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ANIMAL HANDLING SOCIAL

Each time this skill increases in rank, you may choose a new creature type. The creature type may not be any humanoid versions of races. Thus, if you choose "fox" then you know how to handle traditional foxes but not a Warrior Fox who is pointing his sword at you. For all chosen creature types, it is assumed you know how to handle that creature. However, if an animal or creature is summoned and controlled, this skill will not help you. This skill is only used for wild animals you may come across.

At rank 10, you are allowed to have a familiar. A familiar is a small creature, whose details should be worked out with the GM, that follows you around and can follow basic commands. It will receive its own AP during combat, skills, and abilities. Ranks invested in this skill past rank 10 will go towards increasing your familiar's skills. Skills chosen for a familiar must be within that familiar's capabilities.

APPRAISAL SOCIAL

Appraisal measures your character's ability to assess an item's value. For each rank you put in this skill, you may choose an item type with which to become familiar. Item categories include, but are not limited to, swords, gemstones, shields, armor, artwork, books, furniture, jewelry, staves, maces, flails, rare materials, etc... This skill only allows you to assess the value of the item based on the knowledge you can obtain from observing the item itself. You do not get to know the history of an item and this skill will not tell you if an item is magical or not but can be used in conjunction with the "detect spell" skill assess further value. Once your understanding of the item's value is obtained, then the percentage of profit or discount can be determined. The GM will set the difficulty check and each point above or below the success marker will determine a 5% profit (selling) or discount (buying) to a maximum of 50% either way. Once you surpass rank 10 in this skill, you may set up a partnership with a merchant in a different city for every 5 ranks (11, 16, 21, etc...). The terms of the partnership are to be negotiated with that merchant (GM).

ARTISAN**MENTAL****[BACK TO SKILL LIST](#)**

Upon purchasing artisan, you may pair it with another skill to create a profession. For example, if you pair artisan with cooking then you can become a chef. In order to increase your professional aptitude, you must increase both "Artisan" and "Cooking" to be the same rank. This is considered a "skill based profession." All pairings and professions must be approved by the GM and if any of the skills do not sufficiently cover your desired profession talk with the GM.

In between levels, it is assumed that during some of your 'off screen' down time, your character is creating something related to your profession be it a painting, whittling a wooden horse toy, writing a play, or a recipe. Upon leveling up, and before putting in new ranks into this skill, the GM will give you a difficulty check that determines how much you sold your work for along the way. For every point above the difficulty check you score, you receive 100 gold. If you score below the DC then you will receive the minimum which is your ranks in Artisan x100. You do not get this benefit at level 1 but can begin as early as level 2.

ATTUNEMENT**MENTAL****[BACK TO SKILL LIST](#)**

Attunement measures your character's ability to sync themselves with magical properties of an item or a magical effect. This skill can help a PC understand how to use an ancient device or help identify cursed items whose enchantments are often harder to detect. To use items created by a party member or an enemy, you will need to make an attunement roll once per level until you succeed. If you fail, you must wait until next level before you can use the item. Attunement can also be used when working with mundane items in trying to determine their use (or how to use them).

COMMUNICATE**SOCIAL****[BACK TO SKILL LIST](#)**

If your character wishes to learn the languages of other races and cultures, this is the skill for you. When you put 4 ranks into a language, you are considered fluent. You can also use this skill to learn signaling, sign language, and you can develop your own system of communication; though, this requires others to learn your system as well.

You cannot learn the languages of unplayable races unless you have 15 or more ranks. Languages spoken by goblins, angels, demons, trolls, wraiths, and others, aren't learnable because it would require your character to have spent a lot of time around them. As is, the only time your character may have heard "goblin" is during a goblin raid at some point. The following chart is the path to fluency:

Ranks	Description
1	Basics – Alphabet and phonetics
2	Mild Fluency – You can communicate on a basic level using very short sentences
3	Reading and Writing – You comprehend written passages and can produce them
4	Fluency – You are fluent in the chosen language or communication type

CONCENTRATION**MENTAL****[BACK TO SKILL LIST](#)**

This skill represents a character's ability to focus for long periods of time, calm themselves, and to attain peace of mind. A character with a high concentration skill is much less likely to become distracted, or manipulated, from a task. This skill can also be used to help your character meditate. If meditating properly, a PC can heal poison counters, wither counters, attribute deficits, or magical effects that are currently affecting themselves.

At the beginning of meditation, you must choose which to mend: attributes, magic, or wither. Here is an example of how this skill might work: if you're suffering from 3 wither counters and you have a 2 in concentration then you only heal 2 of those wither counters in a single day. You must also meditate 30 minutes per ailment. For example, if you wish to heal 2 wither counters and 1 attribute, you must choose the order in which you heal them and it would take 1 hour to heal everything completely. You can heal multiple different ailments in the same day, even if the total number exceeds your ranks.

COOKING**MENTAL****[BACK TO SKILL LIST](#)**

Not only can cooking involve herbs and spices but it can also involve magic. Some meals, depending on the recipe, can actually give temporary magical bonuses to whoever eats them. As this skill gets higher your PC will have access to more foods and their magical properties. Each time you rank up this skill, you get to select 3 foods in which your character knows how to bring out their magical properties and effects. When creating food, your PC must pay attention to the ranks they have in Cooking and the tier of the ingredients used.

If a PC has 3 ranks in Cooking then they may have any combination of 3 Tiers worth of food in their meal. For example, with 3 ranks in cooking, a PC could put three Tier 1 ingredients into a meal, a Tier 2 and Tier 1 ingredient into a meal, or a single Tier 3 ingredient into a meal. Adding the same ingredient twice does not increase the effects at all. All magical effects granted by food last for a number of hours equal to the chef's ranks in cooking. The list in [Appendix C](#) denotes all of the foods, their costs, and their magical effects. In order to purchase food off of this list that does not have any magic properties (as they weren't grown in the proper region of the world), simply divide the listed cost by 10 gold rounded up.

CRAFTS**PHYSICAL****[BACK TO SKILL LIST](#)**

The craft skill is used to create items and runes. The rules for which are separate so carefully read below. Each category also has separate roleplaying and combat applications:

Roleplaying Applications of Crafting Items

The more ranks you have in this skill, the more able you are to create different types of items. For example, if the party wants to pose as city guards and those guards have a very specific type of broach, you could copy the broach to give everyone disguise bonuses. There might be materials costs.

Combat Applications of Crafting

Whenever you create an item intended for combat, it is assigned a mana cost based on what it does. Each item you create has **Mana Tether: This item is active if it and all other artifacts you created have a combined mana cost equal to or less than the number of skill ranks in the Craft skill.**

Creating items in this game is a haggling process between you and the GM. It is your job to come up with the item's function and it is the GM's job to come up with the mana cost, equip cost, activation costs, and any other costs or negative traits the item must have to balance it out. For example, if you say "I want a sword that gives +3/+0" the GM may respond "You can have a +3/-3 sword with a mana cost of 3 and an equip cost of 3."

Once the GM and the player find equitable terms, you then make a roll to determine if you succeed on making the item. *Most* failed rolls turn into partial successes making the next attempt easier. Note that items created in this way may give attribute bonuses, skill bonuses, augment abilities, or whatever you can think of when generating an item idea. You can even have combinations of items for use in and out of combat such as a pair of glasses that gives both +1 to Perception and +1 to Intelligence.

Roleplaying Rune Crafting

Runes are symbols that have meaning. Their meaning is not always magical in context and *knowing* different runic symbols is much different than being able to *create* them. The more ranks you have in this skill, the more types of runes you know and understand. For example, you can recreate them to be used on a coat of arms, write warnings near the entrance to a dangerous cave, or read them.

Combat Applications of Rune Crafting

Runes also have the keyword **Mana Tether - This rune is active if it and all other unused runes you have created have a combined mana cost equal to or less than the number of skill ranks in the Craft skill.** Creating runes is a haggling process between you and the GM. First, you must come up with an idea for a rune you want to have. Second, the GM will impose negative traits, costs, activations, and assign a mana cost based on what you want the rune to do. Third, and lastly, the rune must be assigned a trigger which can be a word, an incantation, hand gesture, event outcome, etc... It is most ideal to create runes that are not just copies of spells or abilities to augment your character's capabilities. For example, if you want a rune that creates an instant trip wire, that can be worked out.

DECEPTION**SOCIAL****[BACK TO SKILL LIST](#)**

This skill encompasses any form of deception that doesn't include anything listed in the "Sleight of Hand" and "Stealth" skills. This skill's main uses include

- Lying, Bluffing, Half-truthing
- Distractions, Forgery, Disguising
- Masking your spell signature.

In the cases of lying, bluffing, half-truthing, distractions, forgery, and disguises, the victim will receive a perception check to determine if they believe you or not. The difficulty check for this is set by your deception skill plus a roll. In the case of masking your spell signature, they will receive a detect spell check to determine if they can identify who cast the spell or not.

The more ranks you put into this skill, the more difficult it becomes to determine when you are or are not deceiving someone. When you exceed 10 ranks in this skill, you can begin casting spells leaving behind signatures that very closely match specific spell casters. Note that whenever you wish to mask your spell signature, you must pay an additional 1 AP each time you cast a spell.

DETECT SPELL**MENTAL****[BACK TO SKILL LIST](#)**

A true detective's skill, detect spell allows a player to discern information about a spell that was cast in an area sometime in the past. Every cast spell leaves a signature behind that is unique to the caster in the same way that a fingerprint is unique to a person. When using this skill, you can detect a spell that was cast up to 1 day in the past per rank. The following information can be discerned when detecting a previously cast spell:

Rank	Spell Description
1	Color or colors of the spell / You can always detect magic in an area
2	Mana cost of the spell
3	The type of spell
4	Spell effects: What the spell does and its intent
5	When it was cast
6	Location of the spell's casting (where the caster was standing)
7	Receive an image of the caster's face
8	Name of the spell
9	Receive the caster's spell signature
10	The lingering thoughts of the caster as he or she cast the spell

Sometimes when detecting a spell there may be a difficulty modifier. If the caster used Deception: Mask Spell Signature, or they use something else to mask the spell in some way while casting the spell, it might make it more difficult for you to understand the spell. For example, if they had a deception rank

of 2 and you have a detect spell rank of 4 then you will only get to know the color and mana cost. This skill is also used for determining the magic properties of items, auras, and places. During combat, this skill can be used to uncover facedown enchantments or magic abilities controlled by an NPC. Neglecting to uncover these types of enchantments means the enemy will retain an unseen advantage and no one in the group will be able to target these enchantments for destruction.

DISCOVERY**PHYSICAL****[BACK TO SKILL LIST](#)**

Occasionally, your character might discover something without conscious thought or effort. In other words, your character may discover something by accident. This skill differs from perception in that you must actively declare you are using your perception skill. This skill is always active but can only help with the discovery of physical things such as a secret entrance, a trap, choosing the correct item for a campaign, grabbing the correct book or object, or walking down the correct path. Think of this skill as a passive form of perception that can help you, in a positive way, before an event occurs.

This skill can also help boost ranks with other skills in some circumstances, always pending GM approval. For example, if you roll a spectacular failure when creating poisons and end up poisoning yourself, the GM may award you a rank in poisons if your Discovery skill. Discovery can also help you during combat. For example, if the group just cannot figure out what is going on, the GM can feed you information and help your character understand what the obstacle seems to be.

ESCAPE**PHYSICAL****[BACK TO SKILL LIST](#)**

The escape skill allows a PC to escape any situation he or she no longer wishes to be in. This includes when your character is imprisoned, captured, bound or chained up, social situations, and it can even help you avoid being caught during a pursuit. Escape can also help your character avoid capture if they are wanted by a guild or the authorities. It can also help measure how flexible a PC is or how well he or she may contort their body. The more ranks you have in the Escape skill, the harder it is to catch you when you're evading a situation, person, or event.

Once you have 11 ranks in this skill, it becomes more difficult to catch up to you through investigative purposes. For example, you are less likely to leave behind finger prints, foot prints, spell signatures, or traces of your presence. If you have 10 or less ranks and you escape a situation, investigators may be able to find enough clues to catch up to you later (assuming you did something worth investigating).

ETIQUETTE**SOCIAL****[BACK TO SKILL LIST](#)**

The etiquette skill is your character's ability to represent themselves not only at a basic 'be respectful to one another' level but also on a higher more detail oriented level. Having 0 ranks in this skill does not mean your character is a buffoon or perpetually rude. It simply means that they may innocently break a custom here and there thus showing their ignorance. The more ranks you have, the more cultured you will become.

Each time you invest a rank into Etiquette, you choose a new creature type (which include both races and classes). For each creature type you have chosen, you are better able to appeal and relate to individuals of this type. For example, if you wish to persuade a Rhox Warrior to follow you to the Elven kingdom, you would do well to know that the Rhox have a horrible history with the Elves. Essentially, this skill will lower certain situational modifiers making difficult tasks more achievable.

Additionally, for each rank you invest in this skill, you gain a contact of the chosen creature type who lives somewhere you have been or visited. This contact is not specifically loyal to you, but can potentially be convinced or persuaded to do things for you. The goal of this skill is to provide a useful network of NPCs throughout the world. This skill pairs well with the persuade skill.

FIRST AID**MENTAL****[BACK TO SKILL LIST](#)**

The First Aid skill can heal different types of ailments such as lost health, diseases, and poisons. As this skill takes time to use, approximately 10 minutes per ailment, it needs to be done outside of combat. You can only cure a number of poison counters or lost health equal to the number of ranks you have in first aid. Therefore, if two party members are each down 6 health and you only have 2 ranks in first aid, then you could only give back 2 health to one player or 1 health to both players.

To use this skill, you make a difficulty check against the wound or ailment. In the case of lost health, the difficulty check is equal to the amount lost health. With poison counters, it is equal to the number of poison counters x2. For diseases, the GM will supply the difficulty check. Thus, the more ranks you put in first aid, the easier it will be to heal ailments and wounds.

Typically, a player drinks an entire healing potion and benefits from it, even if they only need 2 health while the potion gave 4. A player with the first aid skill can use healing potions partially across multiple people. Therefore, outside of combat, this skill can be viewed as saving healing spells and to stretch the effectiveness of healing potions. You need at least 2 ranks to use this minor benefit.

GATHER INFORMATION**MENTAL****[BACK TO SKILL LIST](#)**

Gather Information can be used to find difficult information, digging up dirt on a politician, or whatever information you need. While this skill is slower than something like perception or discovery, it generally will yield more thorough knowledge about a situation, person, place, item's history or event. It should be understood that this skill is a methodical and patient means of finding information. In some situations, this skill might be unavailable if only a short period of time remains. Also, this skill is to be used when looking for information from literary sources such as books, maps, encyclopedias, compendiums, spell books, etc... When investing in this skill, it is assumed your character can do any of the following: research, analyze information, and confirm information. There may be other forms of information gathering that you may work out with the GM. In most cases at least 1 hour is required to find the necessary, relevant, or helpful information. The more ranks you have in this skill, the stronger your research skills become. This is one of the heaviest role playing skills in the game.

GAUGE**SOCIAL****[BACK TO SKILL LIST](#)**

If you like to minimize risk, this is the skill for you. For every two ranks you invest in this skill, you may choose one of the following categories: attributes, mental skills, physical skills, social skills, and environments. Here are examples of each category:

Gauge Attributes

If you want to know a guard's power and toughness before you engage, you may use this skill to determine these two attributes.

Gauge Mental Skills

If you want to know if the Monk is meditating deeply enough that you could sneak by without him noticing you, this would help you measure the risk.

Gauge Physical Skills

If you want to know how if the knot someone just tied will hold your body weight when you don't have any Rope Mastery skill, this skill helps you measure the risk.

Gauge Social Skills

If you want to determine how effective that preacher's oratory skill is and if he is actually getting through to anyone, this skill would help you determine his effectiveness.

Gauge Environments

If you want to know if that storm is going to hit before you reach your destination, this skill can help you measure the risk.

Whatever you are trying to gauge, this skill does require your character to be able to observe whatever it is you're trying to gauge. For example, if you want to gauge someone's perception but they are sleeping, you will learn nothing. Your successes are determined by the gauge skill plus a roll and the GM will create a DC based on the scenario at hand.

HERB CRAFT**PHYSICAL****[BACK TO SKILL LIST](#)**

In MTG: RPG, some herbs can be used to create potions while others can be used to create poisons. Potions give positive bonuses such as +1/+1 or an increase in health. Poisons give penalties and minuses such as -1/-1 or a decrease in health. The Herb Craft skill is divided into two different types:

1. Herb Craft: Potions
2. Herb Craft: Poisons

Each time you rank up your Herb Craft skill you get to select 3 herbs for your character to know. If you have an herb that you do not know, then you cannot use it to create anything. There are 3 parts to a potion / poison when it is being used:

1. The Effect
2. The Bonus
3. The Duration

The effect of the potion or poison is always determined by the herb itself. The duration is always determined by the number of ranks in Herb Craft. The bonus is always "1 per round." For example, if you have a Tansy herb (see [Appendix E](#)) and a rank 5 Herb Craft skill your created potion would give +1 health each round for 5 rounds during combat or +5 health outside of combat. You can also create potions, or poisons, that are beneath your maximum skill if you wish.

All costs on [Appendix E](#) are based on potions that last only 1 round. You may purchase potions that last any number of rounds; however, you multiply the cost based on the number of rounds. For example, if you want a healing potion that heals 1 health point per round for 5 rounds (+5 health total) it would require 5 Tansy herbs (50 gold x 5 = \$250).

You will notice that some herbs have multiple effects. Herbs can be combined together to produce poisons and potions that have multiple effects. For every 3 ranks you have in Herb Craft, you may combine an additional Herb into a poison or potion. For example, if you have 3 or less ranks in Herb Craft: Potion, you can create any of the effects on [Appendix E](#) of Herbs you know. If you have 6 ranks, you could combine any 2 Herbs on [Appendix E](#) that you know. Likewise, if you have 9 ranks then you could combine any 3 herbs below that you know, etc...

There are some herbs that do not have a numeric bonus or penalty. For example, "Purify Liquid" does not require a number of rounds to work. However, the longer the ability is allowed to purify a liquid the more likely pollutants, poisons, or other unwanted chemicals will be removed. For a comprehensive list of herbs for making potions and/or poisons, see [Appendix E](#).

LEADERSHIP**SOCIAL****[BACK TO SKILL LIST](#)**

To help your party through tough times, you're going to know what to say and when to say it, what to do and when to do it, and you need charisma to pull it all off. This ability allows you to give skill

bonuses to allies who lack a skill or have a skill with less ranks than you. For every 3 ranks you have in a skill, other than Leadership, you may give one other person a +1 bonus to that skill for the purposes of rolling only (they do not gain the skill's inherent abilities). The only limitation to this is that you cannot give a skill bonus to someone unless you're able to teach them, guide them, or demonstrate the skill through your own actions. For example, you cannot use Leadership to give a climbing bonus to someone if you are blindfolded and tied up on the floor of a jail cell. The GM determines whether you can impart your knowledge in a way that can confer a bonus.

LORE

MENTAL

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Lore represents the knowledge your character possesses about specific topics of interest. Depending on the world setting, the GM will introduce useful lore topics. Lore topics are designed to be very generalized. The following list represents some lore your character may have.

- Alcohol
 - Architecture
 - Artifacts
 - Astrology
 - Creatures
- Culture
 - Current Events
 - Geography
 - Heraldry
 - History
- Nature
 - Planes
 - Religion
 - Travel Routes
 - Wars

Once approved by the GM, a player may create any lore based on a topic of interest. The key to creating a lore topic is that it must be relevant and useful to the campaign. It shouldn't be difficult once the world setting is explained to the players. There are only 4 ranks of each lore with the fourth rank being essential mastery of a subject. It should be noted that this does not mean your character has perfect knowledge of their chosen lore subject; however, it does mean your knowledge is substantial. The following table can be used as a guide for what different ranks in lore might mean:

Ranks	Description
1	You have a very basic understanding of the subject
2	You have some basic formal education of the subject
3	You have some advanced formal education of the subject
4	You have some extended education of the subject

MOVEMENT

PHYSICAL

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The movement skill allows you to balance, climb, fall, jump, run, and swim. Of course, you can do these things without investing in this skill. However, investing in this skill means you are particularly good at these things and will not need to make a difficulty check if the below scenarios occur or are like new scenarios. The following chart is a guide to what happens as you invest into this skill:

Movement: Balance, Fall, Jump			
Rank	Balance (Scenarios)	Fall (Avoid 2 damage/rank)	Jump
1	Strong Push	Reduce fall damage by 1	5 foot gaps/holes
2	Hills and Slopes	Dive roll recovery	Wall run for 5 feet (horz)
3	Boating	Reduce fall damage by 2	
4	Ice Patches		Front/Back flip
5	High Wind / Bad Weather		Wall run for 5 feet (vert)
6	Ledges	Reduce fall damage by 4	10 foot gaps/holes
7	Oil Slicks	Always fall on your feet	Unaffected by rain/high wind
8	Beams, Wires, Rope	You can't be knocked prone	Unaffected by ice/oil
9	On a log in a river	Reduce fall damage by 6	Tree limb Jumping
10	Earthquakes	Knockback -2	Parkour

Movement: Climb, Run, Swim			
Rank	Climb	Run	Swim
1	Fences / Gates	Uneven Terrain	You can tread water
2	Trees	Very Shallow Water	Calm Water
3	Rainy Conditions	Rocky Terrain	Slow Current
4	Ropes / Chains	Cluttered Terrain	Small Waves
5	Vines	Sandy Terrain	Medium Current
6	Rock faces	Muddy Terrain	Medium Waves
7	Icy / Cold Conditions	Icy Terrain	Fast Current
8	Poorly Stacked Objects	Rubble / Uncertain Terrain	Large Waves
9	Buildings (Most)	Fragile Terrain	Flashflood
10	Rough Vertical Wall	Dangerous Terrain (Caltrops)	Whirlpool

ORATORY

SOCIAL

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This skill is a favorite of bards. For each rank you have in oratory, you are able to capture the attention of 3 people. The amount of ranks you have in this skill determines the number of people whose attention you can hold for as long as you want (within reason). This skill does not specifically allow you to be inspiring or appealing; however, it does allow you to hold people's attention and speak without being nervous. This skill works especially well with the Perform skill, the Show Off skill, or the Notoriety skill. The key to this skill is your ability to enthrall people who listen to you for short periods of time. If what you have to say is relevant or interesting, people will continue to listen to you. If you achieve 15 ranks or higher in Oratory, you may obtain a servant who follows you around. Treat this servant as someone whose attention you have fully captivated. Work out the details of this servant with the GM.

ORGANIZE

MENTAL

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The organize skill controls how organized a character's inventory is at a moment's notice. This is true for potions, runes, herbs, poisons, spell books or any item a PC may need to have immediate access. This skill can also be used to keep track of larger inventories of stores or groups of people. It can also be your character's skill with organizing events. Effectively, if you need to organize something, this skill is used. For each rank you have in Organize, you may search your "Back Pack" during combat to find 1 item. For example, if you have an Organize skill of 1, you may search your back pack once during combat. After that, it costs 1 AP to draw the top card in your "Back Pack" pile.

PERCEPTION

MENTAL

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Your character's general awareness of a situation is measured by the perception skill. Perception can be used to notice small visible details, notice the deeper meaning of a sentence or riddle, or it can be used to eavesdrop. This skill can be used for any moment where your character must notice something that isn't obvious. In order to sense motives, see "Psychology" on the next page.

Any time your character must use one of their 5 senses to detect something, the perception skill is used. Perception is often the skill used to detect stealthy opponents, to catch a slight nod, to determine whether or not you get ambushed, or any situation where someone is trying to disguise or conceal a truth. Whenever perceiving something, the GM will determine the difficulty check.

PERFORM

SOCIAL

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Being able to give a strong performance in front of a crowd can be very beneficial for role playing. Performance types include, but are not limited to, all of the following: Acting, Comedy, Conning, Dancing, Impersonation, Instrument, Public Speaking, and Singing. Pending the GM's approval, you are welcome to create your own performance types. When performing any task under pressure, this skill may be used. This skill is generally used when in front of an audience. If required, the audience will use a skill that matches the situation as a resistance (or a measure of your success). For example, if you're performing in a loud pub, they may use their perception to see if they can even hear you.

PERSUADE

SOCIAL

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The persuade skill allows you to bribe, seduce, use logic, fast talking, coerce, and intimidation. Each of these had their benefits and weaknesses. Knowing the target of your persuasion can be very important towards success. For example, not everyone can be seduced and not everyone will fall for a fast talk argument. For each rank you have in a persuasion skill you become a little more convincing and your difficulty checks become easier to meet. You cannot use persuade against fellow party members if they are cognizant. If a PC is under a spell (outside of combat) then persuade may be used to steer them back towards their normal selves. Otherwise, persuade can be used against any NPC, guard, or whomever you come across. With the GM's help you may come up with other forms of persuasion.

You cannot use persuade to get lower prices when purchasing items or to convince someone to buy an item from you at a higher than normal price. You can use persuade to get someone to buy an item from you that they may not otherwise have purchased from you. For example, if a merchant specifically deals in rare gems you could try to sell him a rare herb which is an item he/she likely wouldn't normally purchase. However, if you wish to coerce or intimidate a merchant into lower prices this is acceptable to do; although, consequences may ensue.

PSYCHOLOGY

MENTAL

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The psychology skill allows your PC to interact with NPCs on a higher level than normal. Skills like Communication, Persuade, Leadership, or Oratory can help you interact with groups of NPCs or get them to do things you want; psychology allows your PC to notice higher level details such as body language, mood, and to interpret actions. This skill allows you to empathize, interpret dreams, hypnotize, social engineer, and sense motives on NPCs.

Dream Symbols	Emotions
Cultural Symbolism	Anger
Emotional Symbolism	Calmness
Extra-Planar Symbolism	Fear
Future Symbolism	Happiness
Historical Symbolism	Hope
Magical Symbolism	Pity
Mundane Symbolism	Sadness
Nature Symbolism	Shame
Object Symbolism	Surprise
Supernatural Symbolism	Trust

Psychology allows you to interpret symbols within dreams and allows you to not only empathize with a person but also to simulate most basic emotions on command. The symbols within dreams can be relevant to a plot, to the future, divinely inspired, magically inspired, or whatever the GM feels makes the most sense for the story. When using the empathy skill, you have the ability to recognize emotions (even when people try to hide them) and you have the ability to induce that emotion in yourself, which can help on Perform checks. For each rank in the Psychology, you know 1 emotion and 1 set of dream symbols (see table below). Each dream symbol simply

serves as a guide. For example, if a PC dreams of a comet hitting the planet it could be considered "Nature Symbolism" since it is a natural occurrence or it could be considered "Future Symbolism" if the GM wants to warn of danger.

Hypnotism allows you to hypnotize willing people, and people who are isolated or emotionally vulnerable, and allows you to subtly get people to do what you want without asking. When hypnotizing people, you can bring them out of an emotional state into a calm state. They will also be more willing and able to tell you information. You cannot use hypnotism to get them to do whatever you want. When using the social engineering aspect of this skill, you can get people to do what you want. For each rank in Psychology, you can ask a hypnotized person 1 question or get them to do 1 small favor.

Finally, you can also sense a person's motives or true intent. You can only sense someone's motives if they actually have a hidden agenda; otherwise, there is nothing to sense. When sensing someone's motives, this skill allows you to recognize the significance of body language, nonverbal cues, and subtle actions. A skill like Perception may allow you to notice a subtle action, but not necessarily interpret it.

RIDING/SAILING

PHYSICAL

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This skill represents the two main modes of non-magical transportation. You must invest in them separately but each skill comes with its own benefits. It should be noted that this skill does not give you a horse (or mount) or a ship and it also does not give you the means to upkeep or maintain. You must obtain your mount or ship on your own and the funds to maintain them as well.

Rank	Riding	Sailing
0	You can ride a horse, but that's it	You can be a passenger, but that's it
1	You can jump over 5' tall obstacles	Rope Mastery +1 (Knots)
2	Slow pace (1 AP, 2 spaces)	You can handle small waves (10 feet tall)
3	Use a melee weapon while moving	Cannons – 1 AP to fire & 3 AP to reload
4	You can jump over 10' wide obstacles	Drop nets over the sides to trap enemies
5	Medium pace (1 AP, 3 spaces)	You can medium waves (20 feet tall)
6	Use a ranged weapon while moving	Cannons – 1 AP to fire & 2 AP to reload
7	Your mount can be armored (+0/+1 to it)	You can augment your boat (requires Craft)
8	Cast spells while moving	You can charge cannon balls with spells
9	Full Gallop (1 AP, 4 spaces)	You can handle large waves (30+ feet tall)
10	Gallop Dismount: First Strike until EoT	Rope Swing: Gain flying until end of turn

ROPE MASTERY

PHYSICAL

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Rope Mastery represents your character's ability to tie knots and manipulate ropes. For each rank in Rope Mastery, any knots you tie that are challenged or stressed will hold if your bonus is above the difficulty check. On a secondary note this skill can also be used when manipulating wire, chains, or other similar objects. While a chain is not as versatile as a rope, the rope mastery skill can still allow you to work with a chain more effectively than someone who has no skill with rope mastery. The rope mastery skill does not have anything to do with helping you climb ropes but it can help you knot a rope to make climbing easier.

SECURITY

PHYSICAL

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The security skill allows you to provide protection to people, places, and items. Depending on the circumstance, a person, place, or object gains a defense against something else. When trying to secure a person, the main goal is to prevent that person from any sort of harm. Their safety is your primary concern and you are effectively acting like a body guard. This skill can be used to give a group of NPCs extra defense. For example, if you're trying to secure a group from a possible goblin attack with 4 ranks in security, these people might gain +4 to perception to help avoid ambushes, +4 toughness, or +4 to escape should they wish to flee if danger is near. Each person in the group gains the chosen type of defense for one instance. After that, either the combat would begin or it would be avoided.

SHOW OFF

SOCIAL

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The show off skill allows your character to get away with risky maneuvers, add a little extra flare to an action, or to move about as a swashbuckler during a brawl. It can also enhance your profession(s). For example, if your character is a cook or a chef and they use their show off skill when cooking in front of others, then you may prepare the meal in a way that is entertaining and the meal itself will be very presentable and aesthetic. The show off skill is intended for scenarios when a PC wishes to do something a bit crazy or out of the ordinary while avoiding consequences that could be disastrous. For every rank you have in Show Off, you are able to overcome the potential consequences more easily. If the GM says that an action you wish to take would require a 10 then all you must do is combine your ranks in Show Off and make a roll. If you succeed, then your show off attempt worked. If not, then it will fail. Either way, it will be fun. You can only Show Off for one scenario or event per gaming session.

SLEIGHT OF HAND

PHYSICAL

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The basic skill for thievery, magic tricks, or masking your hands in a way that prevents others from discerning what you were doing. The sleight of hand skill is a favorite for anyone vying to be sneaky. If you achieve 3 ranks, you can disable mechanical traps or spring natural traps safely. If you have 5 ranks, you can pick pockets. If you achieve more than 10 ranks you can begin to mask your spell signature when you cast spells by inserting unnecessary sigils and somatic movements whenever you cast a spell. This would make it very difficult to figure out who cast a spell. The more ranks you have, the harder it would be for people to perceive (using perception) your sleight of hand tactics.

STABILITY

PHYSICAL

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The stability skill represents your character's ability to stand their ground. The higher this skill is the more difficult it is for people to move you out of the way. The stability skill can be used to defend others, defend a doorway, and can make a PC particularly annoying during sporting events where physical contact is necessary.

This skill also allows a PC to extend their natural abilities in order to stay in place. For example, this skill can allow your character to hold their breath longer, it can allow them to tolerate more pain than

normal, or it could allow your character to stay balanced after a shockwave attack of some sort. The main difference between this skill and the Movement: Balance skill is that Stability is your ability to stay in one place while the other skill can be done while moving. In order to displace someone who has a high Stability skill, you must have power that exceeds their stability skill. Other factors can increase or decrease the difficulty check such as ice, lead bottomed boots, or being held in place magically.

STEALTH

PHYSICAL

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The stealth skill is the art of getting into, or out of, situations you either do or do not, wish to be in without being detected or noticed. It can also be used to stalk, hide, disguise, and conceal items on your person. The stealth skill is commonly used to avoid conflicts or to end conflicts before they begin with ambushes or sneak attacks. When ambushing or setting up a sneak attacks, the stealth skill gives you +1/+0 for every 3 ranks you have in stealth on your first attack. After that initial attack, you can no longer ambush the enemy unless you are reasonably able to hide from the enemy again while they lose your whereabouts. Also, when using the stealth skill to avoid detection, you win on ties.

STREETWISE

SOCIAL

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This skill can be used to confirm the truth behind rumors, figuring out guard patrol patterns, keeping track of fugitives, knowing who not to anger or mess with, eavesdropping, or knowing where to find good deals. This skill can also be used for accessing the black market. Streetwise can also function as a social form of gather information in the sense that you can gain information by talking to people or interacting with them. When traveling to new cities, a streetwise bonus represents your character's ability to fit in and not be recognized as a non-local. This skill can also be used for making underground contacts. Your character can never purchase items on the black market unless you have at least one rank in streetwise. See the "[Etiquette](#)" skill for rules on making contacts.

SURVIVAL

MENTAL

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The survival skill is your character's ability to maintain themselves during harsh conditions such as horrible weather, being isolated in the wilderness, being a fugitive, or any similar scenario. Survival can be used to track someone, find true north, endure the elements, forage, and how to hunt. This skill can also be used for farming. The continuum of difficulties listed below can be used to rank how harsh a condition may become. For example, a 10-day blizzard with low supplies may be considered a "Hard" or "Very Hard" condition in which to survive while not having an abundant water source may only be considered "Moderate" if there is any sort of vegetation nearby.

The more people a PC must help to survive decreases the amount of severe conditions in which a PC may succeed. For example, it is harder to help 6 people survive in a desert than it is to help 3 people survive in a desert. If multiple PCs have the survival skill then the PC with the higher skill can help themselves survive to lower the number of people the other PC must help to survive. The survival skill is generally used when a basic need of survival is threatened. For example, if your PC is put into a

situation where there is no water, the survival skill could be used to possibly find water. The following table helps understand the rank of survival a PC would need in order to meet basic needs:

Rank	Self	2 PCs	3 PCs	4 PCs	5 PCs	6 PCs
1	Very Easy	Easy	Simple	Moderate	Tough	Difficult
2	Easy	Simple	Moderate	Tough	Difficult	Hard
3	Simple	Moderate	Tough	Difficult	Hard	Very Hard
4	Moderate	Tough	Difficult	Hard	Very Hard	Absurd
5	Tough	Difficult	Hard	Very Hard	Absurd	Impossible
6	Difficult	Hard	Very Hard	Absurd	Impossible	
7	Hard	Very Hard	Absurd	Impossible		
8	Very Hard	Absurd	Impossible			
9	Absurd	Impossible				
10	Impossible					

Routine – Very Easy – Easy – Simple – Moderate – Tough – Difficult – Hard – Very Hard – Absurd – Impossible

THROWING

PHYSICAL

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During combat, the throwing skill gives you the ability to throw objects to do damage during combat while outside of combat it allows you to throw objects accurately. For example, this skill would allow your character to go to a bar and throw darts or, during combat, allow you to throw your sword 10 feet and deal damage to a distant attacker. Ranged melee attacks, such as arrows or crossbow bolts, always deal damage equal to POW divided by 2 rounded down. Throwing objects also does the same amount of damage but you need training. For each rank in Throwing, you need to pick an item that you are proficient in throwing. This can be a throwing dagger, a rock, a chair, a sword, a shield, a helm, a stein, or whatever object you wish to learn how to throw. Just keep in mind that whatever objects you wish to be able to throw need to actually be available when you wish to throw them.

Appendix B

Animal Handling

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All animals must be approved by the GM. In general, this skill is reserved for animals and not creatures such as Dragons. The following table lists animals that can be chosen:

Animals					
Alligator	Crocodile	Gharial	Koala	Owl	Warthog
Badger	Deer	Goat	Komodo Dragon	Raccoon	Wolf
Bat	Dog	Gorilla	Leopard	Rhinoceros	Woolly Mammoth
Brown Bear	Dolphin	Grizzly Bear	Lion	Sea Turtle	Yak
Bison	Duck	Hammerhead Shark	Lobster	Sheep	Zebra
Camel	Eagle	Hedgehog	Lynx	Skunk	Ant
Cat	Electric Eel	Horse	Manta Ray	Snake	Bee
Catfish	Elephant	Jaguar	Monkey	Squid	Giant Centipede
Chameleon	Falcon	Jellyfish	Mule	Tiger	Locust
Cougar	Ferret	Kangaroo	Octopus	Tiger Shark	Spider
Crab	Fox	Killer Whale	Ostrich	Tortoise	Wasp

Extrplanar creatures can be used if the GM allows it.

Extrplanar Creatures / Monsters			
Fire Elemental	Angel	Griffin	Minotaur
Water Elemental	Atog	Kavu	Troll
Earth Elemental	Basilisk	Giant	Masticore
Air Elemental	Beast	Drake	Kraken
Dark Elemental	Chimera	Gargoyle	Manticore
Ice Elemental	Cockatrice	Harpy	Ogre
Light Elemental	Cyclops	Wurm	Pegasus
Lightning Elemental	Demon	Hippogriff	Unicorn
Plasma Elemental	Djinn	Imp	Treefolk
Plant Elemental	Dragon	Hydra	Phoenix
Chaos Elemental	Sasquatch	Faerie	Leviathan

Appendix C

Cooking Skill

Back to "Cooking" Skill

Tier	Food	Cost	Effects
1	Apple	25 Gold	Add a color to yourself: W,U,B,R, or G
1	Celery	150 Gold	Lightning effects heal you
1	Crab	75 Gold	Nightvision enhanced by 40 feet
1	Lettuce	150 Gold	Gain 5 lbs. of telekinesis
1	Onion	48 Gold	Eyes glow yellow providing a 15' light source in front of you
1	Orange	25 Gold	You smell very good (-5 to Stealth)
1	Oyster	100 Gold	Darkvision enhanced by 40 feet
1	Peas	36 Gold	Ward off confusion and dizzy effects
1	Potato	90 Gold	You shrink to 50% of your normal size (retain density)
1	Turkey	113 Gold	Resist weather effects (Gain endure elements)

Tier	Food	Cost	Effects
2	Cabbage	100 Gold	Gain +1 Animal Handling, Riding, Survival
2	Carrot	100 Gold	Gain +1 Tactics, Throwing, Traps
2	Corn	100 Gold	Gain +1 Escape, Movement, Rope Mastery
2	Greens	100 Gold	Gain +1 Oratory, Psychology
2	Leeks	100 Gold	Gain +1 Gather Information, Gauge, Lore
2	Pear	100 Gold	Gain +1 Deception, Sleight of Hand, Stealth
2	Pheasant	100 Gold	Gain +1 Attunement, Concentration, Detect Spell
2	Pineapple	100 Gold	Gain +1 Communication, Devout, Persuade
2	Quail	100 Gold	Gain +1 Notoriety, Perform, Show Off
2	Snake	100 Gold	Gain +1 Leadership, Organize, Stability
2	Szoki	100 Gold	Gain +1 Etiquette, Perception, Streetwise

Tier	Food	Cost	Effects
3	Alligator	200 Gold	Gain Enhanced Swim (gain +5 to Movement: Swim)
3	Beans	250 Gold	Gain Nightvision
3	Broccoli	250 Gold	Gain Darkvision
3	Garlic	200 Gold	Gain +0/+1
3	Grapes	200 Gold	Gain Enhanced Climb (+5 to Movement: Climb)
3	Lime	150 Gold	Gain Neutral Odor
3	Peach	150 Gold	Gain Blazing Speed (+5 on initiative rolls)
3	Rabbit	350 Gold	Gain Haste
3	Tomato	300 Gold	Gain +1/+0
3	Venison	150 Gold	Gain Enhanced Hearing (+5 to perception)

Appendix C

Cooking Skill

Tier	Food	Cost	Effects
4	Banana	250 Gold	Poison/Potion durations and effects are extended by 1 round
4	Beets	200 Gold	Gain +1 health whenever you cast an artifact spell
4	Chicken	250 Gold	Gain +6 Maximum life for the day
4	Fish	300 Gold	Gain Waterbreathing
4	Lemon	150 Gold	You are an illegal target for "control" spells and abilities
4	Lentils	150 Gold	Gain "2 AP: Discard 1, Draw 1"
4	Mango	200 Gold	One artifact you're wearing is indestructible
4	Pork	400 Gold	You gain the voice of another
4	Radish	150 Gold	Gain See Invisibility
4	Yams	150 Gold	Gain Watervision

Tier	Food	Cost	Effects
5	Bread	350 Gold	Mental communication with those who shared this meal
5	Cheese	400 Gold	Cure Disease
5	Kiwi	400 Gold	Your character gains +1/+1
5	Prunes	200 Gold	When you kill a creature, Scry 2
5	Raspberries	150 Gold	Know when you are being Gauged or Perceived
5	Star Fruit	400 Gold	Halve the times for your Trap skill
5	Sweet Potato	350 Gold	Your character gains +0/+2
5	Turnips	550 Gold	Your character gains +2/+0
5	Watermelon	550 Gold	You gain Haste and Blazing Speed
5	Yelter Root	650 Gold	Gain Enhanced Endure Elements

Tier	Food	Cost	Effects
6	Cranberries	650 Gold	+3 POW
6	Cauliflower	650 Gold	+3 INT
6	Clover	650 Gold	+3 LUK
6	Eggs	450 Gold	Gain Nightvision, Darkvision, and See Invisible
6	Lamb	650 Gold	+3 RAN
6	Mushrooms	650 Gold	+3 MANA
6	Olives	650 Gold	+3 LIFE
6	Squash	550 Gold	Gain Waterbreathing, Watervision, and Water Movement
6	Walnuts	650 Gold	+3 TUFF
6	Xatureine	700 Gold	Gain Aura Seeing (You can see mana and leylines)

Tier	Food	Cost	Effects
7	Bobcat	800 Gold	You gain Flanking
7	Grumbly	800 Gold	You gain Lifelink

Appendix C

Cooking Skill

7	Ghost Pepper	700 Gold	You gain Rampage 1
7	Honey	800 Gold	You gain Vigilance
7	Kimchi	1,450 Gold	Your creatures gain "3: Unearth"
7	Plums	900 Gold	You gain Shroud
7	Sea Urchin	1,000 Gold	You gain First Strike
7	Salamander	500 Gold	One creature you summon gains "3" Regenerate"
7	Unthergrub	1,350 Gold	You gain "Pay 3 stat points: Regenerate"
7	Zanadu	1,000 Gold	You become cleansed of most ailments

Tier	Food	Cost	Effects
8	Asparagus	2,000 Gold	Gain +2 AP per turn
8	Avocado	350 Gold	Add +1 health to your healing spells
8	Bear	1,500 Gold	Regain up to 6 used spells after combat
8	Beef	550 Gold	Add +1 Damage to your damage spells
8	Buffalo	1,800 Gold	POW and TUFF buffs give an additional +1/+1
8	Daikon	400 Gold	Creatures you summon have haste
8	Guava	1,200 Gold	Add +1 Card to any spell that allows <u>you</u> to draw 1
8	Lotus Root	2,000 Gold	Your spells cost 1 colorless less to cast
8	Murmis	3,000 Gold	You gain Absorb 1
8	Spinach	1,800 Gold	Add +1 Discard to any spell that forces an opponent to discard

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Back to "Herb Craft" Skill

Herbs (Potion)	Effect	Cost
Akebia	Increase "Etiquette" by 1 until end of turn	10 Gold
Arka	Add 1 spell to your library from your exile zone	75 Gold
Burdock	Add "Darkvision" until end of turn	10 Gold
Comfrey	Gain 1 Life + Remove Wither Counters	250 Gold
Dittany	Remove 1 Wither Counter	200 Gold
Elecampane	Increase "Concentration" by 1 until end of turn	10 Gold
Eucalyptus	Increase "Survival" by 1 until end of turn	10 Gold
Eyebright	Increase "Gauge" by 1 until end of turn	10 Gold
Fenugreek	Gain 1 health + Remove Poison Counters	250 Gold
Feverfew	Add 1 Range until end of turn	200 Gold
Geranium	Increase "Detect Spell" by 1 until end of turn	10 Gold
Gravel Root	Gain +1/+0 until end of turn	200 Gold
Grendelia	Increase "Perform" by 1 until end of turn	10 Gold
Green Tea	Add "Poison Resistant" until end of turn	25 Gold
Guar Gum	Increase "Stability" by 1 until end of turn	10 Gold
Gymnema	Add "Nightvision" until end of turn	10 Gold
Hawthorn	Add 1 Luck until end of turn	200 Gold
Hydrangea	Add "Neutral Odor" until end of turn	10 Gold
Ipecacuaha	Gain +1/+1 until end of turn	350 Gold
Indian Bedellium	Cure Allergy: White	500 Gold
Indian Madder	Cure Allergy: Black	500 Gold
Iris	Cure Allergy: Blue	500 Gold
Isatis	Gain 1 AP until end of turn	150 Gold
Jasmine	Cure Allergy: Green	500 Gold
Kantkari	Cure Allergy: Red	500 Gold
Kava	Gain +0/+1 until end of turn	200 Gold
Lotus Stem	Add 1 mana of any color until end of turn	400 Gold
Maitake	Gain 1 health + Remove 1 Wither Counter & 1 Poison Counter	300 Gold
Myrrh	Add 1 Colorless Mana until end of turn	200 Gold
Neem	Increase "Attunement" by 1 until end of turn	10 Gold
Neroli	Increase Initiative by 1 until end of turn	25 Gold
Niaouli	Remove 1 Wither Counter + Remove 1 Poison Counter	350 Gold
Pine	Increase "Movement" by 1 until end of turn	10 Gold
Red Clover	Add "Waterbreathing" until end of turn	10 Gold
Reishi	Increase Intelligence by 1 until end of turn	200 Gold
Sassafras	Increase "Perception" by 1 until end of turn	10 Gold
Tansy	Gain 1 health	50 Gold
Verbena	Remove 1 Poison Counter	200 Gold

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Herbs (Poisons)	Effect	Cost
Aconite	Lose 1 health	50 Gold
Akra	Decrease "Appraisal" by 1 until end of turn	10 Gold
Amaranthus	Add 1 Wither Counter	200 Gold
Asafetida	Discard 1 Card at the end of your turn	200 Gold
Ashoka	Affected target's spells cost 2 more to cast until end of turn	150 Gold
Astragalus	Decrease "Communicate" by 1 until end of turn	10 Gold
Belladonna	Affected target cannot use "Beast Shape" until end of turn	200 Gold
Betany	Inflict Allergy: White	500 Gold
Borage	Inflict Allergy: Green	500 Gold
Burnet	Add 1 Poison Counter	200 Gold
Cajeput	Decrease "Movement" by 1 until end of turn	10 Gold
Chamomile	Decrease "Escape" by 1 until end of turn	10 Gold
Coix	Decrease Range by 1 until end of turn	200 Gold
Dogbane	Add 1 Poison Counter + Add 1 Wither Counter	350 Gold
Eluthero	Decrease "Perform" by 1 until of turn	10 Gold
Fumitory	Inflict Allergy: Red	500 Gold
Gentin	Inflict Allergy: Blue	500 Gold
Golden Rod	Inflict Allergy: Black	500 Gold
Guarana	Decrease "Runes" by 1 until of turn	10 Gold
Gypsum	Gain -1/-1 until end of turn	400 Gold
Heliotrope	Decrease "Stealth" by 1 until of turn	10 Gold
Horehound	Decrease "Concentration" by 1 until end of turn	10 Gold
Jaman	Decrease Initiative by 1 point	25 Gold
Kola	Affected target cannot "Regenerate" until end of turn	200 Gold
Ledebouriella	Decrease "Organize" by 1 until end of turn	10 Gold
Nightshade	Lose 1 health + Add 1 Wither Counter	250 Gold
Nutmeg	Lose 1 health + Add 1 Poison Counter	250 Gold
Phragmites	Lose 1 health + Add 1 Wither Counter + Add 1 Poison Counter	450 Gold
Primrose	Affected target cannot use "Nightvision" until end of turn	200 Gold
Psyllium	Lose 1 AP until end of turn	150 Gold
Rehmannia	Spell on the bottom of your library goes into the exile zone	75 Gold
Sage	Decrease Luck by 1 until end of turn	200 Gold
Skullcap	Decrease Mana by 1 until end of turn	200 Gold
Tea Tree	Gain -0/-1 until end of turn	200 Gold
Valerian	Affected target loses flying until end of turn	200 Gold
White Willow	Decrease "Gauge" by 1 until end of turn	10 Gold
Yucca	Gain -1/-0 until end of turn	200 Gold