

RUNEQUEST

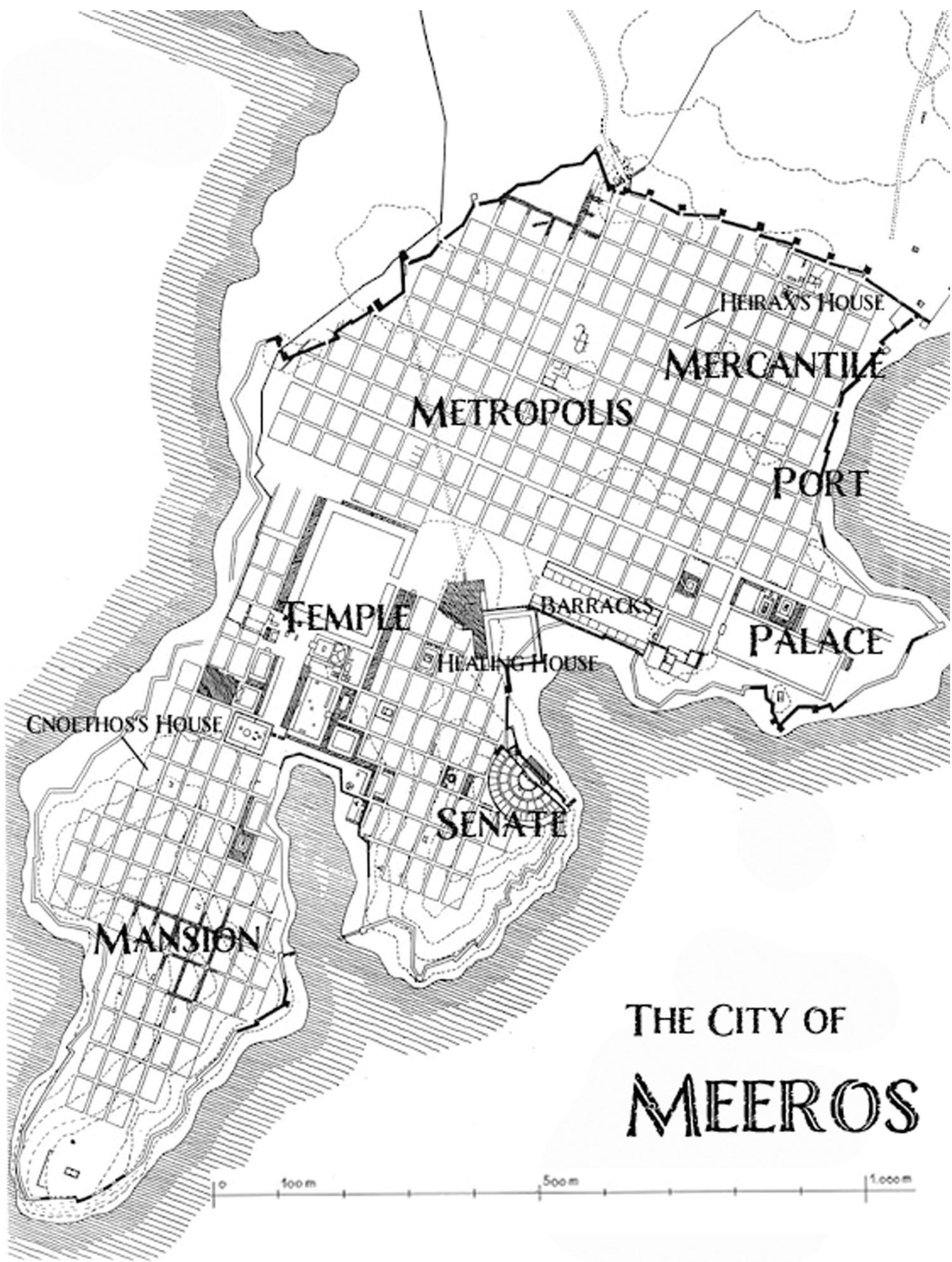


GAMES MASTER'S PACK

This pack contains two scenarios for RUNEQUEST: Meeros Falling - an introductory scenario that follows-on from the events described in Anathaym's Saga in the RUNEQUEST rules; and The Exodus Matrix, a Sword and Sorcery adventure that formed part of the playtest for the sixth edition rules.

The remainder of the pack is a compilation of the major charts and tables used in the rules. Also included are a set of Combat Condition markers, a summary of Combat Special Effects for use by players, the RUNEQUEST Character Sheet and Combat Tracker sheet.

The Design Mechanism wishes to thank Shawn Tomkin for his work on the Condition Markers and Special Effects summaries.



MEEROS FALLING



This is an introductory RUNEQUEST scenario set in the city-state of Meeros, the location used throughout Anathaym's Saga in the RUNEQUEST rules. It follows on directly from Anathaym's trial and betrayal at the hands of Misogynistes and involves the characters in the aftermath of the terrible earthquake that struck the city.

The scenario can, of course, be set anywhere Games Masters wish. However as the aim is to introduce new players and characters to the game, using Meeros makes a certain degree of sense.

Players should create new characters for the scenario. They should all be Civilised, citizens of Meeros, and can be from any social class – although having the same or similar social class will help to a certain degree. Characters can be from any profession and may be initiates of the Cult of Myceras. In fact, we recommend that at least one character be a Myceras cultist and perhaps have access to some Folk Magic and/or Theism spells.

BACKGROUND

Anathaym, despite having helped save Meeros from the beast hordes commanded by Kratos and Xenos, was placed on trial for killing Xenos, thereby breaking an age-old edict. During her trial Anathaym represented herself well until the last day when Misogynistes, Xenos's father, appeared with documentation proving that Anathaym was, in fact, a traitor. His arguments were so compelling that the Senate Court found against Anathaym and she was sentenced to death. As the sentence was handed-down by the reluctant queen, the whole city was rocked by a massive earth-tremor that caused the streets to sunder, buildings to collapse and the populace to flee for their lives.

When the tremors subsided Anathaym was gone. Her nemesis, Misogynistes, was found dead – crushed beneath the fallen statue of Myceras, the city's patron god. Despite Misogynistes' death the sentence still stands against Anathaym. If she is caught she will be stoned outside the Senate Building.



The Scarlet Spears

This elite brotherhood of warriors acts as the queen's personal bodyguard and also acts as a specialised wing of the City Guard, serving the queen's needs directly. They have powers of arrest and only the most trustworthy warriors are allowed to join.

In the wake of the earthquake the Scarlet Spears have been concerned with securing the palace and ensuring the queen's safety. However they are appalled at Anathaym's apparent betrayal.

RUNEQUEST & MEEROS FALLING

WHAT REALLY HAPPENED

Anathaym's sister, Kara, is a ranking priestess of Myceras. She watched in horror as her sister was condemned and, with no alternative, called on her god to send a symbol of Anathaym's innocence. Myceras is not a subtle deity and he stormed across the God Plane causing the very earth beneath to shake and crumble. Misognistes certainly got what was coming to him, and the earthquake gave Anathaym a chance to escape, but her ordeal is not over unless she can prove her innocence.

Misognistes, a wily and scheming politician, had fabricated the evidence against Anathaym. It was his scheme to help depose the queen, her place being taken by his son, Xenos and the sorcerer Kratos. Misognistes would then rule from behind the scenes. Anathaym ruined that plan and he was determined to have his revenge. Misognistes bribed certain warriors of the Myceras cult to speak against her and employed forgers to fabricate evidence.

In the chaos of the earthquake Anathaym fled. Her old sword master, Zamothis, helped smuggle her out of the city and to safety. He has secretly conveyed word to Kara and pledged to do all he can to help her prove Anathaym's innocence. Kara is now planning how to do this. She needs help – and help from people unassociated with her family...

ABOUT MEEROS

Meeros is a large city-state of around 170,000 people. Built on a high, hilly peninsula it is walled on most sides, with its southern side facing towards the sea. The northern part of the city is the oldest area and it was originally a defensive outpost built on a large promontory. Over three centuries it has expanded to its current size, with its defensive

wall being extended successively to counter both human and non-human invaders.

The city recognises many gods and a handful of ancestor spirits. The patron god is Myceras, a god of war, thunder and protection. He is depicted as either a bull or a minotaur and the Meerish share worship of Myceras with the neighbouring minotaur herds – although they do not agree on how Myceras should be worshipped, which leads to conflicts.

Meeros is ruled by Queen Herethos. She has been on the throne for eighteen years and is well-loved. However in recent years some have been openly critical of her style, particularly in dealing with the Badoshi Warlords who grow increasingly bold in their raids on Meerish territories. Beneath the queen is the Senate which consists of thirty elected representatives who speak for the people. A group of six senators form the Queen's Voice which is the body that advises Herethos directly. These are all loyal, trusted, experienced politicians with many years' service. The queen also has an inner council consisting of appointed advisers, family members and the High Priests of each major temple in the city.

Meeros is a busy port and boasts the largest deep-water harbour in the region. This makes it rich as many come from all over the world to trade. Trade levies are an important source of revenue and so any threat from outside that would injure port traffic is taken extremely seriously.

The city is protected by the City Guard, stationed inside the walls, and responsible for policing Meeros; and the army, which is based outside the walls and is responsible for protecting the city as a whole. Every man and woman over the age of 14 is expected to serve in either the Guard or Army for a minimum of two years. Exemptions can be bought, but most choose to serve. Others become career soldiers. There is considerable rivalry between the Guard and Army even though they are both highly trained and highly effective.



Within the walls the city is divided into several districts:

- Palace – the area surrounding the Royal Palace buildings
- Temple – the area dominated by the major temples of Meeros
- Senate – the area around the Senate building
- Port – the harbour and port area, bordering the sea
- Mercantile – in the east of the city, between Port and the North Gate. This is where the main markets and bazaar are located.
- Mansion – where the high-ranking and wealthy live
- Metropolis – where the rest of the citizenry lives; there are different regions, ranging from opulent to poverty stricken, as with any city.

The earthquake Myceras created has caused havoc across the city's districts. As this was not a natural earthquake the destruction does not follow the patterns of tectonic activity, but rather resembles the trampling hooves of a colossal bull. Gods and Mansion districts are the worst affected, but damage has been felt in all parts with many killed, maimed or injured. Huge fissures mark where Myceras stamped and forced the earth to sunder; elsewhere buildings have been caused to sag, partially collapse, or suffer nothing more than cracks. Prayers and offerings to Myceras have quadrupled in recent days.

SETTING THE SCENES

Ideally one of the characters should have Kara or Master Zamothis as a contact or ally. If any of the characters is a Myceras cultist, then they will have had contact with Kara during rituals and ceremonies. If not, then perhaps they have received training at Master Zamothis's prestigious martial school – the same where Anathaym herself trained. If Master Zamothis is the contact then he puts

the characters in touch with Kara, brokering their first meeting. If Kara is involved directly, she requests, through the Myceras character, for a meeting with the whole group.

BEGINNING THE SCENARIO: AT THE HOUSE OF ABANTES

The meeting takes place at the home of a man named Abantes – a friend of both Master Zamothis and Anathaym's family. The house is located in Mansion, on the west side, overlooking the sea. Abantes, a portly, bald wine merchant, greets the characters like old friends, and shows them to the garden which, in traditional Meerish style, is fully enclosed by the four walls of the house. His house was spared the rigors of the earthquake: 'Some broken tiles, a vase my wife adored but I hated, and several urns of rather splendid wine that will be difficult to replace.' He sighs and mops his brow. 'Such is life.'

The garden is well-kept and tranquil. A fountain in the shape of Tridea, the Meerish Sea Goddess, bubbles in the centre and arranged around it are several stone benches. Seated at one is a petite, blond-haired young woman who wears her hair piled in an ornate style and the clean, white linen robes of a Myceras priestess. This is Kara. Abantes fusses for a little while, summoning his slaves with wine, sweetmeats and other treats, but makes himself scarce when Kara gives him a curt little nod and thanks him for his hospitality.

'Master Abantes gave me my first taste of wine,' she says as he leaves. 'I was four at the time and dreadfully sick all night. He's such a rogue, but a good and trusted friend of myself and my sister.'

Of course, all the characters have heard of Anathaym: her trial was the talk of the city. But the characters may not know Kara. An Insight or Locale roll can be used to understand who she is. Kara waits before introducing herself,



inquiring after each character's name. If her contact from the cult is present, then she looks to that character to make the introductions. Once that formality is done, she comes straight to business.

'My sister is innocent. Her accuser, Misogynistes, was a corrupt and vile liar who used his wealth and contacts to incriminate Anathaym and so rid his son, Xenos, of the true guilt. The whole city saw how Xenos led the beast armies up to Meeros's gates, but Misogynistes' duplicity transferred his guilt to my sister. She should not have killed Xenos perhaps, but she was defending the honour of the city and her queen. Anathaym should have been lauded, not condemned.'

'But I cannot, alone, prove her innocence. Misogynistes has many friends who stand to profit from taking his side. I, and my family, are being watched by these enemies, so I must act with caution and do nothing to attract attention. I visit Master Abantes regularly so my presence here today will raise no questions. I need your help in proving that Anathaym was not guilty of the crimes Misogynistes claimed. I can pay you well, if you desire money, but rather I would hope that you will help me – us – because it is the right thing to do.'

Allow the characters a few minutes to digest the offer. If any of them are unsure or prevaricating, Kara has Loyalty to Meeros 75% and Love Anathaym 106%; either or both Passions can be used to sway the characters if necessary with them resisting with either Willpower or their own Loyalty to Meeros, should they wish to resist. The assumption is made that the characters agree. If they enquire about a reward, Kara looks a little disappointed but does not hesitate: 'My family will pay each of you 50 silver crowns if Anathaym is cleared. If not, then a sum of 20 crowns to recompense your efforts. And, of course, Myceras himself will be grateful, because Anathaym is one of his beloved daughters.'

THE USUAL SUSPECTS

Kara explains that Misogynistes visited several people during the course of Anathaym's

trial, even being absent for one whole day to conclude whatever business he had with them. She wants the characters to find out as much as she can about these people. They are:

- ⇒ *Barastes*, a captain of the Meerish City Defence – an old friend of Misogynistes and Xenos.
- ⇒ *Cnoethos*, a Senator.
- ⇒ *Heirax*, a dealer in valuable silks and jewellery, but with a shady past

'Barastes was injured during the earthquake. He can be found in the infirmary tended by the Daughters of Alecia (the Meerish Goddess of Healing). Cnoethos is busy weeping over the destruction of his house in the earthquake; he has been absent from all senate meetings since Myceras delivered his wrath to the city. Heirax has premises in the merchant's quarter. Of him, I know the least – save that he has not left Meeros.'

'Visit each of them. Learn what you can. If you need money in this regard, contact me through Master Abantes. Do not approach me at the Temple of Myceras or at my family's home. I can also provide other help should you need it – Anathaym has good friends who also believe her innocence and will help where they can.'

'I wish you luck and safety. May Myceras Watch Over You.'

WHAT THE CHARACTERS NEED TO DO

Each of the three conspirators holds a vital piece of evidence, verbal or physical, that will clear Anathaym's name if brought together. The characters' job is to gain this evidence, in whatever way they choose, depending on the circumstances. In summary:

- ⇒ Barastes took a substantial bribe from Misogynistes and in return swore that he had seen Anathaym consorting with the city's enemies and witnessed her opening the gates to the Minotaur King



who was at the head of the invading army.

- Cnoethos stole the seal of Anathaym's family which was used on the forged scroll 'proving her guilt'. He succumbed to blackmail; he has been embezzling funds from the city's treasury and Misogynistes threatened to expose him.
- Heirax is a skilled counterfeiter. He forged the scroll, copying Anathaym's handwriting perfectly, and followed Misogynistes' directions to portray Anathaym as a traitor. The scroll is a letter, supposedly written by Anathaym and to be delivered to the Minotaur King, establishing a deal for the looting of Meeros. Heirax though, has two copies – practice drafts – of the scroll that he has not disposed of.

There is one further source of help, should the characters need it. The Minotaur King. He regards Anathaym as a noble warrior who bested him in single combat, and Xenos as the one who promised to open the gates of Meeros for spoils. Travelling to the minotaur lands would be risky but an option for proof should it be needed (this option is not covered in this scenario; Games Masters should improvise if necessary).

The role played by each of the three conspirators is explored in the following scenes. The characters can visit them in any order and revisit as required. One visit though, should be enough, if the characters are skilful in the way they handle each encounter (and if the dice, Luck Points and gods are with them).

BARASTES

This is potentially the trickiest of encounters. Barastes has the most to lose if exposed. Gaining information from him will not be easy and risks his wrath. Gaining information *about* him is a safer bet.

As Kara said, Barastes was injured during the earthquake. Present at Anathaym's trial he was struck by falling masonry and currently lies in a cot at the House of the Daughters of Alecia with two badly broken legs. Healing

magic has stabilised his condition but now it is a matter of waiting for nature's own healing to complete its work. The Daughters of Alecia fear that Barastes may never walk properly again and this threatens his position as a captain of the Meeros City Guard: a soldier who cannot drill, run or even walk properly has a bleak future. Thus, the money he took from Misogynistes is important now more than ever. Barastes has grown to enjoy the finer things in life – especially the high class brothels found in the city, and the good food and wines that are usually denied the common soldiery but are freely available to those who mingle with the rich and powerful.

The House of the Daughters of Alecia is easy to find. It is in the north of the city, close to the barracks, and although the earthquake wrecked the perimeter wall and damaged the house's roof, the infirmary was spared serious damage. The Daughters of Alecia – which is a cult related to Myceras – are extremely busy tending to the injured, wounded and dying of the quake. Visitors, most of them forlorn relatives are common at this time. The Daughters are too busy dealing with their patients to question newcomers too closely and the characters have few problems in locating where Barastes is quartered (a small, private cell at the far end of the main infirmary).

The House of the Daughters is a dreadful experience. The earthquake left so many injured and maimed that the infirmary is full to over-flowing. The place stinks of blood, sweat, decay and death. Cries and moans fill the air constantly, mixing with the healing chants of the Daughters who do their best to tend, mend and soothe. Perhaps people the characters know are to be found here. Whatever, it is a sobering moment as they step into this usually serene and orderly place.

The private cells at the far end of the infirmary are usually reserved for the nobility and priesthoods: Captain Barastes has made generous donations to the Daughters during his career and has earned his solitude. The cell is a room three metres by two metres and separated from the rest of the infirmary by heavy, red drapes. There are six such cells, all occupied. Barastes occupies the fourth cell along.



He lies on the cot, which is surrounded by a fine mesh curtain, his legs bandaged, splinted and raised. He is propped-up and surrounded by scrolls – reports from men under his command of the damage to the city and the state of affairs. This is the first day he has felt able to do anything but sleep and he is trying to be practical and productive. Arranged neatly to one side of the bed, just beyond his reach, are his arms and armour (hoplite half-plate and traditional shortsword, scabbarded). A dish of stew sits on a low bench between the cot and armour, half-eaten: Captain Barastes has little appetite at the moment.

If he is approached directly he is terse and becomes angry quickly. He does not know the characters, is unconcerned with them and regards them as a nuisance. He answers no questions save with withering glares and then screamed insults. Should the characters mention Anathaym, Misogynistes, Xenos, Cnoethos or Heirax his eyes narrow and he becomes extremely suspicious. Characters need to make either Hard Deceit or Influence rolls, opposed by Barastes' Insight, to gain any form of trust. If such rolls are made successfully, Barastes simply says there is nothing to discuss. Misogynistes is dead, as is Xenos; Anathaym is a convicted traitor; and Cnoethos and Heirax he claims not to know (he lies about Cnoethos but not Heirax – Barastes never met him). Any accusations or attempts at blackmail or bribery are met with outright hostility and Barastes yells for his guards. There are several men of his command in the infirmary and they come to his aid within 1d3 Combat Rounds prepared to defend their captain to the death, if needs be. If the characters decided to fight, and are defeated, then they are arrested and hauled to the prison area of the barracks to await trial for treason. Fighting in the infirmary is a grave crime: attacking a Captain of the City Guard even worse.

If Barastes is not directly confronted, and guile is used to question him, he gives away nothing but is immediately on his guard. When the characters have left – and a Daughter of Alecia can be used to shoo them away after an appreciable time – Barastes summons

his soldiers and orders for the characters to be followed. He wants to know who they see, who they talk to, and, if the names Cnoethos and Heirax have come up, to have them, and the characters, silenced. Barastes has too much to lose to take chances. In the confusion of the earthquake organising a few deaths will be relatively easy: his soldiers are quite competent in this regard.

Should the characters decide not to approach Barastes directly, and to ask questions and glean information from others instead, they have a more productive time of it. Influence, Deceit and Streetwise skills are enormously useful in this regard. Questioning soldiers about the famed and respected Captain Barastes yields the following information (depending on the success of the investigative rolls the characters use):

- ⇒ Barastes is captain of the XII Cohort; a unit of Meerish Guards with a reputation for ruthlessness and cunning.
- ⇒ Barastes has many well-placed friends in the Senate, including the dead Misogynistes. These friends may have been grooming Barastes for a political career although most doubt he would pursue one. Barastes had a low regard for politicians, save those who have befriended him, and is a dedicated soldier.
- ⇒ The captain has a taste for the high-life. The pay of a Meerish captain is reasonable but not extravagant, yet Barastes liked to frequent social gatherings held by those who could afford luxury. He likes good food and wine, and also visiting the better brothels of the city.
- ⇒ Barastes has a pair of illegitimate children, it is rumoured, and he has maintained the mother and children for many years, ensuring that they have not gone without even though he will not publicly recognise them. In Meeros such behaviour is acceptable. Having children outside wedlock is frowned upon, but if a father does the 'right thing' such indiscretions are overlooked.

All the evidence points to a grizzled old soldier with a taste for the good life but



lacking the coin to pay for it. Such men can be bribed. Perhaps someone, like Misognistes, found the captain's price. And, indeed, were Barastes' quarters at the barracks to be thoroughly searched, a substantial bag of gold and silver crowns would be found – the equivalent of two years' pay – cleverly secreted beneath the flagstones of the floor. But searching Barastes' quarters is impossible to do without the right contacts and permissions. Kara could get these, but it would risk exposing her and would take a great deal of effort to secure from the Commander of the City Guard who thinks highly of Barastes.

CNOETHOS

Senator Cnoethos lived in some splendour in the south of the city, home to the richest of Meeros. He made his name as a merchant before moving into politics. His reputation is sullied; his political allegiances change with the wind and he lacks consistency in his decisions. He knows a lot of people, is generally affable, but also considered sly. He sits on the treasury committee and his knowledge of accounting is first-rate – especially Meerish taxation. For this reason he has worked in the Treasury for years and, steadily, carefully, fleeced the queen's coffers to fund his own opulent lifestyle (and, incidentally, provide the money for the bribe paid to Barastes).

But Cnoethos is a broken man. The earthquake all but destroyed his beloved villa. Only a few rooms remain standing; the rest is either at the bottom of the tear in the earth that opened-up directly through the villa's centre, or surrounds it. Rubble has replaced splendour. Much of Cnoethos's most valuable possessions are buried, swallowed, shattered or looted. He has lost everything.

One thing he doesn't mind losing is Misognistes. The wily old politician was blackmailing him, and to have Misognistes die at Myceras's hand is an overwhelming relief. But to then see his house ruined... Cnoethos is in a very emotional and vulnerable state.

So are the ruins of his house. The characters need to venture into it if they are to meet

with Cnoethos and to do is to risk death. The house is in such a precarious state that the remains of it could tumble into the fissure taking all occupants with it. Perception (Hard), Engineering, Mechanisms and Survival rolls help determine just how precarious the ruins are, if the characters decide to make them. Otherwise the house is most certainly a trap (see RUNEQUEST, pages 126-128) with the following traits:

- *Purpose: Maiming/Death*
- *Trigger: Failed Athletics Rolls; Sudden Movements (including combat); Very Loud Noises*
- *Difficulty: 60% (2d6 damage, Size/Force Large)*
- *Resistance: Evade, Acrobatics, Athletics (Hard)*
- *Effect: The earth begins to sag. Walls creak and crumble. Tiles fall from the roof. The fissure that has swallowed most of the house widens. The ground slopes rapidly and then the whole edifice groans, crumbles and slips into the chasm in a landslide of masonry, taking with it anything that cannot leap to safety.*

All Cnoethos's slaves (those that survived; many didn't) have fled. Only Cnoethos remains, scrabbling through the ruins for scraps of possessions which he has piled in the centre of what was once the main living room. He sobs constantly. His frantic searching disturbs the ruins a little more each passing minute. Alone, it may take a couple of days for the house to completely collapse, but with intrusion its demise is hastened.

Games Masters should choose a suitably dramatic moment for the villa's destruction if the characters venture in. Give them time to question Cnoethos; if being followed by Barastes' soldiers perhaps stage a confrontation here. But the villa *will* crumble. The characters have an opportunity to save Cnoethos's life and, if they succeed, he is, according to ancient Meerish law, within their debt and must perform a service in return. This could provide valuable leverage because, if so compelled, Cnoethos will admit to his part in





Misogynistes's scheme – although he falls short of admitting his embezzlement of the city of treasury, fabricating some other infraction that Misogynistes might have used as a tool for blackmail (he owed money to Misogynistes, for example; or had gambling debts that Misogynistes cleared). After all, with Misogynistes dead, there is no one to prove otherwise.

If Cnoethos can be saved and questioned, the characters must first balance his fragile emotional state. This requires a great deal of soothing and calming using Influence, or even a Passion. Treat this as a Task that takes an hour to accomplish (see the Task rules from RUNEQUEST, page 100). Each successful phase of the Task calms Cnoethos a little more until he is in a fit, coherent state to communicate sensibly with the characters. Success within an hour guarantees his openness; failure leaves the characters with a rambling, weeping, incoherent, emotional mess.

A co-operative Cnoethos tells the characters the following. ‘Yes, Misogynistes had a plan. Yes he did. He made me do it! He threatened me! Me! He reduced me to a common thief. He told me that he would frame me, as well as Anathaym, for terrible, terrible crimes if I did not co-operate. I was to go to the family house and steal their seal. I was to create falsehood and lies to bring shame on this most worthy of Meerish families! Oh woe is me! But I was coerced you see? An evil man, that Misogynistes. That he is dead is proof, is it not, that Myceras takes vengeance on those who threaten our city?’

This is a confession of the role Cnoethos played in Anathaym’s conviction, and it is all true. But Cnoethos is wholly unreliable. At present he is vulnerable and malleable. But, if presented to the queen and told to repeat his claims, he will deny everything he has said to the characters. There are no witnesses to the characters’ interview with him and it is quite clear that the destruction of his home has had a profound impact on his psychological state. Cnoethos will claim the characters threatened him, put words in his mouth and so on – anything to abrogate the truth. And, as a politician, he is, when stable, a consummate

liar. The characters need far more compelling evidence than Cnoethos’s testimony.

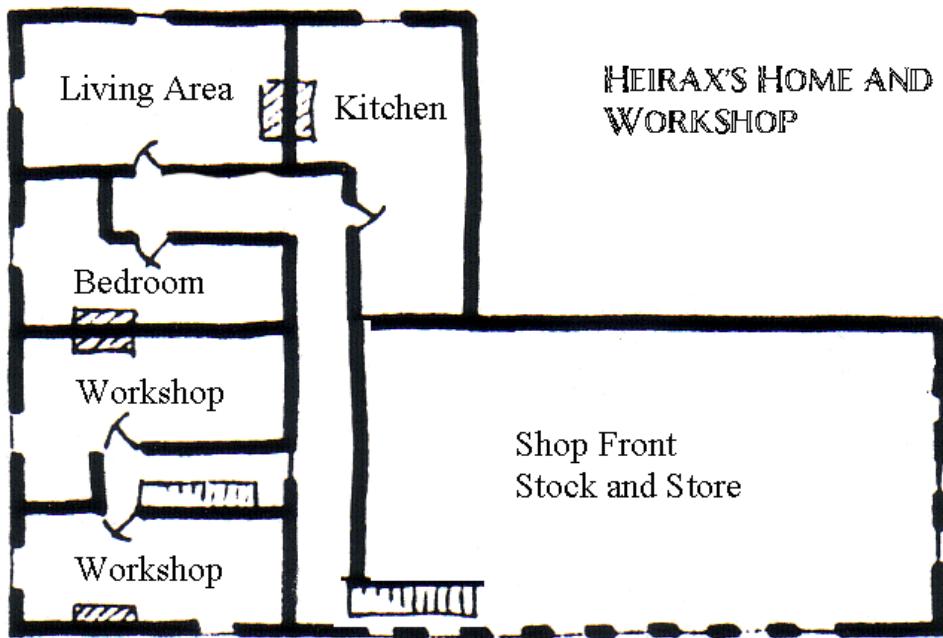
The stolen seal would help, but this has been lost in the devastation of the Cnoethos’s house. Of course, the characters could try searching for it, but this is a dangerous task and nigh-on impossible. The ring bearing the seal is buried beneath several tons of villa rubble.

HEIRAX

The mercantile quarter of the city is where Heirax can be found. Characters can use Influence, Perception and Streetwise to gather information from other merchants as to where he can be found. He claims to be a dealer in rare and valuable silks and this is quite true. His real skill though, is in his ability to accurately counterfeit documents and artworks. Heirax has the uncanny ability to replicate a person’s handwriting and manufacture authentic parchments, scrolls and so forth. He has worked for Misogynistes on several occasions, fabricating political documents, letters and other material that have been used in a variety of crimes and subterfuges. Of all three conspirators, Heirax knows the most about Misogynistes’ corruption and treachery.

Critical successes in any rolls used to gather information prior to finding Heirax uncover hints that lead the characters to suspect that he is an exceedingly good forger. Very few people say anything outright, but comments made are along the lines of ‘Oh, I needed a license, and he’s the man to see...’ and ‘When I lost my merchant’s certificate he was able to get hold of a new one...’ Putting two and two together should help the characters reach the right conclusion about his involvement in the conspiracy.

The mercantile quarter suffered only superficial damage during the earthquake. Some buildings have lost roofs and the more rickety stalls resemble kindling, but otherwise the district is in good shape. Heirax has a store and rooms just off a side-street called Sharpener’s Way which is where a variety of



grinders and blade sharpeners peddle their business. The building is small, neat, and the shop front facing the street displays the silks and bolts of cloth that Heirax legitimately trades. His wife, Neura, tends the store calling Heirax when a customer has some question or other about a specific piece of fabric. Usually Heirax works in the upstairs rooms on forging commissions. He only ever entertains trusted clients and Neura knows all of them by sight. Anyone who comes looking for Heirax's services are politely but firmly turned away until Heirax himself has had an opportunity to check the client's credentials to ensure that he is not being set-up for investigation or arrest.

Thus, getting access to Heirax in his home – which is where all the evidence the characters need can be found – is a very tough call. However, Heirax does frequent a nearby taverner several times a week, visiting there for wine, olives and bread, after the day's business is concluded. He sometimes meets clients there, taking them indoors so they can discuss business privately. Otherwise he sits on the veranda in the evening sun enjoying the ambience and chatting with friends. All this can be learned by spending some Strategic Time watching Heirax's movements and habits. When Heirax visits the taverner Neura sometimes goes to visit her ageing mother in

a neighbouring district, or visits her friends. Thus, on some evenings, Heirax's home and shop are left unoccupied for several hours.

APPROACHING HEIRAX DIRECTLY

This is risky. Heirax is crafty and not a little ruthless. If the characters make the mistake of approaching directly – such as at the taverner or on his way to it – Heirax politely denies any knowledge of Misogynistes, waves away any references to forgery and tries to convince the characters (using his Deceit) that he is merely an innocent importer of cloth. All the while Heirax, with the keen eye of an expert forger, notes every detail of the characters: what they say, how they say it, how they look and how they dress. He then hires, through a contact, a band of local thugs to give the characters a substantial beating as a warning. The characters will not be able to prove Heirax's involvement in this intimidation, but the message should be clear. Plus, if the characters make any overt reference to Misogynistes, and are less than clever in how they do it, Heirax will burn all the evidence he retains of the forged letters he made. He never, unless there is absolute one-hundred percent trust, admit to his involvement in this treachery.



SEARCHING HEIRAX'S ROOMS

Using Stealth the characters can attempt to gain access to the rooms above the store on Sharpener's Way. This is a busy part of town, save in the dead of night, and so there is the chance of being spotted. The following skills are needed. The best skill comes first. Alternatives, with their difficulty grade, are given in parentheses.

- ⇒ Avoiding Attention: Stealth (Hard)
- ⇒ Gaining Entry: Lockpicking (Standard) or (Mechanisms, Hard)
- ⇒ Avoiding the Small Traps Heirax Has to alert him to Intruders: Perception and Mechanisms
- ⇒ Gaining Access to the Locked Forgery Workshop: Lockpicking (Hard) or (Mechanisms, Formidable)
- ⇒ Finding the Practice Letters: Perception (Formidable), Lockpicking (Formidable)

Successfully completing all the above takes 1d3 hours. There is a 25% chance in the first hour that either Heirax or Neura returns home early. This increases to 50% in the second hour and 75% in the third. The bulk of the time is spent in searching for the right documents. Heirax has a very well concealed strongbox built into the wall of his workshop and the box is fitted with a superb mechanical lock that has to be picked. The box can be battered or forced open, but this requires a further 1 hour of effort, such is the strength of the iron used in its construction.

Inside, amongst other papers (which incriminate Heirax in all sorts of crimes), are the two practice letters he made before producing the perfect final that Misogynistes used in Anathaym's trial. It reads:

My Lord King Tir-Hordeen,

My agent, the man you know as Xenos, has given you details of the plans I have made to bring about the fall of Meeros. He is but a pawn and quite innocent of the real intent. I am the one you will entreat with from henceforth.

The queen is corrupt; the power of the senate diminished. The city needs to learn a strong

lesson. Bring your armies to the north gates of Meeros by dawn on the tenth day following the receipt of this letter. I shall have the city wide-open for you. Despoil the city but spare me the queen so I may make an example of her. Once our work is done, we shall arrange a new alliance between our peoples and dominion over certain Meerish territories close to Minotaur Lands will be granted to you without question.

It is likely that, as the city's champion, I will be forced to face you in battle. As has been agreed, you should lose this contest, feigning noble defeat. This will lull the queen into a false sense of security. From there your army can sack the city. Our duel will be their signal.

I am your loyal friend and ally.

Anathaym

Tir-Hordeen is the king of the minotaurs. Anathaym did, indeed, battle him, but the contest was genuine and Tir Hordeen accepted noble defeat and ordered his armies to retreat. It was Xenos's foolish rage that then led to he and Anathaym battling, with the loss of Xenos's life (and the current series of events). This letter is Misogynistes' attempt to exonerate his son and lay all blame at Anathaym's feet.

These two practice letters are identical in content but clearly show the refinement of Heirax's technique to produce a flawless version. On their own, they incriminate Misogynistes and exonerate Anathaym. By extension, Barastes must have lied and so he, too, can be incriminated. Misogynistes applied Anathaym's stolen seal after the letter was finished and that seal is now lost, so incriminating Cnoethos will prove difficult, but not impossible. With enough pressure and further investigation Cnoethos would crumble under questioning and admit his complicity.

If the characters are still in Heirax's rooms when he returns, and they have found the papers, he confronts them. He attempts bribery to save his own skin, offering up to 60 silvers per character if they hand back the papers (assuming they found them) and say nothing. If they refuse, then he allows them to leave but immediately makes contact with the local thugs who are ordered to get the letters



at all costs, including killing the characters if that's what it takes.

If the characters have not found the letters then Heirax sends his wife to summon the City Guard. He is an honest trader and clearly the characters are trying to rob him. The characters can try to escape and may succeed, but the description Heirax can give will mark them until someone in power can have the City Guard cease their search. Heirax may also still hire his thugs to teach the characters a lesson.

EXONERATING ANATHAYM

Once the characters have completed their investigations, located the evidence and so forth, they need to bring their findings to Kara. This can be brokered through Master Abantes or Zamothis. Kara arranges a meeting at Abantes' house to hear what the characters have discovered.

This is an opportunity for either Barastes, Cnoethos and/or Heirax to stage a final attempt at intervention, sending either soldiers or thugs (or both) to kill all present and retrieve any evidence. The death of a ranking priestess of Myceras would create a huge amount of suspicion, but any of the conspirators can make it look like further treachery, stretching into the cult of Myceras itself, is afoot. If such a battle occurs, some options for Games Masters to consider are:

- ⇒ Have Master Zamothis present. An expert warrior, he will readily fight with the characters and even Barastes is outclassed by this master swordsman.
- ⇒ Kara uses her magic to aid the characters and to defend the intruders. Allow her to cast spells and use it as an opportunity to show magic's capabilities.
- ⇒ Master Abantes manages to escape with the vital evidence during the confusion.

He goes straight to the Scarlet Spears, of whom Anathaym is a member, and secures their help. They may even make a timely intervention or arrest any of the conspirators should they succeed in overwhelming the characters and Kara.

Once the evidence and testimony is secure, it can be taken to the queen. The characters, with Kara petitioning for them, must relate their story first to the queen's High Prefect, her main adviser, who then arranges for an audience with the queen herself, having briefed her on what has been learned. The characters can make Influence and Orate rolls to ensure they communicate an impressive and impassioned defence of Anathaym, with Kara and Master Zamothis supporting them with clarifying facts and joining the various strands together.

After a couple of hours of detailed questioning by both the queen and the High Prefect, the queen commands Barastes, Cnoethos and Heirax to be arrested immediately. They will be tried, probably tortured, and confessions extracted. At the conclusion of proceedings, Anathaym is proclaimed innocent of all charges and can freely return to the city she loves. She and Kara are in the characters' debt. At the very least both will offer the characters free training, including magical training, and become friends and allies for use in the future. The characters are also paid handsomely for their efforts in coin, if this is preferred. The characters may negotiate alternative rewards: grant any that are in reason.

Depending on who is caught and how, the conspirators are sentenced to death. But perhaps some or all of them escape the city – it is possible. Any of them now harbour utter hatred for the characters and can be used as arch-enemies if this scenario extends into a longer campaign.



NON-PLAYER CHARACTERS

This section contains the statistics for the key non-player characters found in the scenario.

KARA

Kara is an anointed priestess of Myceras. She is a pretty young woman but her features are sometimes stern. Slim, short in stature, her physical appearance masks her steely resolve. She wears her long blond hair piled in the intricate ringlets common to the priests of the cult and dresses in expensive, but simple, robes of white trimmed with gold and crimson. She wears a dainty ankle-bracelet of gold

and silver around her right ankle which jingles as she moves. This was a gift from Anathaym and she never removes it.

Kara only uses her magic when absolutely no other alternative presents itself. Myceras priests are generally forbidden to call for miracles outside of cult rituals although she is more willing to use her Folk Magic spells to assist others.

If in a position where calling upon a miracle is necessary, make an opposed roll of Kara's Love Anathaym or Hate Misogynestes and her Willpower. If the Passion roll wins the contest, she uses her magic. If Willpower wins, she resists the urge. This applies only to miracles. Folk Magic spells can be cast freely.

KARA, PRIESTESS OF MYCERAS

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 10	Action Points	2		1–3	Right Leg	0/4
CON: 12	Damage Modifier	0		4–6	Left Leg	0/4
SIZ: 9	Magic Points	15		7–9	Abdomen	0/5
DEX: 9	Movement	6m		10–12	Chest	0/6
INT: 14	Strike Rank	12		13–15	Right Arm	0/3
POW: 15	Armour	None		16–18	Left Arm	0/3
CHA: 13				19–20	Head	0/4

Skills:

Athletics 44%, Brawn 25%, Dance 103%, Endurance 31%, Evade 34%, Influence 61%, Insight 75%, Lore (Myceras) 80%, Orate 62%, Perception 74%, Sing 90%, Willpower 73%

Passions:

Love Anathaym 106%, Loyalty to Meeros 75%, Hate Xenos/Mysogynestes 90%

Magic:

Folk Magic 76%; Spells: *Bladesharp, Calm, Coordination*

Devotion (Myceras) 80%, Exhort 70%; Miracles: *Amplify, Bless, Consecrate, Beast Form (Bull), Heal Body*

Devotional Pool = 3

Combat Style: Myceras Priestess (Shortsword, Dagger) 58%

Weapons:	Size/Force	Reach	Damage	AP/HP
Shortsword	M	S	1d6	6/8
Dagger	S	S	1d4+1	6/8



MASTER ZAMOTHIS

A retired warrior of Meeros who fought side-by-side with Anathaym and Kara's father, Zamothis is a grizzled, slightly grumpy, occasionally scathing old war horse who is a superb teacher, mentor and swordsman. He runs a combat school in Meeros, preparing young men and women for military service, and also takes on private trainees. He is a hard task master: unforgiving and ultra-critical. But there is none finer. He is proud of his best students and, away from training, is affable and full of exciting battle stories.

He is a good and loyal friend to Anathaym and Kara's family, and he does whatever is required to clear Anathaym's name. He is a Myceras initiate and knows Bladsharp, Coordination and Demoralise. He uses his magic only in extreme circumstances, preferring to rely on his wits and skill as a swordsman.

In combat Zamothis uses his Meerish Infantry style almost exclusively. If assisting the characters he frequently barks commands, treating any fight as a training opportunity.

MASTER ABANTES

A bald, portly, jovial wine merchant in his early fifties. Habitually well-dressed in expensive silks and smelling faintly of lavender oil. He detests confrontation but is a skilled negotiator nevertheless. If trouble breaks-out he seeks shelter, but is not averse to throwing things from a safe distance if he believes it will help himself and his friends.

CAPTAIN BARASTES

A grizzled, grey-haired and bearded warrior, Barastes has little time for civilians but still enjoys the luxuries of civilian life to the full whenever he can. He is treacherous, devious, ruthless and will go to any lengths to protect his reputation. His legs are currently

MASTER ZAMOTHIS

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 14	Action Points		3	1-3	Right Leg	0/6
CON: 13	Damage Modifier		+1d2	4-6	Left Leg	0/6
SIZ: 14	Magic Points		9	7-9	Abdomen	2/7
DEX: 15	Movement		6m	10-12	Chest	2/8
INT: 12	Strike Rank	11 (Includes Penalty for Armour)		13-15	Right Arm	2/5
POW: 9	Armour	Leather kilt and jerkin		16-18	Left Arm	2/5
CHA: 10				19-20	Head	0/6

Skills:

Athletics 71%, Brawn 68%, Endurance 84%, Evade 88%, Influence 72%, Insight 74%, Lore (Military Strategy) 102%, Perception 69%, Teach 85%, Willpower 75%

Passions:

Love Wife 100%, Loyalty to Meeros 105%, Hate Xenos/Mysoginestes 60%, Hate Badoshi 84%

Magic:

Folk Magic 65%; Spells: *Bladsharp, Coordination*

Combat Style: Meerish Infantry 134% (Spear, Sword, Shield); Meerish Slinger 127% (Sling)

Weapons:	Size/Force	Reach	Damage	AP/HP
Shortspear	M	L	1d8+1+1d2	4/5
Shortsword	M	S	1d6+1d2	6/8
Hoplite Shield	H	S	1d4+1d2	6/15
Sling	L	-	1d8	1/2



MASTER ABANTES

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 8	Action Points	2		1–3	Right Leg	0/5
CON: 10	Damage Modifier	0		4–6	Left Leg	0/5
SIZ: 14	Magic Points	12		7–9	Abdomen	0/6
DEX: 9	Movement	6m		10–12	Chest	0/7
INT: 15	Strike Rank	12		13–15	Right Arm	0/4
POW: 12	Armour	None		16–18	Left Arm	0/4
CHA: 12				19–20	Head	0/5
Skills:						
Commerce 108%, Endurance 46%, Evade 37%, Influence 75%, Insight 72%, Lore (Meerish Trade) 98%, Perception 71%, Willpower 69%						
Passions:						
Love Wine 100%, Loyalty to Meeros 94%, Hate Xenos/Mysoginestes 59%, Hate Confrontation 80%						
Magic:						
None						
Combat Style: Throw Things With Feeble Abandon 55%						
Weapons:	Size/Force	Reach	Damage	AP/HP		
Stone, Vase or Goblet	S	S	1d3	-		

healing following the earthquake, hence the reduced hit points.

Barastes commands a coterie of loyal troops, keeping them in-line with harsh discipline and occasional financial rewards for those who serve him well. He can call upon any number of warriors to harass the characters if so needed, but never goes overboard in such matters - especially given the fragile political climate in Meeros.

CNOETHOS

A tall, slightly stooped, hook-nosed man, Cnoethos is a career politician. He is highly prone to emotional outbursts and is filled with self-pity and self-entitlement. Although a skilled politician he is still quite malleable and changes his mind frequently, if it suits his social standing.

HEIRAX

The master forger is a cunning and skilled operator with many criminal contacts both inside and outside of the city. He affects the air of a nonchalant businessman, but his true talents lie in the expert crafting of counterfeit

documents. He is subtle, sly, manipulative, and prone to verbose turns of phrase. He can certainly defend himself and will do so if necessary, but he prefers to hire others to do the dirty work for him, using various contacts to ensure that distance (and therefore apparent innocence) is maintained.

His wife, Nuera, is innocent of his true business. Heirax likes it that way.

SOLDIERS

These are typical Meerish guards commonly seen around the streets of the city. These particular ones are loyal to Barastes and can be used to intimidate and harass the characters if Barastes believes they need to be taught a lesson.

THUGS

These ruffians might be employed by Heirax or even Cnoethos to assault the characters if one the men thinks they warrant a stiff and painful lesson.

Murder in Meeros is punishable by death, so unless being extremely well-paid, these thugs aim to incapacitate and maim rather

**CAPTAIN BARASTES**

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 15	Action Points		3	1–3	Right Leg	0/0
CON: 11	Damage Modifier		+1d2	4–6	Left Leg	0/0
SIZ: 15	Magic Points		13	7–9	Abdomen	0/7
DEX: 14	Movement		6m	10–12	Chest	0/8
INT: 10	Strike Rank		12	13–15	Right Arm	0/5
POW: 13	Armour	Hoplite, when worn		16–18	Left Arm	0/5
CHA: 8				19–20	Head	0/6

Skills:

Athletics 62%, Brawn 59%, Endurance 63%, Evade 70%, Influence 64%, Insight 45%, Lore (Military Strategy) 75%, Perception 51%, Willpower 44%

Passions:

Love Luxury 100%, Loyalty to Meeros 51%, Hate Anathaym 60%

Magic:

None

Combat Style: Meerish Infantry 92% (Spear, Sword, Shield)

Weapons:	Size/Force	Reach	Damage	AP/HP
Shortspear	M	L	1d8+1+1d2	4/5
Shortsword	M	S	1d6+1d2	6/8
Hoplite Shield	H	S	1d4+1d2	6/15

CNOETHOS

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 9	Action Points		2	1–3	Right Leg	0/5
CON: 10	Damage Modifier		0	4–6	Left Leg	0/5
SIZ: 12	Magic Points		12	7–9	Abdomen	0/6
DEX: 9	Movement		6m	10–12	Chest	0/7
INT: 13	Strike Rank		12	13–15	Right Arm	0/4
POW: 10	Armour	None		16–18	Left Arm	0/4
CHA: 9				19–20	Head	0/5

Skills:

Athletics 31%, Deceit 79%, Endurance 39%, Evade 30%, Influence 72%, Insight 64%, Lore (Meerish Politics) 94%, Oratory 56%, Perception 54%, Willpower 49%

Passions:

Love Wealth 100%, Loyalty to Meeros 60%

Magic:

None

Combat Style: Backstabbing Bastard (Dagger) 48%

Weapons:	Size/Force	Reach	Damage	AP/HP
Dagger	S	S	1d4+1	6/8



HEIRAX

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 10	Action Points	3		1–3	Right Leg	0/6
CON: 10	Damage Modifier	0		4–6	Left Leg	0/6
SIZ: 16	Magic Points	10		7–9	Abdomen	0/7
DEX: 16	Movement	6m		10–12	Chest	0/8
INT: 16	Strike Rank	16		13–15	Right Arm	0/5
POW: 10	Armour	None		16–18	Left Arm	0/5
CHA: 12				19–20	Head	0/6

Skills:

Athletics 29%, Craft (Forgery) 127%, Deceit 94%, Endurance 45%, Evade 48%, Influence 84%, Insight 72%, Lore (Meerish Underworld) 71%, Perception 83%, Streetwise 80%, Willpower 55%

Passions:

Unscrupulous 85%, Loyalty to Self 100%

Magic:

Folk Magic 51%; Spells: *Appraise, Translate*

Combat Style: Street Fighting (Dagger, Cudgel)

Weapons:	Size/Force	Reach	Damage	AP/HP
Dagger	S	S	1d4+1	6/8
Cudgel	M	S	1d6	6/8

than kill. However, depending on how the characters deport themselves, Heirax might be willing to pay to have them silenced permanently.

Although these are street-toughs, they are not stupid. They use ambush tactics to waylay the characters, make good use of secluded spots (alleys and the like), and, if the tables turn against them, flee.

How many thugs are used depends on character numbers. Have an equal number of

thugs plus up to two or three more if the characters require a challenge.

None of the thugs use magic and they will be intimidated by anyone who makes more than a casual display of it. This makes them more wary - not less prone to violence.

If any thug is captured and questioned, there is not much he can tell. Heirax uses agents so the thug will not know who his true employer is.



MEERISH SOLDIERS

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 14	Action Points	2		1–3	Right Leg	2/6
CON: 14	Damage Modifier	+1d2		4–6	Left Leg	2/6
SIZ: 13	Magic Points	10		7–9	Abdomen	5/7
DEX: 14	Movement	6m		10–12	Chest	5/8
INT: 10	Strike Rank	8 (Includes Penalty for Armour)		13–15	Right Arm	2/5
POW: 10	Armour	Hoplite (Breastplate, Kilt and Helm) Leather (Greaves and Vambraces)		16–18	Left Arm	2/5
CHA: 10				19–20	Head	5/6

Skills:

Athletics 58%, Brawn 60%, Endurance 70%, Evade 65%, Influence 48%, Insight 40%, Lore (Military Strategy) 45%, Perception 50%, Willpower 58%

Passions:

Loyalty to Meeros 80%, Loyalty to Barastes 90%

Magic:

Each soldier has a 30% chance of knowing Bladsharp and a 20% chance of knowing Coordination. Folk Magic skill is 40%

Combat Style: Meerish Infantry 92% (Spear, Sword, Shield)

Weapons:	Size/Force	Reach	Damage	AP/HP
Shortspear	M	L	1d8+1+1d2	4/5
Shortsword	M	S	1d6+1d2	6/8
Hoplite Shield	H	S	1d4+1d2	6/15

THUG

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 16	Action Points	2		1–3	Right Leg	2/6
CON: 14	Damage Modifier	+1d4		4–6	Left Leg	2/6
SIZ: 16	Magic Points	10		7–9	Abdomen	2/7
DEX: 10	Movement	6m		10–12	Chest	2/8
INT: 10	Strike Rank	9 (Includes Penalty for Armour)		13–15	Right Arm	2/5
POW: 10	Armour	Leather Jerkins, Greaves, Vambraces and Kilts		16–18	Left Arm	2/5
CHA: 10				19–20	Head	0/6

Skills:

Athletics 45%, Brawn 70%, Endurance 70%, Evade 55%, Perception 50%, Stealth 64%, Streetwise 80%, Unarmed 80%, Willpower 58%

Passions:

Like to Beat People Up 75%

Magic:

None

Combat Style: Trouble Maker (Shortsword, Cudgel) 75%, Unarmed 80%

Weapons:	Size/Force	Reach	Damage	AP/HP
Shortsword	M	S	1d6+1d4	6/8
Cudgel	M	S	1d6+1d4	6/8



THE EXODUS MATRIX

The Exodus Matrix was used as part of the RUNEQUEST playtest. It also began life as a scenario for Gwenthia, a shared world that will see more attention from us in the future. Here the scenario has been adapted to a new background setting: The Scourged Earth. This, too, will see some development in due course.

This scenario has a very different feel to Meeros Falling. It is more action-oriented and involves more magic, more monsters and more danger.

THE SCOURGED EARTH

The Scourged Earth background is a vague set of notes currently under development for a possible RUNEQUEST setting book. It draws inspiration from, amongst others, Clark Ashton Smith, Jack Vance, Fritz Leiber, Michael Moorcock, Mervyn Peake and Philippe Druillet. What follows is the briefest of backgrounds, ideas more than anything else, but

against which the Exodus Matrix scenario has been developed.

WHAT WENT BEFORE

The Earth had passed through many cycles of time, many cycles of evolution, and came, eventually, to a point where science and sorcery had become indistinguishable, not least in the minds of their practitioners. These individuals, often misguided, sometimes evil, probed the barriers between the myriad worlds and found, to their wonder and dismay, that the universe was ruled not by one, but by many beings, some of which could be termed as gods. In their infinite arrogance the sorcerer-scientists of Earth sought to challenge these beings and to either take their place amongst them or supplant them altogether. Such was their craving for power.

Angry and disdainful at Earth's impudence, the Elder Beings visited a prolonged and terrible punishment upon this upstart world. First they delivered upon the sorcerer-scientists a purge of the worst of their knowledge, reducing them to mere shadows of their previous notoriety. Then they sent their agents, some

of demonic presence, across the Earth to quell those who would attempt a more warlike stance. Finally, to prevent Earth from future challenges, and to guard against the possibility of other, more innocent worlds being corrupted by its influence, Earth was isolated from the remainder of the universe by magics and sorceries infinitely more powerful and terrible than even the sorcerer-scientists had thought possible.

And thus was Earth scourged: battered, cleansed and alone, hanging in a night with only those stars the Elder Beings wished the humans to see. No one came to help it. None could hear its plaintive pleas. In time – aeons – Earth was forgotten by those that knew it. But the Elder Beings remembered and their memories being long, acute and vindictive, they maintained Earth's isolation with the intention of keeping it hidden and forgotten in perpetuity. For as long as the universe might exist.

THE ELDER WALL

The Elder Beings looked to the planets orbiting that sad and lonely star about the Earth and dismantled them, one by one (leaving only the Red Planet and the Planet with the Red Eye, for they had a fondness for these) and used the stones to create the immense wall that encircled the Earth. The wall was constructed in such a fashion that the light of the sun still reached the peoples of the planet, but it also afforded the agents of the Elder Beings many vantage points for watching over the humans and keeping guard on their activities. These agents, demigods and summoned beings of terrible appearance and power, dwelled within the palaces and tombs of the wall and, sometimes, depending on whim, made themselves known to the humans through dreams, nightmares and dread visions. These occasional appearances and messages drove some insane and even provoked worship in some, accompanied by blasphemous practices and rites that the Elder Beings and their agents considered apt because they demonstrated due deference

to those who truly ruled and ordered the cosmos.

The Elder Wall was visible to all upon the Earth from wherever they stood and gazed: a distant, unattainable barrier. When viewed through those telescopes powerful enough to observe distant things, the palaces and tombs could be discerned amongst the gigantic, baroque carvings; and, sometimes, if the eye was keen, the movements of the Elder Beings' agents – crawling, slithering, hopping and flying – could also be construed. But such images tended to addle the mind and so few dared turn their amplified gaze upon the detail of the Elder Wall.

THE SORCERERS

In the aeons before the Elder Wall sealed Earth's fate, the sorcerers were all powerful: rulers and shapers of the world, their powers growing and their morals shrinking. After the Elder Wall, when the sorcerers had been scourged and tamed, only a handful remained and they carefully hid themselves so that the Wall's servitors would not easily find and kill them.

To hide meant keeping their powers hidden. The terrible magic they had been capable of had diminished as a result of the Elder Beings' retribution, but still the surviving sorcerers were capable of wielding powerful spells as well as consorting with all manner of demonic creatures that, like the sorcerers, sought to defy the universal rule of the Elder Beings.

Of the sorcerers that remain, they have formed conclaves to shield and protect themselves, employing loyal agents and cunning magic to ensure the Servitors of the Wall remain ignorant – or at least indifferent – to their activities. The groups communicate sporadically, not wishing to draw attention to themselves, but despite this chosen isolation they pursue a single goal: to destroy the Elder Wall and take vengeance on the Elder Beings who broke their power.



CREATING CHARACTERS FOR THE SCENARIO

Suitable cultures are Civilized and Nomad. Civilized characters hail from the city of New Carthage on the continent of Kelleris and should be known to the Temple of the Lady of Light though they need not be initiates of that cult; they may simply be adventurers and mercenaries who serve a variety of clients. Nomad characters can be from the Xaraniban tribes; dusky traders, travellers and mercenaries who act as guards and guides along the long road that leads south from New Carthage into the Xaraniban forests and jungles, following the Xaran River.

Typical languages are Carathic (New Carthage) and Ariban (Xaraniba). The tongues are quite different, but it is common for Xaranibans to learn Carathic to a reasonable extent.

THE ELDER BEINGS AND SERVITORS

Some would call them higher demons and indeed their appearance can be demonic. Some would call them malignant, although in truth they do not understand or observe morality as humans perceive it. Their power and influence is unfathomable to human minds, as are their motivations. They isolated the Earth not out of some wish to preserve order or a greater good, but to prevent themselves being challenged by the sorcerers. Indeed, some of the Elder Beings are as dreadful and spiteful as the sorcerers they punished, if not more so.

Having scoured the Earth and built the Wall the Elder Beings have retreated although certain spells known only to their agents residing within the Wall can summon them. These agents, the Servitors, are the lesser of the Elder Beings and even worship them as gods (as they, in turn, are worshipped as gods by some misguided humans). It is through the Servitors that the Elder Beings continue to wield their influence and even though the Servitors are terrifying and monstrous in their appearance and natures, they are but mere shadows when compared with the Elder Beings themselves.

EARTH UNDER THE WALL

The sorcerers reshaped the lands of the Earth many times – out of whim, out of war and out of necessity. Continents were raised, sunken, merged and divided and now four continents exist upon the world:

Gallearis, the northern continent: frozen and blasted, a continent formed by war and now populated by the nomadic tribes in their great ice-ships, the inhuman ice-demons, released from magical slumber to form a sorcerous foot-army, and, in the vast tundras, herds of mammoth and other creatures adapted to the cold and ice.

Tarnasis, the western continent: dominated by the Empire of Tarnasis, which yielded some of the most powerful of the sorcerers

and is said to actively shield the most powerful of those who survived the scourging. The Tarnis have developed dark and secretive religions venerating the Servitors of the Wall and in so doing attract new forms of magic and power.

Kelleris, the eastern continent: home to many kingdoms and city-states, its rich farmlands and pastures making the continent rich and prosperous. Foremost of the kingdoms is New Carthage which seeks to challenge the growing Empire of Tarnasis and protect Kelleris from Tarnasis' predations – even though it, too, venerate the Servitors of the Wall.

Aussaris, the southern continent: baked dry in the centre and once the domain of the great sorcerer Urm, who formed Aussaris from the many islands of the southern hemisphere. Now it is a land scoured of magic and home to the barbarian tribes who worship the Earth and Sun Gods, but is still a refuge for certain sorcerers who can hide easily in its vast wastes.

BACKGROUND

Worshippers of Jheru-Senna, a powerful demigod sorceress, are outlawed throughout the world, on pain of death. This does not prevent certain misguided or mad individuals from following Jheru-Senna however, and Kandra SaShath Ouris is one of her devout followers. Kandra and her small entourage have been discovered by the Sorcerer Hunters of the city of New Carthage and have fled the country, heading south. In their escape, they murdered a priest of the Light Goddess and for this most terrible of crimes the adventurers have been sent to pursue Kandra and kill her. Kandra has managed to reach northern Xaraniba, a jungle nation, just south of the mountain known as Lern's Horn.

Here Kandra has located the ruins of a temple facility that once belonged to Jheru-Senna when she was rampant across the world. Jheru-Senna and her devotees were expert sorcerers and dabbled in the rituals that control the borders between dimensions, and this temple holds some of these secrets.



Kandra has come here because the temple contains something that will help re-establish Jheru-Senna's presence in the world.

However, Kandra's entry into Xaraniba has not gone unnoticed. A merchant travelling the northern paths of the Xaraniban forests has seen the Jheru-Senna Worshippers and reported their presence to the New Carthage Priests. Extreme measures are sanctioned by the vengeful Light Goddess priests.

THE LIGHT GODDESS

The Light Goddess of New Carthage is a misnomer. The goddess in question is a Servitor of the Elder Wall who has, from time to time, come down to Earth to solicit worship. She is known as the Light Goddess because she sheathes herself in a cloak of sheer brilliance although her physical appearance is as unearthly as it magisterial. Her true name is unpronounceable to those who worship her and so she accepts the title Lady of Light or simply the Light Goddess. She was, in times past, at the forefront of hunting the errant sorcerers and she commands a small army of powerful hunting entities that are still, occasionally, put to use. The priests of the Light Goddess fear these creatures though and so prefer to rely on human agents when the needs arise. The characters are just such agents.

The priest who has engaged the characters to track and kill Kandra is Vonuslib Seliaris, a pious devotee of the Light Goddess and a staunch New Carthage patriot. He knows the incantations and rituals needed to summon the Light Goddess from the Elder Wall as well as some additional Wall Magic the goddess has gifted to him.

VONUSLIB SELIARIS, LIGHT GODDESS HIGH PRIEST

Vonuslib is a middle-aged man with a shock of white hair and a thick, highly stylised beard. He dresses in the golden robes of the Light Goddess and wears a circlet of pure silver around his brow. He speaks in a deep, ominous baritone and words everything he says precisely and carefully. His desire is, that just before death, the Lady of Light will cause

his ascension to the Wall where he will dwell in Her palace, kept beyond death, to serve Her as an adviser and supernatural agent.

Venuslib briefs the characters at the Light Goddess temple – a vast, converted mausoleum made of white and green marble in New Carthage's heart – and tells, in ominous tones, of the crimes Kandra and her cohorts have committed. He is accompanied by the merchant who came across Kandra on the road from Xaraniba and escaped with his life. This merchant, Zaolo of Knust, is a dusky-skinned Xanibian who trades silks with New Carthage. He tells that Kandra was both driven and murderous. She had with her a local guide – a youth from one of the forest tribes – who was shackled by the ankles and walked on a leash ahead of Kandra and her group. 'He is now more slave than guide I fear,' Zaolo intones. 'The people of the Xaraniban forests are unwise in the ways of the zealots who follow the old sorcerers. He would have been easy to beguile.'

If questioned Zaolo reveals that he escaped only by hiding himself in the bole of an ancient gum tree and watching the renegades pass. Bandits are not uncommon in those territories and he has learned to get off the road at the first sounds of newcomers to make sure of his own safety. He is telling the truth and Venuslib vouches for his story.

KANDRA'S AGENDA

Advised by the insane intellect that is all that remains of Jheru-Senna, Kandra aims to reactivate the pagoda that can breach the fabric of the dimensions, allowing powerful sorcery-summoned demons to gain access to the world. Kandra is quite insane, and bent on succeeding, regardless of the consequences. The pagoda temple is a direct connection with the forces of Jheru-Senna and is a perfect base for Kandra. If not stopped, she intends to make the pagoda her home and carve-out a small kingdom for herself, awash with Night Spawn servants.

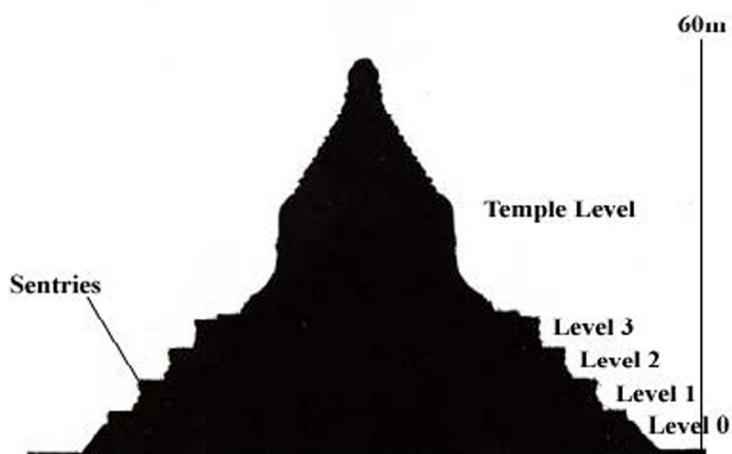
The scenario could start with the adventurers having tracked Kandra to the temple. Perhaps they've been staking the temple for several hours waiting to make the right move.



This gives the adventurers time to introduce each other and develop some tactics.

THE TEMPLE

The temple is a pagoda-like structure built in a natural forest clearing. It is obviously ancient, and is covered in mosses, vines, creepers and other foliage that obscure its delicate beauty. It is made from stone, and huge chunks have fallen from the upper levels, crashing into large heaps around the building's base. The whole structure lists at a slight angle as though rocked by the earth itself. Birds and small winged reptiles have made their homes in the highest eaves and overhangs, and the entire area stinks of decay.



Kandra, suspecting she's being followed, has stationed four sentries on one of the upper levels of the pagoda. They have an unparalleled view of the clearing and can easily shoot at anyone crossing it. A successful Perception roll is required to spot the sentries, and the adventurers should be allowed one roll each if they specifically state that they're scouting for opposition, before the sentries spot the players. The sentries don't fire unless the adventurers break cover. From the tree-line to the clearing is 24 metres. The adventurers will need to assess their tactical options as they close on the pagoda.

The sentries fight for three rounds then disappear into the pagoda to prepare an ambush for the adventurers. Allow each sentry a

Stealth roll to prepare an ambush in any of the pagoda's upper levels, with the exception of the temple level.

The pagoda is typical of the B'Haur 6th Dynasty, should anyone chose to make a Folklore or similar roll. Success in such a roll also informs the adventurer that the upper, conical half of the pagoda is a temple, whilst the lower parts are living quarters. If the pagoda follows typical B'Haur designs (which it does), then beneath the ground are treasure rooms and laboratories. A critical success reminds the character that Jheru-Senna was born into the B'Haur Dynasty and ultimately led to its destruction.

Access is via any of the 4 sets of steep, stone stairs leading into the second tier of the pagoda. The stairs are slicked with moss, rubble, creepers, and other debris that requires an Athletics roll. Success means the adventurer reaches the top of the stairs; failure results in a fall to the bottom and 1d6 damage to a random location (armour doesn't protect). If the sentries are still firing at the party, their attack roll becomes Difficult, accounting for the angle and obscured line of sight offered by the steep stairs.

PAGODA INTERIOR

The adventurers enter at Level 1. Inside, the pagoda is cool, and airy, despite the sweltering conditions of a Xaraniban jungle. It is rubble-strewn and awash with creepers and vines. Leaf rats scurry into the shadows ahead of approaching feet, and countless varieties of insects infests the nooks and crannies, falling into the hair and down the backs of tunics. Some of them bite, but none are poisonous. Endurance rolls are needed to be able to ignore the attentions of the insects. Failure gains the character a level of Fatigue.

With the exception of the two sentries, the upper levels of the pagoda are unoccupied: what Kandra wants is below ground, but the temple, especially, has information of importance and interest.

LEVEL 0

Storage and administration for the temple. A maze of ruined rooms, blocked corridors



and piles of rubble. There is no natural light, save for a few holes in the ceiling which allow the odd burst of sunlight into the gloom.

It takes 1d3 hours to search this area properly (Perception tests). Roll randomly, or choose, from the findings below:

1d8

1. The broken skeletons of a pair of humans, killed when a wall fell on them. Tools found nearby suggest they might be grave robbers.
2. A rubble-filled room contains an old leather sack filled with three small packages wrapped in dried leaves and secured with vine. When opened the packages contain a single, palm-sized tablet of stone etched with runes. These are three spell codes written in a language only Light Goddess priests can transcribe. They give one-use of Bladsharp, Find Enemy and Befuddle. Once cast the spell codes crumble to dust.
3. A staircase leading down that is completely blocked with rubble; it can't be cleared by the adventurers.
4. The remains of an entire shelf of scrolls. The scrolls have been half buried beneath the fallen shelving, and many have crumbled. One scroll appears to be a map, clearly noting the position of the pagoda, and then a spot some 30-40km south (this marks where the shards of wall rock were found, although it is not evident from the map itself)
5. A staircase leading down that is blocked by a locked door (from the other side). This is the way into the laboratories and has been barred by Kandra. The door has 4AP and 40HP. It opens when reduced to half its HP.
6. A rusted, broken sword. It was snapped cleanly in two.
7. Recently-made scratches on the wall. The patterns are the symbols of

Jheru-Senna. Kandra made them to indicate the pagoda now belongs to the sorceress once again.

8. A long-dead beast – a mixture of hyena, forest cat and wolf. Its big, nasty-looking and stinks.

Clearly, progressing to the laboratory requires the finding of the staircase and locked door (#5), but these needn't be obvious or even achieved on the first attempt.

LEVEL 1

The 'public area' of the pagoda and largely open with few room divisions. What interior walls are left have crumbled with age leaving few clues as to utility. The structural walls are coated with terrible, blasphemous carvings glorifying Jheru-Senna and her ancient dominion of this region.

It takes 1 hour to search this level thoroughly. Hidden amongst the rubble are ancient coins amounting to 147 SilverPieces but little else of interest.

Stairs lead up to Level 2 and down to Level 0.

LEVEL 2

Similar to Level 1, but filled with private chambers, common areas and some living quarters. Looters have stripped most of the furniture that was in any worthwhile state of repair and only debris remains. This is also the level where Kandra's sentries took up their sniping positions, and the remnants of a hastily eaten meal and a water skin have been left behind. Stairs up to Level 3 and down to Level 1.

LEVEL 3

The entire level is filled with carved, stone sarcophagi. There are more than sixty, and many have been ripped open by grave robbers and treasure hunters whilst others remain closed. The lids of the sarcophagi are heavy: it takes a Brown roll to loosen a lid followed by a combined STR of 40 to lift it clear. The sarcophagi are arranged in a spiral pattern leading to a central catafalque that has a single, large, sealed sarcophagus resting on it.



Searching the level thoroughly takes 1d3 hours, and successful Perception rolls reveal the following:

1. Whilst the sarcophagi are engraved with the representations of people, and in some cases names, none appear to have contained bodies, and non (even sealed ones) contain remains. Every single sarcophagus is empty.
2. The same, spiraling symbol appears on each sarcophagus
3. The sarcophagus on the catafalque shows no seals or seams. It also feels warm to the touch. Listening closely at the stone, one can detect a faint, distant hum.

Making a successful Insight roll helps in reaching the deduction that the spiraling pattern of the sarcophagi actually reflects the orbits of the Elder Wall around the Earth.

Stairs lead up to the Temple Level and down to Level 2.

TEMPLE LEVEL

The stairs leading up from Level 3 are broad and shallow. Intricate statues, most broken and crumbling with age, line the ascent. At the top, the whole area is open to the apex of the Pagoda's dome, an imposing temple that has lost little of its impact even after all 2,200 years of disuse. The dome is painted deep blue, and the planets of the solar system clearly represented. During the days of the Sorcerers, the empty sockets representing the planets were filled with a huge jewel matching the colour of the planet, but of course, these were stolen long ago. The remains of the grand altar are evident, smashed by looters many hundreds of years ago.

Where the dome begins, some 20m above the floor of the temple, a series of deep alcoves ring the dome's base. Some contain statues and some are now empty, the rubble of the statues strewn across the floor below.

Birds and insects live in the dome now, and they nest in the hollows of the jewels. The floor is strewn with vine, creepers, guano and, everywhere, the bones of countless different animals and a few humans – the remains of the guardian's meals.

The self-proclaimed guardian is One Wing Dance, a mad, feral Iqari who has made the pagoda his refuge. Iqari are a fearsome mixture of human and eagle. Usually they remain in their mountains, but some become feral and travel great distances to find solitude. Feral Iqari are shunned by their own species and are by far the most dangerous.

One Wing Dance considers the temple his roost, and protects it against all intruders. He roosts in one of the empty statue alcoves and watches any intruders for as many rounds as he can resist his psychosis, weighing-up their strength and his combat options. Because he is mad, he is fearless; but he is not stupid. For every round, make a Willpower roll for One Wing Dance. If successful, he has resisted his psychosis and does not make an immediate, frenzied attack. If he fails, he assaults at once. Resisting the psychosis buys any intruders time to get out of the temple before an assault.

One Wing Dance's favourite tactic is to plummet down from on-high and impale with its spear. It also uses its claws to seize weapons, targeting bows and shields, which it carries up high and then drops. As the wings are so large, a wing strike can target up to 3 human sized opponents with the same attack. However, when aloft an Iqari may only use either its claws or a wing to attack, since it hasn't time to hit with everything whilst flying past. An Iqari doesn't usually use its beak, save as the coup-de-grace, since it doesn't like exposing its eyes to possible danger.

The Iqari's Paralysing Screech skill forces those within 5 meters to make an opposed Endurance roll against the Iqari's skill. Anyone who is unsuccessful is paralysed by the horrific noise for a single melee round and temporarily deafened. Those who make their roll are merely deafened for 1d6 melee rounds, unable to communicate verbally.



Each successful use of this ability costs the Iqari a single magic point.

Despite being mad, One Wing Dance can communicate with humans using sign language. He knows of the presence of Kandra and her retinue but, as they haven't yet disturbed his temple, he isn't concerned with them. However, he fears and despises magic; if he can be subdued and then convinced that Kandra is the real foe, One Wing Dance will offer aid to the adventurers.

LOWER LEVEL

The lower level (reached from the door noted on Level 0) contains the laboratories and testing chambers of the sorcerers who once operated the temple.

The sorcerers were experimenting with developing the Exodus Matrix, but also with capturing and examining various demons. The Wall rock was used as a lure and a holding device for the demons they captured, and they then experimented on these horrors to determine their essence and their physiology. Some of their experiments resulted in the Shadow Hybrid that is still trapped in the laboratory level, left behind when the sorcerers activated their Exodus Matrix.

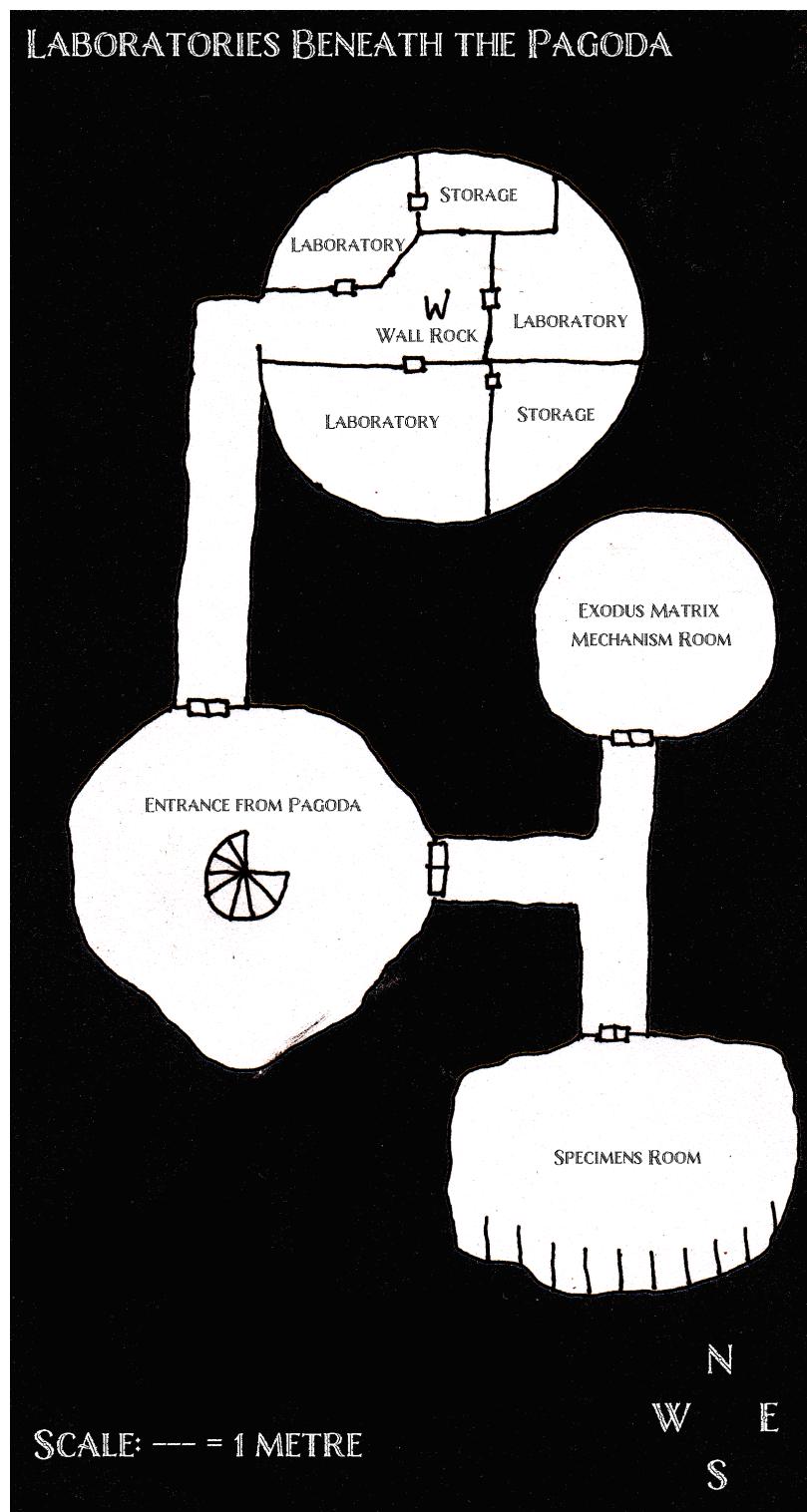
Kandra has found the mechanisms for the Exodus Matrix and is being guided by Jheru-Senna to reverse its effects and summon powerful new Night Spawn to the sarcophagi on Level 3. She has also released the Shadow Hybrid to roam the Laboratory Level and it instinctively attacks anything that isn't a Jheru-Senna worshipper.

As Kandra and her retinue are working on this level, torches and lanterns have been positioned around to offer light. It is still very dim, however, with large pools of ominous shadow. Stealth attempts increase by one grade.

ENTRANCE CHAMBER

Getting through the barred door on Level 0 leads to a spiral staircase that descends 10m to the Entrance Chamber. Breaking through that door alerts the two guards on this level, who are thus prepared for any kind of assault. They take-up positions of ambush around the perimeter of the Entrance Chamber and cover

the stairs, attacking as soon as more than two adventurers descend.



EXODUS MATRIX MECHANISM ROOM

This room is carved, floor to ceiling, with several very intricate and very potent spell matrices that connect, subdimensionally,



to the catafalque on Level 3.

If the adventurers enter this room during the night, Kandra is in here, in a semi-trance, activating the reversal spell. The walls crackle with black energy as she sets in motion her plan to bring all sorts of demons into the world. She's protected at all times by 3 bodyguards.

Also in this room is the young Xaraniban guide, Uziri. He is kept, shackled and leashed, in a state of extreme terror. Kandra intends to sacrifice him (and indeed, may be caught in the act of doing so) at the conclusion of the reversal spell which should, according to ancient knowledge she has from Jheru-Senna's intellect, ensure the spell activates successfully.

Uziri is no more than 12 or 13 years old; slight of frame and very nervous, but an expert on the local tracks, flora and fauna. He cannot fight and so his statistics and skills are unimportant (except for Locale 85%), but he has been party to all Kandra has done since she took him captive on the road into Xaraniba and can thus help enlighten the characters as to her overall plans, should such exposition be needed.

At other times, this room is empty. The spell matrix cannot be destroyed, so preventing Kandra from getting in here is the only way to foil her scheme.

TESTING ROOM

This laboratory was used to experiment on the captured demons, which were held in the specimens area. The room is a wreck, and none of the ancient equipment, which includes bizarre machines and chemical apparatus, still functions. The Shadow Hybrid has been released, and there is a 25% chance it lurks in here awaiting a meal. There is a 45% chance it is in the Specimen Area, and a 30% chance it is roaming the elsewhere in the lab complex.

The specimen chamber is filled with various cells that held the B'Haur's experiments. All the chambers are empty, and were broken open long ago, save for the one that held the Shadow Hybrid and was opened recently by Kandra.

LABORATORY AREAS

The remainder of the level is a network of four laboratories used for all kinds of experiments in dimensional sorcery and other, more mundane disciplines. Central to this area is a sealed chamber that contains a head-sized chunk of Wall rock – a shard of the Wall orbiting the Earth, dislodged by a meteor strike, and a potent piece of material. Some of it has been used by Jheru-Senna in constructing the Exodus Matrix, but only a very small amount. The rest was sealed-up and would've remained hidden had it not been for Kandra's constant probing and searching.

The Wall rock chamber is sealed with several extremely potent spells. It will take months of careful study, followed by trial and error, to open it. But that doesn't stop Kandra from trying, and she uses all her knowledge to gain access to break open the chamber and gain access to its contents. If she manages to summon the powerful Night Spawn using the reversed Exodus Matrix, her task will become easier.

This area is patrolled by Kandra's four remaining guards and, possibly, the Shadow Hybrid. If not in the Exodus Spell Chamber, Kandra is in the lab to the east of the Wall rock casket, working through calculations on how to access the Wall rock inside. She's in a vile mood, but obsessed with success. Kandra's magic is a form of sorcery focused on summoning and controlling the demons known as Night Spawn. If she is casting her spells during the hours of darkness, she can control up to three Night Spawn for 3 rounds, and will do so, directing their attacks against the adventurers.

STOPPING KANDRA

If Kandra is allowed to reach the Exodus Spell Mechanism chamber, and spend 6 complete combat rounds there unhindered, she activates the reversed Exodus Matrix and begins the summoning of the major hybrid she has been guided to summon by Jheru-Senna. Once in motion the spell cannot be stopped, and for the adventurers, escape is the best option.



If Kandra is prevented from activating the Matrix, and escapes, then the adventurers become the source of her hatred, and will be hunted and tormented in punishment for their insolence: again, the source of further scenarios.

If killed, Kandra's evil has been averted. If any of her henchmen survive, they claim to have been under her sway from the start, and this may even be true.

NON-PLAYER CHARACTER STATISTICS

VONUSLIB SELIARIS, LIGHT GODDESS HIGH PRIEST

Vonuslib is a middle-aged man with a shock of white hair and a thick, highly stylised beard. He dresses in the golden robes of the Light Goddess and wears a circlet of pure silver around his brow. He speaks in a deep, ominous baritone and words everything he says precisely and carefully. His desire is, that just before death, the Lady of Light will cause his ascension to the Wall where he will dwell in Her palace, kept beyond death, to serve Her as an adviser and supernatural agent.

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 10	Action Points	2		1–3	Right Leg	0/4
CON: 11	Damage Modifier	0		4–6	Left Leg	0/4
SIZ: 10	Magic Points	15		7–9	Abdomen	0/5
DEX: 9	Movement	6m		10–12	Chest	0/6
INT: 14	Strike Rank	12		13–15	Right Arm	0/3
POW: 15	Armour	None		16–18	Left Arm	0/3
CHA: 13				19–20	Head	0/4

Skills:

Athletics 44%, Brawn 25%, Endurance 31%, Evade 34%, Insight 75%, Lore (Light Goddess) 80%, Perception 74%, Willpower 73%

Passions:

Love Light Goddess 85%,

Magic:

Devotion (Light Goddess) 70%, Exhort 60%; Miracles: *Amplify, Bless, Consecrate*

Devotional Pool = 5

Combat Style: New Carthage Priest (Dagger,)

Weapons:	Size/Force	Reach	Damage	AP/HP
Dagger	S	S	1d4+1	6/8



KANDRA'S WARRIORS

Kandra has, in total, nine warriors, all in her thrall, that provide a variety of bodyguard and sentry duties. For ease of bookkeeping, these warriors share the same statistics.

The weapon skills change depending on function, as follows:

- ⇒ Pagoda Sentries: Brigand Combat Style 70%
- ⇒ Lower Level Sentries: Brigand Combat Style 78%
- ⇒ Personal Bodyguards: Brigand Combat Style 84%

The sentries encountered at the beginning of the scenario are likely to flee or surrender more easily than the Lower Level Sentries and Kandra's Bodyguards. However all possess a fervour towards Kendra's cause having been promised all kinds of power and riches when Jheru-Senna is finally resurrected. Each of them has the Loyalty to Kandra Passion at 75% and this can be used to further augment their skills.

Turning these warriors against Kandra is therefore a tough task; they are loyal, besotted henchman and one or two are even in love with Kendra - or lust, certainly.

None of them have magic and they are, like many, suspicious and fearful of it.

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 15	Action Points		3	1–3	Right Leg	1/6
CON: 11	Damage Modifier		+1d2	4–6	Left Leg	1/6
SIZ: 15	Magic Points		13	7–9	Abdomen	2/7
DEX: 14	Movement		6m	10–12	Chest	2/8
INT: 10	Strike Rank		12	13–15	Right Arm	2/5
POW: 13	Armour	Leather jerkin, quilted greaves, leather vambraces, Iron helm.		16–18	Left Arm	2/5
CHA: 8				19–20	Head	6/6

Skills:

Athletics 35%, Brawn 45%, Endurance 55%, Evade 58%, Perception 47%, Stealth 65%, Unarmed 40%, Willpower 51%

Passions:

Loyalty to Kandra 75%

Combat Style: Brigand (Spear, Scimitar, Target, Bow) 70%/78%/84%. The Brigand Combat Style has the Formation Fighting trait.

Weapons:	Size/Force	Reach	Damage	AP/HP
Short Spear	M	L	1d8+1+1d2	4/5
Scimitar	M	M	1d8+1d2	6/10
Target Shield	L	-	1d6+1d2	4/12
Short Bow	L	-	1d6+1d2	4/4 Range 80m.



ONE WING DANCE

One Wing Dance is a half-insane iqari driven from his original eyrie after unintentionally killing a fellow in a territorial battle over a disputed mate. He is consumed by remorse, half-mad with the isolation, violent towards outsiders, and probably suicidal. As a foe, he is vicious and extreme. However, there is always the chance of appealing to what remains of his higher intellectual functions thereby avoiding death.

One Wing Dance has not been troubled, so far, by Kandra and her warriors. But, if he can be somehow convinced that they are the enemy, the iqari could be turned into a valuable ally. Certainly if the Shadow Hybrid is unleashed, One Wing Dance views the monster as something abhorrent that must be destroyed.

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 26	Action Points	3	1–3	Right Leg	2/8	
CON: 16	Damage Modifier	+1d8	4–6	Left Leg	2/8	
SIZ: 20	Magic Points	11	7–9	Abdomen	3/9	
DEX: 20	Movement	6m, 18m (Flying)	10	Chest	0/10	
INT: 9	Strike Rank	12 (includes armour)	11–12	Right Wing	0/8	
POW: 11	Armour	Feathers, Leather Kilt and Vambraces	13–14	Left Wing	0/8	
CHA: 8	Abilities	Diving Attack, Flying	15–16	Right Arm	1/7	
			17–18	Left Arm	1/7	
			19–20	Head	2/7	

Skills:

Athletics 60%, Brawn 79%, Endurance 63%, Evade 88%, Paralyzing Screech 65%, Perception 86%, Sign Language 34%, Stealth 55%, Survival 89%, Track 98%, Unarmed 94%, Willpower 51%

Passions:

Protect Lair 95%; Remorse and Self-Loathing 90%

Combat Style: Iqari Warrior (Spear, Beak, Claw, Wing Strike) 85%

Weapons:	Size/Force	Reach	Damage	AP/HP
Beak	M	T	1d4+1d8	As for Head
Claw	M	S	1d6+1d8	As for Leg
Wing Strike	L	VL	1d3+1d8	As for Wing
Longspear	L	VL	1d10+1+1d8	4/10

The iqari's Paralysing Screech skill forces those within 5 metres to make an opposed Willpower roll against the iqari's skill. Anyone who is unsuccessful is paralysed by the horrific noise for a single combat round and temporarily deafened. Those who make their roll are merely deafened for 1d6 melee rounds, unable to communicate verbally. Each successful use of this ability costs the iqari a single magic point.



THE SHADOW HYBRID

A mixture of living shadow, beast, and insect. Its body is a semi-amorphous pool of shadow that fades into and out of substance constantly. The thing's head is the snarling head of a hound; its limbs are insectile – like those of a mantis. The Shadow Hybrid is susceptible to One Wing Dance's screech, losing 1d3 HP per location for every opposed Willpower test it fails against the Iqari's screech skill. It is vulnerable to mundane weapons although its strange composition provides it with a natural 4 points of armour.

Characteristics (Average)		Attributes		1d20	Location	AP/HP
STR: 17	Action Points		3	1–3	Right Leg	4/8
CON: 18	Damage Modifier		+1d6	4–6	Left Leg	4/8
SIZ: 19	Magic Points		10	7–9	Abdomen	4/9
DEX: 14	Movement		8m	10–12	Chest	4/10
INT: 10	Strike Rank		12	13–15	Right Arm	4/7
POW: 10	Armour	Natural, semi-corporeal shadow. No penalty		16–18	Left Arm	4/7
CHA: 1				19–20	Head	4/8

Skills:

Athletics 71%, Brawn 77%, Endurance 79%, Evade 63%, Perception 81%, Stealth 105%, Unarmed 90%, Willpower 80% Passions: Loyalty to Kandra 75%

Combat Style: Demonic Fervour 85% (Claws and Teeth), Vile Breath 75%

Weapons:	Size/Force	Reach	Damage	AP/HP
Claws	M	L	1d8+1+1d6	As for Arm
Teeth	M	T	1d6+1d6	As for Head
Breath	The creature breathes a cloud of noxious shadow. Make an Opposed Endurance vs the Vile Breath Combat Style roll to resist an incapacitating nausea for 1d4 rounds.			



KANDRA

A raven-haired, manipulative sorceress, Kandra is possessed by the semi-sapient spirit of Jheru-Senna. She is both beautiful and deadly, her almond eyes holding a bewitching, amber gleam. She delights in bending men to her will, which is considerable. She can be charming and reasonable, but this is a patina masking her steely, murderous resolve.

Her magic derives from long study of various arcane texts and augmented by Jheru-Senna's own knowledge. Her single goal is to bring Jheru-Senna back to life and restore her power across the Earth. Kandra will be her most trusted disciple, there to command the armies of sorcery to rebel against the Elder Beings that scourged the Earth.

Her spells are Dominate Men, Summon Shadow Hybrid and Tap STR. She uses the Tap spell against anyone threatening her directly, although she tends to reserve her energies for the rituals and invocations needed to summon the Shadow Hybrid which she then commands to act and fight in her behalf.

If forced into a position of surrender she uses her Dominate Men spell, along with womanly charms to attempt to escape.

Characteristics (Average)	Attributes	1d20	Location	AP/HP
STR: 10	Action Points	2	1–3	Right Leg
CON: 11	Damage Modifier	0	4–6	Left Leg
SIZ: 10	Magic Points	15	7–9	Abdomen
DEX: 9	Movement	6m	10–12	Chest
INT: 15	Strike Rank	12	13–15	Right Arm
POW: 14	Armour	None	16–18	Left Arm
CHA: 17			19–20	Head

Skills:

Athletics 52%, Brawn 28%, Endurance 49%, Evade 60%, Influence 75%, Insight 80%, Lore (Jheru-Senna) 80%, Perception 74%, Willpower 81%

Passions:

Loyalty to Jheru-Senna 100%, Hate Elder Beings 100%, Despise Men 90%

Magic:

Invocation 70%, Shaping 65%

Sorcery School: The Unyielding Mind of Jheru-Senna

Spells: Dominate Men, Summon Shadow Hybrid, Tap STR

Combat Style: Sorcerer-Temptress (Dagger) 58%

Weapons:	Size/Force	Reach	Damage	AP/HP
Dagger	S	S	1d4+1	6/8



GAMES MASTER RESOURCES CHARTS AND SHEETS

The following charts and tables have been grouped according to general function and subject matter as logically as possible, whilst attempting to make the best use of space. We anticipate that many Games Masters will print out the most useful tables for use in constructing GM Screens and to formulate their own handouts for players. Printing and reproduction rights are granted for personal, game-related use.



BASIC CHARACTER CREATION ELEMENTS

1

CHARACTERISTICS

3d6 for STR, CON, DEX, POW and CHA. 2d6+6 for INT and SIZ. Allocate results to fit the concept.

Alternatively distribute 80 points amongst the characteristics. Minimum 3 (8 for INT and SIZ), maximum 18. Use all the points.


ACTION POINTS

INT + DEX	Action Points
12 or Less	1
13–24	2
25–36	3
For every additional 12 points	+1

2

DAMAGE MODIFIER

STR + SIZ	Damage Modifier
6 or Less	-1D8
6–10	-1D6
11–15	-1D4
16–20	-1D2
21–25	+0
26–30	+1D2
31–35	+1D4
36–40	+1D6

3

EXPERIENCE MODIFIER

CHA	Exp. Modifier
6 or Less	-1
7–12	0
13–18	+1
Each 6 points	+1

4

HEALING RATE

CON	Healing Rate
6 or Less	1
7–12	2
13–18	3
Each 6 points	+1

5

MOVEMENT = 6m for Humans

6

STRIKE RANK = Average of INT & DEX

7

LUCK POINTS

Luck
POW
6 or Less
7–12
13–18
Each 6 points

8

(Not shown on sheet)

MAGIC POINTS = POW characteristic

9

STANDARD SKILLS		
Skill	Characteristics	%
Athletics	STR+DEX	—
Boating	STR+CON	—
Brawn	STR+SIZ	—
Conceal	DEX+POW	—
Customs	INT x2	—
Dance	DEX+CHA	—
Deceit	INT+CHA	—
Drive	DEX+POW	—
Endurance	CON x2	—
Evade	DEX x2	—
First Aid	INT+DEX	—
Influence	CHA x2	—
Insight	INT+POW	—
Locale	INT x2	—
Perception	INT+POW	—
Ride	DEX+POW	—
Sing	POW+CHA	—
Stealth	INT+DEX	—
Swim	STR+CON	—
Unarmed	STR+DEX	—
Willpower	POW x2	—

HIT POINTS PER LOCATION
CON+SIZ

Location	1–5	6–10	11–15	16–20	21–25	26–30	31–35	36–40
Head	1	2	3	4	5	6	7	8
Chest	3	4	5	6	7	8	9	10
Abdomen	2	3	4	5	6	7	8	9
Each Arm	1	1	2	3	4	5	6	7
Each Leg	1	2	3	4	5	6	7	8

11

SKILLS & COMBAT STYLES

These are calculated using the characteristics listed for each skill. At this stage you generate only the beginning values; skills will increase as you progress through Cultures and Community, and Careers and Development



HEIGHT AND WEIGHT

SIZ	Height (cm)	Lithe (Kg)	Medium (Kg)	Heavy (Kg)
1	1-45	1-5	1-7	1-9
2	46-80	6-10	8-14	10-18
3	81-105	11-15	15-21	19-27
4	106-120	16-20	22-28	28-36
5	121-130	21-25	29-35	37-45
6	131-140	26-30	36-42	46-54
7	141-150	31-35	43-49	55-63
8	151-155	36-40	50-56	64-72
9	156-160	41-45	57-63	73-81
10	161-165	46-50	64-70	82-90
11	166-170	51-55	71-77	91-99
12	171-175	56-60	78-84	100-108
13	176-180	61-65	85-91	109-117
14	181-185	66-70	92-98	118-126
15	186-190	71-75	99-105	127-135
16	191-195	76-80	106-112	136-144
17	196-200	81-85	113-119	145-153
18	201-205	86-90	120-126	154-162
19	206-210	91-95	127-133	163-171
20	211-215	96-100	134-140	172-180
21	216-220	101-105	141-147	181-189
Each point	+5 cm	+5 Kg	+7 Kg	+9 Kg

CREATURE SIZ EQUIVALENCY TABLE

SIZ	Kilos	SIZ	Kilos	SIZ	Kilos
1	up to 5	26	238-258	51	2069-2259
2	6-11	27	259-282	52	2260-2468
3	12-16	28	238-307	53	2469-2690
4	17-23	29	308-335	54	2691-2931
5	24-35	30	336-366	55	2932-3199
6	36-41	31	367-399	56	3200-3490
7	42-49	32	400-436	57	3491-3809
8	50-55	33	437-476	58	3810-4149
9	56-58	34	477-518	59	4150-4531
10	59-64	35	519-567	60	4532-4954
11	65-70	36	568-617	61	4955-5363
12	71-76	37	618-672	62	5364-5863
13	77-83	38	673-754	63	5864-6409
14	84-91	39	755-799	64	6410-7000
15	92-99	40	800-872	65	7001-7600
16	100-109	41	873-950	66	7601-8300
17	110-118	42	951-1040	67	8301-9000
18	119-130	43	1041-1131	68	9001-9800
19	131-140	44	1132-1231	69	9801-10800
20	141-154	45	1232-1349	70	10801-11700
21	155-167	46	1350-1468	71	11701-12800
22	168-182	47	1469-1599	72	12801-14000
23	183-199	48	1600-1741	73	14001-15100
24	200-218	49	1742-1899	74	15101-16600
25	219-237	50	1900-2068	75	16601-18000

AGE TABLE

Age Category	Age	Bonus Skill Points	Maximum Skill Increase	Background Event Rolls	Aging?
Young	1d6+10	100	+10	0	No
Adult	2d6+15	150	+15	1	No
Middle Aged	3d6+25	200	+20	2	No
Senior	4d6+40	250	+25	3	Yes
Old	5d6+60	300	+30	4	Yes



BARBARIAN SOCIAL CLASS

1d100	Class	Example Title	Money Mod	Background Resources
01-05	Outcast	Exile, Outlaw	0.25	Nothing but the clothes on their back and maybe some personal armament
06-15	Slave	Bondsman, Caxtos, Peon, Serf, Thrall	0.5	Resides on owners property; owns a few keepsakes
16-80	Freeman	Churl, Commoner, Feine, Freedman, Karl, Labourer	1	Rented accommodation or farmland; possesses own tools or livestock, simple weapons
81-95	Gentile	Ealdormen, Flaith, Hauldr, Reeve, Thane	3	Owns a house and either a farmstead, business or ship; furniture; tools, weapons & armour, mount, several servant or slave retainers; support from locals
96-100	Ruling	Chieftain, Cyning, Eorl, Jarl, King	5	As above but lives in a great hall and possessions are of excellent quality; fealty from a country or smaller region

PRIMITIVE SOCIAL CLASS

1d100	Class	Example Title	Money Mod	Background Resources
01-05	Outcast	Outlaw	0.25	A weapon and a few knickknacks
06-80	Freeman	Tribesman	1	Simple home, tools and primitive weapons
81-100	Ruling	Chieftain, Elder	2	Large hall; valuable skins, totems, trophies, tools, cooking implements, decorated primitive weapons, simple armour; support from tribe

NOMADIC SOCIAL CLASS

1d100	Class	Example Title	Money Mod	Background Resources
01-05	Outcast	Outlaw, Rebel	0.25	Nothing but the clothes on their back, maybe some personal armament, and mount or small boat if suitable
06-10	Slave	Bool, Convict, Prisoner, Thrall	0.5	Resides on conquered lands, or in owner's yurt or vessel, owns a few keepsakes, plus tools or simple weapon
11-90	Freeman	Arad, Haran, Kinsmen, Subjects	1	Possesses own mounts, cart or small boat; owns yurt or similar, half a dozen livestock, weapons, simple armour, a slave or two
91-100	Ruling	Chieftain, Emir, Khan, Khaqan, Sea Lord, Sheikh	3	Owns many mounts, carts or boats; large yurt or similar, several dozen livestock, good weapons, good armour, some slaves, fealty from tribe and conquered peoples



CIVILISED SOCIAL CLASS

1d100	Class	Example Title	Money Mod	Background Resources
01-02	Outcast	Beggar, Mendicant, Vagabond, Vagrant	0.25	Nothing but the clothes on their back and maybe some personal armament
03-20	Slave	Chattel, Captive, Helot, Servant	0.5	Resides on owners property; owns a few keepsakes
21-70	Freeman	Citizen, Peasant, Proletariat, Tenant, Vassal	1	Rented accommodation or farmland; possesses own tools or livestock; simple weapons
71-95	Gentile	Bailiff, Equite, Master, Official, Steward, Warden	3	Owes property, farm or business; furniture, tools, weapons & armour, mount, several servant or slave retainers; support from locals
96-99	Aristocracy	Archon, Baron, Count, Duke, Lord, Nawab, Noble, Oligarch, Patrician, Satrap	5	Owes several properties, extensive farmlands or multiple businesses; expensive furniture, tools, weapons & armour, mounts, many servants or slaves; fealty from regional inhabitants
100	Ruling	Caliph, Czar, Dictator, Emperor, Imperator, Maharajah, Mogul, Pasha, Pharaoh, Potentate, Prince, Rajah, Shah, Sultan, Tyrant	10	As above but of priceless quality; fealty from a dominion or nation

PARENTS TABLE

1d100	Parents
01-20	Both Parents living
21-40	Single Parent – Father
41-60	One birth parent plus step-parent
61-80	Single Parent – Mother
81-00	Both parents dead

SIBLINGS TABLE

1d100	Siblings
01-10	None
11-30	1d4
31-70	1d6
71-90	1d8
91-00	1d10

EXTENDED FAMILY TABLE

1d100	Grandparents	Aunts & Uncles	Cousins
01-10	None	None	None
11-30	1d2-1	1d2	1d3
31-70	1d3-1	1d3	1d4
71-90	1d3	1d4	1d6
91-00	1d3+1	1d6	1d8

TRAINING IMPROVEMENT TABLE

Degree of Difference	Skill Improves By
21-30%	1d2
31-40%	1d3
41-50%	1d4
51-60%	1d6
61-70%	1d6+1
71-80%	1d6+2
81-90%	1d6+3
91-100%	1d6+4
Each 10%	+1



REPUTATION TABLE

1d100 Reputation		Allies, Contacts, Enemies and Rivals
01-15	Family has a poor reputation	1d3 Enemies or Rivals
16-35	Family's reputation is sound, but there may be a few skeletons and secrets better left locked away	1 Enemy or Rival
36-65	A sound family reputation	-
66-85	Family enjoys a good reputation although there may be those either inside or outside the family who could tarnish it	1 Contact or Ally
86-00	Family's reputation is untarnished and of excellent standing	1d3 Contacts or Allies

CONNECTIONS TABLE

1d100 Connections		Allies, Contacts, Enemies and Rivals
01-20	No connections of note	None
21-80	Family enjoys reasonable connections within its community	Roll 1d4. On a 1 you gain an Ally; 2 a Contact; 3 an Enemy; 4 a Rival
81-90	Family is well connected in the community and is known to those commanding local power	As above but roll twice
91-95	As above, but the family also enjoys some status with those commanding regional power	As above but roll thrice
96-00	As above but the family also enjoys some status with those commanding national power	As above but roll four times

PASSIONS TABLE

Object of Passion	Examples	Starting Percentage
A person, in a romantic or familial context	Lover, Sibling, Wife, Parent, Aloof or Unsuspecting Object of Desire	30% plus Loved one's POW+CHA
A person in a platonic context (a friendship or loyalty, for example)	Leader, Teacher, Ruler, Master, Rescuer, Priest, Enemy	30% plus Character's POW and subject's CHA
A person in an aversive context	Enemy leader, Rival worker, Husband of Desired Lover, Murderer of Friend, Thief	30% plus Character's POW and subject's CHA
An organisation or group of people	Family, School, Temple, Religion, Local Community, Military Unit, Guild, Nobles	30% plus Character's POW+INT
A race or species	Foreigners, Non Humans, Tigers, Supernatural Beasts, Ghosts, Primitives	30% plus Character's POW x 2
A place	A Country, Home Town, Holy Place, Capital City, Graveyards, Mountains	30% plus Character's POW+INT
An object or substance	The Iron Throne, Diabolic Relic, Magic, Darkness, Ancient Heirloom, Gemstones	30% plus Character's POW x 2
A concept or ideal	An Ethic, Moral Code, Freedom, Personal Honour, Betrayal, Dishonesty	30% plus Character's POW+INT



STANDARD SKILLS

Skill	Basic Percentage	Skill	Basic Percentage
Athletics	STR+DEX	Influence	CHA x2
Boating	STR+CON	Insight	INT+POW
Brawn	STR+SIZ	Locale	INT x2
Conceal	DEX+POW	Native Tongue	INT+CHA
Customs	INTx2	Perception	INT+POW
Dance	DEX+CHA	Ride	DEX+POW
Deceit	INT+CHA	Sing	CHA+POW
Drive	DEX+POW	Stealth	DEX+INT
Endurance	CON x2	Swim	STR+CON
Evade	DEX x2	Unarmed	STR+DEX
First Aid	INT+DEX	Willpower	POW x2

PROFESSIONAL SKILLS

Skill	Basic Percentage	Skill	Basic Percentage
Acting	CHA x2	Literacy	INT x2
Acrobatics	STR+DEX	Lockpicking	DEX x2
Art	POW+CHA	Lore	INT x2
<i>Binding</i>	POW+CHA	Mechanisms	DEX+INT
Bureaucracy	INT x2	<i>Meditation</i>	INT+CON
Commerce	INT+CHA	Musicianship	DEX+CHA
Courtesy	INT+CHA	<i>Mysticism</i>	POW+CON
Craft	DEX+INT	Navigation	INT+POW
Culture	INT x2	Oratory	POW+CHA
<i>Devotion</i>	POW+CHA	Seamanship	INT+CON
Disguise	INT+CHA	Seduction	INT+CHA
Engineering	INT x2	<i>Shaping</i>	INT+POW
<i>Exhort</i>	INT+CHA	Sleight	DEX+CHA
<i>Folk Magic</i>	POW+CHA	Streetwise	POW+CHA
Gambling	INT+POW	Survival	CON+POW
Healing	INT+POW	Teach	INT+CHA
<i>Invocation</i>	INT x2	Track	INT+CON
Language	INT+CHA	<i>Trance</i>	POW+CON

PASSIONS

Object of Passion	Starting Percentage
A person, in a romantic or familial context	30% plus Loved one's POW+CHA
A person in a platonic context (a friendship or loyalty, for example)	30% plus Character's POW and subject's CHA
A person in an aversive context	30% plus Character's POW and subject's CHA
An organisation or group of people	30% plus Character's POW+INT
A race or species	30% plus Character's POW x 2
A place	30% plus Character's POW+INT
An object or substance	30% plus Character's POW x 2
A concept or ideal	30% plus Character's POW+INT

**DIFFICULTY GRADE TABLE**

Difficulty	Grade	Skill Modifier
Automatic	No need to roll	
Very Easy	Double the skill value	
Easy	Add half again to the skill value	
Standard	No adjustment.	
Hard	Reduce the skill value by one third	
Formidable	Reduce the skill value by half	
Herculean	Reduce the skill value to one tenth	
Hopeless	No attempt can be made	

LINGUISTIC FLUENCY

Language %	Conversational Fluency
01-25%	Knows only a few simple words, cannot phrase sentences
26-50%	Can understand and communicate in fragmentary, simple sentences, such as "Where is temple?" or "How much food?"
51-75%	Fluent enough for general conversation
76% +	Able to express yourself with eloquence

FIRST AID ACTIONS

Injury	Successful Treatment
Asphyxiated	The victim begins breathing again.
Bleeding	The blood flow is staunched.
Impaled	The impaling item is removed without causing further damage to the victim.
Unconsciousness	As long as the unconsciousness is not the result of poisons or narcotics then the injured party is restored to awareness.
Minor Injury	Treatment restores 1d3 hit points to the injury.
Serious Injury	Treatment restores the location to partial functionality, permitting it to heal naturally.
Major Injury	A successful First Aid roll on a location suffering from a Major Injury does not return any Hit Points, nor restore functionality; but it does stabilize the area and prevent immediate death resulting from the damage. More skilled healing is required to treat Major Injuries.

DIFFERENTIAL ROLL RESULTS

Result of Rolls	Antagonist Critical	Antagonist Success	Antagonist Failure	Antagonist Fumble
Protagonist Critical	No Benefit	Protagonist Wins 1 level of Success	Protagonist Wins 2 levels of Success	Protagonist Wins 3 levels of Success
Protagonist Success	Antagonist Wins 1 level of Success	No Benefit	Protagonist Wins 1 level of Success	Protagonist Wins 2 levels of Success
Protagonist Failure	Antagonist Wins 2 levels of Success	Antagonist Wins 1 level of Success	No Benefit	No Benefit
Protagonist Fumble	Antagonist Wins 3 levels of Success	Antagonist Wins 2 levels of Success	No Benefit	No Benefit



MINIMUM MAINTENANCE COSTS

Social Class	SP per Day	SP per Week	SP per Year*	Typical Home
Exile		Lives a hand to mouth existence		None/Lives Rough
Slave	1	7	375	Shared Shack/Hut
Freeman	2	15	750	Hut/Cabin/Rented Room
Gentile	10	75	3,750	House/Apartment
Aristocracy	50	350	20,000	Large Villa/Mansion
Ruling	250	1,750	100,000	Palaces/Estates

*Depends on the campaign setting. Assumes a year length of roughly 360 days with totals rounded up for neatness

HAGGLING OUTCOME TABLE

Difference in Levels of Success	Purchaser gains Advantage	Seller gains Advantage
3	25% of the Standard Price	200% of the Standard Price
2	50% of the Standard Price	150% of the Standard Price
1	75% of the Standard Price	125% of the Standard Price
Equal	Standard Price	Standard Price

SEASONAL INCOME TABLE

1d100	Profitability
01-10	Disastrous: Reduce Income by 50%
11-20	Poor: Reduce Income by 25%
21-60	Normal: No adjustment to Income
61-80	Prosperous: Increase Income by 25%
81-00	Very Prosperous: Increase Income by 50%

CLOTHING TABLE

Garment	Cheap	Reasonable	Superior
Boots	25	50	100
Cap or Hat	3	6	18
Gloves, Socks or Underwear	5	10	20
General Coat or Cloak	20	45	90
Vest or Tabard	10	20	50
Tunic or Dress	15	30	75
Sandals	4	8	20
Shoes	20	45	90
Trousers, Skirt or Kilt	12	25	60
Shirt, Smock or Shift	8	16	35
Winter Coat or Cloak	30	75	150



ARMOUR TABLE

Material						Suit ENC/ Cost/	Armour	Milieu
Type	Construction	Example	AP	ENC	Cost per Location	Penalty		
Flexible	Natural/Cured	Furs, Hides	1	2	20	14/140/3	Any	
	Padded/ Quilted	Aketon, Gambeson	2	1	80	7/560/2	Any	
	Laminated	Linothorax, Bezainted	3	2	180	14/1260/3	A-M	
	Scaled	Brigandine, Lamellar	4	3	320	21/2240/5	A-R	
Rigid	Half Plate	Hoplite Plate	5	4	500	28/3500/6	A-R	
	Mail	Mail Hauberk, Laminar	6	5	900	30/6300/7	A-R	
	Plated Mail	Splinted Chainmail	7	6	1400	42/9800/8	M-E	
	Articulated Plate	Gothic Plate	8	7	2400	49/16800/10	M-E	

MATERIAL TYPES TABLE

Material	ENC Modifier	Notes
Bone	x1.5	Bulky though light, desiccated bone can be used in Laminated, Scaled and Plate construction
Bronze	x1	Bronze, like iron, is considered the default material for rigid armours
Chitin	x0.75	Lighter than other rigid materials it can be used for Laminated, Scaled and Plate armours. Chitin can only be carved however, not moulded, so large armour segments must come from insects of suitable size
Iron	x1	Similarly to bronze, iron is considered the default material for rigid armours
Ivory	x1.25	Teeth and tusks can be fashioned as part of Laminated, Scaled and Plate
Leather	x2	Leather can be tanned or boiled to make it rigid, and thus used in the construction of any armour save mail, providing it is thick enough; crocodile skin for a suit of half plate for example. Furs and Hide armour is by default assumed to be made from leather
Linen	x1	Linen or its woollen equivalent is considered the default material used in flexible armours
Shell	x2	Shell armour tends to be thick and heavy to make up for its fragility, but can be used in Laminated and Scaled armour; or if the source creature is of sufficient size, single pieces carved down to shape for Plate
Silk	x0.75	Tougher and lighter than other fabrics, silk can be used to make flexible armours
Steel	x0.75	Superior in strength to iron or bronze, it is can be fashioned into thinner, lighter pieces for rigid material armours
Stone	x3	Not often used due to its weight, stones such as jade or obsidian can be carved and ground into small pieces suitable for laminated or scaled armours, or large single segments worn as impromptu half-plate cuirasses



Tools	ENC	Cost
Abacus	1	8 SP
Astrolabe (Ancient onwards)	1	200 SP
Backpack/Satchel (holds up to 20 ENC)	1	5 SP
Bedroll	1	1 SP
Bit & Bridle	1	15 SP
Block & tackle	1	15 SP
Bottle, glass/earthenware	—	2 SP
Candle, 6 hour	1	1 SP
Chain, 2m	2	40 SP
Chest, Large	5	80 SP
Chest, Small	3	40 SP
Cooking Pot (for travel)	2	3 SP
Craft tools (basic tools to match a handicraft)	2	75 SP
Crop (riding)	—	15 SP
Crowbar	1	25 SP
Doorjamb	2	5 SP
Driver's whip	—	25 SP
Falconer's Kit	1	30 SP
Feed/mount rations (per day)	1	5 CP
Fine wine goblet (glass – double for silver)	—	8 SP
First aid kit (useful for 10 applications of First Aid skill)	—	25 SP
Fish hooks (20)	—	1 SP
Fishing kit	1	15 SP
Fishing Net	4	10 SP
Flint & tinder	—	1 SP
Game Snares and Traps	1	1 SP
Goad	1	25 SP
Grappling hook	—	5 SP
Hammer/Saw/Mallet/Chisel	1	1 SP
Healer's kit (useful for 10 applications of Healing skill)	1	150 SP
Hourglass (Ancient onwards)	1	20 SP
Knife (tool, not weapon)	—	5 SP
Ladder, rope 3m	4	2 SP
Lantern, basic	1	10 SP
Lock picks	—	75 SP
Lockbox	—	—
Lodestone	—	5 SP
Milling Stone	2	8 SP
Mirror (hand glass)	1	12 SP
Mug/Beaker/Dish/Plate (wood – double price for metal)	—	5 CP each
Musical instrument	2	70 SP
Nails or tacks (50)	—	2 CP



Tools Continued	ENC	Cost
Oil flask	1	1 SP
Papyrus or paper sheet (double the cost for vellum)	—	5 CP
Pickaxe	1	35 SP
Pole, 3m	1	1 SP
Quills and ink for writing	1	30 SP
Quiver	—	2 SP
Razor, folding	—	3 SP
Rope (hemp), 10m	2	10 SP
Sack, large (holds up to 60 ENC)	1	5 CP
Sack, small (holds up to 30 ENC)	—	2 CP
Saddle, riding	3	60 SP
Saddle, war	4	90 SP
Saddlebag (holds up to 2x20 ENC)	2	20 SP
Saw, hand	1	1 SP
Scythe/Sickle	2	30 SP
Sextant (Renaissance cultures and later)	1	25 SP
Ship's Compass (Medieval cultures and later)	1	70 SP
Shoes, horse	1	10 SP
Spade/Hoe/Pitchfork	1	25 SP
Torch, 1 hour	—	4 CP
Torch, 6 hour	1	8 CP
Waterskin or Canteen (holds 2 litres of liquid)	1	5 CP
Wax, block	1	2 CP

ACCOMMODATION TABLE

Accommodation Type	Cheap	Reasonable	Superior
Common room floor/stables	0.5	-	-
Shared room/dormitory	1	1.5	-
Private room	2	5	10
Rented hovel or shack (week)	10	-	-
Rented cabin or cottage (week) – sleeps small family	15	25	50
Rented house or apartment (week) – sleeps large family	30	50	75
Rented villa or mansion(week) – sleeps small entourage	100	250	1000
Hovel or shack to buy	100	-	-
Cabin or Cottage to buy (per bedroom)	750	1,250	2,500
House or Apartment to buy (per 2 bedrooms)	3,000	5,000	7,500
Villa or Mansion to buy (per 4 bedrooms)	20,000	50,000	200,000
Tent (per person capacity)	1	3	5

FOOD TABLE

Type	Cheap	Reasonable	Superior
Meal at a tavern or inn	1	3	8
Ale or Beer for an evening	1	1.5	3
Wine or Spirits for an evening	2	4	6
Trail rations (7 days)	7	9	12



ONE HANDED WEAPONS

Weapon	Damage	Size	Reach	Combat Effects	ENC	AP/HP	Traits	Milieu	Cost
Ball & chain	1d6+1	M	M	Bash, Entangle, Stun Location	2	6/8	Flexible	M	250 SP
Battleaxe	1d6+1	M	M	Bleed	1	4/8		A-R	100 SP
Broadsword	1d8	M	M	Bleed, Impale	2	6/10		M-E	175 SP
Chain	1d4	M	M	Entangle	1	8/6		A-I	10 SP
Club	1d6	M	S	Bash, Stun Location	1	4/4		All	5 SP
Dagger	1d4+1	S	S	Bleed, Impale	—	6/8	Thrown	All	30 SP
Hatchet	1d6	S	S	Bleed	1	3/6	Thrown	All	25 SP
Falchion	1d6+2	M	M	Bleed	1	6/10		A-M	200 SP
Flail	1d6	M	M	Bash	1	3/6	Flexible	A-M	25 SP
Knife	1d3	S	S	Bleed, Impale	—	5/4		All	10 SP
Lance	1d10+2	H	VL	Impale, Sunder	3	4/10	Mount	A-M	150 SP
Longsword	1d8	M	L	Bleed, Impale	2	6/12		M-R	250 SP
Mace	1d8	M	S	Bash, Stun Location	1	6/6		A-R	100 SP
Main Gauche	1d4	S	S	Bleed	—	6/10	Entrapping	M-E	180 SP
Military pick	1d6+1	M	M	Stun Location, Sunder	3	6/10		M-E	180 SP
Net	1d4	S	L	Entangle	3	2/20	Entrapping	All	20 SP
Rapier	1d8	M	L	Impale	1	5/8		E	100 SP
Sabre	1d6+1	M	M	Bleed, Impale	1	6/8		E-I	225 SP
Scimitar	1d8	M	M	Bleed	2	6/10		M-E	200 SP
Shortspear	1d8+1	M	L	Impale	2	4/5	Set	All	20 SP
Shortsword	1d6	M	S	Bleed, Impale	1	6/8		All	100 SP
Trident	1d8	M	L	Impale	2	4/10	Barbed	A-M	155 SP

IMPALE EFFECTS TABLE

Creature	Small	Medium	Large	Huge	Enormous
SIZ	Weapons	Weapons	Weapons	Weapons	Weapons
1-10	Formidable	Herculean	Incapacitated	Incapacitated	Incapacitated
11-20	Hard	Formidable	Herculean	Incapacitated	Incapacitated
21-30	No Effect	Hard	Formidable	Herculean	Incapacitated
31-40	No Effect	No Effect	Hard	Formidable	Herculean
41-50	No Effect	No Effect	No Effect	Hard	Formidable

Each +10

Follow table progression

INANIMATE OBJECTS ARMOUR AND HIT POINTS

Object	Armour Points	Hit Points
Boulder	10	40
Castle gate	8	120
Castle wall (2m section)	10	250
Chain/shackle	8	8
Club	4	4
Dagger	6	4
Hut wall (2m section)	3	15
Iron door	12	75
Rope	6	3
War sword	6	10
Wooden chair	2	6
Wooden door (normal)	4	25
Wooden door (reinforced)	6	30
Wooden fence (2m section)	4	5

SHIELDS



Shield	Damage	Size	Reach	Combat Effects	ENC	AP/HP	Traits	Milieu	Cost
Buckler	1d3	M	S	Bash, Stun Location	1	6/9	Ranged Parry; Passive Blocks 2 locations	M-E	50 SP
Heater	1d4	L	S	Bash, Stun Location	2	6/12	Ranged Parry; Passive Blocks 3 locations	M	150 SP
Hoplite	1d4	H	S	Bash, Stun Location	3	6/15	Ranged Parry; Passive Blocks 4 locations	A-M	300 SP
Kite	1d4	H	S	Bash, Stun Location	3	4/15	Ranged Parry; Passive Blocks 4 locations	M	300 SP
Peltast	1d4	L	S	Bash, Stun Location	2	4/12	Ranged Parry; Passive Blocks 3 locations	A-M	150 SP
Scutum	1d4	H	S	Bash, Stun Location	4	4/18	Ranged Parry; Passive Blocks 5 locations	A-M	450 SP
Target	1d3+1	L	S	Bash, Impale	2	4/9	Ranged Parry; Passive Blocks 3 locations	A-E	150 SP
Viking	1d4	L	S	Bash, Stun Location	3	4/12	Ranged Parry; Passive Blocks 4 locations	M	300 SP

TWO HANDED WEAPONS

Weapon	Damage	Size	Reach	Combat Effects	ENC	AP/HP	Traits	Milieu	Cost
Battleaxe	1d8+1	M	M	Bleed, Sunder	1	4/8		A-M	100 SP
Garrotte	1d2	S	T	-	—	1/2	Stealth	A-I	15 SP
Glaive/ Rhomphaia	1d10+2	L	L	Bleed, Sunder	2	4/10		A-M	250 SP
Great axe	2d6+2	H	L	Bleed, Sunder	2	4/10		A-M	125 SP
Great club	2d6	H	L	Bash, Stun Location	3	4/10		All	50 SP
Great hammer	1d10+3	H	L	Bash, Stun Location, Sunder	3	4/10		M-E	250 SP
Great sword	2d8	H	L	Bleed, Impale, Sunder	4	6/12		M-E	300 SP
Halberd/ Poleaxe	1d8+2	L	VL	Entangle, Impale, Sunder	4	4/10	Set	A-E	200 SP
Longspear	1d10+1	L	VL	Impale	2	4/10	Set	All	30 SP
Longsword	1d10	L	L	Bleed, Impale, Sunder	2	6/12		M-E	250 SP
Military flail	1d10	L	L	Bash, Stun Location	3	4/10	Flexible	A-M	250 SP
Pike/Sarissa	1d10+2	L	VL	Impale	4	4/12	Set	A-M	90 SP
Quarterstaff	1d8	M	L	Stun Location	2	4/8		All	20 SP
Xyston	1d10	L	VL	Impale	3	4/10	Set; Double Ended.	A	100 SP



RANGED WEAPONS

Ranged Weapon	Damage	Dam. Mod	Force	Range	Load	Combat Effects	Impale Size	ENC	AP/HP	Milieu	Cost
Atlatl	—	—	+1 Step	+0/+10/+20	—	—	—	1	1/4	P	10 SP
Blowgun	—	N	—	10/20/30	2	Impale	—	—	1/4	P	30 SP
Bolas	1d4	N	—	10/25/50	—	Entangle	—	—	2/2	P-A	10 SP
Dagger	1d4	Y	S	5/10/20	—	Impale	S	—	4/6	All	30 SP
Dart	1d4	Y	S	5/10/20	—	Impale	S	—	2/1	P-A	10 SP
Discus	1d4+1	Y	L	5/20/40	—	Stun Location	—	—	2/3	A	30 SP
Hatchet	1d6	Y	S	10/20/30	—	Bleed	—	1	4/6	All	25 SP
Heavy crossbow	1d10	N	H	20/150/300	4	Impale, Sunder	S	2	4/8	M-E	350 SP
Javelin	1d8+1	Y	H	10/20/50	—	Impale, Pin Weapon (Shield)	M	1	3/8	A-M	20 SP
Light crossbow	1d8	N	L	20/100/200	3	Impale	S	1	4/5	M-E	150 SP
Long bow	1d8	Y	H	15/125/250	2	Impale	S	1	4/7	M	200 SP
Net	—	N	—	3/5/10	—	Entangle	—	3	2/20	All	20 SP
Recurve bow	1d8	Y	H	15/125/250	2	Impale	S	1	4/8	A-M	225 SP
Short bow	1d6	Y	L	15/100/200	2	Impale	S	1	4/4	P-M	75 SP
Shortspear	1d8	Y	L	10/15/30	—	Impale	M	1	4/5	All	20 SP
Sling	1d8	N	L	10/150/300	3	Stun Location	—	—	1/2	P-M	5 SP
Staff sling	2d6	N	E	5/10/20	4	Stun Location	—	2	3/6	A-M	20 SP
Stone/Rock	1d3	Y	S	5/25/50	—	Stun Location	—	—	—	All	—
Trident	1d8	Y	L	10/15/30	—	Barbed, Impale	M	2	4/10	A-M	155 SP

RANGED WEAPON AMMUNITION

Weapons such as bows and crossbows use ammunition to deliver damage. Arrows, quarrels, darts and bullets can be made by anyone with the appropriate craft skill, for example Craft (Fletcher) for arrows, as long as the appropriate raw materials and a suitable work area or workshop are available for the task. If bought from a craftsman then the costs are as follows:

- ⇒ Arrows (per sheaf of a dozen) 4 SP
- ⇒ Quarrels (per sheaf of a dozen) 3 SP
- ⇒ Lead sling bullets (per bag of twenty) 1 SP
- ⇒ Blowgun darts (per half dozen) 2 SP
- ⇒ Thrown darts (per sheaf of a dozen) 2 SP

**ITEM QUALITY TABLE**

Total Score	Result	Enhancements
150	Excellent	2
125	Good	1
100	Acceptable	0
75	Flawed	The product will break or wear out 25% faster than normal; or its Hit Points and value are reduced by one quarter reflecting its flawed durability
50	Poor	The product will break or wear out 50% faster than normal; or its Hit Points and value are reduced by half reflecting its flawed durability.
25	Shoddy	The product will break or wear out 75% faster than normal; or its Hit Points and value are reduced by three quarters reflecting its shoddy durability
0 or less	Unusable	The product is simply of no use whatsoever.

ENHANCEMENTS TABLE

Enhancement	Effect
Desirable	The item's value is doubled.
Durable	The item's Hit Points are increased by one
Resilient	The item's Armour Points are increased by one
Efficient	The item of such quality that it confers a 5% bonus to the skill required to use it.
Effective	If a weapon it gains +1 to its Damage rating. Other items reduce ENC value by 1d2 points

PERMANENT INJURY TABLE

1d3	Hit Point Reduction	Maiming Result
1	Character permanently loses one third of the Hit Points in that location	If a limb, this represents the maiming of a hand or foot. If the head, the character loses one of his sensory organs, eye, ear, nose or tongue. Anywhere else it denotes a disfiguring scar.
2	Character permanently loses two thirds of the Hit Points in that location	A limb is maimed from the elbow or knee down. The head loses two sensory organs. Torso exhibits a gruesomely horrible scar.
3	Location is reduced to a single Hit Point	Limbs are maimed from the shoulder or hip down. The head either loses three sensory organs, half the face or the entire jaw. Chest or abdomen shows such a horrific scar or deformation nobody seeing the healed wound can comprehend how the victim survived.



STRATEGIC TIME TRAVEL TABLE

Travel Example	Distance Covered (kilometres) per Day (10-12 hours)
Walking	30 per Day
Horseback at casual speed	60 per Day
Wagon at casual speed	15 per Day
Open Sea, favourable conditions	150-300 (in a 24 hour period)
Open Sea, unfavourable conditions	0-60 (in a 24 hour period)
Coast or River, favourable conditions	30-60 per Day
Coast or River, unfavourable conditions	0-30 per Day

COMPARATIVE MOVEMENT TABLE

Time Period	Movement 4m	Movement 6m	Movement 8m	Movement 10m	Movement 12m	Movement 14m
Combat Round	4m	6m	8m	10m	12m	14m
Minute	48m	72m	96m	120m	144m	168m
Hour	2.9km	4.3km	5.8km	7.2km	8.6km	10.1km

ARMOUR EFFECTS ON MOVEMENT

Travel Example	Distance Covered (kilometres) per Day (10-12 hours)
Walking	No Change to Movement
Running/Sprinting	Running/Sprinting Speed - Strike Rank Penalty from Armour
Swimming	(Swimming Speed/2) - Strike Rank Penalty from Armour
Climbing Rough Surfaces	Movement - (Strike Rank Penalty from Armour/2)
Climbing Steep Surfaces	Movement - Strike Rank Penalty from Armour
Climbing Sheer Surfaces	Movement - (Strike Rank Penalty from Armour x2)
Jumping	Jumping Distance - (Strike Rank Penalty from Armour/2)

FALLING DISTANCE TABLE

Distance Fallen	Damage Taken
1m or less	No damage.
2m to 5m	1d6 points of damage to a random location.
6m to 10m	2d6 points of damage to two random locations.
11m to 15m	3d6 points of damage to three random locations.
16m to 20m	4d6 points of damage to four random locations.
Each +5m	+1d6 damage.

FIRE INTENSITY TABLE

Intensity	Examples	Time to Ignite	Damage
1	Candle	1d4	1d2
2	Torch	1d3	1d4
3	Campfire	1d2	1d6
4	Room filling conflagration	1d2	2d6
5	Volcanic lava	Instant	3d6

ACID TABLE

Acid Type	Damage	Duration
Weak	1d2	1 Combat Round
Strong	1d4	1d2 Combat Rounds
Concentrated	1d6	1d3 Combat Rounds


DISEASE AND POISON CONDITIONS

Condition	Effects
Agony	Victim is hindered by intense pain. Whether in a location or the entire body, any skill roll involving use of the affected area must also be less or equal to the character's Willpower, otherwise the attempt fails and they moan or scream in pain.
Asphyxiation	Victim suffers asphyxiation – he collapses incapacitated, unable to breathe. The rules for Asphyxiation, found on page 108, are used.
Bleeding	Victim suffers from either internal bleeding or surface haemorrhaging which leads to the effects described in the Blood Loss section on page 108.
Blindness	Victim becomes blind.
Confusion	Victim cannot use any knowledge, communication or magic skill.
Contagious	Victim can transfer the poison or disease by touch.
Deafness	Victim loses his hearing.
Death	Victim collapses incapacitated and dies after a number of rounds equal to his CON characteristic.
Dumbness	Victim's vocal chords are paralysed, preventing verbal communication.
Exhaustion	Victim gains an extra level of Fatigue, on top of any they are currently suffering from.
Fever	Victim's body temperature fluctuates wildly – from hot to cold – and muscles ache. All skills suffer a difficulty grade of Hard.
Hallucinations	Victim experiences delusions and cannot differentiate between real and imaginary experiences. His skill and abilities are unaffected but his ability to relate to the real world is seriously impaired. Under its effects the sufferer tends to experience visions related to his strongest Passions and any skeletons kept in the cupboard, often leading to irrational acts.
Maiming	Victim suffers a permanent loss of 1 Hit Point in the location(s) affected, due to necrosis of the injured tissue.
Mania	Victim is driven to follow some compulsion; such as avoiding water, paranoia, self mutilation, and so forth. The mania induced by the disease or poison will be noted in its description.
Nausea	Victim cannot eat, and must roll against his Endurance every time he performs a stressful physical action to avoid being physically sick. Vomiting lasts for 1d3 rounds during which he cannot act. Long durations of Nausea may cause starvation.
Paralysis	Victim is unable physically to move. The affected area, if a location, cannot be used for the duration. If it affects the whole body, the character cannot move at all.
Sapping	Victim has their Magic Points (either the Attribute or current number) reduced. Apply the Potency of the disease or poison on the Spirit Damage table (page 201) to calculate the dice roll used. Lost Magic Points do not recover until the duration ends.
Unconscious	Victim loses consciousness for a period specified in the description. When consciousness is regained the victim suffers a level of Fatigue.

PHYSICAL EFFORT TABLE

	How Long?	Example	Skill Roll
Light	CON in hours	Activity that places no strain on the body. All reasonable activities at a steady pace.	None
Medium	CON in minutes	Manual labour; sustained physical exercise.	Easy grade roll vs either Athletics, Brawn or Endurance according to the task (Athletics for exercise; Brawn for heavy lifting; Endurance for general activities).
Strenuous	CON in seconds (rounded up to the nearest Combat Round)	Combat; struggling against the elements; physical activity in adverse circumstances	Standard grade roll vs either Athletics, Brawn or Endurance according to the task (Athletics for exercise; Brawn for heavy lifting; Endurance for Combat).



FATIGUE LEVELS

	Skill Grade	Movement	Strike Rank	Action Points	Recovery Period	
Fresh			No penalties			
Winded	Hard	No penalties	No Penalties	No Penalties	15 minutes	
Tired	Hard	-1 metre	No Penalties	No Penalties	3 hours	
Wearied	Formidable	-2 metres	-2	No Penalty	6 hours	
Exhausted	Formidable	Halved	-4	-1	12 hours	
Debilitated	Herculean	Halved	-6	-2	18 hours	
Incapacitated	Herculean	Immobile	-8	-3	24 hours	
Semi-Conscious	Hopeless	No Activities Possible	No Activities Possible	No Activities Possible	36 hours	
Comatose	No Activities Possible	No Activities Possible	No Activities Possible	No Activities Possible	48 hours	
Dead	Dead				Never	

VISIBILITY TABLE

	Daylight	Twilight	Moonlight	Moonless
Clear	500	300	50	25
Overcast	400	250	50	25
Moderate Fog	150	100	25	15
Dense Fog	50	30	15	10
Wind-driven snow	35	25	10	5
Sand/dust storm	20	15	10	5

TEMPERATURE TABLE

Temp oC	Climate	Risk of Exposure	Exposure Rate
Below -20	Glacial	Yes	Minutes
-19 – -10	Freezing	Yes	15 Minutes
-9 – 0	Cold	Yes	Hourly
1 – 10	Chill	Yes	Daily
11 – 20	Cool	No	None
21 – 30	Warm	No	None
31 – 40	Hot	Yes	Hourly



PRECIPITATION TABLE

Relative Humidity	Typical Cloud Cover	Amount per Hour	Duration	Dehydration Rate
0-12	None	None	None	Hourly
13-25	Scant cloud	Very light (0-1mm)	1d10 minutes	2 Hours
26-37	Scattered cloud	Light (1-2.5mm)	1d6 x10 minutes	3 Hours
38-50	Heavy cloud	Moderate (2.5-10mm)	1d2 hours	4 Hours
51-62	Slightly Overcast	Heavy (11-25mm)	1d3 hours	4 Hours
63-75	Moderately Overcast	Very Heavy (26-50mm)	1d6 hours	3 Hours
76-87	Completely Overcast	Monsoon (51-80mm)	1d8 hours	2 Hours
88-100	Storm Clouds	Deluge (81+mm)	1d12 hours	Hourly

CLOSE COMBAT SITUATIONAL MODIFIERS

Situation	Difficulty Grade
Attacking a helpless target	Automatic
Attacking in a confined situation	Hard
Defending while on lower ground or against mounted foe	Hard
Fighting while on unstable ground	Hard
Fighting whilst crouching or from one knee	Hard
Fighting in poor visibility (thick fog, snowstorm)	Hard
Defending against an attack from behind	Formidable
Fighting while prone	Formidable
Fighting in partial darkness (dim illumination)	Formidable
Fighting in pitch black conditions (no illumination at all)	Herculean
Blinded or loss of primary perceptive sense	Herculean

RANGED COMBAT SITUATIONAL MODIFIERS

Situation	Difficulty Grade
Light Wind*	Hard
Moderate Wind*	Formidable
Strong Wind*	Herculean
Gale, Storm or Worse*	Hopeless
Target is Running	Hard
Target is Sprinting	Formidable
Target obscured by mist or is in partial darkness	Hard
Target obscured by thick smoke, fog or is in darkness	Formidable
Target is completely obscured	Herculean
Blinded or loss of primary perceptive sense	Hopeless
Target prone	Formidable
Attacker is prone**	Herculean
Attacker is on unstable ground	Hard



COMBAT STYLE TRAITS

Trait	Description
Assassination	Allows the user access to the normally restricted 'Kill Silently' special effect.
Blind Fighting	Allows user to reduce any penalties imposed due to poor lighting or temporary blinding to be reduced by one difficulty grade.
Chariot Fighting	Style allows those riding in a chariot to ignore the skill cap placed upon their combat rolls by the driver's Drive skill.
Excellent Footwork	When fighting on slippery, wobbling surfaces the user can ignore the skill cap placed on combat rolls by the Acrobatics skill.
Formation Fighting*	Permits a group of three or more warriors to draw into close formation, placing more open or disordered opponents at a disadvantage (provided the 'unit' cannot be outflanked) and thus reducing each foe's Action Points by one if they engage.
Hidden Weapons	Allows the user to utilise seemingly innocuous objects noted as part of the style as deadly weapons, with no chance of accidental breakage despite apparent delicacy (fans or musical instruments for example).
Intimidating Scream	Style encourages frequent yells and bellows in combat to intimidate foes, making any psychological resistance rolls inflicted on an opponent one grade harder.
Mancatcher	The style grants its user an advantage when entangling or immobilising opponents, making a foe's opposed rolls to evade or break free one difficulty grade harder.
Mounted Combat	Style allows rider to ignore the skill cap placed upon combat rolls by the Ride skill.
Shield Wall*	Allows a group of three or more shield users to overlap their protection, adding one to the number of locations which can be protected with passive blocking.
Siege Warfare	The style permits its user to ignore the skill cap placed upon combat rolls by the Athletics skill when making assaults whilst scaling walls or crawling through tunnels.
Skirmishing	The style permits launching ranged attacks whilst at a run (but not whilst sprinting).
Swashbuckling	Style allows the user to engage in attacks and evades made whilst jumping or swinging into (or disengaging from) combat, ignoring any skill cap placed on it by the Athletics skill.
Throw Weapons	Any nominal melee weapon in the style can also be thrown at no penalty to skill, but when used in this way a weapon's damage roll is halved.
Trained Beast	Intended for styles which emphasise fighting in close coordination with an animal companion (such as trained birds of prey, warhorses, pet wolves and so on), the user may utilise any of his Action Points to defend against attacks launched at his beast.
Unarmed Prowess	Permits the user to treat his Unarmed blocks and parries as 'Medium' sized, enabling him to better defend himself from armed opponents.
Water Combat	The style allows its user to ignore the skill cap placed on combat rolls by the Swim skill.



DIFFERENTIAL LEVELS OF SUCCESS

ATTACKER'S ROLL

DEFENDER'S ROLL	Critical	Success	Failure	Fumble
	Critical	Defender gets 1	Defender gets 2	Defender gets 3
Success	Attacker gets 1	-	Defender gets 1	Defender gets 2
Failure	Attacker gets 2	Attacker gets 1	-	-
Fumble	Attacker gets 3	Attacker gets 2	-	-

WEAPON SIZE CATEGORIES

Size	Description
Small	Human unarmed combat and light single handed weapons less than a kilo in weight, such as a dagger
Medium	Single handed weapons over a kilo in weight, a mace for instance
Large	Long hafted thrusting weapons, two handed spears being a case in point
Huge	Two handed slashing, chopping or bashing weapons, like great swords
Enormous	Weapons used by very large creatures, for example a tree trunk used by a giant

WEAPON REACH CATEGORIES

Reach	Description
Touch	Human reach in unarmed combat, knuckledusters, spiked kneepads and so on
Short	Weapons less than half a metre long; such as a dagger or short sword
Medium	Single handed swung weapons longer than half a metre, like a ball and chain
Long	Single handed thrusting weapons, or two handed swung weapons, a great axe for instance
Very Long	Two handed or mounted thrusting weapons, polearms or lances for example

DAMAGE REDUCTION TABLE

ATTACKING WEAPON

DEFENDING WEAPON	Small	Medium	Large	Huge	Enormous
	Small	All	Half	None	None
Medium	All	All	Half	None	None
Large	All	All	All	Half	None
Huge	All	All	All	All	Half
Enormous	All	All	All	All	All

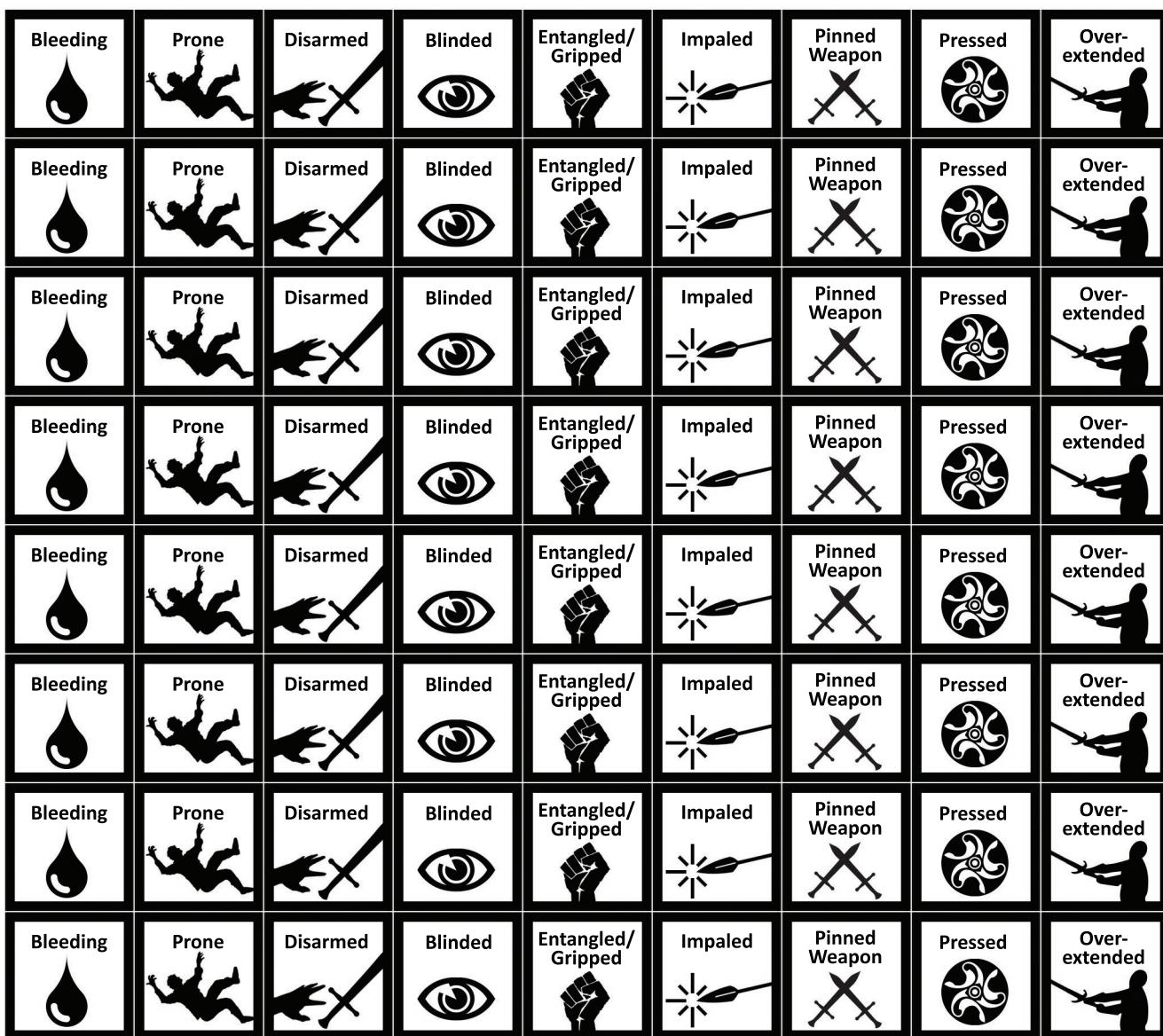


SIZE AND DISTANCE DIFFICULTY ADJUSTMENT TABLE

		TARGET SIZE					
		10 or less	11-20	21-40	41-80	81-150	151-300
DISTANCE	1-20m	1 Step Harder	No Effect	1 Step Easier	1 Step Easier	2 Steps Easier	2 Steps Easier
	21-40m	1 Step Harder	1 Step Harder	No Effect	1 Step Easier	1 Step Easier	2 Steps Easier
	41-60m	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect	1 Step Easier	1 Step Easier
	61-80m	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect	1 Step Easier
	81-100m	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect
	101-120m	3 Steps Harder	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder
	121-140m	4 Steps Harder	3 Steps Harder	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder
	Each 20m	Follow table progression					

CONDITION MARKERS

Print, and cut out, a supply of these handy markers for use during combat, placing them against figures or character sheets to show an enduring condition as a result of a combat Special Effect.





SPECIAL EFFECTS TABLE

Special Effect	Offensive	Defensive	Specific Weapon Type	Specific Roll	Stackable
Accidental Injury		X		Attacker Fumbles	
Arise		X			
Bash	X		Shields or Bludgeoning		
Bleed	X		Cutting Weapons		
Blind Opponent		X		Defender Criticals	
Bypass Armour	X			Attacker Criticals	X
Choose Location	X			See Description	
Circumvent Parry	X			Attacker Criticals	
Close Range	X	X			
Compel Surrender	X	X			
Damage Weapon	X	X			
Disarm Opponent	X	X			
Enhance Parry		X		Defender Criticals	
Entangle	X	X	Entangling Weapons		
Flurry	X		Unarmed		X
Force Failure	X	X		Opponent Fumbles	
Grip	X		Unarmed		
Impale	X		Impaling Weapons		
Kill Silently	X		Small Weapons	See Description	
Maximise Damage	X			Attacker Criticals	X
Open Range		X			
Overextend		X			X
Opponent					
Pin Weapon	X	X		Critical Only	
Press Advantage	X				
Rapid Reload	X				X
Select Target		X		Attacker Fumbles	
Slip Free		X		Defender Criticals	
Stand Fast		X			
Stun Location	X		Bludgeoning Weapons		
Sunder	X		Two Handed Weapons		
Take Weapon	X	X	Unarmed		
Trip Opponent	X	X			
Withdraw		X			



SPECIAL EFFECTS

ACCIDENTAL INJURY

The defender deflects or twists an opponent's attack in such a way that he fumbles, injuring himself. The attacker must roll damage against himself in a random hit location using the weapon used to strike. If unarmed he tears or breaks something internal, the damage roll ignoring any armour.

ARISE

Allows the defender to use a momentary opening to roll back up to their feet.

BASH

The attacker deliberately bashes the opponent off balance. How far the defender totters back or sideward depends on the weapon being used. Shields knock an opponent back one metre per for every two points of damage rolled (prior to any subtractions due to armour, parries, and so forth), whereas bludgeoning weapons knock back one metre per for every three points. Bashing works only on creatures up to twice the attacker's SIZ. If the recipient is forced backwards into an obstacle, then they must make a Hard Athletics or Acrobatics skill roll to avoid falling or tripping over.

BLEED

The attacker can attempt to cut open a major blood vessel. If the blow overcomes Armour Points and injures the target, the defender must make an opposed roll of Endurance against the original attack roll. If the defender fails, then they begin to bleed profusely. At the start of each Combat Round the recipient loses one level of Fatigue, until they collapse and possibly die. Bleeding wounds can be staunched by passing a First Aid skill roll, but the recipient can no longer perform any strenuous or violent action without re-opening the wound. See Blood Loss page 108.

BLIND OPPONENT

On a critical the defender briefly blinds his opponent by throwing sand, reflecting sunlight off his shield, or some other tactic which briefly interferes with the attacker's vision. The attacker must make an opposed roll of his Evade skill (or Weapon style if using a shield) against the defender's original parry roll. If the attacker fails he suffers the Blindness situational modifier for the next 1d3 turns.

BYPASS ARMOUR

On a critical the attacker finds a gap in the defender's natural or worn armour. If the defender is wearing armour above natural protection, then the attacker must decide which of the two is bypassed. This effect can be stacked to bypass both. For the purposes of this effect, physical protection gained from magic is considered as being worn armour.

CHOOSE LOCATION

When using hand-to-hand melee weapons the attacker may freely select the location where the blow lands, as long as that location is normally within reach. If using ranged weapons Choose Location is a Critical Success only, unless the target is within close range and is either stationary or unaware of the attacker.

CIRCUMVENT PARry

On a critical the attacker may completely bypass an otherwise successful parry.

CLOSE RANGE

Permits the character to automatically change the engagement range between himself and his opponent, so that they end up at the Range favoured by the shorter weapon (see Weapon Reach - Closing and Opening Range page 157).

COMPEL SURRENDER

Allows the character a chance to force the surrender of a helpless or disadvantaged opponent; for example someone who has been disarmed, is lying prone unable to regain his footing, has suffered a serious (or worse) wound, and so on. Damage is not inflicted on the target, they are only threatened. Assuming the target is sapient and able to understand the demand, the target must make an opposed roll of Willpower against the original attack or parry roll. If the target fails, they capitulate. Games Masters may wish to reserve Compel Surrender for use against non-player characters only.

DAMAGE WEAPON

Permits the character to damage his opponent's weapon as part of an attack or parry. If attacking, the character aims specifically at the defender's parrying weapon and applies his damage roll to it, rather than the wielder. The targeted weapon uses its own Armour Points for resisting the damage. If reduced to zero Hit Points the weapon breaks.

DISARM OPPONENT

The character knocks, yanks or twists the opponent's weapon out of his hand. The opponent must make an opposed roll of his Combat Style against the character's original roll. If the recipient of the disarm loses, his weapon is flung a distance equal to the roll of the disarmer's Damage Modifier in metres. If there is no Damage Modifier then the weapon drops at the disarmed person's feet. The comparative size of the weapons affects the roll. Each step that the disarming character's weapon is larger increases the difficulty of the opponent's roll by one grade. Conversely each step the disarming character's weapon is smaller, makes the difficulty one grade easier. Disarming works only on creatures of up to twice the attacker's STR.

ENHANCE PARry

On a critical the defender manages to deflect the entire force of an attack, no matter the Size of his weapon.

**ENTANGLE**

Allows a character wielding an entangling weapon, such as a whip or net, to immobilise the location struck. An entangled arm cannot use whatever it is holding; a snared leg prevents the target from moving; whilst an enmeshed head, chest or abdomen makes all skill rolls one grade harder. On his following turn the wielder may spend an Action Point to make an automatic Trip Opponent attempt. An entangled victim can attempt to free himself on his turn by either attempting an opposed roll using Brawn to yank free, or win a Special Effect and select Damage Weapon, Disarm Opponent or Slip Free.

FLURRY

An unarmed creature or attacker can make an immediate follow-up attack using a different limb or body part, without needing to wait for its next turn. A human attacker might follow up a punch to the abdomen with a knee to the face for example. The additional attack still costs an Action Point, but potentially allows several attacks in sequence before the defender can respond offensively.

FORCE FAILURE

Used when an opponent fumbles, the character can combine Force Failure with any other Special Effect which requires an opposed roll to work. Force Failure causes the opponent to fail his resistance roll by default – thereby automatically be disarmed, tripped, etc.

GRIP

Provided the opponent is within the attacker's Unarmed Combat reach, he may use an empty hand (or similar limb capable of gripping such as claws, tails or tentacles) to hold onto the opponent, preventing them from being able to change weapon range or disengage from combat. The opponent may attempt to break free on his turn, requiring an opposed roll of either Brawn or Unarmed against whichever of the two skills the gripper prefers. If the gripped victim wins, they manage to break free. Note that some attackers using Brawn may be so strong that no amount of brute force or cunning technique can overcome their grip (see Brawn page 59).

IMPALE

The attacker can attempt to drive an impaling weapon deep into the defender. Roll weapon damage twice, with the attacker choosing which of the two results to use for the attack. If armour is penetrated and causes a wound, then the attacker has the option of leaving the weapon in the wound, or yanking it free on their next turn. Leaving the weapon in the wound inflicts a difficulty grade on the victim's future skill attempts. The severity of the penalty depends on the size of both the creature and the weapon impaling it, as listed on the Impale Effects Table above. For simplicity's sake, further impalements with the same sized weapon inflict no additional penalties. To withdraw an impaled weapon during melee requires use of the Ready Weapon combat action. The wielder must pass an unopposed Brawn roll (or win an opposed Brawn

roll if the opponent resists). Success pulls the weapon free, causing further injury to the same location equal to half the normal damage roll for that weapon, but without any damage modifier. Failure implies that the weapon remained stuck in the wound with no further effect, although the wielder may try again on their next turn. Specifically barbed weapons (such as harpoons) inflict normal damage. Armour does not reduce withdrawal damage. Whilst it remains impaled, the attacker cannot use his impaling weapon for parrying.

KILL SILENTLY

Restricted to those trained in a Combat Style with the Assassination benefit. It allows the attacker to neutralise a victim in complete silence, covering their mouth or grasping them about the neck whilst simultaneously stabbing, cutting or garrotting them. This prevents the victim from crying out or otherwise raising an alarm for the entire round. In addition if the attack inflicts a Serious or Major Wound, the victim will automatically fail its Endurance roll. Kill Silently can only be used on a surprised opponent and only on the first attack against them.

MAXIMISE DAMAGE:

On a critical the character may substitute one of his weapon's damage dice for its full value. For example a Hatchet which normally does 1d6 damage would instead be treated as a 6, whereas a great club with 2d6 damage would instead inflict 1d6+6 damage. This special effect may be stacked. Although it can also be used for natural weapons, Maximise Damage does not affect the Damage Modifier of the attacker, which must be rolled normally.

OPEN RANGE

Permits the character to automatically change the engagement range between himself and his opponent, so that they end up at the Range favoured by the longer weapon (see (see Weapon Reach - Closing and Opening Range page 157).

OVEREXTEND OPPONENT

The defender sidesteps or retreats at an inconvenient moment, causing the attacker to overreach himself. Opponent cannot attack on his next turn. This special effect can be stacked.

PIN WEAPON

On a critical the character can pin one of his opponent's weapons or shield, using his body or positioning to hold it in place. On his turn the opponent may attempt to wrestle or manoeuvre the pinned item free. This costs an Action Point and works as per the Grip special effect. Failure means that the pinned item remains unusable. In the meantime, an opponent lacking a weapon or shield in the other hand may only avoid an attack by evading, using his Unarmed skill or disengaging completely.

PRESS ADVANTAGE

The attacker pressures his opponent, so that his foe is forced to remain on the defensive and cannot attack on their next turn. This allows the attacker to potentially



establish an unbroken sequence of attacks whilst the defender desperately blocks.

RAPID RELOAD

When using a ranged weapon, the attacker reduces the reload time for the next shot by one. This effect can be stacked.

SELECT TARGET

When an attacker fumbles, the defender may manoeuvre or deflect the blow in such a way that it hits an adjacent bystander instead. This requires that the new target is within reach of the attacker's close combat weapon, or in the case of a ranged attack, is standing along the line of fire. The new victim is taken completely by surprise by the unexpected accident and has no chance to avoid the attack which automatically hits. In compensation however, they suffer no special effect.

SLIP FREE

On a critical the defender can automatically escape being Entangled, Gripped, or Pinned.

STAND FAST

The defender braces himself against the force of an attack, allowing them to avoid the Knockback effects of any damage received.

STUN LOCATION

The attacker can use a bludgeoning weapon to temporarily stun the body part struck. If the blow overcomes Armour Points and injures the target, the defender must make an opposed roll of Endurance vs. the original attack roll. If the defender fails, then the Hit Location is incapacitated for a number of turns equal to the damage inflicted. A blow to the torso causes the defender to stagger winded, only able to defend. A head shot renders the foe briefly insensible.

SUNDER

The attacker may use a suitable two handed weapon to damage the armour or natural protection of an opponent. Any weapon damage, after reductions for parrying or magic, is applied against the Armour Point value of the protection. Surplus damage in excess of its Armour Points is then used to reduce the AP value of that armour(ed) location – ripping straps, bursting rings, creasing plates or tearing away the hide, scales or chitin of monsters. If any damage remains after the protection has been reduced to zero AP, it carries over onto the Hit Points of the location struck.

TAKE WEAPON

Allows an unarmed character to yank or twist an opponent's weapon out of his hand. The opponent must make an opposed roll of his Combat Style against the character's original Unarmed roll. If the target loses, his weapon is taken and from that moment on, may be used by the character instead. Take Weapon differs from Disarm Opponent in that the size of the weapon is largely irrelevant. However, the technique only works on creatures of up to twice the attacker's STR

TRIP OPPONENT

The character attempts to overbalance or throw his opponent to the ground. The opponent must make an opposed roll of his Brawn, Evade or Acrobatics against the character's original roll. If the target fails, he falls prone. Quadruped opponents (or creatures with even more legs) may substitute their Athletics skill for Evade and treat the roll as one difficulty grade easier.

WITHDRAW

The defender may automatically withdraw out of reach, breaking off engagement with that particular opponent.


SPELLS BY ORGANISATION

	Low Magic	Medium Magic	Magic Rich
Number of spells, spirits, miracles, talents etc an organisation possesses:	1d3	1d3+3	1d3+6

EXPERIENCE ROLL AND TIME COSTS

	Type	Experience Rolls	Time
Folk Magic	Cantrip/Charm	3	1 Week
Animism	Spirit	5	1 Month
Mysticism	Talent	5	1 Month
Sorcery	Spell	5	1 Month
Theism	Miracle	5	1 Month

CREATING NEW TRADITIONS

Ability Added	Months Required	Experience Rolls Required
1st	3	7
2nd	6	13
3rd	10	19
4th	15	25
5th	21	31
6th	28	37
7th	36	43
Each +1	+ (Ability Number+1)	+6

TRANCE PREPARATION TIME

Cult Rank	Observe Spirits	Converse With Spirits	Project Self or Draw Spirit	Drag Souls
Follower	1 Hour	-	-	-
Spirit	1 Minute	1 Hour	-	-
Worshipper				
Shaman	1 Round	1 Minute	1 Hour	-
High Shaman	1 Action	1 Round	1 Minute	1 Hour

SPIRIT DAMAGE

Skill Value	Damage Inflicted	Average Roll
01-20	1d2	2
21-40	1d4	3
41-60	1d6	4
61-80	1d8	5
81-100	1d10	6
101-120	2d6	7
121-140	1d8+1d6	8
141-160	2d8	9
161-180	1d10+1d8	10
181-200	2d10	11
201-220	2d10+1d2	13
221-240	2d10+1d4	14
241-260	2d10+1d6	15
261-280	2d10+1d8	16
281-300	3d10	17

SPIRIT INTENSITY

Intensity	POW	POW Range
0	1d6	1-6
1	1d6+6	7-12
2	1d6+12	13-18
3	1d6+18	19-24
4	1d6+24	25-30
5	1d6+30	31-36



COMMANDING A SPIRIT FREED FROM ITS BINDING

Result of Opposed Test	Allied Spirit	Neutral Spirit	Hostile Spirit
Animist wins	Spirit repeatedly serves the animist for the remainder of the scenario	Spirit serves once	Spirit serves grudgingly and attempts to pervert the command
Spirit wins	Spirit serves once then departs in friendship	Spirit departs	Spirit turns on the animist

CAREER-SPECIFIC FOLK MAGIC SPELLS

Career	Suggested Folk Magic
Agent	Alarm, Befuddle, Bladsharp, Bypass, Disguise, Find, Knock, Mimic, Ventriloquism
Alchemist	Any
Beast Handler	Beastcall, Endurance, Find, Might, Mobility, Pathway, Pet, Slow, Speedart
Courtesan	Alarm, Appraise, Befuddle, Calm, Cleanse, Find, Glamour, Sleep, Tune
Courtier	Babel, Calculate, Calm, Fanaticism, Find, Glamour, Mindspeech, Translate, Voice
Crafter	Appraise, Bladsharp, Calculate, Coordination, Find, Ironhand, Pierce, Polish, Repair
Entertainer	Babel, Calm, Find, Glamour, Light, Mimic, Tune, Ventriloquism, Voice
Farmer	Beastcall, Bladsharp, Calculate, Endurance, Find, Might, Preserve, Repair, Warmth
Fisherman	Beastcall, Deflect, Dry, Endurance, Find, Pierce, Preserve, Repair, Warmth
Herder	Alarm, Beastcall, Find, Heat, Pathway, Pet, Slow, Speedart, Warmth
Hunter	Bladsharp, Endurance, Find, Mobility, Pathway, Preserve, Slow, Speedart, Warmth
Merchant	Alarm, Appraise, Calculate, Cleanse, Find, Glamour, Lock, Translate, Voice
Miner	Bludgeon, Breath, Endurance, Find, Ignite, Light, Might, Pierce, Repair
Mystic	Avert, Befuddle, Demoralise, Endurance, Find, Heal, Mindspeech, Spiritshield, Witchsight
Official	Alarm, Calculate, Find, Glamour, Lock, Mindspeech, Translate, Ventriloquism, Voice
Physician	Breath, Calm, Cleanse, Cool, Find, Heal, Preserve, Sleep, Warmth
Priest	Any
Sailor	Bladsharp, Deflect, Dry, Endurance, Extinguish, Find, Pierce, Repair, Warmth
Scholar	Appraise, Calculate, Calm, Extinguish, Find, Mindspeech, Tidy, Translate, Voice
Scout	Bladsharp, Bypass, Endurance, Find, Incognito, Mobility, Pathway, Speedart, Warmth
Shaman	Any
Sorcerer	Any
Thief	Bypass, Coordination, Darkness, Demoralise, Find, Glue, Knock, Mobility, Ventriloquism
Warrior	Bladsharp, Bludgeon, Coordination, Fanaticism, Firearrow, Fireblade, Find, Protection, Vigour



SHAPING TABLE

Points of Shaping	Combine	Duration (Mins)	Magnitude	Range	Targets
None	None	POW	1	Touch	1
1	2 Spells	2xPOW	2	1m x POW	2
2	3 Spells	3xPOW	3	5m x POW	3
3	4 Spells	4xPOW	4	10m x POW	4
4	5 Spells	5xPOW	5	50m x POW	5
5	6 Spells	6xPOW	6	100m x POW	6
6	7 Spells	7xPOW	7	500m x POW	7
7	8 Spells	8xPOW	8	1km x POW	8
8	9 Spells	9xPOW	9	5km x POW	9
9	10 Spells	10xPOW	10	10km x POW	10
10	11 Spells	11 x POW	11	15km x POW	11
Each point...	+1 Spell	+1 x POW	+1 Magnitude	+5km x POW	+1

COMPARATIVE RANK TITLES

Rank	Theist Cult	Animist Cult	Sorcery Order	Mystical Order	Brotherhood
Common	Lay Member	Follower	Novice	Aspirant	Associate
Dedicated	Initiate	Spirit Worshipper	Apprentice	Student	Apprentice
Proven	Acolyte	Shaman	Adept	Disciple	J Journeyman
Overseer	Priest	High Shaman	Mage	Master	Master
Leader	High Priest	Spirit Lord	Arch Mage	Sage	Grand Master

RUNIC AFFINITIES BY CULT RANK

Rank	Runic Affinities
	Permissible
Common	1
Dedicated	2
Proven	2
Overseer	3
Leader	3



SAMPLE GIFTS

Gift	Effect
Abstinence	Exist without one requirement for life, for example air, food, water, sleep.
Alacrity	The character rolls 1d6+6, rather than 1d10, for Strike Rank.
Animal Familiar	The recipient receives the companionship of a natural animal. The familiar obeys simple commands but will not go against its nature. The animal's Average SIZ cannot exceed the character's POW.
Change Gender	The character changes from male to female or vice-versa. All characteristics and skills remain the same but the voice and physical functions of the new sex are gained.
Chaotic Blessing	Roll once on the Chaos features table on pages 441 to 442.
Cult Evolution	The character can add a new spell, miracle, spirit or talent to the cult's magical tradition.
Elemental	Gain an elemental helper which may be called once per adventure.
Eternal Life	The recipient will not die of natural causes during the lifetime of the gift, although they are still vulnerable to death through violence.
Healthy	The character's Healing Rate is doubled.
Insightful	The character is immediately aware of the enemies of the cult and those who would directly harm him.
Invulnerability	Character is invulnerable to damage from one specified source: weapons, falling, poison, fire or something similar.
Lucky	When rolling for any skill test, the character can choose which way to read the d100 result. For example, a roll of 90 could be read as 09. Note: if double digits, such as 00, 11, 22, and so forth, are rolled, the result cannot be reinterpreted.
Mighty	The character's Damage Modifier is recalculated, based on the sum of STR, SIZ and POW
Oracle	The recipient is capable of appraising, with reasonable accuracy, the likely fate of someone he meets. He does not gain a detailed view of the future, but gains a general impression as to whether the individual will be prosperous, lead a full life, die peacefully, and so on.
Polyglot	The character can understand any language spoken to him – but not read or write it.
Perfection	Raise a characteristic by 1d6 up to the species maximum.
Resilience	The character can endure any pain. He never needs to check Endurance to prevent unconsciousness when wounded, and is immune to torture.
Resurrect Loved One	A loved one or favoured companion is brought back from death. This Gift can only be applied to each individual once.
Sanctuary	The character is gifted a special residence that is always safe from the cult's enemies. This residence is usually no larger than a villa and can take many forms (a tower, a small cave complex and so on). Enemies of the cult – but not necessarily of the character – cannot pass the sanctuary's threshold.
Reincarnation	If killed then the character's soul is reborn in the body of a suitable creature 1d6 days after death.
Resurrection	If killed then the character rises from the dead 1d6 days after death, their body completely healed of any and all damage done to it.
Robust	The character's Hit Points are recalculated, based on the sum of CON, SIZ and POW.
Sagacity	Raise one cult skill to 100%.
Sense Parallels	Aware of weaknesses in the fabric of reality. Can spot gates and portals to other planes of existence on a successful Perception roll
Summon	Some cults have a specific creature from the Creatures chapter that can be summoned, acting much like a familiar. This gift allows one creature of the particular type mentioned to be summoned once per adventure. The creature performs one specific action, as directed by the character, and then departs.
Swiftness	The character gains one additional Combat Action.
Weapon	The character is gifted a weapon of the cult. The weapon is always of a special nature, be it magical (having enhanced damage, or enhancing a Combat Style), unbreakable, or having a particular effect against certain cult enemies. Games Masters will need to define the details.
Wellspring	Magic Points are regenerated at twice the usual rate
Youth	Return to a young body, reversing all ageing effects



TEMPLE FACILITIES

	Minor Temple	Modest Temple	Major Temple
Usual Staff	1d3+3	1d6+9	2d6+12
Cult Rank and Cult Skill Levels	1d3 x Initiates: Devotion (Deity), Evoke (Deity) and three other cult skills at 50+1d10% 1d2 x Acolytes: As Initiates but with Devotion (Deity), Evoke (Deity) and two other cult skills at 70+1d10% 1 x Priest: As Acolytes but with Devotion (Deity), Evoke (Deity) and one other cult skill at 90+1d10%	1d4+4 x Initiates: Devotion (Deity), Evoke (Deity) and three other cult skills at 50+1d10% 1d3+2 x Acolytes: As Initiates but with Devotion (Deity), Evoke (Deity) and two other cult skills at 70+1d10% 1d2 x Priests: As Acolytes but with Devotion (Deity), Evoke (Deity) and one other cult skill at 90+1d10%	1d6+6 x Initiates: Devotion (Deity), Evoke (Deity) and three other cult skills at 50+1d10% 1d4+3 x Acolytes: As Initiates but with Devotion (Deity), Evoke (Deity) and two other cult skills at 70+1d10% 1d3+1 x Priests: As Acolytes but with Devotion (Deity), Evoke (Deity) and one other cult skill at 90+1d10% 1 x High Priest: As Priests but with Devotion (Deity), Evoke (Deity) at 110+1d10%
Shrines	1d3	1d3+1	1d6+2
Training Facilities?	Yes	Yes	Yes
Library	50% chance, but small (10+1d20 scrolls or books)	Yes, medium (50+2d20 scrolls or books)	Yes, large (100+2d100 scrolls or books)
Lodgings	No	Yes – 2d3 beds	Yes – 10+1d20 beds
Stables	Yes – 1d4 mounts or livestock	Yes – 1d6+6 mounts or livestock	Yes – 2d6+12 mounts or livestock

SHRINE FACILITIES

	Minor Shrine	Modest Shrine	Major Shrine
Usual Staff	0	0 or 1	1d3+1
Cult Rank and Cult Skill Levels	None	Acolyte: Devotion (Deity), Evoke (Deity) and two other cult skills at 70+1d10% Shaman: Binding, Trance and two other cult skills at 70+1d10%	1d3 x Acolytes: As Initiates but with Devotion (Deity), Evoke (Deity) and two other cult skills at 70+1d10% 1 x Priest: As Acolytes but with Devotion (Deity), Evoke (Deity) and one other cult skill at 90+1d10% OR 1d3 x Shaman: Binding, Trance and two other cult skills at 70+1d10% 1 x High Shaman: As Shamans but with Binding, Trance and one other cult skill at 90+1d10%
Shrines	Simple marker or sacred object	Small building or medium sized sacred area (glade, stone circle, etc)	Medium sized building, or large sacred area (including a medicine lodge, stone circle temple, death house, etc)
Training Facilities?	No	No	Yes
Library	No	No	1d3 sheltered areas for sleeping
Lodgings	No	Yes – 2d3 beds	Yes – 10+1d20 beds
Stables	Yes – 1d4 mounts or livestock	Yes – 1d6+6 mounts or livestock	Yes – 2d6+12 mounts or livestock



CREATURE INT TABLE

INT Value	Creature Types
1	Invertebrates (worms, snails and such)
2	Insects and Crustaceans
3	Amphibians and Fish
4	Reptilian, Avian and Mammalian herbivores (such as elk or triceratops)
5	Reptilian and Avian carnivores (for example allosaurs or terror birds)
6	Mammalian carnivores (bears, big cats and the like)
7	Almost sapient Mammals and Monsters (apes, chimera etc)

NATURAL WEAPONS SPECIAL EFFECTS

Type	Combat Effects
Beak, Pointed	Impale
Beak, Tearing	Bleed, Grip
Claws/Talons	Bleed, Grip
Hand/Fist	Grip, Stun Location, Take Weapon
Hoof	Bash, Stun
Horns	Impale
Paw	Stun Location
Pincer	Grip, Sunder
Proboscis	Impale
Stinger	Impale
Tail	Bash, Entangle, Grip
Teeth, Crushing	Grip
Teeth, Grasping	Grip, Impale
Teeth, Incising	Bleed
Tentacle	Grip, Take Weapon
Tusk	Impale
Wing	Bash, Entangle

NATURAL WEAPON DAMAGE

Creature SIZ	Bash/Crush/Claw Damage	Bite/Stab Damage
1-10	1d3	1d4
11-20	1d4	1d6
21-30	1d6	1d8
31-40	1d8	1d10
41-50	1d10	1d12
51-60	1d12	2d6

NATURAL WEAPON SIZE AND REACH

Creature SIZ	Size	Bite Reach	Horn Reach	Limb Reach	Tongue/ Tail Reach
1-10	S	T	T	S	M
11-20	M	T	S	M	M
21-30	L	S	M	M	L
31-40	H	M	M	L	L
41-50	E	M	L	L	VL
51-60	C	L	L	VL	VL



WEAPON SIZE AND REACH BONUS

Armed		
Creature SIZ	Weapon Size Bonus	Weapon Reach Bonus
1-10	-1 Step	-1 Step
11-20	-	-
21-30	+1 Step	+1 Step
31-40	+2 Steps	+2 Steps
41-50	+3 Steps	+3 Steps

WEAPON CATEGORY PROGRESSION

Size	Reach
Small	Touch
Medium	Short
Large	Medium
Huge	Long
Enormous	Very Long
Colossal	Unreachable

MAXIMUM WEAPON SIZE

Character SIZ	Largest Single Handed	Largest Double Handed*
1-10	Small	Large
11-20	Medium	Huge
21-30	Large	Enormous
31-40	Huge	Colossal
41-50	Enormous	Don't even think about it!

* Use this column for single-handed shields



CHAOS FEATURES

1d100	Feature	Effect
01-02	Acidic	Possesses a flesh dissolving acidic ichor which sprays whenever the skin is damaged, causing damage to the attacker; roll 1d4 to determine the strength of the acid, 1=1d2, 2=1d4, 3=1d6 and 4=1d8 damage per wound
03-04	Alluring	Produces pheromones which attract and seduce victims. The creature gains the Seduction skill at POW x5%. It can be resisted using Willpower as per any Seduction.
05-06	Asymmetric	One half of the creature is larger, longer or taller than the other, double the Hit Points for locations in the larger side and halve the Hit Points of locations for the smaller.
07-08	Boneless	The creature possesses resilient, malleable cartilage rather than bone. It can squeeze through any size of gap and takes no damage from any fall.
09-10	Brainless	Sensory organs are distributed over the entire body and sentience is located elsewhere – but not in the head. The brain is found in a random location.
11-12	Burning	The creature seethes with chaotic heat, injuring anyone within Short range; roll a d4, 1=1d2, 2=1d4, 3=1d6 and 4=1d8 damage per round
13-14	Chameleon	Naturally blends with its surroundings and has an effective Stealth skill of 100%+POW
15-16	Climbing	Gains the Adhering Ability
17-18	Contagious	Inflicts a virulent disease with a delay of 1d8 hours and potency of CONx5%, which reduces a random characteristic by 1d8 points: roll a d6, 1=STR, 2=CON, 3=DEX, 4=INT, 5=POW or 6=CHA
19-20	Corroding	Weapons sustain 1d8 damage each time they strike the creature. Weapon Armour Points offer no protection.
21-22	Dampener	All magical effects within the creature's POW in metres are suppressed by 1d8 Magnitude. Spells reduced to zero Magnitude are dispelled unless part of a permanent enchantment.
23-24	Deathly	Drains the vitality of nearby plants and creatures. Those in Short range of the creature must succeed in an unopposed Endurance roll each round to avoid suffering 1 point of damage to every Hit Location, ignoring armour.
25-26	Disturbing	Creature is covered with unsettling forms, such as miniature arms, multiple eyes or mouths, writhing pseudopods, etc. Viewers must succeed in an unopposed Willpower test or be helpless with horror until they can make the roll successfully.
27-28	Domineering	Manipulates those around it with mental commands, which cannot be resisted unless the target is successful in an unopposed Willpower test.
29-30	Draining	Temporarily weakens the magical power of an opponent, draining 1d8 MP with each successful strike.
31-32	Droning	Produces a buzzing noise that sedates listeners. All within the creature's POW x5 in metres must succeed in an unopposed Willpower roll to avoid falling asleep for 1d8 minutes
33-34	Entangle	Restricts the movements of those within melee range, who must succeed in an unopposed Brawn roll to avoid being rendered physically helpless each round
35-36	Frightening	Creature appears terrifyingly dangerous; viewers must succeed in an unopposed Willpower roll or flee the creature immediately.
37-38	Icy	Radiates freezing waves of cold, injuring anyone within melee range; roll 1d4, 1=1d2, 2=1d4, 3=1d6 and 4=1d8 damage per round
39-40	Intangible	Moves through solid objects as though non-corporeal. Whilst intangible it cannot be harmed, but neither can it attack.
41-42	Leaper	Has powerfully sprung limbs, multiplying its jump range by a factor of 1d4+1
43-44	Levitating	Hovers above the ground giving it the ability to move over any surface without sinking or leaving tracks
45-46	Mimic	Assumes the shape of a creature it successfully touches, maintaining its own Characteristics, but mimicking the locations and appearance of the being contacted
47-48	Mournful	Appearance is sad or pathetic. Observers must succeed in an unopposed Willpower roll to be able to begin attacking it



CHAOS FEATURES

1d100	Feature	Effect
49-50	Mutated	Roll a random location and remove it from the creature. It no longer has this location, but it still functions perfectly well without it, even defying logic.
51-52	Nerveless	Does not feel any pain, and ignores the effects of Serious Wounds
53-54	Neutralising	Any spells cast at the creature are immediately neutralized.
55-56	Obfuscating	Produces a cloud of mist, spores or darkness that blinds observers. Those affected must succeed in an unopposed Perception roll every turn to see the creature.
57-58	Oversized	One location is swollen doubling its Hit Points
59-60	Paralysing	Renders victims incapable of movement; those touched must succeed in an unopposed Endurance roll to avoid 1d8 minutes of paralysis.
61-62	Perceptive	Possesses an odd primary sense; roll a d6, 1=Echolocation (sonar), 2=Thermoception (heat), 3=Cerebralception (sapient consciousness), 4=Nociception (pain), 5=Ethoception (souls), 6=Thaumaception (magic). The creature does not rely on sight to perceive others and may lack eyes.
63-64	Poisonous	One unarmed attack inflicts a venomous poison with a delay of 1d8 rounds and a potency of CONx5%, which inflicts a Poison Condition selected from page 113.
65-66	Polymorph	Changes shape every round, maintaining its Characteristics, but assuming the locations of the new form and carrying over any damage already suffered (Games Masters should prepare various forms in advance).
67-68	Projector	Any damage inflicted on the creature is felt by anyone within POW metres, who suffer the psychological, but not physical effects as if they had been wounded too
69-70	Quick	Movement rate is multiplied by a factor of 1d4+1.
71-72	Reflecting	All magic cast on the creature is reflected back against the caster
73-74	Regenerating	Recovers 1 Hit Point per round to every location, unless the creature has suffered a Major Wound in the injured location.
75-76	Roaring	Produces a thunderous roar, deafening listeners, who must succeed in an unopposed Endurance roll to avoid becoming temporarily stunned for 1d3 Turns.
77-78	Scintillating	Possesses a shifting chromatic aura that confuses onlookers. All attacks against the creature are one grade harder.
79-80	Shadowy	The creature absorbs the ambient light in its immediate surroundings, creating a pool of total darkness with a radius equal to POW in metres.
81-82	Shocking	Charges itself with electricity, inflicting a shock on those that hit it (if using metal or uninsulated weapons, or are struck by it; roll 1d4, 1=1d2, 2=1d4, 3=1d6 and 4=1d8 damage per blow).
83-84	Silent	Completely inaudible – even its attacks.
85-86	Slimy	Cannot be grappled or gripped in close combat. The creature leaves a sticky mucus trail wherever it travels.
87-88	Stench	Releases nauseating odours that sicken inhalers, who must succeed in an unopposed Endurance roll to avoid uncontrollable vomiting for 1d3 Combat Rounds.
89-90	Sticky	Secretes a strong glue or mucus which causes items to stick to its skin, requiring a successful unopposed Brawn roll and a Combat Action to free.
91-92	Teleporter	Can freely teleport to a new location once per round. The location must be within a number of metres equal to POW x2
93-94	Transmuter	Changes the substance of organic material it touches into another substance; living victims must succeed in an unopposed Endurance roll to avoid the struck location being changed into crystal, dust, stone, wine, bronze and so on.
95-96	Vampiric	Hit Point damage inflicted on an opponent is transferred to itself, healing any wounds currently suffered
97-98	Warded	Invulnerable to one specific type of material; steel, wood, stone, flesh, etc
99-100	Weakening	Temporarily reduces the STR of an opponent by 1d8 each successful (undefended) hit.



SKILL GRADE CALCULATION TABLES

Cross reference the base skill against the difficulty grade to determine the roll needed.

Skill Value	Very Easy	Easy	Standard	Hard	Formidable	Herculean
1	2	2	1	1	1	1
2	4	3	2	1	1	1
3	6	5	3	2	2	1
4	8	6	4	3	2	1
5	10	8	5	3	3	1
6	12	9	6	4	3	1
7	14	11	7	5	4	1
8	16	12	8	5	4	1
9	18	14	9	6	5	1
10	20	15	10	7	5	1
11	22	17	11	7	6	2
12	24	18	12	8	6	2
13	26	20	13	9	7	2
14	28	21	14	9	7	2
15	30	23	15	10	8	2
16	32	24	16	11	8	2
17	34	26	17	11	9	2
18	36	27	18	12	9	2
19	38	29	19	13	10	2
20	40	30	20	13	10	2
21	42	32	21	14	11	3
22	44	33	22	15	11	3
23	46	35	23	15	12	3
24	48	36	24	16	12	3
25	50	38	25	17	13	3
26	52	39	26	17	13	3
27	54	41	27	18	14	3
28	56	42	28	19	14	3
29	58	44	29	19	15	3
30	60	45	30	20	15	3
31	62	47	31	21	16	4
32	64	48	32	21	16	4
33	66	50	33	22	17	4
34	68	51	34	23	17	4
35	70	53	35	23	18	4
36	72	54	36	24	18	4
37	74	56	37	25	19	4
38	76	57	38	25	19	4
39	78	59	39	26	20	4
40	80	60	40	27	20	4



SKILL GRADE CALCULATION TABLES

Cross reference the base skill against the difficulty grade to determine the roll needed.

Original Skill	Very Easy	Easy	Standard	Hard	Formidable	Herculean
Value						
41	82	62	41	27	21	5
42	84	63	42	28	21	5
43	86	65	43	29	22	5
44	88	66	44	29	22	5
45	90	68	45	30	23	5
46	92	69	46	31	23	5
47	94	71	47	31	24	5
48	96	72	48	32	24	5
49	98	74	49	33	25	5
50	100	75	50	33	25	5
51	102	77	51	34	26	6
52	104	78	52	35	26	6
53	106	80	53	35	27	6
54	108	81	54	36	27	6
55	110	83	55	37	28	6
56	112	84	56	37	28	6
57	114	86	57	38	29	6
58	116	87	58	39	29	6
59	118	89	59	39	30	6
60	120	90	60	40	30	6
61	122	92	61	41	31	7
62	124	93	62	41	31	7
63	126	95	63	42	32	7
64	128	96	64	43	32	7
65	130	98	65	43	33	7
66	132	99	66	44	33	7
67	134	101	67	45	34	7
68	136	102	68	45	34	7
69	138	104	69	46	35	7
70	140	105	70	47	35	7
71	142	107	71	47	36	8
72	144	108	72	48	36	8
73	146	110	73	49	37	8
74	148	111	74	49	37	8
75	150	113	75	50	38	8
76	152	114	76	51	38	8
77	154	116	77	51	39	8
78	156	117	78	52	39	8
79	158	119	79	53	40	8
80	160	120	80	53	40	8



SKILL GRADE CALCULATION TABLES

Cross reference the base skill against the difficulty grade to determine the roll needed.

Original Skill	Very Easy	Easy	Standard	Hard	Formidable	Herculean
81	162	122	81	54	41	9
82	164	123	82	55	41	9
83	166	125	83	55	42	9
84	168	126	84	56	42	9
85	170	128	85	57	43	9
86	172	129	86	57	43	9
87	174	131	87	58	44	9
88	176	132	88	59	44	9
89	178	134	89	59	45	9
90	180	135	90	60	45	9
91	182	137	91	61	46	10
92	184	138	92	61	46	10
93	186	140	93	62	47	10
94	188	141	94	63	47	10
95	190	143	95	63	48	10
96	192	144	96	64	48	10
97	194	146	97	65	49	10
98	196	147	98	65	49	10
99	198	149	99	66	50	10
100	200	150	100	67	50	10
101	202	152	101	68	51	11
102	204	153	102	68	51	11
103	206	154	103	69	52	11
104	208	156	104	70	52	11
105	210	157	105	71	52	11
106	212	159	106	71	53	11
107	214	160	107	72	53	11
108	216	161	108	73	54	11
109	218	163	109	74	54	11
110	220	164	110	74	55	11
111	222	166	111	75	55	12
112	224	167	112	76	56	12
113	226	168	113	77	56	12
114	228	170	114	77	57	12
115	230	171	115	78	57	12
116	232	173	116	79	57	12
117	234	174	117	79	58	12
118	236	175	118	80	58	12
119	238	177	119	81	59	12
120	240	178	120	82	59	12

SKILL GRADE CALCULATION TABLES

Cross reference the base skill against the difficulty grade to determine the roll needed.



Original Skill	Very Easy	Easy	Standard	Hard	Formidable	Herculean
Value						
121	242	179	121	83	60	13
122	244	181	122	83	60	13
123	246	182	123	84	61	13
124	248	183	124	85	61	13
125	250	185	125	86	62	13
126	252	186	126	87	62	13
127	254	187	127	87	63	13
128	256	188	128	88	63	13
129	258	190	129	89	64	13
130	260	191	130	90	64	13
131	262	192	131	91	65	14
132	264	194	132	91	65	14
133	266	195	133	92	66	14
134	268	196	134	93	66	14
135	270	198	135	94	67	14
136	272	199	136	95	67	14
137	274	200	137	95	68	14
138	276	201	138	96	68	14
139	278	203	139	97	69	14
140	280	204	140	98	69	14
141	282	205	141	99	70	15
142	284	207	142	99	70	15
143	286	208	143	100	71	15
144	288	209	144	101	71	15
145	290	211	145	102	72	15
146	292	212	146	103	72	15
147	294	213	147	103	73	15
148	296	214	148	104	73	15
149	298	216	149	105	74	15
150	300	217	150	106	74	15

Player: _____ Character: _____

Age: _____ Gender: _____ Handedness: _____

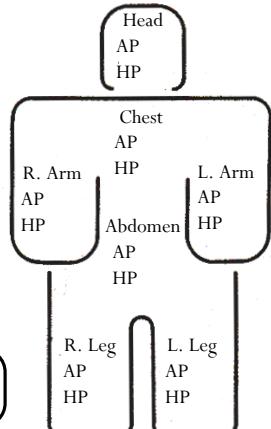
Frame: _____ Height: _____ Weight: _____

Culture: _____ Homeland: _____ Cult: _____

Career: _____ Social Class: _____

LUCK POINTS**CHARACTER NOTES****STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA** **CHARACTERISTICS & ATTRIBUTES****HIT LOCATIONS**

1d20	Armour Worn	ENC
1-3 Right Leg	_____	_____
4-6 Left Leg	_____	_____
7-9 Abdomen	_____	_____
10-12 Chest	_____	_____
13-15 Right Arm	_____	_____
16-18 Left Arm	_____	_____
19-20 Head	_____	_____



Strike Rank Penalty

Shield

(Type & Locations Covered)

Action Points	Damage Modifier	Exp. Modifier	Healing Rate	Movement Rate	Strike Rank
---------------	-----------------	---------------	--------------	---------------	-------------

COMBAT STYLES (STR+DEX)

Style Name % Weapons Included

Weapon	Damage	Size	Reach	AP / HP	Effects	ENC	Range	Load

STANDARD SKILLS

Skill	Characteristics	%
Athletics	STR+DEX	_____
Boating	STR+CON	_____
Brawn	STR+SIZ	_____
Conceal	DEX+POW	_____
Customs	INT x2	_____
Dance	DEX+CHA	_____
Deceit	INT+CHA	_____
Drive	DEX+POW	_____
Endurance	CON x2	_____
Evade	DEX x2	_____
First Aid	INT+DEX	_____
Influence	CHA x2	_____
Insight	INT+POW	_____
Locale	INT x2	_____
Perception	INT+POW	_____
Ride	DEX+POW	_____
Sing	POW+CHA	_____
Stealth	INT+DEX	_____
Swim	STR+CON	_____
Unarmed	STR+DEX	_____
Willpower	POW x2	_____

PROFESSIONAL SKILLS

Skill	Characteristics	%

Languages (INT+CHA) %

Native Tongue _____

MAGIC POINTS

0	1	2	3	4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19	20	21	22	23

MAGICAL SKILLS

Skill	Characteristics	%

PASSIONS (POW+CHA)

Passion	%

FATIGUE

Current Level _____
 Skills _____
 Move _____
 Strike Rank _____
 Action Points _____



EXPERIENCE ROLLS

EQUIPMENT

Item _____ **ENC** _____

MONEY & WEALTH

Income (Day/Week/Season/Year)

ALLIES, ENEMIES, NOTES

COMMUNITY & FAMILY NOTES

CULTS

Cult Name	Rank	Gifts/Notes
-----------	------	-------------

FOLK MAGIC (%)

Spells

ANIMISM

Trance % **Binding** %

Spirits/Fetishes

MYSTICISM

Meditation	%	Mysticism	%
Path		Talents	

SORCERY

THEISM

Spell	Magnitude	Devotional Pool
-------	-----------	-----------------



Combat Tracking Sheet

Notes for This Combat

Instructions for Use

Record the name or description of NPCs / Creatures against the Strike Rank Value. Note how many Action Points the opponent has available. Use the relevant columns to note who the NPC / Creature is engaged with, and what its status is in terms of wounds sustained and any other important notes.

For each round shade in or strike through each Action Point box as Action Points are used, denied or expended. Carry-over Action Point usage into the next round where necessary.



OFFENSIVE SPECIAL EFFECTS

Bash

Knock opponent off-balance; shields or bludgeoning weapons only

- Shields knock opponent back one metre per 2 points of damage rolled; bludgeoning weapons knock back one metre per every 3 points
- Only works on creatures up to twice attacker's SIZ
- If target is forced backwards into obstacle, make a Hard Athletics or Acrobatics skill roll to avoid falling or tripping over

Bleed (Cutting Weapon)

Attacker attempts to cut open a major blood vessel

- If blow overcomes AP and injures the target...
- Defender must make an opposed roll of Endurance vs. attack roll, or...
- Lose one level of fatigue at start of each round until first aid is applied

Bypass Armor (Attacker Critical / Stack)

Find a gap in opponent's armour

- Affects natural OR worn (inc. magic) armour
- Ignore the relevant AP of location struck
- May be stacked to bypass both natural and worn armour

Choose Location

Select where the blow lands

- If using ranged weapons, may choose location on Critical Success only, unless target is in close range and stationary or unaware of the attacker

Circumvent Parry (Attacker Critical)

Completely bypass an otherwise successful parry

Flurry (Unarmed / Stack)

Make an immediate follow-up attack

- Attack again immediately (pay AP) with different body part

Grip (Unarmed)

Hold onto an opponent

- Must have free hand (or claw, tail, tentacle, etc.)
- Once gripped, target may not change weapon range or disengage
- Target may attempt to break free by rolling Brawn or Unarmed (your choice) against the gripper's Brawn or Unarmed (their choice)

Impale (Impaling Weapon)

Impales the Target

- Roll weapon damage twice, choose best score for attack, if attack penetrates armour and injures, the attacker can:
 - a) Leave weapon in target: inflicts difficulty grade on skill use per table
 - b) Pull weapon free: Use Ready Weapon combat action; must pass opposed Brawn roll if target resists
- Success pulls weapon free and inflicts $\frac{1}{2}$ damage (no damage modifier and not reduced by armour; barbed weapons inflict normal damage)
- On failure, weapon remains stuck with no further effect; wielder may try again next turn
- Attacker cannot use impaled weapon for parrying

Creature SIZ	Small Weapons	Medium Weapons	Large Weapons	Huge Weapons	Enormous Weapons
1-10	Formidable	Herculean	Incapacitated	Incapacitated	Incapacitated
11-20	Hard	Formidable	Herculean	Incapacitated	Incapacitated
21-30	No Effect	Hard	Formidable	Herculean	Incapacitated
31-40	No Effect	No Effect	Hard	Formidable	Herculean
41-50	No Effect	No Effect	No Effect	Hard	Formidable
Each 10+	Follow Table Progression				

Kill Silently (Style with Assassination Benefit)

Neutralize a victim in complete silence

- Only against surprised opponent; only on first attack
- Target may not cry out or raise alarm for entire round
- If attack inflicts a serious or major wound, victim automatically fails endurance roll

Maximize Damage (Attacker Critical / Stack)

A vicious wound

- Weapon does maximum damage with one of its dice
- May be used for natural weapons

Press Advantage

Pressure opponent, forcing them to not attack next turn

Rapid Reload (Stack)

Reduce reload time for next shot by one

Stun Location (Bludgeoning Weapon)

Stun a body part

- If blow overcomes AP and injures the target...
- Defender must make an opposed roll of Endurance vs. attack roll, or...
- Hit location is incapacitated; number of turns = damage inflicted
- Lose one level of fatigue at start of each round until first aid is applied
- Hit to the torso causes the target to stagger winded; may only defend
- Hit to the head renders target insensible

Sunder (Two-Handed Weapon)

Damage armour or natural protection

- Weapon damage (after reduction for magic/parrying) is applied to AP
- Surplus damage reduced AP value of that location
- If damage remains after AP is reduced to zero, it is applied to location HP

PROACTIVE ACTIONS

Attempt on turn by spending an AP

Attack	Strike with a hand-to-hand or ranged weapon
Brace	Treat SIZ as 50% bigger to resist Knockback or Leaping attacks; SIZ is doubled against <i>Bash</i> special effect
Cast Magic	Cast a spell, call for a miracle, invoke a talent, or summon a spirit; spell may be released at any moment until caster's next turn (at which point it can be held for later effect)
Change Range	Close on or retreat from an opponent; automatic success if opponent has no AP; otherwise: opposed test vs. Evade, or opponent may attack a closing character using combat skill vs. Evade
Delay	Conserve action to later perform a Reactive Action
Dither	Do nothing
Hold Magic	Once casting is complete, hold a spell, miracle or spirit, awaiting the best moment to release it
Mount	Mount or dismount a riding beast
Move	If unengaged, move any distance
Outmanoeuvre	Engage multiple opponents with group opposed roll of Evade; opponents who fail cannot attack that Combat Round
Ready Weapon	Draw, sheath or reload a weapon; retrieving a nearby dropped weapon requires two turns
Regain Footing	If unengaged, regain footing
Struggle	Break free from a special effect



OFFENSIVE OR DEFENSIVE SPECIAL EFFECTS

Close Range

Change engagement range to that favoured by shorter weapon

Compel Surrender

Force surrender on a disabled or disadvantaged opponent

- Damage is not inflicted
- Target rolls Willpower vs. original attack or parry
- On failure, target surrenders

Damage Weapon

Apply damage to target's weapon

- Targeted weapon uses its own AP to resist
- If reduced to 0 HP, the weapon breaks

Disarm Opponent

Knock, yank or twist weapon out of target's hand

- Only works on creatures up to twice disarmer's STR
- Target rolls combat style vs. original attack/parry roll
- Each step that target's weapon is smaller increases difficulty of roll by one grade; each step that target's weapon is larger decreases difficulty by one grade
- On failure, weapon is flung = damage modifier in meters (or at target's feet if no damage modifier)

Entangle (Entangling Weapon)

Immobilize the location struck

- Arm = held items useless, Leg = cannot manoeuvre; Head/Chest/Abdomen = skill rolls are one skill grade harder
- On next action, wielder can spend 1 AP for automatic *Trip Opponent* attempt
- To break free, make opposed Brawn roll or use *Damage Weapon*, *Disarm Opponent*, or *Slip Free* special effect

Force Failure (Opponent Fumble)

Cause opponent to fail resistance roll against any other special effect

Open Range

Change Engagement Range to that favoured by longer weapon

Pin Weapon (Critical)

Hold opponent's weapon or shield in place

- Target may attempt to free pinned weapon by rolling Brawn or Unarmed (your choice) against the gripper's Brawn or Unarmed (their choice)
- Target may only avoid an attack by evading, using Unarmed skill, or by disengaging completely

Take Weapon (Unarmed)

Yank or twist a weapon out of opponent's hand

- Target rolls combat style against original unarmed roll
- On failure, weapon is taken and may be used by acting character
- Size of weapon is irrelevant; creatures more than 2x attacker's STR immune.

Trip Opponent

Overbalance or throw opponent to the ground

- Target rolls Brawn, Evade or Acrobatics against original roll
- On failure, target falls prone
- Quadrupeds may substitute Athletics and treat roll as one difficulty grade easier

DEFENSIVE SPECIAL EFFECTS

Accidental Injury

Cause opponent to fumble, injuring themselves

- Attacker must roll damage against himself in a random hit location using the weapon used to strike

Arise

Use an opening to get back to your feet

Blind Opponent (Defender Critical)

Use sand/dust/glare

- Attacker rolls Evade (or weapon style if using a shield) vs. defender's parry
- On a failure, suffer Blindness modifier for 1d3 turns

Enhance Parry (Defender Critical)

Deflect entire force of attack, no matter the size of weapon

Overextend Opponent (Stack)

Sidestep or retreat, causing attacker to overreach

- Opponent cannot attack on next turn

Select Target (Attacker Fumble)

Cause blow to hit adjacent bystander

- New target must be in reach of attack (or in line of fire)
- Attack automatically hits; new target cannot suffer a special effect

Slip Free (Defender Critical)

Automatically escape being Entangled, Gripped or Pinned

Stand Fast (Defender Critical)

Brace against attack to avoid any knockback effects

Withdraw

Break off engagement by moving out of reach

REACTIVE ACTIONS

Attempt any time during a Combat Round as a response to imminent threat by spending an AP

Counter Spell	Dismiss or counter an incoming spell, miracle or spirit; countering magic with a casting time longer than one turn must be prepared in advance and held
Evade	Dive or roll clear of threats such as missiles or a charging attack; character is prone
Interrupt	Delaying characters only; halts an opponent's action in order to take delayed turn
Parry	Deflect an incoming attack

FREE ACTIONS

Attempt any time during a Combat Round; costs no AP

Assess Situation	If unengaged, make a Perception roll; success alerts to any relevant changes in the tactical situation
Drop Weapon	Drop weapon to ground
Signal	Gesturing to one or more participants
Speak	Limited to short phrases
Use Luck Point	Expend a Luck Point
Ward Location	Guard a particular Hit Location by dedicating a weapon to cover the area; any hit that lands in that location is automatically downgraded as per normal parry rules; ward continues until weapon is used to attack or actively parry