that should not magically disappear then next. This listing is just a "snapshot" of these people at the time a JAERN campaign initially begins, on the 21st day of the fifth month in the year 9993 SF.

Lastly, the silver listed for each actor is all they have. They would only ever be carrying a small portion of it on their person. On the other hand, the equipment listed is only the things they carry on their person. Most have a larger presence in Karfelon and have belongings back at their dwellings, shops and temples. Listing all these would have been space consuming and not very important. If you have an actor who owns an armor shop, and an adventurer asks if they own a particular kind of armor, the answer is probably yes. Just use your common sense to resolve issues like this.

```
Anthar Kral
Race Human
STR 13      silver        4464      Rate   44.57
INT 10        DOB 03/22/9942    EXP    111430
PER  9        sex Male    bckgrd Marine
CSE 14        age -86      motive Duty
HEA 10      build F         diety Neptune
AGI 12        hgt 5' 6"      DP   56     MODS / DV
PWR  9        wgt 179 lb   elem Water CM   8/  9
COM 14        eye Blue        EU    5  MM   0/  7
WIL 13       hair White       DU    0  GM   5/  9
```

Elemental Spells
- 2 Changings
- 3 Water Magic

Skills
- 7 Accounting
- 8 Cooking
- 8 Dancing
- 4 Dolphinship
- 11 Innkeeping
- 3 Maroglave

- 4 Money Changing
- 4 Repair
- 7 Rigging Running
- 5 Sail Falling
- 8 Sailing
- 5 Surfing
- 8 Swimming

Equipment
- 1 belt (silk rope)
- 2 earrings (copper)
- 1 earrings (gold)
- 1 earrings (saphire)
- 1 earrings (silver)
- 1 hair gel
- 1 headband
- 1 heeled shoes (formal)
- 1 knife
- 2 loincloth
- 1 maroglave
- 1 ring (silver)
- 1 robe (cotton)

Born in Karfelon, little is remarkable about Anthar's childhood. His father worked the docks as a cargo handler, and his mother worked as a seamstress in Salmon Smith's tailor shop. He originally apprenticed to a blacksmith, but within a few months it was obvious that he had not the skill to pursue that profession. Finally, at the age of 14, his father found him a birth on the maraujo **The Based Union** under Cefo Joak Lingon, as a rigger.

He proved a proficient rigger, and well liked by his crewmates. He traveled aboard the maraujo, visiting far ports, meeting different people, and generally enjoying himself. He took special joy at visiting the various pubs, public houses and entertainment establishments whenever the maraujo granted leave. He even had the opportunity to take regular leave in Karfelon to visit his parents, since The Based Union ported their for one month year.

Anthar had earned the post chief rigger when he was in his mid thirties. He was 41, docking at Karfelon, that he learned that his father had passed on. Worried that his mother had no one to care for her, and just a little tired of the wandering life, he took his leave. Reluctant to see him leave, his Cefo cashed him out, leaving him with a respectably large sum of silver.

A few weeks of idleness convinced Anthar to do something, anything to relieve his boredom. He found a warehouse by the docks for sale, purchased it and outfitted it as a dancehall.

Ten years later, his mother has passed on, but Anthar still runs the dancehall. Well known by the marines and dock workers of Karfelon, he is often seen within, drinking with mates, old and new, and telling stories of his journeying, or leading dances and courting women much too young for him.

Dearn Aafelt
```
Race Human
STR 10    silver         0    Rate  67.98
INT 14      DOB 02/26/9958    EXP   169950
PER 12      sex Male   bckgrd Warrior
CSE 16      age -02    motive Service
HEA 10    build G        diety Orus
AGI  8      hgt 5' 8"      DP   66    MODS / DV
PWR 12      wgt  229 lb  elem Water CM   5/  6
COM 14      eye Brown      EU    5   MM   0/  6
WIL 16     hair Brown      DU    0   GM   0/  7
```

Elemental Spells
  5 Water Magic

Skills
 13 Accounting
  7 Acting

9 Barristry
3 Cartography
3 Dagger Fighting
4 Dancing
5 Forgery

6 Horsemanship
4 Hunting
5 Lip Reading
5 Scribing
5 Swimming

A rather portly man, Dearn stands 5' 8" tall. He has brown eyes and brown hair and appears to be in his mid thirties. Not at all wealthy, Dearn grew popular when, as a clerk in the city finance office, he regularly embezzled tax monies and threw them to the poor at the marketplace. Arrested for his crimes, the public support at his trial forced the current Triad to release him and allow him to start a program to redistribute silver to the needy.

Learning his lesson well, he became a champion of the people's cause, and rose up through the ranks of city politics until he found himself offered a position on the Triad when his predecessor was lynched by a mob of citizens after raising water use taxes by 300%.

```
Doc Marta
Race Human
STR  9     silver     31971    Rate   47.89
INT 14       DOB 02/14/9952    EXP   119740
PER 16       sex Female bckgrd Nomad
CSE 12       age -96    motive Service
HEA 10     build F       diety NONE
AGI  8       hgt 5' 11"     DP   32    MODS / DV
PWR  5       wgt  208 lb  elem Earth CM   1/  6
COM  8       eye Brown      EU    0  MM   0/  8
WIL 13      hair Black      DU    0  GM   0/  7
Mission Preserver
```

Incants	Skills	Equipment
3 Aversion Amulet	5 Astrology	3 belt pouch
4 Brew	4 Botany	1 boots
4 Elixir of Health	7 Cooking	1 bracelet (silver)
5 Luck Ritual	3 Dancing	1 earrings (silver)
4 Sleep Draught	9 Drum Speak	1 knife
4 Spirit Guard	3 Heraldry	1 robe
4 Spirit Sentinel	7 Swimming	
6 Third Eye		

Edo-Marta was born into the rondo **Triol de Corte**. She showed an early aptitude at handling the mercentile aspects of the rondo's travels, and in her early twenties became lead trader. A relationship with a warrior by the name of Geran Redwind ended tragically when he was killed by a jealous troubodour from her own rondo. Angry, lost and in despair, she left her rondo.

Travelling from island to island, she sought a place to settle where she could end her mourning. Eventually, arriving in Karfelon, she encountered a street urchin, a seven year old boy called by the name of Wolf, injured and left to die. She used her incants and nursed him back to health. The boy gave her a reason to live. She found a place for them to live, and began to trade in her incants and trickets she had acquired from a hundred ports. Very skilled at this, she prospered, purchasing a storefront so she could continue to trade in goods from distant lands.

Wolf grew tall and strong, and was eventually taken in by the priests of Ra, where he became a priest. But even as an adult he did not forget the kindness done to him, and in turn operates an orphanage to benefit the homeless children of the city.

Edo-Marta was often consulted by those in the city unwilling to deal with the Sanctuary when there was one who was injured or diseased. Her incants and ministrations helped many people back to health, and in turn won her many supporters. Called "Doc Marta" by most who know her, she now runs her shop near the marketplace, buying goods from foriegn places from passing ships, and selling them, along with some of her incants, to the peoples of Karfelon.

```
Drell Fandus
Race Human
STR 10     silver      6833     Rate  37.07
INT 15        DOB 02/11/9949    EXP   92675
PER  8        sex Male   bckgrd Warrior
CSE 12        age -93    motive Righteousness
HEA 13      build D        diety T'or
AGI  9        hgt 6'  0"     DP  50     MODS / DV
PWR  6        wgt  148 lb  elem Earth CM   6/  8
COM 14        eye Black      EU   0  MM   3/  6
WIL 11       hair Grey       DU   0  GM   8/  8
```

Skills

 15 Armor Smithing
  4 Blacksmithing
  6 Fencing/Merchant
  4 Glassblowing
  4 Horsemanship
  7 Long Sword

  5 Swimming
  6 Weapon Smithing

Equipment

  1 belt
  2 belt pouch

  1 dagger
  1 headband
  1 horse
  1 pants
  1 sandals
  1 shirt (silk)

Born in Pelicon, Drell never knew either of his parents. His father was a passing marine whom his mother had a fancy for, and his mother died when he was an infant. Her brother, Olan Fandus, raised him. Olan was a blacksmith or good reputation who was known for the quality of his work. He trained Drell in his trade, and when Drell reached an the age of sixteen, gave him a share in his business.

Several years later, Drell and Olan had a large argument about the people whom Drell was associating, and Olan walked out into the night. Two days later, Olan's body was brought back, having bled to death after being beaten and robbed.

Guilt ridden, Drell fled the workshop he shared with his uncle, abandoning their business and fleeing Pelicon. Moving from place to place, he attempted to drown his sorrows, feeding his depression with alcohol and drugs. Several months later he found himself on the docks of Karfelon, broke and at the end of his endurance.

A passing priest of T'or found him there, and brought him to the local Sanctuary. The sisters there cared for him and helped cure him of his addictions. As he began to recover, he attempted to repay their kindness by doing some needed repair work around their sanctuary. Impressed with his skill, they found him a small building nearby and helped him get a new start.

As the next few years passed, he gained a reputation for quality, with many of the warriors of the area coming to him for their armor, and many of the businesses of the marketplace seeking his metalworking. Still in debt to the sisters of the Sanctuary, Drell agreed to accept an apprentice whom they had been harboring, a young man named Bill, whom was deaf. While Bill was quite old for an apprentice, his eagerness to be learn and be helpful soon made him indispensable.

Respected by his customers, friend of the sisters, and with the help of his apprentice, Drell was finally able to forget the events of his past.

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```
Firestoke IronForge
Race Dwarf
STR 13    silver       231    Rate  48.32
INT 10      DOB 03/22/9958    EXP   120820
PER  9      sex Male   bckgrd Warrior
CSE 13      age -02    motive Justice
HEA 16    build E       diety NONE
AGI  9      hgt 4' 2"     DP  52    MODS / DV
PWR  6      wgt  98 lb  elem Fire  CM  6/ 8
COM 10      eye Black     EU   0   MM  3/ 6
WIL 14     hair Black     DU   0   GM  5/ 8
```

Skills

6 Artillery	6 Metal Smithing	1 apron (leather)
8 Blacksmithing	5 Repair	1 belt
4 Carpentry	12 Short Sword	1 boots
4 Horsemanship	4 Swimming	2 dagger
3 Identify Minerals	10 Weapon Smithing	1 leather vest
3 Leather Working	8 Wheelwright	2 loincloth
6 Masonry		1 robe (cotton)
	Equipment	1 short sword

Short, even for a dwarf, Firestoke IronForge stands tall in confidence and ability. He wears well made robes and a leather vest and leggings to protect him as he works his forge. His hair is long and tied back, and he has a hooked nose and a small scar under his left eye from an old accident. He wears a silver ring on his left hand given to him by his father, and always wears well fitting black leather boots.

Firestoke was born and raised in the far off kingdom of Dasting

Guy Maldekter

```
Race Human 3/4,Elf/4
STR 15    silver          70    Rate  36.96
INT 10      DOB 02/11/9952  EXP    92410
PER 11      sex Male   bckgrd Warrior
CSE 12      age -96    motive Service
HEA 14    build D        diety Neptune
AGI  9      hgt 6' 1"     DP   52    MODS / DV
PWR  6      wgt 152 lb  elem Water CM   8/  8
COM 13      eye Hazel     EU    0   MM   3/  7
WIL 11      hair Red      DU    0   GM   5/  7
```

Skills	Equipment	
10 Armor Smithing	1 belt	1 leather gloves
7 Carpentry	2 belt pouch	1 leather vest
2 Cooking	1 boots	2 loincloth
4 Horsemanship	1 chain (20')	3 pants
11 Long Sword	1 horse	1 ring (iron)
10 Swimming	1 knife	4 shirt (cotton)
8 Weapon Smithing		1 trejoner (hat)

Guy was born in the city of Lentri, son of a half-elven woman. Not knowing the identity of his father, it was certainly a human, for he seemed hardly elven to those around him. His mother died when he was six, and he was brought up by his elven grandparents. They found him an overactive, slow and difficult child, and he found them distant and cold. Experiencing the elven learning rituals with the other children, he found the lessons slow, and his attention span could not deal with the long hours of meditations and movement exercises.

He grew faster and stronger than his elven companions, but never seemed to understand them as they did each other. They, in turn, considered him crude and a bully. By the time he reached the age of twelve, he was very rejected, confused and lonely. After a particularly abusive session of being taunted by the elven children of his age, he ran from Lentri, vowing never to return.

Spending some time hitching rides on the river boats that traveled the rivers southward, he eventually found himself broke, hungry and alone in the large city of Karfelon.

Helio
```
Race Human
STR 14    silver       300    Rate  52.35
INT  9      DOB 06/20/9970   EXP   130875
PER  8      sex Male    bckgrd Priest
CSE 13      age -15     motive Religion
HEA 15    build D        diety Ra
AGI 10      hgt 5' 10"     DP   51     MODS / DV
PWR 11      wgt  139 lb  elem Air   CM   0/  7
COM 10      eye Hazel      EU    2  MM   0/  6
WIL 12     hair Blond      DU   47  GM   8/  7
```

Elemental Spells
    1 Air Magic
    1 Shadow Magic

Divine Spells
    5 Ceremonies
   10 Compile

7 Decompile
3 Detections
4 Discorporate
11 Encorporate
7 Fabrications

Skills

5 Architecture
8 Carpentry
6 Landscaping
5 Masonry
6 Military Construction
8 Slave Handling

Born a slave, Helio never knew his parents. Being sold from one master to another, he spent most of his childhood working in one factory or another. Never in one place long enough to develop a friendship with anyone, he was a lonely and depressed child.

At about sixteen years of age, he was a tall and large boy, having been tempered with a lot of physical work through his childhood and adolescence. His current master, a clothesman whose business was failing, sold Helio in the marketplace at Karfelon. He was bought by a purchaser for the Solarium and was brought to the **Construction Crew** building across from the Solarium.

There they discovered he had a knack for construction work. Good with tools, and with a good sense of what materials to use where, he became very useful to the builder priests. Many of the other workers and priests became friends, and Helio decided that for the first time, he was really wanted. When he turned twenty one, the priests came to place him up to auction to give him a chance to escape the hard labor and danger of working with the construction crew. Helio pleaded with them to allow him to stay, and so they did.

Listening to the priests, he learned of their faith, and of their religion. As a slave, he could not be accepted as a follower of Ra, but he yearned to belong, to devote his life to Ra. But, when he expressed this to one of the builders, he was reminded that his life was not his to give.

In his twenty fourth year, he was on a work group which was making some major renovations to the spectator stands at the Traven Hippodrome. Some faulty work had gone undetected, so as he watched, a large portion of the stands began to collapse. The only person under the stands at the time was one of the builder priests, whom had been adjusting some of the support superstructure. Helio burst forward to save the priest, but the other slaves around him, realizing it was futile, grabbed and held him back.

Then a miracle occurred. Helio's will to save the priest caused him to call to Ra for aid, and he felt Ra's power fill him. He turned to light and *Beam Port*ed to the priest's side, grabbed him, and *Beam Port*ed back before the stand collapsed on the unfortunate builder.

The Solarium priests held a short but effective meeting, and declared that Ra had shown, by helping him, that he was no longer slave, and they freed him. And further, by him manifesting Ra's power, that he was was in Ra's power and could be accepted as a priest.

Helio considered this, for a few moments, and then agreed. Celebrating his entry to the priesthood with the priests and his fellow slaves, he pledged to devote himself to Ra, and decided to become a builder.

Six years later, at the age of thirty, Helio is one of the hardest working of the priests working within the Construction Crew. He is always assigned the most challenging projects, and his good treatment of the slaves spurs them into their greatest effort. He is also very concerned for their welfare and takes a personal interest in their health, condition and eventual disposition. All this work does keep him occupied, not having much time to spend outside the crew building and the Solarium.

```
Jack Haverhill
Race Human
STR 14    silver      44356    Rate  45.94
INT 12      DOB 10/18/9954    EXP   114865
PER 11      sex Male   bckgrd Warrior
CSE 10      age -99    motive Power
HEA  8    build D        diety NONE
AGI 13      hgt 5' 2"      DP   45    MODS / DV
PWR  6      wgt 108 lb  elem Earth CM  11/  8
COM  8      eye Hazel      EU   0    MM   6/  8
WIL 12     hair Blond      DU   0    GM   7/  8
```

Skills

4 Assassination	6 Sleight of Hand	2 belt pouch
4 Cobbling	12 Tailoring	1 cloak
5 Dagger Throwing	5 Weaving	1 knife
10 Disguise	**Equipment**	1 loincloth
7 Escape	1 belt (silk rope)	1 robe (fur)

Born in nearby Sovaga, Jack left home at the age of 8, sneaking aboard a ship heading for Karfelon. Once there, he became a street urchin, stealing for his food, and learning how to survive. Seeing a way for himself, he became useful as a boy who could do small jobs for various local businessmen, with no questions asked.

Over the years, as a fixture of the dock area, he prospered, saving his fees to form capital for his own venture. Finding others,

```
Jim Smith
Race Human
STR 12     silver        412    Rate  16.09
INT  9      DOB 06/19/9957    EXP   40225
PER 14     sex Male   bckgrd Marine
CSE 11     age -02    motive Pleasure
HEA  8   build F       diety Ra
AGI 12     hgt 6' 0"     DP   33    MODS / DV
PWR  8     wgt  214 lb  elem Water CM   1/  7
COM  7     eye Green      EU    0  MM   0/  7
WIL 13    hair Black      DU    0  GM   1/  7
```

Skills

3 Coopering	2 Maroglave	5 Ship Building
4 Dolphinship	3 Money Changing	12 Surfing
3 Flagging	2 Rigging Running	9 Swimming
4 Leather Working	9 Sail Making	6 Tailoring
	3 Sailing	5 Water Skiing

Born in Karfelon, Jim's father, Salmon, was a tailor. He learned the skill from his father, but found his true love when he went to negotiate for the sale of some of his father's goods. His ability to get the very best deal turned his father's trade from just able to sustain his family into a thriving concern.

Taking on the trade of some other craftsmen, Jim soon found himself occupied directing and soliciting trades and purchases. When his father passed on, he inherited his father's storefront, and turned to what he was making him the most profit, sails and other cloth supplies for ships. With little quality competition, and a fairly constant demand, he thrives supplying the needs of the ships operating from and through Karfelon.

A early, and fairly unsuccessful marriage has left him with a daughter, now sixteen, named Arial. Jim adores his little girl and spares no expense in pampering her. She is very beautiful, and is constantly sought out by the young men of the city.

```
Johan Parthus
Race Human
STR 13    silver      3469    Rate  32.09
INT 15       DOB 04/12/9949   EXP   80240
PER  8       sex Male   bckgrd Warrior
CSE 14       age -93    motive Service
HEA  9     build C       diety T'or
AGI  8       hgt 5' 9"      DP   30    MODS / DV
PWR  6       wgt  112 lb  elem Earth CM   4/  7
COM 10       eye Green        EU   0  MM   0/  6
WIL 11      hair Red         DU   0  GM   2/  7
```

Skills

- 9 Accounting
- 1 Boarding
- 6 Cooking
- 5 Dolphinship
- 5 Fencing/Merchant
- 3 Maroglave
- 15 Money Changing
- 4 Sailing
- 7 Slave Handling
- 3 Surfing
- 9 Swimming

Equipment

- 1 belt
- 2 belt pouch
- 1 boots
- 1 loincloth
- 1 pants
- 1 ring (silver)
- 1 shirt (cotton)
- 1 silk scarf

Brought up by his father, Hashe Parthus, Johan always knew that he would inherit the family business. Just what the business is has always been a changing question. At different times his father sold foodstuffs, fabric and clothing, exotic trade items from far islands, and lastly he spent many years as a money changer. When his father passed on, Johan took over the money changing business in s storefront near the marketplace.

After a few years in business Johan decided he was unhappy with the way his life was leading him, wondering what would have been if he had not been born as he was. So, at the age of 26, he placed his business in the hands of an uncle, and enlisted to the maraujo, **The Longest Union**. For four years he wondered Jaern, learning to fight and ride dolphins.

In far away Origone, Johan met a wonderful woman, named Jalacia Bonhomme, with whom he fell in love. Leaving his maraujo, he transferred to one by the name of **The Signed Real** which was based out of Origone, so that he could be near his love. Unbeknownst to him, they conceived a child. While he was at sea, she bore a girl, whom she planned to christened Amfelea. But the birth went poorly, and within a few hours Jalacia died from the birth complications.

When Johan returned several weeks later, he learned of his daughter's birth, and the death of his lover. Grief stricken, he took the child and booked passage back to Karfelon. His wunderlust now dead, he made bringing up his daughter his highest priority.

The money changing business did well, and as his personal wealth increased, he made sure his young daughter lacked for nothing. She grew, tall and beautiful, and when she reached womanhood, met **Jack Haverhill**, a young tailor with a suprisingly prosperous business. They were married with Johan's blessing, and to this day Johan does not realize that Haverhill's tailoring business is a front since he is leader of the local guild of assassins.

Normally found at his money changing establishment, his many friends will often stop by to chat and pass on the local news and gossip. He has a keen ear for possibly profit, and a ready purse to fund new prospects. Those who know him know that they can come to him when in trouble and he will render what aid he can.

Dressing with current styles, even in his mid 40's he attracts many of the woman of the city and is often found in various nightplaces several nights a week. Many goldiggers have attempted to hook him, but he keeps business strickly separated from pleasure.

```
Jonathon Brewster, Dr
Race Human
STR 11     silver      88696    Rate  68.16
INT 17       DOB 08/17/9938    EXP   170415
PER 14       sex Male   bckgrd Auger
CSE 10       age -83    motive Knowledge
HEA 12     build E        diety NONE
AGI 10       hgt 5' 8"      DP   35    MODS / DV
PWR 13       wgt  158 lb  elem Earth CM   6/  9
COM  7       eye Brown      EU   27  MM   0/  8
WIL 16      hair Black      DU    0  GM   0/ 10
```

Elemental Spells
2 Defer
4 Earth Magic
4 Hindrances
3 Magnetism
7 Necromancy/Time
7 Shadow Magic

Skills
4 Acting
15 Archeology
6 Astronomy
4 Barristry
6 Herbology
4 Moving Silently
7 Orienteering
10 Sculpting
6 Swimming
10 Torture

Equipment
1 belt
1 belt pouch
1 boots
2 dagger
2 gloves
1 hair gel
1 hammer
1 ink (bottle)
1 leg irons
3 lock
2 loincloth
1 manacles
2 pants
3 parchment (5 sheets)
1 pendant (silver)
1 quill (writing)
1 scroll case (leather)
2 shirt (cotton)
3 socks
1 umbrella

Born on an isolated island, Jonathan was a cold and callous child who had great difficulty dealing with people. He was especially sensitive to criticisms and others treatment of him. Rumor has said that, as a boy of just eight years, when his parents disciplined him for some trivial infraction, Jonathan lost his temper and killed both of them. He then fled his homeland.

He made his way to the great university at Falra, where he made himself useful doing odd jobs for the students and workers. There, he made no friends and was thought distant by all. He spent untold hours in the great library, pouring over the texts of history and archeology. The university was a treasure trove of hidden knowledge. He grew to adolescence, and finally adulthood buried in the stacks and little used lower archives of the university.

There, at the age of twenty three, he found reference in an ancient document to the treasure captured by a long dead pirate. Piecing together several different accounts, he believed he had located where the pirates' booty had been abandoned. Scrapping together all of his scant silver for transportation, he traveled to the island in question, and indeed found the lost treasure. Returning to Falra, he found himself wealthy.

He discovered that his new found wealth let him travel to other universities, archives and ancient places. His obsession with the study of the past was just fueled by his new wealth. Silver bought better tools, helpers, access to the right archives, and bribes to the right people to learn of more. Desperate to continue his work, he began to concentrate on discoveries that would result in more wealth to further fuel his needs.

Once, while attempting to recover a tome of necromantic castings in a catacomb beneath the city of Pelicon, he ran into a petty thief called Rapheal Einstein. Einstein was after certain gold statues rumored to be in the same tomb containing the book Brewster sought. With the priests of T'or not far behind, the two joined forced, found and raided the tomb, and escaped the city just in the nick of time.

Discovering their talents complimented each other well, Brewster convinced Einstein to work for him as he traveled the globe looking for ancient, and valuable artifacts. For the last several years they have been investigating possible acquisitions in the central areas of Lojem Isle.

```
Kestral Jotaine
Race Human
STR 11    silver          0    Rate  77.99
INT 13       DOB 06/21/9971   EXP   194980
PER 14      sex Female bckgrd Priest
CSE 14      age -16    motive Passion
HEA  9    build E        diety Orus
AGI 11      hgt 5' 10"     DP   58    MODS / DV
PWR 13      wgt  168 lb elem Fire  CM   1/  7
COM  8      eye Brown      EU    7  MM   4/  7
WIL 13     hair Brown      DU   58  GM   2/  7
```

Elemental Spells
  1 Mind Twisters
  1 Movement
  3 Revocation
  2 Scrying

Divine Spells

  5 Blessings
  8 Ceremonies
 11 Courage
  6 Detections
 11 Fear
 11 Hate
 11 Love

Skills
 11 Cyphering
 11 Disguise
  2 Identify Minerals
  1 Innkeeping
  2 Sprinting

A strong willed woman with a forceful sense of purpose, there is never any question as to Kestral's opinion on any subject. She will confront anyone expressing an opinion and state her views loudly and clearly. This has had a tendancy to make her not very popular with those outside her temple, and indeed some within.

She stands tall and dresses load orange and blue silks. She wears gold earrings and has a golden holy symbol on a chain about her neck. She prefers sandals and will often wear a colored kerchief in her hair.

Kestral was born in a small farming village near East end, but

```
Lord Barlow
Race Human
STR 16    silver    250000    Rate 298.93
INT 15      DOB 06/22/9947    EXP   747325
PER 12      sex Male   bckgrd Priest
CSE 11      age -92    motive Righteousness
HEA  9    build D       diety Rudri
AGI 14      hgt 5' 7"      DP 118     MODS / DV
PWR 13      wgt 127 lb  elem Earth CM  9/ 8
COM 12      eye Green       EU  31  MM  2/ 7
WIL 17      hair Black      DU  73  GM 12/ 8
```

Elemental Spells
9 Hindrances
13 Necromancy/Time
9 Shadow Magic

Divine Spells
11 Decay

7 Detections
12 Discure
11 Encure
9 Forge
12 Influences
11 Revocation

Skills
11 Barristry
9 Cooking
10 Disguise
6 Escape
14 Hypnosis

Once leader of a far island, Lord Barlow settled in Karfelon many years ago. Idleness not becoming him, he developed a following in the city. His predecessor died of a "mysterious" disease and willed Lord Barlow his possessions, estate, and position.

A tall, slender man, apparently in his mid forties, he has long black hair and a rather pale complexion. Always dressing in the height of fashion, his favorite colors are black, black, and black. He frequents many of the town's night spots, ever seeking to measure the pulse of the inhabitants. Hard to find or nail down, Lord Barlow is never seen in the daylight, and a common rumor is that he is of the undead.

```
Mottel Freeden
Race Human
STR  9    silver           0    Rate  34.80
INT 12       DOB 01/20/9949      EXP    87005
PER 15       sex Male    bckgrd Warrior
CSE 12       age -93     motive Riches
HEA  9     build D         diety At'ena
AGI 12       hgt 6' 1"       DP   41     MODS / DV
PWR 11       wgt  152 lb  elem Earth CM   4/  6
COM 13       eye Brown       EU    0  MM   0/  8
WIL 11      hair Brown       DU    0  GM   3/  7
```

Skills

| 8 Fencing/Merchant | 12 Jeweler | 3 Long Sword |
| | 6 Locksmithing | 12 Metal Smithing |

Mottel was born and raised in Karfelon. His parents were well know cloth merchants, and provided anything the young man needed. At the age of 12, when he showed an interest and skill in working with metals, they apprenticed him to Eli Strum, who had a metal smithing shop near the marketplace. After 6 years as an apprentice, they loaned him the silver needed to purchase a small storefront and set up his own metal smithing establishment.

Several years later, a rather brutal thief broke into his parents clothery, robbing all their silver, and setting fire to the building. Both his mother and father perished in the fire, as they lived in rooms above the shop. Mottel was devastated by this loss, his only clue to the thief being a strange fastening which had torn from the thief's cape when he exited the buildings broken door, and a sketchy description of him given by a neighbor whom had seen him flee.

Not two months later, while on a trip to Sovaga to deliver a completed job, he returned to Karfelon to find his own store had been looted and burned to the ground. The priests of T'or had been able to get a description of the arsonist from a couple of passing citizens, and it matched the description of the man whom had killed his parents.

Penniless, he went to his old employer, Master Strum, whom took him in and allowed him to work for him. For twelve years Mottel labored, saving every spare copper, while trying to get a clue to the arsonist whom had murdered his parents. But there was no clues, and no progress to finding the murderer.

Eli Strum, in his late sixties, passed on and having no relatives left Mottel his shop and modest wealth. Mottel still runs the shop, having built a reputation for good work and reasonable prices. But his paranoia keep him from trusting anyone. Each customer is a potential problem and has to be carefully handled.

```
Old Crum
Race Orc/2,Dwarf/2
STR 17    silver         45    Rate  15.34
INT  9      DOB 06/21/9953    EXP    38355
PER 12      sex Male    bckgrd Warrior
CSE 11      age -98     motive Power
HEA 12    build E        diety NONE
AGI 11      hgt 4' 6"       DP   34    MODS / DV
PWR 12      wgt   98 lb  elem Fire   CM   5/  8
COM  7      eye Brown       EU    0   MM   0/  7
WIL 12     hair Brown       DU    0   GM   3/  7
```

Skills
  4 Assassination
  4 Short Sword
  9 Tanning

4 Torture
8 Whip

Equipment

1 apron (leather)
1 loincloth
1 whip (10')

Born of a dwarven mother and an orcan father, Crum had little good fortune in his life. Abandoned at the age of 7, he found a band of mercenary orcs and traveled with them, carrying their gear, cleaning their weapons, curing hides from slaughtered food animals, and serving as the object of their abuse. Learning some of their skills, he eventually was accepted as a member of their band.

Over the next few years, his orcan companions found that Crum had a certain skill and flair for getting information from reluctant prisoners, and for ending their existance in creative ways. He became their interrogator and executioner. Traveling with the orcan mercenaries for fifteen years, he was quick and escaped their massacre when they attempted to raid the city of Lentri. Escaping south, he found himself broke, exhausted and friendless in the city of Karfelon.

Late in the evening, following his nose to a familiar smell, he came upon the tannery of Augst Curother. Augst was working late, trying to get an important order started.

Somehow, over the next few hours, Crum convinced Augst to sign over the deed to the his building, his slaves and his business to Crum. Crum claims that Augst decided to retire from his business and left Karfelon. No one has seen or heard from the old tanner since.

Now Crum runs the tannery with a heavy fist. Located near the western edge of town, few people can miss this ramshakle building, especially from downwind. He can be often found their, spurring his workers into even greater productivity with heavy use of his whip, and sharp tongue. Being one of the few tanneries in the city, business is good, even if he has to be constantly buying new slaves to replace the ones worn or killed while performing their strenuous work. Working hard for a couple of weeks at a time, he then takes his profits and plows them back into the economy by buying and consuming mass quantities of alcohol in almost every tavern in the market district. While many find him vulgar and brutal, the tavern owners of the area keep an eye out to protect this rather lucrative customer.

```
Rapheal Einstein
Race Human
STR 10     silver      1477     Rate  46.00
INT  8       DOB 05/18/9957    EXP   115000
PER 13      sex Male    bckgrd Auger
CSE  9       age -02     motive Pleasure
HEA 11     build C        diety Rudri
AGI 14       hgt 5' 8"      DP   35      MODS / DV
PWR  7       wgt 109 lb  elem Air    CM   3/ 9
COM  5       eye Green       EU   0    MM   5/ 8
WIL  7      hair Black        DU   0    GM   1/ 8
```

Skills

4 Ambush	4 Escape	1 canteen
2 Archeology	5 Forgery	4 dagger
7 Arson	8 Hiding	1 lockpick
5 Binding	8 Pickpocketing	1 loincloth
8 Bludgeon		1 money belt
7 Detect Traps	**Equipment**	1 pants
5 Disarm Trap	3 belt pouch	1 shirt (cotton)
	1 boots	

Born in the slums of Pelicon of a low class working woman, Rapheal soon found himself living on the streets, stealing and begging to survive. Even as a child, he realized that his shortness, and ugly appearence made life difficult. He learned to hide from others who would torment him, and built up a hatred for the rich and beautiful.

As he grew, his abilities grew as well. He would hide and wait to overhear others talk, and gain information about where silver was to be had. Mugging the weak, blackmailing those whose indiscretions were discovered, he found he could both provide for himself, and enjoy the power it gave him over others.

Discovering rumor of some particularly lucrative trappings in a tomb in the catacombs beneath the city, Rapheal proceeded to find this secret place. Unfortunately for him, his source had also ratted to the priests of T'or, who followed him into the catacombs. Reaching the tomb, he was suprised to discover a strange man who was just then examining the treasures there.

The gentleman introduced himself as Dr. Jonathan Brewster, an archeologist, looking for ancient artifacts. The even tone of his speach and cold look in his eyes belayed the fact that he was anoyed at being interupted in his examination of the tomb. Rapheal, not to be outdone, introduced himself to the stranger as a doctor as well. The two of them began to quarrel over the possession of the valuable artifacts.

Hearing a noise behind him, Rapheal saw the T'orites laboring to gain enterance to the tomb through the blocked door. Brewster accused Rapheal of bringing the priests, knowing that plundering tombs was a unthinkable offence to the authorities in Pelicon. Pointing out that it was only a matter of minutes until they both would be captured and incarcerated, Rapheal enlisted Brewster's assistance, and the two of them found an alternative exit from the tomb. Hurrying, they fled from the city, just barely ahead of the T'orite priests.

Talking with the archeologist, agreeing how to split up their booty, Rapheal learned that Brewster knew of many other ancient hoards scattered about Jaern. Today, "Dr. Einstein" travels with Brewster, searching the central area of Lojem for clues and hidden sites.

```
Tram Jon Guiluise
Race Human
STR 14     silver      4267     Rate  23.92
INT  9       DOB 05/18/9958     EXP    59805
PER  8       sex Male   bckgrd Priest
CSE 12       age -03    motive Service
HEA 13     build D       diety Ra
AGI  7       hgt 5' 3"      DP   21     MODS / DV
PWR 11       wgt  112 lb  elem Air   CM   2/  8
COM 13       eye Brown      EU    0   MM   0/  6
WIL 15      hair None       DU   27   GM   3/  9
```

Divine Spells

4 Ceremonies
4 Compile
3 Decompile
6 Encorporate
5 Fabrications
1 Influences
3 Influences
1 Revocation

Skills

6 Carpentry
3 Coopering
5 Horsemanship
4 Repair
7 Swimming
12 Wheelwright

Equipment

1 dagger
1 horse
1 nosering (silver)
1 robe
1 sandals
1 skullcap (leather)

Born to a woman farmer from the **Grofelt** fields on the Lojem mainland, west of Karfelon, he was orphaned at an early age when bandits sacked his mother's farm. Wandering to Karfelon, he was taken in by the priests at the Solarium. There he studied the ways of Ra, hoping to become a priest. The priests discovered that Tram was particularly handy with a saw, so Tram soon found himself with more work than he could handle. He became popular with the priests, making himself usefull whenever a hand was needed.

Reaching the age of nineteen, Tram manifested his first ability to use the power of Ra, and was proclaimed priest by his peers. Very popular and influential within the Solarium, Tram was particularly surprised when a visiting priest turned out to be the leader of the bandits whom had killed his mother.

His fellow priests claimed that the former bandit, Uichane, had reformed and had exposed himself to the sight of Ra. Tram did not believe this was true, and discovered that the man was using a skin dying agent to appear to be a priest. Beleving the Solarium in danger, and anxious to avenge his mother's death, Tram confronted the bandit and challanged him to show his faith. Seeing him unable to cast a spell, Tram killed the bandit with his magic.

The priests, unaware of the deception, ejected Tram and ignored his explainations. Angry, rejected and alone, he turned his back on Ra and vowed never to use his magic. Over the next few years he worked as a carpenter in a number of different shops and eventually came to own and run his own wheelwright business.

```
Yammer Hadrill
Race Human
STR 14     silver   3451828    Rate  85.26
INT 12       DOB 01/ 9/9948    EXP   213155
PER 12       sex Male    bckgrd Marine
CSE 10       age -92     motive Power
HEA 14     build D          diety NONE
AGI  9       hgt 6' 0"        DP  62      MODS / DV
PWR  7       wgt  148 lb   elem Water CM  17/ 11
COM 13       eye Green        EU   0  MM   5/  7
WIL 16      hair Blond        DU   0  GM   9/ 10
```

Skills

- 6 Bow
- 8 Dagger Fighting
- 9 Dolphinship
- 10 Horsemanship
- 4 Hunting
- 7 Long Sword
- 10 Maroglave
- 4 Money Changing
- 5 Navigation
- 7 Sail Falling
- 3 Surfing
- 12 Swimming
- 7 Tackling
- 7 Tumbling
- 6 Water Skiing
- 4 Writing

Equipment

- 1 armband (silver)
- 1 boots
- 1 cape
- 1 chain mail
- 1 dress robe
- 1 gloves
- 1 long sword
- 1 trejoner (hat)

Born to parents in Karfelon, Yammer has always been a forcefull person. Getting employment as a dockhand at an early age, he became known as a hard worker, with a lot of pride in his work and his muscular body. His short blonde hair and penetrating green eyes caused many women to fall to his charms. An indiscrete affair with a prominate merchant's wife caused him to enlist aboard a maraujo for a few years.

Upon his return to Karfelon, at an age of 21, he discovered his fellow dockworkers embroyaled in a dispute with the merchants using their services handling cargo. When it appeared violence was to erupt, Yammer intervened, speaking with both sides and coercing them into an equitable agrement. This marked his entry into the political arena.

Becoming an advocate for the common workers of the docks and marketplaces, Yammer became very heavily involved with many businesses, investing money first in one, than another, always picking the best ventures, and using his information to manipulate the circumstances to his profit. By winning small concessions for most of the workers, his popularity let him use them to force merchants into deals and ventures most favorable to him. Over the years he became quite influencial, and with the death of **Ulane Zane**, he was elected to replace him as one of the ruling three Triads of Karfelon.

Yammer is ruthless in his dealings, and has a reputation as a shrewed businessman. Rumor suggests that he is also head of **The Gellion**, a family from **Pelicon** that has many business interests, legitimate and not, within Karfelon. While he does keep Karfelon running smoothly quite efficiently, it is wise not to cross him, for he seems to have few, living, enemies.

Always dressed in the most conservative, yet expensive robes, he cuts an imposing figure. Very popular with the women, Yammer has had over 25 wives. His wealth seems to blind them to the fact that when he tires of a woman, she rarely lasts out the week. His last wife died mysteriously at sea when she attempted to divert two million silver from his personal funds.

Chapter 34

Creating Creatures

Creating creature for the **Adventure Quest** is very similar to creating adventurers. You buy damage points, abilities, combat mods and skills. But, instead of using a fixed pool of experience points, you create the creature by summing the needed experience along the way. The resulting experience total determines the creature's rating, which you use to balance the creature against other creatures, actors, and adventurers that it might encounter. Below is a template for a creature:

```
_____
                Rating:
Hgt             Skills:
Wgt
Move    / / '/M
DP
        C   M   G
Mods    /   /
 DV     /   /
Dam

_____
```

34.1 Rating the Creature

To balance creatures against adventurers, creatures must be given a relative worth. As you assign attributes, buying them with experience points, just as with adventurers. For each of the following sections, calculate the cost of each attribute at the assigned rank according to the listed base costs and keep a running total.

34.2 Physical Statistics

Physical stats for a creature are the same as for adventurers. The stats themselves represent those abilities relative to other creatures of the same species. This means that taken as a group all of the creatures of a given species will average out to 10.5 for each stat. If you are creating several individuals of the same species, you can give them any actual stat values, as long as the average values for the group approach 10.5 on each stat. Since all creatures and adventurers have stats from birth, possessing stats is assumed by the rating system, meaning no experience needs to be expended to have these stats.

That is not to say there is not a difference in the stats between species, but this is represented by using **Exceptional Stats** and **Inferior Stats**. These abilities represent the differences in stats between species, and are assigned relative to humans. For each rank in an exceptional stat, resistance checks and stat made against that stat are one die less, and each rank of an inferior stat increases the dice of the checks by one.

Look at each stat and compare how it differs from a human. Assign an appropriate exceptional or inferior stat if they vary from human. Here is an example of assigning STR to creatures:

```
Slug            Inferior STR 3
Rabbit          Inferior STR 2
Dog             Inferior STR 1
Human           none
Horse           Exceptional STR 1
Ox              Exceptional STR 2
Dinosaur        Exceptional STR 3
```

Intelligence is also an important stat to remember when creating creatures. Here are some general guidelines on when to assign INT to your creatures:

```
Inferior INT 3          Insects, Plants and lower
                        reptiles
Inferior INT 2          reptiles, herd mammals,
                        birds
Inferior INT 1          Manlike or semi-intelligent
                        mammals (Apes, Dolphins,
                        lower undead)
None                    Humanoid Races
Exceptional INT 1       Mythical superior creatures
                        (Griffons, Sphynxes)
Exceptional INT 2       Smarter Deities
```

34.3 Damage Points

The base cost for damage points is 25. Buy as many damage points as you believe the creature needs, then add their cost to the creature's experience total. When creating a group of creatures, use this average total to rate the creatures, but vary the actual number of damage points for each creature by about one half the total to provide some variety.

DP	Cost	DP	Cost	DP	Cost
1	25	9	1125	17	3825
2	75	10	1375	18	4275
3	150	11	1650	19	4750
4	250	12	1950	20	5250
5	375	13	2275	21	5775
6	525	14	2625	22	6325
7	700	15	3000	23	6900
8	900	16	3400	24	7500

34.4 Movement Rate

You will need to know how fast the creature can move. To do this, buy the skills listed below which are named **Land Movement**, **Swimming** and **Flying**. List the resulting speeds in the three positions labeled movement rate. For example, a creature that has bought:

Land Movement	4
Swimming	6
Flying	0

has a movement rate of:

Movement: 40/60/0

It can move 40 feet per round on land, 60 feet per round in the water, and it cannot fly.

34.5 Damage

When a creature attacks a target, combine all its possible physical attacks into one attempt. If it succeeds, the target loses damage points. The **Damage** skill has a base cost of 100. Each rank in that skill is counted as a possible point of damage. If a creature has bought damage up to 12, the creature rolls 1d12 to find out how many points an attack causes. If there is not a die to match the creature's rank, just roll the next size up and ignore results over the creature's rank in damage.

34.6 Combat Modifiers

A creature buys combat modifiers just like adventurers do. The costs for these are:

Combat	200
Missile	200
Grapple	200

34.7 Defense Values

Like adventurers, creatures calculate their **Defense Values** from several different factors. You must calculate three defense values, one for hand-to hand combat, one for missile attacks, and one for grappling. Go through each component and add up the various factors to calculate your creature's three defense values.

34.7.1 Mobility and Agility

The creature uses its AGI during combat to avoid being hit. If the creature is alive and on its feet, start each

defense value with 3, plus one for each 5 points of AGI (round down) that the creature has. If the creature is on the ground, prone, bound, or unconscious, start with defense values of 0.

34.7.2 Stat Modifiers

Each defense value is dependent on one additional stat. Take the related stat to each defense value, divide it by five and round down. Add this to the appropriate defense value.

```
Combat     CDV    STR
Missile    MDV    PER
Grapple    GDV    WIL
```

34.7.3 Armor

Every creature has a different type of skin or outer covering. Purchase the appropriate covering for your creature, then add the values listed below to the creature's defense values.

	Cost	Combat	Missile	Grapple
Skin	0	0	0	0
Feathers	100	1	1	0
Fur	150	1	1	1
Shell	250	2	1	1
Hide	450	2	2	2
Chiton	700	4	1	2
Bone	900	2	5	0
Scales	1100	5	3	1
Rock	2250	6	6	2

So that you can create your own body coverings, the above table was calculated by giving each of the three defense values a base cost of 50. So Scales cost [(5 x 6) / 2] x 50 = 750, plus [(3 x 4) / 2] x 50 = 300, plus 50 for the grapple defense factor. This totals to 1100, which is the cost of this kind of armor.

34.8 Abilities and Disabilities

Give your creature some abilities and disabilities to make it more than just a straight "killing machine". Look through the list below, and choose abilities appropriate to the concept you have of the creature you are building. These abilities are either **RANKED**, in which case they have a base (**Boldface** Abilities are UNRANKED)

Ability	Cost
Acidic Drool	400
Adhere	**2000**
Age	3900
Air Breathing	**5000**
Anesthesize	1000
Arise	250
Beam Port	700
Burrow	800

cost and are bought just like skills, or they are **UNRANKED**, in which case they have a single cost to acquire.

When you are choosing these, don't spend more than half of what you spend on abilities on buying disabilities. Creatures with too many disabilities would not have survived the process of evolution.

Charge	200
Cling	500
Damage	100
Death Venom	40000
Death Wail	5000
Degeneration	350
Deplete EU	500
Deplete Health	900
Detonation	300
Digest	10000

Diseased Bite	**5000**	**Paralysis**	**20000**
Distance Judgment	**5000**	**Petrification**	**36000**
Drain DP	**12000**	**Placed Roll**	**20000**
Durability	**5000**	**Protected from Acid**	**4500**
Electric Shock	500	**Protected from Charm**	**3600**
Enhanced Hearing	2000	**Protected from Cold**	**3600**
Enhanced Sense of Smell	1000	**Protected from Earth**	**3600**
Enhanced Vision	3000	**Protected from Fire**	**3600**
Envelope Prey	**75000**	**Protected from Lightning**	**6000**
Ethereal	**10000**	**Protected from Magic**	**60000**
Exceptional STAT	5000	**Protected from Poison**	**7500**
Fear	**2400**	**Protected from Sleep**	**3600**
Fire Breathing	2000	**Protected from Water**	**1200**
Flying	200	**Quickness**	**5000**
Heat Vision	300	Regeneration	1000
Hibernation	25	**Replicate**	**20000**
Homing	**2500**	**Resist Acid**	**1500**
Immaterial	**6000**	**Resist Charm**	**1200**
Immune to Acid	**9000**	**Resist Cold**	**1200**
Immune to Charm	**7200**	**Resist Earth**	**1200**
Immune to Cold	**7200**	**Resist Fire**	**1200**
Immune to Earth	**7200**	**Resist Lightning**	**2000**
Immune to Fire	**7200**	**Resist Magic**	**20000**
Immune to Lightning	**12000**	**Resist Poison**	**2500**
Immune to Magic	**120000**	**Resist Sleep**	**1200**
Immune to Poison	**15000**	**Resist Water**	**400**
Immune to Sleep	**7200**	Shield	500
Immune to Water	**2400**	**Silent Movement**	**2500**
Imperceptible	800	**Silver Shield**	**2400**
Ink Jet	150	**Siren**	**8000**
Invisibility	**15000**	Speech	100
Jetting	200	Spirit Armor	500
Jumping	100	Squeeze	300
Land Movement	100	Stampede	200
Leech	10000	**Stench**	**5000**
Magic Shield	**7200**	**Swallow Prey**	**30000**
Mental Stubborness	**5000**	Swimming	200
Metamorphize	1000	Teleport	1200
Migrate	**500**	**Terror**	**4800**
Mist	1200	Toxic Attack	600
Night Vision	**1000**	**Water Breathing**	**5000**
Other Port	600	**Web**	**6000**
Pain Wail	2000		

(**Boldface** Disabilities are UNRANKED)		**Susceptible to Cold**	**1200**
Disability	Cost	**Susceptible to Fire**	**1200**
Aversion to Race	**4000**	**Susceptible to Light**	**1200**
Damaged by Rain	400	**Susceptible to Lightning**	**1200**
Damaged by Sunlight	400	**Susceptible to Magic**	**3000**
Distinctive Odor	400	Susceptible to Sunlight	1200
Empathy	**12000**	**Susceptible to Water**	**1200**
Frequent Eating	400	**Vulnerable to Acid**	**4500**
Frightened by Metal	**4000**	**Vulnerable to Cold**	**3600**
Herd/Hive Instinct	**2400**	**Vulnerable to Fire**	**3600**
Inferior STAT	5000	**Vulnerable to Light**	**3600**
Poor Eyesight	3000	**Vulnerable to Lightning**	**3600**
Poor Hearing	2000	**Vulnerable to Magic**	**9000**
Poor Olfactory Sense	1000	**Vulnerable to Water**	**3600**
Susceptible to Acid	**1500**		

34.9 Adventurer Skills

Any of the adventurer skills which are appropriate for a creature may be bought by the creature at triple its normal base cost. Sentient creatures may buy any such skill, but non-sentient creatures (those with an INFERIOR INT of at least rank 1) may only buy physical skills, not skills that are based on knowledge.

34.10 Using Elemental Magic

Some creatures can have the ability to manifest effects similar to those produced using elemental magic. To add such an effect to your creature, identify the spell that parallels the effect. All the effects in one creature should come from one element, and this should be an appropriate element. (Water based creatures should not manifest fire spell effects). Core elemental magic is more aligned to the sentience of the humanoid case, so is generally not available to creatures.

Find the base cost of the spell group for the appropriate caster, and then multiply it by the rank of the spell which manifests the effect you want the creature to exhibit. This then becomes the base cost of the creatures ability to manifest that effect. The rank which you buy this ability determines how many times in one day the creature can manifest this effect.

34.11 Physical Appearance and Description

Assign your creature an average height and weight. You also should write a reasonably complete description of the creature's physical appearance, what it eats, where it lives, what are its mating habits, and how it reacts to humanoid creatures. Try to make at least one characteristic different or easy to remember so that the players can quickly recognize this creature from its description if they meet it again.

34.12 Calculating the Creature's Rating

After buying all the creatures attributes, take the resulting experience total, and divide it by 2,500, rounding down. This gives the creature's rating, a rough indication of how tough the creature is relative to an adventurer. Here are some example ratings for some earth creatures:

Cat	2
Horse	7
Shark	16
Ape	18
Bear	19
Tiger	22
Lion	32
Cheeta	36

34.13 Creature Abilities

Below are descriptions of the various **Abilities** you can use when constructing a creature. You may also use any of the skills available to adventurers. Creatures buy all skills at their base cost, with no multipliers. Select the abilities and skills you wish the creature to have, and the ranks for those skills. Use the base costs to calculate the experience point cost for these and add it to the total cost of the creature.

Acidic Drool

Use Time:	1 R	Base Cost:	400
Duration:	instantaneous	Attribute:	HEA
Res Check:	none		
Target:	10' LOS		
Area of Effect:	single target		

A creature with this ability can spit acidic drool to damage its target. It can only spit three consecutive rounds without resting and drinking, and must succeed in a "to hit" roll to do damage. The range is 10 feet, and the damage is a d6 for each rank in this ability.

Adhere

Use Time:	1 minute	UNRANKED	
Duration:	permament	Cost:	2000
Res Check:	none	Attribute:	STR
Target:	special		
Area of Effect:	self		

The creature can adhere to other materials and creatures. If the creature's target is living, and it is in contact with such a target for one round, the target must make a check of 3d6 vs STR to escape.

Age

Use Time:	1 R	Base Cost:	3900
Duration:	permanent	Attribute:	PWR
Res Check:	4d6 vs HEA		
Target:	touch		
Area of Effect:	1 creature		

If the creature successfully strikes its target in melee, the victim must roll his HEA or less on 4d6 or age 1d6 years for each rank of this ability.

Air Breathing

Use Time:	1 R	UNRANKED	
Duration:	permament	Cost:	5000
Res Check:	none	Attribute:	HEA
Target:	self		
Area of Effect:	self		

A creature which normally lives underwater can also spend up to one hour above the water, filtering air through its gills. It usually must remain near the water, and moist, to continue to breath.

Anesthesize

Use Time:	1 R	Base Cost:	1000
Duration:	1 hour	Attribute:	HEA
Res Check:	none		
Target:	single creature		
Area of Effect:	special		

This ability allows its possessor to touch its victim and make the area touched insensitive to touch and pain resulting from any attack which causes damage equal to or less than the rank of this ability. The area of the target's body affected is any flesh within 2 inches times the rank of the ability from the point of the initial touch.

Arise

Use Time:	1 R	Base Cost:	250
Duration:	continuous	Attribute:	PWR
Res Check:	none		
Target:	self		
Area of Effect:	self		

The creature uses its mental powers to float straight up and down in the air. It can accelerate at one foot times the skill rank per round. Wind or other external forces can cause lateral movement.

Beam Port

Use Time:	1 R	Base Cost:	700
Duration:	instantaneous	Attribute:	PWR
Res Check:	none		
Target:	LOS 5000'		
Area of Effect:	self		

The creature first targets a place within its line-of-sight. Then, on the same round, it dematerializes, manifesting itself as a beam of light that travels to the target, where it rematerializes. The ability rank determines how many times a day the creature may Beam Port.

Burrow

Use Time:	1 M	Base Cost:	800
Duration:	continuous	Attribute:	STR
Res Check:	none		
Target:	0		
Area of Effect:	N' line		

This ability is used to dig tunnels. The rank equals the number of feet per minute that can be traveled through tightly packed earth. The GM will adjust accordingly for other materials.

Charge

Use Time:	3 R	Base Cost:	200
Duration:	special	Attribute:	STR
Res Check:	none		
Target:	special		
Area of Effect:	special		

The creature has the mass, strength, or velocity to damage its target by hitting it head-on. The GM first decides how many dice of damage for the attack, then rolls that number of d6 against the ability. If the roll is equal to or less than the ability rank, the attack succeeds and the same number of d6 are rerolled for damage. If not, roll the creature's standard attack, if applicable.

Cling

Use Time:	0	Base Cost:	500
Duration:	continuous	Attribute:	STR
Res Check:	none		
Target:	self		
Area of Effect:	self		

The creature can cling to walls and ceilings, simultaneously carrying its weight multiplied by the ability rank. Movement while clinging is one quarter the creature's land movement rate.

Damage

Use Time:		Base Cost:	100
Duration:		Attribute:	none
Res Check:			
Target:			
Area of Effect:			

The creature's rank in this ability determines the size of the die the GM rolls for damage after a successful melee strike. For odd die sizes, roll the next larger die; damage may not exceed the creature's rank in this ability. There is no associated stat, thus no maximum rank for this ability.

This is the only ability which is not limited by its associated stat, higher ranks simply represent the combination of strength, skill at using its natural weapons, and the deadliness of those weapons. So having one associated stat for this combined ability is not strictly true, if we wanted to represent this ability more realistically, it would be separated into:

Strike Damage	STR
Claw Skill	AGI
Weapon Damage	Weapon's Edge

This combination is rather difficult to enumerate because of the wide variety of natural weapons that different creatures use, and the combination of those weapons (many creatures having 2 claws and a bite, or a tail attack). So by combining these together, combat is faster and smoother. But this also means the maximum rank of this ability should be the STR plus AGI both times the number of attacks folded into this ability. For the sake of simplicity, just set this as appropriate for the particular creature.

Death Venom

Use Time:	1 R	Base Cost:	40000
Duration:	instantaneous	Attribute:	HEA
Res Check:	4d6 vs HEA		
Target:	touch		
Area of Effect:	1 creature		

The creature's physical attack is accompanied by an injection of venom. The target must roll his HEA or less on 4d6 or die. The venom can be used for a number of attacks per hour equal to the skill rank.

Death Wail

Use Time:	1 R	Base Cost:	5000
Duration:	instantaneous	Attribute:	PWR
Res Check:	4d6 vs HEA		
Target:	0		
Area of Effect:	300' radius		

The very sound of some creatures' voices can cause vibratory destruction. Hearing the voice of a creature with this ability, all living creatures must make a RC 4d6 vs HEA or die. Since this is vibration, earplugs or deafness is not a defence against this terrible weapon. A creature may use this ability once per day for each rank it possesses.

Degeneration

Use Time:	1 R	Base Cost:	350
Duration:	instantaneous	Attribute:	HEA
Res Check:	none		
Target:	touch		
Area of Effect:	1 creature		

The creature can shorten its target's **Minimum Life Span** by draining years. If his adventurer is struck in melee, the player rolls one die of a size equal to the creature's ability rank to determine how many years the adventurer loses. Years lost may not exceed the creature's ability rank. The person does not physically age, but when his minimum life span is exceeded, he must make one aging check for each additional year his age exceeds his new minimum life span.

Deplete EU

Use Time:	1 R	Base Cost:	500
Duration:	permanent	Attribute:	PWR
Res Check:	none		
Target:	touch		
Area of Effect:	1 creature		

If the creature successfully strikes its target, it drains current elemental units equal to the roll of one die of a size equal to its rank in this skill. For odd die sizes, roll the next larger die; the number of EUs drained cannot exceed the skill rank. Drained EUs can be recovered normally.

Deplete Health

Use Time:	1 R	Base Cost:	900
Duration:	1 day (consequutivly)		
		Attribute:	HEA
Res Check:	none		
Target:	touch		
Area of Effect:	1 creature		

A successful attack drains one HEA point for each rank of this ability. Any victim drained below four HEA points cannot move or perform voluntary actions. If drained to zero HEA points, he dies. If he survives, he regains one HEA point per full day of rest.

Detonation

Use Time:	1 R	Base Cost:	300
Duration:	instantaneous	Attribute:	HEA
Res Check:	4d6 vs HEA		
Target:	0		
Area of Effect:	N * 10' radius		

When the creature dies, its remains violently erupt and inflict 1d6 points of damage for each ability rank. Those within the blast radius will suffer only half that damage if they can succeed a RC of 4d6 vs HEA. The blast radius is 10 feet per rank.

Digest

Use Time:	1 R	Base Cost:	10000
Duration:	per minutes	Attribute:	HEA
Res Check:	none		
Target:	immobilized prey		
Area of Effect:	single target		

The creature regurgitates digestive fluids on its immobilized target. The target suffers 1d6 damage for each rank for each minutes exposed to these juices. When the target has no remaining DP, it becomes a putrid liquid mass which is then sucked in by the attacker.

Diseased Bite

Use Time:	1 R	UNRANKED	
Duration:	instantaneous	Cost:	5000
Res Check:	5d6 vs HEA	Attribute:	HEA
Target:	touch		
Area of Effect:	1 creature		

If the creature strikes its target in melee, and the victim misses a RC of 5d6 vs HEA, they are diseased.

Distance Judgment

			UNRANKED	
Use Time:	always			
Duration:	continuous	Cost:	5000	
Res Check:	none	Attribute:	PER	
Target:	self			
Area of Effect: self				

This ability allows its possessor to discern the exact distance to any object within his line of sight. This only works within the atmosphere of Jaern and does not apply to astronomical bodies.

Drain DP

			UNRANKED	
Use Time:	1 R			
Duration:	instantaneous	Cost:	12000	
Res Check:	4d6 vs WIL	Attribute:	WIL	
Target:	touch			
Area of Effect: 1 creature				

If struck in melee, the target must make a RC of 4d6 vs WIL or his current AND maximum DP totals are halved, rounding down if necessary. If the maximum total reaches zero in this way, the target dies.

Durability

			UNRANKED	
Use Time:	always			
Duration:	continuous	Cost:	5000	
Res Check:	none	Attribute:	HEA	
Target:	self			
Area of Effect: self				

The possessor of this ability is very physically durable. A night of rest will restore one half of their HEA stat in last damage points instead of 1/5 HEA. This ability conflicts with the magic, so magic healing will have no affect on its possessor.

Electric Shock

Use Time:	1 R	Base Cost:	500	
Duration:	instantaneous	Attribute:	HEA	
Res Check:	none			
Target:	special			
Area of Effect: 1 creature				

When the creature strikes its target, or gets within two feet of it under water, it can discharge a bolt of electricity once per round. Its target takes 1d6 damage for each rank in this ability. The GM may ajudicate additional or lessened damage due to insulation and conductors present.

Enhanced Hearing

Use Time:	always	Base Cost:	2000	
Duration:	continuous	Attribute:	PER	
Res Check:	none			
Target:	special			
Area of Effect: special				

A heightened sense of hearing allows the creature to hear noises from farther away than normal. Whenever the creature must make check vs PER which involves hearing, decrease the number of dice by the rank of this ability.

Enhanced Sense of Smell

Use Time:	always	Base Cost:	1000	
Duration:	continuous	Attribute:	PER	
Res Check:	none			
Target:	special			
Area of Effect: special				

A keen sense of smell allows the creature to detect the presence of others from a distance. Whenever the creature must make check vs PER which involves smell, decrease the number of dice by the rank of this ability. Above rank 2, the creature can also smell primal emotions such as anger, fear, etc.

Enhanced Vision

Use Time:	always	Base Cost:	3000	
Duration:	continuous	Attribute:	PER	
Res Check:	none			
Target:	special			
Area of Effect: special				

The creature can see distant objects with greater clarity. Whenever the creature must make check vs PER which involves sight, decrease the number of dice by the rank of this ability.

Envelope Prey

Use Time:	1 R	UNRANKED	
Duration:	instantaneous	Cost:	75000
Res Check:	5d6 vs AGI	Attribute:	HEA
Target:	touch		
Area of Effect:	1 creature		

The creature must be large enough to envelope its human sized prey whole. On a successful attack, the victim must succeed a RC of 5d6 vs AGI to avoid having the creature envelope it with its fluid body mass. Once inside, digestion usually occurs.

Ethereal

Use Time:	1 R	UNRANKED	
Duration:	at will	Cost:	10000
Res Check:	none	Attribute:	STR
Target:	self		
Area of Effect:	self		

This ability allows the creature to **Phase** into partial non-existence. Ethereal creatures appear as translucent images by rolling the adventurer's PER or less on 4d6. While ethereal, the creature may not be affected by, nor effect solid objects. Ethereal creatures cannot interact with each other.

Exceptional STAT

Use Time:	Continual	Base Cost:	5000
Duration:	permament	Attribute:	spec
Res Check:	special		
Target:	self		
Area of Effect:	self		

A creature with an exceptional stat can lower the number of dice used in any resistance check or ability check against that stat by a number of dice equal to his rank in that exceptional stat. The exceptional stat is based on the stat which it is named after. The exceptional stat does not change the maximum that skills based on the stat can be bought.

Fear

Use Time:	1 R	UNRANKED	
Duration:	continuous	Cost:	2400
Res Check:	3d6 vs WIL	Attribute:	WIL
Target:	LOS 100'		
Area of Effect:	100' radius		

When an adventurer is confronted by a creature with this skill, the player must make an RC of 3d6 vs WIL or run in fear. If forced to run, the adventurer must run for at least five rounds, and must continue running as long as the creature is in sight. If flight is impossible, he can overcome his fear to defend himself.

Fire Breathing

Use Time:	1 R	Base Cost:	2000
Duration:	1 R	Attribute:	HEA
Res Check:	5d6 vs AGI		
Target:	0		
Area of Effect:	N * 10' cone		

The creature can breathe a cone of fire toward its target. The cone is 10 feet long and 5 feet wide times the creature's ability rank. The amount of damage done is 1d6 for each ability rank. The creature suffers 2 DP for each die of damage it inflicts. The targets must roll their AGI or less on 5d6 to partially dodge the cone and take half the damage total.

Flying

Use Time:	1 R	Base Cost:	200
Duration:	continuous	Attribute:	AGI
Res Check:	none		
Target:	self		
Area of Effect:	self		

The creature can fly and simultaneously use any of its abilities, spells, or attacks. The maximum movement rate is 10 feet times the ability rank per round. The creature can accelerate from a dead stop to full speed in four rounds. Remember to list the creature's flying speed under the third position of its movement rate.

Heat Vision

Use Time:	1 R	Base Cost:	300
Duration:	continuous	Attribute:	PER
Res Check:	none		
Target:	self		
Area of Effect:	300' radius		

The creature can see heat as color with this ability, at a range of 10 feet for every rank. Like the spell of the same name, cold objects are a dark red, and the color varies across the spectrum to a dazzling white for very hot objects. Ice and cold water can easily block Heat Vision.

Hibernation

Use Time:	4 H	Base Cost:	25
Duration:	N weeks	Attribute:	HEA
Res Check:	none		
Target:	self		
Area of Effect:	self		

This ability allows the creature to fall into a very deep sleep and require little energy, air or body fat to survive. It can sleep this way for a number of weeks equal to the ability rank.

Homing

Use Time:	in water	UNRANKED	
Duration:	continuous	Cost:	2500
Res Check:	none	Attribute:	CSE
Target:	self		
Area of Effect:	self		

At the time of this creature's birth, it is attuned to its place of birth. Anytime thereafter when an aquatic creature is in contact with a body of water or a land creature standing on bare earth or stone or a flying creature is 20' or higher above the ground, it can tell the direction and approximate distance to its birthplace.

Immaterial

Use Time:	2 R	UNRANKED	
Duration:	continuous	Cost:	6000
Res Check:	3d6 vs PER	Attribute:	PWR
Target:	self		
Area of Effect:	self		

The creature can transmute its body into a gaseous material. It cannot be physically touched, and in turn cannot affect material objects. An onlooker needs to succeed a RC of 3d6 vs PER to discover the creature. The creature cannot become material and perform any other action simultaneously.

Immune to Acid

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	9000
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

Any checks against acid effects are made at three dice less then normal. Any damage resulting from failing such a check is also at three die less.

Immune to Charm

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	7200
Res Check:	N/A	Attribute:	WIL
Target:	self		
Area of Effect:	self		

The creature makes all checks against charm effects at three dice less than normal.

Immune to Cold

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	7200
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature reduces any resistance check against cold effects by three dice. If successful, cold attacks do three less dice of damage than normal.

Immune to Earth

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	7200
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

For resistance checks against earth or stone effects, the creature rolls three less dice. Any damage resulting from such an attack is reduced by three dice.

Immune to Fire

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	7200
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The GM rolls three dice less for the creature in checks against fire and other heat based effects, The creature also suffers three less dice of damage from failing such a check.

Immune to Lightning

Use Time:	0	UNRANKED	
Duration:	Instantaneous	Cost:	12000
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature rolls three less dice for any checks against lightning and other electrical effects. Three dice is also dropped from damage suffered from failing such a check.

Immune to Magic

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	120000
Res Check:	N/A	Attribute:	PWR
Target:	self		
Area of Effect:	self		

The creature gets to lower any resistance checks made against elemental spell effects by three dice. Any damaged suffered from these spells is ruduced by three dice as well.

Immune to Poison

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	15000
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature is resistant to the effects of most poisons. Any RC checks made for poisons are at three dice less then normal, and any resulting damage from a failed check is at three dice less.

Immune to Sleep

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	7200
Res Check:	N/A	Attribute:	WIL
Target:	self		
Area of Effect:	self		

The creature rolls three dice less for any checks against magical and physical effects which would force him to sleep.

Immune to Water

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	2400
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature rolls three fewer dice in checks against water effects, and the creature suffers three fewer dice of damage from failing such a check.

Imperceptible

Use Time:		Base Cost:	800
Duration:	instantaneous	Attribute:	HEA
Res Check:			
Target:	self		
Area of Effect:			

A creature is too small and quiet to notice. For each rank in this skill, perception checks add on die.

Ink Jet

Use Time:	1 R	Base Cost:	150
Duration:	special	Attribute:	HEA
Res Check:	special		
Target:	0		
Area of Effect:	N * 5' radius		

A creature with this ability can forcefully expel an inky cloud that obscures vision, allowing it to escape. The cloud has a five foot diameter per rank. All PER checks for anyone in the cloud are made with one more die more than normal.

Invisibility

Use Time:	1 R	UNRANKED	
Duration:	continuous	Cost:	15000
Res Check:	special	Attribute:	PWR
Target:	self		
Area of Effect:	self		

The creature cannot be seen by normal vision because light bends around it. The creature may become invisible and visible at will. It would be visible to others whom or invisible, and to appropriate detection magics, such as *Detect Souls*.

Jetting

Use Time:	1 R	Base Cost:	200
Duration:		Attribute:	HEA
Res Check:	none		
Target:	self		
Area of Effect:			

This ability allows a creature to pull water within its body and then expel it quickly to push itself forward through the water. The creature can move 7 feet per rank each round.

Jumping

Use Time:	1 R	Base Cost:	100
Duration:	instantaneous	Attribute:	STR
Res Check:	none		
Target:	N * 10'		
Area of Effect:	self		

The creature can leap a linear distance of 10 feet times the ability rank. Its height at the apex of the jump is half the linear distance (e.g., the creature jumps 30 feet forward and 15 feet high). This is the creature's action for the round.

Land Movement

Use Time:		Base Cost:	100
Duration:		Attribute:	STR
Res Check:			
Target:			
Area of Effect:			

This is a measure of the creature's speed across dry land. It can move 10 feet per round per ability rank. Remember to list this speed in the first position in the creature's movement rate.

Leech

Use Time:	in contact	Base Cost:	10000
Duration:	continuous	Attribute:	HEA
Res Check:	none		
Target:	single creature		
Area of Effect:	target		

Once attached to its victim, this ability allows it possessor to drain blood and vitality. For each rank in this ability, the victim looses one point of DP from his current total per day. The lost DP are spread out evenly over the day, for example, if the creature has this ability at rank three, the victim looses one DP each eight hours. These lost DP can be recovered by rest, but this can be futile if the rank of this skill is higher than the victims ability to regenerate.

Magic Shield

Use Time:	always	UNRANKED	
Duration:	continuous	Cost:	7200
Res Check:	N/A	Attribute:	PWR
Target:	self		
Area of Effect:	self		

This elemental based defense protects its user when being struck by any weapons which are not enchanted. When such a weapon hits a shielded target, a shower of multicolored sparks fly. Blunt weapons inflict only one half their normal damage, while edged weapons inflict no damage at all. Magical weapons have their normal effects.

Mental Stubborness

Use Time:	always	UNRANKED	
Duration:	continuous	Cost:	5000
Res Check:	none	Attribute:	WIL
Target:	self		
Area of Effect:	self		

The possessor of this abilities's grasp on life is very strong. He only needs to roll for unconsciousness when his current DP total falls under 4 damage points, rather than 6. He then uses a d4 for the roll rather than a d6. If an attack would take him from 1 to 3 points below zero, he is taken to zero points instead and left unconscious.

Metamorphize

Use Time:	10 R	Base Cost:	1000
Duration:	1d6 H	Attribute:	HEA
Res Check:	none		
Target:	self		
Area of Effect:	self		

This ability enables the creature to change its physical form into any that of another creature of a similar body mass and size. It can use the new form's physical attacks, but none of its magical or poison effects. The creature can change form as many times in a day as it has ranks in this ability. The creature automatically resumes its true form after 1d6 hours.

Migrate

Use Time:	once per year	UNRANKED	
Duration:	instantaneous	Cost:	500
Res Check:	none	Attribute:	PWR
Target:	self		
Area of Effect:	self		

The creature slowly collects and stores elemental magic. Then, once per year, the creature manifests its hoarded elemental magic and teleports itself to its original breeding grounds, or to a place where its race meets to breed.

Mist

Use Time:	1 R	Base Cost:	1200
Duration:	special	Attribute:	HEA
Res Check:	none		
Target:	10'		
Area of Effect:	N * 10' radius		

The creature can create a cloud of mist that is 10 feet times the ability rank in radius. The mist remains until dispersed by existing air currents. Range of vision is cut in half within the mist.

Night Vision

Use Time:	1 R	UNRANKED	
Duration:	continuous	Cost:	1000
Res Check:	none	Attribute:	PER
Target:	LOS 500'		
Area of Effect:	self		

The GM subtracts 1 dice on any PER check for the creature to see something in the dark.

Other Port

Use Time:	1 R	Base Cost:	600
Duration:	instantaneous	Attribute:	PWR
Res Check:	none		
Target:	self		
Area of Effect:	self		

The creature can transport itself, and what it can carry, to or from its natural plane of existence. It can do this as many times a day as its ranks in this ability.

Pain Wail

Use Time:	1 R	Base Cost:	2000
Duration:	1 R	Attribute:	HEA
Res Check:	none		
Target:	0		
Area of Effect:	100' radius		

The sound generated by this ability causes damage to all those within hearing. For each rank of this ability, it's possessor causes one six-sided dice of damage to all within range. Since this is a disruptive sonic attack, not one attacking the mind, earplugs and other protective gear do not lessen its effects.

Paralysis

Use Time:	1 R	UNRANKED	
Duration:	instantaneous	Cost:	20000
Res Check:	4d6 vs WIL	Attribute:	PWR
Target:	touch		
Area of Effect:	1 creature		

When the creature strikes its target in melee, the player must make a RC of 4d6 vs WIL or he loses all control of his voluntary muscles (i.e., cannot stand, move, or speak) for 1d6 hours.

Petrification

Use Time:	1 R	UNRANKED	
Duration:	permanent	Cost:	36000
Res Check:	3d6 vs PWR	Attribute:	PWR
Target:	LOS 100'		
Area of Effect:	1 creature		

The creature can magically turn a flesh and blood target to stone with its gaze. The victim can avoid this fate by succeeding an RC of 3d6 vs PWR.

Placed Roll

Use Time:	creation	UNRANKED	
Duration:		Cost:	20000
Res Check:		Attribute:	none
Target:			
Area of Effect:			

This ability represent a racial ability of the creature to be generally more versatile than other creatures. At the time the creature is created, after its stats have been determined, roll 4d6 and throw out the low die, totalling the remaining three. Use this value to replace any one of the creature's stats.

Protected from Acid

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	4500
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

Any checks against acid effects are made at two dice less then normal. Any damage resulting from failing such a check is also at two die less.

Protected from Charm

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	3600
Res Check:	N/A	Attribute:	WIL
Target:	self		
Area of Effect:	self		

The creature makes all checks against charm effects at two dice less than normal.

Protected from Cold

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	3600
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature reduces any resistance check against cold effects by two dice. If successful, cold attacks do two less dice of damage than normal.

Protected from Earth

Use Time: 0   UNRANKED
Duration: instantaneous Cost: 3600
Res Check: N/A   Attribute: HEA
Target: self
Area of Effect: self

      For resistance checks against earth or stone effects, the creature rolls two less dice. Any damage resulting from such an attack is reduced by two dice.

Protected from Fire

Use Time: 0   UNRANKED
Duration: instantaneous Cost: 3600
Res Check: N/A   Attribute: HEA
Target: self
Area of Effect: self

      The GM rolls two dice less for the creature in checks against fire and other heat based effects, The creature also suffers two less dice of damage from failing such a check.

Protected from Lightning

Use Time: 0   UNRANKED
Duration: Instantaneous Cost: 6000
Res Check: N/A   Attribute: HEA
Target: self
Area of Effect: self

      The creature rolls two less dice for any checks against lightning and other electrical effects. Two dice is also dropped from damage suffered from failing such a check.

Protected from Magic

Use Time: 0   UNRANKED
Duration: instantaneous Cost: 60000
Res Check: N/A   Attribute: PWR
Target: self
Area of Effect: self

      The creature gets to lower any resistance checks made against elemental spell effects by two dice. Any damaged suffered from these spells is ruduced by two dice as well.

Protected from Poison

Use Time: 0   UNRANKED
Duration: instantaneous Cost: 7500
Res Check: N/A   Attribute: HEA
Target: self
Area of Effect: self

      The creature is protected from the effects of most poisons. Any RC checks made for poisons are at two dice less then normal, and any resulting damage from a failed check is at two dice less.

Protected from Sleep

Use Time: 0   UNRANKED
Duration: instantaneous Cost: 3600
Res Check: N/A   Attribute: WIL
Target: self
Area of Effect: self

      The creature rolls two dice less for any checks against magical and physical effects which would force him to sleep.

Protected from Water

Use Time: 0   UNRANKED
Duration: instantaneous Cost: 1200
Res Check: N/A   Attribute: HEA
Target: self
Area of Effect: self

      The creature rolls two fewer dice in checks against water effects, and the creature suffers two fewer dice of damage from failing such a check.

Quickness

Use Time: always   UNRANKED
Duration: continuous   Cost: 5000
Res Check: none   Attribute: AGI
Target: self
Area of Effect: self

      This ability allows its possessor to be very quick and instinctive in its physical reactions. If it is fighting those whom do not have this ability, it may automatically win initiative if desired.

Regeneration

Use Time:	1 M	Base Cost:	1000
Duration:	continuous	Attribute:	HEA
Res Check:	none		
Target:	self		
Area of Effect:	self		

The creature regains its ability rank in lost damage points each minute. This only regenerates lost DP, it does not reverse critical hits or diseases.

Replicate

Use Time:	1 hour	UNRANKED	
Duration:	permament	Cost:	20000
Res Check:	4d6 vs HEA fails	Attribute:	CSE
Target:	one held creature		
Area of Effect:	target		

This ability allows it possessor to replace the cells of its target. Once its target it paralyzed, confined, or otherwise helpless and conscious, the creature intrudes tendrils into the target, finding each cell of the target's body, duplicating and destroying them. Once the process completes, the creature becomes the target. If the target is can succeed an RC against its HEA, its body fights off the replication, and both the creature and the target die (each only having part of a body).

Resist Acid

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	1500
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

Any checks against acid effects are made at one dice less then normal. Any damage resulting from failing such a check is also at one die less.

Resist Charm

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	1200
Res Check:	N/A	Attribute:	WIL
Target:	self		
Area of Effect:	self		

The creature makes all checks against charm effects at one die less than normal.

Resist Cold

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	1200
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature reduces any resistance check against cold effects by one die. If successful, cold attacks do one less die of damage than normal.

Resist Earth

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	1200
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

For resistance checks against earth or stone effects, the creature rolls one less die. Any damage resulting from such an attack is reduced by one die.

Resist Fire

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	1200
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The GM rolls one die less for the creature in checks against fire and other heat based effects, The creature also suffers one less die of damage from failing such a check.

Resist Lightning

Use Time:	0	UNRANKED	
Duration:	Instantaneous	Cost:	2000
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature rolls one less die for any checks against lightning and other electrical effects. One die is also dropped from damage suffered from failing such a check.

Resist Magic

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	20000
Res Check:	N/A	Attribute:	PWR
Target:	self		
Area of Effect:	self		

The creature gets to lower any resistance checks made against elemental spell effects by one die. Any damaged suffered from these spells is ruduced by one die as well.

Resist Poison

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	2500
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature is resistant to the effects of most poisons. Any RC checks made for poisons are at one die less then normal, and any resulting damage from a failed check is at one die less.

Resist Sleep

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	1200
Res Check:	N/A	Attribute:	WIL
Target:	self		
Area of Effect:	self		

The creature rolls one die less for any checks against magical and physical effects which would force him to sleep.

Resist Water

Use Time:	0	UNRANKED	
Duration:	instantaneous	Cost:	400
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

The creature rolls one fewer die in checks against water effects, and the creature suffers one fewer die of damage from failing such a check.

Shield

Use Time:	0	Base Cost:	500
Duration:	instantaneous	Attribute:	STR
Res Check:	N/A		
Target:	self		
Area of Effect:	self		

The creature has a special, shield-like protection that increases its CDV and MDV by one for each ability rank. The shield is physical, so it is visible and should be described in the creature's description.

Silent Movement

Use Time:	0	UNRANKED	
Duration:	continuous	Cost:	2500
Res Check:	N/A	Attribute:	AGI
Target:	self		
Area of Effect:	self		

The creatures's ability to move silently adds 1d6 to all sound-based PER checks.

Silver Shield

Use Time:	always	UNRANKED	
Duration:	continuous	Cost:	2400
Res Check:	N/A	Attribute:	PWR
Target:	self		
Area of Effect:	self		

This elemental based defense protects its user when being struck by any weapons which are not silver or enchanted. When such a weapon hits a shielded target, a shower of silver sparks fly. Blunt weapons inflict only one half their normal damage, while edged weapons inflict no damage at all. Magical and silvered weapons have their normal effects.

Siren

Use Time:	2 R	UNRANKED	
Duration:	continuous	Cost:	8000
Res Check:	4d6 vs WIL	Attribute:	WIL
Target:	0		
Area of Effect:	200' radius		

Any adventurer hearing the creature's song must succeed a RC of 4d6 vs WIL or be drawn toward the sound, unable to take any other action until touched by the creature.

Speech

Use Time:	1 R	Base Cost:	100
Duration:	continuous	Attribute:	INT
Res Check:	N/A		
Target:	special		
Area of Effect:	special		

The creature speaks a humanoid tongue. This skill must be purchased for each language the creature can speak, and it can speak that language at the purchased rank.

Spirit Armor

Use Time:	0	Base Cost:	500
Duration:	continuous	Attribute:	PWR
Res Check:	N/A		
Target:	self		
Area of Effect:	self		

Creatures whom originate from planes of existence other than our own can never be completely present in ours. While we may see and feel their manifestations, they are still partially elsewhere. This makes it more difficult for us to handle them in a physical manner. Each rank in this skill represents the distance between our plane, and the plane of the creature. This rank is added to each of the creature's defence values.

Squeeze

Use Time:	1 R	Base Cost:	300
Duration:	instantaneous	Attribute:	STR
Res Check:	none		
Target:	touch		
Area of Effect:	1 creature		

The creature must first succeed in a grapple "to hold" against its target. On each round after the grapple in which the target has not broken free, the creature may roll a damage die of a size equal to its rank in this ability. Roll the next larger die for odd die sizes; damage may not exceed the ability rank.

Stampede

Use Time:	1 R	Base Cost:	200
Duration:	while frightened	Attribute:	STR
Res Check:	N/A		
Target:	herd		
Area of Effect:	herd		

Herd creatures group together when threatened and charge in any direction away from the danger. Creatures within the herd are hard to target or attack. They may move 50 feet per round for each ability rank when stampeding. Damage from being caught in a stampede depends on their speed, number, and mass (GM's discretion).

Stench

Use Time:	0	UNRANKED	
Duration:	continuous	Cost:	5000
Res Check:	4d6 vs HEA	Attribute:	HEA
Target:	0		
Area of Effect:	50' radius		

The creature gives off a noxious smell when threatened. Anyone who can smell the creature must succeed a RC of 4d6 vs HEA or run. Missing the check by more than 6 causes the victim to become ill and vomit. Missing the check by more than 12 causes unconsciousness for 1d10 minutes.

Swallow Prey

Use Time:	1 R	UNRANKED	
Duration:	instantaneous	Cost:	30000
Res Check:	3d6 vs AGI	Attribute:	HEA
Target:	touch		
Area of Effect:	1 creature		

The creature must be large enough to swallow human-sized prey whole. On a successful attack, the victim must succeed a RC of 3d6 vs AGI to avoid being swallowed. If swallowed, each round he suffers 1d6 from digestive acids and must succeed a RC of 3d6 vs HEA or die of suffocation.

Swimming

Use Time:		Base Cost:	200
Duration:		Attribute:	STR
Res Check:			
Target:			
Area of Effect:			

      The creature can swim underwater, or on the surface, at a rate of 5 feet per round per rank in this ability. Remember to list this rate in the second position of the creature's movement rate.

Teleport

Use Time:	1 R	Base Cost:	1200
Duration:	instantaneous	Attribute:	PWR
Res Check:	none		
Target:	self		
Area of Effect:	self		

      The creature can move instantly from its current location to somewhere it has been in the last six days. It can do this once per day for each rank in this skill.

Terror

Use Time:	1 R	UNRANKED	
Duration:	continuous	Cost:	4800
Res Check:	4d6 vs WIL	Attribute:	WIL
Target:	LOS 100'		
Area of Effect:	100' radius		

      When an adventurer is confronted by a creature with this skill, the player must make an RC of 4d6 vs WIL or run in terror. If forced to run, the adventurer must run for at least five rounds, and must continue running as long as the creature is in sight. If flight is impossible, he can overcome his terror to defend himself.

Toxic Attack

Use Time:	1 R	Base Cost:	600
Duration:	instantaneous	Attribute:	HEA
Res Check:	none		
Target:	touch		
Area of Effect:	1 creature		

      The creature's physical attack is accompanied by an injection of toxin. The victim suffers 1d6 damage points for each rank the creature has in this ability.

Water Breathing

Use Time:	0	UNRANKED	
Duration:	continuous	Cost:	5000
Res Check:	N/A	Attribute:	HEA
Target:	self		
Area of Effect:	self		

      This creature possesses gills or its equivilant and can function normally underwater.

Web

Use Time:	1 R	UNRANKED	
Duration:	instantaneous	Cost:	6000
Res Check:	4d6 vs STR	Attribute:	HEA
Target:	LOS 40'		
Area of Effect:	10' radius		

      The creature can spin webs from a sticky, ropelike material. A victim caught in such a web must make a RC of 4d6 vs STR or be unable to break free. Each check after the first must be at one die higher than the previous check.

34.14 Creature Disabilities

Creatures also may have **Disabilities** that make them more likely to come out the worse in combat. These are handled just like creature abilities, however the resulting cost for a disability is **subtracted** from the creature's total experience, rather than added. Creatures with more disabilities than abilities would be highly unlikely to survive and should be avoided. Below are descriptions of disabilities you can use to construct a creature.

Aversion to Race

Use Time:	Always	UNRANKED	
Duration:		Cost:	4000
Res Check:	4d6 vs WIL	Attribute:	WIL
Target:			
Area of Effect:			

The creature has an intense dislike for a specific race. If it sees one of that race, it must make a 4d6 RC vs WILL or immediately move as fast as possible away from the person. If this is impossible, the creature can overcome its aversion to defend itself, or enter into necessarily hostile negotiations.

Damaged by Rain

Use Time:	always	Base Cost:	400
Duration:		Attribute:	HEA
Res Check:	none		
Target:			
Area of Effect:			

The creature takes 1d6 plus its disability rank in damage points each round it's exposed to falling rain.

Damaged by Sunlight

Use Time:	always	Base Cost:	400
Duration:		Attribute:	HEA
Res Check:	none		
Target:			
Area of Effect:			

The creature takes 1d6 for each disability rank in damage points each round it's exposed to sunlight.

Distinctive Odor

Use Time:	always	Base Cost:	400
Duration:		Attribute:	HEA
Res Check:	none		
Target:			
Area of Effect:			

The creature has a natural, distinctive odor that heralds its approach. The odor is noticeable at a distance of 20 feet per rank in the skill.

Empathy

Use Time:	first attack	UNRANKED	
Duration:	single combat	Cost:	12000
Res Check:	4d6 vs WIL	Attribute:	WIL
Target:	self		
Area of Effect:	self		

During a creature's first attack at the beginning of a combat, if the creature fails a RC of 4d6 vs WIL whenever it will empathize with its victim's plight and will not attack.

Frequent Eating

Use Time:		Base Cost:	400
Duration:		Attribute:	HEA
Res Check:			
Target:			
Area of Effect:			

The creature must feed on a sufficient quantity of an appropriate foodstuff a number of times each day equal to the disability rank or become incapacitated.

Frightened by Metal

Use Time:		UNRANKED	
Duration:		Cost:	4000
Res Check:	4d6 vs WIL	Attribute:	WIL
Target:			
Area of Effect:	self		

If the creature is threatened by a metal weapon, it must make a RC of 4d6 vs WIL or attempt to flee. If escape is not possible, the creature can overcome its fear to defend itself. Negotiations will likely prove fruitless until the offending weapon is sheathed.

Herd/Hive Instinct

Use Time:	always		UNRANKED
Duration:		Cost:	2400
Res Check:	3d6 vs WIL	Attribute:	WIL
Target:			
Area of Effect:			

The creature only functions normally when in a group of like creatures. If the creature fails a RC of 3d6 vs WIL, it becomes nervous, befuddled, and unable to perform normally.

Inferior STAT

Use Time:	Continual	Base Cost:	5000
Duration:	permament	Attribute:	spec
Res Check:	special		
Target:	self		
Area of Effect:	self		

A creature with an inferior stat must raise the number of dice used in any resistance check or ability check against that stat by the number of dice equal to his rank in this inferior stat. The inferior stat is based on the stat it is named after. The inferior stat does not change the maximum that skills based on that stat can be bought.

Poor Eyesight

Use Time:	always	Base Cost:	3000
Duration:		Attribute:	PER
Res Check:	N/A		
Target:			
Area of Effect:			

Poor vision limits any actions with a visual requirement. Whenever the creature must make check vs PER which involves sight, increase the number of dice by the rank of this ability.

Poor Hearing

Use Time:	always	Base Cost:	2000
Duration:		Attribute:	PER
Res Check:	N/A		
Target:			
Area of Effect:			

Poor hearing limits any actions with an auditory requirement. Whenever the creature must make check vs PER which involves sounds, increase the number of dice by the rank of this ability.

Poor Olfactory Sense

Use Time:	always	Base Cost:	1000
Duration:		Attribute:	PER
Res Check:	N/A		
Target:			
Area of Effect:			

A poor sense of smell limits any actions with an olfactory requirement. Whenever the creature must make check vs PER which involves oder, increase the number of dice by the rank of this ability.

Susceptible to Acid

Use Time:			UNRANKED
Duration:		Cost:	1500
Res Check:		Attribute:	HEA
Target:			
Area of Effect:			

The creature is susceptible to acid attacks. For any resistance checks for such attacks, add one die. For any damage done by failing such a check, add one additional die of damage.

Susceptible to Cold

Use Time:			UNRANKED
Duration:		Cost:	1200
Res Check:		Attribute:	HEA
Target:			
Area of Effect:			

The creature is susceptible to cold attacks. For any resistance checks for such attacks, add one die. For any damage done by failing such a check, add one additional die of damage.

Susceptible to Fire

Use Time:			UNRANKED
Duration:		Cost:	1200
Res Check:		Attribute:	HEA
Target:			
Area of Effect:			

The creature is susceptible to heat and fire attacks. For any resistance checks for such attacks, add one die. For any damage done by failing such a check, add one additional die of damage.

Susceptible to Light

Use Time:	always	UNRANKED	
Duration:	continuous	Cost:	1200
Res Check:	3d6 vs HEA	Attribute:	HEA
Target:	self		
Area of Effect:	self		

When the creature is exposed to daylight, or its equivalent, it must roll 3d6 vs its HEA or be incapacitated, its only possible action being to seek shelter from the brightness.

Susceptible to Lightning

Use Time:	UNRANKED	
Duration:	Cost:	1200
Res Check:	Attribute:	HEA
Target:		
Area of Effect:		

The creature is susceptible to lightning and other electrical attacks. For any resistance checks for such attacks, add one die. For any damage done by failing such a check, add one additional die of damage.

Susceptible to Magic

Use Time:	UNRANKED	
Duration:	Cost:	3000
Res Check:	Attribute:	PWR
Target:		
Area of Effect:		

The creature is susceptible to elemental magic attacks. For any resistance checks for such attacks, add one die. For any damage done by failing such a check, add one additional die of damage.

Susceptible to Sunlight

Use Time:	Base Cost:	1200
Duration:	Attribute:	HEA
Res Check:		
Target:		
Area of Effect:		

If the creature is exposed to direct sunlight, the GM must roll the creature's HEA or less on a number of d6 equal to the creature's disability rank. If failed, the creature takes 2 damage points each round it remains exposed.

Susceptible to Water

Use Time:	UNRANKED	
Duration:	Cost:	1200
Res Check:	Attribute:	HEA
Target:		
Area of Effect:		

The creature is susceptible to water attacks. For any resistance checks for such attacks, add one die. For any damage done by failing such a check, add one additional die of damage.

Vulnerable to Acid

Use Time:	UNRANKED	
Duration:	Cost:	4500
Res Check:	Attribute:	HEA
Target:		
Area of Effect:		

The creature is vulnerable to acid attacks. For any resistance checks for such attacks, add two dice. For any damage done by failing such a check, add two additional dice of damage.

Vulnerable to Cold

Use Time:	UNRANKED	
Duration:	Cost:	3600
Res Check:	Attribute:	HEA
Target:		
Area of Effect:		

The creature is vulnerable to cold attacks. For any resistance checks for such attacks, add two dice. For any damage done by failing such a check, add two additional dice of damage.

Vulnerable to Fire

Use Time:	UNRANKED	
Duration:	Cost:	3600
Res Check:	Attribute:	HEA
Target:		
Area of Effect:		

The creature is vulnerable to heat and fire attacks. For any resistance checks for such attacks, add two dice. For any damage done by failing such a check, add two additional dice of damage.

Vulnerable to Light

Use Time:	always	UNRANKED
Duration:	continuous	Cost:	3600
Res Check:	4d6 vs HEA	Attribute:	HEA
Target:	self	
Area of Effect:	self	

When the creature is exposed to daylight, or its equivalent, it must roll 4d6 vs its HEA or be incapacitated, its only possible action being to seek shelter from the brightness.

Vulnerable to Lightning

Use Time:	UNRANKED	
Duration:	Cost:	3600
Res Check:	Attribute:	HEA
Target:		
Area of Effect:		

The creature is vulnerable to lightning and other electrical attacks. For any resistance checks for such attacks, add two dice. For any damage dtwo by failing such a check, add two additional dice of damage.

Vulnerable to Magic

Use Time:	UNRANKED	
Duration:	Cost:	9000
Res Check:	Attribute:	PWR
Target:		
Area of Effect:		

The creature is vulnerable to elemental magic attacks. For any resistance checks for such attacks, add two dice. For any damage done by failing such a check, add two additional dice of damage.

Vulnerable to Water

Use Time:	UNRANKED	
Duration:	Cost:	3600
Res Check:	Attribute:	HEA
Target:		
Area of Effect:		

The creature is vulnerable to water attacks. For any resistance checks for such attacks, add two dice. For any damage done by failing such a check, add two additional dice of damage.

Chapter 35

Creatures

This chapter contains a listing of some of the more common and visible creatures leaving on the surface, in the air and below the seas of Jaern. It is not meant to be a complete list, such a tome cataloging the thousands of animal species would dwarf the rest of the manuscript. But this should serve as a good start for the prospective adventure designer to choose creatures to be encountered by their adventurers.

35.1 Random Encounter Tables

"Where are these?" you might ask. Well, there aren't any. When you plan an adventure, one of the easy ways it can go very wrong is to *randomly* generate a creature which vastly overpowers your adventures, killing them, or a creature that is trivial and takes up their time, booring them. If you are still on target for a pre-planed adventure, you will have selected appropriate opponents that give your adventurers a challange, and a chance of success.

When planning a scene, including a mega-powerfull creature should be for a reason. It should be the guardian of a needed treasure, or devastating a village in need, or sent by an opposing actor to assassinate an adventurer who is in his way. Generating one randomly with the roll of the dice, and slaughtering the adventurers is a quick road to loosing a lot of players.

Instead, each creature has listed all the types of terrain and the frequency that the creature can be found in those terrains. When you need to select a creature as part of a plot, or as a warm up combat, or an obstacle before your adventurers can obtain their goal, look on the list of terrains, and see what creatures will frequent them. Choose a creature appropriate to that environment, and select a number of them to total to a rating appropriate for the scene to be played (look to **Chapter 36 Creating Adventures** for details on balancing individual scenes in an adventure). Here is a list of the terrains on Jaern, and the creatures (and their ratings) that inhabit these terrains:

Forest

Common
0 Slug
1 Raven
5 Batisunui
9 Ichitle
Occasional
1 Gazern
4 Yartz
7 Horse
9 Ralst
17 Jkarr'n
17 Venevermo
22 Tiger
24 Osser
142 Fajrodrako
201 Aerodrako
Rare
0 Blood Leach
1 Bloat Herb
5 Skeleton
7 Ulrich
9 Zather
13 Ilkarn
14 Sharze
17 Trythipe
21 Ghost
22 Mummy
29 Gharton
30 Terovervo
31 Aerovervo
36 Cheetah
37 Torgon
53 Grazzoon
77 Unicorn
118 Gargoyle
187 Terodrako

Grassland

Frequent
9 Ralst
Common
1 Gazern
7 Horse
17 Jkarr'n
24 Osser
201 Aerodrako
Occasional
0 Blood Leach
0 Slug
1 Raven
5 Batisunui
7 Ulrich
9 Ichitle
16 Karitt
17 Trythipe
17 Venevermo
22 Tiger
36 Cheetah
Rare
4 Mudbus
4 Yartz
5 Skeleton
13 Ilkarn

14 Sharze
15 Marokrifo
21 Ghost
22 Mummy
29 Gharton
31 Aerovervo
37 Torgon
53 Grazzoon
77 Unicorn
118 Gargoyle
142 Fajrodrako
187 Terodrako

Jungle
Common
5 Batisunui
9 Ichitle
22 Tiger
Occasional
0 Blood Leach
0 Slug
1 Bloat Herb
9 Zather
17 Jkarr'n
17 Venevermo
24 Osser
201 Aerodrako
Rare
1 Raven
1 Gazern
4 Mudbus
4 Yartz
5 Skeleton
7 Horse
7 Ulrich
9 Ralst
13 Ilkarn
14 Sharze
21 Ghost
22 Mummy
29 Gharton
31 Aerovervo
36 Cheetah
53 Grazzoon
142 Fajrodrako
187 Terodrako

Mountains
Common
37 Torgon
187 Terodrako
Occasional
0 Xaxo
17 Trythipe
29 Gharton
30 Terovervo
31 Aerovervo
53 Grazzoon
142 Fajrodrako
Rare
0 Slug
1 Raven
1 Gazern
3 Hejtifea
5 Skeleton

5 Batisunui
7 Horse
8 Fungigi
9 Ichitle
9 Ralst
13 Ilkarn
17 Venevermo
21 Ghost
22 Mummy
22 Tiger
24 Osser
30 Fajrovervo
118 Gargoyle
201 Aerodrako

Ocean Depths
Common
3 Elore
6 Electric Eel
15 Marokrifo
17 Octopod
45 Groken
Occasional
23 Ujovi
32 Akvovervo
33 Quezl
61 Vatrole
74 Gruefib
132 Akvodrako
Rare
10 Dolphin
13 Ilkarn
16 Shark
21 Ghost
33 Vorikarno
42 Flugofiso
78 Jacer
161 Balenoigajo

Ocean Surface
Common
1 Charn
10 Dolphin
16 Shark
17 Octopod
Occasional
0 Blood Leach
3 Elore
9 Oorn
14 Skimmer
15 Marokrifo
33 Vorikarno
42 Flugofiso
45 Groken
78 Jacer
161 Balenoigajo
Rare
6 Electric Eel
13 Ilkarn
21 Ghost
23 Ujovi
32 Akvovervo
33 Quezl
61 Vatrole
74 Gruefib

132 Akvodrako
510 Aerofiso

Shores and Rivers

Occasional
1 Charn
10 Dolphin
14 Sharze
16 Shark
17 Jkarr'n
17 Octopod
78 Jacer

Rare
0 Blood Leach
1 Bloat Herb
3 Elore
5 Batisunui
6 Electric Eel
9 Oorn
9 Ichitle
13 Ilkarn
14 Skimmer
15 Marokrifo
16 Karitt
21 Ghost
23 Ujovi
32 Akvovervo
33 Vorikarno
33 Quezl
42 Flugofiso
45 Groken
61 Vatrole
74 Gruefib
132 Akvodrako

Swamp

Common
0 Blood Leach
1 Bloat Herb
4 Mudbus

Occasional
5 Batisunui
6 Electric Eel
22 Mummy
33 Vorikarno
33 Quezl
78 Jacer
201 Aerodrako

Rare
0 Slug
1 Charn
3 Hejtifea
3 Elore
5 Skeleton
9 Ichitle
9 Zather
10 Dolphin
13 Ilkarn
15 Marokrifo
16 Shark
17 Jkarr'n
17 Octopod
21 Ghost
22 Tiger
31 Aerovervo
32 Akvovervo
74 Gruefib
118 Gargoyle
132 Akvodrako

Volcano

Common
0 Xaxo
3 Hejtifea
29 Gharton
142 Fajrodrako

Occasional
17 Trythipe
30 Terovervo
30 Fajrovervo
187 Terodrako

Rare
1 Gazern
5 Skeleton
7 Horse
13 Ilkarn
21 Ghost
22 Mummy
22 Tiger
24 Osser
31 Aerovervo
37 Torgon
53 Grazzoon
118 Gargoyle
201 Aerodrako

If you are running a spontaneous adventure, by design, or because your adventures wandered of your planned plot, you still know the approximate rating of the scenes you had planned, and can still challange the players by picking a creature appropriate for their location, which falls into a similar rating. A well played scene with such a creature can both be entertaining, and give you the time you need to improvise the adventure forward.

35.2 Creature Stats

You will see that there is not a listing of stats for each creature. The reason is simple; Stats are relative to the race of their possessor. That means that the STR stat of a group of tigers will always average to 10 1/2 as the group size grows large. The STR stat here is the strength of a single tiger relative to all other tigers.

Generating the stats for an individual creature is simple. Roll 3d6 for each stat in order. If the creature is generalized it will have the skill of **Placed Roll**. Make one placed roll for each time this skill is listed for the creature. These stats are then ready to be used for resistance checks. Exceptional and Inferior Stats are used to relate the relative stats of the creature to an absolute (human) scale. Remember to use the Exceptional and Inferior Stats to modify the number of dice for any appropriate rolls.

If you have a large number of creatures to handle, or are using creatures created in a spontaneous adventure or

scene, it is also reasonable to just assume that all the creature's stats are 11 for the sake of resistance checks. The twenty wolves attacking your adventures can do just as well with average stats of 11 then having you roll up one hundred and eighty stats.

35.3 How Magic Effects Creatures (and people too!)

To know more about how unanticipated combinations of magic will effect creatures, actors and adventurers, it is neccessary to explain more about the makeup of living creatures. Every living creature consists of a physical **body**, a spiritual **soul**, the experience of his **mind** and the power of his **Life Force**. Every creature can be affected by magic in four different ways.

The physical **body** is what takes the abuse of all physical effects. Blows, fire, cold, cuts and blood loss all effect the physical body. The effect within the game is to lower the creatures ability to function, ie to avoid damage, to stay on its feet, and to be able to continue to function. This is reflected in the creature or adventurer's **Damage Point** or DP total. When this total reaches below six, the creature may collapse to unconsciousness, and below zero, it has ceased to live.

The **soul** is the part of a living creature which defines its existance. The soul is the point of consciousness, the place where thought is being originated, where knowledge is being transferred to the mind. Ideas not based on rational thought, like imagination and intuition come from the soul.

The **mind** holds the knowledge and memory of all the things which a creature has experienced. It remembers the patterns of how actions are performed, and identifies, recognizes, and categorizes all the objects and creatures which we meet. The mind follows procedures and makes judgements.

Life force is the driving energy of a living creature. Creatures gain life force throughout their existance. A lack of life force makes a creature lethargic and weak. Life force is the one component of a creature which is most often converted to other forms of magical energies. Nomads consume part of their life force to create spiritual magic (incants) and must wait for their life force to rebuild when it is low.

35.4 Classifications of Living Creatures

Here is a list of some of the possible combinations of these four components of living creatures, and an example creature that has the particular components:

```
   /----------------------material/nonmaterial
  /          /----------------exist after death/don't
 /          /          /---------sentient/nonsentient
/          /          /          /--alive/undead or stolen lifeforce
/          /          /          /
Body      Soul       Mind       Life       Example Creature
```

Body	Soul	Mind	Life	Example Creature
Y	Y	Y	Y	human
Y	Y	Y		hirudo
Y	Y		Y	animal
Y	Y			--------
Y		Y	Y	elf
Y		Y		zombie
Y			Y	plant
Y				dead corpse
	Y	Y	Y	disenbodied spirit
	Y	Y		ghost
	Y		Y	animal spirit
	Y			--------
		Y	Y	elemental spirit
		Y		automaton/computer
			Y	--------

35.5 Creatures Using Magic

Having defined the components of living creatures above, we can go on to make a three simple statements.

Elemental magic can only be used by those with minds. Non-intelligent animals and plants can not cast or control elemental magic.

Divine magic can only be use by those with souls. Elves, zombies, and plants can not cast or control divine magic.

Spiritual magic can only by used by those with Life Force. Hirudo, zombies and other undead can not contact the Kurago, and thus can not use spiritual magic.

35.6 Creatures

Here is a list of some of the creatures which can be found roaming the skies, land and sea of Jaern.

Aerodrako			**Rating**	**201.79**

```
Hgt  15              Forest Occasional
Wgt  1750             Grass Common
Move 80/80/480'/RJungle Occasional
DP 90            Mountain Rare
      C  M  G    Depths Never
MOD   3/ 1/ 3  Surface Never
 DV  16/11/ 7   Rivers Never
DMG  12           Swamp Occasional
                Volcano Rare
```

Skills:
```
   2 Exceptional AGI
   1 Exceptional STR
     Immune to Magic
     Immune to Water
   2 Scales
```

Description:

Descendant of a species of large flying lizards brought to Jaern aboard the *Kaaren of Destruction*, these creatures have learned to harness the power of elemental air. Their enormous bodies measure 15' long from nose to tail. They are covered with a thick layers of very durable scales. They have a wingspan of 25' and can fly at speeds of up to 192 mets per hour.

Aerodrako mate but once in their life, and once every 6 to eight years a female will produce a clutch of 3 to 6 eggs. These eggs hatch in about three months, and the infant creatures require care from their mother for a period of two years. Naturally, most aerodrako would live to an age of around 150 years, but most fall victim to conflict and the violent nature of most humanoids long before their natural span is reached.

With nearly human intelligence, this formidable creature's largest asset is its guile. It has the ability to learn and use any elemental air spell *following the normal rules for spell acquisition and use*. Some of the more exceptional specimens can even speak human tongues.

These creatures have lairs in high unreachable hills and cliffs, but spend most of their time flying over forests jungles and grasslands. Hunting edible prey in the grasslands, the aerodrako will swoop by its prey at fantastic speeds, hoping to scare and disorient it. Then, went it grows tired of this play, it will rake the creature with its talons, injuring it until it is too weak to resist. Then it will land and feed.

The viciousness of these creatures, their ability to escape when in danger, and their stubbornness in coming back again and again until their prey is worn out make them a formidable opponent indeed.

Aerofiso			**Rating**	**510.26**

```
Hgt                  Forest Never
Wgt                   Grass Never
Move 0/0/60'/R   Jungle Never
DP 300            Mountain Never
      C  M  G    Depths Never
MOD   3/ 0/ 8  Surface Rare
 DV  18/17/17   Rivers Never
DMG   2           Swamp Never
                Volcano Never
```

Skills:
```
     Envelope Prey
   3 Exceptional HEA
   1 Exceptional STR
   7 Hide
     Immune to Lightning
   1 Inferior INT
     Paralysis
     Vulnerable to Fire
```

Description:

Evolved from its smaller cousins, the Flugofise, this creature has evolved the same unique ability. It stores waste gases in giant bladders throughout its body and spents most of its adult life floating through the air over the oceans of Jaern. It is spawned in the ocean waters and lives there until it reaches a size of 10' long, and then the accumulated gases in its body allow it to rise to above the ocean surface. Once airborn, it uses it pressure sense to find large moving objects, approach them and envelope them in the folds of its bladders. Once captured, its prey is slowly digested and turned into gases which continue to provide the Aerofiso its lift. A mature aerofiso can be as long as 3000 feet, 700 feet tall and 400 feet wide, weighing in at up to 300 tons of hide, tenticles and bladders.

Its scale like hide is very thick and hard to penetrate with any but the most forcefull of missles. It has several hundred tenticles which can be up to 100 feet long, and each tenticle can both tightly grasp its prey and deliver a poisonous vemon that paralyzes.

These creatures have a very long life cycle and reproduce extremely rarely, which thankfully keeps their number to a minimun. They are feared by seafarers around the planet, as they can envelope and digest even the largest of ocean traveling vehicles.

Aerovervo   Rating   31.72

```
Hgt  var          Forest  Rare
Wgt  var           Grass  Rare
Move 0/0/90'/R    Jungle  Rare
DP 40            Mountain  Occasional
       C  M  G     Depths  Never
MOD    5/ 2/ 5   Surface  Never
 DV    7/ 7/ 7    Rivers  Never
DMG    8           Swamp  Rare
                  Volcano  Rare
```

Skills:
```
     Invisibility
     Magic Shield
   3 Murk
     Protected from Lightning
     Protected from Water
     Resist Poison
   9 Speech
   4 Spirit Armor
     Vulnerable to Fire
```

Description:

The Aerovervo is an elemental spirit of the air. It lives and breathes the air. These creatures are rarely encountered by chance, because they make their homes high above the earth. Great mages have been known to summon these creatures to do their bidding through the use of powerful elemental magic. These wizards win favor of the spirits by giving them expensive perfumes or other pleasant scents. Aerovervo do not need to eat or drink, but they enjoy fine perfumes, gasses, and wines. They live far above the concerns of man.

Aerovervo consider themselves above the concerns of material creatures. The material world is impure and unreal to them. They do occasionally interact with humans, but the Aerovervo believe that humans and all the creatures of their world are part of a complex dream or fantasy which they are experiencing.

Akvodrako   Rating   132.07

```
Hgt  20'          Forest  Never
Wgt  3300 lb       Grass  Never
Move 120/120/160'Jungle  Never
DP 90            Mountain  Never
       C  M  G     Depths  Occasional
MOD    5/ 3/ 5   Surface  Rare
 DV   20/12/ 6    Rivers  Rare
DMG   20           Swamp  Rare
                  Volcano  Never
```

Skills:
```
   1 Exceptional HEA
   2 Exceptional STR
     Immune to Magic
     Immune to Water
   3 Scales
```

Description:

Descendant of a species of large flying lizards brought to Jaern aboard the *Kaaren of Destruction*, these creatures have learned to harness the power of elemental fire. Their enormous bodies measure 30' long from nose to tail. They are covered with a thick layers of very durable scales. They have a wingspan of 45' and can fly above the ocean surface and swim in the ocean depths at speeds of up to 48 mets per hour.

Akvodrako mate but once in their life, and once every 6 to eight years a female will produce a clutch of 3 to 6 eggs. These eggs hatch in about three months, and the infant creatures require care from their mother for a period of two years. Naturally, most akvodrako would live to an age of around 250 years, but most fall victim to conflict and the violent nature of most humanoids long before their natural span is reached.

With nearly human intelligence, this formidable creature's largest asset is its guile. It has the ability to learn and use any elemental water spell *following the normal rules for spell acquisition and use*. Some of the more exceptional specimens can even speak human tongues.

These creatures make their lairs in deep ocean caves and overhangs. They enjoy the currents, eddies and tides of the sea, and sustain themselves by hunting and devouring some of the larger ocean creatures. When they look for a mate, they must leave the waters and fly in search of a companion. It is at this time that many of them are hunted by ambitious game hunters. It is said that a hunter must kill the creature during the first try, or it will lurk below the surface and send the hunter's craft to the bottom of the ocean, making the hunter the hunted.

Akvovervo   Rating   32.40

```
Hgt  var.         Forest  Never
Wgt  var           Grass  Never
Move 0/120/0'/R   Jungle  Never
DP 40            Mountain  Never
       C  M  G     Depths  Occasional
MOD    4/ 2/ 5   Surface  Rare
 DV    7/ 7/ 7    Rivers  Rare
DMG    8           Swamp  Rare
                  Volcano  Never
```

Skills:
```
   3 Hail
     Immune to Water
     Protected from Earth
     Resist Poison
     Silver Shield
   9 Speech
   4 Spirit Armor
     Susceptible to Magic
   1 Torrent
```

Description:

The Akvovervo are elemental spirits of water. They reside in the depths of the greatest oceans and distant planets made entirely of water. There they are safe from the bothers and conflicts of the lands above them.

Akvovervo take on the form of a watery humanoid when they seek to communicate with other beings. When they are in the ocean depths they take on many forms, ranging

from basic bloblike creatures to complex but beautiful fish-like forms.

Once in a great while a powerful mage will summon one or more of these creatures to do their deeds, whether helpful or harmful to man. Many magical items of great conjuring power have been used to summon these creatures as well.

The Akvovervo will use their spell-like powers with caution, usually toward the end of a fight. They prefer to choke victims with powerful force most of the time.

Akvovervo do not need to eat, as they live off the water.

Balenoigajo   Rating   161.30

```
Hgt  80'          Forest Never
Wgt  100 tons      Grass Never
Move 0/120/0'/R   Jungle Never
DP 100            Mountain Never
        C   M   G    Depths Rare
MOD     3/  0/  0   Surface Occasional
 DV    14/  9/  9   Rivers Never
DMG    50            Swamp Never
                   Volcano Never
```

Skills:
```
   3 Exceptional HEA
   5 Exceptional STR
   3 Hide
   1 Inferior INT
     Swallow Prey
```

Description:

Balenoigajos are only one of several whale-like creatures (balenos) that inhabitant the oceans of Jaern. They are the largest creatures that swim, reaching lengths of 120 feet and weights of 150 tons. Balenoigajos are slate-gray in color, and like all mammals must breathe air. They must surface every 30 minutes or so to replenish their air supply.

Balenoigajo feed on microscopic marine creatures, but are quite capable of swallowing man-sized creatures. They only do this if attacked or otherwise provoked. They have been known to ram ships, sometimes destroying them. Small boats, such as those the **Balenocasi** (Hunters of Balenoigajo) use, can be smashed to kindling with a single thundering blow of the balenoigajo's gigantic tale.

Balenoigajo mate for life. They bear their young alive at sea, like their smaller cousins, the dolphins. The young are nursed for several months before being weaned. They remain with the family group until they are full grown; they then go off on their own to form their own families.

All balenoigagos are hunted on Jaern, for their meat, oil, and bones. The Balenocasi range the oceans for months or years at a time. They are a rough lot, and not well-liked or respected by marines, who view the slaughter as wasteful and a disgrace.

Batisunui   Rating   5.60

```
Hgt  2'           Forest Common
Wgt  12lb          Grass Occasional
Move 50/0/0'/R    Jungle Common
DP 8              Mountain Rare
        C   M   G    Depths Never
MOD     3/  0/  0   Surface Never
 DV     8/  6/  4   Rivers Rare
DMG     8            Swamp Occasional
                   Volcano Never
```

Skills:
```
   0 Armor
  12 Camouflauge
   1 Scales
   2 Toxic Attack
```

Description:

This small snakelike creature is covered by brown colored scales and blends in well with the dirt and bark of the forest. It lurkes about in trees and waits for its unwary prey. Striking quickly and injecting a poison, it mainly feeds on smaller mammals and birds. It is very territorial and fearcly defends the nest containg the eggs of its offspring.

Bloat Herb   Rating   1.54

```
Hgt  2            Forest Rare
Wgt  5             Grass Never
Move 0/0/40'/R    Jungle Occasional
DP 12             Mountain Never
        C   M   G    Depths Never
MOD     2/  0/  2   Surface Never
 DV     3/  3/  3   Rivers Rare
DMG     4            Swamp Common
                   Volcano Never
```

Skills:
```
   6 Heat Vision
   1 Inferior INT
   1 Skin
     Vulnerable to Fire
```

Description:

The creature people refer to as the bloat herb is in fact the seed pod of an otherwise innocuous, edible swamp plant. When it is ready to distribute its seeds, it forms up to six large bloated sacs, which are filled with a lighter-than-air gas. The pod drifts with the wind until it detects a heat source, whereupon it steers itself to this source.

The pod inserts tendrils into the victim's body until it stops struggling and is still. The seed germinates days later, anchored in its high-nitrogen food supply.

Blood Leach — Rating 0.55

```
Hgt  1"            Forest Rare
Wgt  1 ounce        Grass Occasional
Move 10/40/0'/R    Jungle Occasional
DP 1              Mountain Never
      C  M  G      Depths Never
MOD   0/ 0/ 0     Surface Occasional
 DV   5/ 5/ 5      Rivers Rare
DMG   0             Swamp Common
                  Volcano Never
```

Skills:
    1 Anesthesize
    1 Burrow
    1 Enhanced Sense of Smell
    1 Hide
    2 Inferior INT
    1 Leech
      Night Vision

Description:

These small wormlike creatures are between one half and one inch in length. They have segmented bodies, a mouth with edged teeth, an organ used to smell and are colored a dark grey. They can crawl slowly, and swim adequately.

Not normally seen on its own, these creatures are parasites. They seek out any mammal or reptilian creature to use as a host. Waiting until the creature is asleep, they borrow, crawl or swim until it is in contact with its victim's skin. Then it injects the victim with a poison which numbs the area surrounding itself. Then it digs itself into the host body, burrowing to an inch below the skin.

There it can stay, indefinitely, living off the nutrients in its host's blood. A host afflicted with these parasites heals more slowly, appears more sickly, or might actually decline and eventually die if a number of these creatures are sufficiently large. The blood leach will continue to release small amounts of poisons which block the pain from its entry wound, so the host is unaware of its existance.

Certainly not pleasant creatures, most humanoid races have learned the symptoms of such an infestation, and many healers are skilled in locating the entry wounds, and in finding and cutting out the parasites.

Charn — Rating 1.43

```
Hgt  1 1/2"        Forest Never
Wgt  2 lb           Grass Never
Move 10/10/0'/R    Jungle Never
DP 2              Mountain Never
      C  M  G      Depths Never
MOD   0/ 0/ 0     Surface Common
 DV   8/ 5/ 6      Rivers Occasional
DMG   0             Swamp Rare
                  Volcano Never
```

Skills:
    2 Cling
    1 Exceptional STR
    1 Exceptional WIL
    3 Inferior INT
      Migrate
      Resist Magic
    2 Shell

Description:

A charn is a one to two inch wide, bi-valved mollusk. It has several small, clinging tendrils with which it can move three to four inches per minute. Its shell is white, smooth, and very hard. When threatened, it pulls its tendrils in and closes its shell, becoming very difficult to harm. A charn has been known to survive falls from great heights with no harm when fully closed.

These small creatures are constantly finding their way on board ships, and are the scourge of sailors. They normally feed on plankton and seaweed, but they consider grain a delicacy and can smell its presence from far away. While clinging to the ship's hull, charn attempt to find a way into the hold to feast,

They are considered tasty when boiled. They are very popular in low-class eateries, since they are easy to capture and can be bought in bulk. They have become scarce near some larger port cities, which has seriously affected the local food chain by chasing away the larger creatures that prey upon them.

Charn breed once each year, and must congregate in enormous numbers to do so. As the time approaches, they become more and more lethargic. It is postulated they spend this time collecting elemental spell energy from their surroundings. When breeding time is at hand, all teleport to the current year's breeding ground. The unfortunate ship that has not cleaned these creatures from its hull may find itself suddenly translocated. The breeding location seems random,

but researchers from the Archive believe it is determined in part by energies from the sun and the fluxing fields of magic about Jaern.

It is rumored that nomads harness this ability to move their ships from place to place. They also use ground charn shell as an ingredient in many of their incants.

influence. They find humans and other mammalian humanoid races good eating.

Cheetah fur is highly prized by the wealthy, and parts of the cheetah, most notably their bones, are a primary ingredient in many potions and mixtures.

Cheetah   Rating   36.66

```
Hgt  6'            Forest Rare
Wgt  300 lb         Grass Occasional
Move 350/0/0'/R   Jungle Rare
DP 15           Mountain Never
      C  M  G    Depths Never
MOD   3/ 0/ 4   Surface Never
 DV   5/ 5/ 5    Rivers Never
DMG   20           Swamp Never
                 Volcano Never

Skills:
   1 Enhanced Sense of Smell
   1 Exceptional AGI
   1 Fur
   2 Inferior INT
  12 Jumping
     Silent Movement
```

Description:

A creature of the grasslands, a cheetah is a member of the cat family. Covered with thick but short hair, usually dirty yellow or light brown in color, it can run across level ground at speeds of up to 100 to 110 mets per hour.

As a predator, its most common prey are medium sized mammals. It will prowl the grasslands seeking the scent of potential prey to stalk. Stealthily approaching, it will get within a few hundred feet, and then break into a charge, roaring loudly. When the prey sees this large, load, and incredibly fast engine of destruction hurtling toward them they are often shocked into immobility for a moment, and that usually spells their end, as the cheetah leaps on them, gashing them with its claws, or biting them with its sharp teeth.

Born live in groups of two to four, cheetah care for their young until they reach maturity. Solitary hunters, they rarely group, but they will tolerate other hunters within their

---

Dolphin   Rating   10.66

```
Hgt  6'            Forest Never
Wgt  300 lb         Grass Never
Move 0/120/0'/R   Jungle Never
DP 16           Mountain Never
      C  M  G    Depths Rare
MOD   2/ 0/ 0   Surface Common
 DV   5/ 6/ 5    Rivers Occasional
DMG   4             Swamp Rare
                 Volcano Never

Skills:
   1 Exceptional PER
   1 Hide
   1 Inferior INT
   3 Jumping
     Water Breathing
```

Description:

Dolphins are sentient marine mammals quite common in the seas of Jaern. They average six feet on length and weigh around 300 pounds. They are generally friendly to humans and willingly interact with them, though rogue dolphins are not unknown. They are very swift swimmers, and are very capable of acrobatic leaps. They attack with either a head butt or a lash of their powerful tails.

Dolphins are gregarious, appearing in schools of 10 to 200. They mate annually, and the offspring are born alive at sea and nursed by the mother for a period of several months before being weaned. Adult dolphins feed exclusively on small fish, which they herd together then stun with their tails before feeding.

Dolphins are the core of a maraujo's fighting strength, and are therefore highly valued and respected by marines. Some brave fishermen exploit dolphin herds to satisfy the demand for their sweet, tender (and expensive!) flesh. Marines actively seek and destroy dolphin killers

```
Electric Eel          Rating        6.51

Hgt  3'           Forest Never
Wgt  10 lb         Grass Never
Move 0/80/0'/R    Jungle Never
DP 10           Mountain Never
      C  M  G     Depths Common
MOD   3/ 0/ 0    Surface Rare
 DV   4/ 5/ 4     Rivers Rare
DMG   4            Swamp Occasional
                 Volcano Never

Skills:
   6 Electric Shock
   1 Exceptional AGI
   2 Exceptional HEA
   1 Exceptional PER
   3 Inferior INT
   1 Skin
```

Description:

Electric eels are quite common in the warmer waters of the Jaernian seas. They make their home in the clefts of underground rock formations, generally near some kind of marine plantlife that attracts small fish, their favorite prey. They are relatively small, but congregate and feed in clutches of five to ten.

The bite of an electric eel is insignificant, but its shock can be deadly, especially when they attack in numbers (see the description of the creature ability *Electric Shock*). They normally ignore any creatures larger than themselves, but hunger, annoyance, and sheer survival can precipitate an attack.

Electric eels are very territorial and clannish. A clutch occupies a particular rock formation for generations and vigorously defends its home territory. Some scholars postulate that each clutch is lead by a particular eel, though this is generally dismissed due to the eels' low intelligence.

```
Elore               Rating   3.69

Hgt  4'           Forest Never
Wgt  60 lb         Grass Never
Move 0/60/0'/R    Jungle Never
DP 10           Mountain Never
      C  M  G     Depths Common
MOD   3/ 0/ 0    Surface Occasional
 DV   5/ 5/ 5     Rivers Rare
DMG   4            Swamp Rare
                 Volcano Never

Skills:
   1 Hide
   1 Inferior INT
     Night Vision
     Water Breathing
```

Description:

Elore are creatures of a lizard ancestry whom have returned to the seas. They are covered with green scales, and breath through gills. They have an elongated head with a large mouth with sharp teeth. Because they have a large red eye on either side of their head, and do not have binocular vision. Their four legs are webbed and have two joints, and are primarily used for swimming, and not for attacking.

Never larger than four feet long, these creatures live in small groups in deep and colder waters. Their young are born in clutches of 3 to 5 eggs, and, unlike other lizards, are cared for by the group. Elore are more intelligent than most animals, but are not considered reasoning because they do not have a language or method of communication like humans or dolphins.

Considered by the humanoid lizards as distant cousins, lizards generally protect elore from hunters and curiosity seekers. Orphaned elore are sometimes adopted by lizards as pets, but care should be taken for elore have a basically violent temperament and use their animal cunning to hunt other, smaller, sea creatures for food.

Sometimes hunted and kept in tanks as pets of the rich, lizards consider this imprisoning of the elore as deplorable and will go to great lengths to free such curiosities.

```
Fajrodrako           Rating  142.14

Hgt  20'          Forest Occasional
Wgt  2200 lb       Grass Rare
Move 80/40/240'/RJungle Rare
DP 60           Mountain Occasional
      C  M  G     Depths Never
MOD   5/ 3/ 5    Surface Never
 DV   20/13/ 7    Rivers Never
DMG   20           Swamp Never
                 Volcano Common

Skills:
   1 Exceptional AGI
   1 Exceptional STR
   8 Fire Breathing
     Immune to Fire
     Immune to Magic
   3 Scales
```

Description:

Descendant of a species of large flying lizards brought to Jaern aboard the *Kaaren of Destruction*, these creatures have learned to harness the power of elemental fire. Their enormous bodies measure 20' long from nose to tail. They are covered with a thick layers of very durable scales. They have a wingspan of 30' and can fly at speeds of up to 96 mets per hour.

Fajrodrako mate but once in their life, and once every 6 to eight years a female will produce a clutch of 3 to 6 eggs. These eggs hatch in about three months, and the infant creatures require care from their mother for a period of two years. Naturally, most Fajrodrako would live to an age of around 200 years, but most fall victim to conflict and the violent nature of most humanoids long before their natural span is reached.

With nearly human intelligence, this formidable creature's largest asset is its guile. It can use its ability to manipulate elemental magic to direct a cone of firey destruction towards its target, but it also has the ability to learn and use any elemental fire spell *following the normal*

rules for spell acquisition and use. Some of the more exceptional specimens can even speak human tongues.

These creatures live near volcanoes, and in mountains near the equatorial regions. They enjoy warmth, and often think of nirvana as a large flat rock in direct sunlight on which to lay out. They are quick of wit, and will often appreciate a bit of humor, if it is clever. But they just assume have the potential comic over for dinner if his repartee is not top notch. The Fajrodrako often state that comics are especially good covered with garlic and melted butter.

Fajrovervo   **Rating   30.63**

```
Hgt  7'0"          Forest Never
Wgt  1            Grass  Never
Move 10/0/0'/R    Jungle Never
DP 45             Mountain Rare
     C  M  G      Depths Never
MOD  5/ 2/ 7     Surface Never
 DV  7/ 7/ 7      Rivers Never
DMG  10           Swamp  Never
                  Volcano Occasional
```

Skills:
```
   2 Fire Breathing
   2 Fireball
   3 Immolate
     Immune to Fire
     Protected from Lightning
     Silver Shield
   1 Skin
   9 Speech
   4 Spirit Armor
     Susceptible to Cold
     Susceptible to Magic
```

Description:

Fajrovervo are spirits of flame. They take the form of the flames they reside in, and therefore are hard to detect (5d6 vs. PER to discover while in flies). Most of these flame spirits are orange or yellow, but a select few are blue and white. The blue and white can only survive in the hottest of fires.

Fajrovervo are sometimes summoned to do the callings of fire mages or others able to use fire magic. They can fight for the mage or do other tasks.

These creatures fight using their intense heat to burn opponents. They also have several other spell-like powers to aid them.

Flugofiso   **Rating   42.37**

```
Hgt  100'          Forest Never
Wgt  1000 lb       Grass  Never
Move 0/60/20'/R    Jungle Never
DP 30              Mountain Never
     C  M  G       Depths Rare
MOD  6/ 0/ 0      Surface Occasional
 DV  3/ 3/ 3       Rivers Rare
DMG  2             Swamp  Never
                   Volcano Never
```

Skills:
```
     Envelope Prey
   1 Exceptional HEA
   2 Inferior INT
     Paralysis
   1 Skin
```

Description:

These enormous coelenterates are spawned in shallow ocean waters. They feed on small fish and birds which they capture using their multitude of tentacles each which is tipped with a small gland producing paralytic poison which they inject into their victims. When they digest their food, they produce lighter than air gases, which then fills large bladder like sacs in their bodies. When they have reached a sufficient size, and these sacs are mostly full, they leave the ocean, and live in the air above the water.

Traveling in groups of four to ten, the Flugofisa roam the skies above the oceans, occasionally diving to replenish their moisture. They often stay within large clouds, capturing passign birds and flying lizards for food. Viewing a group of such creatures is considered an ill omen by sailers and marines.

Fungigi   **Rating   8.87**

```
Hgt   varies        Forest Never
Wgt   varies         Grass Never
Move 0/0/0'/R      Jungle Never
DP 6             Mountain Rare
      C  M  G     Depths Never
MOD   0/ 0/ 0    Surface Never
 DV   5/ 5/ 5     Rivers Never
DMG   0            Swamp Never
                  Volcano Never
```

Skills:
```
   2 Acidic Drool
   1 Exceptional HEA
   1 Hide
   5 Regeneration
```

Description:

This underground fungus grows only in caves in total darkness. Living on orther funguses floating in these dank caverns, it grows stedily, filling up the caverns. When injured, its bodily fluids extrude from the wound and coalese into new flesh. It is very very dangerous if it gets into a creatures breathing organs, as it will fill them, suffocating the creathire and then feeding on its dead flesh.

Gargoyle   **Rating   118.29**

```
Hgt  8'8"          Forest Rare
Wgt  660 lb         Grass Rare
Move 50/0/160'/R Jungle Never
DP 65           Mountain Rare
      C  M  G     Depths Never
MOD  10/ 3/10    Surface Never
 DV  32/30/14     Rivers Never
DMG  20            Swamp Rare
                  Volcano Rare
```

Skills:
```
   2 Exceptional STR
     Immune to Fire
     Immune to Lightning
     Immune to Poison
   1 Inferior INT
     Paralysis
     Protected from Magic
   4 Rock
   5 Speech
   3 Spirit Armor
   8 Toxic Attack
     Vulnerable to Cold
```

Description:

It is generally believed that these creatures are magically animated versions of the hideously deformed winged humanoids that adorned large castles and buildings. These statues were popular in the sixth and seventh century SF, and different conflicting stories describe how they were animated by evil mages and powerful lords to guard their holds and castles. These stories do have something in common, it is not some much that the stone is alive, but evil spirits from elsewhere that have been imprisoned on our plane, within the stone forms.

In this manifestation, these creatures are bad news. They fly quickly, they are superhumanly strong, and they are harder to hurt than the rock the rock which they are made from. Being struck by there sharp claws gives the added bonus of both a paralyzing agent, and a deadly toxin. They are very resistant to most forms of attack. There only weakness appears when they are subjected to immense cold. The energy needed to maintain their actions is very large, and when faced with extreme cold temperatures, or powerful cold attacks, they slow and finally halt, as if they were of stone.

Being created by a powerful magic, they are very resistant to magical attacks, but a powerful enough Revokate can separate the spirit from the body and force it back to its own plane.

Gazern   **Rating   1.36**

```
Hgt   4"           Forest Occasional
Wgt   1 lb          Grass Common
Move 30/0/0'/R   Jungle Rare
DP 3            Mountain Rare
      C  M  G     Depths Never
MOD   1/ 0/ 0    Surface Never
 DV   6/ 6/ 6     Rivers Never
DMG   2            Swamp Never
                  Volcano Rare
```

Skills:
```
   1 Enhanced Vision
   2 Exceptional AGI
   1 Fur
   2 Inferior INT
   1 Poor Olfactory Sense
```

Description:

These small creatures are the scourge of many Jaernian homes and buildings. Able to dart quickly from hiding place to hiding place, they are difficult to find, or catch. The live primarily on mice and other small mammals, but can resort to grains and vegetables. They normally are found living in level grasslands, but they also find refuge in any village or town that does not take pains to keep free of them.

These creatures are about 4 inches long and are covered with grey or brown fur. They have small agile legs and arms, and large, bulbous eyes. They are very silent and fairly meek when facing creatures larger than they.

Orcs cultivate these creatures as food animals, valuing their small size and musky taste. They can be easily transported confined within a food pack, and quickly prepared, if one doesn't mind the grisly bits.

```
Gharton                 Rating    29.42

Hgt  8'          Forest Rare
Wgt  30 lb        Grass Rare
Move 20/0/80'/R   Jungle Rare
DP 20           Mountain Occasional
      C  M  G    Depths Never
MOD   6/ 0/ 3   Surface Never
 DV   7/ 4/ 5    Rivers Never
DMG   6           Swamp Never
                 Volcano Common

Skills:
   1 Chitin
   1 Exceptional HEA
     Herd/Hive Instinct
   3 Inferior INT
     Paralysis
     Web
```

Description:

      Gharton are large, communal, insectoid creatures. They stand six to seven feet tall, have six legs, and two pairs of wings. Their long, thin segmented bodies are covered with black chitin. Its bulbous, multi-segmented eyes allow only poor, color blind vision, but this is offset by very sensitive antennas that can detect the faintest sound. The forelegs end in large, very sharp pincers, which are used to entrap and kill their prey. The rear two sets of legs end in sucker pads, which allow the gharton to cling to most surfaces. Its tail has a stinger that can inject a paralyzation poison into its victim.

      Gharton live in large colonies, and must establish their hives within an active volcano. Their thick-shelled eggs must incubate in lava to maintain the necessary temperature for hatching. Young gharton live in the hive until they reach maturity, about three to four months.

      One female is specially treated at birth to become the hive's queen. She grows to three to four times normal size, and her sole responsibility is to birth the young. The queen never leaves the hive.

      Adult gharton are responsible for hunting outside the hive, requiring live mammal or reptile meat as food. They usually hunt in packs, surrounding a victim and attacking until it's unconscious. The victim is then stung; the paralyzation poison lasts for up to a day. They fly the victim back to the hive, where it is wrapped in tough, sticky fibers. The gharton will usually wait for the prey to return to consciousness before feeding.

```
Ghost                   Rating    21.40

Hgt  5'11"       Forest Rare
Wgt  0            Grass Rare
Move 60/0/0'/R    Jungle Rare
DP 32           Mountain Rare
      C  M  G    Depths Rare
MOD   4/ 0/ 4   Surface Rare
 DV   3/ 3/ 3    Rivers Rare
DMG   0           Swamp Rare
                 Volcano Rare

Skills:
   3 Deplete Health
     Fear
     Immaterial
     Immune to Charm
     Immune to Sleep
     Silver Shield
   1 Skin
   8 Speech
```

Description:

      A ghost is the soul of a person who, for some reason, has not been consigned to a final resting place. It may need to perform some deed before passing on, or it may be trapped on this plane by a curse, or captured by some powerful being.

      A ghost does not affect the material world. It can only affect other creatures who are in a similar state. Unfortunately, its very presence disrupts the life forces of creatures from our plane who come in contact with it. While it may be possible to temporarily drive it away, the only way to destroy it is to remove the curse holding, or assist it to complete the deed which binds it to our plane.

```
Grazzoon                Rating   53.38

Hgt  10'         Forest Rare
Wgt  350 lb       Grass Rare
Move 30/0/160'/R Jungle Rare
DP 60           Mountain Occasional
       C  M  G    Depths Never
MOD   6/ 0/ 8  Surface Never
 DV  11/11/11   Rivers Never
DMG  20          Swamp Never
                Volcano Rare

Skills:
    2 Enhanced Vision
    4 Hide
    2 Inferior INT
      Night Vision
      Resist Magic
      Siren
```

Description:

A distant song in the night sky misleads the listener of its gentle strains. Far off a virtual machine of destruction targets its prey, attempting to lull it into carelessness. The Grazzoon glides gently downward, and at the last moment rears up, grasps its prey with a powerful, prehensile tail, and carries it up into the sky. There it can, at its leisure, rend the prey to bits with its sharp claws and devour it.

The Grazzoon is a reptile, with a very thick hide and powerful wings. It can carry up to its own weight and still fly, and while not laden can move up to 160 feet per round while in a shallow dive. It lives and hunts alone, only meeting others of its kind during mating season. A female Grazzoon lays a clutch of up to six eggs and rears the young until they can leave the nest.

The Grazzoon uses the strange and beautiful song to distract its prey as it closes for the strike. Humans, in particular, are very susceptible to its charm, and the singers and musicians of the nomads have always attempted to copy its strains.

Grazzoon eggs are highly prized for their rarity, and can bring an enormous price at market. Priests of Osiris have taken offence at this violation of nature and actively seek those attempting to sell such.

```
Groken                  Rating   45.69

Hgt  6'          Forest Never
Wgt  400 lb       Grass Never
Move 0/10/0'/R   Jungle Never
DP 30           Mountain Never
       C  M  G    Depths Common
MOD   4/ 0/ 0  Surface Occasional
 DV  20/11/11   Rivers Rare
DMG   4          Swamp Never
                Volcano Never

Skills:
    1 Exceptional STR
    3 Inferior INT
      Paralysis
      Paralysis
      Paralysis
      Paralysis
    8 Shell
      Swallow Prey
```

Description:

These bivalve mollusks live on the bottom in deep areas of the seas. The can grow up to six to seven feet in diameter and have enormously thick shells. Hidden within the shell are four, four foot long tentacles that end in sharp, barbed black tips.

Groken feed on small and medium sized sea creatures by patiently waiting until one of them comes within reach. Its many tentacles lance out from the shell, piercing the victim's skin and injecting a paralyzation poison. (This gives the groken multiple paralyzation attacks). The groken uses its barbed tentacles to draw the victim inside the shell, where it is slowly digested.

Groken have little to fear of other creatures because of its incredibly thick shell, which can fend off most any attack. It is rumoured that some northern barbarian tribes use groken shells for furniture.

Gruefib   Rating   74.22

```
Hgt   4-12          Forest  Never
Wgt   400           Grass   Never
Move  0/80/0'/R     Jungle  Never
DP 60               Mountain Never
        C  M  G     Depths  Occasional
MOD    4/ 0/ 0      Surface Rare
 DV    3/ 3/ 3      Rivers  Rare
DMG    8            Swamp   Rare
                    Volcano Never
```

Skills:
```
   6 Armor
   8 Camouflauge
   6 Deplete EU
     Durability
     Homing
     Paralysis
     Replicate
     Resist Magic
     Silver Shield
     Terror
```

Description:

A night hunter sticking to the shadows around rocks and underwater caverns, it is a predator of most creatures man sized and smaller. A favorite tactic is to ambush a passing swimmer. However it has been known to create the best conditions for this by its unique ability to create darkness. It prefers to do this even the day. Little is known of how this is accomplished as the survival rate of an encounter with a gruefib is rather low. What knowledge that has been collected has come from surviving members of groups that were attacked. ——quoted from "Azeroff's Guide to Ocean Hunting".

A fearsome creature of the rocky depths, the gruefib stays in the shadows to hunt its prey. Four to twelve feet in length, their skin is a molted grey color, allowing them to hide easily in the ocean depths. Their sharp teeth leave little behind when used to rend their prey to shreds. They are attracted to magical energy, especially during spawning season, draining that energy before killing its possessor. This energy fuels its abilities and aids in its reproduction.

During the warmest part of the year, the gruefib reproduces. Paralyzing a suitable prey, it drags it to a hidden place, attaching it to the rock surface. Attaching to the immobilized prey, it slowly replaces the cells of the prey with its own, creating an offspring. Most prey remain paralyzed during this process, during this reproductive cycle, its energies cannot be used to fuel its other magical abilities, leaving it more vulnerable.

Hejtifea   Rating   3.10

```
Hgt   9"            Forest  Never
Wgt   0.5lb         Grass   Never
Move  0/0/10'/R     Jungle  Never
DP 3                Mountain Rare
        C  M  G     Depths  Never
MOD    0/ 0/ 1      Surface Never
 DV    3/ 3/ 3      Rivers  Never
DMG    0            Swamp   Rare
                    Volcano Common
```

Skills:
```
   0 Armor
     Immune to Fire
   3 Toxic Attack
     Vulnerable to Cold
```

Description:

This small feathery creature rides the warm drafts above volcanoes, mountains and open plains. It has a globular body, one inch in diameter with multiple eyes, a mouth and a smelling orifice. It has many 4 inch long feathers that secrete a toxic poison.

These swarm in large numbers, smelling out mamillian prey. They land on the creature, poisoning it on contact with it feathers. When the creature dies, they then feast on the corpse.

They have many different colors and are very pretty, distracting its prey in a show of dainty manuvering and dancing.

Horse   Rating   7.04

```
Hgt   6'            Forest  Occasional
Wgt   750 lb        Grass   Common
Move  140/10/0'/R   Jungle  Rare
DP 20               Mountain Rare
        C  M  G     Depths  Never
MOD    1/ 0/ 0      Surface Never
 DV    4/ 5/ 4      Rivers  Never
DMG    6            Swamp   Never
                    Volcano Rare
```

Skills:
```
   8 Charge
   1 Enhanced Hearing
   1 Exceptional PER
   1 Fur
   2 Inferior INT
```

Description:

Roaming the grasslands of the larger islands, herds of these animals can be found grazing. Four legged mammals, these creatures best defense against their predators is their ability to run. Standing 5 to 6 feet tall, these creatures run on all four legs. They are covered with short thick hair. Each horse has a distinctive pattern of brown, white, black, grey and orange hair.

Organized in herds, they are lead by a male horse or stallion that directs their roamings. Female horses are referred to as mares, and their young as foals. Horses gestate for 11 months. They are considered adult when they reach 4 to 5 years of age. Horses live to an age of 20 to 25 years.

Humans highly prize horses for their use as mounts and for pulling wagons, carriages, plows and chariots. Horses are used by all races except lizards, who disdain use of the land creatures, and by orcs, who seem to have a racial fear and mistrust of horses. Rumors of horses being ingested by primitive tribes of orcs have never been confirmed.

```
Ichitle              Rating    9.44

Hgt  4'          Forest Common
Wgt  400 lb       Grass Occasional
Move 90/40/0'/R  Jungle Common
DP 12            Mountain Rare
       C  M  G    Depths Never
MOD   0/ 1/ 0    Surface Never
 DV   5/ 6/ 5    Rivers Rare
DMG   4           Swamp Rare
                 Volcano Never

Skills:
   1 Enhanced Hearing
   1 Enhanced Sense of Smell
   1 Enhanced Vision
   1 Exceptional PER
   1 Hide
     Homing
```

Description:

These mammalian herbivores are covered in brown and green hide. They are four legged and stand about 4 feet tall. They have three eyes, one facing forward and one to each side. A large nose with three nostrils dominates their face. Their smaller mouth has molars used for crushing and grinding fruits and vegetable matter. The adults weigh about 400 pounds. They can sprint at speeds of up to 90 feet per round and are very adapt at avoiding danger. Their well developed sense of smell and hearing allow them to notice threats from a great distance. They have an extremely good sense of direction and a strange homing skill that allows them to always find their place of birth, no matter how far away

they are. They eat primarily leaves and fruits of low lying trees and bushes.

Normally traveling in small family groups through the forests and jungles, these creatures are often rounded up in larger groups by herders raising them domestically. In the wild, they return to the place of their birth at the beginning of akvofojo to breed with others of their kind. There are three sexes, males, females and bearers. The females produce eggs which are fertilized by the males and stored in skin pouches of the bearers until they have grown large enough to allow them to travel. Herders domesticate these creatures for their fine and savory meat, their water resistant hide and their milk, which can be made into a variety of cheeses, butters and saved in dry form for storage.

Hunters often seek out wild ichitle for their more savory taste. Bagging an ichitle is seen as a token of luck and skill by many of the races and cultures on Jaern.

Nomads often specialize in domesticating these animals to travel along with their rondos. The ichitle's keen senses notice danger long before many other creatures allowing the nomads to use them as indicators of nearby danger.

```
Ilkarn               Rating   13.57

Hgt  2' 6"       Forest Rare
Wgt  none         Grass Rare
Move 0/0/120'/R  Jungle Rare
DP 6            Mountain Rare
       C  M  G    Depths Rare
MOD   0/ 0/ 0    Surface Rare
 DV   9/ 9/ 9    Rivers Rare
DMG   0           Swamp Rare
                 Volcano Rare

Skills:
   6 Deplete EU
     Ethereal
   2 Inferior INT
   2 Other Port
   6 Spirit Armor
```

Description:

Little is known about the ilkarn. Rumored to be related to the Aerovervo, these creatures have no physical form, existing on the ethereal plane. They gain sustainous by directly absorbing the energies given off by the elements. The unfortunately magician who is nearby at the time can temporarily loose much of his elemental units as this small creature feeds. The ilkarn give off, as a waste product, certain low energy waves which seem to greatly excite plant growth.

While their appearances seem random, some speculate that those with the ability to summon and control other kinds of elemental spirits can also attract and communicate with the Ilkarn.

```
Jacer                Rating   78.38

Hgt  6x6'          Forest Never
Wgt  100 lb         Grass Never
Move 10/20/0'/R  Jungle Never
DP 20            Mountain Never
      C  M  G     Depths Rare
MOD   2/ 0/ 7   Surface Occasional
 DV   3/ 3/ 3    Rivers Occasional
DMG   0           Swamp Occasional
                 Volcano Never

Skills:
     Envelope Prey
     Immune to Magic
     Immune to Water
   3 Inferior INT
     Paralysis
   1 Skin
     Vulnerable to Fire
```

Description:

      A jacer is a large, semi-transparent, multicellular creature only found in warm bodies of water. It has no permanent shape, but is always about six feet to a side. It can form tentacles from its body mass that can reach out over twenty feet. It can swim to any depth, and can exist on land for short periods, oozing slowly over ground.

      Its body exudes a paralyzation poison that immobilizes its target, usually a warm blooded mammal. The victim is enveloped by the jacer, which descends to the ocean floor. There it forms tentacles and microscopic tendrils, which enter the victim's mouth, nostrils, and other body openings. The jacer supplies oxygen, and food in the form of small sea creatures. The victim processes the food, and the jacer steals nutrients from the victim's blood.

      The jacer spends most of its time in underwater caverns, feeding slowly from its victim. The unlucky mammal can live for months before its body finally dies of the parasitic attachment.

      The jacer feels a need to reproduce every two years or so. It ensnares a fresh victim, but rather than living off it, the jacer implants a bud within the victim's stomach. The bud grows, slowly digesting the surrounding tissue. Once the incubator has been consumed, the jacer releases its new offspring.

      The jacer is hunted for its poison to prepare **Jacekull**, a toxin that irretrievably paralyzes its victim and stops the heart after about two hours. Due to its amorphous nature, the jacer is very magic resistant, and its flesh is sometimes sought as a component in complex protection mixtures.

```
Jkarr'n              Rating   17.03

Hgt  5'            Forest Occasional
Wgt  800 lbs        Grass Common
Move 60/80/0'/R  Jungle Occasional
DP 18           Mountain Never
      C  M  G     Depths Never
MOD   3/ 0/ 0   Surface Never
 DV   8/ 6/ 4    Rivers Occasional
DMG   10          Swamp Rare
                 Volcano Never

Skills:
  14 Charge
   1 Scales
   1 Stampede
```

Description:

  This four legged jaernian native stands about 5 feet tall on its four legs. It has a wide snout and two hard horns protruding over its heavy brow, Green scaled skin covers the majority of its body, and its 3 foot long finned tail. Its feet are three toed and webbed. Most of the time these are found in grasslands, grazing for food. They can move through water with relative ease and hold their breath for minutes at a time.

      They tend to travel in groups for mutual protection and support. At the start of the akvofojo, a female lays one to three eggs which she guards during the 3 week incubation period. When the young hatch, the herd stays in the same area for an addition 4 to 5 weeks until the young grow to a size that allows them to travel with the others. The males surround the females and young and protect them from other large predators by battling them with their larger horns.

      This creature is domesticated for its meat and hide. Its scaly skin is often used to line items to make then resistant to water. Its meat while slightly gamy and not very tender, does store well and can be dried to a jerky which is the staple food of travels. Herds are tended by trained herders whom stay with and protect their animals. At the end of each akvofojo, the herd is driven to market and carefully culled of the most mature animals. The survivors are then driven back to the grasslands.

```
Karitt                    Rating   16.80

Hgt  2x5'          Forest Never
Wgt  150 lb         Grass Occasional
Move 60/0/0'/R    Jungle Never
DP 20            Mountain Never
       C   M   G    Depths Never
MOD    2/ 0/ 8   Surface Never
 DV    5/ 5/ 5    Rivers Rare
DMG   18            Swamp Never
                  Volcano Never

Skills:
    6 Burrow
    1 Exceptional HEA
    1 Hide
    2 Inferior INT
      Silent Movement
```

Description:

A karitt is a creature of the sand, resembling a large squid. Normally found in dryer grasslands and ocean shores, its body is about five feet long when fully grown, and has two fifteen foot long tentacles. Its skin is a rough, leathery hide that varies in color from brown to grey.

A karitt can move at incredible speeds through sand by thrusting its tentacles forward through the sand, then drawing its body forward. Movement through loose soil is one third the rate for sand. It cannot traverse any other terrain, and cannot swim.

These creatures are nocturnal and solitary. If it detects possible food moving on the surface of the sand, it will silently approach under the sand and grab its prey with its tentacles. It then bites the helpless victim to death. The tentacles have 10 DP each, and are severed after taking that much damage. This is in addition to the listed DP, which represent the karitt's body.

Karitts reproduce by laying eggs. These are coveted as a delicacy by nomadic tribes.

There are documented cases of powerful lords who built sand-filled moats and stocked them with karitts. The karitts became territorial, taking up equal sections of the moat.

```
Marokrifo                 Rating   15.91

Hgt  7'            Forest Never
Wgt  1200           Grass Rare
Move 20/40/0'/R   Jungle Never
DP 45            Mountain Never
       C   M   G    Depths Common
MOD    6/ 0/ 0   Surface Occasional
 DV    7/ 6/ 3    Rivers Rare
DMG    8            Swamp Rare
                  Volcano Never

Skills:
      Air Breathing
    4 Armor
    1 Charge
    1 Exceptional HEA
    1 Exceptional STR
    2 Inferior INT
    3 Shield
    1 Toxic Attack
```

Description:

An eight legged carrion eater of the sea, this cru station has a poisonous tail and a set of delay claws. These creatures are born in broods of up to 800 siblings. There first task is to consume their now dead mother's corpse. They continue to grow through their lifetimes, from fist sized, past human sized, and up to the size of a horse. The male creatures grow slightly larger than the females.

Living alone or in small groups these creatures are greatly feared for their swift attacks, and greatly prized for their succulent flesh.

```
Mudbus                  Rating   4.75

Hgt  6'           Forest Never
Wgt  100 lb        Grass Rare
Move 40/40/0'/R   Jungle Rare
DP 25           Mountain Never
     C  M  G     Depths Never
MOD   2/ 0/ 1   Surface Never
 DV   6/ 6/ 6    Rivers Never
DMG   6           Swamp Common
                Volcano Never

Skills:
   2 Burrow
     Diseased Bite
   1 Exceptional AGI
   1 Hide
   2 Inferior INT
```

Description:

This rather unusual swamp creature grows to about six feet long, and is cylindrical in shape. Eight powerful legs allow it to swim, walk and burrow through the soft mud of the swamp at surprising speeds. Its soft hide is covered with short but thick grey fur.

The mudbus eats small mammals and amphibians. It hunts by burrowing beneath the soft surface and waiting for vibrations through the dirt. When it detects something is directly above it, it springs up through the earth and attacks its prey. Able to throw prey off their feet and into the waters of the swamp, the mudbus can easily maneuver in the murky waters, when others cannot.

This most odious creature is not thought useful for any human purposes, and is generally hunted down and destroyed when it ventures too near human habitations. Orcs have been known to consume the mudbus' flesh, but this may be only a rumor.

```
Mummy                   Rating  22.26

Hgt  6'           Forest Rare
Wgt  200 lb        Grass Rare
Move 20/0/0'/R    Jungle Rare
DP 35           Mountain Rare
     C  M  G     Depths Never
MOD   5/ 3/ 7   Surface Never
 DV   3/ 3/ 3    Rivers Never
DMG  24           Swamp Occasional
                Volcano Rare

Skills:
   1 Inferior INT
   1 Skin
     Terror
```

Description:

When a rich or important person died in ancient times, he was provided for in death as in life. Alchemists preserved the dead body with a now lost process, thought by some to be a black art. They erroneously believed that the continued existence of the body was needed to assure existence after death. For most people this embalming had no effect.

If someone died violently or suspiciously, and he was very willful or believed there was unfinished business, he became mummy. It walks the surface of Jaern at night, seeking revenge themselves against his killer or grave robber, or completing an unfulfilled quest. He exists, in undead form, until his purpose is fulfilled.

The embalming chemicals are unstable and decompose quickly in the sunlight, so mummies hide in caves, graves, and underground sepulchers during the day. They suffer 1d4 damage points per melee of exposure to direct sunlight. They do not have normal body functions, so are unaffected by poisons, diseases, or moderate temperature changes. They require neither food or rest.

Because of their alchemical treatment, a mummy's body does not decay over time. Removing its wrappings has no effect. Since it is undead it cannot regenerate or heal normally, and must be repaired or healed by magical means. If subjected to temperatures below 32 degrees Fahrenheit, it slowly becomes less active and eventually enters a hibernation state that will last until the temperature rises above freezing.

A mummy often attacks its victim by grabbing and crushing the life out of him. Sometimes it will throw its victim against walls, over cliffs, or down holes. Their strength is legendary, and they are to be feared.

On the positive side (if it can be called such) it cannot wield weapons or use tools since its hands are tightly wrapped in bandages. It cannot speak, but doesn't wish to communicate anyway. Its only purpose is to fulfill its self-imposed quest, and be allowed to pass on to the next plane of existence. Woe to anyone who strays into their path.

Priests of Anubis can sometimes gain control over these creatures and press them into their service. While the mummies will follow commands under magical duress, they usually turn upon the caster once released.

```
Octopod                 Rating  17.38

Hgt  4'           Forest Never
Wgt  50 lb         Grass Never
Move 10/120/0'/R  Jungle Never
DP 15           Mountain Never
     C  M  G     Depths Common
MOD   3/ 0/12   Surface Common
 DV  10/ 9/ 9    Rivers Occasional
DMG   6           Swamp Rare
                Volcano Never

Skills:
   1 Exceptional HEA
   1 Exceptional STR
   3 Hide
   2 Inferior INT
   6 Ink Jet
     Water Breathing
```

Description:

Octopods dwell in rocky crevasses, and may be found anywhere in Jaern's oceans. They average about four feet across, but specimens of 20 feet have been spotted. They

have eight arms lined with a double row of fleshy suckers with which they can climb or securely hold prey. Their armspan is typically double their body diameter. They move by crawling slowly along the bottom (listed land rate), or move backwards rapidly by expelling a jet of water (listed swimming rate).

Octopods are meat eaters. They feed on small fish, or can use their rasp-like tongues to drill through shellfish. Large specimens attack by drifting down on their prey, or by coasting just under the surface to grapple swimming creatures or men with their tentacles. The victim is hauled beneath the surface and held until it drowns; the octopod then feeds on the flesh with its beak-like mouth.

All octopods can expel an inky fluid that obscures vision under water. They use this ability to escape potential danger. They reproduce by laying eggs, which take six weeks to hatch and are tended throughout that time by the female. Octopods are sometimes hunted for food, though many claim their flesh has all the appeal of an old leather boot.

Large and floating as they do, Oorn are often used by the Onivero or some nomads as a home. The Onivero have learned how to tend to these plants, feeding them properly and using natural herbs to neutralize their poisons. They then build platforms on these plands and sheltered places to sleep. Wandering to where the ocean currents drag the Oorn, these inhabitents live a random life, traveling to where chance leads them.

Rich in life force, Oorn are sometimes sought out by *Hirudo* down on their luck looking for easy, but tasteless, prey.

Oorn   **Rating**
                              9.28

```
Hgt   200'          Forest Never
Wgt   2000 lb        Grass Never
Move 0/0/0'/R       Jungle Never
DP 60            Mountain Never
      C  M  G     Depths Never
MOD    0/ 0/ 0   Surface Occasional
 DV    3/ 3/ 3    Rivers Rare
DMG    0           Swamp Never
                  Volcano Never
```

Skills:
    Adhere
  1 Hide
  2 Inferior AGI
  3 Inferior INT
    Paralysis

Description:

Not strictly a creature, a Oorn is actually a large plant with treelike limbs. It floats at the surface of the ocean, and puts out bark covered limbs both above and below the water. Growing up to 200 feet in size, these plants pose a navigational hazard to ships and are generally hunted and destroyed near ports and river deltas.

Small water and flying creatures attempt to eat the leaf-like tendrils of the Oorn. These tendrils then brush against the feeder's skin, adhering to them and injecting a paralyzing agent. If the creature succumbs, the Oorn wraps more tendrils about it, drawing forth and ingesting the unfortunate feeder's blood and discarding its body.

Osser   **Rating   24.30**

```
Hgt   8'            Forest Occasional
Wgt   450 lb         Grass Common
Move 80/40/0'/R     Jungle Occasional
DP 32           Mountain Rare
      C  M  G     Depths Never
MOD    8/ 0/ 4   Surface Never
 DV   15/14/14    Rivers Never
DMG   20           Swamp Never
                  Volcano Rare
```

Skills:
  1 Exceptional AGI
  1 Exceptional STR
  5 Hide
  1 Inferior INT

Description:

This large mammalian hunter lives mainly in the grasslands of the southern islands. It has six muscular legs on a powerful body, and can run quickly. It is covered in leathery grey hide, is about 8 feet long, and has a large head with a wide maw filled with sharp teeth. Two tusk like horns protrude upward from the sides of its mouth.

The Osser hunts and feed on many grassland herbivores. It is more cunning than many of its prey and will herd them into isolated canyons or valleys, restricting their movements until their prey are in the best position to be attacked. Ossers only hunt for food, and instinctively avoid killing the young and females ready to produce young, to prevent their food source from being eliminated. Ossers are territorial, one male presiding over an area of about 20 square mets. Two ossers fighting over territory or possesion of a female is an awesome sight.

They choose their mate for a single mating season. Their young are born live in a litter of two to four young. The mother cares for them for one hunting season, and then releases them to survive on their own. Some outdoorsman have discovered and raised orphaned ossers, treating them as pet or a hunting animal.

Ralsts are large mammals usually found in large herds roaming the grasslands of northern Jaernian islands. They have four hooved feet, a elongated head and snout, and large majestic horns. They also have a very unusual covering of hair which is colored so like the grasses and weeds of the lands they live, that an entire herd can pass within a few hundred feet, and give no visual sign that they are their.

Being unseen, the sound of a few hundred ralsts roaring by is quite scary. Other animals will take cover when a herd runs nearby. Ralst are herbivores, eating and digesting the grass, but themselves are on the menus of a large number of grassland predator. Once hunted to near extinction about two hundred years ago, an effort by animal domesticators to use them as meat animals failed because they were so easy to loose, but did succeed in building their number, insuring their survival.

When a ralst is alone and is threatened by a predator, it will stand perfectly still and close its eyes, trying to blend with the grasses and not be seen. This deception usually only works if the ralst is downwind of the predator tracking it. When in large groups, they run when threatened, sometimes even doubling back and trampling its hunters from it shear weight and momentum. Travelers in the wild are well warned to learn the sound of a ralst herd in stampede so they may take cover.

Quezl Rating 33.73

```
Hgt  6"            Forest Never
Wgt  1 lb          Grass  Never
Move 0/60/0'/R  Jungle Never
DP 6            Mountain Never
      C  M  G    Depths Occasional
MOD   6/ 0/ 0  Surface Rare
 DV  18/12/ 6   Rivers Rare
DMG   2           Swamp Occasional
                Volcano Never
```

Skills:
```
   10 Burrow
    2 Cling
      Diseased Bite
    3 Enhanced Hearing
      Immune to Poison
    3 Inferior INT
    2 Regeneration
    3 Scales
    8 Toxic Attack
      Vulnerable to Fire
```

Description:

This small, deadly fish grows to 7 or 8 inches long. It has very thick scales, and a voracious maw filled with razor sharp teeth. It has brightly colored fins, and a strange spiral-shaped tail fin. Its bulging eyes glow phosphorescent green.

It can create sudden bursts of speed by quickly untwisting its tail fin. It hunts by waiting for its prey to come to it, sometimes hiding behind coral, rocks or debris. It closes its eyes to keep from revealing its presence. When the prey is within ten feet, the quezl makes a sudden burst of acceleration, buries its teeth in its victim, and injects its poison. The victim dies, and the quezl feeds.

Quezl especially prize slow moving, highly armored mollusks, because it can chew through the hardest shell if given enough time. It can harmlessly ingest most other poisonous fish and mollusks, and actually metabolizes their poisons to create its own death toxin.

Raven Rating 1.04

```
Hgt  10"           Forest Common
Wgt  8 lb          Grass  Occasional
Move 10/0/80'/R  Jungle Rare
DP 8            Mountain Rare
      C  M  G    Depths Never
MOD   0/ 0/ 0  Surface Never
 DV   4/ 4/ 3   Rivers Never
DMG   2           Swamp Never
                Volcano Never
```

Skills:
```
    2 Enhanced Hearing
    1 Enhanced Vision
    1 Feathers
    2 Inferior INT
```

Description:

These black birds dominate the skies of many Jaernian forests. Unlike earthly birds of the same name, these birds are quite carnivorous. They hunt in large packs and occasionally will attack even large creatures, depending on their numbers for success. Depending on their heightened senses, they usually hunt only in good weather. During inclimate weather, they perch in trees and lower their food requirements by going into a trancelike state.

The raven's most dangerous natural enemy is the Torgon, whom will fly through a pack at several times the raven's top speed and scoop a few ravens into its deadly maw. Many inhabited isles that have hunted and destroyed their original Torgon populations are plagued with an overpopulation of these ravens.

Ralst Rating 9.54

```
Hgt  5' 0"         Forest Occasional
Wgt  450 lb        Grass  Frequent
Move 120/0/0'/R  Jungle Rare
DP 16          Mountain Rare
      C  M  G    Depths Never
MOD   2/ 0/ 0  Surface Never
 DV   5/ 6/ 5   Rivers Never
DMG   6           Swamp Never
                Volcano Never
```

Skills:
```
   12 Camouflauge
   12 Charge
    1 Exceptional PER
    1 Hide
    2 Inferior INT
```

Elves from the **Silven Isle** have developed a way of harvesting the birds by using trained falcons to spook a pack into movement between two large trees. There the elves quickly pull ropes that places a net into the raven's path, capturing many birds at one time. Elven dishes made of raven are famous for their unique taste.

Shadow Walker   Rating   167.06

```
Hgt  ???          Forest Never
Wgt  ???           Grass Never
Move 60/80/120'/RJungle Never
DP 80          Mountain Never
      C  M  G    Depths Never
MOD  10/ 0/ 7  Surface Never
 DV  13/13/13   Rivers Never
DMG   20          Swamp Never
               Volcano Never
```

Skills:
```
   2 Death Venom
   4 Deliver
     Ethereal
   5 Hide
     Immune to Fire
     Immune to Lightning
     Invisibility
     Magic Shield
     Protected from Magic
```

Description:

It is believed that only one of these creatures was ever made. It was created as an assassin, a weapon of last resort by some long forgotten mage. Wether it was activated by accident or design, we may never know. But it is still out there, skimming on the ethereal plane, executing the instructions of its long forgotten progenitor.

No one who has seen the true form of this creature and lived to tell the tale. The only evidence of its abilities are the grisly remains of its victims. Rumor has it that the creature can be lured by the clever invoker, and perhaps it will negotiate services in return for unknown compensation, but there are no public records of these transactions.

Shark   Rating   16.32

```
Hgt   8'          Forest Never
Wgt   800 lb       Grass Never
Move 0/120/0'/R  Jungle Never
DP 24          Mountain Never
      C  M  G    Depths Rare
MOD   8/ 0/ 0  Surface Common
 DV  11/11/11   Rivers Occasional
DMG   20          Swamp Rare
               Volcano Never
```

Skills:
```
   2 Enhanced Hearing
   2 Enhanced Sense of Smell
   4 Hide
   2 Inferior INT
   2 Poor Eyesight
```

Description:

Sharks are primitive carnivorous fish, often called "killing machines" because of their apparent single-mindedness in attacking and killing anything that swims. The numbers listed are for an average shark; reduce or increase them proportionally according to the size (i.e., a 16 foot shark would have twice as many DP and do twice the damage that an average one would). They are covered with a thick, rough hide, generally a silvery gray color.

A shark has poor vision, but has a very keen sense of smell and hearing (that is, it senses vibrations rather than sound per se). It attacks by circling its prey, the circles becoming tighter and tighter until the shark attacks with its razor sharp teeth. The attack is meant to stun and disable the victim. If the bite isn't clean, the shark will shake its victim, like a dog shakes a rat, until a large gobbet of flesh is torn loose.

Sharks are typically solitary creatures, though they are not territorial and will congregate readily to feed, sometimes in a frenzy in which nothing, not even the feeding sharks, are safe.

Sharks mate haphazardly in shallow, warm water lagoons. The female lays egg sacks, which are anchored to rocks or other bottom debris and later fertilized by a passing

male. When the young hatch they are on their own, but are efficient little (about six inches long) killers from their first minute of life.

Sharks are hunted primarily for their hide (used much like leather) and their teeth (razors and fine cutting instruments). Their meat has a strong, bitter flavor that is repugnant to all except the Onivero, who consider it a delicacy and pay handsomely for a shark steak. Empty egg sacks sometimes appear in the markets, tanned and fitted out as small pouches.

Sharze   **Rating   14.94**

```
Hgt   5'            Forest Rare
Wgt   110 lb        Grass  Rare
Move  40/30/120'/R  Jungle Rare
DP 40               Mountain Never
        C   M   G   Depths Never
MOD     5/  0/  0   Surface Never
 DV     5/  5/  5   Rivers Occasional
DMG     12          Swamp  Never
                    Volcano Never
```

Skills:
   1 Enhanced Vision
   2 Fur
   2 Inferior INT
     Night Vision
     Susceptible to Fire

Description:

Normally inhabiting small rocky islands, these land creatures live a life very dependant on the sea. Never in groups of more than two or three, these creatures prey on fish and other marine creatures. Large mammals with wings and thick short fur, they have a wingspan of up to 10' long, strong hind legs, and forepaws with sharp claws. Their fur varies in color from grey to bright green.

Bearing live young, the female sharze carries her young for 16 to 18 months. She is protected by her mate, who stays with her until the young are born. Only one sharze is born at a time. The mother weans her young at 8 months, and they fly off to establish their own territory.

Valuable for their meat and fur, the sharze were hunted near extinction about 1200 years in the past. At that time humans discovered that the sharze held some mystic significance to the Onivero, who came forward and demanded

all sharze hunting to cease. Today, the foolhardy adventurer seeking to kill a sharze for any reason than self-defence makes some powerfull enemies quickly.

Skeleton   **Rating   5.44**

```
Hgt   6'            Forest Rare
Wgt   30 lb         Grass  Rare
Move  30/0/0'/R     Jungle Rare
DP 8                Mountain Rare
        C   M   G   Depths Never
MOD     1/  1/  2   Surface Never
 DV     9/ 17/  3   Rivers Never
DMG     6           Swamp  Rare
                    Volcano Rare
```

Skills:
   3 Bone
   1 Exceptional STR
   1 Exceptional WIL
   1 Inferior AGI
   1 Inferior INT
     Protected from Charm
     Resist Cold
     Resist Fire
     Susceptible to Lightning
   1 Susceptible to Sunlight

Description:

Animated forms of the long dead, these creatures are usually animated for a purpose. They serve as guardians, warriors, or slaves to necromantic magicians, Anubian priests, witches and warlocks. When they are activated they may be charged with a specific task, after which they collapse back to a pile of bones, or they may be given a more general duties. The life force inhabiting these bodies is long gone, and the creator's magic takes its place animating these gross parodies of living creatures.

Being able to follow only the simplest of orders, these creatures are neither quick, nor agile. They can attack the living with their sharp bony fingers, or can be taught the rudimentary use of a weapon, such as a dagger, short sword or club. Their lack of real life negates the need for them to eat, rest or do any of the things living humanoids need to do. If their creator dies, they will take no further orders, and carry out what they were told last. A suitably power Revokate can destroy the magic animating these creatures.

```
Skimmer                  Rating   14.80

Hgt  4'            Forest Never
Wgt  35 lb          Grass Never
Move 0/80/80'/R    Jungle Never
DP 24             Mountain Never
      C  M  G      Depths Never
MOD   8/ 0/ 0     Surface Occasional
 DV   8/ 6/ 4      Rivers Rare
DMG  12             Swamp Never
                  Volcano Never

Skills:
     Air Breathing
   2 Enhanced Vision
   2 Inferior INT
   1 Scales
```

Description:

This rather strange fish grows to a length of about four feet. Its two pectoral fins have evolved into crude, but effective, wings that it uses to fly above the surface of the waves. It has two large eyes on mobile stalks that allow it to see well below and above the sea. Its mouth is filled with sharp teeth, and its powerful tail is horizontal instead of vertical like most other fish.

It mainly feeds on small sea birds. It normally hunts while submerged, and attacks by accelerating to top speed and grasping the prey in its maw as it leaps into the air. The skimmer plunges back into the sea, dragging the bird with it. It will occasionally feed on small fish as well, taking similar tactics, but from above the water.

Sailors sometimes see groups of skimmers traveling a few feet above the water. Skimmers generally avoid ships and large marine creatures. They also tend to stay far from shore and land, because if they ever come to ground they are totally helpless.

```
Slug                     Rating
                              0.93

Hgt  2"            Forest Common
Wgt  1 ounce        Grass Occasional
Move 10/0/0'/R     Jungle Occasional
DP 1             Mountain Rare
      C  M  G      Depths Never
MOD   0/ 0/ 0     Surface Never
 DV   2/ 2/ 2      Rivers Never
DMG   0             Swamp Rare
                  Volcano Never

Skills:
   2 Burrow
   3 Cling
   2 Exceptional HEA
     Immune to Charm
     Immune to Poison
   1 Inferior AGI
   3 Inferior INT
   2 Poor Eyesight
     Protected from Sleep
   1 Skin
```

Description:

This poor creature is at the bottom of the food chain. It is a small land mollusk, usually brown in color. It has two small antennas and very poor vision. It moves by undulating its body, and lives by eating leaves, roots and other plant materials.

Terodrako   Rating   187.48

```
Hgt  20            Forest Rare
Wgt  4500 lb        Grass Rare
Move 120/40/160'/Jungle Rare
DP 120          Mountain Common
      C  M  G    Depths Never
MOD   7/ 5/ 7   Surface Never
 DV  26/15/ 7    Rivers Never
DMG   32          Swamp Never
                 Volcano Occasional
```

Skills:
```
   2 Exceptional HEA
   3 Exceptional STR
     Immune to Earth
     Immune to Magic
   4 Scales
```

Description:

      Descendant of a species of large flying lizards brought to Jaern aboard the *Kaaren of Destruction*, these creatures have learned to harness the power of elemental earth. Their enormous bodies measure 40' long from nose to tail. They are covered with a thick layers of very durable scales. They have a wingspan of 60' and can fly at speeds of up to 48 mets per hour and run along the ground at 36 mets per hour.

      Terodrako mate but once in their life, and once every 6 to eight years a female will produce a clutch of 3 to 6 eggs. These eggs hatch in about three months, and the infant creatures require care from their mother for a period of two years. Naturally, most terodrako would live to an age of around 300 years, but most fall victim to conflict and the violent nature of most humanoids long before their natural span is reached.

      With nearly human intelligence, this formidable creature's largest asset is its guile. It has the ability to learn and use any elemental earth spell *following the normal rules for spell acquisition and use*. Some of the more exceptional specimens can even speak human tongues.

      These creatures prefer caves for their lairs, and live mostly in mountainous regions in the northern and southern temperate and polar regions. They are exceptionally strong, and not quite as clever as their other drako cousins. They have a tendency to enjoy the acquisition of material wealth and have a rather nasty temper if any is taken, or not given to them when asked.

Terovervo   Rating   30.61

```
Hgt  9'            Forest Rare
Wgt  700 lb         Grass Never
Move 40/0/0'/R    Jungle Never
DP 50           Mountain Occasional
      C  M  G    Depths Never
MOD   6/ 1/ 7   Surface Never
 DV  13/13/ 9    Rivers Never
DMG   12          Swamp Never
                 Volcano Occasional
```

Skills:
```
   2 Chasm
     Protected from Fire
     Resist Cold
   1 Rock
   3 Sculpt
     Silver Shield
   9 Speech
   4 Spirit Armor
     Susceptible to Magic
     Vulnerable to Water
```

Description:

      Terovervo are elemental spirits of earthly nature. They live and breathe the earth and rock around them. They are usually seen as giant humanoids with vague arms and legs. They are usually a mottled brown and black color. Rare terovervo will have flecks of bright red or orange in them. These flecks are precious stones.

      Terovervo can move unhindered through rock, sand and stone, but cannot move through metallic substances. They use their rock-hard fists in combat to inflict massive bludgeoning damage on those who get in their way.

      These spirits are often conjured up by vile mages. The Terovervo generally dislike this, and chafe under the yoke of their human summoners. While they make powerful allies, they also are formidable enemies.

```
Tiger                 Rating    22.38      Torgon                Rating    37.89

Hgt   3.3 x 7'      Forest Occasional      Hgt   2 x 8'         Forest Rare
Wgt   450 lb         Grass Occasional      Wgt   100 lb          Grass Rare
Move  90/0/0'/R     Jungle Common         Move  0/0/140'/R     Jungle Never
DP 24             Mountain Rare            DP 50             Mountain Common
        C   M   G    Depths Never                  C   M   G    Depths Never
MOD     5/  0/  7   Surface Never          MOD     0/  8/  0   Surface Never
 DV     6/  6/  6    Rivers Never           DV     7/  7/  7    Rivers Never
DMG    24            Swamp Rare            DMG    24            Swamp Never
                   Volcano Rare                               Volcano Rare

Skills:                                    Skills:
    2 Enhanced Sense of Smell                  6 Detonation
    2 Exceptional AGI                          2 Hide
    3 Frequent Eating                          2 Inferior INT
    1 Fur                                      4 Mist
    2 Inferior INT
    6 Jumping                              Description:
      Silent Movement
```

Description:

Tigers are large members of the feline family. Walking on all fours, they are about three feet tall at the shoulder and up to seven feet in length. They are covered with a thick, luxurious hide of striped yellow and black fur. They are carnivores, with a diet of large herbivores, and the unlucky man who gets in their way.

Usually found in large forests and jungles, tigers are sometimes seen in plains areas as well. They are solitary hunters, and rarely detected as they sneak up on their prey until it's to late. They rush the unsuspecting future meal, using their weight to bear it to the ground, and kill it with their fangs and sharp claws. They rarely hunt at night. One tiger can provide food for a host of jungle scavengers that feast on the remains after the tiger has had its fill.

Tigers reproduce normally, in litters of one and six cubs. The mother tiger nurtures and cares for her young for a year before allowing them to go off on their own. Female tigers defend their young with great viciousness.

Tigers hunt only for food, never for sport. When full or sated, they will allow potential prey to pass close by without harm. The traveler should be wary of them, however, for they must eat at least twenty pounds of raw meat a day to sustain their large bodies.

Tigers have been domesticated by humans, but most of these "trained" animals are untrustworthy and may reject their training when they hear the call of the wild. They are hunted for their beautifully marked, luxurious fur.

Description:

Originally a native of the moon **Obenar**, these creatures were inadvertently introduced to Jaern when they passed through an unattended *Ryman* after the destruction of the Unnameable One's city. They slowly adapted to the higher pressure and gravity of Jaern, and today are considered fierce predators.

Torgons are cylindrical creatures, about eight feet long and two feet in diameter. The front of the creature is a large circular maw surrounded by long, razor sharp teeth. At the rear is an orifice used to expel high-pressured air for propulsion. They sometimes mix the air with vaporized water, release a heavy fog. Their leathery hide is very resilient, and highly prized for protective clothing and armor.

The torgon's peculiar digestive system breaks down organic materials into nutritional materials, and hydrogen. It stores the gas in bladders under its hide. The light gas offsets the weight of the creature, allowing it to float in the air. The torgon sucks air in through its mouth and expels it at high velocities. Its aerodynamic shape allows the torgon to travel through the air at high speeds.

Torgons usually hide during daylight, travelling in groups of three to eight during the night. Their primary prey is any large herbivore, but they have been know to attack humans. They will make a high pass above their targets and release a thick fog, which settles to the ground. They silently make parallel passes through the fog, attempting to rip their victims to shreds and eat them.

Their leathery hide protects them from most hazards. When cut, the wound exudes a gooey fluid that spreads over the cut and hardens, like a patch. They are

susceptible to fire damage, and if they catch fire they can explode (doing 6d6 damage points to all within ten feet).

They are creatures of pure instinct and have no intelligence. They live at high altitudes, and prefer to rest in mountain caverns. They reproduce by budding; the development time from bud to separation is four weeks. Human hunters stalk these creatures for their hide and teeth, the latter now in vogue as shaving instruments.

It is rumored that some small humanoids have captured these creatures and used them for mounts. This does not seem impossible, but it is highly unlikely to have actually occurred.

Trythipe   Rating   17.18

Hgt	7'		Forest	Rare
Wgt	120 lb		Grass	Occasional
Move	20/0/120'/R		Jungle	Never
DP	24		Mountain	Occasional
	C	M	G	Depths	Never
MOD	0/	0/	8	Surface	Never
DV	8/	7/	7	Rivers	Never
DMG	20			Swamp	Never
				Volcano	Occasional

Skills:
    1 Exceptional STR
    2 Hide
    2 Inferior INT

Description:

A flying creature, this lizard has long thin arms that support large areas of skin that act as wings. Sturdy bones and strong muscles help it become a flying projectile, whose favorite attack is to swoop into a shallow dive, strike its prey head on, skewering it on its pointed beak. It then pulls up high into the air, and if its prey still lives, drops it from a great height. It can than land and devour its now dead prey in leisure and safety. *This attack is considered a missile attack rather than a hand-to-hand weapon attack.*

Needless to say, this rather muscular and heavy flying creature requires a lot of fuel to keep its body going. Most trythipes consume their own weight in prey each day. Each requires about one hundred square mets of hunting territory, and if challenged by another of its own kind, will engage in a duel to the death in the skies, where each attempts to spear the other.

Trythipe mate briefly and then go their separate ways. The female bears a clutch of six to eight eggs. When these hatch, she cares for and feeds the young for several months until they can fly and hunt for their own food. Dwarves believe that eating trythipe meat will bring them strength, and will often hunt for them, incapacitating them by stringing up nets in obscure places and chasing them through.

Ujovi   Rating   23.70

Hgt	5'		Forest	Never
Wgt	120 lb		Grass	Never
Move	10/30/0'/R		Jungle	Never
DP	12		Mountain	Never
	C	M	G	Depths	Occasional
MOD	0/	0/	0	Surface	Rare
DV	3/	3/	3	Rivers	Rare
DMG	0			Swamp	Never
				Volcano	Never

Skills:
    6 Anesthesize
    1 Inferior INT
      Paralysis
      Replicate

Description:

The Ujovi is a very adaptable and dangerous creature distantly related to the Jacer. In its original state, it is a large amorphous blob of living matter, with a transparent body and visible internal organs. It lives in the sea, and can gain sustenance from paralyzing, enveloping and injesting small fish and animals. In this form, without any kind of natural defenses, it is very vulnerable to any kind of physical attack.

It is on reaching maturity that this creature's true defense becomes available. When it finds a creature of approximately its size, it paralyzes the creature to keep it from moving. It then attaches itself to the creature. Extruding tentacles into the creature, one by one it attaches a little of its mass to each cell, reproducing it and destroying the original. If this process proceeds to completion, it becomes its target. It gains all of its target physical abilities, and slowly, over time, can remember its target's memories. It usually takes one hour to make the physical replication, but will take an additional one to three days to access and be able to use its target's memories.

In no form can the ujovi manipulate elemental or divine magic. After gaining its target's memories, it can and does act just as its original target. But after a period of four to five years, it looses the cohesion of its new form and must reproduce. At this time, its form will begin to falter, its skin or hide loosing definition. The ujovi must then immerse itself in a large body of water, and soon after it will revert to the amorphous state, splitting into to during the process. The two newly formed ujovi retain none of the memories of its parent, and must spend the next four to five years feeding and growing to maturity, restarting the cycle.

If, in its replicated form, it is injured to the point of death, it can revert to its amorphous state, but it must find and replicate another host within six hours or die. It can also voluntarily entry this form to delay the onset of reproduction.

In either case, it retains its own, and its former forms, memories. Ujovi that purposely replicate from one host to another over long time periods can grow to be quite knowledgable and dangerous. This perverted form of "imitation" life is so vile that even the adherents of Isis and Osiris agree on the need for its destruction.

```
Ulrich                    Rating    7.45

Hgt  2 x 6'        Forest Rare
Wgt  30 lb          Grass Occasional
Move 10/30/0'/R   Jungle Rare
DP 5            Mountain Never
      C  M  G    Depths Never
MOD   4/ 0/ 0   Surface Never
 DV   4/ 4/ 4    Rivers Never
DMG   12          Swamp Never
                 Volcano Never

Skills:
   5 Burrow
   2 Enhanced Sense of Smell
   1 Fur
   1 Inferior INT
   1 Poor Eyesight
```

Description:

These semi-intelligent creatures are small, four legged mammals. They can grow to two feet long and six inches in girth. They have strong back legs, and small forepaws with almost razor sharp claws. They are covered in grey or brown fur. They have small black eyes, a sensitive nose, and a mouth with blunt teeth. They have almost invisible recessed holes for ears.

Ulrichs are root eaters, living underground and burrow about searching for roots. They usually den in packs of ten to twenty, and are the bane of farmers, whose only defense is to use one of the ulrich's natural enemies to keep them at bay.

Their sharp talons allow them to move through the ground with relative ease, and make them a formidable opponent in a scrap. Here is an estimate of their movement rate through various materials.

Material	Distance per melee
Sand	25'
Loose dirt	10'
Packed dirt	5'
Concrete	1'
Stone	none
Metal	none

If captured when very young, ulrichs are easily trained. They are often used by thieves, as they can travel undetected and return with small objects. Other creative uses have been employed as well.

Upper class ladies often use trained ulrichs as a "living" wrap and pet, which accompanies them wherever they go.

```
Unicorn                  Rating   77.28

Hgt  5 x 6'        Forest Rare
Wgt  1000 lb        Grass Rare
Move 140/20/0'/R Jungle Never
DP 40           Mountain Never
      C  M  G    Depths Never
MOD   4/ 0/ 0   Surface Never
 DV   4/ 6/ 4    Rivers Never
DMG   24          Swamp Never
                 Volcano Never

Skills:
   8 Beam Port
   3 Bolster
   8 Charge
   1 Enhanced Hearing
   3 Exceptional HEA
   2 Exceptional PER
   2 Exceptional PWR
   1 Fur
     Immune to Poison
     Silent Movement
   9 Tracking
```

Description:

A unicorn resembles a large Arabian horse with have a striking one to two foot horn protruding from its forehead. It is covered with white hair, or white hair with gray or black markings.

Unicorns are herbivores, living off grasses and other plants of the plains and fields. They are a long-lived breed, with a life span of 100 to 200 years. They are intelligent, and have their own language. They usually live in herds of 10 to 30. They are social creatures, rarely venturing out on their own.

They are very magical in nature, and derive their existence from the land where they are born. They rarely leave that place, and if forced to they slowly fade over time, eventually dying. Unicorns live in harmony with all life, and have no natural predators other than man. They can communicate freely with all animals. Though not native to Jaern, they do communicate with and occasionally assist the Onivero.

Their magical nature is evident in other ways. They can automatically detect the presence of poisons, and are very resistant to magical effects. They heal at twice the normal rate, but suffer twice the ordinary damage from weapons made of iron, as iron is a foreign metal to them. They can teleport from danger when threatened.

Powdered unicorn horn is an important ingredient in many magics, and a part of many beneficial potions. Because of human hunters, unicorns are **very** wary of people, and rarely allow themselves to be seen. They accept none but their most trusted human friends as riders, and then only reluctantly. They view humans as a wasteful, harmful, and viscous lot, with a few exceptions.

```
Vatrole               Rating    61.78

Hgt  24'           Forest Never
Wgt  1200 lb        Grass Never
Move 30/120/0'/R Jungle Never
DP 60            Mountain Never
      C  M  G    Depths Occasional
MOD   8/ 0/12  Surface Rare
 DV  15/ 9/ 5   Rivers Rare
DMG   20          Swamp Never
                 Volcano Never

Skills:
    Air Breathing
  3 Electric Shock
  2 Exceptional STR
    Immune to Water
  2 Inferior INT
  2 Scales
    Swallow Prey
    Water Breathing
```

Description:

This creature of the depths is near the top of the food chain. Snakelike, it often grows to a length of twenty to thirty feet long. It is covered with thick scales with an unusual blue hue, which makes it very difficult to detect by the unwary. It preys mostly on large carnivores like sharks, or any larger sea creatures. It finds dolphins a particular delicacy, and will go to great lengths to outswim, exhaust and devour the unfortunate dolphin traveling alone. Dolphins in groups will usually outsmart and outmanuever the hunting vatrole.

Vatrole are born live in small groups of two or three and are abandoned by their mother immediatly. They generally live and rest near the sea bottom, but often travel near the surface to hunt some of its larger targets. While they can travel squirming like snakes overland, they will generally prefer to stay in the waters.

Some vatrole have developed an unusual attack style when they encounter sailing vessels far from land. They will position themselves several hundreds of feet to either side of the ship, just below the water. Then, working up to full swimming speed, they will approach the vessel, vault out of the water, skimming just above the deck and attempting to swallow anything moving in their path. Continuing they will either clear the far rail, or hit the deck and squirm over the other side. Not a pleasant way to die.

```
Venevermo             Rating    17.86

Hgt  4'            Forest Occasional
Wgt  40lb           Grass Occasional
Move 0/0/0'/R      Jungle Occasional
DP 16            Mountain Rare
      C  M  G    Depths Never
MOD   3/ 0/ 0  Surface Never
 DV   5/ 5/ 5   Rivers Never
DMG   0           Swamp Never
                 Volcano Never

Skills:
  0 Armor
  3 Burrow
  1 Digest
  2 Distinctive Odor
  3 Enhanced Sense of Smell
  1 Hide
    Paralysis
```

Description:

This creature hunts its mammilian prey by smell. Burrowing beneath the ground, its rearmost stinger strikes its target, paralizing it. It then extrudes digestive juices and waits for its prey to disolve. Sucking down the resulting putrid mass feeds the creature's insatiable appitite.

Vorikarno   **Rating   33.16**

```
Hgt  8'            Forest Never
Wgt  400 lb         Grass Never
Move 0/60/0'/R    Jungle Never
DP 20            Mountain Never
       C  M  G    Depths Rare
MOD    0/ 0/ 6   Surface Occasional
 DV    3/ 3/ 3    Rivers Rare
DMG    0           Swamp Occasional
                  Volcano Never
```

Skills:
```
   0 Armor
   9 Camouflauge
     Immune to Poison
   2 Inferior INT
     Paralysis
   1 Poor Eyesight
     Replicate
     Swallow Prey
```

Description:

Living in the calmer waters of swamps, oceans and slow moving rivers this creature waits for its food to come to it. With limited mobility, it lays in wait, appear as a path of sea plants, and when its victim is within reach, it paralyzes them, pulling them within its body and slowly digesting them.

Xaxo   **Rating**
                                     0.58

```
Hgt  6"            Forest Never
Wgt  1 lb           Grass Never
Move 0/0/0'/R     Jungle Never
DP 4             Mountain Occasional
       C  M  G    Depths Never
MOD    0/ 0/ 0   Surface Never
 DV   11/ 6/ 7    Rivers Never
DMG    2           Swamp Never
                  Volcano Common
```

Skills:
```
   7 Beam Port
   2 Chitin
   3 Cling
   1 Exceptional PER
   3 Inferior INT
     Resist Fire
```

Description:

A small insect creature, the xaxo has six segmented arms arraigned radially around a disk shaped body. Three large segmented eyes on short stalks can see in any direction. The underside of their body contains their mouth. They have thick chiton which protects them from many physical attacks. They are grey in color, and generally blend in well with the surrounding rocks.

These creatures live on smaller insects and the spare plantlife they can find on the mountain slopes. They are sensitive to light and movement, and spend all of the time they are not hunting for food basking in the sunlight, chemically storing Onra's radiant energy within themself.

This has allowed them to developed a very unusually defense mechanism. When something large and threatening approaches them, they use the energy they have gathered and reflexively *beam port* as far from danger as they can. This ability has made them very difficult to capture for study. Nomads often use liquids from these creatures bodies as ingredients for their potions, believing them possessing the power of Onra. This same revelation causes the priests of Ra to regard these insects as holy, protecting them from harm.

Yartz   **Rating   4.78**

```
Hgt  4"            Forest Occasional
Wgt  2 lb           Grass Rare
Move 80/30/0'/R   Jungle Rare
DP 7             Mountain Never
       C  M  G    Depths Never
MOD    0/ 0/ 0   Surface Never
 DV    4/ 5/ 4    Rivers Never
DMG    4           Swamp Never
                  Volcano Never
```

Skills:
```
   3 Cling
   4 Deplete EU
   1 Detonation
   1 Enhanced Sense of Smell
   1 Exceptional PER
   1 Fur
   2 Inferior INT
     Susceptible to Fire
   3 Teleport
```

Description:

These are small, rodent-like creatures. They are covered with thick, striped black and white fur, have small ears like other rodents, but no tails. Their front paws have small hand-like claws, and their rear legs are disproportionately large and strong.

Yartz live in large groups, and are unusual in that they do not eat food. Their digestive tracts are only used when they are infants, to digest their mother's milk. Once weaned, a unique organ near their brains allows them to collect and use elemental magic energies as sustenance. They also use the energy to move magically.

These creatures attack other creatures of a magical nature by teleporting next to them, grasping their prey with their strong hind legs, and draining the elemental magic from them. This is particularly distressing to magicians, as the attack consumes their elemental units at a rate of 1d4 per round.

The beautiful fur of these creatures is highly prized by furriers, but they are difficult to capturing and impossible to raise in captivity. Yartz are hunted by nomads for the magic channeling organ, which is an ingredient in many of their incants once it is dried and powdered.

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_____

Zather   **Rating   9.62**

```
Hgt  6'            Forest  Rare
Wgt  40 lb          Grass  Never
Move 0/0/60'/R     Jungle  Occasional
DP 15            Mountain  Never
      C  M  G     Depths  Never
MOD   0/ 0/ 8    Surface  Never
 DV   5/ 5/ 5     Rivers  Never
DMG  12            Swamp  Rare
                  Volcano  Never

Skills:
  10 Camouflauge
   2 Exceptional AGI
     Immune to Sleep
   3 Inferior INT
   1 Poor Eyesight
     Protected from Fire
   1 Skin
   6 Squeeze
```

Description:

Zathers evolved in the heavy jungles near the equator. They seem a single ribbon of flesh, wound spirally as if around a tube. If unwound, a zather would be 40 to 60 feet long. In its normal shape it looks like a six foot tall and three foot wide cylinder.

Stretching its flesh into a thin ribbon, the zather rotates quickly, creating enough lift to fly. It is not very maneuverable, but is quite adept at falling from above. Its green molted skin allows it to blend in with foliage, with little change of being seen.

It is the terror of the forest, and large mammals fall prey to it's rather unique attack. A zather hangs or hover in the crown of a large tree, waiting for unsuspecting prey to walk beneath it. It drops on its target and winds its coils about the prey, constricting and crushing the helpless creature to death. Then it feeds.

Zather skin is highly prized by hunters for its amazing elastic properties. Zathers are not very bright, and have limited sight. A favorite hunting method is to place statues of large mammals or people in forest clearings, and killing the creature as it attempts to crush the statue.

It is believed that Onivero have domesticated zather to use their muscular abilities aboard their hydro-sails and in some of their other strange constructions.

Chapter 36

Creating Adventures

The information in this chapter will assist you, as the Game Master, to create new adventures. Following the steps below should make it easier to create adventures that are not only challenging, but fun for everyone involved.

36.1 Determining the Goal

Every adventure, from the most planned to the most impromptu, starts with a **goal**. This is an idea in the designer's mind of just what he or she wishes to accomplish through the adventure. It is not a specific task for the adventurers to accomplish, but more of a general reason for creating the adventure in the first place. Here are some examples:

Testing the Adventurers' Adherence to Their Motives
Teaching Players Not to Trust Appearances
Advancing an Ongoing Plot Line
Showcasing a Particular Adventurer's Uniqueness
Allowing an Adventurer to Fulfill a Self-imposed Quest
Relieving Tension with a "Hack and Slash" Adventure
Introducing an Important Magical Item
Introducing a New Actor
Reinforcing an Actor's Personality and Familiarity
Allowing the Players to Accomplish Self-imposed Goals

36.2 Choose the Environment

While this may not seem as important as some steps, knowing the environment you'll be working in is a big design help. Different environments include:

Environment	% times used	1d20 Roll
Underground	35%	1 – 7
Wilderness	35%	8 – 14
City	15%	15 – 17
Sea	10%	18 – 19
Weird	5%	20

Varying the environment from week to week is best. Don't sacrifice playability and detail for the desire to use a "weird" environment (like other planes or planets); players get quickly jaded. Neophyte GM's should stick with underground or wilderness settings, as they make for easier designs. You can successfully tackle the more difficult environments once you get some design experience.

36.3 Actors

Every adventure you create should always include at least one lead actor. These personae are catalysts for the interaction between you and the adventurers. Use a few actors you already have, or create one or more new ones. A close look at an actor's history may well define the plot of the adventure. Try to reason out what that actor may have done in the recent past that would cause him or her to come into contact with the adventurers at this time.

Also create several bit actors, with just a short description, to add color and detail to the adventure. The players shouldn't be able to guess who the lead actors are just because they are the only ones with detailed physical descriptions. Look at **Creating Actors** on page 376 to learn how to create lead and bit actors.

36.4 Determine the Plot Line

Developing the plot line is perhaps the hardest step. You must decide the general means by which the adventurers will reach the goal you have set for them. This is a very intuitive process, and as such there is no rule by which you can generate this. Here are some possible goals, with an example plot line for each to give you an idea of the possibilities.

Testing the Adventurer's Adherence to Their Motives

A group of adventurers, all followers of Isis, is hired by a merchant to seek out a specific magical item. The adventurers discover that the item he covets sustains the lives of many impoverished villagers. Will they refuse to acquire the item for their employer?

Teaching Players Not to Trust Appearances

The adventurers set out to rescue a maiden being held captive by an evil akvodrako. The real situation is that the maiden is a vile witch who is holding the akvodrako captive, waiting to lure would-be rescuers to their deaths.

Advancing an Ongoing Plot Line

Having recovered the Key of Life through a series of adventures, the adventurers must return it to the island of

Alborn to perform the Rite of Renewal to restore life and health to all.

Showcasing a Particular Adventurer's Uniqueness

Sunstar, a self-styled super heroine, defends the causes of good and justice where she can. Design a super-villain actor to terrorize the countryside and allow her and her companions to seek him out and bring him to justice.

Allowing an Adventurer to Fulfill a Self-imposed Quest

Sir Valence de Vice, a paladin of medium standing, has decided it is time to seek out a horse worthy of his station. Allow him to find this steed, if he proves worthy.

Relieving Tension with a "Hack and Slash" Adventure

A large group of orcs has invaded a nearby castle. Go clean them out and restore the castle to its rightful owners.

Introducing an Important Magical Item

The famed Cup of Truth will give whoever drinks from it the ability to answer one question. The adventurers desperately need the answer to some question, and they must face the cup's guardian to obtain it.

Introducing a New Actor

Yel'arc, a mage from the Pellidor, has moved to Karfelon and intends to stay. She deals in magic curious and artifacts ancient. She hires the adventurers to investigate some old caverns she discovered by the shore.

Reinforcing an Actor's Personality and Familiarity

The adventurers are again hired by Alabaster, this time to destroy a shrine to the dead god, Shiva (very apt), as part of his revenge-quest against the gods.

Allowing the Players to Accomplish Self-imposed Goals

Her two friends turned to stone, Shintael decides she must get them returned to flesh . . . no matter what the cost.

Obviously, coming up with your plot line is sometimes much more difficult than it may seem, so below is a partial list of different plots that can be used to accomplish your goals.

Assassination
Assault or raid as an ambush
Assault or raid on a fortress
Assault or raid on a ship
Assault or raid on a town
Big game hunt
Bounty hunt
Breakout from jail
Caravan escort
Commercial hunt
Coup d'etat
Destroying and looting caravans

Duel, team-to-team
Duel, one-on-one
Exploration
Feasts and celebrations
High-jacking
Inter-family/business/party feud
Intrigue
Investigate ancient ruins
Kidnapping
Madman
Obstacle course
Parcel or message to deliver
Personal escort
Pilgrimage or crusade
Piracy
Public brawl
Rescue from natural disasters
Rescue from Actors
Riot
Sabotage/arson
Salvage
Smuggling
Spy mission
Tournament
Trailblazing

Some of these should be used more often then others. Some have limitations that make them more prone to failure (especially those requiring a particular adventurer to be present). As such, a good mix of adventures should only occasionally use these. Using the same idea more than once in a row could lead to mutiny in the players. Lastly, consider combining two (or more) in one adventure, one being the primary goal, and the other a secondary goal.

36.5 Motivation

Why will your adventurers go on this adventure? An adventure is useless if the prospective adventurers don't want to go. You must construct a reasonable and likely motive to entice your players into having their adventurers participate in the adventure. Some motives include:

Greed (i.e., pay them off!)
Temples can request or force adventurers into action
Rescuing a well-liked companion
Repayment of a favor granted to the adventurers
  by an actor
Playing upon the intent or sympathies of
  various adventurers

Remember, the best adventures are those the players **choose** to send their adventurers on, not the ones you force them on.

36.6 Setup

Given that you have set a goal, developed the plot line, chosen the environment, created all the needed actors, and have selected the appropriate motivation to entice the players on this adventure, the next thing you must do is set it

all up. It is easiest to list the recent events for each actor that lead up to his or her current position and location. Once you get the actors started on their way, the rest of the adventure will simply flow forth because of what has happened and how the actors and adventurers react.

36.7 Scheduling Scenes

At this point you should decide the length of your adventure. Most should be one session long, but longer ones are acceptable occasionally. Allowing for setup time, town actions, and clean up time, a 4 hour session can usually accommodate 3 to 5 scenes.

A little experience at Game Mastering will help you get a feel for how long different kinds of scenes take, but initially (and in any kind complex adventure) a timetable is very helpful. List the scenes you will use, one line for each, and place real times beside them. The timetable will let you adjust the flow of play while running the adventure.

```
_____

        Scenes                       Time      Type
        game starts                  7:00
     1) Trouble at the Tavern         7:15      short combat
     2) Death at the city gate        7:50      investigation
     3) The Gypsies arrive            8:20      investigation + combat
     4) The Orcan encampment          9:10
            The Feast                 9:15      investigation
            The Challenge             9:45      one-on-one combat
     5) Gorfraya's Revenge            10:30     combat
        game is over

_____
```

36.8 Design Scene details

An scene is not simply a party of adventurers meeting some creatures or actors. You need to know several things about the scene beforehand to be able to run it properly.

36.8.1 Time

Determine, from travel plans and other estimates, what time of day the scene will occur . . . meeting undead in the sunlight is not very likely, for example. The lighting conditions may dictate much about upcoming combat, if any.

36.8.2 Terrain

Where is this all occurring? Who can see whom? What is the surrounding terrain like?

36.8.3 Surprise

Usually you will want to pre-determine which side will have free rounds of action at the start of an scene. When the scene starts, consider any actions the adventurers have taken to prevent surprise. You may have to alter your plans in response to their actions, but so be it. For example, if the players have been clever, reward them by lowering the number, or cancelling all, free rounds you had planned against them in an scene.

36.8.4 Attitude

How will the actors or creatures meeting the party react to them? Hostile? Friendly? Inquisitive? This often depends on whom they are and what they are doing. Remember, not all scenes should involve a combat. Often the adventurers will face situations where they must think. These could be conversations with actors where the adventurers seek information to help them reach their goal, or attempt to influence an actor to perform some action to assist them.

36.9 Balancing Combats

Adventures should be challenging to make the game enjoyable and exciting, but not so deadly as to frustrate and discourage the players. The basic tool for balancing combat scenes is adventurer and creature **Ratings**.

To get the rating of an adventuring party, add up all the ratings of the members in that party. To get the rating of a group of antagonists, add up the ratings of the actors and creatures within that group. Using the party's rating, you can then balance the combats by making their antagonists a percentage of their rating. Because the adventurers can take time to recover between some combats, they can usually face about 150% of their rating during an adventure. Here is balancing information for a typical three combat scene adventure:

```
Players         rating
Varna           10
Raist           12
Wjam-R          8
Aleric          7
Belric          7
     total      44

Scene           rating   % of parties rating
1) a tiger      22       50 %
2) 2 thieves    11       25 %
3) Sphynx       33       75 %
```

36.9.1 Adventurer Death

Death happens in fantasy worlds, just as in the real world. No one ever likes to see their adventurer die, but if it never happens, the players can easily get a false sense of "I can do anything!" which will make your adventures lack the challenge and thrill they deserve. When an adventurer dies, you should allow the player to realize that the fault is due to misplay on their part. When an adventurer dies in a trap, the others of his or her party should be allowed to see and understand the trap so that they know that there was a safe way around it. You should NEVER set out to specifically kill adventurers.

36.9.2 Attrition Rates

Attrition rates can only be spoken of statistically. You don't go out and kill a few more adventurers just to bring up your "kill ratio!" But, by examining how many adventurers die in your games, you can make some useful changes. Death should be a common enough companion in your campaign so that the adventurers fear it, but they should rarely be knee deep in blood.

Small campaigns with 3-5 people probably should see an adventurer death every 5-6 gaming sessions. Large campaigns with 10 or more people will probably meet the **Grim Reaper** most gaming sessions. Remember, adventurer deaths (or near deaths) can be used to increase the feeling of tension in a campaign as you approach the climax of a series of adventures. But if you overdo it, your players will become immune to the drama, and eventually tire of the game, feeling there is no way to "win."

If you notice your attrition rate is drastically outside this range, slowly rebalance your adventures. Plan for higher or lower ratings of creatures or actors meeting your adventurers during combat scenes. Changing by 5% per adventure is fast enough to get results, while slow enough so that you can tell when to stop.

36.10 Choosing and Placing Magical Items

Magic availability is best done in moderation. None at all will make players angry, a little will whet their appetite for it, while too much will make them blase about it. Players who direct walking arsenals of magic exercise their knowledge of the rules more than their creativity or roleplaying skills. Almost every adventure should have some accessible magical items, but rarely should a pirate's horde be found.

Magical items should rarely be in locked cabinets or secret places; they should be used by their owners. If you had such powerful items would you keep them locked away, or would you hang on to them and use them as needed? Actors should carry their magical items and use them if appropriate. Magical items should be considered tools, not prize booty.

Non-intelligent creatures, as a rule, don't carry little backpacks filled with treasure. When the adventurers kill an eagle, are they expecting Treasure Type Q and C (magic only)? Where is the eagle carrying this stuff? In its little eagle backpack? Get real. Eagles don't secrete magical items in their nests, either. Nests are used to store little eagles and dead mice.

36.11 Placing Treasure

Treasure should be placed with the same care as magic. Who has the treasure? Why do they have it? What do they do with it? Actors and creatures do not carry or hide treasures just as a prize for their captors.

Look at each actor and creature in the adventure you are designing. What would make sense for them to be carrying? If they are wealthy, how would they store that wealth? Remember that the amount of treasure you give will be equal to what the adventurers have to spend. What is available to buy in your campaign? Are these all things you want your adventurers to be able to acquire? Set the amount of treasure given out so you are comfortable with the things your adventurers can buy.

36.12 **Assigning Adventure Experience**

Adventure experience is often the largest share of the experience a player earns for his or her adventurer. How much you give sets the pace for your game and campaign. As designed, the creatures, models, and actors are rated assuming an adventurer will gain 2,500 EP per gaming session. Approximately two thirds of this is experience gained for successfully completing an adventure. Assign the goals you think the players should accomplish for this adventure, then assign an appropriate amount of experience to reflect this.

If the major goal of an adventure is to save a hostage from a reckless band of orcs, and a minor goal is recognizing and recovering the treasure the orcs stole from the Sanctuary of Isis, you could assign the major goal to be worth 1200 EP and the minor goal to be worth 500 EP, for a total of 1700 EP.

36.13 **Adventure Approval and Redesign**

If you are Game Mastering in a large campaign with other GM's, there should be one person responsible to co-ordinate play, maintain consistency from one game to the next, and make decisions about the appropriateness of different aspects of an adventure. Before you run your adventure, make sure you check with this person to make sure you are not giving out any magic that could invalidate another GM's adventure, and the actors you are creating will interact properly with others in the campaign. Large campaigns should not be come a "War of the GM's," as they should be working together to make an entertaining game for the players and themselves.

Chapter 37

Judging Adventures

37.1 Your Job as a Game Master

First off, you are there to see the players enjoy the game. This is more important than any of the rules. This does not mean you help them succeed, or that you modify things in their favor (a cakewalk is no challenge and boring), but when a rule gets in the way of your game, don't use it.

Secondly, while the rules help you to handle your players' actions, no rules set can cover everything that might happen. When a player tries to do something outside the printed rules, think clearly, decide how likely it is that his action would succeed, assign a dice roll to it, and tell him what he needs to roll. You, as GM, are there to **Adjudicate**, that is, act as a judge. If just following the rules was enough, there would be a lot less need for a GM. You act as an arbitrator between your players and the world you have created.

You are not obliged to explain the reasoning behind an adventure, or unseen happenings that affected the adventurers. Mystery is what makes many adventures exciting. You shouldn't go to any effort to confuse your players, but by not divulging everything leaves you other plot devices to use in the future.

37.2 Credibility

If there was one topic that was most crucial to a GM wanting to run a long term, popular campaign, it is his credibility as a Game Master. For the players in such a campaign to enjoy roleplaying fully, they must believe that they are in a consistent, understandable and realistic environment. If they cannot see their actions having a reasonable and particular result on the environment, they won't feel that they have any control over what happens to their adventurers.

When you are Game Master, you too are roleplaying. Rather than being a friend or associate of your players, you are roleplaying being an impersonal agent whom is running a simulation of a different reality. Your players should not believe your are either an antagonist out to destroy them, or a "Guardian Angel," protecting their lives and belongings from harm. It is their actions that should determine their success, and not your "manipulation" of the events to save or harm them.

There are several things to avoid. When your players make a mistake, don't offer to "roll back time" to allow them to recover. Don't accept any default actions about what they might have done in the past. Once you allow something like this, your players will expect you to always allow this, being angry and dissatisfied when you don't. Don't offer suggestions or analysis of the situation around them, they are the ones who are experiencing the simulation, and solving things for them steals the sense of

accomplishment and insults their abilities. The situations in the game are like life, they should learn from the experience, luckily having the ability to start anew when they make a large mistake.

In a large gaming group with multiple game masters, it is absolutely essential that the players never believe that any of the Game Masters are performing actions as a GM to affect their own adventurers. Thus a Game Master in this situation should make not allow any object he allows the players to gain to ever fall into the hands of any of his own adventurers, or become crucial to their survival in the hands of his companions. He should not bestow any power, magic or ability that will aid his own adventurer, however indirect.

All these actions and rules boil down to one thing. Once you modify game play for your own purpose, or to help your friends, you destroy their illusion that the game is a reality that they affect and effects them. Once is enough, your players will not trust your Game Mastering, reducing your game down to a political popularity contest.

37.3 Running the Adventure

Keeping your players active and busy are your best tools in giving them an enjoyable game. A good grasp of the rules, clear communications with the players, and an ordered and consistent method of handling combat will help you in this task.

37.3.1 Maintaining the Illusion

Maintaining the "realism" of your fantasy setting is all important to involving players in the game. Try to avoid discussing any non-pertinent rules during play, forcing them from the situation of playing to talking about the game or the game system is both disconcerting and annoying. Try to plan your gaming sessions to avoid outside interruptions and distractions. Competing with outsiders talking with your players and people reading comic books is disconcerting both to the other players and to you. You want to believe that the actions and environment they are involved with require all their concentration and thought.

During gaming breaks, after the game and at anytime you are not playing, do not talk about things that "could have been." Do not answer questions about how your adventure was "supposed to go". Do not let you adventure write-ups out. Players cross examining your write-ups, your actions and your motivations after the fact leave you open to their criticisms and disapproval. The results of an adventure happens while playing, and should not become a contest of wills and words after the fact.

If you do have confusion or wish a second opinion on how to handle specific gaming situations, speak privately with the Campaign Coordinator or another GM. The less

mechanics and visible GMing seen by the players, the more involved in the gaming environment they become, the more they enjoy the game. This cannot be stressed enough!

37.3.2 Action Modes and When to Use Them

The three modes of play, **Summarized Actions**, **Free Actions**, and **Melee Actions**, are used to change the time frame of play. In each mode, time travels slower than the last, and the options available to the players are greater.

When playing in a mode that cannot accommodate an adventurer's action, switch to the next slower mode. If the action slows down, gets boring, or there are no "new developments," switch to the next faster mode. Leave Melee Action mode when there are no further combat actions. Leave Free Action mode when the players have no actions to take and you want to advance the time to the next interesting scene or arrival.

37.3.3 Perception Checks

There will often be situations when you have to decide if your players notice something is happening. When this is everyone, you can ask all the players to make a roll against their PER stat. If it is a single adventurer, it is better to ask that player what his adventurer's PER stat is, and make the roll in secret. Failing the roll means the player learns nothing, and he should not be able to tell the difference between failing the check, and there being nothing there for his adventurer to notice. You should call for occasional **Perception checks** just so the players do not get used to knowing something is up just because a check is made.

37.3.4 Getting the Game Going

When your players gather to play, be ready for them. Have any gaming materials you use available and organized. Have the adventure you plan to run at hand, and be familiar with it. Make sure the players have their adventurer cards or records. If you are using a chalkboard, list their adventurers on it and prepare an order of combat, or marching order. Always start the adventure by telling them where their adventurers are, what condition they are in, and give them a brief summary of what they have done leading up to the present. Start in Free Action mode and ask what actions they wish to take.

37.3.5 Judging a Combat

37.3.5.1 When and How an Scene Should Start

If an adventurer or actor attempts a combat action while in Free Actions mode, switch to Melee Action mode. The one attempting the first action gets a **Free Round** to perform a single action that starts combat. If you adjudicate that anyone else notices this action, start the normal combat sequence by asking for an initiative role.

Be sure you know the position of all the adventurers when going into a combat. If you are using a chalkboard or miniatures, set their positions. The players will be asking about distances, line of sight, and travel times to enter melee. Be prepared to answer these questions quickly and easily.

If your players insist on being unorganized, assign distances and positions at random, or by the position they are seated about the gaming area. They'll soon learn it's to their advantage to get their act together.

37.3.5.2 Judging Grapples

If an adventurer is initially leaping on another from above, (e.g., from horseback), he receives a +1 on his first grapple roll. If he drops on him from above (e.g., from an overhanging tree), he receives a +3. Both grapplers are considered at a –4 CDV or MDV disadvantage to all other melee attacks, but anyone attempting to thrust a sword into a grappling match will find that if he misses, he must roll to hit the other grappler.

Suppose that Klihru the Foul Breath is about to kill the magician who Rastel of the Broken Stick believes is the adventurers' only hope for survival. Klihru has a grapple modifier of 4, and a grapple defense value of 15. Rastel, by contrast, has a grapple modifier of 2, and a grapple defense value of 12.

Determine initiative first. In this case, since Klihru would never suspect Rastel of such active behavior, he is totally taken by surprise, allowing Rastel a free round.

Rastel attempts to hold Klihru. He rolls 1d20 to grapple, adding in his grapple modifier and comparing the result to Klihru's grapple defense value. He rolls a 14, adds 2, and compares the sum (16) with Klihru's 15 GDV. Rastel succeeds in holding Klihru.

Now that Klihru is held, on his next round, he rolls 4d6 vs. his STR in an attempt to break free, receiving a 17 . . . above his STR, thus failing the attempt. Rastel's companions then bind Klihru while waiting for his wits to clear, removing that threat and ending the combat.

37.3.5.3 Adventurers Shooting into Melee

Shooting into a combat is never clever. If your players try this and miss their target, you should determine what chance they have to strike foes or friends. If all combatants are approximately the same size, the chance of hitting anyone is evenly random. If the combatants are different sizes, determine the chances based on approximate size.

Bolton the Blind wants to fire an arrow into a battle between his pal, Frimbo, and an enraged griffin (five times Frimbo's size). Bolton's player should roll 1d6; the griffin is the target on a one through five, and Frimbo on a roll of six.

37.3.5.4 Attacking Blind

When an adventurer insists on attacking, and he has no vision, or their is no light, or his opponent is invisible but present, there is an automatic penalty of 8 on the roll "To Strike". Any attempts to notice position or details in these conditions is at two dice extra on any check against PER.

37.3.6 Judging Magic Use

There are number of different issues with the use of spells, singularly and in combination. Wanting to be consistant, some of these topics are listed here.

37.3.6.1 Swapping Bodies

Both the Earth magic **Necromancy/Time spells** and various artifacts make it possible for an adventurer to swap bodies with other humanoids or creatures. When the adventurer swaps to a new body, his knowledge, and mental and spiritual attributes stay the same, but he then has the the physical attributes of the new body.
These attributes are physical:

```
Strength
Health
Agility
Comeliness
Non knowledge based Racial Abilities
```

All other stats and abilities stay the same.

37.3.6.2 Judging Mutate/Transmorgify

Mutate and **Transmorgify** allow genetic changes to be made to the target. These changes are purely physical and do not allow the target to gain and skills, spells or magical abilities. Any change that only involves appearence, like moving a limb or changing eye color, does not cost the caster any additional experience above loosing a rank in the spell group. Gained creature abilities mst be payed for by the caster in held experience points.
Removal of creature abilities from the target must also be paid for by the caster in positive experience points. Giving a target an **Inferior Strength** costs 5000 experience points to the caster.
Removing weaknesses and disadvanteges is also allowed. Again the caster must pay the positive experience price of the weakness. Removing a **Inferior Strength** also costs 5000 experience points.
Many creature abilities require a physical body part to manifest them. A caster can give the target wings as a physical change with no additional experience cost. However, to fly, the caster must pay for the **Flying** creature skill. The knowledge or instinct to use any new body part comes with the purchace of the appropriate skill, and not just manifesting the part during a change.
Behaviors or instincts tied to a creature are not gained or changed when parts of their body are added to changed targets. If the target of the spell is a human, they will not be attracted to open flames if they gain a moth's wings and the **Flying** creature skill.

Optional:
Since an instinct or behavior is actually a genetic characteristic of a creature's brain, the GM may allow the caster to modify the target's brain at a stated cost in experience points. Instincts do not give the target any new abilities, just the related behavior. One instinct can be changed with the ability change for each finesse, costing the ability cost and the GM's cost for the instinct. A simple

instinct, like avoiding open areas, might be worth 1000 experience points to install in the target.

Ranked creature abilities must be paid in full for all the ranks gained in the change. If the caster wants the target to have **Flying** at rank 4, allowing the target to fly at 40' per round, the cost is 200 (base cost) x (1 + 2 + 3 + 4) = 200 x 10 = 2000 experience points.

37.3.7 Awarding Experience

Assigning experience is your chance to tell your players the kind of play you value. Players will eventually learn which actions gain experience, and as much as you try to be obscure, they will play to those actions to gain the most experience possible. Make sure you are rewarding them for actions you think are appropriate to your campaign.
Here are five different types of actions that may be rewarded by experience. You needn't limit yourself to these action types if something else is more important to you. Also, feel free to change the amounts of experience awarded for each type to reflect your campaign.

37.3.7.1 Skill Experience

As a rule of thumb, award a skill's base cost in experience points as a reward for a new, unusual, or creative use of a skill. This does not mean giving experience everytime someone manages to walk across a narrow beam, or stay on horseback without falling. It does mean rewarding the clever carpenter who uses his skill to construct a large wooden badger and leaves it as a gift for his enemies, who don't suspect that he and his companions are hidden within. Experience rewarded for using skills creatively may sometimes be combined with situation experience.

37.3.7.2 Situation Experience

Award situation experience equal to the total adventure experience divided by the number of scenes in an adventure. Not all scenes should be combats; and even scenes with enemy combatants need not end in combat. Reasoning, talking, and problem solving are all viable and reasonable alternatives to combat. Experience should be given to individual adventurers, or a group of adventurers, who solve a situation in a creative or unique way. Solutions could include things like speaking with an enemy and tricking him out of information, finding the right clue to identify a murderer, or even deciphering the key to a puzzle door.

If an adventure is worth 1,600 EP and there are four scenes, a situation would be worth 400 EP. If two people are instrumental in such a solution, each would receive 200 EP.

37.3.7.3 Roleplaying Experience

Very good roleplayers may occasionally give incredible performances while playing. This might involve

them acting out their adventurers' actions or taking control in brazen and bizarre ways.

Menru helps his party slay a demon on a remote island, only to be confronted by the demon's followers, who believe the demon was a god. Menru steps forth and claims that he is the next incarnation of the god and has come to replace the demon (effectively acted out by Menru's player). Menru uses magic and tricks to back his claim, and the followers swallow the story.

An award of 1,000 EP is reasonable for incredible acts of roleplaying, but maintain a high standard for what is "incredible."

37.3.7.4 Combat Experience

As a rule of thumb, award experience equal to 100 times the sum of the ratings of the defeated creatures for combat experience. Each individual who participated in the combat, by actually damaging the opponents or by using magic to support those who did, should receive an equal share.

37.3.7.5 Adventure Experience

The total EP given for goals in an adventure should range from 1,200 to 2,000, depending on the difficulty of the adventure. Assign each goal a portion of the total adventure experience to be awarded to each adventurer if the goal is accomplished. If the party splits and only some are involved in accomplishing a goal, only they should get EP for that goal.

37.3.8 Misses and Critical Wounds

Attempts at striking with hand weapons and hitting with missile weapons sometimes have unusual results. Anytime a "1" is rolled "to strike" or "to hit," it is considered an automatic miss. Depending on the circumstances, the GM may adjudicate that the weapon used may have been dropped on the backswing, or slipped from the hand of its user.

Rolling a 20 on a "to strike" or "to hit" roll is always a successful hit, regardless of the defense value of the opponent. If the roll is 20, and any number less than a 20 would hit, the hit or strike is also considered a **Critical Hit**. When a player rolls a critical hit, the GM secretly rolls 1d100 (using 1d20 to represent the tens and another the ones digits). If the GM rolls a critical hit on an adventurer, that adventurer rolls percentile dice. Either way, the result is looked up on the appropriate Critical Hit Table in **Appendix D**. Each weapon is either a piercing, edged, or a blunt weapon (listed in the **Weapon Information** table also in Appendix D); use the appropriate critical chart.

Use the "Normal Roll" column to find the result. If the hit was on an adventurer, roll the damage dice and announce the result to his player. If the hit was on a creature, announce the result from the table and ask the attacking player to roll damage.

37.3.9 Skill Checks

Skill checks are made when an adventurer attempts an action that is not covered by a specific rule. Choose the skill most appropriate for the attempted action; if there is no skill, match the action against the most appropriate stat. Then you, as the GM, decide how difficult the task is, and assign the check from one to six d6, as follows:

```
very easy        1d6
easy             2d6
average          3d6
hard             4d6
very hard        5d6
exteremly hard   6d6
imposible        7d6
```

Announce to the player the skill or stat to check against, and the number of dice to use in the check. The player rolls the assigned number of d6; if the total is equal to or less than the rank of the skill or stat, the check succeeds and the action is successful.

If a check against a skill fails, add the skill's "extra dice" to the previously assigned number of d6 and allow the player to check against the skill's limiting stat. If an adventurer doesn't have a skill at all, he still gets to check against the skill's limiting stat at a higher number of dice.

*Taliafero wishes to walk across a 50 foot long rope suspended across a gorge. The GM announces a 3d6 (average) check against the **Acrobatics** skill is to be made. If Taliafero doesn't have that skill, or misses the check, the GM adds 1 and announces a 4d6 check against his AGI. If he fails that check, he fails the attempt and falls off the rope.*

Here are some other tasks that could be assigned skill checks for using the skill **Acrobatics**:

```
1d6      Jump Rope
2d6      Jump 8' wide trench
3d6      Walk 50' across a rope
4d6      Jump down unto bucking horse
5d6      Stand and swordfight on the back of
         a bucking horse
6d6      Traverse a wildly waving rope across
         a ravine in 40 mph winds
```

And here are some tasks accomplished using the STR stat:

```
1d6      Run
2d6      Pick up 50 lb
3d6      Pick up 100 lb
4d6      smash 1" thick wooden door
5d6      smash 1" thick stone wall
6d6      bend 1" thick iron bars
```

To help you understand the chances of succeeding in these checks, the following table gives the percentage chance of succeeding any skill or resistance check at any dice value, against any rank.

Chances of Success using Multiple Dice

Number of dice	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
					Stat value to check against																	
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 :	–	<1	<1	1	2	5	9	15	23	33	44	55	66	76	84	90	94	97	98	99	99	100
5 :	–	–	<1	<1	<1	<1	1	3	5	9	15	22	30	39	50	60	69	77	84	90	94	96
6 :	–	–	–	<1	<1	<1	<1	<1	<1	1	3	6	9	14	20	27	36	45	54	63	72	79

37.3.10 Resistance Checks

When any adventurer, actor, creature, or object is threatened with physical or magical harm, a **Resistance Check** (or **RC**) is made to determine if the effect succeeds against its target. Like skill checks, you determine the chance that this effect will succeed by setting the number of d6 for the player to roll. You also set the appropriate stat to check against for this effect. The player must roll equal to or less than the appropriate stat to resist the effect. The table in the last section shows you the chance that such a check will succeed.

```
1d6 vs HEA      not Catch cold in rain
2d6 vs HEA      not collapse after 1 minute run
3d6 vs HEA      not collapse after 5 minute run
4d6 vs HEA      not drop from sleep gas
5d6 vs HEA      not fall unconscious with no oxygen
6d6 vs HEA      not die from freezing solid
```

Objects can be harmed by magical and physical threats. While keeping strict track of every object an adventurer is carrying is not practical, the GM may decide that an object should be subjected to a resistance check against a harmful effect, especially if the object is magical or crucial to the adventure's outcome. When this occurs the attributes of the object, like those of people, are compared against a resistance check. The stats of an object are different then those of a person:

```
FIRe     resistance to being burned
ICE      resistance to being harmed by freezing
WATer    resistance to being destroyed by immersion
ACiD     resistance to being destroyed by acid
STR      physical durability of the object
PWR      resistance against magical effects
```

Like other resistance checks, determine the difficulty of the check, and have the possessor of the object make an RC against the appropriate stat. If the stats for an object do not exist, you, as GM, should simply determine them during play based on the stats of some common items in the following table:

Object	FIR	ICE	WAT	ACD	STR	PWR
			Stat Value for			
Amulet (silver)	18	20	16	11	5	3
Armor (plate)	10	12	13	8	7	2
Arrow	5	9	11	4	7	2
Crystal Ball	17	17	23	20	2	2
Glass Bottle	17	17	23	20	2	2
Gold Ring	18	20	14	12	4	1
Parchment	2	9	4	4	2	2
Robe	5	9	12	4	7	2
Staff (wood)	7	14	11	7	10	2
Sword	20	20	13	10	19	2
Umbrella	5	9	12	4	7	2

Items are always made up from basic materials. To set resistance checks for an item, consider all the materials which make up part of that item, look up their resistance checks, and choose the worst of each in each catagory. Enchanted items need to add 3 for each enchantment to their PWR stat.

Item	Fire	Ice	Water	Acid	Str	Power
adamant	24	24	19	14	21	3
bamboo	8	10	12	4	10	2
bone	13	11	9	11	11	3
brass	19	20	16	10	12	2
burlap	5	9	13	4	7	2
canvas	6	10	10	5	7	2
cardboard	3	10	5	4	3	2
clay	20	13	6	10	2	2
cloth	5	9	12	4	7	2
copper	18	20	16	10	11	2
diamonds	9	24	19	5	24	3
dried meat	5	9	6	3	2	2
feather	1	8	15	3	2	2
fur	4	12	13	5	7	2
glass	17	17	23	20	2	2
gold	18	20	14	12	4	1
hemp	5	9	7	4	7	2
iron	20	20	13	10	19	2
ivory	13	11	9	9	10	3
lead	15	20	16	10	5	2
leather	10	12	15	8	7	2
oil	1	10	6	10	0	2
paper	2	9	4	4	2	2
platinum	21	22	15	10	18	2
porcelain	18	15	23	15	2	2
salt	19	22	1	4	11	2
silk	4	9	8	4	7	2
silver	18	20	16	11	5	3
steel	20	20	16	10	17	2
stone	24	16	15	13	17	2
terisium	24	24	19	11	15	5
tin	18	20	13	9	10	2
vegamite	12	15	19	8	15	2
water	10	5	24	10	0	2
wax	1	18	14	18	2	2
wood	7	14	11	7	10	2

37.4 Carrying Things

Many gaming systems go to great lengths to track the weight and bulk of each item carried by the adventurer. In the vast majority of cases, this is an incredible waste of playing time. Constantly tracking these items involves calculating total carrying weight and size for many items as each item is acquired and lost. Instead, just use a little common sense with your players.

Carrying a complete arsenal is not practical. A main weapon, a backup and a dagger or two should be sufficient. Spears do not fit in backpacks. Neither do two handed swords. These must have proper scabards to hold them. A second set of plate or chain armor in the backpack will cause most people to fall backwards from the weight. A two weeks supply of robes and various clothes needs a steamer trunk, and doesn't fit in a backpack. Two hundred feet of rope (hemp, not space age polimer plastic fibers) will make its possessor look like a hemp mummy.

For most of the time, the GM can ignore tracking all these carried things. But if an adventurer pulls out something which would be ridiculous to be carrying, or try to leave behind his four needed pack mules, point this out, and have him make alternate arraignments.

37.5 Nomadic Guardian Spirits

Nomads take pot luck when it comes to pairing them up with guardian spirits when they are inducted. And to begin with, all they feel is a vague presence. But over time this could develop into a open communication with the spirit. How far and how fast this goes is dependant on how much time you, as the GM, can put into the development of this guardian spirit.

When a player first creates a nomad adventurer, at the same time you should set aside an adventurer card for that adventure's guardian spirit. At least create a name, a sex, a race and pick one of the stereotypes from the list for bit actors. It would be highly unlikely over the course of the first adventure that the spirit and the nomad would develop the ability to comunicate, but the posibility of incants, magics and other sendings that could interact with the spirit exists.

Over the next few adventures, slowly and occasionally, the spirit can drop phrases, comments, one liners to the nomad. Let the player learn the spirit's name, and the time period he is from. Between adventures try to write the spirit up as if it were an actor (using the outline in the chapter for creating actors). What drives this spirit? What is he looking for in a relationship with the nomad?

Remember, the spirit is usually much more life experienced than the nomad to whom he is bound. He does not always what to provide the answers, or do the thinking for the player. As a GM you do not want to be burdened with creating constant chatter from another actor. Save the interaction to help guide the nomad, provide important clues (not solutions) and use the nomad to give background material.

One particularly effective way of doing this is to allow the spirit to replay scenes from the spirit's life on Jaern. At any time the nomad stumbles across the place the spirit once was, or encounters a moral situation similar to something the spirit once had to handle, the nomad gets a thoughtful far away look for a few moments and you replay a scene from the spirits life in the nomad's mind. A scene of an arbitrary length could be replayed in a single round, with the action seeming to come to a halt around the nomad. (Of course this is in black and white and has appropriate background music to enhance the drama!).

This can be a good tool for giving background information, and setting up adventures. If, for example, the nomad is on a long term seeking for wisdom or knowledge, you can use the visions to help him find truth (or relative truth, many will argue there is no absolute truth).If the nomad is violating the precepts of his own beliefs, the visions could show the results of the spirit or someone he know duing the same in the past. If the spirit has unfinished business in the real world, the visions could be used to communicate what this is, and how the nomad can assist. Used carefully, these visions could be a lot more usefull and entertaining than any direct communication between spirit and nomad.

37.6 Divine Intervention Attempts

Adventurers may at times call upon their deities for assistance. (See the rules for this in section 2.19). During play you should keep track of the number of failed divine intervention attempts. If an attempt does succeed, roll 2d6 and subtract the number of failed attempts to determine the general mood of the deity toward the caller. Twelve means the deity likely will go to great effort to assist the caller, saving them from death if that is the reason of the call. A result of two means the deity probably will kill the caller outright for his presumption in talking to the deity directly.

The deity will often not personally deal with the situation at all, instead choosing to send a minion or underling to deal with the matter. If you do this, make it clear to the player within the roleplaying context that this has happened.

Remember that the circumstances of the call can modify the deity's reaction. For example, an adventure sacrificing his life to save other followers would probably earn a +3 on the above roll. Another adventurer, saving his own hide after causing the death of other followers, could earn a –3 on this roll.

You must use your discretion and carefully consider the personality of the deity as well. Many deities work in subtle ways, changing small things to gain big effects, but some can even put in a personal appearance, causing a halt to action and much bowing and scraping. Take a careful look at a deity's description before deciding what the deity will do. The power of these gods can be considered very great, but do remember, it is at best an amplification of the skills and magic outlined within this manual. They cannot make wholesale changes without threatening the balance and believability of your campaign.

37.7 Predictions of the Future

While adjudicating you may be called upon to make predictions about the future. Players may call upon Seers from a Convent of At'ena, or may use the Air spell Futuresee to gain information about the next few days. Players may not consider the implications of getting this view of the future, for once a vision is viewed, it must come to pass. That means if the vision is true, you, as the GM, must see that it comes to pass. You likely will have to manipulate events by secretly modifying die rolls, changing plot lines, introducing new actors and subtly steering the adventure to meet the predicted vision.

This is NOT a good thing to have to do. Players resent steering, because they will rightfully feel that they have no control over their destiny. They should consider this carefully before consulting a Seer or using future magic. But if they insist, there are a few ways you can soften the blow.

First off, Seers and spells are not always correct about the future. The Futuresee spell has a specific die roll to determine this. If you determine that it should fail, make up a plausible alternative vision that does not have to come to pass. Seers may also give deceptive or wrong answers if it is politically expedient to do so. Don't use this option too often, because your players will loose their faith in magic and grow frustrated.

When you give a vision, consider the player's question carefully. Did they word the question to get the information that they needed? You can be VERY literal in your vision or answer, invalidating their magic if they have not phrased the question carefully. Making the vision as vague as possible within the limits of their question is also perfectly legitimate. And if the vision is expressed in words, remember that different things can be considered true or false depending on what point of view you take.

When you need to make a prediction, consider what events could lead up to the vision. How will your players react when you place their adventurers in that situation? If you must make a judgement deciding if your adventurers will accomplish a goal, consider their attitude leading to that goal. Reward positive behavior, punish negative behavior.

In summary, discourage true visions of the future as much as possible without directing the players. Be as vague as you can get away with when stating the results. Use the vision to predict an appropriate result. Steer as little as possible to make the vision come to pass.

37.8 Time Travel

Time travel, you ask? Where have we specified spells for this? Well, honestly, nowhere. But what campaign doesn't eventually stumble across devices or magic that whisk the adventurers away to another time? Everything we have said above about predicting the future goes triple for travelling to the adventurers' past. Things they do can and should affect events they have already played. If you can VERY carefully set this up so they see the effects before they create the causes, you are doing an almost inhumanly good job of GMing. But don't let this complication cause you to force the players' actions. It is legitimate to trick or entice players into certain paths, but not to constantly force them.

Before you consider any adventures in different times, choose one model of how time travel can affect the present and stick to it. We use the concept of there being one time stream, and any attempts to change the past were made, succeeded, and lead to the present. This model causes you to carefully channel all time travel away from the adventurers' past, or from historical events that could change it. If the players do land at such a nexus point, their actions must result in changing the event to cause it to occur the way they originally remember it happening.

If your model of time travel allows the present to be changed, we suggest that the adventurers present at the point of nexus or change retain memories of the original present. When they return, things will be different. This can even keep other adventurers from being born, so the players should carefully consider the consequences of their adventurers' actions before they attempt to change the timestream. Repeated trips to the past to repair a changed timestream can be very entertaining (mostly to the GM).

37.9 Pausing Time

The three **Necromancy** spells, **Pause Time**, **Suspend Time** and **Halt Time** are used by an earth mage to halt the passage of time. They are used on a target, or in the case of the third spell, an area. The fields create an area in which time itself is frozen.

This area appears as a blue field, with what seems to be a transparent surface. But nothing can be seen within the field, and this field has no substance. It exists outside the normal flow of time and can not be interacted with in anyway other than being revoked. This includes any spells or abilities which deal with immaterial or ethereal objects, as the blue field is neither. All that exists at the location of the blue field is the magic which holds the area out of time.

For the first two of these spells, the shape of the blue field roughly corresponds to what would happen if you stretched plastic wrap around the object. None of the surface details are visible, and there are no penetrations of the blue field. For the third spell, the field is the shape of the area of effect of the spell. Any objects more than 50% within the field are surrounded as if they were a target of on of the other

two spells. Objects less then 50% within the field are not effected by the field.

The blue field is NOT an object, and can not be moved or manipulated as an object. It is a place where the progression of time has been halted, and it can only be undone by the revokation of its magic, either by its caster or someone with a properly powerful **Revocation** spell. Anything within the area of the field at the time it expires or is revoked is simple shoved aside in whatever direction would use the least energy.

37.10 Secrecy

Conquering an obstacle gives no satisfaction when you already know the proper method. Nothing is more dissatisfying as setting up an interesting situation, with careful clues leading up to an entertaining conclusion, only to have it solved by a player who was leaked the solution earlier outside the game. When you plan an adventure, or work with others on a major plot, keep it secret. Do not tell any players, do not tell any GM who is not involved in the plot. Do not tell outsiders who exclaim "I don't play," invariable the information finds its way back to your players.

37.11 Playing

When you play an adventurer in the same campaign that you Game Master, some extra precautions are needed. You need to take a more background seat whenever any adventure gets near any situation that you have any knowledge about. This DOES put you at a disadvantage. If there is a possibility your adventure could have solved a problem, but you as a GM know that solution, you must forsake the opportunity and allow others the challenge. Appearing to affect the game in any way with your GM knowledge will destroy your credibility and weaken the feel of reality within the game.

37.12 Solving Problems

Adventuring should always be enjoyable. When you or your players are frustrated or angry about the game, out of the context of their adventurers, then you have a problem. They come in many different guises and reasons, but all should be addressed and solved rather than allowing the gaming session to become too heated or frustrating. Some common problems and ways to approach their solutions are described here.

37.12.1 How to start

The problem in getting an adventure started is that you and your players may have two different agendas to accomplish. Novice players may be content with being told what to do, but this won't last long. You must solve the dilemma of making them go on the prepared adventure, but at the same time give the appearance they have free will.

The solution to this is **Motivation**. The players should direct their adventurers to do the things you wish them

to do, but because they **want** to. Read the section in Chapter 30 **Creating Adventures** on motivation, and know enough about your players to be able to tempt them into your adventure.

It is usual for adventurers to tend to any business they need to get done in town at the start of a gaming session. They may want to identify magic, visit and pay obeisance at temples, prepare or pickup special weapons or equipment, or report in about recent events to various actors. Use these trips to lay the clues and hooks for your upcoming adventure.

After a time, players may catch on to this and start paying too much attention to the events occurring while the game is starting. Prepare and use different **red herrings**, i.e., clues that have no meaning. Intermix these with your real clues to give a feeling of real life to the players, and to make them think more about which clues are significant and which are not.

Stubborn players may resist these attempts. Occasionally it may be necessary to push the adventure to a start. Methods for this include kidnapping relatives of adventurers, assassination attempts, teleportation, use of local lawkeepers, and chance scenes with the major actor of an adventure. Be very careful not to over do forcing an adventure start; players tire of this quickly. If they are being particularly resistant to the adventure you have prepared, it is sometimes best to let them try what they want to do. This may involve the creation of a spontaneous adventure and should only be done by a very experienced GM.

37.12.2 Cheaters

It is regrettable that some people feel compelled to falsify die rolls and possessions to gain the upper hand while playing. If you believe that you have player doing this, the first thing to do is to be sure. Falsely accusing someone of cheating can be disastrous to you and them. Make sure you catch them in the act. Don't accuse them at the gaming table; this just leads to denial and a confrontation that will do your game no good.

People who cheat do so for a reason. Most of them do so because they want to be accepted as a good player by the others involved in the game. Some believe the power their adventurer wields helps them dominate other players in real life. They sometimes think the only way they can excel at the game is to stack the odds in their favor.

Take the player aside after the game is over, or during a break. Make sure you talk to him privately, because embarrassing him in front of others will do no good. Explain you have discovered what he has been doing. Tell him you will not allow cheating in your campaign and that any further infractions might result in his being ejected. Arrange to undo the results of the cheat. For example, if he created a enchanted item out of nothing for his adventurer, make him donate it to his temple or a local charity. If you make it less painful and embarrassing for him to come clean, there is a greater chance that he will.

Remember, it is your campaign. If he continues to cheat, his drive for power will only make the game less enjoyable for the other players. Be firm and toss the continual cheater out of the campaign. Don't fall prey to the temptation to simply punish them in game terms by cheating back at them. Once you lose your impartiality, your players will never know if you are playing fair, or cheating yourself.

37.12.3 Power Gamers

Less obvious than cheaters, but potentially even more dangerous to your game, are players who play for the domination and control of the other players and adventurers. They try to bend rules to the limit, and are more interested in the mechanics than the roleplaying. The best solution for this problem to eject power gamers from the campaign, if possible.

To minimize the impact of power gamers, be firm about the interpretation of the rules. If they are obviously bending a rule out of shape, overrule them. If they find a legitimate hole in the rules, allow its use only once, and then fix the rule. No game will ever have all these possible loopholes fixed; the responsibility for keeping the game in control is yours as a GM and you must not hesitate to take charge when you think someone is taking unfair advantage of the other players or you.

37.12.4 Noise

Clear communication is crucial to running a good game. Make sure your players realize you are the one to designate who is speaking currently. If they are not all paying attention, wait until they are before giving any descriptions or results.

When you need to communicate with a single player, make eye contact, and be sure he is listening to what you are saying. He musn't accept any action as done unless he receives confirmation from you that you have heard and understood his action. Nothing is as discouraging as to give a result, only to have a player claim his adventurer did something to invalidate it, an action that you didn't hear. If you don't hear and acknowledge an action or statement, then it didn't occur.

37.12.5 Passive players

Most people enjoy roleplaying more when they are actively participating in the game. Unfortunately, there are times one or more players assume leadership roles which prevents timid players from participating. If you see this happening, design an scene or adventure that thrusts the timid players to the fore. Make their adventurers be the ones quested or hired, use their relatives to start adventures, or isolate them from the main group and make them roleplay without the other adventurers around to dominate them. Often these players will surprise you with some very interesting and skillful playing.

37.12.6 Pacing

A fast-paced game is always more exciting than one in which people spend more time consulting the rules than playing. Go out of your way to be fluent with the rules so that you need to consult them infrequently. The rules provide a framework for roleplaying, but the roleplaying is the enjoyable part. The less the rules are consulted during play, the more entertaining the game becomes.

The **Adventure Quest^{tm} Game System** is designed with a minimum of charts and lookups needed during play. Most of the rules are based on common sense solutions to common problems. When you come upon a situation that is not covered by the rules, just make a reasonable ruling and get on with play. If a player takes an unconventional action, it is better to assign an appropriate chance of success, have him roll dice to determine the result, and continue play. Spending a lot of time going through the rule book to extrapolate the rules to cover such a situation only slows play and promotes boredom. Remember, since we just tried to create probabilities from common sense solutions, you can do just the same.

37.12.7 Stuck parties

When you set up a situation for which you believe there is only one solution, don't be surprised if the players come up with a solution you didn't anticipate. Give it a chance to work. Allowing players to solve situations and escape seemingly certain death adds excitement and gives them a sense of accomplishment.

When you design an adventure, you may create an scene or trap that requires a specific solution. While the solution may seem obvious or easily derivable, your players may be totally oblivious to your solution. Be open minded. If they do something that you believe has a chance of succeeding, give them that chance. It is frustrating spending hours trying to solve a trap. (A particular sequence in a popular module where I spent three hours with a group of people trying to open doors in different ways comes to mind. What a total waste of time.) The game is supposed to fun.

Remember, you did not design this scene to kill all the adventurers. If the players seem unable to come up with a solution, at the point that play looks as if it is turning boring, introduce an answer, but one with a price. An actor could enter the scene and assist them, at a cost. One of the adventurers could accidently stumble on the solution, but injure himself in the process. An adventuring nomad's guardian spirit could come up with the solution, but reveal a dark secret in the nomad's past. Of course, don't award any experience for solving an scene if you have to show them the solution.

37.12.8 Death Situations

When an adventurer dies, how his player reacts can be a problem. The first thing to stress is that he is just playing a game, and he shouldn't be upset by the loss of something that never really existed. The second thing to do is to hand him an adventurer card or record and ask him to create another adventurer, whom you will insert into the action as soon as is reasonably possible. The fun in roleplaying is the play, not the power.

Don't get upset with the player's reaction. Losing an adventurer can be very traumatic for many people, and you may have to wait for them to calm down. Even if they leave the gaming session, they will be back if they enjoy playing.

After a player loses an adventurer, don't refer to that adventurer unless it is by an actor in the context of the game. Reminding him of his dead adventurer might cause undue distress. Remember, despite the current activities in your campaign, the way to keep players is to make sure that they enjoy playing.

37.12.9 Lost parties

When adventurers are unable to complete the adventure you have prepared because they're lost or off track, show them their mistake. This help must be within the

context of the game, and must always come at a cost. Introduce a bit actor who has the right information, but who must be defeated, or paid, to speak. Wind their path back to the proper one, but after an scene with a hostile creature. You can even have a deity appear to them in a dream, or in person, to show them their stupidity and levy a proper penance for their actions. The point here is that you want to give them the opportunity to continue, but only after realizing their error and paying for it.

37.12.10 Off-plot parties

Sometimes your players will not wish to accomplish the goal you have set for them. You cannot force them to; they are participating in a game, not reading a novel. They must have choices open to them that could affect the outcome. If they insist on wandering off to accomplish their goals, the best you can do is design new goals, on the fly, to satisfy them.

Free will is important to the players, and if they are strong in their drive toward a goal, let them attempt to succeed. If necessary, take a break from the gaming session (send your players to a convenience store, perhaps?) and quickly sketch an actor or two to help or counter the adventurers on their self-imposed goal.

37.12.11 Limited Game Time

Gaming sessions are not infinitely long. While many ardent gamers are willing to play into the night, most gamers and GMs lose their edge and tire after four or five hours of continuous gaming. When you plan a gaming session, set a cutoff time. As each scene is reached, note the time and how far you are into adventure. If you are on schedule, proceed. If you are slightly behind, drop an inconsequential creature scene. If you are far behind, plan a dramatic place to stage a cliff-hanger and complete the adventure during the next gaming session. With a little experience and skill, you will find that properly timing adventures improves your players' opinions of your campaign.

37.12.12 Spontaneous Adventures

Reality is that sometimes you may not have time to prepare an adventure. When you first start, we strongly recommend you prepare each adventure. As you gain experience, it will be possible to create an adventure on the fly. These adventures will rarely be as interesting as a prepared adventure, but if you must GM unprepared, at a minimum always prepare, or have pre-prepared, a couple of actors to introduce or use at the start of a gaming session. Well done actors with reasonably complete backgrounds can sometimes create an adventure on their own.

37.13 Summary: Dan's Rules of Game Mastering

Allow the Players Free Will!

Always Be Impartial!

Communicate!

The GM Is Always Right!

Use Common Sense!

Chapter 38

Running Campaigns

Keeping track of all that goes on in a campaign is a formidable task. Documenting everything in detail is impossible, but failure to document enough leads to inconsistencies. As comprehensive as a 30 volume encyclopedia is, it still won't tell you the name of your neighbor's pet dog.

The trick is to **not** document everything, at least not in detail. Identifying what's important helps minimize the amount of **book-keeping** you must do to keep track of everything. The following sections suggest ways to organize the book-keeping for your campaign.

38.1 Introduction

There is no single correct way to handle the book-keeping for a campaign, for each has different requirements. To better understand the following sections in relation to your campaign, it would be good for you to get acquainted with the campaign that spawned these ideas, the "Fantasy Club."

The Fantasy Club has been gaming every week for the past 15 years. It is quite large, with a membership of 40 to 80 people. Games are conducted on Saturday evenings. Since not everyone attends every game, the composition of adventuring parties is constantly changing.

During the summer months there are 10 to 15 players per gaming night, so only single adventures are run. During the rest of the year, attendance can be over 60 players a night, so three, four or even five different adventures are run in an evening. In the autumn, a series of beginners' games are run Friday evenings to acclimate newcomers to the campaign. About 120 adventures are conducted per year by a staff of six to ten Game Masters. Co-ordinating between the multiple game masters is important.

While your campaign is not likely to get this large, the techniques that follow work for us and will likely work for you, too. The needs and problems of your campaign may be quite different, so don't get hung up about changing things. Adopt what seems helpful, but above all develop a system with which you'll be comfortable.

38.2 Adventurer Card

These 4x6 index cards contain all the information a player needs to run his adventurer during a game. Use a file-box, with alphabetic tabs, to store the cards by adventurer name between games.

Using a pen on these cards is a common error. Nothing is immutable; even a player's name can change (through marriage, adoption, etc.)!**Always use a pencil.**

38.2.1 Spell Lists

As a player cultivates his adventurer's spell casting abilities, he needs to keep track of which spells he knows. The easiest way is to list them on the back of the Adventurer Card. List them in columns, by spell group, with the name of the spell group at the head of the column.

38.2.2 Equipment Lists

Adventurers often own more equipment than they could ever possibly carry with them, not to mention wagons, ships, homes, even castles. It can be important to distinguish between what the adventurer carries with him and what he leaves at home.

The simplest method is to put carried items on the front of the card; equipment listed on the back of the card is considered in storage, at a place designated by the player.

38.2.3 Wealth

Some people just seem to attract **money**, and adventurers are no exception. Like equipment, an adventurer can accumulate more money than he can carry. And like equipment, excess wealth can be listed on the back of the card as "at home."

Another option is to put the excess money into a bank, if your campaign has a bank. Just list "bank" right under the "silver" heading on the Adventurer Card, with the amount deposited.

38.2.4 Example Adventurer Card

Here is an example **Adventurer Card**, both front and back.

```
_____
Name: Shiroto          ( Renato K. Muck )       Rate    43
Str 10   Bckgrd mage            Mod / Defense    Date    5-19-9987
Int 15       DP 36    Combat    2 /  10          Silver  3,423
Per 16       EU/DU 36 Missile   6 /  11          EXP     2,949
Cse 10       stype air Grapple  0 /  10          Prof.   Accountant
Hea 11
Agi  9       Languages:       Skills:            Equipment:
Pwr 14          Westron  12     Accounting    9    Backpack
Com 13          Orcish    8     Horsemanship  7    16 arrows
Wil 11          Chak'tri  5     Slave Handling 8   8 silver arrows
                               Cartography    8   3 daggers
   Race human    Ench Items:   Weapon-Bow    11   Tinderbox
    Sex male       09725 Staff                     Lantern
    DOB 7-5-9963   05671 Bow                        2 Candles
    Age 37         07286 Ring                       60 feet rope
  Build medium                                     Abacus
    Hgt 5-11                                        Shaving Kit
    Wgt 173                                         Blanket
    Eye blue                                        Lantern Oil
   Hair brown                                       Quiver
 Motive power                                       Slave collar
  Deity Isis                                        Holy Symbol - gold
_____


_____
Common   7      Air Magic 9    Vision 3      Shadow 4
  Lamp            Minibolt       Murk           Shadowspawn
  Ctrl Temp       Gust           Distortion     Shadow Carry
  Renew Obj       Arise          Crystal        Contrast
  Glue            Fresh Air                      Shadow Object
  Mending         Ironlungs
  Fetch           Lightning Bolt
  Find            Fly
                  Wind
                  Air Temperature
Bind        7
Revocation 6


Equipment at Home:
  Chest               Hour glass           Coin collection
  Fletching supplies  Umbrella             Needlework supplies
  12 robes            2 towels
  2 blankets          Mapping tools
  Broom               2 slaves
  Hooded robe         7 room house with furniture
_____
```

38.3 Magical Item Log Book

Every special, or magical, item obtained by an adventurer is assigned a unique **serial number**, which is recorded in the Magical Item Log Book. The player records the serial number next to the item when he lists it on his **Adventurer Card**. The Game Master records the serial number and a complete description of the item in the log book.

When a player's adventurer uses an item, he tells the Game Master its serial number. The Game Master simply looks up the number in the log book and reads the description to find what the item does.

There are several advantages of this system. The Game Master does not have to keep track of whom owns which item, because the players do. Whenever an item is sold, or given from one adventurer to another, the players simply update their cards accordingly.

The nature of a magical item can remain a mystery to the player, because all he knows is the serial number and what he has personally witnessed the item do. In fact, the item need not even be special. If several items so logged are not magical (i.e., **red herrings**), the players are always a little bit in the dark. They can't say "Of course its magical. It has a serial number!"

Serial numbers are assigned sequentially, in the order that they are handed out. If an item is "charged," the Game Master records the new number of charges in the log book. If an item is destroyed, he records this fact as well, with the date of destruction.

38.4 Adventure Briefs

A fundamental part of the adventure design process is the writing of an adventure brief, an outline of what potentially could occur during an adventure. Follow the steps outlined in the chapter on creating adventures, writing down the results of each step. Judging the adventure with this brief in hand will give you quick and easy access to the elements of your adventure. Note on the brief what major changes your players took as you judged the adventure. Saving these briefs in a notebook gives you an invaluable reference source for the history and flow of the campaign. The players should not have access to this information, as it often contains data they shouldn't know.

38.5 Assistant Game Masters

In a gaming session with many players, it can sometimes be helpful to have a second person assisting the GM. This person can be responsible for keeping track of the adventure brief, for tracking DP of the creatures and actors involved, to dice for actors and creatures. They can roleplay some actors, while the GM roleplays others.

Assisting the GM is a very good way to learn how to GM. As an assistant learns more he can be given more responsibility during a gaming session. The GM can allow the assistant to adjudicate a combat during an adventure, and then latter discuss what went right, and what did not.

38.6 Multiple Game Masters

In very large campaigns, with many players, there may be more than one person willing to adjudicate. One GM needs to be in charge of all plots, planning and direction for the campaign, but with his permission any other person could prepare an adventure to judge. The campaign GM needs to approve all plots and all magic which is to be available to the adventurers. If a GM wants to play in the campaign that they occasionally judge for, they should avoid using the opportunity for learning about magic and plots that they do not need for the adventures they create. A GM should NEVER involve his own adventurers in an adventure which he is adjudicating, for this would seriously compromise his credibility.

38.7 Player Synopsis

A history of the campaign, from the adventurers' point of view, that the players can refer to is useful. However, it is more work than most Game Masters can keep up with on their own. So recruit the players to help.

Allow interested players to keep personal diaries, or scribe official documents for the temples or library. This activity often appeals to a player's sense of roleplaying. These records are kept in character, of course, and the Game Master can reward the effort with experience points.

There are several major advantages to this approach. First, it distributes the effort of maintaining the campaign records among more people, helping to prevent any single individual from becoming over burdened. More importantly, the record is kept from their point of view, not the Game Master's. Players may pick up on ideas the GM never anticipated, and miss other more vital issues. Monitoring these records helps give the GM an idea of how well the players have grasped the current plot lines. Finally, many players enjoy doing this. If so, let them!

38.8 Wills

Players can be allowed to write personal wills for their adventurers, which stipulates what is to be done with their personal wealth and possessions when they die. The GM charges them a fee, to simulate the filing of the will by a barrister in the campaign, and records the will in the will notebook. A player may not will his possessions to one of his other adventurers.

38.9 Spell Code Books

There are times when a player wants to cast spells without others in his party knowing exactly what he is casting, cast complex spell sequences so often that it slows the game down giving the entire description each time, or cast a new spell that will surprise everyone. A **spell code book** can be easily handle these situations.

The code book is really just sheets of paper rather than actual books. There are always two identical copies, one for the GM and one for the player. Whenever the player wishes to cast a spell, he simply refers to the spell by its number or name in the code book. The GM then references the code in his copy and acts accordingly.

38.10 Secret Notes

The GM often needs to communicate privately with a player during a game, to discuss information or events that should remain unknown to the rest of the players. Whispering in the corner of the room is one approach, but is not appropriate or convenient for all situations, and it can be disruptive to the flow of the adventure. The answer to this problem is often secret notes.

Preparing some of these notes prior to the adventure (when you are writing the adventure brief) can save you time during the adventure itself.

In theory, other players should pretend that these notes do not even exist, and not base their actions upon them. Players sometimes take the presence of these notes very seriously and modify their actions upon the delivery of such notes to other players.

A simple remedy to this problem is to introduce a few "**red herrings**" as notes. For example, a note similar to the following is sure to confuse people who take the note too seriously.

That tree on the right of the path, about 30 feet ahead of the front of party, looks very familiar to you. Yes! Now you are sure of it. You distinctly remember seeing that strange burn mark on it about 3 or 4 mets back.

For some humor, you can even be a little more blatant.

Do not reveal the contents of this note to anyone. First, giggle out loud. Now pretend you are reading for a minute. Blah blah, read read. OK, now frown and look at the party leader for a moment. Blah blah, read read. Look at the party leader again. Roll 2d6 and give me the number. Now write something down on the bottom of this note and hand it back.

As silly as it may sound, an easy way to deliver a secret note is to fold it into a paper airplane and send it "air mail."

Besides, its fun.

38.11 Adventurer Name Plates

In a large campaign, it can be difficult to remember each others adventurers' names. A very simple solution is for each player to take an 8 1/2 by 11 inch piece of stiff paper or light cardboard, fold it lengthwise, and write their adventurer's name on it. A quick glance can keep things straight and not interrupt the flow of the adventure.

38.12 Using the Chalkboard

A **blackboard** (**chalkboard**) or **white board** (dry erase **marker board**) are so handy for moderating an adventure that we highly recommend getting one for your sessions. You'll not regret the minor expense.

38.12.1 Player List

A common practice is to write a list of all the adventurers in the party on the board. Useful information includes: adventurer name, two letter mnemonic, race, armor, and claimed profession. Depending upon the particular adventure and campaign, you may wish to add to or delete from this basic information.

```
Name          Nm     Race     Hgt     Armor     Profession
Dronak        DR     human    5-8     chain     scholar of Isis
Jon Tom       JT     human    5-11    robes     mage
Frostfire     FF     human    6-2     plate     warrior
Richard       RI     hum-elf  5-11    robes     insurance salesman
Mordon        MO     orc      5-10    plate     mercenary
Capt. Hero    CH     human    6-0     tights    hero
Bart          BA     dwarf    4-2     leather   scout
Eliza         EL     elf      6-1     shorts    trapeze artist
Amaranth      AM     human    5-11    chain     medic
Craven        CR     lizard   5-9     leather   high priest of Anubis
```

This list is particularly useful for groups of players that seldom adventure together. A simple glance at the board can answer basic questions.

38.12.2 Marching Order

A **marching order** is a visual depiction on the board of the adventurers' positions when they are traveling. Use the two letter mnemonic from the adventurer list to represent the relative positions. Putting a big arrow on the board as well helps everyone to keep the direction of travel clear. A typical marching order might look like:

```
        (direction of travel)
-------------------------------->

    MO  RT  EL  DR  FF
    CR  BA  JT  AM  CH
```

The players should write their marching order on the board. The GM simply states how wide the ranks should be, or other physical limitations, and let the players decide whom should be where. This encourages them to work together and communicate better. It also removes the GM from any squabbles about who is where.

It is useful to designate the condition of the adventurers in this marching order. Put an "X" through the mnemonic of those dead or unconscious. Circle torch bearers. Put a dotted circle around invisible adventurers.

Whatever it is, if the GM feels it is important to keep track of, he should draw attention to it.

38.12.3 Movement and Combat

During the action phase of melee, erase each adventurer from the board and record his new location as he indicates his movement. This clarifies movement and helps avoid confusion.

The positions on the board can help determine a variety of factors. Where has a spell been targeted and who is in the area of effect? Does an individual have **line of sight** on a target? What is the distance between two individuals? These questions and more are most easily answered via the board.

38.12.4 Pictures

Many GMs are not artists, but they must draw pictures on the board to illustrate the places and situations the adventurers face. These drawings do not need to be elaborate; in fact, it is best to make them simple. Use stick figures for people, triangles for mountains, and boxes for buildings. The players will fill in the details from the GM's narration and their imaginations. That's part of the fun. The drawings are like a blueprint or map, and simply synchronize everyone's individual mental pictures.

38.13 Recycling of Dead Adventurers

When a player's adventurer dies, he turns in his Adventurer Card to the Game Master. Save these old cards for use later as templates for actors.

38.14 Actor Backgrounds

The GM should describe the history and background of an actor as part of the design process. Expand the brief as events occur in the campaign, to reflect the continuing development of the actor's character and personality. This allows the actor to be portrayed consistently, and be more dynamic in his behavior.

Appendix A

Adventurer Record

```
_____
Name:              (                    )     Rate
STR     Bckgrd              Mod / Defense      Date
INT        DP      Combat       /              Silver
PER      EU/DU     Missile      /              EXP
CSE      stype     Grapple      /              Prof.
HEA
AGI        Languages:      Skills:             Equipment:
PWR
COM
WIL

  Race     Enchanted Items:
   Sex
   DOB
   Age
 Build
   Hgt
   Wgt
   Eye
  Hair
Motive
 Deity
_____
```

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Appendix B

Example Adventure

This is an example adventure, which will hopefully give you an idea of how you can prepare for your adventures. This adventure was actually run near the end of 1989 and entertained a group of about 12 players. Two of the player's adventures expired during it's course.

```
  GAME MASTER:  Dana Hoggatt
         DATE:  Saturday, November 11, 1989

    GAME DATE:  4 - 17 - 9982

 PRIMARY GOAL:  Allow Zebidiah to restart his heart by visiting
                a magical electrical crevasse underground

SECONDARY GOAL: To provide a (hopefully welcome) break from the
                intense hack and slash of last week.

  ENVIRONMENT:  Underground - an abandoned mine

         PLOT:  They are searching an abandoned Orcan mine for
                a fabled crevasse of lightning that may restore
                an undead individual to life.

   MOTIVATION:  Life - Zebidiah must go if he is to have any
                   chance of regaining his life

   MOTIVATION:  Honor - most of the people involved are duty
                    bound to help due to previous deeds by
                    Zebadiah on their behalf.
```

Background

Two adventures ago, Zebadiah and his friends visited another world via dimensional travel. Zebadiah was killed just as they were transported back to Jaern, but because of the interdimensional instabilities they encountered, Zebadiah ended up in an undead state.

In our last adventure…

Not wishing to become a Lich, Zebidiah sought aid from Randolf the sage. After consulting with the temple of Anubis, Randolf gave Zebidiah a map that should lead him to a fabled crevasse filled with lightning deep underground that presumably could help him.

After 2 weeks of ocean travel and many hardships, our hardy band of adventurers have arrived at the Isle of Harksha, the object of their search.

« Timecheck: 7:05 »

The Orcs

The island is inhabited entirely by Orcs. Besides the stench, the party will find the Orcs to be uncooperative. Once settled in at the wharf, the party will undoubtedly seek information from the locals. After asking, searching, begging, and threatening the party will find out nothing.

Eventually, someone will think of bribery. That will lead them to a seedy individual, a clean cut Orc! His name is Dex, and he is only slightly more helpful than the rest of the town.

The crevasse is down at the bottom of an abandoned mine. The party will they will have to find it on their own. Dex will simply laugh at them and point to the far side of the island and wish them luck. As he walks away from them, he will laugh again and say "Oh, by the way. Don't go in there or we'll have to kill you."

They trudge off to the other side of the island to search for themselves.

« Timecheck: 7:20 »

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The Mine Entrance

After some searching, they find the old mine entrance. It is boarded shut with a sign in Orcish reading: "Condemned".

The basic mine passages are about 15 feet wide at the base, 10 feet wide at the ceiling, and 10 feet high. At irregular intervals of 10 to 25 feet along the passages, there are 8x8 inch wooden timbers supporting the ceiling.

The Barricade

About 50 feet into the mine, the passageway is boarded up again. This time the sign says, in Orcish, "Danger, Keep Out, Piss Ant Trespassers will be Wasted on Sight". Below it, scrawled in spray paint, are the words "Kilroy was here".

Breaking through the boards at this point will cause a cave in. People have only 1 round to react. They must either go in, or sprint out. Those caught in the avalanche will suffer massive injuries.

Simple Map

```
                            # elevator shaft
                            |
                            |
                            |
                            +------------ dead end 4
                            |             crash point
                     hole #
                            |
    dead end 3 ------#------+
        end of tracks       |
                            |
                            |
                            +------------ dead end 2
                            |             skeletons
                            |
                            |
    dead end 1 ------------+
         tools              |
                            |
                            |
                            |   cart
                            |
                          # barricade
                            |
                          # mine entrance
```
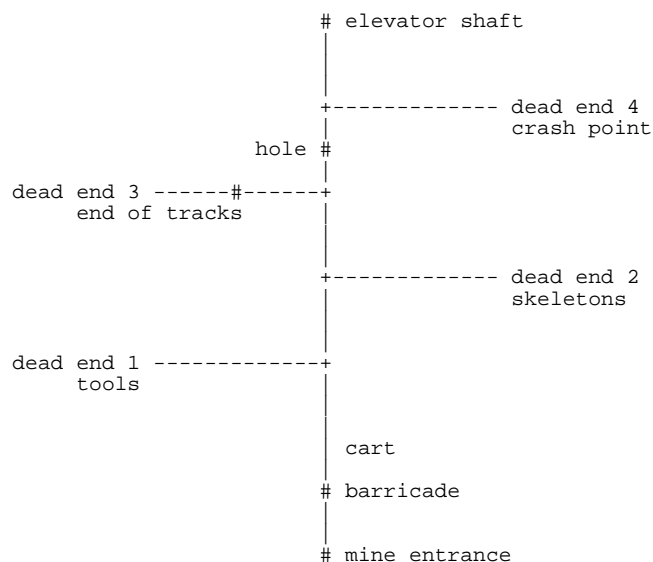
« Timecheck: 7:45 »

Cart Tracks

There is a pair of iron tracks running down the center of the tunnels, and there is a metal car on the tracks near the entrance. The cart still works, and the party can ride in it. There is a brake handle to control the coasting speed. Only 6 people can fit in the cart at a time.

There are switches on the tracks at major tunnel intersections. Unless they change the switches at various points, they will simply end up at a dead end after the first intersection. At first, all the switches are set to the left.

Dead End 1

When they hit a dead end, they will have to push the cart back up the tunnel past the previous switch, change it, and then continue.

Miscellaneous mining tools have been discarded here. A rotted rope. Some shovels, picks, and sledge hammers.

Dead End 2

When they hit a dead end, they will have to push the cart back up the tunnel past the previous switch, change it, and then continue.

Here they find several human skeletons, manacled both by hand and foot. The skulls have all been crushed. There is a large pearl sitting amidst the pelvis of one of the skeletons.

End of the Tracks

At one point, if they set the switches wrong, they run out of track, and will have to heave the cart back up to the track to use it any further.

Dead End 3

When they hit a dead end, they will have to push the cart back up the tunnel past the previous switch, change it, and then continue.

A Hole in One

At this point, there is a hole in the floor. If they are riding in the cart, they must make a perception roll in order to see the hole in time to stop. (3 dice if they are using a lantern, 4 dice if they are using a torch, 5 dice if they are using infravision)

If they brake in time, they will stop with a few feet to spare (the difference between their perception and the roll).

If they do not stop in time, they will fall into the shaft to the level below. Each will suffer 2d6 DP as a result of the fall.

If they do not even attempt to stop at all, they will span the hole and crash on the other side. Each will suffer 1d4 DP as a result of the crash.

In any event, they must either cross or go down to the next level.

Uneasy Ride

At this point, the tunnel starts an uphill slope, over which they will have to push the cart. Once over the hill, the tunnel pitches steeply downward. To control the speed of the cart, they will have to pull on the brake lever very hard…too hard, breaking it. The cart continues downhill, faster and faster, till it runs into a dead end, smashing both the cart and its occupants.

Those that bail out of the run-away cart will suffer only 2d4 DP. Any who crash into the end of the tunnel along with the cart will suffer 3d6 DP.

Dead End 4

If they crash the cart here, they will not be able to recover it.

The Elevator Shaft

After some wandering around, they will find the primary elevator shaft leading to the deeper levels. Only one problem, there is no elevator any more. They will see the primary support beam, complete with a pulley. If they put more than 3 people on the rope at one time, the pulley will break loose.

At first glance, this will look much like the hole in the floor they encountered earlier. Similar rules apply here as back at the hole for spotting the shaft in time to avoid a fall down it. (3 dice if they are using a lantern, 4 dice if they are using a torch, 5 dice if they are using infravision)

Each who fall down the elevator shaft must make a 1d6 RC vs STR for every level in the shaft they fall, otherwise, they hit the bottom of the shaft and die, forming human pancakes. Those that succeed this roll only suffer 1d10 of damage per level of their fall.

Successive levels in the mine are about 40 feet deeper than each previous level. The party will have to negotiate all 10 levels to reach the bottom.

```
+-------------------          initial level
|
+-------------------          level 2
|
+-------------------          level 3
|
+-------------------          level 4
|
+-------------------          level 5
|
+-------------------          level 6
|
+-------------------          level 7
|
+-------------------          level 8 - the water fall
|
+-------------------          level 9
|
+-------------------          level 10
|
+-------------------          bottom level
```

Intermediate Level – 8

As they are descending the shaft, they will here a roaring sound from down one of the passages. If they bother to investigate, they will find a water fall originating from above the ceiling, and descending down through a hole in the floor, forming a falling column of water.

People had better watch their step here. Those within 10 feet of the water fall must make a 4d6 AGI check or slip and fall into the hole.

If they should somehow fall down into the water hole, they will get a 4d6 STR check to try to land on a landing at the bottom level. If they are successful, they will suffer only 4d6 of damage. If they fall unconscious they fall on down the hole.

Those who fall on down the water fall's hole end up in an underground river and are swept out to sea 20 minutes later. They will drown long before then.

If the unfortunate person survives the initial fall, and manages to land on the bottom level, they will still have to contend with the column of fire that they find there.

<div align="center">

« BREAK TIME   **Timecheck: 9:00 »**

</div>

Bottom of Elevator Shaft

At the bottom of the elevator shaft, they find the elevator. After some investigation (and some perception rolls), it will become apparent that the elevator dropped a great distance and crashed here. From the looks of the fractured human skeletons on board, one would assume that this was no accident.

There are about 6 skeletons here, along with some commonplace armour and weapons. No money, jewelry, or magic is to be found.

<div align="right">

« Timecheck: 9:30 »

</div>

Cave In!

As the party is walking along the bottom level tunnel, one of the people in the middle will suddenly hear a creaking sound. The beam directly overhead is not only cracked, its breaking!

The person hearing the sound has one round to react. Unless he yells out right away, the rest of the party will not find out about the impending cave-in to avoid it.

If the party heard the warning yell, they will have one round to react. Those who do not run, will be buried alive in the rubble, suffering massive injuries. Even if they do run, they will suffer damage if they do not run fast enough. A 50 section of the passageway will collapse, partially trapping the fighters in plate who could not move very quickly.

Those completely buried will suffer 6d6 DP of damage and will be unable to breathe. Those partially buried will suffer only 3d6 of damage and will still be able to breathe.

The Flaming Chimney

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As they slowly approach this section of the mine, they will start to feel a continuous draft, almost a wind, in their direction of travel.

Eventually, they will come to a 4-way intersection. Up ahead they hear a rushing sound, like a waterfall reverberating from around the corner. They will also see a flickering light shining from one of the passages. The air will almost whistle past them at this point.

```
         |     |
         |     |      leads to waterfall
leads to |     |
quicksand|     |
---------+    +-------------------------------------
                         (***)
---------+    +-------------------------------------
         |     |
         |     |            flaming fissure
         |     |
         |     |
         |     |
```
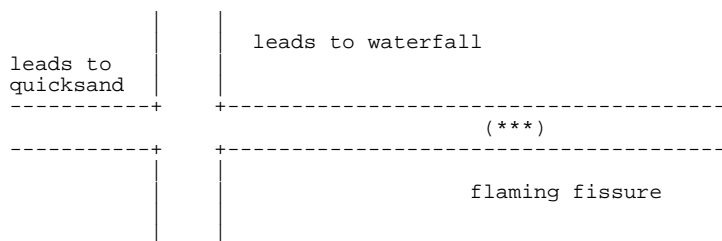
If any of them rounds the bend, they will discover that the combined suction of all three passages funneling down to one is more than they can handle. They will have to make resistance checks versus their STR based upon the following chart.

```
armour     light   medium   heavy     results of failure
-------------------------------------------------------------
  robes      6        5        4       swept 10 feet up chimney
leather      5        4        3       sucked up into chimney
  chain      4        3        2       blown into column of flame
  plate      2        1        0       knocked down to the ground
```

If they fail their resistance check, they are blown off their feet and swooped down the passage into a column of flame shooting up from the floor and into a chimney in the ceiling. This is determined mostly by the weight of the person.

They will need to go through the flame to reach their destination. Once on the other side, there is relative calm. While there is some air flow here, it is not the gale force wind they encountered earlier.

Yet Another Obstacle

Several hundred feet later, they will find the passage blocked by a cave in. There is a small opening near the ceiling, through which they can hear air whistling in. They will have to clear away some of the debris before they can get through. Even then, it will be difficult, as they will be going through a miniature wind tunnel.

Not far beyond, they will see another air shaft in the ceiling, this one has fresh air coming down out of it.

Go for a Swim

The passageway slopes downward, right into some water. The party will have to swim for about 150 feet to reach the other side. I hope they can swim, or they will have to make resistance checks against their health to avoid drowning.

« Timecheck: 10:20 »

The Crevasse

The mine tunnel ends abruptly as it joins up with the upper reaches of the massive underground crevasse. Far below, the party can see a thin line of bright red, presumably at the bottom of the crevasse.

Thundering back and forth along the length of the crevasse are massive bolts of lightning.

There is a substantial length of chain piled up here on the floor, about 600 feet worth. It is attached to a massive eyebolt in the floor. Weighing over half a ton, it will take nearly a dozen men to haul it up if lowered down into the crevasse (a combined strength of 130).

The Revival

They will have to lower Zebadiah down into the crevasse so that he can be struck by the lightning. If they do, he will be revived.

If they use the chain, the lightning will conduct its way up the chain and electrocute anyone holding on to it for 6d6 DP of damage. Also, the poor victim will have to make a 4d6 RC versus HEA or have their heart stop and die.

The Return

The simplest way back is to climb up the air shaft they last saw. If they do that they can easily avoid the Orcs that are waiting to ambush them and sneak their back to their waiting ship.

"IF" they think of that. "IF" is a big word sometimes.

If they get out the hard way (by digging their way back through the rubble of the cave-ins), they will run right into the waiting Orcan ambush. They will be pinned down inside the mine until they think up something clever, or help arrives.

Dire Straits

When things start to look really bleak for the party. Everatius, the paladin of Orus, will come to their rescue. Seems he and his troops were on the trail of the "Outlaws" and came across the party in their plight. After he bullies the Orcs a little, he offers the party a ride back to Karfelon.

Erveratius – Holy Avenger of Orus

```
_____

Name: Everatius         ( Dana Hoggatt )       ADV    43
Str 18    Bckgrd mage         Mod / Defense     Date   ?
Int 11        DP 65      Combat   9  /  16      Silver 5,000
Per 13        SU         Missile  6  /  14      DOB    4-15-9947
Cse 14     stype air     Grapple  6  /  12      EXP    ?
Hea 12
Agi 11     Languages:          Skills:           Equipment:
Pwr  9       Westron  11     First Aid    11      Backpack
Com  9       Orcish    6     Horsemanship  9      Helmet
Wil 15                       Orienteering  8      Short Sword
                             Cartography   8      3 daggers
  Race human    Magic Items:    Weapon-Sword 13    Tinderbox
   Sex male       05299 Plate    Swimming     6     Lantern
   Age 39         06609 Shield   Tracking     7     100 feet rope
 Build heavy      02314 Long Sword                  First Aid Kit
   Hgt 6-0                                          Holy Symbol – silver
   Wgt 190                                          Blanket
   Eye blue                                         Lantern Oil
  Hair brown
Motive vengence
 Deity Orus
_____
```

His face is almost completely obscured by his lush brown hair and beard, and little touches of gray can be detected at places. His armour is clean, shinny and new, obviously kept in the best of repair. His shield has an oversized holy symbol of Orus inlaid with gold.

Loud and rough in voice, he does not like to take no for an answer.

C.1 Dodging Complexity

In designing Adventure Quest, we made a conscious decision that our number one goal was to maximize people's enjoyment. That is certainly an easy statement to make, but how did we reduce this to rules to help us guide the development of the gaming system?

Watching people playing roleplaying games for a long time it was clear that they enjoyed doing some actions, and found others boring.

People like making decisions that effect the future success of their adventurer.

The number of options available to the player at any one time seem to relate directly with their enjoyment of the situation. More options means more thought by the player, and more sense of accomplishment when the action is decided. But these options need to be real options, each with different results. Large numbers of options that all have the same result don't give the player the feeling that their decisions are effecting the outcome of the gaming sessions.

Simple is Best

In every circumstance, given two different mechanisms to model the same event, the simplest, the fastest is the more enjoyable. Simple mechanisms allow the action to occur faster, getting more action in a gaming session. Things that take up time should be avoided as much as is possible.

Make Combats Fast and Exciting

Real combats occur in seconds. Exciting action in movies and television is fast paced. A roleplaying combat that drags is boring and time consuming. Also it must be possible for the weaker combatant to win. If the results of the combat are too well predicted beforehand, the combat itself is superfluous.

Realistic Models

Gaming systems which place restrictions on what your adventure can do, what skills they can pursue and what options they have available to them frustrate and anger potential players. Coming up with an idea to solve a situation, and not being able to execute it because the gaming system gets in the way is frustrating. We accept that totally reality is not possible, but where it doesn't greatly conflict with simplicity and playability, we strive for realism.

RolePlaying Maxims:

1) Maximize the number of unique resulting options.
2) Pick the most simple mechanisms possible.
3) Make combat action Fast and Exciting.
4) Make the action seem real.

These maxims lead to a number of related corollaries.

C.1.1 Don't Take Control from Players

Presenting options to the player and giving them the chance to play out those options is a major part of their enjoyment of the game. When a player's adventurer is put under mind control, the player's participation in the game ends until the mind control is gone. Almost nothing angers and frustrates a player as loosing control of his own adventurer. Avoid complete control as much as possible, and limit any partial control over adventurers to very specific situations and actions.

C.1.2 Don't Pit Players Against Each Other

Any situation where one adventurer is set up against another can easily cause a like conflict between those adventurer's players. People take things personally, get angry, and stop enjoying playing. Never specifically set up circumstances to encourage strive between members of the same party, and when they insist on doing this themselves, don't encourage them.

C.1.3 Nondeterministic Combat Results

A simple statistical analysis has shown us that the dice rolls used during combat should all result in uniform distributions. This means that rolls made to check the success of an attack and the resulting damage should be done with one die for each check. Using more than one die in any check changes the probability distribution in a way that makes the results very predictable. Once the players see the pattern in the results, it will no longer be challenging or interesting to actually participate in combat, with near certain knowledge of the end. Combat does not have options, if you can predict the results.

C.1.4 Charts are Bad

Charts for combat results, or any action results should be held at an absolute minimum needed to provide the proper realism. A chart lookup temporarily stops action, while all wait to get the results from the person consulting the chart. We strove to keep the number of charts as low as possible for Adventure Quest. (Look in Appendix B for the five charts we do have).

C.1.5 Flexibility in Adventurer Advancement

Many systems define rigid "classes" that arbitrarily decide, for you, what skills your adventurer can use. Your adventurer looks like every other adventurer in that class at that level of advancement. In real life, you decide what mix of skills you develop. In Adventure Quest, you can buy most skills and spells without restriction, with your original training determining the expense of the skill you seek.

C.1.6 Advancement Every Gaming Session

Playing for 10 gaming session with the same skills, stats and magic and then advancing all at once gives no short term reward for good play. In Adventure Quest we make sure that we reward for taking risks, and we let players apply those rewards to their adventurers at the conclusion of every gaming session.

C.1.7 Make No Moral Judgements

The fictional actions of the players within the game are just that, fictions. Do not label them good or evil, because every adventurer does what is "good" for them. They follow a particular code of morals that should not be compared against our real culture. In the Jaern genre, all the priesthoods believe that they are doing the right thing, following their set motivations and fulfilling their goals. By avoiding labeling them "good" and "evil" according to our cultural standards, we avoid much conflict that would exist between the players and between the adventurers.

C.1.8 Dice Usage

You should not neet to own a hoard of dice to play any game. It is expensive, noisy, and too much time is spent chasing dice around the playing area. We strived to use a minimum of different dice in Adventure Quest. One twenty, twelve, ten, eight and four sided along with 6 six sided dice is more than sufficient to play Adventure Quest.

C.2 How we use these

When we propose or review a new rule, we use the above maxims and corollaries to help decide if we should work that idea or rule into the existing system.

Does this idea add options for the player?

Is the idea simple to implement and use?
Does this add fun for the players?
Is the campaign more realistic with this rule in place?

Answering yes to all these questions is the means the idea or rule is worth continuing to consider.

C.3 Magic Effects

Predicting the effects of magics on people and things in every circumstance is beyond the scope and size of any gaming system. Rather than trying to enumerate every occurrence of every effect against every target, instead we hope to let you understand the model we have used to simulate the virtual reality that goes into **Adventure Quest** [tm].

Understanding of this material is certainly not needed to enjoy playing Adventure Quest. The written rules will cover the vast majority of situations and circumstances where magical and spiritual energies are used while gaming. But if you wish to have a more indepth idea of why the rules are written as they are, and be able to extend them to cover unique circumstances, read on.

C.4 Magic

"Any sufficiently advanced technology is indistinguishable from magic."

— Arthur C. Clark

In creating Adventure Quest, we looked at the task of creating a system for handling magic and its interactions with our simulated reality. Looking at fantasy fiction and at other gaming systems, the first thing which was we noticed was the completely arbitrary reasoning on the effects of magic. In most fiction, how magic works seems completely at mercy of the plot. It is inconsistent, unpredictable, and unbounded. In other gaming systems, the rules that do exist for using magic seem arbitrary, and not guided by any upper level design.

This led to an easy decision. We would not base the magic in Adventure Quest on any single work of fiction, or make it an arbitrary corpus of rules with no unifying backing. Instead, we tried to base the existance, interaction and use of magic as an extended technology, a way of manipulating strange magical energies in familiar ways, similar to how we manipulate electricity, radio waves, magnetism and gravity.

C.4.1 The Model

We begin by deciding how to model the existance of magic. While designing the background material for Jaern, it was evident that we wanted to include magicians, priests and nomads. These three backgrounds of adventurers would need to manipulate elemental, divine and spiritual magics. Three kinds of magic, working with hopefully similar mechanisms, but not interacting heavily with each other.

If we look at physics, and the study of various energies we quickly come across the existance of the electromagnetic spectrum. This is a way of classifying

energies of different kinds in a continuous spectrum of different frequencies. These different forms of energy work by consistent laws, and manifest themselves in very different ways. If we then create an analogy with the various kinds of magic, we can postulate the existance of a Spirtialmagic spectrum. This spectrum helps use consistent rules to define the different "magical" effects prevalent in a fantasy environment like Jaern.

Lowest in frequency, Spiritual magic, or **Incants** effect the forces of life. All living creatures generate fields of this **Life Force** and the practitioners of Spiritual magic manipulate this energy.

Higher in frequency, all objects give off an elemental "chattering" that corresponds roughly to *Brownian Motion* and generates waves of **Elemental Magic**. These magics are all in one frequency, but each of the four elements of earth, water, air and fire generate these magics with a different phase relationships. Elemental mages learn to channel and control one these energies, and with additional effort learn how to retard the phase of their magics by ninety degrees, allowing them to control the magics of both their learned element, and the next lower phased element.

The deities in this genre slowly gathers a small fraction of the life energies of all his worshippers, and reradiates these in a higher frequency as the source for **Divine Magic**. Each diety does this slightly differently, resulting in different wavelengths of divine energy.

C.4.2 Storing of Magical Energies

If we assume that human and humanoids have learned how to gather, store and release these energies, we further assume that the control and storing of any particular frequency band is separate from the same ability with any other type. When a single adventurer has learned to control more than one type, the storing of these energies is handled separately for each type.

Since divine and elemental magics are different in frequency this means that **Divine Units** or DUs cannot be used to power elemental spells, and visa versa. Divine magic from one diety can not be used to power another diety's spells, and any diety would not believe the sincerity of prospective priest if that priest was already casting some other diety's magic.

Spiritual magic is a different case from elemental and divine magics, since the life force of the user is acting as a control for magic from the Kurago. In this case, the user does not keep a separate spell and life force total, but uses his life force directly to manifest his spiritual magic, or incants. The adventurer's life energy is expressed as the sum of his physical robustness or **HEA** and his mental alertness or **PER**.

C.4.3 Magic Source Separation

Adventures will occasionally visit places off their home planet, on other planes, and in other universes with similar and dissimilar physical laws. At these times, some sources of magic are no longer available to them.

Elemental energy is slowly given off by almost any physical material. Since the magic is stored by the caster, these are not taken away when he travels. However there are places where he can not regain spell units. Anywhere on his plane, and in similar planes in his universe should allow him to recharge spell units. If a caster visits other universes, where

the physical laws differ enough to change the frequencies emitted by matter, or where matter does not even exist, he can not regain lost spell units.

Priests get divine magic from their deities. When they travel, they also do not lose what they have, but any other planet, plane or universe will prevent them from regaining energy for their magic. Also these places will prevent priests from using any spell which requires the intervention or assistance of his diety, as that diety is not present. There are rare cases of other universes where the elemental energy of that universe falls into the divine frequency for one of the Jaernian deities. In such a place, priests of that diety can regain lost spell units.

Spiritual magic comes from the nomad's connection to the **Kurago**. Since this is already a connection to another plane, this is not obstructed by visits to other planes and planets. However visiting another universe will block the nomad's access to the Kurago and to his Guardian Spirit. All his existing incants will cease to function, and he will be unable create any more. When he returns to his universe, his existing incants will once again work.

One other strange circumstance for those who use magic, traveling through time. Elemental casters are not effected as their source of energy exists in any time period. If a priest's diety exist, the priest may regain spell units. If he attempts to use a spell involving the diety's intervention, they diety may or may not acknowledge him. In a different time period, a nomad will be unable to contact his **Guardian Spirit**. His existing incants will function, but he will be unable to create new incants.

C.4.4 Revokation

The ability to cancel existing magic is crucial to the adventurer's ability to overcome magic effects. We postulate that a caster of a particular magic can learn how to put out an interfering field of rapidly alternating magic which can break down and cancel magic fields of a similar frequency. This means a **Revoke** cast by a priest using his priestly magics is only effective against effects created by other divine magic, and is not effective against effects created by elemental or spiritual magic.

C.4.5 Complexity of Spell Descriptions

Many game systems include tomes of arcane spells and spell descriptions. We tried to make spell descriptions and parameters as simple and systematic as we could. Targeting for spells is well defined, ranges, durations, area of effects are explicitly stated for every spell. And, in an effort to make spells clear, we stated the full description of every spell in 6 lines or less. When we had a spell with a longer description, we took it as a hint that the spell was too complex and re-wrote or replaced it.

C.4.6 Non Tracking of Material Components

We know that spells and incants often require some physical component or components. But spending time tracking all this bits and pieces is a bore. We assume that except in special cases where the GM states a certain component is not available, that casters keep an ample supply

of these. Save the playing time for the action, not the bookkeeping.

C.4.7 Linear consistent Effects of Magic

Balance is always a difficult subject in most gaming systems. To make the gauging of the strength of an adventurer or creature even possible we attempted to have spells of like effects in equal ranks to have numerically equal effects. Any spell doing damage usually does 1d6 per rank of the spell. Ranges to similar spells increase as the rank increases. Resistance checks needed generally range from 3d6 checks for rank 1 through 4 spells to 6d6 checks for rank 13 through 16 spells.

C.4.8 Diminishing returns on Buying

Spells, and incants, like all buyable things in Adventure Quest, are bought on a geometric curve that raises the cost for each succeeding rank evenly as larger and larger effects are purchased. This blunts the edge of an adventure attempting to become superhuman in one spell group or skill, and encourages more rounded adventurers.

C.4.9 Conservation of Magic

Like physical laws governing the conservation of energy, we postulate a conservation of magic. Looking at the effects of all the various magics, we attempted to make sure the spell energy put into a spell was equal to the effect gotten out of the spell. This is especially important when applied to any kind of changeling or morphing abilities. An spell casting adventurer can not **Transmorgraphy** himself into a magician with more magic. **Conversion** will not allow the caster to convert a spell to a higher ranking spell. **Shadow Life** allows the caster's shadow independent action, but does not duplicate the spell energy. Magic should never allow the adventurer to create magic out of nothing. There is no free lunch.

Spell Name	Rank	Type	CT	Resist	Range	Duration	Area of Effect	Effect
Abate Fatigue	3	pcore	2 M	4d6 vs WIL	single cre	instantaneou	target	borrow against rest
Abate Outcome	11	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	minimize one result
Adamant	14	earth	1 M	none	touch	instantaneou	100 lb object	make unbreakable
Aerate	4	isis	4 M	none	0	instantaneou	30 + 10/F radiu	clears air
Aerovoki	15	air	4 R	none	40 + 10/F'	4 + 1/F M	special	summon air elementals
After Talk	12	anubis	5 M	4d6 vs WIL	touch	1 + 1/F M	1 body	speech with dead
Age	13	water	2 R	4d6 vs PWR	LOS 20 + 5	permanent	1 creature	age 1d20 + 4/F years
Air Pocket	1	neptun	1 R	none	caster	20 + 10/F M	caster	creates a pocket of ai
Air Temperature	9	air	2 R	none	90 + 20/F'	6 + 2/F H	60 + 20/F' radiu	change temperature
Akvovoki	15	water	4 R	none	LOS 40 + 1	4 + 1/F M	special	call water elementals
Alarm	7	fire	1 M	4d6 vs PER	LOS 100'	1d8 + 2/F H	see text	2 + 1/F beams
Alert	1	orus	1 R	none	caster	2 + 1/F H	self	raises PER
Amnesia	13	fire	1 R	5d6 vs WIL	touch	instantaneou	1 creature	forget events
Anaerobia	10	air	1 R	4d6 vs PWR	LOS 20 + 1	4d20 + 8/F M	1 creature	survive without air
Animal Call	2	osiris	1 M	3d6 vs WIL	caster	1 M	250 + 50/F radi	calls forth land creat
Animal Eyes	9	osiris	3 R	4d6 vs WIL	LOS 10'	20 + 10/F M	single land crea	see through land creat
Animal Find	5	osiris	1 M	4d6 vs WIL	LOS 10'	6 + 3/F M	singe land creat	creature finds object
Animal Form	1	osiris	4 R	none	caster	1 hour	caster	change to animal
Animal Fury	11	osiris	2 R	4d6 vs WIL	LOS 60 + 2	2 + 1/F M	50 + 20/F radiu	enrages land creature
Animal Heal	4	osiris	1 M	4d6 vs WIL	touch	instantaneou	single land crea	cures
Animal Kind	1	osiris	1 R	none	caster	6 + 3/F M	LOS 300'	see land creatures
Animal Mail	7	osiris	1 M	4d6 vs WIL	LOS 10'	special	single land crea	sends message
Animal Ride	8	osiris	1 M	4d6 vs WIL	LOS 10'	special	single land crea	hitch a ride
Animal Save	12	osiris	1 R	4d6 vs WIL	touch	6 + 2/F hour	single land crea	let it breathe water
Animal Send	3	osiris	4 R	4d6 vs WIL	LOS 5'	special	single land crea	send to location
Animal Sing	6	osiris	1 R	none	caster	10 + 5/F M	hearing	speak to animal
Animal Tale	10	osiris	5 R	4d6 vs WIL	LOS 10'	special	single land targ	see creature's memory
Ankh	1	ra	1 R	3d6 vs CSE	30 + 10/F'	2 + 1/F M	1 + .5/F' radius	creates ankh image
Anxiety	8	orus	3 R	5d6 vs WIL	LOS 30 + 1	4 + 2/F days	single target	fear of person
Arise	3	air	1 R	none	caster	2d6 + 1/F R	caster	accelerate 4 + 1/F' /R
Armor Charm	11	mcore	1 R	none	touch	4 + 1/F M	1 suit of armor	enchant armor
Arrest Death	10	isis	1 R	special	touch	1 H	target	stabilizes injured and
Arson	12	fire	2 R	5d6 vs WIL	LOS 20 + 5	1d8 + 2/F M	1 being INT >4	change surroundings
Atonement	8	pcore	20 M	willing ta	touch	permanent	single target	renews commitment
Attachment	5	orus	2 R	willing ta	touch	30 + 10/F M	single target	share risks
Attention	4	pcore	1 R	4d6 vs WIL	caster	1 M	clear hearing	forces others to liste
Attract Fate	8	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	attract one selection
Audacious	3	orus	1 R	none	caster	special	self	shocks viewers
Augment Task	7	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	raise % on skill check
Aversion	5	orus	2 R	4d6 vs WIL	LOS 20 + 1	4 + 2/F H	single target	revulsion of object
Awaken	1	isis	1 R	special	touch	none	target	wakes sleepers
Babble	13	mcore	1 R	5d6 vs PWR	LOS 40 + 1	15 + 4/F R	single target	confuse speech
Babe	14	fire	1 M	5d6 vs WIL	touch	permanent	1 creature	turn into baby
Backfire	14	air	1 R	none	caster	3d6 + 3/F H	caster	reverse scrying
Banish	16	air	4 R	5d6 vs PWR	LOS 20 + 5	permanent	1 creature	send creature
Bar	1	earth	1 R	none	touch	1d4 + 1/F H	1 door	bar a door
Bat Ear	3	tarus	1 R	none	caster	1 M	hearing	multiplies sound
Beam Port	5	ra	2 R	none	LOS 1 met	instantaneou	self	teleport along a light
Beam Sight	3	ra	2 R	none	LOS 1 met	10 + 5/F R	special	sight along a light be
Beam Talk	1	ra	2 R	none	LOS 1 met	10 + 5/F R	special	sound along a light be
Beamrider	16	fire	4 R	none	caster	instantaneou	caster	travel 1000 mets LOS
Befriend	8	fire	2 R	4d6 vs WIL	60 + 15/F'	1d20 + 4/F R	10 + 5/F' radius	enemies = friends
Betask	10	fire	1 M	4d6 vs WIL	touch	permanent	1 being INT >7	set a task
Bind Undead	11	anubis	4 R	4d6 vs WIL	30 + 10/F'	special	1 target	command undead
Blade	11	fire	1 R	none	caster	2d6 + 2/F R	caster	see text
Blind	14	air	1 R	4d6 vs PWR	LOS 20 + 5	permanent	1 creature	remove vision
Bliss	14	water	4 R	4d6 vs PWR	touch	permanent	see text	make items invisible
Blitzen	14	air	2 R	4d6 vs AGI	160 + 40/F	8 + 2/F R	15 + 5/F' radius	1 lightning strike/R
Blockade	13	earth	4 R	5d6 vs PWR	touch	1d8 + 1/F H	1 door	1 + 1/F item
Bloom	2	isis	1 R	none	LOS 10 + 5	instantaneou	one plant	restores health to a p
Boil	5	ra	2 R	none	touch	3 M	2 + 1/F gals liq	boils liquids
Bold	2	orus	1 R	4d6 vs WIL	touch	6 + 3/F R	single target	gives courage
Bolster	6	isis	1 R	4d6 vs WIL	touch	immediate	target	transfer DP
Breathing	4	neptun	1 R	4d6 vs WIL	touch	2 + 1/F hour	single target	breath under water
Bright Sight	2	ra	2 R	4d6 vs PWR	touch	10 + 5/F M	single target	headlights
Brilliant Flash	3	ra	1 R	4d6 vs PER	creatures	1 R	20 x 10' cone	temporary blindness
Bugbear	3	orus	1 R	4d6 vs WIL	LOS 10 + 5	6 + 3/F R	single target	scares target
Call Object	6	air	3 R	none	special	instantaneou	1 + 1/F objects	recall from storage

Spell	Cost	Element	Time	Resistance	Range	Duration	Area	Effect
Call Package	12	air	5 R	none	special	instantaneou	1 + 1/F objects	recall package
Caltrops	6	earth	1 R	none	20 + 5/F'	1d4 + 1/F M	6 + 2/F' radius	prickly footing
Camodoor	10	earth	4 R	4d6 vs PER	touch	1d4 + 1/F H	1 door	blend door
Capture The Word	4	pcore	1 R	none	caster	5 + 5/F M	hearing	records speech
Catspaw	4	mcore	1 R	none	caster	6 + 2/F M	caster	silent movement
Cause of Death	2	anubis	1 M	none	touch	2 T	1 body	Determine cause
Change Temperatu	2	mcore	1 R	none	10 + 5/F	1d8 + 2/F H	15' radius	see text
Chaos	7	fire	1 R	4d6 vs WIL	LOS 40 + 1	1d6 + 1/F R	10 + 5/F' radius	create disorder
Charlatan	11	fire	2 R	4d6 vs WIL	LOS 20 + 5	2d6 + 2/F R	1 humanoid	"act" other background
Charr'n	8	neptun	2 R	none	touch	permanent	special	creates charr'n
Chasm	13	earth	2 R	none	150 + 50/F	instantaneou	50 x 5 x 10 (LxW	open crack in earth
Cipher	3	mcore	1 R	none	caster	1d4 + 1/F M	1 scroll	magical writing
Clarify	5	isis	2 R	none	caster	10 + 5/F M	hearing	clarifies speech
Clarity	12	isis	1 M	special	touch	1 day	target	restores sanity
Claw Ward	9	water	4 R	4d6 vs PWR	touch	8 + 4/F M	1 creature	shield natural weaponr
Clay Jet	9	osiris	1 R	5d6 vs AGI	30 + 15/F'	2 + 1/F R	targeted creatur	encase things in clay
Clear Perception	9	tarus	1 R	4d6 vs WIL	touch	30 + 15/F M	1 target	suppresses emotions
Clear Reason	11	tarus	1 M	4d6 vs WIL	touch	30 + 10/F M	1 target	increases INT
Clear Sight	3	tarus	1 R	4d6 vs WIL	touch	10 + 5/F M	target	see through deception
Clear Thought	6	tarus	1 M	4d6 vs WIL	touch	instantaneou	1 target	cancels charms
Cloak	5	rudri	2 R	none	caster	2 + 1/F H	self	masks life force
Cloister	1	osiris	2 R	special	caster	2 + 1/F M	caster	hides in undergrowth
Coffin	8	anubis	10 M	none	touch	instantaneou	1 coffin	crafts coffin
Cold Blood	7	osiris	3 R	4d6 vs WIL	touch	4 + 2/F hour	targeted creatur	resist cold
Cold Blooded	7	neptun	3 R	none	touch	1 hour	single target	withstand cold water
Cold Touch	3	earth	1 R	3d6 vs WIL	touch	4 R	target	produces chill
Combat Scan	3	tarus	2 R	special	touch	4 + 2/F R	caster	fight like another
Comet	14	fire	2 R	5d6 vs HEA	200 + 50/F	instantaneou	special	14d6
Commune	11	pcore	10 M	none	none	1 question	none	deity answers question
Compass	1	earth	1 R	none	touch	1d4 + 1/F H	1' radius object	find magnetic north
Component Sight	8	tarus	2 R	none	caster	1 M	LOS 100 + 20/F'	determines composition
Comprehend	11	isis	2 R	none	caster	2 + 1/F M	caster	understands speech
Conceal	3	rudri	1 R	4d6 vs PWR	LOS 60 + 2	20 + 10/F M	single target	conceals target
Concern	1	orus	2 R	willing ta	touch	6 + 3/F days	single target	danger alert
Condense	4	water	2 R	none	LOS 20 + 1	instantaneou	5 + 2/F' radius	air to water
Conflagration	13	fire	1 R	none	100'	15 + 4/F R	40 + 20/F' radiu	4d6 fire damage
Consecrate Item	2	pcore	1 M	none	touch	permanent	50 lb item	makes item holy
Contrast	3	mcore	1 R	none	LOS 40 + 1	1d4 + 1/F M	10 + 3/F' radius	reveal the hidden
Conversion	16	earth	2 R	none	caster	15 + 5/F R	4 + 1/F' radius	convert magic
Corruption	12	rudri	3 R	6d6 vs HEA	touch	special	single target	gives deadly sickness
Create Bread	3	pcore	2 R	negates	touch	permanent	2 + 1/F people/d	changes stone to bread
Create Fervor	10	pcore	2 M	4d6 vs WIL	0	20 + 10/F M	hearing	create religious zeal
Create Fish	5	pcore	4 R	negates	touch	permanent	4 + 1/F person/d	changes water to fish
Create Holy Symb	9	pcore	1 R	none	0	permanent	1 symbol	creates a holy symbol
Create Holy Wate	8	pcore	1 M	negates	touch	permanent	1 + 1/F liters	sanctifies water
Create Meat	6	pcore	8 R	negates	touch	permanent	8 + 2/F people/d	changes plant matter t
Create Undead	12	anubis	4 M	none	touch	permanent	1 dead target	creates undead
Create Water	1	pcore	1 R	none	touch	1 M	2 people/1 day	creates water
Crepuscule	8	rudri	2 R	5d6 vs WIL	LOS 20 + 1	30 + 15/F M	single target	incapacitates target
Crumble	16	earth	4 R	none	100 + 10/F	instantaneou	30 + 10/F' radiu	turn stone to dust
Crystal	3	air	1 R	none	20 + 5/F'	1d4 + 1/F M	10 + 5/F' radius	increase visibility
Curse	6	pcore	2 R	special	LOS 80 + 4	special	1 + 1/F target(s	lays a curse
Cushion	2	mcore	1 R	none	caster	2 + 1/F M	caster	non-damaging fall
Dam	9	water	3 R	none	LOS 100 +	6 + 3/F M	40 + 20/F' radiu	stop flowing water
Daring	6	orus	2 R	none	caster	special	self	raises stakes
Dark Lock	6	ra	1 R	4d6 vs PWR	LOS 30 + 1	special	single target	petrify
Dark Pain	4	ra	1 R	4d6 vs PWR	LOS 30 + 1	special	single target	induces pain
Dark Sleep	2	ra	1 R	3d6 vs PWR	LOS 30 + 1	special	single target	induces sleep
Dark Veil	2	rudri	1 R	none	self	2 + 1/F H	caster	blurs features
Dashing	7	orus	1 R	none	caster	8 + 4/F R	self	speeds charge
Davy Jones	14	water	4 R	5d6 vs WIL	touch	permanent	1 creature	confinement
Daytime	9	ra	2 R	4d6 vs CSE	caster	6 + 4/F M	30' radius	creates daylight
Dazzle	10	fire	1 R	4d6 vs AGI	40 + 10/F'	2 R	10 + 5/F' radius	blind for 1d4 R
Dead Thoughts	10	anubis	4 M	none	touch	5 M	1 body	reads last thoughts
Deadfall	8	earth	5 R	4d6 vs PER	touch	until trippe	3' radius	create deadfall
Debar	8	water	4 R	4d6 vs PWR	touch	1d6 + 1/F H	see text	bar 1 + 1/F backgrnds
Decant	16	water	2 M	5d6 vs WIL	touch	permanent	single target	move life force
Dedication	3	pcore	2 M	none	touch	permanent	30 + 10/F' radiu	makes a place holy
Defer	1	mcore	1 M	none	touch	2 hours	1 Spell	delayed spell effects
Defer	1	pcore	1 M	none	touch	2 hours	1 Spell	delayed spell effects
Deflect Missile	6	earth	1 R	none	caster	2d6 + 2/F R	caster	see text
Defy Injury	6	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	ignore one attack
Deliver	12	anubis	1 R	6d6 vs WIL	LOS 60 + 2	instantaneou	single target	kills
Demolish	11	water	3 R	none	LOS 20'	instantaneou	20 + 5/F' radius	destruction
Denounce	8	orus	5 R	5d6 vs CSE	hearing	2 + 1/F hour	targeted creatur	believe lies
Dervish	10	earth	2 R	5d6 vs PWR	LOS 20 + 5	2d6 + 2/F R	200 + 50/F lb ob	spin 60 RPM
Detect Captivati	5	pcore	1 R	none	caster	2 + 1/F M	LOS 200'	reveals charmed creatu
Detect Divinity	1	pcore	1 R	none	caster	10 + 5/F M	LOS 200'	shows divinity
Detect Life	3	pcore	1 R	none	caster	1 + 1/F M	LOS 200'	shows living things
Detect Motivatio	1	air	1 R	3d6 vs WIL	LOS 20 + 5	1d6 + 1/F R	1 humanoid	confirm motivation
Detect Souls	1	anubis	1 R	none	none	1 + 1/F M	100 + 30/F' LOS	see souls
Detect Undead	1	anubis	1 R	none	caster	10 + 5/F M	40' radius	smells undead

Name	Cost	Sphere	Lvl	Save	Range	Duration	Area	Effect
Deter Fate	2	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	avoid one selection
Detoxify	8	isis	2 R	special	touch	instantaneou	target	transforms poisons
Devote	2	orus	2 R	willing ta	touch	6 + 3/F days	single target	awareness link
Devotion	9	pcore	1 M	3d6 vs CSE	touch	permanent	target	aligns target to caste
Dim	6	rudri	2 R	5d6 vs PWR	LOS 10'	1d4 hours	single target	partial blindness
Dirt Jet	6	osiris	1 R	4d6 vs STR	30 + 15/F'	2 + 1/F R	targeted creatur	knocks down things
Dirt Shape	1	osiris	3 R	none	touch	none	single small obj	creates object
Discern Motivati	7	pcore	1 R	5d6 vs WIL	caster	3 + 3/F M	LOS 200'	reveals motivation
Disclose	5	ra	1 R	4d6 vs WIL	touch	instantaneou	single target	cancels mind magic
Disclose Sin	8	pcore	2 R	4d6 vs WIL	touch	2 + 2/F M	target	shows worst sin
Discovery	7	air	2 R	none	caster	1d20 + 4/F M	caster	magnify 8 + 2/F times
Disenchant	10	pcore	1 M	4d6 vs CSE	LOS 10 + 5	permanent	target	breaks faith
Disguise	8	water	4 R	4d6 vs PWR	touch	1d12 + 2/F H	see text	change appearance
Disgust	7	orus	1 R	5d6 vs HEA	LOS 30 + 1	4 + 2/F R	single target	causes great discomfor
Dismay	3	fire	1 R	3d6 vs WIL	touch	1d10 + 2/F R	80 + 20/F' radiu	INT < 3 flee
Disparage	3	orus	1 R	4d6 vs PWR	LOS 40 + 2	6 + 3/F hour	single target	target forgets skill
Disperse Undead	2	anubis	1 R	3d6 vs WIL	caster	instantaneou	20 + 10/F'	send undead away
Dissolve	5	water	2 R	special	touch	instantaneou	1 + .25/F radiu	earth to water
Distill	1	water	1 R	see text	touch	instantaneou	1 + .5/F liters	change liquids
Distortion	2	air	1 R	none	0	1d20 + 4/F M	5 + 2/F' radius	obscure vision
Divert	14	water	10 R	see text	120 + 30/F	1d6 + 1/F da	100 + 50/F' wide	change course
Divine Grace	1	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	raise % for DI
Divine Word	12	pcore	1 R	6d6 vs CSE	caster	1 H	clear hearing	forces obedience
Divulge Virtue	10	pcore	2 R	4d6 vs WIL	touch	3 + 3/F M	target	Reveals Virtue
Donate	11	isis	1 M	4d6 vs WIL	touch	instantaneou	target	donates organ
Dormant	9	water	2 R	4d6 vs WIL	25 + 5/F'	1d6 + 1/F da	10 + 3/F' radius	halt plant processes
Dowse	6	water	2 R	special	LOS 10 + 3	1d20 + 4/F R	1 + .5/F' radius	fire to water
Drain Faith	10	rudri	4 R	5d6 vs WIL	held	permanent	single target	drains faith
Drain Health	3	rudri	2 R	none	held/speci	special	single target	drains HEA
Drain Identity	12	rudri	4 R	none	held	4 + 2/F days	single target	steals identity
Drain Intelligen	8	rudri	2 R	none	held/speci	special	single target	drains INT
Drain Knowledge	2	rudri	2 R	none	held	special	single target	steals knowledge
Drain Language	4	rudri	3 R	none	held	special	single target	drains language
Drain Life Force	7	rudri	3 R	none	held	4 + 2/F H	single target	borrows life force
Drain Memories	6	rudri	2 R	none	held	permanent	single target	drains memories
Drain Strength	1	rudri	1 R	none	held/speci	special	single target	drains STR
Drain Units	11	rudri	4 R	none	held	special	single target	drains EU & DU
Drain Will	5	rudri	2 R	none	held/speci	special	single target	drains WIL
Drain Youth	9	rudri	3 R	none	held	permanent	single target	transfers youth
Drill	4	tarus	2 R	none	caster	10 + 5/F M	one text	memorize writing
Drought	2	water	1 R	see text	touch	instantaneou	1 + .5/F' radius	liquid to earth
Drover	11	water	2 R	4d6 vs WIL	LOS 25 + 5	2d6 + 2/F R	1 + 1/F creature	impose will on INT <3
Drowse	2	water	1 R	3d6 vs WIL	LOS 20 + 5	until awaken	1 creature	put INT <3 asleep
Eagle Eye	6	tarus	2 R	none	caster	4 + 1/F R	none	x8 + 2/F magnification
Earth Force	10	earth	1 R	none	40 + 10/F'	1d8 + 2/F R	6 + 2/F' radius	0 to 2 Gs
Earthbone	8	earth	3 R	4d6 vs PWR	touch	permanent	1 being	special
Eclipse	11	rudri	4 R	none	special	10 + 5/F M	1 met radius	night falls
Ekblovego	12	air	3 R	5d6 vs STR	0	1d6 + 1/F R	30'x(150 + 30/F)	massive wind blast
Elemental Master	12	water	3 R	none	touch	1 day + 12 h	1 + .5/F' radius	change any element
Elemental Sight	11	tarus	4 R	none	caster	1 H	LOS 10 mets	see magic
Emanate Object	8	fire	4 R	none	LOS 10'	6 + 3/F M	single 1000 lb o	make an image
Emanate Self	6	fire	4 R	none	caster	6 + 3/F M	caster	make an image
Embrace	7	orus	4 R	willing ta	touch	20 + 10/F M	single target	take pain
Emit Object	4	fire	2 R	none	LOS 10'	4 + 2/F M	single 1000 lb o	make an image
Emit Self	2	fire	2 R	none	caster	4 + 2/F M	caster	make an image
Empathy	2	anubis	1 R	4d6 vs WIL	touch	1 T	single target	senses emotions
Emulate	16	mcore	1 R	none	caster	30 + 10/F M	caster	emulate movement
Encase	5	osiris	2 R	none	touch	4 + 2/F hour	1' radius	encases non-living obj
Encorporate	1	ra	spec	none	caster	none	caster	replenishes DU
Encrypt	5	mcore	2 R	none	touch	special	1 scroll	encrypt magical cipher
Encure	1	rudri	spec	none	touch/hold	one	caster	drains life force
Endwarf	9	water	4 R	4d6 vs PWR	touch	1d8 + 1/F H	see text	see text
Enhance Potentia	5	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	increase chances
Enlighten	8	ra	3 R	none	LOS 20 + 1	4 + 2/F M	10 + 5/F' radius	opens path to Ra
Enmass	11	water	4 R	4d6 vs PWR	touch	1d8 + 1/F H	see text	up to 300 + 100/F%
Enrage	10	ra	2 R	4d6 vs WIL	LOS 30 + 1	6 + 3/F R	single target	angers target
Enthrall	8	pcore	3 R	3d6 vs WIL	caster	10 + 5/F M	clear hearing	influence others
Envelop	13	fire	4 R	none	multitouch	20 + 10/F M	targeted creatur	disguises group
Evaporate	7	water	1 R	special	touch	instantaneou	5 + 2/F' radius	liquid to air
Excommunication	7	pcore	15 M	none	special	permanent	target	expel worshipper
Exorcism	7	anubis	1 H	5d6 vs WIL	touch	instantaneou	single target	break possession
Extinguish	1	rudri	1 R	none	LOS 60+ 20	instantaneou	targeted flame	extinguishes flame
Fajrovoki	15	fire	4 R	none	LOS 40 + 1	4 + 1/F M	special	summon fire elementals
False Door	4	earth	4 R	4d6 vs PER	touch	permanent	1 door	hide real door
False Trails	9	earth	4 R	4d6 vs PER	multitouch	instantaneou	targets	2 + 1/F trails
Fasten	12	mcore	1 R	none	20 + 5/F'	instantaneou	10 + 2/F' radius	work 1 + 1/F fastening
Fecundity	7	isis	1 M	4d6 vs WIL	touch	2 + 1/F days	target	increases fertility
Fetch	6	mcore	1 R	none	LOS 200 +	instantaneou	20 + 5/F lb obje	see text
Fever	15	fire	1 M	5d6 vs WIL	caster	8 + 4/F H	caster's scryer	obviate sendings
Final Gift	12	orus	1 R	none	touch	instantaneou	single target	sacrifice life
Final Words	8	anubis	3 M	none	touch	1 T	1 body	hears last words
Find	7	mcore	1 H	none	caster	instantaneou	300 + 150/F met	locate material

Name	Lvl	Source	Cast	Resist	Range	Duration	Area	Effect
Find Dead	1	anubis	1 R	none	none	10 + 5/F M	100 + 50/F' radi	locate dead
Find Witness	9	anubis	3 M	none	none	2 + 1/F H	10 + 5/F met rad	Finds witness to death
Fireball	8	fire	1 R	4d6 vs HEA	LOS 120 +	instantaneou	40 + 5/F' radius	8d6 fire damage
Firebreath	10	fire	2 R	4d6 vs AGI	0	3 + 1/F R	30' x 10' cone	4d6 fire damage
Fish Call	2	neptun	1 M	3d6 vs WIL	caster	1 M	250 + 50/F' radi	calls forth sea creatu
Fish Eyes	9	neptun	3 R	4d6 vs WIL	LOS 10'	20 + 10/F M	single marine cr	see through marine cre
Fish Find	5	neptun	1 M	4d6 vs WIL	LOS 10'	6 + 3/F M	singe marine tar	creature finds object
Fish Fury	11	neptun	2 R	4d6 vs WIL	LOS 60 + 2	2 + 1/F M	50 + 20/F' radiu	enrages marine creatur
Fish Heal	4	neptun	1 M	4d6 vs WIL	touch	instantaneou	single marine ta	cures
Fish Kind	1	neptun	1 R	none	caster	6 + 3/F M	120' radius	see marine creatures
Fish Mail	7	neptun	1 M	4d6 vs WIL	LOS 10'	special	single marine cr	sends message
Fish Ride	8	neptun	1 M	4d6 vs WIL	LOS 10'	special	single marine cr	hitch a ride
Fish Save	12	neptun	1 R	4d6 vs WIL	touch	6 + 2/F hour	single marine cr	allows to breathe air
Fish Send	3	neptun	4 R	4d6 vs WIL	LOS 5'	special	single marine ta	send to location
Fish Sing	6	neptun	1 R	none	caster	10 + 5/F M	hearing	speak to fish
Fish Tale	10	neptun	5 R	4d6 vs WIL	LOS 10'	special	single marine ta	recall fish memory
Flame	3	fire	1 R	3d6 vs AGI	LOS 30'	3 + 1/F R	1 target	1d6 fire damage
Flame Barrier	11	fire	2 R	4d6 vs AGI	40'	15 + 4/F R	20 + 10/F' radiu	4d6 fire damage
Flame Dance	9	fire	2 R	none	caster	8 + 2/F R	1 being	move with flames
Flame Dreams	2	fire	1 M	none	LOS 20 + 5	1d3 + 1/F M	1 humanoid	plan dream
Flameshape	12	fire	4 R	special	touch	1 + .25/F H	2 + 1/F' radius	create fiery object
Flaming Arrows	2	fire	1 M	none	LOS 20 + 5	6 + 2/F R	1 arrow	make burning arrows
Flash Clean	7	isis	1 M	none	touch	instantaneou	one object	cleans object
Flatten	12	earth	2 R	4d6 vs PWR	LOS 20 + 5	8 + 2/F M	1 being	make two-dimensional
Flint and Steel	1	fire	1 R	none	caster	4 + 2/F R	caster's thumb	make a flame
Fluency	8	mcore	4 R	none	caster	1d4 + 1/F M	caster	enhance communication
Flux Shield	7	earth	1 R	none	caster	3d6 + 3/F M	caster	see text
Fly	7	air	1 R	4d6 vs PWR	LOS 20 + 5	4d6 + 6/F R	1 humanoid	fly 120 + 30/F' /R
Focus	7	ra	1 M	none	touch	1 H	1' radius	cooks things
Foolhardy	9	orus	1 R	none	caster	1 R	self	force critical hit
Forbiddance	11	pcore	1 H	5d6 vs WIL	LOS 250'	permanent	target	prevents action
Foreboding	9	orus	4 R	5d6 vs WIL	LOS 60 + 3	4 + 2/F week	single target	plants fear
Forestall Confli	9	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	interrupt conflict
Forfeit	10	orus	6 R	willing ta	touch	permanent	single target	erases pain
Forfend	1	water	4 R	3d6 vs PWR	touch	2d6 + 2/F H	see text	area protection
Forget	5	fire	1 R	4d6 vs WIL	touch	instantaneou	1 creature	forget recent events
Forward	11	orus	2 R	4d6 vs PWR	MultiTouch	4 + 2/F R	targeted creatur	doubles attack speed
Fountain	2	water	1 M	none	touch	2d8 + 2/F H	5 + 3/F' radius	audible alarm
Fox Nose	12	tarus	4 R	none	caster	1 H	caster	increased smell
Fresh Air	4	air	1 R	none	0	1d4 + 1/F R	10 + 5/F' radius	freshen air
Fright	4	orus	1 R	4d6 vs WIL	LOS 20 + 1	4 + 2/F M	single target	target faints
Frostfeet	4	water	1 R	4d6 vs WIL	LOS 20 + 5	2d6 + 2/F R	1 + 1/F creature	freeze in place
Futuresee	11	air	2 M	none	caster	3 + 1/F ques	caster	see the future
Giant Stride	8	air	2 R	none	multitouch	1d6 + 1/F R	targets	port 160 + 40/F'
Gills	5	water	1 R	4d6 vs WIL	touch	2d20 + 1/F M	1 creature	breathe water
Glamor	4	air	1 R	4d6 vs WIL	touch	1d20 + 1/F M	1 creature	boost COM 2 + 1/F
Gloom	2	rudri	1 R	4d6 vs WIL	LOS 60 + 2	10 M	single target	darkens mood
Glowworm	1	fire	1 R	none	touch	10 + 3/F M	50 lb object	make item glow
Glue	4	mcore	1 R	none	touch	special	1 surface/2 obje	glue together
Godspeak	16	air	1 da	none	caster	1 + 1/F ques	caster	find unmitigated truth
Grapple Scan	6	tarus	2 R	special	touch	4 + 2/F R	caster	grapple like another
Grasshopper	9	mcore	2 R	4d6 vs WIL	multitouch	4 + 2/F R	1 + 1/F living c	leap 40 + 10/F'
Grave	5	anubis	1 M	none	10 + 5/F'	10 + 5/F M	1 grave	opens grave
Grave Curse	12	anubis	10 M	none	touch	special	special	curses defiler
Grave Delve	12	tarus	10 M	none	touch	1d20 M	target corpse	reveals past
Grave Lock	6	anubis	1 M	none	touch	20 + 10/F we	one grave	protects grave
Grave Sight	3	anubis	1 M	none	touch	1 T	1 grave	view grave contents
Grave Ward	9	anubis	2 M	none	touch	40 + 20/F we	one grave	protects grave
Greenthumb	12	water	2 R	4d6 vs WIL	25 + 5/F'	2d6 + 2/F R	10 + 3/F' radius	impose will on plants
Guard	8	anubis	4 R	4d6 vs WIL	40 + 20/F'	2 + 1/F H	1 target	create undead guard
Guise	8	rudri	3 R	none	caster	6 + 3/F H	self	change guise
Gust	2	air	1 R	none	60 + 10/F'	1 M	5 x (20 + 10/F)'	30 + 10/F mph gust
Gutter	1	fire	1 R	none	caster	1 R	5' radius	cause doubt
Hail	8	water	2 R	4d6 vs HEA	60 + 20/F'	5 + 1/F R	10 + 5/F' radius	2d6 damage
Hail Jet	9	neptun	1 R	5d6 vs AGI	caster	2 + 1/F R	30 by 15' stream	see text
Halt Time	12	earth	1 R	none	80 + 20/F'	1 + 1/F days	30 + 10/F' radiu	stops time
Hasten	13	mcore	4 R	4d6 vs WIL	multitouch	12 + 4/F R	living creatures	speed enhancement
Hawksoar	11	air	1 R	4d6 vs PWR	touch	15 + 4/F R	1 humanoid	fly and attack
healing	1	isis	)	1–12	30 M	4d6 vs WIL n	touch	none target
Hear	2	air	2 R	none	40 + 10/F'	1d4 + 1/F M	10 + 5/F' radius	remote hearing
Heat Gauge	1	tarus	1 R	none	LOS 20 + 1	1 M	targeted surface	measures temperature
Heat Vision	10	air	2 R	4d6 vs PWR	touch	1d20 + 4/F M	1 creature	see heat 40 + 10/F'
Hibernate	8	water	2 R	4d6 vs WIL	LOS 25 + 5	1d6 + 1/F H	1 + 1/F creature	induce magical sleep
Hither	5	earth	1 R	none	LOS 20 + 5	6 + 2/F R	60 lb item	pull item to caster
Hold Day	12	ra	6 R	none	the sun	20 + 10/F mi	1 met radius	delays sunset
Hold Life	4	osiris	1 R	none	caster	10 + 5/F M	caster	stops life functions
Hold Undead	4	anubis	1 R	4d6 vs WIL	30 + 10/F'	4 + 2/F M	1 target	holds undead
Hole	7	air	3 R	none	touch	3d6 + 2/F R	6 + 6/F" radius	create hole
Hot or Cold	6	water	2 R	none	LOS 60 + 1	12 + 3/F M	4 + 2/F' radius	control water temp.
Ice Ball	4	water	1 R	none	caster	5 + 1/F R	handful of water	1d6 damage
Ice Glass	4	neptun	3 R	none	touch	none	single small obj	creates object
Ice Shape	1	neptun	3 R	none	touch	none	single small obj	creates object

Name								
Ice Tool	7	neptun	3 R	none	touch	none	single small obj	creates object
Ice Wall	10	neptun	4 R	none	touch	until melts	6 x 20 + 10/F' w	creates a wall
Idolize	9	orus	4 R	willing ta	touch	instantaneou	single target	gives DUs
Ignite	8	ra	2 R	none	LOS 30 + 1	instantaneou	single point	ignites flammable mate
Immolate	5	fire	1 R	4d6 vs WIL	LOS 20 + 5	4 + 1/F R	1 target	flaming form
Impart	5	tarus	1 M	willing ta	touch	instantaneou	1 target	transfer holy writ
Impregnate	11	isis	1 M	willing ta	LOS 10'	instantaneou	target	impregnates target
Indomitable	12	orus	5 R	none	caster	4 + 2/F H	self	resist torture
Infuse	7	tarus	1 M	willing ta	caster	10 + 5/F M	hearing	causes understanding
Ingrain	10	tarus	1 M	4d6 vs WIL	LOS 100 +	2 + 1/F days	10 + 3/F people	redirect drive
Inner Balance	10	neptun	4 R	4d6 vs WIL	touch	2 + 1/F hour	single target	resist pressure
Inspect Child	4	isis	10 M	4d6 vs WIL	touch	1 M	target child	determines health of u
Instill Fear	2	pcore	1 R	3d6 vs WIL	LOS 30 + 1	1 + 1/F M	target	causes fear
Interpolate	11	mcore	2 M	special	touch	1d8 + 1/F M	1 document	special
Intone	2	tarus	2 M	none	caster	5 + 2/F M	caster	speaks memorize knowle
Intrepid	8	orus	2 R	4d6 vs PWR	MultiTouch	8 + 4/F R	targeted creatur	speed charge
Intuit	5	air	2 R	none	caster	1d20 + 1/F M	caster	boost PER 2 + 1/F
Invigorate	6	isis	1 M	3d6 vs WIL	touch	8 H	target	keeps target awake
Invisibility	12	air	1 R	4d6 vs PWR	touch	5 + 2/F M	1 object or crea	make unseeable
Involvement	8	orus	4 R	willing ta	touch	30 + 10/F M	single target	share EU & DU
Iron Defense	3	earth	1 R	none	caster	2d6 + 2/F R	caster	inc. DV 2 + 1/F
Iron Grip	9	anubis	1 R	4d6 vs WIL	touch	1 + .5/F H	single target	fortifies faith
Ironflesh	13	earth	1 R	4d6 vs PWR	LOS 20 + 5	14 + 4/F M	1 creature	magnetize flesh
Ironize	4	earth	1 R	special	LOS 20 + 5	14 + 4/F R	100 lb object	see text
Ironlungs	5	air	1 R	4d6 vs PWR	LOS 20 + 5	10 + 3/F M	1 creature	hold breath
Ironwood	8	earth	1 R	4d6 vs PWR	LOS 20 + 5	14 + 4/F R	5 + 2/F' radius	magnetize plants
Jackfrost	3	water	1 R	3d6 vs WIL	20 + 5/F'	instantaneou	5 + 2/F' radius	inactivate plants
Jam	5	earth	2 R	none	touch	1d4 + 1/F H	1 door	wedge door
Join	2	isis	1 M	none	touch	permanent	two objects	links two objects
Journal	1	tarus	4 R	none	none	1 + 1/F H	1 journal	recalls diary
Know Element	10	mcore	1 M	none	touch	instantaneou	10' radius objec	see text
Know Identity	4	anubis	2 M	none	touch	2 T	1 body	Determine identity
Know Magic	15	mcore	1 H	none	touch	instantaneou	1 magical object	2 + 1/F spells
Know True Motiva	7	air	1 R	4d6 vs WIL	LOS 60'	instantaneou	1 target	see true motivation
Knowledge Scan	11	tarus	2 R	5d6 vs WIL	touch	one question	single target	remembers fact
Land Hold	10	osiris	1 M	3d6 vs WIL	touch	4 + 2/F days	targeted creatur	hibernation
Land Port	12	osiris	1 M	none	caster	instantaneou	caster	magically moves
Land Skim	9	osiris	4 R	none	caster	2 + 1/F hour	caster	ride fast
Land Smell	5	osiris	1 M	none	caster	10 + 5/F M	2 + 1/F' radius	enhanced smell
Land Sound	2	osiris	2 R	none	caster	1 M	1 + .5/F met rad	distance hear
Land Way	11	osiris	1 M	none	caster	2 hours	caster	seeks location
Language Scan	8	tarus	2 R	special	touch	10 + 5/F M	caster	speak other's language
Lantern	1	tarus	1 R	none	caster	30 + 10/F M	3' radius	creates reading light
Last Image	6	anubis	2 M	none	touch	3 T	1 body	See last sight
Last Rites	5	pcore	5 M	none	LOS 10'	instantaneou	target	puts soul to rest
Latent Vision	8	fire	3 R	none	caster	1d6 + 2/F M	LOS	view recent past
Leap	6	mcore	1 R	none	caster	instantaneou	caster	40 + 10/F' jump
Legends	12	air	see	none	special	1 + 1/F clue	special	know antiquity
Level	3	water	1 R	none	LOS 30 + 5	15 + 4/F R	5 + 2/F' radius	change 4 + 1/F'
Lexesoterica	1	mcore	1 R	4d6 vs WIL	touch	1d4 + 1/F M	1 being	decipher magical text
Light Bane	8	mcore	1 R	none	20 + 10/F'	1d8 + 2/F M	20 + 10/F' radiu	banish illumination
Light Pen	2	ra	2 R	none	touch	1 M	single surface	burns in words
Light Shield	3	fire	1 R	none	caster	1d6 + 1/F R	caster	see text
Lightfoot	14	mcore	3 R	4d6 vs WIL	touch	60 + 10/F M	1 living creatur	unnatural speed
Lightning Bolt	6	air	1 R	3d6 vs HEA	LOS 120 +	instantaneou	4 + 1/F wide li	6d6 damage
Limn	6	fire	1 R	3d6 vs AGI	LOS 20 + 5	1d6 + 2/F R	5 + 3/F' radius	outline with light
Liquify	2	earth	2 R	none	25 + 5/F'	15 + 5/F R	10 + 2/F' radius	make mud
Loathing	5	orus	1 R	5d6 vs PWR	LOS 50 + 2	10 + 5/F M	single target	target leaves
Locate	8	air	2 R	4d6 vs WIL	caster	1d4 + 1/F M	200 + 20/F' beam	discover location
Location of Deat	5	anubis	2 M	none	none	2 + 1/F H	10 + 5/F met rad	Determine location
Location Scan	5	tarus	2 R	4d6 vs WIL	touch	one location	single target	remembers location
Lock Arcane	3	earth	1 R	none	touch	1d4 + 1/F H	1 door	lock a door
Lockjaw	10	mcore	1 R	4d6 vs PWR	LOS 20 + 5	15 + 4/F M	1 being	prevent speech
Long Eyes	9	air	2 R	none	0	1d6 + 2/F M	caster	closer 8 + 2/F times
Macro Sight	5	tarus	1 M	none	200 + 50/F	1 M	special	get the big picture
Magic Buckler	12	earth	1 R	none	caster	2d6 + 2/F R	caster	deflects attacks
Magic Door	13	air	4 R	none	multitouch	1d4 + 1/F H	memloc	open door to memloc
Magic Fence	5	air	1 R	4d6 vs WIL	caster	1d6 + 1/F M	5 + 2/F' radius	exclude summonings
Magic Lantern	4	fire	1 R	none	touch	2 + 1/F H	1 object in hand	create lantern
Magic Matrix	14	earth	3 R	none	caster	2d6 + 2/F R	6 + 2/F' radius	prevents magic
Magic Torch	2	fire	1 R	none	LOS 10 + 5	2 + 1/F H	1 object	create torchlight
Magic Ward	11	water	4 R	4d6 vs PWR	touch	1d6 + 1/F H	see text	block spells
Magnetize	2	earth	1 R	none	touch	2 + 1/F M	10 + 2/F lb obje	magnetizes object
Malevolence	10	orus	2 R	5d6 vs PWR	LOS 60 + 3	instantaneou	single target	hurts target
Manifest Destiny	12	pcore	10 M	4d6 vs WIL	touch	5 M	target	shows destiny
Mankiller	14	earth	1 M	5d6 vs AGI	touch	until trippe	10 + 2/F' radius	make deadly trap
Map	7	tarus	1 M	none	touch	1 + 1/F week	one parchment	records trail
Mask	5	fire	2 R	none	caster	2d4 + 1/F H	caster	disguises caster
Mask Motivation	4	air	1 R	none	touch	1d4 + 1/F H	1 creature	mask motivation
Masonry	8	earth	3 R	none	30 + 5/F'	30 + 10/F M	10 + 5/F' radius	erect a wall
Master Ward	12	water	7 R	5d6 vs PWR	touch	1d8 + 2/F H	see text	see text
Memorize Profile	3	water	10 m	none	touch	special	1 creature	memorize profile

Name	Lvl	School		Save	Range	Duration	Target	Effect
Mend Bone	4	isis	2 M	willing ta	touch	instantaneou	one bone	mends broken bone
Mending	5	mcore	4 R	none	touch	instantaneou	50 lb object	fix it
Mesmerize	15	water	3 R	5d6 vs WIL	LOS 5 + 1/	permanent	1 creature	hypnotize
Message	2	mcore	1 R	none	LOS 500 +	1d4 + 1/F M	1 creature	long range speech
Metabolize	5	isis	1 M	special	touch	immediate	target	expels poisons
Micro Sight	2	tarus	1 R	none	LOS .5'	1 M	targeted objects	x4 + 1/F magnification
Mind Scan	2	tarus	2 R	willing ta	touch	1 question	single target	remembers fact
Mindspeak	16	mcore	4 M	4d6 vs WIL	infinite	4 + 2/F M	1 being	voiceless speech
Minibolt	1	air	1 R	none	LOS 60 + 1	instantaneou	1 object or crea	1d6 damage
Miracle	12	pcore	1 M	none	special	special	special	effect a miracle
Mire	11	mcore	3 R	4d6 vs PWR	20 + 5/F'	8 + 2/F R	10 + 5/F' radius	slow 3 + 1/F beings
Mirror Wall	12	fire	4 R	4d6 vs PER	touch	1d4 + 1/F M	10 + 5/F' radius	creates one way mirror
Missile Scan	4	tarus	2 R	special	touch	4 + 2/F R	caster	shoot like another
Mist	2	earth	1 R	none	100 + 25/F	4 + 2/F R	10' radius	creates cloud
Monitor	7	water	4 R	none	touch	4 + 1/F H	caster	check wards
Monopole	11	earth	1 R	none	touch	2 + 1/F M	100 + 20/F lb ob	anti-magnetism
Mortify	9	pcore	1 H	none	special	special	target	punish heretic
Muck	10	rudri	4 R	special	LOS 60 + 3	1 M	10 + 5/F' radius	traps targets
Multicheck	16	water	1 R	none	touch	see text	see text	1 + 1/F RC
Multishadow	10	mcore	1 R	none	caster	1d4 + 1/F M	caster's shadow	2 + 1/F shadows
Murder Weapon	7	anubis	3 M	none	touch	3 M	1 body	reveals murder weapon
Murk	1	air	1 R	3d6 vs PER	20 + 5/F'	1d20 + 4/F R	10 + 5/F' radius	reduce visibility
Mutate	15	water	1 ho	none	self	instantaneou	self	modify caster/target
Name Tongue	4	mcore	1 R	none	LOS 5'/hea	6 + 1/F R	special	identify language
Need	14	mcore	1 R	none	touch	instantaneou	1 willing creatu	communicate need
Negate	9	orus	1 R	5d6 vs WIL	LOS 40 + 2	10 + 5/F M	single target	negates action
Neophyte	9	fire	2 R	4d6 vs WIL	LOS 40 + 1	1d8 + 2/F R	1 humanoid INT >	forget background
Night Sight	11	air	2 R	none	caster	1d4 + 1/F M	caster	see in the dark
Nightmare	13	water	2 R	5d6 vs WIL	touch	permanent	single target	withdraws mind
Nimble	7	fire	1 R	4d6 vs AGI	LOS 20 + 5	8 + 2/F R	1 living target	raise AGI and skills
No Trace	15	earth	4 R	5d6 vs PER	multitouch	3d6 + 2/F ho	targets	obliterate trail
Nova	6	ra	1 R	5d6 vs AGI	LOS 60 + 1	1 R	single target	bigger heat ray
Object Delve	4	tarus	10 M	none	touch	2 M	target object	recalls past
Object Scan	7	tarus	2 R	4d6 vs WIL	touch	1 location	single target	remembers object
Obliterate	14	earth	3 R	5d6 vs PWR	touch	instantaneou	1 creature	utter annihilation
Obmrovetur	12	rudri	4 R	none	memloc	instantaneou	self	teleports
Obscure	3	rudri	1 R	none	self	10 + 5/F M	30 + 10/F' radiu	raises fog
Ocean Cold	12	water	2 R	4d6 vs HEA	0	5 + 1/F R	80 x 10' wide co	3d6 damage
Ombraresan	6	rudri	2 R	none	caster	instantaneou	self	repairs damage
Ombrodolor	9	rudri	1 R	5d6 vs HEA	LOS 50 + 2	instantaneou	single target	inflict 6d6 damage
Ombromenso	5	rudri	2 R	5d6 vs WIL	LOS 10'	1 week	single target	clouds issue
Ombrosildo	9	rudri	3 R	none	caster	10 + 5/F M	self	shield of darkness
Ombroteni	4	rudri	1 R	4d6 vs STR	LOS 40 + 1	1d4 M	single target	entangles targets
Ombrovivo	11	rudri	3 R	6d6 vs PWR	touch	1d4 H	single target	hides life
One Eye	6	air	1 R	3d6 vs PWR	20 + 5/F'	1d8 + 2/F R	1 creature	blind one eye
Opacity	7	rudri	1 R	2d6 vs PWR	LOS 80 + 3	10 M	single object	darkens glass
Open	3	earth	2 R	none	touch	1d6 + 1/F M	.5 + .25/F' radi	open passage
Optimize Onslaug	4	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	increase hit chance
Ordination	6	pcore	10 M	willing ta	touch	permanent	target	inducts follower as a
Otherworld	15	air	4 R	none	0	permanent	10 + 5/F' radius	open portal
Panic	7	orus	2 R	5d6 vs WIL	0	3 + 1/F R	10 x 30' cone	panics targets
Parallax	8	air	1 R	none	0	1d8 + 2/F R	caster	boost DV by 2 + 1/F
Paralyze	5	pcore	1 R	4d6 vs WIL	LOS 60 + 2	2 + 1/F M	target	immobilizes target
Part Fire	4	fire	1 R	special	LOS 10 + 3	8 + 2/F R	3'Wd x 20 + 5/F'	part fire
Passion	11	orus	8 R	willing ta	touch	30 + 10/F M	single target	share all experiences
Pastry	2	osiris	2 R	none	touch	permanent	1 + 1/F pounds	changes plants to past
Pause Time	6	earth	1 R	4d6 vs AGI	touch	1d12 + 3/F R	targeted creatur	halt passage of time
Peer	4	air	2 R	none	memloc	1d6 + 1/F M	60' radius	see memorized place
Person Delve	10	tarus	10 M	willing ta	touch	1d20 M	target	reveals past
Person Scan	9	tarus	2 R	5d6 vs WIL	touch	one location	single target	remembers object
Perturbation	12	orus	1 M	6d6 vs PWR	touch	permanent	single target	changes memories
Phantasmal Air	7	fire	1 R	none	special	special	special	duplicate Air spell
Phantasmal Earth	15	fire	1 R	none	special	special	special	duplicate Earth spell
Phantasmal Fire	3	fire	1 R	none	special	special	special	duplicate Fire spell
Phantasmal Water	11	fire	1 R	none	special	special	special	duplicate Water spell
Phobia	11	orus	4 R	5d6 vs WIL	LOS 30 + 1	4 + 2/F days	single target	revulsion of object
Piety	5	anubis	1 R	4d6 vs WIL	touch	1 + .5/F H	single target	strengthens faith
Pith	16	fire	4 R	5d6 vs WIL	touch	permanent	1 creature	scramble brain
Place Delve	6	tarus	10 M	none	touch	5 M	target location	reveals past events
Plant Guard	11	osiris	4 R	4d6 vs PWR	touch	20 + 10/F M	single living ta	creates armor
Plant Pass	3	osiris	1 R	none	touch	2 + 1/F M	special	undergrowth moves asid
Pocket	10	air	3 R	none	multitouch	2d6 + 2/F R	targets	open elemental pocket
Poisonward	3	water	4 R	4d6 vs WIL	touch	1d8 + 2/F R	1 creature	see text
Portable Hole	11	air	7 R	none	touch	1d6 + 1/F H	6 + 6/F" radius	create portable hole
Preserve Dead	4	anubis	1 M	4d6 vs HEA	10 + 5/F'	24 + 12/F H	one body	preserves dead tissue
Prevent Deformat	9	isis	1 H	4d6 vs WIL	touch	instantaneou	target child	prevents birth deformi
Prism	6	ra	2 R	4d6 vs WIL	LOS 20 + 1	6 + 2/F R	single target	splits image
Produce Truth	12	pcore	1 R	none	caster	1 + 1/F M	hearing	verifies truth
Produce Vestment	11	pcore	2 R	none	touch	permanent	target	creates new robes
Project Object	16	fire	1 M	none	LOS 10'	10 + 5/F M	object	make an image
Project Self	14	fire	1 M	none	caster	10 + 5/F M	caster	program image
Projection	15	air	4 R	none	0	5 + 2/F M	LOS 250 + 100/F'	create mass vision

Name	Cost	Source		Attack	Range	Duration	Target	Effect
Protect Undead	10	anubis	2 R	4d6 vs WIL	touch	4 + 2/F H	4 + 2/F targets	screens daylight
Punchdoor	7	earth	2 R	none	touch	2d6 + 2/F M	1 door	hit with door
Puppet	12	mcore	1 R	4d6 vs WIL	0	special	10 + 5/F' radius	endow with movement
Purify	1	isis	5 R	4d6 vs WIL	touch	instantaneou	2 + 1/F quarts	clears impurities
Pusillanimous	6	orus	1 R	5d6 vs WIL	LOS 30 + 1	6 + 3/F R	single target	steals courage
Quarantine	9	isis	1 M	willing ta	LOS 10 + 5	1 day	target	prevents airborne infe
Quench	6	fire	1 R	none	LOS 50 + 1	instantaneou	5 + 3/F torches	extinguish fire
Quest	11	pcore	1 R	5d6 vs WIL	LOS 120 +	special	1d6 targets	quests
Quicken	5	mcore	1 R	none	caster	8 + 2/F R	caster	increase speed
Quiet	6	mcore	1 R	none	20 + 5/F'	30 + 10/F M	10 + 5/F' radius	eliminate sound
Radiate Object	12	fire	6 R	none	LOS 10'	8 + 4/F M	caster	make an image
Radiate Self	10	fire	6 R	none	caster	8 + 4/F M	caster	make an image
Rain Dance	7	water	1 M	none	caster	1 + .25/F H	1 + .5/F met rad	see text
Rainbow	10	ra	4 R	none	none	1 hour	1 met radius	stops rain
Rainbow Bridge	9	fire	4 R	4d6 vs PWR	multitouch	1d8 + 1/F M	120 + 30/F'	create bridge
Read Emotions	3	air	1 M	3d6 vs WIL	LOS 40 + 1	1d4 + 1/F M	1 living creatur	know thoughts
Reassemble	9	mcore	1 R	none	touch	instantaneou	100 lb object	make whole again
Rebind	5	tarus	1 M	none	touch	instantaneou	one book	restore binding
Rebirth	16	water	1 R	special	self	permanent	caster	totally transform
Rebound	15	earth	1 R	4d6 vs STR	caster	15 + 5/F R	caster	rebounds attacks
Recall	12	isis	1 M	special	touch	none	target	brings target back fro
Reckless	10	orus	1 R	none	caster	4 + 2/F R	self	doubles attack speed
Reflect	4	ra	2 R	none	none	4 + 2/F M	4' radius circle	creates mirror
Reflective Trave	13	fire	2 R	none	caster	instantaneou	caster	travel 1000 met LOS
Refresh	3	anubis	2 M	4d6 vs WIL	touch	one sleep pe	4 + 2/F targets	relaxed sleep
Regard	3	orus	2 R	willing ta	touch	1 M	single target	copy a memory
Regenerate Dead	10	anubis	10 M	none	touch	instantaneou	1 body	restores decay
Regenerate Undea	7	anubis	2 R	4d6 vs WIL	touch	instantaneou	1 target	cures undead
Reject	11	orus	3 R	6d6 vs WIL	LOS 60 + 3	5 + 2/F M	single target	enrages target
Release Undead	9	anubis	1 R	4d6 vs WIL	40 + 20/F'	instantaneou	1 target	destroys undead
Remember	10	isis	5 R	special	touch	instantaneou	target	restores memory
Remove Addiction	5	isis	1 M	special	touch	instantaneou	target	removes chemical addic
Render	8	tarus	1 M	none	caster	5 M	caster	reproduce page
Renew Object	3	mcore	1 R	none	touch	instantaneou	30 + 15/F lb obj	restore appearance
Replay	2	tarus	1 M	none	LOS 5'	1 + 1/F M	10 + 10/F' radiu	creates vision
Repress	3	anubis	2 R	3d6 vs WIL	touch	10 + 5/F M	4 + 2/F people	suppresses soul
Repulse	8	ra	1 R	5d6 vs STR	LOS 30 + 1	1 R	single target	throws target 60 + 20/
Repulse Metal	9	earth	1 R	none	LOS 20 + 5	2d6 + 2/F M	300 lb objects	push items away
Reshape	12	isis	10 M	4d6 vs WIL	touch	instantaneou	target	corrects deformities
Resolute	4	orus	1 R	none	caster	15 + 5/F M	self	suppress pain
Restore Hearing	7	isis	1 M	4d6 vs WIL	touch	immediate	target	restores lost hearing
Restore Metal	10	isis	1 M	none	touch	instantaneou	target object	reverses rusting
Restore Sight	9	isis	2 M	4d6 vs WIL	touch	immediate	target	restores lost sight
Retreat Time	15	earth	1 R	none	none	instantaneou	special	reverses time
Reveal the Past	9	pcore	1 M	4d6 vs WIL	touch	10 + 10/F M	target	shows past actions
Revenge	6	orus	2 R	4d6 vs WIL	touch	4 + 2/F M	single target	cause pain & damage
Revocation	1	mcore	3 R	LOS 80 + 2	instantane	1 magical ef	nullify elementa	1 R none
Revocation	1	pcore	3 R	special	LOS 80 + 2	instantaneou	1 magical effect	nullify divine power
Revoke Curse	7	pcore	1 M	special	touch	permanent	target	lifts a curse
Revoke Fear	1	pcore	1 R	4d6 vs WIL	LOS 20 + 1	instantaneou	target	negates fear
Revulsion	2	orus	2 R	4d6 vs WIL	LOS 20 + 1	4 + 2/F H	single target	revulsion of person
Riverman	10	water	4 R	4d6 vs PWR	multitouch	1d4 + 1/F M	targeted creatur	walk on water
Rock Tool	8	osiris	3 R	none	touch	none	single small obj	creates object
Rockabye	1	water	1 R	3d6 vs WIL	LOS 20 + 5	until awaken	1 creature	put INT >3 asleep
Rockfist	1	earth	1 R	none	touch	instantaneou	single target	1d6 + 1/F punch
Root	5	earth	2 R	3d6 vs PWR	touch	instantaneou	1 being	change to plant
Ruby Death	15	fire	1 R	5d6 vs AGI	LOS 120'	instantaneou	1 target	15d6 damage
Sanctify	10	pcore	1 Da	none	touch	permanent	1 structure	dedicates temple
Sand Stream	3	osiris	1 R	4d6 vs AGI	20 + 10/F'	2 + 1/F R	target creatures	blinds things
Scald	1	ra	1 R	none	none	1 M	10 + 5/F' line	hot blast of air
Scan	15	air	1 M	none	caster	1d8 + 1/F R	800 + 300/F' bea	scan area
Scribe	12	mcore	2 R	none	caster	10 + 5/F M	caster	record speech
Scribe Speak	3	tarus	1 R	none	LOS 20 + 1	10 + 5/F M	target	enscribes speech
Scriptknow	9	mcore	1 M	none	caster	time to read	1 document	handwriting analysis
Sculpt	6	earth	1 M	none	touch	special	5 + 1/F lb stone	work stone
Scunner	4	orus	1 R	5d6 vs PWR	LOS 40 + 2	instantaneou	single target	cause pain
Scythe	11	earth	2 R	3d6 vs AGI	20 + 5/F'	1 + 1/F R	1 creature	instant death
Sea Form	1	neptun	4 R	none	caster	1 hour	caster	change to sea creature
Sea Port	12	neptun	1 M	none	caster	instantaneou	caster	magically moves
Seal	16	earth	1 M	special	touch	permanent	6' radius	see text
Seal It	9	tarus	1 M	none	touch	permanent	one container	seals container agains
Second Chance	10	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	raise % on RC
See	5	air	2 R	none	60 + 15/F'	1d4 + 1/F M	10 + 5/F' radius	remote vision
See All	16	air	4 R	none	caster	12 + 4/F R	caster	create LOS
Send Object	3	air	1 R	none	touch	instantaneou	1 object	send small object
Send Package	9	air	3 R	none	touch	instantaneou	1 object	send package
Senses	9	air	2 R	none	60 + 15/F'	1d4 + 1/F M	special	1 + 1/F senses
Serenity	8	isis	1 R	willing ta	touch	instantaneou	target	kills willing target
Servants	14	mcore	1 H	none	0	1 week	200 + 100/F' rad	1 + 1/F servants
Shade	7	rudri	3 R	none	caster	20 + 10/F M	self	become immaterial
Shadow 'Port	16	mcore	1 R	none	touch	instantaneou	caster	go to source
Shadow	10	rudri	4 R	none	caster	60 + 30/F M	self	becomes immaterial

Name	Cost	School	Time	Resist	Range	Duration	Area	Effect
Shadow Carry	2	mcore	1 R	none	caster	1d4 + 1/F M	caster's shadow	give shadow strength
Shadow Guardian	15	mcore	1 M	none	LOS 10'	see text	10' radius	create a trap
Shadow Hide	6	mcore	1 R	none	caster	2 + 1/F H	caster's shadow	see text
Shadow Horse	7	mcore	4 R	none	touch	8 + 2/F H	caster	create equine
Shadow Leap	11	mcore	1 R	none	caster	1d4 + 1/F R	caster's shadow	see text
Shadow Life	13	mcore	2 R	none	caster	1d4 + 1/F M	caster's shadow	vivify shadow
Shadow Mount	12	mcore	4 R	none	LOS 10'	1d8 + 2/F H	single shadow mo	create mount
Shadow Object	4	mcore	2 R	none	touch	1d4 + 1/F M	20' radius shado	create objects
Shadow See	9	mcore	2 R	none	caster	1d4 + 1/F M	caster's shadow	use shadow to see
Shadow Servant	5	mcore	2 R	none	caster	2 + 1/F H	caster's shadow	make a servant
Shadow Spawn	1	mcore	1 R	none	LOS 40 + 1	1d4 + 1/F M	10 + 3/F' radius	make shadows
Shadow Target	14	mcore	1 R	see text	touch	instantaneou	1 shadow	attack shadow
Share Burden	2	isis	1 R	3d6 vs WIL	touch	10 + 3/F M	target	shares damage
Share Grace	12	pcore	2 M	4d6 vs WIL	single cre	24 hours unt	target	bless a group
Share Joy	6	pcore	2 R	4d6 vs WIL	touch	1 + 1/F M	target	reveals most joyful ev
Share Vision	3	pcore	1 R	4d6 vs WIL	caster	10 + 10/F M	30 + 10/F' radiu	share a vision
Shelter	13	mcore	1 H	none	40'	instantaneou	20 + 10/F' radiu	create building
Shimmer	1	air	1 R	3d6 vs PWR	LOS 20 + 5	1d4 + 1/F R	1 creature	increase CDV 2 + 1/F
Shiver	1	earth	1 R	none	LOS 80 + 2	1 R	1 target	causes a cold shiver
Shock	6	water	1 R	4d6 vs WIL	LOS 20 + 5	2d6 + 2/F R	10 + 3/F' radius	bind plants
Shrine	11	anubis	10 M	none	touch	instantaneou	1 monument	make grave marker
Shroud	4	rudri	2 R	none	caster	4 + 2/F H	self	shields from sunlight
Shrouding	9	fire	3 R	4d6 vs PWR	multitouch	2d4 + 1/F M	targeted creatur	disguises group
Shun	2	orus	1 R	4d6 vs PWR	LOS 30 + 1	20 + 10/F M	single target	make target repulsive
Sight License	13	air	1 R	4d6 vs PWR	touch	8 + 3/F H	1 creature	allows sight
Siren	10	water	2 R	4d6 vs WIL	LOS 25 + 5	2d6 + 2/F R	1 + 1/F creature	impose will on INT >3
Skill Scan	10	tarus	2 R	special	touch	10 + 5/F M	caster	use another's skill
Slow	8	mcore	2 R	4d6 vs PWR	20 + 5/F'	8 + 2/F R	10 + 5/F' radius	slow beings
Slow Life	6	anubis	1 R	3d6 vs HEA	touch	4 + 2/F H	single target	causes coma
Snare	5	water	1 R	4d6 vs WIL	LOS 20 + 5	2d6 + 2/F R	1 + 1/F creature	halt INT <3 movement
Snatch	15	mcore	1 R	4d6 vs WIL	touch	special	1 living being	grab unmoving objects
Snugbug	6	water	4 R	3d6 vs PWR	touch	2d4 + 1/F H	see text	provide safe sleep
Soothe	4	orus	2 R	willing ta	touch	10 + 5/F M	single target	alleviates fears
Soul Banish	16	earth	1 R	5d6 vs WIL	LOS 100 +	instantaneou	single creature	eliminates soul
Soul Blade	4	anubis	1 R	4d6 vs WIL	touch	4 + 2/F R	one weapon	Disrupts soul
Soul Catcher	7	earth	3 R	4d6 vs WIL	touch	permanent	1 being	stores essence
Soul Hold	13	earth	1 H	none	caster	6 months	caster	locks soul
Soul Home	10	earth	1 M	none	touch	permanent	targeted creatur	implants soul
Soul Speech	8	anubis	1 M	3d6 vs WIL	touch	4 + 2/F M	single target	shares thoughts
Soul Strike	10	anubis	1 R	4d6 vs HEA	none	1 R	20' Lg x 10' Wd	disrupts souls
Span Gauge	7	tarus	2 R	none	LOS 10 met	one sighting	none	measures distances
Speak The Word	2	pcore	1 R	none	caster	1 + 1/F M	hearing	reproducing holy writ
Speech Delve	8	tarus	10 M	none	none	10 M	special	reveals past of origin
Speed	10	mcore	2 R	4d6 vs WIL	multitouch	8 + 2/F R	living creatures	speed movement
Speed Read	7	mcore	2 M	none	caster	1 + .25/F H	caster	4 + 1/F x faster
Speed Run	6	osiris	3 R	none	caster	2 + 1/F hour	caster	run fast
Speed Swim	6	neptun	2 R	none	caster	20 + 10/F M	caster	fast movement
Spell Scan	12	tarus	2 R	special	touch	2 + 1/F M	caster	use another's spell kn
Spirit Fire	16	fire	2 R	none	special	special	special	selective damage
Spirit Ward	13	water	4 R	5d6 vs PWR	touch	1d8 + 2/F H	see text	ward against spirits
Spongelungs	15	water	4 R	5d6 vs PWR	touch	2d6 + 2/F H	see text	deadly ward
Spot Light	7	ra	1 R	4d6 vs CSE	40 + 15/F'	4 + 2/F M	10 + 5/F'	creates spotlight
Spray	1	water	1 R	3d6 vs AGI	40 + 10/F'	4 + 1/F R	10 + 5/F' radius	saturate
Springe	2	earth	4 R	4d6 vs PER	touch	until trippe	5' radius	lay a snare
Spurn	1	orus	1 R	4d6 vs STR	LOS 30 + 1	instantaneou	single target	pushes back
Squelch	11	ra	1 R	4d6 vs PWR	LOS 20 + 1	6 + 3/F R	single target	stops use of magic
Stalwart	5	orus	1 R	4d6 vs PWR	touch	8 + 4/F R	single target	fight as caster
Staunch Wound	1	isis	1 R	4d6 vs WIL	touch	none	target	stops bleeding
Stay	4	water	4 R	3d6 vs PWR	touch	2d6 + 2/F H	see text	prevent exit
Steam Jet	12	neptun	1 R	5d6 vs AGI	caster	2 + 1/F R	40 by 20' stream	scald
Stickum	3	mcore	1 R	none	caster	2 + 1/F M	caster	climbing aid
Stone Jet	12	osiris	1 R	5d6 vs AGI	40 + 20/F'	2 + 1/F R	targeted creatur	6d6 damage
Stone Sculpt	4	osiris	3 R	none	touch	none	single small obj	creates object
Stray Thought	6	fire	1 R	4d6 vs WIL	LOS 40 + 1	1d4 + 1/F R	1 creature INT>4	insinuate action
Stretch	9	earth	2 R	4d6 vs PWR	LOS 20 + 5	1d8 + 2/F R	1 humanoid	double normal reach
Summon Undead	5	anubis	2 R	4d6 vs WIL	caster	6 + 3/F M	30 + 10/F' radiu	calls undead forth
Sun Blind	11	ra	2 R	5d6 vs HEA	LOS 10 + 5	1 R	single target	blinds
Sun Call	14	fire	2 R	none	0	1d4 + 1/F H	20 + 10/F' radiu	make daylight
Sun Mark	10	ra	1 R	4d6 vs AGI	touch	instantaneou	single target	brands target
Sun Port	11	ra	5 R	none	caster	instantaneou	memloc	teleports
Sun Sight	9	ra	3 R	none	special	10 + 5/F R	caster	long distance sight
Sun Strike	12	ra	2 R	5d6 vs HEA	LOS 100 +	1 R	20 + 10/F' radiu	biggest heat ray
Sun Talk	7	ra	3 R	none	special	20 + 10/F R	caster	long distance talk
Sunburst	3	ra	1 R	4d6 vs AGI	LOS 40 + 1	1 R	single target	heat ray
Sunder	16	mcore	1 R	none	touch	instantaneou	1000 lb object	break item
Super Nova	9	ra	1 R	6d6 vs AGI	LOS 60 + 1	1 R	single target	even bigger heat ray
Suppression	6	anubis	4 R	3d6 vs WIL	touch	10 + 5/F M	1 target	disguises life
Suspend Life	11	anubis	1 M	4d6 vs HEA	touch	special	single target	suspends life
Suspend Time	9	earth	1 R	5d6 vs PWR	touch	permanent	targeted creatur	suspend life
Tenebrous	1	rudri	1 R	none	self	1d4 M	20 + 10/F' radiu	shades caster
Terovoki	15	earth	5 R	none	100 + 20/F	4 + 1/F M	special	summon earth elemental
Terror	10	orus	4 R	5d6 vs WIL	0	6 + 3/F M	10 x 40' cone	knocks out targets

Name	Lvl	Element	Cast	Save	Range	Duration	Target	Effect
The Voice	4	earth	1 R	3d6 vs WIL	hearing	4 + 2/F R	targets	changes voice
Thingtell	13	air	4 R	none	touch	1d6 + 1/F M	1 object	speak with objects
Thorny Maze	12	earth	1 M	4d6 vs WIL	touch	1d6 + 1/F H	1 normal door	create a maze
Thought Move	2	air	1 R	3d6 vs WIL	LOS 20 + 5	instantaneou	1 object	move 20 + 5/F lb
Tidal Wave	16	water	2 R	special	LOS 240 +	instantaneou	special	create tidal wave
Time Delve	11	tarus	1 H	special	touch	none	target object	reveals creation time
Time Gauge	4	tarus	1 R	none	none	1 + 1/F H	none	accurately measures ti
Time of Death	3	anubis	1 M	none	touch	2 T	1 body	Determine Time
Tireless Running	7	mcore	1 R	none	caster	12 + 3/F H	caster	run without fatigue
Tireless Walking	1	mcore	1 R	none	caster	12 + 3/F H	caster	walk without fatigue
Tombstone	2	anubis	1 M	none	touch	permanent	1 grave marker	finishes marker
Torrent	13	water	1 M	none	0	4 + 1/F H	2 + 1/F met radi	torrential downpour
Trance	3	isis	1 M	willing ta	touch	8 H	target	healing sleep
Tranquilize	3	isis	2 R	4d6 vs WIL	touch	60 + 30/F M	target	lessens pain
Transfer	12	tarus	10 M	willing ta	touch	instantaneou	1 target	transfers all knowledg
Transfer The Wor	7	pcore	1 M	willing ta	touch	10 + 5/F M	target	transfers holy writ
Translator	15	mcore	4 R	4d6 vs WIL	multitouch	20 + 10/F M	humanoids	enhance communication
Transmogrify	14	water	1 ho	none	touch	permanent	1 creature	modify other
Transmute	10	water	4 R	4d6 vs PWR	touch	1d12 + 2/F H	see text	change appearance
Transparency	11	earth	1 R	none	touch	10 + 3/F M	1 + .5/F' radius	see thru stone
Tremor	1	orus	1 R	4d6 vs WIL	LOS 20 + 1	1 R	single target	shakes target
Trench	5	earth	1 R	none	LOS 10 + 3	instantaneou	5 + 2/F' radius	dig hole in earth
Trigger	11	earth	1 M	none	touch	30 + 10/F M	6 + 2/F' radius	triggers spell
Truce	4	ra	2 R	4d6 vs WIL	LOS 20 + 1	10 + 5/F R	single target	pacifies enemy
Truth Scan	1	tarus	2 R	none	caster	5 M	hearing	reveals lies
Truthtell	10	air	1 R	4d6 vs WIL	touch	1d4 + 1/F M	1 creature	prevent lying
Uncover Affectio	2	pcore	2 R	4d6 vs WIL	touch	1 + 1/F M	target	reveals affection
Unicorn Tongue	9	tarus	3 R	none	none	10 + 5/F M	caster	heightened taste
Unification	4	pcore	3 M	willing ta	touch	permanent	target	dedicates worshiper
Unman	4	fire	1 R	3d6 vs WIL	touched	1d4 + 1/F R	60 + 15/F radiu	INT > 3 flee
Unveil Fear	4	pcore	2 R	4d6 vs WIL	touch	1 + 1/F M	target	reveals worst fear
Unwarp	6	isis	1 M	none	touch	instantaneou	one object	restores form
Vacuum	13	air	3 R	4d6 vs HEA	LOS 100 + 30/F	instantaneou	30 + 10/F' radiu	remove air
Vanish	14	air	4 R	4d6 vs PWR	LOS 20 + 5	3d6 + 3/F H	1 creature	send to pocket dim.
Vegetate	12	ra	2 R	4d6 vs PWR	60 + 20/F'	10 + 5/F R	15' radius	stops voluntary moveme
Veil	1	fire	1 R	4d6 vs PWR	caster	15 + 5/F M	caster	veils caster
Venerate	6	orus	2 R	willing ta	touch	10 + 5/F M	single target	loan strength
Vervakadavro	7	anubis	5 R	none	30 + 10/F	2 + 1/F H	one dead body	allows movement
Vex	12	orus	4 R	6d6 vs PWR	LOS 100 +	24 + 12/F ho	single target	curses target
View Semblance	1	anubis	1 M	none	touch	1 M	1 body	see original features
Visualize	8	isis	2 R	none	LOS 50 + 2	3 + 1/F R	targeted object	sees true image
Wane	4	earth	1 R	3d6 vs PWR	LOS 20 + 5	1d6 + 1/F R	1 creature	lower STR 1d6 + 2/F
Water Guard	11	neptun	4 R	4d6 vs PWR	touch	20 + 10/F M	single target	creates armor
Water Jet	6	neptun	1 R	4d6 vs STR	caster	2 + 1/F R	30 by 15' stream	knocks down things
Water Movement	3	neptun	2 R	none	caster	6 + 3/F M	caster	moves freely
Water Sense	8	neptun	1 R	none	caster	10 + 5/F R	caster	sonar
Water Skin	5	neptun	2 R	4d6 vs PWR	touch	4 + 2/F hour	one limb	alleviate burns
Water Smell	5	neptun	2 R	none	caster	6 + 3/F M	caster	smells creatures
Water Sound	2	neptun	1 R	none	caster	2 + 1/F M	200' radius	hear sounds better
Water Stream	3	neptun	1 R	none	caster	4 + 1/F R	20 by 10' stream	gets things wet
Water Tongue	10	water	4 R	none	touch	special	up to 4 liters	20 + 5/F words
Water Way	11	neptun	1 M	none	caster	2 hours	memloc	seeks location
Wave Ride	9	neptun	4 R	none	caster	20 + 10/F M	caster	surfs
Wax	7	earth	1 R	4d6 vs PWR	touch	1d8 + 1/F R	1 creature	raise STR 1d6 + 1/F
Weapon Charm	8	mcore	1 R	none	touch	4 + 1/F M	1 weapon	enchant weapon
Weapon Ward	5	water	4 R	4d6 vs WIL	touch	20 + 8/F M	1 creature	reveal weapons
Weight Gauge	10	tarus	3 R	none	touch	one reading	target object	measures weight
Well	2	water	1 M	none	LOS 40 + 1	30 + 8/F R	6 + 2/F' radius	dig a well
Whip	5	fire	1 R	none	caster	2d6 + 2/F R	caster	create enchanted whip
Wind	8	air	4 R	none	0	6 + 3/F H	60 + 20/F' radiu	control wind
Wine	2	neptun	2 R	none	touch	permanent	1 + 1/F gallons	changes water to wine
Witchsmeller	6	air	1 R	none	0	1d4 + 1/F R	10 + 5/F' radius	uncover magic
Witchy Sleep	7	water	2 R	4d6 vs WIL	LOS 25 + 5	1d6 + 1/F H	1 + 1/F creature	induce magical sleep
Witness Death	11	anubis	4 M	none	touch	10 M	1 body	view death
Wood Sense	8	osiris	3 R	none	caster	2 + 1/F hour	caster	sense by hearing
Wood Shape	7	osiris	1 M	none	touch	permanent	special	shapes wood
Wood Wall	10	osiris	4 R	none	touch	permanent	6 x 20 + 10/F' w	creates a wall
Worship	1	pcore	1 M	none	none	1 M	clear hearing	not much
Wrath	16	air	4 R	5d6 vs HEA	160 + 40/F	4 + 1/F M	up to 1/4 met ra	summon wind storm
Youth	3	isis	2 M	4d6 vs WIL	touch	1 day	target	make younger by 20+10/

Actor	A person controlled by the GM within an adventure. These actors will usually have been created specifically for an adventure or campaign, and may have as little or as much detail as needed for the current adventure.
Adventurer	A fictional person created to participate in an Adventure Quest Game. Each adventurer is controlled by a player.
AGI	Short for AGIlity. This is a measure of an adventurer's quickness and ability to dodge. This stat is often used to check the success of an intricate physical feat.
Agility	See AGI.
Anubis	Anubis is the guardian and protector of all souls. He guides the soul through life and into the true existence of death.
Armor	Protective gear worn to lessen damage in combat.
At'ena	At'ena is considered the "Oracle of the Future." She is looked for guidance, advise, and knowledge of future events.
Attribute	A characteristic with a rank between 0 and 24. Attributes are used to describe all the differing abilities, strength, and knowledge of an adventurer.
AQ	An abbreviation for the Adventure Quest Game System.
Auger	An adventurer background. An auger has been trained in a new way of learning which allows him to acquire skills more easily then the rest. Augers strive to live up to their potentials, whatever they may be.
Background	The adventuring profession in which an adventurer received his basic training. It determines which skills are easiest for an adventurer to learn.
Bit Actor	A person controlled by the GM within an adventure who has a very small part and little detail.
Campaign	A series of adventures with the same adventurers in the same game setting. Usually a single GM adjudicates a campaign. Generally, adventurers cannot be fairly moved from one campaign to another.
CDV	Short for Combat Defense Value.
CM	Short for Combat Modifier.
Combat Defense Value	The measure of an adventurer's ability to not be struck in hand-to-hand combat, calculated from several factors (see page 43).
Combat Modifier	The measure of an adventurer's ability to fight with hand-to-hand weapons.
COM	Short for COMeliness.
Comeliness	The measure of an adventurer's physical beauty. It can modify another adventurer's or actor's reaction to the adventurer.

Critical Hit	An especially potent combat strike that may cause extensive damage. It occurs when a 20 is rolled on 1d20 on "to strike" and "to hit" determinations, before any other modifications. A second roll on the appropriate critical hit table gives the result of the hit.
CSE	Short for Common SEnse.
Common Sense	The measure of an adventurer's capacity for practical judgement. The GM may allow a player to check against his adventurer's CSE to notice something that should have been obvious to him.
Damage Points	The measure of an adventurer's relative condition. Each adventurer has a current and a maximum number of damage points. If his current DP ever drops below zero, he is dead.
Deity	a seemingly supernatural being who is worshiped by many adventurers.
DI	Short for Divine Intervention.
Divine Intervention	When an adventurer dies, or is in mortal danger, he can attempt to invoke his deity for Divine Intervention for assistance.
Divine Magic	The magic granted from and powered by a deity, usually to one of his or her priests.
Divine Units	The measure of an adventurer's divine magical power. Each adventurer has a current number of DUs and a maximum DU total.
DOB	Short for **Date Of Birth**. This is the abbreviation used on adventurer cards to record the day and year the adventurer was born.
DP	Short for Damage Points.
Dwarf	An adventuring race of hearty folk with natural abilities for fighting and craftsmanship. They are typically shorter than humans, and enjoy the feel of the ground against their feet.
DU	Short for Divine Units.
Elemental Magic	The magic power extracted from the elements of Earth, Fire, Air, and Water.
Elemental Units	The measure of an adventurer's elemental magical power. Each adventurer has a current number of EUs and a maximum EU total.
Elf	An adventuring race of lithe people noted for their sharp eyes and accuracy with a bow, making them successful hunters and scouts. They are usually taller than humans, and prefer the open air and space of the outdoors.
Enchanted Item	An otherwise normal item that has had a spell effect bound to it. Magical items have triggers to activate them, and may have a limited number of uses. They may be restricted in use and function.
EPs	Short for Experience Points (pronounced EEPS).
Experience Points	The measure of the successful play that an adventurer has survived. The GM awards experience points for solving situations, disabling threats, and successfully completing adventures. They are used to purchase attributes to improve an adventurer.
EU	Short for Elemental Units.
Finessing	Applying extra power when casting a spell to alter its effect, area of effect, duration, or range. Each finesse requires one additional elemental or divine unit, with a maximum of four finesses on any casting.
GDV	Short for Grapple Defense Value.
GM	Unfortunately, this abbreviation may mean one of two different things. When applied to a person it is short for Game Master, the one responsible for creating the adventure and moderating an Adventure Quest game session. When applied to an adventurer, it is short for Grapple Modifier. The context should easily clarify which is which.

Grapple Defense Value	The measure of an adventurer's ability to avoid being held or thrown while grappling. This is calculated from several factors (see page 43).
Grapple Modifier	(GM for short)The measure of an adventurer's ability to wrestle with another man or creature.
HEA	Short for HEAlth.
Health	The measure of an adventurer's general condition. This stat is often used to check the success of resisting a poison, a disease, or a sudden shock.
Human	The main race of adventurers on Jaern. For all intents and purposes, humans in Adventure Quest are just like you and me.
Incants	Rituals performed by nomads, these Incants take the form of Mixtures, Songs, Talisman, Imprints and spiritual Invocations which allow the nomad to manifest the power with the **Kurago**.
Incant Units	The measure of an adventurer's current ability to create incants.
Initiative	A term indicating which side goes first in a combat round. Initiative is determined at the beginning of each round with a dice roll.
INT	Short for INTelligence.
Intelligence	The measure of an adventurer's reasoning abilities. This stat is often checked on attempts to reason, or to remember events.
Isis	Isis is the protector of all living creatures, and the guardian of the sanctity of life from birth to natural death.
IU	Short for Incant Units.
Jaern	The planet where this game is set. Jaern was blown out of orbit when its native sun went nova, and entered the Onra system 2700 years ago. It was populated by refugees from Torandor.
Kurago	A dimension or place where the souls of the dead reside if they are not given the proper **Last Rites**
Lead Actor	A person controlled by the GM within an adventure. This person will often have stats, skills, possessions, a well-defined history, and personality description.
Lizards	An adventuring race. They are the tallest adventuring race, and the quickest. Lizards are at home in the water and become uncomfortable if they stay out in the sun for too long because their skin dries out. There aren't many lizard priests of Ra, for some strange reason.
LOS	stands for Line Of Sight. This targeting mechinism requires the targeter has a direct, unobstructed view of his target with no intervening objects.
Magician	An adventurer background. A magician is a practitioner of one of the four types of elemental magic.
Marine	An adventurer background. A marine is a member of the clannish community that plies the seas of Jaern. He is proficient in combat and agility-based skills.
MDV	Short for Missile Defense Value.
Melee	An action mode that occurs when more than one adventurer, actor, or creature is engaged in combat. A melee round is four seconds long.
Melee Modifiers	The three ranked attributes (Combat, Missile, and Grapple) which describe an adventurer's ability to fight. They are added to a 1d20 attack role and compared against the opponent's appropriate defense value.
MemLoc	Short for memorized location. It is a targeting method for spells that references a location that the caster has previously memorized.

Met	The common unit of measurement used to measure large distances. One met is equal to 2000 feet. This unit of measurement came from the diameter of the Kaarn of Destruction.
Missile Defense Value	The measure of an adventurer's ability to avoid being struck by missile weapons. It is calculated from several factors (see page 43).
Missile Modifier	The measure of an adventurer's ability to use handthrown or device-launched missiles.
MM	Short for Missile Modifier.
Model	These are pregenerated adventurer templates that can be used as is, eliminating the need to buy initial skills and spells. They are recommended as a starting point for new players to get up and running very quickly.
Motive	The predominate goal or purpose of an adventurer or actor. The motive defines the basis of their personality and how they might act in a given situation.
Multitouch	A spell targeting method that allows the caster to touch many objects while casting. When the spell takes effect, all touched objects are affected.
Neptune	Neptune is known as "Master of the Seas. He is the champion and protector of all seaborne life.
Nomad	An adventurer background. Nomads and Onivero share a mutual distrust. They are rumored to have mystical and magical powers.
Onivero	The native humanoid race on Jaern. They put themselves into a cryogenic freeze when their sun went nova, and were revived by the human refugees of Torandor when they first colonized Jaern.
Orc	An adventuring race. They are known for their smell, and their viciousness that more than makes up for their lack in size.
Orus	Orus is often called "The Wellspring of Emotion." He embodies all things that come from the heart.
Osiris	Osiris is the "Mother of Life," and the protector of landborne plants and animals. She is associated with fertility, and the champion of those who cultivate the land.
Overloading	The act of a caster attempting to cast a spell of a higher rank than he has bought in a spell group.
PWR	Short for PoWeR.
Power	The ability of an adventurer to collect and use magical energies.
PER	Short for PERception.
Perception	The measure of an adventurer's ability to notice events and actions around him. This stat is often used to check the success of an adventurer noticing events, clues, or anything of importance.
Priest	An adventurer background. A priest is devoted to the service of a deity, and is forever at that deity's disposal to spread his faith and worship throughout the world.
Ra	Ra is the bringer of light and reason to the world. He is served by those seeking to build order from a world of darkness and chaos.
Rank	Describes the value of any attribute. An adventurer can have bought swimming to rank 5, or Conjurations to rank 8, or have a STR of rank 14. The word "rank" is optional, e.g., "He has a climbing of 7."
Rating	How tough an adventurer is, equal to how many adventures he has experienced. Creatures have ratings that reflect their relative strength.
RC	Short for Resistance Check.

Resistance Check	A die roll to avoid a particular effect. The GM indicates which stat to check against and how many d6 to roll. The player attempts to roll that stat value or less on that many dice to succeed. Success normally lessens or negates the effect.
Round	The measure of time during combat. Each round is four seconds long, and only one action can be performed during a round.
Rudri	Rudri is often called "The Abandoned One." She lives to subvert or destroy the works of man. Her followers name her the "Mother of Change," the "Consort of Pain," and the "Mistress of Delight."
Scene	A situation within an adventure when someone meets someone else. This may result in combat, negotiation, talk, or simply ignoring each other.
Spells	The channeling of magical energies, elemental or divine, into a usable form.
Skills	The ability to accomplish certain tasks or professions. Adventurers earn skills by buying them with experience points. Ability is measured by the rank to which a skill has been purchased; the higher the rank, the greater the ability.
Spell Effect	The resulting effect caused by the casting of a spell. For example, the result of a Lightning Bolt spell is a bolt of electrical energy discharged against a target. The spell itself is magical in nature, but the effect can be magical or physical.
Spell Group	A group of related spells, which are different manifestations of the same magic. Each spell within a group requires a different amount of energy to cast, thus each spell is considered a different rank of the spell group. Spell groups are bought like other skills. The caster is allowed to use any spell within a group that is at or below the highest rank he has purchased in that group.
Spell Type	Spells are divided into two types: elemental magic that controls the forces of Earth, Fire, Air, and Water, and divine magic that is granted and powered by a deity.
Stat	Short for Statistic.
Statistic	An attribute describing one of the physical attributes of STR, INT, PER, CSE, HEA, AGI, COM, PWR, and WIL possessed by each adventurer. They are used to directly check the success of many actions, and indirectly limit the acquiring of skills.
STR	Short for STRength.
Strength	The measure of an adventurer's physical strength. Its value is often used to check the success of feats of physical prowess.
Stressing	The method for adventurers to gain needed abilities when in danger. Physical stat points may be traded for elemental units, divine units, attack strength, or less dice on an important resistance check.
Tarus	Tarus is often called "The Master Archivist." He is the keeper of the histories, and the instigator of advances in the physical sciences.
T'or	T'or is called "The Thunder of Righteousness." He is considered the "Champion of Justice" and "Master of the Warrior Way."
Torandor	The original home of humanoid races in the Onra system. It was destroyed 2700 years ago when the rogue planet Jaern entered the system.
Warrior	An adventurer background. A warrior is proficient at fighting and confident in his ability to succeed through force alone. A warrior prefers individual combat rather than being in an army.
WIL	Short for WILlpower.
Willpower	The measure of an adventurer's strength of will and stubbornness. It is often used to check the success of resisting various mind-bending magics and techniques.

Appendix F

Important Tables

Below are the tables which may come up often during play:

Weapon Information Table

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

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

```
Number                  Stat value to check against
of dice  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 :     -  <1  <1   1   2   5   9  15  23  33  44  55  66  76  84  90  94  97  98  99  99 100
  5 :     -   -  <1  <1  <1  <1   1   3   5   9  15  22  30  39  50  60  69  77  84  90  94  96
  6 :     -   -   -  <1  <1  <1  <1  <1  <1   1   3   6   9  14  20  27  36  45  54  63  72  79
```

Blunt Weapon Critical Wounds

```
Normal  Damage
Roll    Mult    Results

  01     x1     Self Hit, roll normal damage on self
02-03    x1     Weapon Broken, -5 to strike and damage
04-05    x1     Haft cracked, 50% chance of breaking 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 d2 DV
  78     x2     d6 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 d4 rounds
  86     x2     Stomach hit, stunned 14 - HEA rounds
  87     x3     Groin smashed, stunned 20 - HEA rounds
  88     x3     Head hit, stunned d4 minutes
                normal damage with helmet
  89     x2     Hand severed
  90     x2     Face hit, blood blinds d4 rounds if no helmet
  91     x2     Face hit, permanently blind if no helmet
  92     x3     Head hit, unconscious d4 days, if helmet
                unconscious d4 minutes, double 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 - INSTANT DEATH, if helmet triple damage
  00     --     Head torn off, INSTANT DEATH
```

*victim is bleeding. lose 1 DP/round until wounds are bound
    (Applying pressure or securely bandaging the wound, or recieving
    any curative spell will stop the bleeding)

Bludgeon Critical Wound Table

```
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

Edged Weapon Critical Wounds

Normal Roll	Assassin Roll	Damage Mult	Results
01	--	x1	Self Hit, roll normal damage on self
02-03	01	x1	Blade broken, use at a -5 to strike and damage
04-05	02	x1	Blade bent, use at a -3 to strike and damage
06-07	03	x1	Blade cracked, use at a -1 to strike and damage
08-10	04	x2	Blade stuck in opponent, 3d6 vs STR to free
11-40	05-15	x2	Double damage
41-60	16-25	x3	Triple damage
61-72	26-35	x4	Quadruple damage
73-77	--	x2	Weapon or shield broken
78-82	--	x3	Armor Damage, lose d4 DV
83	--	x2	d6 ribs broken
84	--	x2	Leg/tail broken
85	--	x2	Arm/Wing broken
86	--	x3	Shoulder/Wing damage
87	36-40	x2*	Hand severed
88	41-45	x3*	Arm/Wing severed
89	46-50	x3*	Leg/Tail severed
90	51-55	x3*	Groin cloven, incapacitated 20 - HEA minutes
91	--	x3	Head hit, stunned d4 minutes normal damage with helmet
92	56-60	x4*	Face hit, permanent blindness, blood blinds d4 rounds if helmet, triple damage
93	61-65	x4	Head hit, unconscious d4 days, if helmet unconscious d4 minutes, triple damage
94	66-70	x4*	Kidney destroyed, if both are gone death in HEA/2 rounds
95	71-75	x4*	Internal organs pureed, death in HEA/2 rounds
96	76-80	x4*	Chest opened, heart and lungs slashed, death in HEA/3 rounds
97	81-85	x5*	Spine severed, paralyzed
98	86-90	--	Head split - INSTANT DEATH, if helmet x4 damage
99	91-95	--	Cleft in twain - INSTANT DEATH
00	96-00	--	Head severed - INSTANT DEATH

*victim is bleeding. lose 1 DP/round until wounds are bound
(Applying pressure or securely bandaging the wound, or recieving
any curative spell will stop the bleeding)

Piercing Weapon Critical Wounds

Normal Roll	Assassin Roll	Damage Mult	Results
01-03	01	--	Weapon broken, no damage
04-07	02	x1	Point blunted, -2 to strike and damage
08-10	03	x2	Weapon stuck/Bow string snapped, 3d6 vs STR to free/restring
11-30	04-09	x2	Double damage
31-45	10-16	x3	Triple damage
46-55	17-24	x4	Quadruple damage
56-60	25-32	x5	Quintuple damage
61-66	--	x3	Armor Damage, lose 1 DV
67-68	--	x2	Shoulder/Wing pierced
69-70	--	x2	Leg/Tail pierced
71-72	--	x2	Arm/Wing pierced
73-74	33-36	x3	Hamstrung, unable to walk for 30 - HEA days
75-76	37-40	x3	Hand impaled, 2d6 vs STR to remove
77-78	41-44	x2	Ear sheared
79-80	45-48	x3	Nose removed
81-82	49-52	x4	Eye hit, permanent blindness
83-84	53-57	x3*	Stomach hit
85-86	58-62	x3*	Kidney hit, lose 1d4 HEA, if both gone death in HEA/2 rounds
87-88	63-67	x4*	Liver pierced, lose 1d6 HEA
89-90	68-72	x4*	Lung hit, incapacitated until healed, lose 1d3 HEA, die if other lung gone
91-92	73-77	x5*	Groin pierced, incapacitated until healed
93-94	78-82	x6*	Head hit, if helmet only double damage
95-96	83-88	--	Heart pierced, INSTANT DEATH
97-98	89-94	--	Throat pierced, INSTANT DEATH
99-00	95-00	--	Eye pierced, INSTANT DEATH

*victim is bleeding. lose 1 DP/round until wounds are bound
(Applying pressure or securely bandaging the wound, or recieving
any curative spell will stop the bleeding)

Grappling Critical Wounds

```
Normal
Roll    Results

  01    Attacker trips, opponent gets hold on attacker
02-03   Attacker's finger broken, unable to use hand
04-05   Attacker's armor split, -1 to all armored DVs
06-09   Attackers's fingers jammed, loose one round
10-50   Rib cracked, take 1d4 damage
51-70   Rib broken, take 1d8 damage
71-73   Weapon or shield broken
74-78   Armor Damage, lose d2 DV
  79    Leg/tail broken
  80    Arm/Wing broken
  81    Shoulder/Wing dislocated
  82    Arm/Wing smashed, unusable
  83    Leg/Tail smashed, unusable
  84    Hand smashed, unusable
  85    Chest Hit, winded and gasping d4 rounds
  86    Stomach hit, stunned 14 - HEA rounds
87-88   Groin smashed, stunned 20 - HEA rounds
  89    Head hit, stunned d4 minutes
  90    Face hit, blood blinds d4 rounds if no helmet
  91    Face hit, permanently blind if no helmet
  92    Head hit, unconscious d4 days, if helmet
        unconscious d4 minutes
  93    Knee cap shattered, no movement
  94    Jaw broken, no speech
  95    Kidney destroyed,
        if both are gone death in HEA/2 rounds
  96    Internal organs crushed, death in HEA/2 rounds
  97    Chest caved in, death in HEA/3 rounds
  98    Spine smashed, paralyzed
  99    Neck Broken - INSTANT DEATH
  00    Head torn off, INSTANT DEATH
```

Artillery Critical Damage

```
Normal Damage
Roll   Mult    Results

01-03  x1      Weapon breaks, damage firing ship
04-07  --      Weapon breaks, no damage
08-10  x2      Weapon damaged, unusable
11-30  x2      Double damage
31-45  x3      Triple damage
46-55  x4      Quadruple damage
56-60  x5      Quintuple damage
61-66  x3      Hull Damage, lose 1 ADV
67-68  x2      Main sail shredded, -50% speed
69-70  x2      Upper sail shredded, -25% speed
71-72  x2      Boon sail shredded, -50% turning rate
73-74  x3      Oars sheared, oaring impossable
75-76  x3      One weapon hit and destroyed
77-78  x2      Crow's nest destroyed
79-80  x3      Figurehead destroyed
81-82  x4      Rigging fouled, 1d6R until ship can move
83-84  x3      Passage to below deck hit, blocked by debris
85-86  x3      Attack boat/Life boat destroyed
87-88  x4      Cargo bay flooded
89-90  x4      Helm destroyed, uncontrolled until repaired
91-92  x5      Rudder destroyed, uncontrolled until repaired
93-94  x6      Cefo killed
95-96  --      Mast falls, ship can not move
97-98  --      Ammo hit, ship explodes and sinks immediately
99-00  --      Keel breaks, ship sinks immediately
```

NOTES:

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