

FANTASY D100



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based on OpenQuest by Newt Newport

CONTENTS

1	Introduction	1	7	Battle	32
1.1	About Fantasy D100	1	7.1	Spot Rules	32
1.2	Disciplines and Powers	1	7.2	Techniques	32
1.3	Gamemaster	1	8	Magic	34
			8.1	Spot Rules	34
			8.2	Spells	35
			8.3	Creating Magic Items	45
			9	Arcane Magic	46
			9.1	Arcane Magic Ranks	46
			9.2	Spot Rules	46
			9.3	Spells	48
			9.4	Creating Magic Items	54
2	Characters	3	10	Divine Magic	56
2.1	Player Characters	3	10.1	Religions	56
2.2	Character Generation	3	10.2	Spells	62
2.3	Improving Characters	8	11	Shamanism	71
3	Skills	9	11.1	Spot Rules	71
3.1	The Basic Skill Test	9			
3.2	Difficulty	10			
3.3	Opposed Skill Tests	11			
3.4	Very High Skills	12			
3.5	Assistance	12			
3.6	Skill Descriptions	12			
4	Equipment	16			
4.1	In-game Economics	16			
4.2	The Equipment Lists	17			
4.3	Close Combat Weapons	17			
4.4	Ranged Weapons	17			
4.5	Armor	17			
4.6	General Items	18			
4.7	Transportation	20			
4.8	Food & Lodging	20			
5	Combat	21			
5.1	Combat is Tough	21			
5.2	Summary of Combat	21			
5.3	Encounter Distance	22			
5.4	Combat Actions	22			
5.5	Defensive Reactions	27			
5.6	Critical Hits	27			
5.7	Fumbles	27			
5.8	Damage	27			
5.9	Special Combat Rules	27			
Part II	Disciplines and Powers	30			
6	Disciplines	31			
6.1	Introduction	31	A	OPEN GAME LICENSE Version 1.0a	109
6.2	Power	31	B	CREATIVE COMMONS ART	110

INTRODUCTION

1.1 ABOUT FANTASY D100

Fantasy D100 is a fantasy RPG game system. It is essentially my take of the great OpenQuest rules (based on the SRD version).

This has much more than my custom rules though. It has several additions and (what I believe are) cleaner mechanics that abstract any extraordinary or supernatural abilities (like magic, special fighting techniques, psionics, etc.) into character Powers. At the same time it stays true to OQ's rational of being simple, flexible but still relatively realistic.

Fantasy D100 system is pretty open, both at character generation and during character advancement, in that they don't tie a character down to a predestined path of skill and powers. Everything is a potential choice that a Player can make during play.

Character generation produces characters that have skills in all the basic areas of expertise, a couple of speciality advanced skills, some powers (e.g. magic) and some skill in at least one or two weapons. Most Fantasy D100 characters start out being able to do most things, a skill area or two that they excel at, have a decent chance in a fight and even have some powers to even out the odds.

Because characters start off more rounded there is less of an issue about getting the right mix of skills for the group so it can survive the adventure.

Part I of this book goes through a basic ruleset without concentrating in the intricacies or philosophy of any particular campaign world. It represents everything a Gamemaster needs for a mundane medieval fantasy game (i.e. without magic, fantasy races etc.).

1.2 DISCIPLINES AND POWERS

The Disciplines chapters in part two contain several different extraordinary and supernatural options to embellish your campaign. Each chapter is self-contained including everything needed with regard to this discipline.

A Discipline embodies a group of extraordinary or supernatural abilities called Powers. A character might be knowledgeable in several disciplines. Disciplines can vary from special combat techniques that require extensive training to the ability to channel mystical energies. Some Disciplines are:

- ◆ Battle: the character possesses extraordinary battle techniques.

- ◆ Magic: the character possesses magic powers.
- ◆ Arcane Magic: the character understands magic's deeper secrets.
- ◆ Divine Magic: the character can channel power directly from the Gods.
- ◆ Shamanism: the character is in tune with the Spirit World.

Which disciplines are available depends on the world that the game is being played in. Fantasy D100 provides a flexible system where adding or removing a Discipline is seamless to the rest of the rules. Each Discipline has its own specific rules and sometimes an appropriate skill that represents the character's knowledge and ability in the respective discipline which applies to all Powers of that Discipline.

Each Gamemaster can choose to use only the Disciplines appropriate to their campaign's philosophy.

1.3 GAMEMASTER

The third part of this book contains rules for the organiser of the game. The Gamemaster has a wide variety of additional rules and options to include in the campaign world. Some examples are rules:

- ◆ related to adventuring,
- ◆ related to ships and sailing,
- ◆ related to mass combat,
- ◆ on how to include fantasy races, like Elves, Dwarves, etc.,
- ◆ on how to include spell-like abilities to characters,
- ◆ on how to create and list minor NPCs,
- ◆ for more epic games, and several others.

In addition to that there is an extensive creature list to help populate your campaign world.



PARTI

BASE SYSTEM



CHARACTERS

2.1 PLAYER CHARACTERS

A Player Character (PC) is your representation in the game. Your eyes, ears, touch, feel and smell in the imaginary world that you and your fellow players create.

On one hand the character is a collection of numbers which describe his/her characteristics, skills and magic spells that are written down on a character sheet. This chapter will explain how you create these numbers, in a process known as Character Generation. But that is only half of what a character is.

The other half exists mainly in the imagination of the player, with perhaps some quick notes on the character sheet. This half is the personality of the character and other intangibles such as goals and past history. These are the things that you can't express in cold hard numbers, which really bring the character to life and give the player guidelines on how the character acts and thinks.

2.2 CHARACTER GENERATION

Fantasy D100 character generation is a multi-step process and at each step the Player makes decisions about what their character is like at the beginning of their adventuring career.

2.2.1 ★ CONCEPT

A character concept is a one sentence summing up of what the character is all about.

Example

- ⇒ Rurik is “A determined and foolhardy warrior seeking excitement and adventure.”
- ⇒ Lura is “A mysterious and elegant arcane magic user.”
- ⇒ Mancala is “The illegitimate son of a murdered Noble, who survives through being a rogue.”
- ⇒ Abnon is “A pious priest who smites evil and protects the innocent.”

Having a clear concept of what you want your character to be like at the beginning of character generation guides the whole process as you make choices to generate the numbers that you will roll against during play.

For example, for Rurik it states clearly that he is a warrior, therefore when choosing skills Rurik puts points into Dodge and Unarmed combat, both skills that will be highly useful when he gets into a fight, rather than any of the Lores.

You are of course free to change the concept as you generate the character. Generally, as a rule, the stronger the character concept, the easier it is to create an interesting character.

► STEP 1: DETERMINE CONCEPT

In one sentence sum up what your character is all about. Use the guidelines above to give yourself ideas. Ask the other Players what their character concepts are to make sure the group has an interesting selection of characters.

Check with your Gamemaster that your character concept fits in with the type of game that the group is going to be playing.

2.2.2 ★ CHARACTERISTICS

These are the primary building blocks of the character. All characters and creatures have seven characteristics, which give the basic information about the character's physical, mental and spiritual capabilities.

As well as being useful indicators of how to roleplay the character (see below) they are the scores that skills are initially based upon. The characteristics are:

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed of reaction, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. It is a very useful Characteristic for characters interested in becoming accomplished spellcasters.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and the strength of his willpower. It is the basis of all extraordinary or supernatural powers (see Disciplines and Powers in Part II).

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.

► STEP 2: GENERATING CHARACTERISTICS

Each characteristic starts with a value of 8. You next have 30 points to distribute amongst them. The maximum value of a characteristic during character generation is 18. You may also lower a characteristic to gain extra points. For example, reduce STR 8 to 6 to gain 2 points, but INT and SIZ have a minimum value of 7. Other characteristics have a minimum value of 3, although this indicates that the character has a severe disadvantage in this area.

The Points method is better if you already have a clear idea of your character concept as it gives you precise control on the relative strength of each characteristic. You are not at the mercy of random dice rolls (see Random Characteristics optional rule) nor do you have to negotiate with your Gamemaster about switching the random rolls around so that the characteristic scores match your concept.

Example

Rob is playing Rurik, who is a rough and ready warrior, and spends his 30 points in the following way.

STR	CON	DEX	SIZ	INT	POW	CHA
18	12	12	16	10	8	10

He adds ten, four, and eight to STR, CON and SIZ respectively to get a higher damage modifier and hit points total and for the 'big bruiser' element of the character concept, and four to DEX since that determines when he acts in initiative and is the base for many important skills for warriors. Finally he adds two points to both INT and CHA, to make sure Rurik is average for Intelligence and sociability. He chooses not to increase POW at character creation since he doesn't really see Rurik as much of a magic user at the start of the game.

For any race the maximum value of any characteristic is the maximum dice roll plus three. For Humans this is 21.

One feature of the points buy system is that it tends to produce characters that are close to the average score, unless you choose to reduce one of your characteristics from the initial allocation of eight or leave it unmodified. By taking that approach you will have some weak characteristics, such as a DEX of 8 indicating that your character is a bit slow and clumsy, but you will also have a few strong characteristics, such as an INT of 18 which shows your character is a natural born genius.

You can also end up with characters with high and

low characteristics using the random method as well.

Such characters may at first glance look undesirable, on account of how base skills are affected, but actually they present good opportunities for roleplaying the flaws of the character, and actually makes the character more interesting as a result.

Random Characteristics

Players can also roll for characteristics. For human characters roll 3D6 for STR, CON, DEX, POW and CHA and 2D6+6 for INT and SIZ. Reroll 1's to prevent very low scores.

2.2.3 ★ ATTRIBUTES

Attributes are a set of secondary scores that define the character's potential to do and take physical damage, how quickly they move, and the amount of extraordinary or supernatural powers available to the character. Attributes are determined from the character's characteristic scores.

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon. It is used to show that bigger, stronger, characters deal out more damage than smaller, weaker characters.

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death.

Major Wound Level: When the character takes this amount of damage in one go, they suffer a Major Wound. Major Wounds are injuries, such as a severed limb, broken ribcage or broken skull, which may render the character unconscious immediately and leave permanent affects if not healed by supernatural powers.

Power Points (PP): These are used to activate any extraordinary or supernatural powers the character knows. If it is reduced to zero the character drops unconscious until they regain at least one point.

Movement Rate: This is the amount in metres that a character can move in a five second Combat Round.

► STEP 3: DETERMINE ATTRIBUTES

To work out your character's Damage Modifier, add Strength and Size together and look at table 2.1.

Hit Points equal Size plus Constitution divided by 2, rounded up.

Major Wound Level is equal to Total Hit Points divided by two, rounded up.

The character's starting Power Points will be equal to the character's POW.

Human characters have a Movement rate of 15 metres.

STR + SIZ	Damage Modifier
1-10	-1D6
11-15	-1D4
16-25	+0
26-30	+1D4
31-45	+1D6
46-60	+2D6
61-75	+3D6
Every additional	+1D6

Table 2.1: Damage Modifier table

Skill	Expertise	Description
0-25%	Novice	Someone with virtually no experience with the skill.
26-50%	Apprentice	Someone who is learning the skill.
51-75%	Veteran	Someone who regularly uses the skill as part of their everyday life.
76-99%	Expert	A local expert with the skill, who can perform it under most conditions with ease and elegance.
100+	Master	The acknowledged best in that skill, and regularly performs the impossible in extremely difficult conditions.

Table 2.2: Skill and Expertise

Rounding

Numbers in Fantasy D100 are always rounded to the nearest whole number. Always round up from 0.5 and round down from below 0.5. For example 4.1 becomes 4, while 5.5 becomes 6.

2.2.4 ★ SKILLS

Skills are things that the character can do. They represent very specific areas of expertise and when the skill is used in play the percentage value of the skill is rolled against using a D100 to work out if a character successfully completes a task in the game. A roll equal to or less than the skill percentage usually indicates that the skill has been used successfully.

Example

Rurik has a Dodge of 52%, which means that in combat he has to roll 52 or under on D100 to avoid the incoming blows of his opponent.

Table 2.2 translates the skill percentage into a real world description of the level of expertise.

Skill	Base	Description
Dodge	DEX+10	Gets you out of the way of physical threats, such as an incoming axe or dragon breath.
Persistence	POW+10	Is a measure of your character's willpower and resistance against hostile magic and is also rolled to resist attempts to influence the character against their will.
Resilience	CON+POW	Is a measure of your character's health and their ability to survive exposure, hunger and thirst. It is also their chance to resist the effects of diseases.

Table 2.3: Resistances

From looking at the above table you can see that Rurik with his Dodge of 52% is quite proficient, having an expertise level of Veteran, probably from being in actual combat on several occasions and learning by necessity to get out of the way of weapon attacks.

► SKILL LISTS

The following tables lists all the skills that every character possesses and the Characteristics used to determine the skill's base score. The tables also give each skill a brief description of what the skill does, but a fuller description is given in the Skills chapter. Skills are grouped into categories for easy reference:

Resistances are skills that get the character out of harms way.

Combat skills measure the characters skills in physical violence.

Knowledge skills measure the intellectual skills of the character.

Practical skills measure the characters' ability of performing a variety of everyday and specialist tasks.

Some skills like Lore (Type), Craft (Type) and Culture (Other) all have a descriptor in brackets after the main skill name. This denotes that at time of points allocation the player must decide what Type or Other is. For example Lore (Type) could be Lore (Heraldry) or Lore (Astronomy).

It's worth putting the majority of your points into Dodge if you are going down the route of the Warrior with your character. If you are thinking more of a magic using character, Persistence is probably more appropriate. Resilience is good for hardy characters that can

shrug off disease and stay conscious when they take damage.

Skill	Base	Description
Close Combat	DEX+STR	A character's skill with melee weapons, such as swords, axes, daggers, spears and shields.
Ranged Combat	DEX+INT	A character's skill with missile and thrown weapons.
Unarmed Combat	DEX+STR	A character's skill with natural weapons such as bite, fist, kick, grapple and claws.

Table 2.4: Combat Skills

It goes without saying that all these skills are appropriate for characters who want to be warriors. A few points however in either close or unarmed combat are useful even for non-combative characters since these skills can be used for self-defence.

Knowledge skills are good for characters that are sages or scholars and who make their living from obscure information that other people do not have the time to learn. Culture (other) and Language (other) are also useful to characters whose abilities revolve around communications, such as merchants and diplomats.

On the face of it, it is tempting to see the Practical category as a big grab bag of miscellaneous skills. However it is worth spending some points on one to three of the skills, even if you want to be a big muscled warrior.

These skills allow the character to do things in game, and Athletics, Influence and Perception get called upon reasonably frequently. Also if your character's concept is that of a rogue Deception, Mechanisms and Streetwise also deserve some points. If your character is someone who makes stuff, Craft and Engineering are skills to increase. If your character has a background of entertaining people Performance is a skill to pick. If your character concept is any form of merchant Trade is a must buy.

► STEP 4: CALCULATE SKILLS

For each skill calculate the starting skill value, the base score, from the calculation provided. Then write it down on the character sheet next to the skill.

During character generation the player gets a pool of points to spend on each group of skills. Distribute points between the skills, with a limit of no more than 30 to be

Skill	Base	Description
Culture (Own)	INT+10	What a character knows about the history, politics, geography of their own land and society.
Language (Own)	INT+50	How fluent a character is at speaking and potentially reading and writing their own language.
Natural Lore	INT+10	Predicting the weather, recognizing and caring for animals and plants, geology and survival in the natural world.
Culture (Other)	INT	What a character knows about the history, politics and geography of a foreign land.
Language (Other)	INT	How fluent a character is at speaking and potentially reading and writing a foreign language.
Lore (Type)	INT	Other specialist knowledge skills, such as Lore (Herbalist), Lore (Heraldry) not covered by the above.

Table 2.5: Knowledge Skills



Skill	Base	Description
Athletics	DEX+STR	This skill measures the character's ability at running, lifting, jumping, swimming and climbing.
Craft	INT+10	This skill allows you to make things, such as pots, weapons, and buildings.
Deception	DEX+INT	Stealth, hiding and picking pockets are all handled by this skill.
Driving	DEX+INT	This skill covers ancient-medieval period vehicles such as carts, chariots and wagons.
Engineering	INT+10	Large scale construction and siege engines are covered by this skill.
Healing	INT+10	Healing wounds and treating disease using first aid and surgery.
Influence	CHA+10	This skill is used when the character wants to persuade another to do something against their normal interests.
Mechanisms	DEX+INT	Locks and anything with complex moving parts are covered by this skill.
Perception	INT+POW	Used to spot hidden objects and spot small details in the character's environment.
Performance	CHA+10	Acting, playing instruments, dancing and singing are all covered by this skill.
Riding	DEX+POW	Used when trying tricky manoeuvres using beasts of burden, such as horses, camels and more fantastic beasts such as hippogriffs.
Sailing	DEX+INT	This skill covers the use of ships and boats.
Streetwise	CHA+POW	How well the character operates in a city environment. Used to find out information and navigate around the streets and find a fence for stolen goods are all covered by this skill.
Trade	INT+10	This is the skill used by merchants and traders to value and sell goods.

Table 2.6: Practical Skills

allocated to any one skill.

Resistances	Spend 50 points between the three skills.
Combat	Spend 50 points between the three skills.
Knowledge	Spend 50 points between the skills.
Practical	Spend 75 points between skills.

For Players that want a more scholarly character they can reduce Combat points to increase Knowledge points at a 1:2 ratio; thus for 10 Combat points a character can get 20 additional Knowledge points. However, no skill can be increased by more than 30 points during character creation.

2.2.5 ★ SPECIAL TRAINING

Player Characters are extraordinary. On top of them being above average they may also have special training. This can manifest in improved skills or characteristic or even focusing in specific Disciplines. A Discipline may represent training in advanced combat techniques or magic powers or anything extraordinary or supernatural.

► STEP 5: SELECT DISCIPLINES AND POWERS

Each character begins play with six Improvement Points (see page 8) that allow players to further improve in skills or even acquire new Disciplines. For choices of Disciplines and their Powers consult the chapters in Part II.

2.2.6 ★ EQUIPMENT

Each character typically starts off with some money and the tools of their trade.

► STEP 6: STARTING CASH AND EQUIPMENT

Starting cash is $4D6 \times 10$ in Silver Pieces. In addition each character starts out with one of the two arms and armour packages below.

- ◆ Leather armour, ranged weapon, close combat 2H weapon and dagger.
- ◆ Leather armour, shield, ranged weapon, close combat 1H weapon and dagger.

All characters also start out with the following equipment: backpack, rope, two weeks worth of traveling provisions, flint and tinder, waterskin.

Further information about equipment and game economics is given in the chapter 4. Your Gamemaster may allow you to buy additional equipment before the game starts from the character's starting cash.

2.2.7 ★ FINISHING TOUCHES

By this stage all the hard decisions on making your character are over. All that remains is to note down a few numbers on the character sheet and ponder about the character's background and motives.

► AGE

Human characters start out at any age between 18 and 28. To randomly determine this, roll 2D6 and add 16.

► HERO POINTS

Every character starts with two Hero Points. Hero points are what distinguishes the player character from the normal stay at home type folk. They allow the player character to:

- ◆ Re-roll any failed dice roll.
- ◆ Downgrade a Major Wound to a normal wound. Full damage is applied to the character's Hit Points, but do not suffer the messy effects of a major wound.
- ◆ Avoid character death. If the character's Hit Points are reduced to zero or less, instead of dying the character is merely unconscious. The character remains in such a state until the combat is over at which point they awaken with one Hit Point.
- ◆ Any other bonus or benefit to accomplish something at the Gamemaster discretion. This can include editing the plot. More than one Hero Points may be used (from multiple characters if desired) and something in favour of the players will happen. The Gamemaster may allow the players to choose the plot edit. An example of an one point edit would be a guard to forget to lock the cell that the characters are imprisoned. An example of a five points edit would be a dragon to happen to attack the castle giving the opportunity to escape!

Once Hero Points are spent they are gone. The Gamemaster awards Hero Points at the end of the game session for moments of outstanding heroic play or for significant achievements.

► BACKGROUND, APPEARANCE AND PERSONALITY

A background is useful not only to give the character a history before the game starts but also as a way of noting all the intangible elements of the character's personality.

Even if you don't create a fully written up background it is worth making a mental note of what the character is like as a person and roughly what their background is previous to play, as well as visualizing what they actually look like.

► STEP 7: FINISHING TOUCHES

Note down Hero Points and age. Hero Points start at 2 for all player characters regardless of race. Age for humans is 18-28 (2D6+16) years old.

Finally, if you want to include a background narrative do this now and if you haven't done so already write the character's name on the character sheet.

2.3 IMPROVING CHARACTERS

2.3.1 ★ IMPROVEMENT POINTS

Through their adventures character will earn experience, awarded by the Gamemaster as a reward for certain achievements. This experience, called Improvement Points, will allow characters to improve.

► IMPROVING SKILLS

A player can choose to spend one Improvement Point to increase one or two skills. Select one or two skills that are below 75% to be increased and split 5% points to those skills. Skills from 76% to 99% are increased by only 2% for each IP and skills at Mastery level, i.e. 100% or more, require one IP for a 1% in a single skill. There is no limit to the score a skill can reach.

► IMPROVING CHARACTERISTICS

A player can choose to spend three Improvement Points to increase one Characteristic by one point. SIZ may never be increased using Improvement Points. The maximum a human character can increase a Characteristic to is 21. For non-humans, the maximum for a Characteristic is equal to the maximum possible starting score for the Characteristic plus three.

► ACQUIRING DISCIPLINES AND POWERS

A player can choose to spend Improvement Points to acquire new Disciplines. Consult the appropriate Discipline chapter for details of how many points are required get the Discipline as well as how much is required to get each Power within it.

2.3.2 ★ PRACTICE & RESEARCH

The characters may often experience long stretches of downtime between adventures. This is quite normal. Group members may need to heal from wounds suffered during the last adventure, the characters may engage in some activity that takes time, or life may simply return to normal until the next danger to face the player characters appears.

During such downtime the characters may improve their characters. The players might actually request downtime between adventures to learn new skills and it is up to the Gamemaster to determine if this is appropriate. For each three month period of practice or research a character may gain 1 Improvement Point.

SKILLS

Characters use skills to get things done in the game. When the outcome of an action is in doubt, the Gamemaster will ask the player to make a skill test against the relevant skill to see if his character is successful.

Example

John: Rurik comes to a large and very deep ravine. Far below he can hear water rushing along the bottom of the ravine, and in front of him are the remains of a rope bridge that has been deliberately broken.

Rob: How far across is it?

John: About four metres.

Rob: Ok, Rurik is going to take a running jump across the ravine.

John: Give me an Athletics skill test, since that covers Jumping. You do realise that if Rurik fails he's facing a very nasty fall?

Rob: Yeah, Rurik works that out, but decides to worry about that when and if it happens. Rurik's athletics is 60%.

Rob rolls a D100, his red dice (tens) comes up 3 and his white dice (units) comes up 4.

Rob: 34, a success. Rurik takes a running jump across the ravine and is now on the other side. What's there?

This chapter describes when and how to make skill tests, how to modify skills depending upon the conditions the test is made under, and how to judge tests where two characters are competing against each other. Finally, a list of skills used in the game is detailed.

3.1 THE BASIC SKILL TEST

To make a skill test the player first describes what their character is doing. Then they roll a D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed. The Gamemaster then describes the result of the character's success or failure.

Under normal conditions a skill test is asked for when

the character is placed on the spot and has to make a successful action under pressure.

Example

An apprentice potter (Craft 25%) will, day in day out, produce a couple of pots of passable quality if working at his Master's workshop. Of course, work beyond the skill of the character is still out of their reach, unless the player decides to take the chance with the dice and ask for a skill test.

If a character has lots of time, has the tools of his trade and is in a sufficiently relaxed environment and state of mind, they complete the task to the best of their ability.

Example

A local noble wants an artistic piece of pottery for a grand celebration he is holding later in the month. His servant comes to the potter's workshop, looking for the Master, who is out. The apprentice sees a chance to gain a good reputation and takes the commission. Knowing that his normal work will definitely not be up to scratch, the player decides to roll the dice in the chance that he can produce something of the standard the noble expects.

3.1.1 ★ CRITICAL SUCCESSES

If the dice roll on a skill test is equal to 01 or is less than 10% of the modified skill, then a critical success is achieved.

A critical success has an outcome that far exceeds the expectation of the player when the original skill test was made. It's the best possible result based upon the player's original statement of intent.

The actual result of a critical success during a skill test is largely up to the Gamemaster. It normally achieves one of the following results:

- ➡ The task is completed sooner.
- ➡ The task is completed to a higher degree of expertise than normal.
- ➡ The task is completed with élan and style, generally impressing witnesses.

- ☞ The character gains additional information or insight into the task thanks to their brilliance.

Example

When Rurik is jumping the chasm, his Athletics skill is 60% and therefore his chance of getting a critical is 6. Rob rolls a 4, which is less than the 6% target for a critical success. As a result, the Gamemaster rules that Rurik easily jumps the chasm with grace that allows him to carry on running without having to pause to catch his breath.

3.1.2 ★ FUMBLES

Whenever a skill test results in a roll of 99 or 00, i.e. the two D10s both come up 0, then the player has fumbled. If the player's modified skill is greater than 100% then a fumble occurs only with 00.

A fumble is the worst imaginable outcome of the skill test based upon the player's original description of what their character was planning to do when the skill test was called for.

The actual result of a fumble is largely up to the Gamemaster to decide. It normally results in one of the following mishaps:

- ☞ The task takes twice as long to finish and is still a failure.
- ☞ The task produces a useless result that actually makes further actions more difficult.
- ☞ The task fails spectacularly, opening the character up to derision and scorn from witnesses.
- ☞ The character becomes impeded or even harmed by his failure.

Conversely if Rob rolls 00, Rurik not only fails to make the jump over the chasm but goes plunging down the ravine head first. This need not lead to damage and the demise of the character, but they should definitely be at a disadvantage.

There are specific Critical Success and Fumble results for weapon skill tests in combat and magical casting skill tests, which are described in the relevant chapters.

3.2 DIFFICULTY

Modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Modifiers are applied before the dice are rolled. For simplicity they are increments of 20, with ±20 and ±40 being the usual modifiers but more rarely ±60 or even ±80 can be used.

Skill	Base	Description
Trivial	+60%	The task is trivial under the circumstances and the character should have an almost certain chance of success.
Easy	+40%	The task is much easier than usual and the character should have a high chance of success.
Simple	+20%	The task is simpler than usual and while success is still by no means certain, the character has a boost to their chance of achieving their goal.
Normal	+0%	The skill is unmodified since normal conditions apply.
Difficult	-20%	The character is significantly hindered in their chance of success.
Hard	-40%	The character suffers a serious set back that may make success beyond their reach.
Really Hard	-60%	The character is against incredible odds and succeeding is almost impossible.

Table 3.1: Difficulty Modifiers

3.2.1 ★ IMPOSSIBLE AND AUTOMATIC TASKS

Any skill which is modified to 0 or less will automatically fail when tested. Roll dice anyway, since the character can still fumble.

Any skill which is modified to 100% or greater will automatically succeed when tested. Roll the dice anyway since the character can still critical (10% of the modified skill) or fumble if the player rolls a 00.

Example

Whilst at the Royal Court, Rurik is asked to compose a clever and stimulating poem for the notoriously hard to please Count of Malvon. This is rated as a Hard (-40%) task. The modifier drops Rurik's skill of Performance 35% to -5%, so Rurik automatically fails the test. However the dice are still rolled because on a roll of 00 Rurik will also fumble his attempt and find himself displeasing the Count.

After displeasing the Count, Rurik tries to hurdle a small wall while being pursued by the Count's guards. The Gamemaster rules that this is an easy task, +40%, so Rurik's Athletics skill of 60% ends up being increased to 100%, which gives him a 10% chance of rolling a critical and impressing the onlooking ladies of the court with his style and grace.

3.2.2 ★ APPLYING DIFFICULTY MODIFIERS

Modifiers should only be applied when they have a significant effect on the character's chance of success. They should not be doled out for every skill test, since this cheapens their dramatic effect. Only apply a modifier when it is important and brings something to the story. Resist the urge to hand out +10% here and take -5% there. These little modifiers don't add much to the player's chance of success and bring needless fiddly addition and subtraction into play, breaking the player's immersion in the game.

Broadly speaking, there are three areas where the Gamemaster should modify the player's skill before a skill test. The three areas are:

- ◆ As a result of the task being inherently easy or difficult.
- ◆ As a result of planning.
- ◆ As a result of good roleplaying.



► AS A RESULT OF THE TASK BEING INHERENTLY EASY OR DIFFICULT.

Some things are just naturally easier or harder to do than others.

For example, climbing a steep cliff with natural hand holds and with the proper equipment (e.g. ropes and iron spikes) is an unmodified task. Doing the same climb in the pouring rain, makes it Difficult (-20% to the skill) and if the character has also forgotten his ropes and spikes then this makes it Hard (-40% to the skill).

In comparison, climbing a cliff where there are numerous ledges, and where the character can rest and actually walk up the cliff in places becomes an Easy (+40%) skill test.

► AS A RESULT OF PLANNING

The Players have outlined how their characters prepares to perform a task well in advance. If their plan is a sound and good one you should make the skill test Easy. Conversely, if the Players have given no thought as to how their characters approach a complex task which really does require preparation and planning, then make the resulting skill test Hard.

Example

Several adventuring groups, in search of a lost temple, are about to enter the Badlands, a notoriously harsh wilderness where it is hard to find water and food. The Gamemaster has decided in advance to ask the players to make Natural Lore skill tests, to see how their characters fare in this unforgiving environment. Flynn's Riders spend an extra couple of days in the city planning and preparing for the trip. They buy more than adequate supplies and equipment, along with the extra beasts of burden to carry them. Their scholars visit the local Temple of Knowledge and beg, borrow and steal maps of the Badlands, brought back by previous explorers. Finally, they manage to track down a guide, a survivor of a previous expedition, and persuade him to come along. The Gamemaster awards them a +40% modifier to their Survival roll.

The Red Hand Gang makes the traditional preparations for any journey. They ensure they have enough supplies, but take no back up mounts or proper traveling clothing. In this case the Gamemaster does not modify their Survival roll on account of their preparation.

Alber's Lucky Five decide to live up to their name and simply decide, as soon as they hear about the lost temple, to ride out into the Badlands on the horses they arrived on, without replenishing supplies. The Gamemaster makes their Survival Roll appropriately -40% as a result of their rashness.

► AS A RESULT OF GOOD ROLEPLAYING

This usually happens for skills that involve some form of communication, like Influence. When the Player describes the action of their character, the exchange between their character and the non-player character(s) being influenced may be roleplayed out. If the player was entertaining, kept in character and added to the fun of the game, the Gamemaster may award them a +20%, +40% or +60% bonus. In exceptional circumstances, where the player reduced everyone to tears of laughter, or was outstanding in their portrayal of their character, the Gamemaster may waive the necessity for the skill test completely. Remember good storytelling always comes before any dice rolling.

3.3 OPPOSED SKILL TESTS

Opposed skill tests are made by both characters who are in direct competition with each other. Both characters make the skill tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

3.3.1 ★ ONE CHARACTER SUCCEEDS

If one character succeeds their skill test and the other fails, then the successful character has won the opposed

skill test.

3.3.2 ★ BOTH CHARACTERS SUCCEED

If both characters succeed then whoever rolled the highest in their skill test wins the opposed test. However if one character rolls a critical, while the other rolls an ordinary success, then the character that rolled the critical, which is regarded as a higher level of success, wins.

3.3.3 ★ BOTH CHARACTERS FAIL

Whoever rolled the lowest in their skill test wins the opposed test. In the case of ties for both the Player wins.

Example

It's curfew in the big city and Rurik fancies going to the after hours drinking session at a local Tavern. As he heads down the street towards the ale house, he sees a member of the city's police force, the Watch, walking up the opposite side of the street. Rurik, being Rurik, decides to sneak past the watchman, by creeping up the dark side of the street.

The Gamemaster calls for a Deception skill test from Rurik, since this skill deals with sneaking. Rurik's Deception skill is only 22% as he is big, clumsy and trained as a warrior and not a thief. Simultaneously the Gamemaster makes a Perception skill test for the watchman. The watchman's Perception is 40%, because this is what he does for a living every night. Fortunately for Rob, Rurik's player, the Gamemaster decides that being on the shadowy side of the street significantly helps Rurik, making the test simple (+20%), which means that Rurik's Deception is now 42% for the purpose of this test.

If Rurik rolls a 1 he gets a Critical success and manages to slip past the watchman, regardless of whether he succeeds or not. The watchman would only see Rurik if he rolled a higher Critical himself.

If Rurik rolls a 7 and gets a success and the watchman rolls 55 and fails. Rurik sneaks past him on the darkened side of the street.

If Rurik rolls a 65 and fails and the watchman rolls 30 and gets a success. The watchman spots a shape in the shadows and heads over to investigate.

If Rurik rolls a 15 and succeeds, as does the watchman who rolls a 9, then Rurik wins and evades him because he rolled the highest roll. The watchman thought he saw a shape in the shadows, but it's gone so quickly that he thinks no more of it.

If Rurik rolls a 65 and the watchman rolls 75, then even though both fail, Rurik wins again because he rolled the lower of the two. Although Rurik stumbled out of the shadows badly at one stage, the watchman is so lost in his own thoughts that he is completely oblivious to Rurik's blunder. Rurik evades him.

3.4 VERY HIGH SKILLS

Character's with Skills over 100% are considered Masters in their fields and under normal circumstances do not fail and quite often perform tasks that are considered impossible by normal people.

3.4.1 ★ OPPOSED TESTS

In opposed skill tests characters with skills over 100% are already considered to have succeeded. Therefore to be beaten his opponent needs to score a critical success. Of course the Master may also roll a critical, in which case the highest roll wins.

Example

Grazum The Blackheart, an evil Orc Warlord is a Master Wrestler with an Athletics skill of 120%. Rurik recklessly challenges him to an arm wrestling contest. Rurik, who has an Athletics skill of 60%, will automatically lose against Grazum unless Rurik rolls a critical success (6% or lower).

3.5 ASSISTANCE

Characters will often have the opportunity to help each other during various skill tests. If one or more characters can assist and make a significant contribution then the skill test is one level easier. On rare occasions the assistance will make the skill test two levels easier (GMs discretion). The assisting character or characters must have the appropriate helping skill at a suitable level determined by the Gamemaster. How high this needs to be is usually dependant on the Difficulty of the test. In most cases as long as the assisting character has a skill of at least Apprentice level (26%+) then they can help.

Example

Rurik is trying to force open an old and mouldy door. If Abnon with an Athletics of 50% helps him, Rob adds +20% to Rurik's Athletics.

3.6 SKILL DESCRIPTIONS

This is the full list of skills in alphabetical order.

3.6.1 ★ ATHLETICS (*DEX + STR*)

This broad skill covers a range of athletic activities useful to adventuring characters, including acrobatics, climbing, jumping and swimming.

Acrobatics: This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half their normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging.

Climbing: Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement per Combat Round (see Chapter 5 Combat for details). A character can double the rate of their climb or descent by making a Hard Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice their own height horizontally or up to half his own height vertically, as long as he has at least five metres to run first. If they are making a standing jump these distances are halved. For humans, average height is roughly 1.8m which gives a jumping distance of 4m. Penalties for jumping Athletics tests are accrued by trying to jump further. A cumulative -20% penalty is bestowed for every extra metre the character is trying to jump. If this penalty reduces the skill below 0% then the character automatically fails, roll to see if they fumble.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents for example.

3.6.2 ★ CLOSE COMBAT (*DEX + STR*)

This skill deals with the art of hitting things and defending the character with melee weapons, such as swords, clubs, spears, polearms and shields.

3.6.3 ★ CRAFT (*INT + 10*)

The Craft skill is actually several separate skills (such as armourer, baker, basket weaver, blacksmith, bowyer, brewer, butcher etc) grouped under a single heading which must be improved separately. It measures the character's ability to make and repair items. As a very rough guide it takes one day per 50 SP to produce an item. The base cost of the item, in materials needed, is 50% of the listed finished cost.

3.6.4 ★ CULTURE (*INT + 10/INT*)

Each Culture skill is used to provide information about the common world view of that group of people (or creatures). This includes history, politics, weather cycles, geography, superstitions and popular mythology.

Culture (Own) is the world view of the people that the character is born into, which is why the character gets a +10. All other foreign or alien cultures are Culture (Other).

3.6.5 ★ DECEPTION (*DEX + INT*)

Deception covers the arts of:

Disguise: used to change a character's appearance and adopt a different outward persona.

Sleight: used to hide or take objects, without drawing undue attention.

Stealth: used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one, or performs a combination of both.

These tests are opposed by the Perception skill and are modified according to the situation.

3.6.6 ★ DODGE (*DEX + 10*)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when a character attempts to dodge an incoming blow in combat or a physical hazard that can be avoided, such as falling masonry.

3.6.7 ★ DRIVING (*DEX + INT*)

If a character is driving a wagon, chariot or similar vehicle at not more than walking pace across flat terrain, a Driving skill test will never be required. Skill tests are required when a character wants to do something out of the ordinary with a vehicle, such as traverse treacherous terrain, jump obstacles and so on.

3.6.8 ★ ENGINEERING (*INT + 10*)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mine-shafts, sailing ships and so forth.

3.6.9 ★ HEALING (*INT + 10*)

Use of this skill without a healer's kit incurs a -40% penalty. Each use of the Healing skill generally takes a few minutes to perform. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs or they will lose the benefits of the healing. Typical types of injuries or ailments that may be treated are listed below:

Unconsciousness A successful Healing test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the Healing test.

Minor Injury A successful Healing test on a Minor Injury will heal 1D4 Hit Points.

Stabilise Major Wound A successful Healing test on a Major Wound will not restore the lost Hit Points. This Healing merely stabilises the patient enough so that they will not die of blood loss.

Curing Diseases A successful Healing test allows a diseased patient to add a bonus to his next opposed test of Resilience versus disease Potency to resist the disease. The bonus is equal to the healer's Healing skill divided by 10 (the critical success range).

Curing Poisons A successful Healing test allows a poisoned patient to attempt a second opposed test of Resilience versus poison Potency. The patient gains a bonus to their Resilience skill equal to the healer's Healing skill divided by 10 (the critical success range).

Surgery Other than magical healing, successful Surgery is the only way that a character can recover from a Major Wound. Once a successful Healing test has been made to quench the bleeding of a Major Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the wound location so that it is on the road to recovery. As long as the Healing test is a success, the stricken character gains one hit point and will begin to heal as normal.

The use of Healing requires suitable medical equipment such as bandages or salves or appropriate improvised alternatives.

3.6.10 ★ INFLUENCE (*CHA + 10*)

This is the art of verbally persuading another character to do what you want. Characters can use both logical and or emotional arguments. If successful in an opposed skill test, the character's audience is temporarily swayed in favour of the character's argument. In time they may understand that they were fast talked, bamboozled or hoodwinked and their judgement clouded, but in the short term they go along with what the character suggests. Influence can never be used to get a character to act against their instinct for self-preservation.

Influence skill tests are normally opposed by a Perception, Persistence or Influence skill. They are further modified by how much a character is trying to change an opponent's mind. Influence skill tests are often modified by how well the player roleplays the exchange (see When to Apply Difficulty Modifiers in page 11).

Influence tests are either applied to individuals, where each character rolls individually against the Influencer, or against crowds, where one roll is made to resist based upon an average Persistence for the entire crowd.

3.6.11 ★ LANGUAGE (*INT + 50/INT*)

The Language skill is a separate skill for each language the character knows. Their native language gets a +50%.

Every character with a Language skill of 50% or more is fluent in that language, although they are likely to have an accent if it is not their native language.

Moreover, a score in a Language skill of 80% or more will mean the character can also read and write in that

language. Characters with less can still try to read and write but they will have a -20% and -40% respectively.

3.6.12 ★ LORE (*INT*)

The Lore skill is actually an umbrella term for several different skills, each of which must be improved separately.

Each Lore skill defines an area of knowledge for the character and skill tests are made whenever a player wants to see if their character knows something about the subject at hand.

Possible Lores is only limited by a player's imagination. A list of potential study areas of Lore is listed here: alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, philosophy, poisons.



3.6.13 ★ MECHANISMS (*DEX + INT*)

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Gamemaster. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character that created it.

Mechanisms is also used for picking a lock or disassembling a trap. This usually takes at least one minute (12 Combat Rounds) to perform, whereas larger or particularly complex devices will take longer.

3.6.14 ★ NATURAL LORE (*INT + 10*)

Broadly speaking this Lore deals with the character's knowledge of the natural world. It covers several specialist areas.

Animal: This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a skill of at least 50% may try to domesticate a wild animal, making a skill test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, they may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a skill test at the end of each week to succeed.

Plant: A character can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

Mineral: This skill allows the character to detect precious metals and stones, detect fault lines and other dangerous features in the rock.

Survival: One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever they are lacking – failure means they will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Tracking A character can track in the wilderness and is able to locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again every ten minutes they are being followed.

Weather: The character can predict basic changes in the weather.

3.6.15 ★ PERCEPTION (*INT + POW*)

The Perception skill is used to represent the five senses of the character when detecting objects or other characters. For example, a common use of the Perception skill is as a straight skill test to detect hidden objects in a room, or as an opposed test to detect a hidden character.

3.6.16 ★ PERFORMANCE (*CHA + 10*)

A successful test with this skill will result in the audience or partner being pleased by the character's performance. This skill covers acting, composing poetry, dancing, singing, readings and playing an instrument.

3.6.17 ★ PERSISTENCE (*POW + 10*)

Persistence represents a character's mental willpower. It is used to resist the effects of magic and often against another character's attempt to use the Influence skill against them.

3.6.18 ★ RANGED COMBAT (*DEX + INT*)

This skill covers the use of missile weapons, such as bows, crossbows, thrown spears and thrown daggers. It is covered in more detail in the Combat chapter.

3.6.19 ★ RESILIENCE (*CON + POW*)

This is a measure of how physically tough a character is. The higher a character's Resilience, the more likely they are to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought, or overcoming the effects of poison or disease.

3.6.20 ★ RIDING (*DEX + POW*)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, then a Riding test will never be required. Tests are required when a character wants to do something out of the ordinary with a mount – such as traverse treacherous terrain, jump obstacles, ride bareback and so on.

3.6.21 ★ SAILING (*DEX + INT*)

This covers small water-borne craft propelled manually by oars or paddles, commonly known as boats, and larger craft powered by sail or rows of oars. Travelling across calm water does not usually require a skill test but adverse conditions such as currents and weather can bestow penalties.

3.6.22 ★ STREETWISE (*CHA + POW*)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

Streetwise also covers following people down crowded city streets without them being noticed.

3.6.23 ★ TRADE (*INT + 10*)

This skill is primarily used when characters trade, barter or otherwise negotiate over the sale of goods. In such transactions a successful Opposed Test using the Trade of the buyer versus the Trade of the seller is needed for the buyer to get the best deal. If the buyer wins they get a discount; -10% for a success, -20% for a critical. If the seller wins they can sell the item for more; +10% for a success and +20% for a critical. If the opponent fumbles their roll, double the increase or decrease.

The Trade skill also enables the character to determine the value placed on something by others; estimating its market value. Particularly common or obscure objects might give a bonus or penalty to the skill test. Success will allow a character to guess the average monetary value of the object, normally guessing accurately to within 10% of its actual value.

3.6.24 ★ UNARMED COMBAT (*DEX + STR*)

This skill covers the use of natural attacks. For humans this is punching and kicking (1D3 damage) as well as grappling. Non-human characters may also have bite, horns, claw and tail attacks.

EQUIPMENT

Fantasy roleplaying games can be thought of as a form of cooperative improvised theatre. You could think of the players as the actors and the Gamemaster as the director and production team providing the stage and scenery, a huge big budget supporting cast and every prop that the actors could possibly need. This chapter deals with the props, the equipment that the player characters will be using.

4.1 IN-GAME ECONOMICS

These rules do not give detailed rules for trading and fantasy world economics. Although dry economic markets are unlikely to feature heavily in adventure stories, the exploits of daring and wily merchant adventurers are.

4.1.1 ★ AVAILABILITY OF GOODS

The equipment lists serve as ‘game tools’ to allow players to quickly and easily buy equipment for their characters. The range of goods listed at the quoted prices is only going to be available in a large metropolis with organised markets and districts given over to shops and mercantile activity.

In less prosperous cities and towns there is a smaller range available, sometimes at higher costs. In rural areas, only local produce and a small amount of locally crafted goods can be bought at a reasonable price. There might be oddities to this model and these can lead to further adventure.

Example

A village without an armourer has a large cache of old armour and weapons for sale at a good price. This is because a local monster living in a nearby cave has been ambushing and killing adventurers for years and then trading their equipment to the villagers. In turn, the villagers oblige by sending a steady stream of fresh and inexperienced adventurers, such as the recently arrived player characters, to its lair.

4.1.2 ★ BARTER

Coins are the main exchange method for the landed nobility and rich merchants. Barter is the main method of exchanging goods for people outside of the main urban

areas. In such transactions successful Opposed Test using the Trade of the buyer versus the Trade of the seller are needed for the buyer to get the best deal.

4.1.3 ★ CONSEQUENCES

The main thing to remember is that with any item of equipment there are consequences in their use as well as benefits. The most obvious consequence is encumbrance. A heavily armoured and equipped character will be slowed, unable to use skills as effectively and will become fatigued more easily.

A less obvious effect is that an obviously well equipped character becomes a target for both minor and major theft. From the opportunistic thief who desires the PC’s new sword to the more organised bandit group who targets the party because they believe that they have a stash of treasure back at their base because of all the flashy new equipment they are wearing.

There might also be social consequences. In civilised towns and cities, prominent displays of arms and armour may unsettle and upset the locals and bring about the unwanted attention of the Watch who want to make sure that the characters are not violent troublemakers. In some more draconian fantasy lands there may even be laws and social codes that dictate what arms and armour a citizen may own and in what situations they may carry it.

4.1.4 ★ CURRENCY

Coins are usually created in mints tightly controlled by the local nobility, appointed by the local ruler, whose head appears on one side of the coin. Other sources of coin are usually the treasure troves of monsters, whose assets are brought into the economy by enterprising adventurers.

Currency can be based upon whatever is valued by the culture using it. Being a fantasy game, many variant systems of currency can be created. For example, a system that uses the teeth of slain dragons or magical gemstones enchanted with minor magic that is useful in everyday life can be used as an exchange mechanism.

For ease of use here’s a simple coin based currency that will be used throughout the rest of this book to give value to an item.

10 Copper Pieces (CP) = 1 Silver Piece (SP)

10 Silver Pieces (SP) = 1 Gold Piece (GP)

4.2 THE EQUIPMENT LISTS

The rest of this chapter is given over to equipment lists. These lists provide the cost of the item and detail any game effects. They also give an Encumbrance value (ENC) for the item in question. This is a value which rates both the weight and how physically unwieldy an item is. This is for the Encumbrance rules given on page 76.

4.3 CLOSE COMBAT WEAPONS

All Close Combat weapons use the Close Combat skill. Each close combat weapon is characterised by the following qualities:

Type: This shows how the weapon is wielded and other special rules (see Close Combat Weapon Types on page 17).

Damage Dice: The damage the weapon deals on a successful attack.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -20% maximum penalty is applied to a character's skill when attacking and parrying with this weapon.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Size: Weapons are rated in the following size categories: Light, Medium, Heavy and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.

Cost: The cost in silver pieces to purchase this weapon.

► CLOSE COMBAT WEAPON TYPES

1H: This weapon must be used one-handed.

2H: This weapon must be used two-handed.

Flex: This weapon can be used two-handed. When used in two hands, it gains +2 damage and can be used by someone with a STR 2 less than that listed.

Set: This weapon may be set against a charge.

Range: This weapon suffers no penalty when thrown.

LS: This weapon may be used as a Longspear. If used as a Longspear it may be set against charges. The wielder must state, however, at the start of combat how it is being wielded and must take a Change Stance action to alter its usage.

Note that improvised and primitive weapons: such as a stone hatchet, stone spear or a convenient log picked up and used as a club, do the same damage as the base weapon -1.

4.4 RANGED WEAPONS

Each ranged weapon is characterised by the following qualities:

Type: This shows how the weapon is wielded and other special rules (see Ranged Combat Weapon Types on page 17).

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond double the weapon's range automatically fail.

STR/DEX: The minimum STR and DEX scores required to easily wield this weapon. If either of the Characteristics are below these minimums, a maximum -20% penalty is applied to a character's skill when attacking and parrying with this weapon.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Cost: The cost in silver pieces to purchase this weapon.

► RANGED COMBAT WEAPON TYPES

1H: This weapon must be used one-handed.

2H: This weapon must be used two-handed. A small shield (e.g. buckler) can be strapped to the forearm but cannot be used whilst wielding or shooting this weapon.

Close: This weapon suffers no penalty when used in Close Combat.

Thrown: A character can use his/her damage modifier with this weapon.

Range: This weapon suffers no penalty when thrown.

► USING RANGED WEAPONS IN CLOSE COMBAT

If used in close combat, a ranged weapon is treated as an improvised weapon, doing damage equal to its closest hand-to-hand equivalent if that is less than its ranged weapon damage.

4.5 ARMOR

Each piece of armour is characterised by the following qualities:

AP: How many armour points this type of armour provides. In case you need variable armor values use the value in parenthesis (usefull, if the averages give no chance of damaging).

Weapon	Type	Damage Dice	STR/DEX	ENC	Size	Cost
Arming Sword	1H	1D8	9/9	2	Medium	150 SP
Ball and Chain	1H	1D8	9/9	2	Medium	120 SP
Battleaxe	1H	1D8	9/9	2	Medium	120 SP
Club	Flex	1D6	5/9	1	Light	20 SP
Dagger	1H/Range	1D4+1	-/-	-	Light	20 SP
Great Axe	2H	2D8	15/7	4	Heavy	200 SP
Great Hammer	2H	2D8	15/7	4	Heavy	200 SP
Greatsword	2H	2D8	15/11	4	Heavy	300 SP
Hatchet	1H/Range	1D6	5/9	1	Light	20 SP
Lance	Flex/Set	1D10	11/9	3	Heavy	150 SP
Longspear	2H/LS/Set/Flex	1D8	9/5	2	Medium	30 SP
Longsword	Flex	1D8	13/9	2	Medium	250 SP
Mace	Flex	1D8	9/9	2	Medium	120 SP
Military Flail	2H	2D8	15/7	4	Heavy	200 SP
Polearm	2H/LS	1D8	9/9	3	Heavy	200 SP
Quarterstaff	2H	1D8	5/9	2	Medium	20 SP
Scimitar	1H	1D8	9/9	2	Medium	150 SP
Shield (small)	-	1D4	-/-	1	Medium	50 SP
Shield (medium)	-	1D6	9/-	2	Heavy	150 SP
Shield (large)	-	1D6	13/-	3	Huge	300 SP
Shortspear	Flex/Set/Range	1D6	5/5	2	Medium	20 SP
Shortsword	1H	1D6	5/5	1	Medium	100 SP
Unarmed	-	1D3	-/-	-	-	-
War Hammer	1H	1D8	9/9	2	Medium	120 SP

Table 4.1: Close Combat Weapons

ENC: The armour's Encumbrance. The weight and bulk of the armour.

Cost: The cost in silver pieces to purchase this armour.

► ARMOR DESCRIPTIONS

Leather: Either padded leather or boiled and stiffened leather or linen armour.

Ringmail: Metal rings sown onto a padded leather suit.

Scalemail: Metal scales sown onto a padded leather suit.

Chainmail: Links of chain made into a suit.

Platemail: Steel plates that cover the body, over a chain mail backing.

► EFFECTS OF SIZ ON ARMOR

Armor made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on table 4.4. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

Also note that:

- ⇒ Characters may try using plate armour not designed for them but the ENC will be doubled.
- ⇒ Characters may not wear more than one type of armour, i.e. layer armour, to get increased Armor Points.

4.6 GENERAL ITEMS

Backpack: It can hold 20 ENC of equipment.

Block & Tackle: Adds +20% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A candle illuminates a one metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of +20% to any Athletics skill tests made to climb.

Crowbar: Adds +20% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a -20% penalty).

Healing Kit: A healing kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item allows a character to use his Natural Lore skill to catch a fish without suffering a penalty on the test.

Fishing Kit: The fishing kit grants a character a +20% bonus to his Natural Lore test to catch fish.

Flint & Tinder: A character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Natural Lore skill.

Weapon	Type	Damage Dice	Range	STR/DEX	ENC	Cost
Dagger	Close/Thrown	1D4+1	STR x m	-/9	-	30 SP
Dart	Thrown	1D3	STR x m	-/9	-	15 SP
Crossbow (Heavy)	2H	2D6	150m	9/9	2	350 SP
Crossbow (Light)	2H	1D8	125m	5/9	1	150 SP
Hatchet	Close/Thrown	1D6	STR x m	-/9	1	25 SP
Improvised (Rock)	Thrown	1d4	STR x m	5/5	1	-
Javelin	Thrown	1d6	STR x 2m	5/9	1	20 SP
Longbow	2H	1d10	150m	13/9	1	150 SP
Shortbow	2H	1d8	75m	9/9	1	75 SP
Shortspear	Close/Thrown	1d6	STR x 2m	5/9	2	20 SP
Sling	1H	1d6	50m	-/9	-	5 SP
Whip	Close	1d3	5m	-/9	-	50 SP

Table 4.2: Ranged Combat Weapons

Ammunition	ENC	Cost
Arrows (10)	-	1 SP
Blowgun darts (10)	-	2 SP
Crossbow bolts (10)	-	2 SP
Sling bullets (10)	-	5 CP

Table 4.3: Ranged Weapon Ammunition

Armor	AP	ENC	Cost
Leather	2 (1D3)	3	500 SP
Ringmail	3 (1D4)	5	1000 SP
Scalemail	4 (1D6)	7	1500 SP
Chainmail	5 (2D4)	8	3000 SP
Platemail	6 (2D6)	12	9000 SP

Table 4.4: Armors

Grappling Hook: It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Hammer: If used as a weapon, it is treated as a club (wielded with a -20% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides clear illumination out to a three metre radius. It will burn for two hours on a flask of oil.

Lock Picks: Adds +20% to Mechanisms tests to unlock a locking device.

Mining Pick: If used as a weapon, it is considered a club (wielded with a -20% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & Tackle	1	15 SP
Bottle, glass	-	2 SP
Candle, 1 hour	-	1 CP
Chain, 2 metres	2	40 SP
Climbing Kit	1	25 SP
Craft Tools	2	75 SP
Crowbar	1	25 SP
Healing Kit	-	25 SP
Fish Hook	-	1 CP
Fishing Kit	1	15 SP
Flint & Tinder	-	5 CP
Grappling Hook	-	5 SP
Hammer	-	1 SP
Ladder, 3 metres	4	2 SP
Lantern	1	10 SP
Lock Picks	-	75 SP
Mining Pick	1	35 SP
Musical Instrument	2	70 SP
Oil, Flask	1	1 SP
Papyrus, Sheet	-	1 SP
Quiver	-	2 SP
Rope, 10 metres	2	10 SP
Sack, Large	1	5 CP
Sack, Small	-	2 CP
Scythe	2	30 SP
Slingbag	1	5 CP
Spade	1	25 SP
Torch	-	4 CP
Waterskin	1	5 CP
Writing Kit	1	45 SP

Table 4.5: General Items

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Rope, 10 Metres: A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Sack, Large: Able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: If used as a weapon, it is considered a polearm (wielded with a -20% penalty).

Slingbag: It can carry 15 ENC of equipment.

Spade: If used as a weapon, it is considered a club (wielded with a -20% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a -20% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.



4.7 TRANSPORTATION

Animal	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, Domestic	2 SP
Dog, Hunting	25 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, Draft	400 SP
Horse, Riding	350 SP
Horse, Combat Trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Saddle and Bridle	75 SP
Sheep	30 SP
Travel (by Post-Horse)	2 SP per kilometre
Travel (by Ship)	1 SP per kilometre
Travel (by Wagon)	5 SP per kilometre
Wagon	300 SP

Table 4.6: Animals and Transportation

4.8 FOOD & LODGING

Animal	Cost
Lodging, Poor	2 CP
Lodging, Average	1 SP
Lodging, Superior	5 SP
Food and Drink, Poor, 1 Day	1 CP
Food and Drink, Average, 1 Day	5 CP
Food and Drink, Superior, 1 Day	2 SP
Trail Rations, 1 Day	5 CP

Table 4.7: Food and Lodging

COMBAT

Fantasy D100 is a swords and sorcery game and, as such, swords will be drawn during epic adventures with the aim of spilling blood. Be it for glory, honour, fame or riches, when all else fails violence is the means of achieving these goals. The characters come from worlds that are rife with conflict, where warriors are required to wage wars against evil neighbours, wandering bandits and foul monsters that come out of the wilderness.

It should be remembered that Fantasy D100 is not a game purely about combat, just as it is not purely about magic. It would not be unusual for whole sessions to pass without any physical violence. However, in time, characters will get involved in dangerous life threatening fights.

This chapter provides you with a straightforward and direct system for playing out action packed and deadly combat.

5.1 COMBAT IS TOUGH

Characters that have weapon skills less than 100% are at the whim of the dice to determine whether or not they land a blow in combat. Anything you do to increase your character's chances to hit, or hit first, will stand in your favour and make the outcome more certain.

Once you are hit in combat, things start getting messy. Your character has a relatively low number of hit points. In a couple of blows, or one lucky blow, these hit points can easily be reduced to zero, which indicates that the character has died. Make sure your character can dodge, parry or has magical protection. With Major Wounds your character is especially at risk of grievous and permanent harm every time they decide to use violence to solve a problem.

Numbers count. If you are facing off against multiple opponents, even weak and unskilled ones, you are quickly going to run out of attacks and reactions. In practical terms this means that your character may, at best, reduce the number of attackers by one per round, while only being able to protect themselves against one of several incoming attacks.

Even Masters are vulnerable. A weapon skill over 100% is no guarantee of survival, as characters can be brought low by a lucky critical hit, or by an opponent who has lured them into an ambush and stacked the odds against them through surprise and careful planning.

These harsh realities mean that players tend to avoid combats where they do not have a very good chance to win. Instead of wading into masses of weaker opponents,

hoping that lucky dice rolls will see them through, they carefully plan ambushes, where they have the benefit of terrain and supporting soldiers from the local militia that will allow them to wipe out the majority of the enemy before the first proper round of combat. They will use any of their Powers to boost their damage, chances to hit, or armour and in general try to get an advantage.

5.2 SUMMARY OF COMBAT

Work out encounter distance: The Gamemaster determines how far away the hostile group is to the player characters, either at Range or Close.

Start Combat time: Combat is divided into rounds. A single round has a duration of five seconds of time, giving 12 rounds in every minute. During a round every character can perform one action. Combat rounds cycle through the following steps:

- ➡ **Determine Order:** At the start of every combat, check each character's DEX (or INT if they are spell casting) +1D6; this is their Combat Order and will determine the order in which every character involved acts for the round.
- ➡ **Characters Take Action & Reaction:** In a combat round each character gets one Combat Action and one Defensive Reaction. Combat Actions, such as attacks, take place in Combat Order. The character with the highest order will act first, followed by the character with the second-highest order, and so on until the character with the lowest order acts. Reactions, such as parries or dodges, are made during this process as they are needed.
- ➡ **End of Combat Round:** Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

Example

For example: Lura has DEX 15 and rolled a 3 for a total of 18 Combat Order. A Goblin has DEX 13 and rolled a 4 for a total of 17. Thus the Combat Order is Lura acting before the Goblin.

5.3 ENCOUNTER DISTANCE

Not all combats start with the two sides, the players and their opponents, directly facing each other within swords reach. At the beginning of a combat, or potential combat, the Gamemaster must determine which of the two distances the encounter starts at.

Close is a range of two metres or less and is the distance at which a character can engage in either Close or Unarmed combat.

Ranged, beyond two metres up to double the range of the missile weapon a character is holding, is the distance at which the character can engage in ranged combat. Ranged combat typically happens out in the open countryside where groups of combatants can see each other coming over the horizon or emerging in the distance from old ruined buildings.

5.3.1 ★ SOME BASIC RULES

- ⇒ A Combat Round lasts five seconds.
- ⇒ You get one Combat Action, usually an attack, and one Defensive Reaction, usually a defensive action, per combat round.
- ⇒ You can move your Movement Rate in a Combat Round without losing your Action or Reaction.
- ⇒ You can run twice your Movement Rate in a Combat Round but you may only Dodge as your Reaction.
- ⇒ To defend or attack you roll against your Close Combat, Ranged Combat or Unarmed Combat skill depending on the type of weapon you are using.
- ⇒ When attacked you can either Parry (use the Close Combat or Unarmed skill) or Dodge as a Reaction.
- ⇒ If your character successfully Dodges an attack they take no damage.
- ⇒ If your opponent successfully Parries your attack their weapon or shield reduces the damage your attack does.
- ⇒ If you successfully hit, your opponent takes damage to their hit points equal to Weapon Damage rolled + your Damage Modifier - (Opponent's Armour Points)

5.4 COMBAT ACTIONS

The actions a character may take when it is his turn to act are detailed here. A character can only choose one of the options below each round.

5.4.1 ★ CLOSE COMBAT ACTIONS

Charge: If a character can move a minimum of five metres towards his opponent, then he can make a charge. He may move a distance up to - but no more than - twice his Movement Rate. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D6 damage. He loses his defensive reaction for the round that he charges on. Characters may not charge uphill and gain the damage modifier.

Close Combat Attack: The character can make a single close combat attack. In addition to the normal attack, there are the following special attacks.

- ⇒ **All out Attack:** The attacker gives up their Reaction for the round but gains a second attack, which happens straight after the first attack. Both attacks are at -20% due to the loss of skill during this frenzied attack. This type of attack cannot be combined with Great Attack or Disarming Attack.
- ⇒ **Great Attack:** This attack is made using swords, axes or maces where the attacker has enough room to wind up the weapon for a really forceful blow. The attacker gains a +20% to attack and automatically does the maximum damage modifier value but loses his reaction for that combat round.
- ⇒ **Disarming Attack:** Attacker attacks at -20% to his weapon skill with the aim of disarming their opponent either of their weapon or shield. If the attack is successful and the opponent fails to parry or dodge, the weapon or shield is thrown 1D6 metres away from the owner.
- ⇒ **Knockout Attack:** Attacker attacks at -20% to his weapon skill with the aim of knocking out their opponent. If the attack is successful and the opponent fails to parry or dodge, and the damage done is equal to a major wound then the opponent is knocked out without suffering any damage. If the damage is equal to a minor wound the opponent takes the minimum damage of the weapon but is not knocked out.
- ⇒ **Knock-Back Attack:** Requires a successful shield attack (with a -20% if in off-hand). If the opponent fails to parry or dodge he takes no damage but is knocked-back 2 metres. The opponent needs to make an Athletics roll at -20% or also fall prone.

Intimidate/Persuade: The character tries to get the other side to surrender or flee. This can either be targeted at a single enemy or a group. Do an Opposed roll using the character's Influence vs. the enemies' Persistence, modified as listed below. Groups roll once using the Persistence of the group leader. If the group leader's Influence skill is higher than his Persistence,



then they may use that skill instead. Apply the following modifiers to the enemy's skill depending on the state of the enemy.

+40%	if the enemy is still at full strength, or has only taken some minor wounds.
+20%	if the enemy out numbers the player's side, but have had at least 20% losses either in numbers or hit points.
-20%	if the enemy is fewer than the player's side and has taken some wounds.
-40%	if the enemy has taken more than half hit points in wounds and/or has seen half his group incapacitated by the players.

Note: these modifiers are not cumulative. Apply the one that best describes the situation.

If the enemy is at full strength and/or outnumbers the player characters then only a critical roll for Influence vs a failed Persistence roll will make them surrender.

A fumbled Persistence roll will see the enemy suddenly rout.

When the player is attempting the roll they must declare whether they are targeting the whole group or singling out an individual. The Gamemaster has the final say on who is targeted and if if attempt is possible at all.

Example

Rurik is fighting a group of four goblins, one of whom he has already badly wounded while the other three are still at full hit points.

If he decides to single out the wounded Goblin, then the Goblin's Persistence roll to resist Rurik's taunting and the resultant urge to flee will be at -20%. If he decides to target the whole group, which as a whole is undamaged and outnumbers him, then the Goblins will be at +20% to their Persistence.

The character need not speak the same language as the opponent they are trying to Influence, but they must be capable of some sort of sign, gesture or body language that the opponent is capable of understanding.

Set Weapon: A character can spend their Action setting the shaft of a weapon, such as a spear or polearm, in the ground in anticipation of a charge from an opponent. When the charge actually comes the character automatically gets an attack at +20% before the charging character gets their attack. If the character makes any other action or reaction before the charge, the weapon becomes 'unset'.

► MAKING CLOSE COMBAT ATTACKS

◆ **Making the Attack:** To attack, the player simply rolls 1D100 and compares it to the character's Close Combat skill which may be modified for the specific situation or special attack being attempted. If a character rolls equal to or lower than his Weapon skill, he has hit his target. If a character rolls greater than his Weapon skill, he has missed his target.

Situation	Skill Modifier
Target is helpless	Automatic Critical
Target is prone or attacked from behind	+20%
Attacking or defending while on higher ground or on mount (unless wielding a weapon two size categories smaller)	+20%
Attacking or defending while prone	-20%
Attacking or defending while on unstable ground	-20%
Attacking or defending while underwater	-40%
Defending while on lower ground or against mounted foe (unless wielding a weapon two size categories larger)	-20%
Fighting in partial darkness	-20%
Fighting in darkness	-40%
Fighting in pitch dark or blinded	-60%

Table 5.1: Close Combat Situational Modifiers

- ◆ Target Reaction: If the enemy has already reacted this round, or chooses not to React against this attack, then this attack is unopposed. Move straight on to Damage Resolution. If the attack is opposed, the defender makes a Dodge or Parry (see below).
- ◆ Damage Resolution: If the attack is successful, damage is rolled. Each weapon has its own Damage score, to which the attacker's Damage Modifier is added in order to determine the total damage being dealt. If the defender is armoured then the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the defender's armour.
- ◆ Damage Application: Apply any remaining damage to the defender's hit points.

5.4.2 ★ UNARMED COMBAT ACTIONS

The following are potential actions:

Unarmed Combat Attack: The character can make a single Unarmed Combat Attack.

Natural Weapon attack: Using the character's natural weapons be it claw, bite, kick or fist.

Grapple Attack: The attacker attempts to grab an opponent and an opposed Unarmed Combat Attack is made. If the attacker wins they may choose to inflict pain, immobilise or throw their opponent.

► MAKING UNARMED COMBAT ATTACKS

Roll against Unarmed Combat skill to determine if the attack is successful. If an Unarmed Attack is parried by

a crafted or natural weapon, then the attacker will immediately suffer the rolled damage of the parrying weapon, with no damage modifier. This is in addition to the normal effect of the parry.

► NATURAL WEAPONS

Natural Weapons such as the teeth and claws of monsters are counted as weapons and not Unarmed Attacks. The damage they deal is listed in the monster's description. They may parry other Natural Weapons or Unarmed Attacks, but not crafted weapon attacks.

► DAMAGE MODIFIER

Damage Modifier is applied normally to Unarmed Combat.

► GRAPPLING

Grapple Attack is made in the same way as a normal Unarmed or Natural Weapon attack but must be declared as such before any dice are rolled. Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes his Unarmed Combat Skill to the target's Unarmed Combat Skill, in a roll similar to an opposed skill test:

- ◆ Grapple Fails: The grapple attempt fails and the attack is considered to have missed.
- ◆ Grapple Succeeds: The two combatants are now grappling and the attacker may immediately follow up on this success by Throwing, Inflicting pain, Disarm or Immobilise the target.

Break Free: To break out of a grapple, the character makes an opposed Grapple Attack. The characters may only use the Unarmed Combat Skill in this case. If the character succeeds they managed to break free and the combatants are no longer grappling, though they will be adjacent.

Immobilise: While immobilised, enemies are considered helpless. Once per round the defender may attempt to break free.

Inflict Pain: The grappler inflicts damage of $1D4 +$ damage modifiers. Armour does not help. Once per round the defender may attempt to break free or may attempt to turn the tables on their attacker by counter grapping.

Throw: The opponent is thrown 2 metres and suffers $1D4$ damage. Armour does not help. The grapple ends in this case.

Disarm: The opponent is forced to drop whatever was holding.

The difference in SIZ between characters matters considerably. Consult table 5.3 for some guidelines. For greater differences the Gamemaster will determine if it makes sense to roll dice.

Attacker	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles.
Failure	No need to roll	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and fumbles.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If dodging defender avoids the attack. If parrying then if attacker's weapon smaller or equal in size to defender's weapon all damage avoided. If parrying weapon is a rank smaller half damage, if two ranks smaller then no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage. If parrying the weapon size penalty does not come into it.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender fumbles.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Similar to Success:Failure above.
Critical	Critical	Similar to Success:Success above.

Table 5.2: Summary of Combat Results

Situation	Skill Modifier
Attacker is 1/3 larger in SIZ	+20%
Attacker is 1/2 larger in SIZ	+40%

Table 5.3: Grappling Modifiers

5.4.3 ★ RANGED COMBAT ACTIONS

The following are potential actions:

Ranged Combat Attack: The character can make a single ranged combat attack. In addition to the normal attack, there is also the following special attack.

Aim: If a character aims for a round he adds a +20% bonus to the character's Ranged Combat skill. This bonus only applies to the first attack the character makes with the weapon, which must be fired at the target being aimed at. A character can take no Reaction while aiming without losing the aim bonus.

► THROWING CLOSE COMBAT WEAPONS

If a close combat weapon that isn't designed to be thrown is hurled at an enemy then it has a range of 8m and suffers a penalty to the attack equal to its ENC x 10. Ranged Combat skill is used.

► USING RANGED WEAPONS

All ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

Charge: Ranged attacks may not be used as part of a charge.

Range: A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice/double the weapon's range.

Dodging and Parrying: The target may attempt to Parry or Dodge a hand thrown ranged attack at -20% but may not normally Dodge or Parry ranged missile weapons (such as Bows and Crossbow fire). Shield-carrying characters may Parry hand thrown missile weapons with no penalty.

Disarming: A character may not attempt to disarm targets with ranged attacks, nor may he attempt to strike a target's weapon or shield.

Damage Modifier: A character may not add their Damage modifier to Ranged weapons except if they are Thrown weapons.

► COVER

Cover affects both ranged and close combat attacks. For missile attacks the defender benefits from the best of the shield modifier (see section 5.5) and the cover modifier below.

Partial cover (-20%): For example a low wall that protects the legs leaving only head and torso exposed.

Very good cover (-40%): For example a defender on a castle wall, firing from protected battlements.

Virtual total cover (-80%): For example a castle wall with arrow slits for defenders to shot through.

Situation	Skill Modifier
Wind ¹	
High wind	-20%
Fierce wind	-60%
Hurricane	Attack automatically fails
Target Movement ¹	
Target has moved 10m or more since attacker's last Combat Action	-20%
Target has moved 30m or more since attacker's last Combat Action	-40%
Target Visibility ¹	
Target obscured by smoke, mist or is in partial darkness	-20%
Target obscured by thick smoke, fog or is in darkness	-40%
Target is above SIZ 20	+20%
Target Condition ¹	
Target is helpless	+40%
Target is prone	-20%
Attacker Condition ²	
Attacker is prone	-40%
Attacker is underwater ³	-20%
Attacker is on unstable ground	-20%
Attacker is blinded ⁴	-80%
1. Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -40% penalty. 2. Attacker condition modifiers are cumulative. 3. Only bows and crossbows may be used underwater. 4. GMs discretion depending on the distance and the ranged weapon.	

Table 5.4: Ranged Attack Situational Modifiers



► FIRING INTO A CROWD

When firing into a crowd, the Gamemaster will determine how much cover the target has from the ranged

attack. The ranged attack is then resolved as normal for a target behind cover.

If the attack fails to hit the target and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target chosen by the Game-master.

5.4.4 ★ MOVEMENT ACTIONS

A character may make one of the following Move Actions and unless noted otherwise does not lose either their Action or Reaction:

Change Stance: A character may stand up from prone, or vice versa.

Fighting Retreat: A character may move a distance up to their full Movement directly away from an enemy he is fighting. He may only defend at +20% (+40% with a Medium and Large shield).

Standard Move: A character may move a distance up to his Movement Rate.

Sprint: A character may move a distance up to twice their Movement Rate, forsaking their attack and only being able to dodge as a defensive reaction.

Ready Weapon: Drawing a sword from its sheath, unhooking an axe from one's belt, nocking an arrow to one's bow – all these actions take half of available movement. A single Ready Weapon action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another requires the full movement as does readying two weapons.

5.4.5 ★ OTHER ACTIONS

Powers: This depends on which Discipline the Power belongs to. Consult the appropriate Discipline chapter.

Delay: A character may pause to assess the tactical situation around him. If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action. If a delaying character wishes to interrupt a specific character's action as it occurs, the character must make a test appropriate to his interrupting action (a weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

Load Crossbow: A light crossbow requires a full combat round to load while a heavy requires two full combat rounds.

Skill Use: The character performs one action which requires the use of a skill, such as opening a locked door with the Mechanisms skill.

5.5 DEFENSIVE REACTIONS

A character can make one Reaction in a combat round. Unlike Combat Actions, Reactions are made in response to the successful hits of enemies. There are two types of Reaction, dodge and parry:

Parries can be made against close combat attacks. A character can also parry hand thrown missile weapons at a -20% or without penalty if using a shield. Shields with a size of Large or Huge (i.e. Medium and Large Shields) provide a cover modifier to the ranged attack of the attacker of -20% and -40% respectively against arrows, sling shot and crossbow bolts.

Dodges can be made normally against close combat attacks and at a -20% penalty for thrown missile weapons providing the target is aware of the attack.

Reactions are declared after a successful attack has occurred but before its effects are applied. Resolution depends on the level of success between the participants and is described in table 5.2.

5.6 CRITICAL HITS

Every attack skill a character possesses has a critical score. A critical score is the attack skill's score, divided by ten, and rounded to the nearest whole number. It represents a lucky and effective hit in an unprotected area of an opponent.

If the D100 attack roll is not only lower than the attack skill, but also equal to or lower than the character's critical score with that skill, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon and maximum Damage Modifiers. If the character has a negative damage modifier (i.e. -1D4 or -1D6) it is not rolled for a critical hit. Critical hits also ignore armour.

Example

Rurik with his 55% Close Combat, rolls a 05, which is a critical! He is wielding a Longsword with a damage of 1D8 and has a damage modifier of 1D6. He is fighting a heavily armoured Knight, who has the latest Plate Mail armour (AP 6). However this Armour is completely ignored as Rurik's sword slides through a gap in the plates doing a devastating 14 points of damage (8 from the sword and 6 from the damage modifier).

A critical hit is avoided only by a critical parry (weapon categories apply) or dodge.

5.7 FUMBLES

Conversely if an attacker or defender fumbles by rolling 00, the character has been put at a severe disadvantage. It is up to the Gamemaster to determine how, dependant on the situation. Here are some examples:

- ➡ Grievously hurt self or nearby friend with weapon, roll damage and ignore armour.
- ➡ Trip over and fall prone, missing one combat round.
- ➡ Armour or shield strap breaks, lose armour protection.

5.8 DAMAGE

When a character successfully scores damage against a target it must be deducted from the target's hit points. Every weapon has a damage rating, which is listed in its statistical entry in the relevant weapon table in the Equipment chapter. This rating is the amount of dice rolled when the weapon successfully hits a target. The attacker's Damage Modifier is usually added to this. All damage is taken away from Hit Points.

Last hit point. The character falls prone and will stay conscious only with a critical Resilience test roll.

Hit points equal zero. The character is dead. However, you can spend Hero Points to avoid death.

5.8.1 ★ MAJOR WOUNDS

If the character takes half of their original Hit Points in one go then they suffer a major wound. This represents badly mangled limbs, shattered bones and severely damaged internal organs. They must immediately make a Resilience roll, with a -40% modifier, or fall unconscious. If the test is successful then the character's DEX is immediately halved and the character may only fight on for as many combat rounds as their remaining hit points before falling unconscious. The halved DEX is regained once the character starts to heal, since it represents the shock and trauma of the wound. The Gamemaster may apply some permanent effects as a result of a Major Wound, like permanent loss of a limb and/or Characteristic scores.

5.8.2 ★ FATAL WOUNDS

A fatal wound occurs if a character takes damage equal to, or in excess of, their original hit points in one go. This represents hacked off limbs, blows that shatter rib cages, decapitation, blows that stab the heart or other vital organs directly. The character is immediately dead.

5.9 SPECIAL COMBAT RULES



5.9.1 ★ MOUNTED COMBAT

A mounted warrior has a +20% bonus to his attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a -20% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall (or has a weapon 2 sizes bigger) as the mounted character is. In addition:

- ◆ A mounted character uses his mount's Movement Rate when moving rather than his own.
- ◆ A mounted character charging with a Lance uses his mount's Damage Modifier rather than his own.
- ◆ A mounted adventurer can use no weapon at a skill level greater than his Riding skill score.

► UNTRAINED MOUNTS

The rider of a mount unused to combat must make a Riding Skill test at the start of each Combat Round. On success the horse is treated as a trained mount for the remainder of the Combat Round. On failure the horse flees combat (use the Sprint action) at every opportunity for the remainder of the Combat Round.

5.9.2 ★ TWO WEAPON USE

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:

◆ Parry one additional attack per Combat Round (over and above the normal Reaction allowance)

◆ Gain a single bonus Close Combat Attack action. This bonus attack is at -20% Close Combat Skill. The second attack occurs at half the character's combat order. Also this may only be a normal Close Combat Attack, not a special attack like All Out Attack, Disarming Attack, Great Attack, etc.

Example

A warrior armed with sword and shield, can attack with the sword normally at combat order 15 and then follow this up at combat order 8 with a shield bash at -20% to the shield attack.

Action	Description
Charge	Character moves twice movement, followed by a close combat attack with a +1D6 to damage. Loses Reaction for the round. If charging uphill do not apply the extra damage.
Close Combat Attack	Character attacks opponent with weapon, tests vs. Close Combat skill. If successful does weapon damage plus damage modifier.
All Out Attack	Two attacks at -20%. Gives up Reaction for round.
Great Attack	One attack at +20% with maximum damage modifier. Gives up Reaction for round.
Disarming Attack	Attack at -20% to disarm opponent. Weapon or shield is thrown 1D6 meters away.
Knockout Attack	Attack at -20% to knock out opponent. If the damage is equal to a major wound the target is knocked out. Otherwise minimum weapon damage.
Knock-Back Attack	Attack with shield (at -20% if in off-hand). If opponent fails to parry or dodge he is pushed back 2 meters and needs an Athletics roll at -20% or fall prone.
Set Weapon	As an action the character sets a spear or polearm in anticipation of a charge. When it occurs the character attacks first with +20% to weapon skill.
Standard Move	The character moves their Movement Rate in metres as a free action, once per round.
Change Stance	May move from prone to standing and vice versa.
Fighting Retreat	Moves their Movement Rate and defends at +20% (+40% if using a Medium or Large Shield).
Sprint	Moves twice Movement Rate. May not attack and may only Dodge as a reaction.
Ranged Combat Attack	Character attacks opponent with weapon, tests vs. Ranged Combat skill if successful then does weapon damage (plus damage modifier for thrown weapons only).
Ranged Combat Aim	Character aims for a combat round to gain +20% to the next ranged attack.
Use Supernatural Power	Character uses a supernatural Power. Cost and effect depends on the Discipline.
Delay	Character either waits until after another character's action or tries to interrupt it.
Intimidate/Persuade	The character uses their Influence skill vs the enemies' Persistence to either intimidate, or persuade foes who are facing defeat, to flee or surrender.
Ready Weapon	Character draws or loads weapon making it ready for combat. It takes half his movement to ready a single weapon.
Skill Use	Character uses a non combat skill.
Unarmed Attack	The character can either attack using a natural weapon, such as a fist or claw, or grapple.

Table 5.5: Summary of Combat Actions



PART II

DISCIPLINES AND POWERS

DISCIPLINES

6.1 INTRODUCTION

Disciplines provide a wide variety of different extraordinary and/or supernatural options to embellish your campaigns. You can pick and choose what disciplines make more sense to your campaign or you can even come up with your own.

Common in all disciplines is their dependence on certain characteristics. Most use POW and spend Power Points one way or another.

6.2 POWER

6.2.1 ★ REGAINING POWER POINTS

Using Power Points is a draining and exhausting activity that requires a major effort from which the body needs to recover. Power Points regenerate once the character fully rests, either by sitting down and taking it very easy or by having a good nights sleep.

For every two hour period that a character rests they regain Power Points equal to a quarter of their POW total.

Example

Rurik, with a POW of 8, takes two hours of rest to regain two Power Points, four hours to regain four Power Points, six hours to regain six Power Points and eight hours to regain the full eight Power Points.

Basically, if the character has a comfortable uninterrupted sleep of eight hours they will regain their full power points. Characters may never exceed their original Power Point total by resting.

6.2.2 ★ ZERO POWER POINTS

A character who is reduced to zero Power Points falls unconscious until he has regained one Power Point.

6.2.3 ★ BEYOND MAXIMUM

There are ways of surpassing the maximum number of Power Points available to characters by using some of the supernatural powers described in the disciplines found in the following chapters. For examples practitioners of the Magic discipline can have access to additional pools of Power Points, via bound Magic Spirits (see Call Spirit



spell) and magic items that act as Power Point Stores (see Create Power Point Store spell). However, these pools regenerate, if at all, independently of the character's natural rate. Experienced Magic users could potentially have several Power Point stores and bound Magic Spirits at their disposal, which allows them to cast many of their spells without using their own precious pool of Power Points.

BATTLE

The Battle Discipline represents years of advanced training in combat techniques. It enables warriors to reach an understanding of the flow of battle to such a degree that he can gain advantages over their opponents. Some times that is forcing an opponent to leave an opening or positioning themselves in such a way to avoid harm. Other times it enables unprecedented focus and calmness in the midst of battle enabling precise and calculated blows.

7.1 SPOT RULES

7.1.1 ★ LEARNING BATTLE

Characters learn Battle from other characters who know the practice. It costs two Improvement Points to get access to the Battle discipline. Each technique is learnt separately.

7.1.2 ★ LEARNING TECHNIQUES

Characters learn Battle Techniques from other characters who know the appropriate techniques. Learning techniques costs one Improvement Point per Magnitude point.

The maximum number of Battle Techniques a character can learn is INT/2.

Example

Bors found a master that is willing to teach him Combat Mastery. He trains with him and spends three improvement points to succeed.

Battle Techniques can be learnt from a number of sources. The most typical is from military academies but it can also be from the lone retired veteran.

In each case the player character must be in good standing with the teacher before they will teach them a technique. If the teacher is indifferent to the player character to start with then they will first need to undertake some kind of service, which can be the focus of an adventure.

7.1.3 ★ USING TECHNIQUES

A character can use a technique freely as part of a combat action or reaction. Only a single Battle Technique

can be used per combat round. Any Battle Technique needs to be declared before the appropriate dice is rolled.

Applying a Battle Technique is always successful but you have to spend a number of Power Points equal to the Magnitude of the technique.

7.1.4 ★ TECHNIQUES TRAITS

Unless otherwise stated all Techniques have the following traits.

- ➡ Are instant and apply only for the action or reaction that are rolled for.
- ➡ Can not be used in combination with special attacks like Great Attack, Disarming Attack, Aim, etc.
- ➡ Are Non-Variable; they can only be used at the specified Magnitude.

7.2 TECHNIQUES

The battle techniques can improve various aspects of combat. Some are improved versions of existing manoeuvres, like Improved Disarm, while others are new, like Defensive Stance. These manoeuvres make more sense to acquire for combat experts since they will already have a high skill (which is harder to increase).



Technique	Magnitude	Effect
Awareness	3	When the warrior is aware of an opponent the latter cannot gain a flanking bonus for the whole combat round.
Combat Focus	2	Allows a warrior to make a close combat attack with a +20% bonus.
Combat Mastery	3	Allows a warrior to make a close combat attack with a +20% bonus and +2 damage.
Confuse	2	Can only be used for an attack action and forces the opponent's parry or dodge to be at -20%.
Deadly Aim	3	Allows a warrior to make a ranged attack with a +20% and +2 damage.
Defensive Stance	4	When the warrior is wielding a shield their effective Armor Points is increased by one for the whole combat round.
Impr. Combat Order	2	Allows a warrior to react faster (needs to declare before combat order rolls). It provides +4 to combat order.
Impr. Aim	2	The attack is similar to the Aim special attack but is immediate.
Impr. All Out Attack	4	The attack is similar to the All Out special attack but without losing the reaction.
Impr. Disarm	2	The attack is similar to the Disarm special attack but without the penalty.
Impr. Great Attack	4	Allows a warrior to make a Great Attack without losing their reaction.
Impr. Intimidate	2	The warrior's intimidate (Influence) is increased by 20%.
Impr. Knock-Back	2	The attack is similar to the Knock-Back special attack but without the penalty.
Impr. Knockout	2	The attack is similar to the Knockout special attack but at +20% (negating the off-hand penalty).
Twin Attack	2	The attack is similar to the All Out special attack but with no penalty for the first attack.
Twin Missile	4	Allows a warrior to make an additional single ranged attack action at -20% in quick succession.
Unarmed Fast Attack	2	When unarmed a warrior can make an additional unarmed attack at -20% in quick succession.
Unarmed Focus	2	Allows a warrior to make an unarmed attack with a +20% bonus.
Unarmed Mastery	3	Allows a warrior to make an unarmed attack with a +20% bonus and +2 damage.

Table 7.1: Battle Techniques

MAGIC

This discipline represents common magic or hedge magic. It is the typical type of magic that most campaigns will have. Magic is generally of a practical nature, meant to address battle or the common ills of the community: healing the sick, bringing love or luck, driving away evil forces, finding lost items, reading omens and so on.

8.1 SPOT RULES

8.1.1 ★ LEARNING MAGIC

Magic Casting is treated as a skill. The base chance for Magic Casting is $POW \times 3$. Spells are learnt separately, but the Magic Casting skill determines the success for casting all Magic spells. Characters learn Magic from other characters who know the practice. It costs four Improvement Points to get access to the Magic discipline.

8.1.2 ★ LEARNING SPELLS

Characters learn Magic spells from other characters who know the appropriate spells. Learning spells costs one Improvement Point per Magnitude point. If a character knows a spell at a lower Magnitude, they only have to pay the difference in Improvement Points to gain the spell at a higher Magnitude.

Example

Adjin already knows Animal Whisperer at 2 Magnitude. He wants to learn Animal Whisperer 3, so he must only spend one Improvement Point to gain the spell at that Magnitude.

Magic can be learnt from a number of sources. The most typical is from some kind of school of magic appropriate for the campaign or from remote hermits and otherworldly Shamans who commune with the Spirit World and learn its secrets. In some cases, it can be learnt from local priests who teach Magic associated with their gods' mythological exploits.

In each case the player character must be in good standing with the teacher before they will teach them the spell. If the teacher is indifferent to the player character to start with then they will first need to undertake some kind of service, which can be the focus of an adventure.

8.1.3 ★ CASTING SPELLS

A character must be able to move his hands to make gestures, be able to chant and be able to see his target in order to cast a spell.

When the character is casting a spell under duress, such as in the midst of combat, they must pass a Magic Casting test to successfully cast the spell. In this regard Magic is like any other skill. If the character is relaxed and has all the time in the world then no casting test is needed, the spell is automatically cast.

The result of the Magic casting test depends on its success:

Success: A number of Power Points are deducted from the spellcaster's total, equal to the Magnitude of the spell. The spell then takes effect.

Failure: The spell does not take effect and the character loses one Power Point.

Critical: The caster has been able to control the flow of the magic particularly effectively. The character loses one Power Point instead of the normal cost of the spell.

Fumble: The caster has been unable to control the flow of the Magic. Rather than losing a single Power Point for failing to cast the spell, the caster loses a number of Power Points equal to its Magnitude.



► CASTING TIME

No other action may be taken whilst casting a spell, though the character may slowly walk up to half their Movement while spell casting.

Casting begins at the start of the combat round and a spell's effect happens on the caster's INT, instead of DEX, (which is used for close combat).

Distractions, or attacks on the caster as he casts, will automatically ruin the spell, unless the caster successfully passes a Persistence test, thereby maintaining concentration on the spell. Examples of distraction include blinding, disarming, or wounding the caster.

► DISMISSING SPELLS

In a single Combat Round, a caster can dismiss any Permanent spell(s) he has cast, as a free action. Ceasing to cast a Concentration spell is immediate and not an action.

8.1.4 ★ SPELL TRAITS

Unless otherwise stated all Magic spells have the following traits.

- ◆ They have Variable Magnitude. This means that the Magnitude of the spell starts from the stated Magnitude and then can be cast at a higher Magnitude, if the caster knows it, giving an increase in the effect of the spell. The maximum Magnitude that a caster can learn is equal to their POW divided by 3.
- ◆ The Base Magnitude is one.
- ◆ Range is equal to the caster's POWx3 in metres.
- ◆ They have a Duration of ten minutes.

Other traits used by spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to chant and ignore distractions.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Power Points required to cast it.

Non-Variable: The spell may only be cast at the stated Magnitude.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect, using a Unarmed skill test to make contact. The caster must remain in physical contact with the target for the entire casting.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

8.2 SPELLS

► ANIMAL WHISPERER

Magnitude 2, Non-Variable, Touch

The caster whispers into the ear of a distressed animal, calming it. If the distressed animal is under the influence of a spell such as Fear or Scare, then its gets another Persistence test to shake off the effect of the spell.

► AVOIDANCE

Instant, Trigger

This spell lies dormant until the recipient is attacked. Then, after the normal reaction of the recipient, it fires off allowing the recipient to Dodge a number of times equal to the spell's Magnitude. Once triggered, all the extra Dodge reactions are valid for that round only.

► BABEL

Magnitude 2, Non-Variable, Resist (Persistence)

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most part, act normally, but anything it says comes out as gibberish. Thus, a commanding officer would be unable to give orders to his men and a spellcaster would be unable to cast spells.

► BEARING WITNESS

Instant

This spell grants the caster a +10% bonus per point of Magnitude to their next Skill Test they make to discover lies, secrets or hidden objects. It does not stack with any other spell-effect bonuses.

► BEAST CALL

Magnitude 2, Non-Variable, Instant, Resist (Resilience)

The Beast Call serves to attract an animal within range. When the spell is cast, it affects a targeted creature with a fixed INT of 7 or less. If it fails to resist, the creature will be naturally drawn to the place where the spell is cast, whereupon the spell effect terminates. Any barrier, immediate threat, or counter control, also

ends the effects of the spell, leaving the creature to react naturally.

For example, the Beast Call spell might cause a horse to turn and walk towards the spell, but a single yank of its reins by the rider would end the spell's effect. This spell is a potent aid to hunters and herders.

► BEFUDGLE

Magnitude 2, Non-Variable, Resist (Persistence)

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may dodge and parry normally in combat, though it may not make any attacks unless it is attacked first.

This spell is effective against humanoids and natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

► CALL SPIRIT

Magnitude 3, Non-Variable, Resist (Persistence)

This spell is used to summon a single spirit of a given type from the Spirit World to do the bidding of the caster. Unless combined with a Binding attempt (see Spirit Binding Ritual spell below), a spirit that fails a Persistence roll must perform one action, within its power, for the caster after which it returns to the Spirit World.

The spirit resists the call by using its Persistence. If it succeeds it can return to the Spirit World.

- ◆ Disease spirits, inflict disease upon the possessed victim.
- ◆ Passion (Fear/Madness/Pain) these spirits work upon the passions of a victim and cause mental debilitation and distress.
- ◆ Healing spirits, can be used to heal wounds and drive out possessing Disease spirits.
- ◆ Magic spirits, know spells and have power points that the caller may use.
- ◆ Guardian Spirits, protect a location for the casters POW in minutes.
- ◆ Ancestor Spirit, can pass on one piece of wisdom or increase one skill for the spells duration.

► BLOCK SENSE (SENSE)

Magnitude 3, Non-Variable, Resist (Persistence)

This spell will Blind, Deafen, Bland taste or Numb touch on a failed resistance roll for the duration of the spell.

► CARE

Magnitude 2, Non-Variable, Touch

This charm places the recipient under the care of the caster. If the caster has any active Protection or Countermagic spells, the Cared for character also benefits from the effects of these spells.

► CLEAR PATH

Touch

This spell allows the caster to move through even the most tangled, thorny brush, as if they were on an open road. For each additional point of Magnitude, they may bring one person with him.

► COORDINATION

Touch

For every point of Magnitude, the target's combat order increases by +2, whether casting spells or fighting and 10% is added to Dodge or DEX-based Athletics tests.

► COUNTER-ATTACK

Magnitude 2, Non-Variable, Trigger

This spell lies dormant until the recipient is attacked. Then, after the normal defensive reaction of the recipient, it fires off, allowing the recipient to follow up with a counter attack. The counter attack is an additional action, on top of the recipient's normal attacking action.

► COUNTER-DEFENSE

Magnitude 2, Non-Variable, Trigger

This spell lies dormant until the recipient is successfully attacked. Then after the normal reaction of the recipient, it fires off allowing the recipient an extra defence.

► COUNTERMAGIC

Instant

Countermagic is only ever used as a Reaction, and only when another spell is cast within Countermagic's Range that the character wishes to counter. A successful Countermagic disrupts the other spell and nullifies it. As long as Countermagic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

► CREATE CHARMS

Permanent

A charm is a physical item that stores one or more Magic spells. A charm could be a necklace that holds a



Befuddle 4 spell, a shield etched with runes that holds a Countermagic 2 spell, or even a sheet of paper with a poem written on it that, when held against the skin, provides a Protection 1 spell.

- ◆ To create a charm a character must possess both the spell they wish to store and Create Charm at the same Magnitude.
- ◆ The item into which the charm is to be cast must be prepared and in contact with the caster for the length of the casting.
- ◆ If the caster spends one Improvement Point at the time of creation the spell is reusable. Otherwise once the spell is cast the Charm is dispelled. A spell stored in a Charm is used like any other spell that the possessor knows. It uses the wielder's Magic Casting skill and is powered by the wielder's Power Points.
- ◆ If the caster spends three Improvement Points per Magnitude at the time of creation the spell within the Charm is reusable, once per day (1/day), without requiring a Magic Casting skill or any Power. It can be activated as an Action. If the Create Charms spell is cast again then it becomes 2/day, and so on. Not all spells can be stored this way and the Gamemaster has the final say.
- ◆ If the caster spends ten Improvement Points per Magnitude at the time of creation the spell within the Charm is always active, without requiring a

Magic Casting skill or any Power. These are the most powerful charms. Not all spells can be stored this way and the Gamemaster has the final say.

◆ The time taken to create a single-use Charm is one hour per point of Magnitude of the spell being stored; Reusable Charms take three hours per point of Magnitude to create.

◆ Charms are mundane items in their own right and if the item is broken the Charm is dispelled.

► CREATE POWER POINT STORE

Permanent

This spell allows the caster to create an item which has Power Point storing capabilities. This allows the owner to have a pool of Power Points in addition to their own.

Typically crystals are used, due to their physical toughness, in game terms treat them as unbreakable. This also applies to charms, such as a sword with Weapon Enhancement 2 stored in it, to provide a pool of power points to cast the spell from.

Power Point stores take one hour per Power Point stored in them to create. For each Magnitude, one Power Point can be stored.

Unless one Improvement Point is spent when they are created they are non-reusable. Once the Power Points are used the item loses its ability to store Power Points.

If the Improvement Point is spent the item then becomes reusable. Once all the Power Points are used, the item can be refilled instantly from the user's own Power Points.

The caster must fill the item with their own Power Points as part of the spell. The amount of Power Points put into the item at the time of casting becomes the maximum that can be put into the item. This maximum can not be increased after the spell is cast.

If the item is destroyed the Power Points are released harmlessly into the surrounding area.

► CREATE POTIONS

Permanent

Potions are liquids that store one or more Magic spells. The Magnitude of the Create Potion spell needs to equal or exceed the highest Magnitude of the spell being stored into the potion.

- ◆ All potions are one use. They must be drunk in one swift gulp to work.
- ◆ The potion automatically works and doesn't incur a cost in power points to the person who is drinking it.
- ◆ The potion costs the enchanter Power Points. They must know the spell at the Magnitude enchanting at, with the Power Points of the spell being put into the potion.
- ◆ There is an associated cost of 10 Gold Pieces per Magnitude.
- ◆ To make the potion, the enchanter must roll successfully against Magic Casting for each spell being placed in the potion and against Lore (Potion Making). If they fail the potion is ruined and they lose the cost of the ingredients.
- ◆ Potions take one hour per point of Magnitude of spell(s) stored to create.
- ◆ A potion must be stored in an air tight container, or it evaporates, losing one point of Magnitude per week.

► CUSHION FALL

Each point of Magnitude of this spell eliminates one dice of falling damage for the recipient.

► DARKWALL

Area 5, Magnitude 2, Non-Variable

Light sources within a Darkwall area shed no light and normal sight ceases to function. Other senses such as a bat's sonar function normally. The caster may move

the Darkwall 15 metres per Combat Round. If this option is chosen, the spell gains the Concentration trait.

► DEMORALISE

Magnitude 2, Non-Variable, Resist (Persistence)

This spell creates doubt and uncertainty into the very heart and soul of the target. The target of this spell has all Weapon skills halved and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa.

► DETEXT (X)

Magnitude 1, Non-Variable, Concentration

This covers a family of spells that all operate in a similar fashion, allowing the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance, such as metal, earth or stone, if it is at least one metre thick. It is also blocked by Counter-magic, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Counter-magic. The separate Detect spells are listed below and each must be learned separately.

- ◆ Detect Enemy: Gives the location of the nearest creatures, that intend to harm the caster.
- ◆ Detect Magic: Gives the location of the nearest magic item, magical creature or active spell.
- ◆ Detect Species: Each Detect Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Detect Goblin, Detect Rhino and Detect Elf.
- ◆ Detect Substance: Each Detect Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Detect Coal, Detect Gold and Detect Wood.

► DISPEL MAGIC

Instant

This spell will attack and eliminate other spells. Dispel Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dispel Magic will not have any spells currently affecting it eliminated.

► DISRUPTION

Instant, Resist (Resilience)

Disruption literally pulls a target's body apart. The target will suffer 1D4 points of damage per point of Magnitude, ignoring any Armour Points.

► DRAGON FIRE

Magnitude 2, Non-Variable, Instant, Resist (Dodge)

With this spell, the caster throws a stream of fire at his target. If the fire is not dodged, it inflicts 1D10 points of heat damage. Armour Points are effective against this damage and it counts as both magical and fire damage.

► DRIVE OUT SPIRIT

Instant, Resist (Spirit Combat)

This spell excommunicates a spirit that is either dominantly or covertly possessing a character (see Chapter 11 for details on possession type). The spirit resists eviction from its host using its Spirit Combat skill, with a penalty of -10% for every Magnitude point of the spell. If the spirit is reduced to 0 Power Points it is driven back to the Spirit World. This spell allows the caster to initiate Spirit Combat even if they are not a Shaman, but only against a possessing spirit, not disorporate ones. It is possible to combine this spell with Spirit Bane and Spirit Shield, but not Spirit Binding.

► DULL WEAPON

This spell can be cast on any weapon. For every point of Magnitude it reduces the damage dealt by the target weapon by one.

► ENHANCE SKILL (X)

Instant

Like Detect (X), this includes a number of different spells, each of which affects a different non-combat skill. For each point of Magnitude, the recipient gains +10% to any skill test using the Enhanced skill. Alternatively, for each additional point of Magnitude of the spell, the caster can affect one more target. The bonuses and targets can be split as necessary, providing each bonus is in multiples of 10% and the total of bonuses equals the spells Magnitude x 10%.

For example, Adjin may have Enhance Skill (Deception) 5. He could cast it all on himself to give a whopping +50% to his Deception, or could cast it on himself and an ally, giving himself +30% and his ally +20%. If in a larger group, he could even cast it on 5 allies, each of whom would gain +10% to their Deception skill.

The most common spells of this type are:

◆ Enhance Skill (Deception), often used by thieves.

◆ Enhance Skill (Trade), used by merchants.

◆ Enhance Skill (Influence), used by lawyers, con-artists and officers.

◆ Enhance Skill (Resilience), used by warriors.

◆ Enhance Skill (Persistence) used by magicians.

These spells are sometimes called by other names, such as "Cover of Night" or "Shadowstealth" (for Enhance Deception), "Golden Tongue" (for Enhance Influence or Trade), or "Toughen" (for Enhance Resilience).

► EXTINGUISH

Instant

This spell instantly puts out fires. At Magnitude 1 it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno.

► TOTAL AWARENESS

Magnitude 2, Non-Variable

This spell grants the recipient awareness as if they had physically got eyes in the back of their head for the duration of the spell. This allows them to make Perception rolls, and be aware of others behind them as they are with senses in front of them.

► FANATICISM

Magnitude 2, Non-Variable

The target of this spell will have close combat and unarmed combat skills increased by +20% but may not attempt to parry, dodge or cast spells. Also for the duration of the spell the target has a +40% bonus to any Persistence test related to Morale. The effects of this spell are automatically cancelled by the Demoralise spell and vice versa.

► FIRE MISSILE

Magnitude 2, Non-Variable, Touch, Trigger

Casting this spell on a missile will cause it to burst into flame when it is fired/thrown and strikes a target. When it hits a target, the missile will deal 1D10 points of magical fire damage instead of its normal damage. Since Fire Missile does magical damage, it affects creatures that are immune to normal damage. A missile under the effects of Fire Missile cannot benefit from Multi Missile or Speed Dart.

► FIRE WEAPON

Magnitude 4, Non-Variable, Touch

For the duration of the spell, the target weapon will deal 1D10 points of magical fire damage instead of its normal damage. A weapon under the effects of Fire Weapon cannot benefit from Weapon Enhance. Since Fire Weapon does magical damage, it damages creatures immune to normal damage.

► FIST OF GOLD

Instant

This spell creates a minor illusion of 10D10 Gold Pieces per level of Magnitude that persists for the duration of the spell.

► FROSTBITE

Magnitude 2, Non-Variable

This attack spell allows the caster to freeze his opponent, dealing 1D8 points of damage, ignoring any Armour Points. Magical damage that protect against cold damage can block this effect but mundane items (such as cold weather gear) are ineffective.

► GLUE

Area, Touch

This spell covers an area of one centimetre square for each Magnitude with extremely sticky glue. If a creature steps on the glue, it must make an Athletics roll vs the Magnitude x 10% to avoid being stuck for one round. On subsequent rounds it must make the same roll to break free. This spell can also be used for more conventional repairs, a broken sword for example, with Magnitude x 10% being the chance that the item won't break again, if used in circumstances that would cause it to.

► HAND OF DEATH

Instant, Magnitude 4, Non-Variable, Resist (Resilience), Touch

This fearsome spell allows the caster to deal an awful wound with the merest touch. Casting the Hand of Death, charges his body with the spell. Touching an unsuspecting target, or succeeding at an Unarmed attack against a wary target, releases the spell's effect. If the Resilience test to resist the effect is failed, the victim immediately loses half their maximum Hit Points, and suffers a Major Wound. If the Resilience test is a success, the target only loses 1D3 Hit Points. Armour does not protect against this damage.

► HARDEN

Magnitude 1, Non-Variable, Touch

This spell makes a target item unbreakable for the duration of the spell. Therefore weapons with this spell cast on them will not break when a Fumble is rolled

in combat, and it allows items that are normally too brittle to be wielded in combat to be used as improvised weapons.

► HEAL

Instant, Touch

For every point of Magnitude of this spell, the caster can repair one Hit Point of damage to either himself or another target. In addition, a Heal spell of any Magnitude will stabilise a character suffering from a Major Wound, and/or revive a character who is unconscious.

A Magnitude 4 (or two consecutive Heal 3 spells) or higher Heal spell will also cure any single poison or disease affecting the target.

A Magnitude 6 (or two consecutive Heal 5 spells) or higher Heal spell will also repair the effects of a single Major Wound.

► HINDER SKILL (X)

Resist (Persistence)

Like Enhance Skill (X), this is a number of different spells, each of which affects a different skill. For each point of Magnitude of the spell, the target gains a -10% penalty to the next skill test using the affected skill.

Alternatively, for each additional point of Magnitude of the spell, the caster can affect one more target. The bonuses and targets can be split as necessary providing each penalty is in multiples of 10% and the total of bonuses equals the spell's Magnitude x 10%. If used in this way, each target is affected separately; if one target succeeds on resisting the spell, other targets may fail and be affected.

The most common spells of this type are: Hinder Skill (Perception), often used by thieves; Hinder Skill (Trade), used by the nastier traders; and Hinder Skill (Persistence) used by magicians against enemy spellcasters prior to casting spells upon them.

► IGNITE

Instant, Magnitude 1, Non-Variable

Ignite will set fire to anything flammable within range, creating a flame. Skin or flesh cannot be ignited and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait.

► INVISIBILITY

Magnitude 4, Non-Variable, Concentration, Touch, Personal

For the duration of the spell the recipient is completely invisible to sight. They can still be heard, felt or smelled, with a -20% to Perception tests. Also, the spell is automatically dispelled if the caster loses concentration, or the recipient casts a spell or makes an

attack. The recipient also becomes visible immediately after the spell ending, so even if the caster immediately casts another Invisibility spell there will be a delay between castings where the recipient is visible.

► INVOKE ANCESTOR SPIRIT

Magnitude 3, Non-Variable, Resist (Persistence)

This spell in many ways resembles Call Spirit, but specifically summons one of the characters deceased ancestors to aid them. The ancestor that appears is usually random, but if the character knows the name of an ancestor that he has summoned before then they can summon them again. The ancestor is not always guaranteed to be friendly to the player. Roll 1D100 and if the roll is 96-00 the spirit is hostile, holding some grudge against the characters bloodline and will attack them in Spirit Combat. Otherwise the Ancestor can covertly possess the character for its POW in minutes. For the duration of this possession it will share its knowledge and magic (see page 103).

► IRONMIND

Touch

This spell hardens the resolve of the character that it is cast upon for its duration. Each level of Magnitude of the spell adds 10% to all Persistence tests against magical attacks to the mind (e.g. Fear, Befuddle etc.) or opposed tests vs Influence.

► KNOCK BACK

Instant, Resist (Resilience)

On a failed resistance roll the target of this spell is knocked back a number of metres equal to the spell's magnitude.

► KNOCKDOWN

Instant, Magnitude 2, Non-Variable, Resist (Resilience)

On a failed resistance roll the target of this spell is knocked down prone.

► LEAP

Touch, Resist (Dodge)

This spell causes the target to leap 2m up in the air for each point of Magnitude. If cast upon an unwilling target, who fails their resistance roll, they will then fall to earth taking normal falling damage (see page 77).

► LEVITATING DISC

Concentration, Area 1 per Magnitude

This spell creates an invisible disc 1m in diameter for each point of Magnitude. It can carry weight equivalent

to one person and their belongings per point of Magnitude, and moves at twice the Magnitude in metres per combat round.

So for example, a Levitating Disc with Magnitude 3 can carry 3 people, is 3m in diameter, and moves at a rate of 6m per combat round.

► LIGHT

Magnitude 1, Area 10

Cast on a physical object (including living material), this spell causes the object to shed light across the area of effect. Note that only the specified area is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

► LOCK

Touch, Permanent

This spell gives an item a resistance to being opened equal to the spell's Magnitude x 10%. The item must have a lock, such as might be found on a door or a chest, and the spell is focused on that lock. Once the lock has been forced/picked the spell is dispelled.

► MINDSPEECH

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.

► MOBILITY

For every point of Magnitude of this spell, the target's Movement Rate will be increased by 2m.

► MULTI ATTACK

Instant

Each point of Magnitude allows the caster to make one extra close-combat attack. These attacks happen in a blur of motion at the same DEX rank that a normal attack occurs. Each casting of the spell grants a single flurry of such attacks.

► MULTI MISSILE

Touch, Trigger

If the caster succeeds in casting the spell, a missile weapon is charged with the spell for ten minutes. A

missile under the effects of Multi Missile cannot benefit from Fire Missile or Speed Dart.

When the Multi Missile-enchanted missile is fired/thrown, one additional magical missile is created for every point of Magnitude. Each magical missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magical missiles created through Multi Missile will not cause critical hits, though the original missile can. Magical missiles created through Multi Missile will affect creatures that can only be hurt by magic.

► NOXIOUS VAPOURS

Magnitude 2, Non-Variable, Area 10, Resist (Resilience)

This spell fills a volume 10 metres in radius with thick choking green gas. Any living creature that breathes oxygen who fails Resilience test takes 1D4 damage per round and is incapacitated due to heavy coughing. Next round make a Resilience test to see if they compose themselves enough to overcome the incapacitating coughing.. They still take 1D4 damage every round that they are in the cloud. The cloud also obscures vision, providing any creature within it with cover, so that ranged attackers are at -40% to their attack roll and that any melee in the cloud is at -20%.

► PERSONAL INSIGHT

Magnitude 2, Non-Variable

This spell gives the caster or recipient a very direct insight into a small question directly relevant to them, in the form of an internal intuition.

For example the question “Why can I not harm the creature?” would get the answer “Because your sword is not enchanted”, while “Why can we not harm the creature?” would not get an answer.

► PIERCE

Touch

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one armour point when it strikes armour. Pierce can bypass magical armour as easily as normal armour.

► PROTECTION

For every point of Magnitude of this spell one armour point is added to the armour of the target. This stacks with any existing armour and is treated in the same way.

► PUSH/PULL

Instant, Resist (Resilience)

This spell allows the caster to move an item of up to 3 SIZ or ENC per point of Magnitude either towards or away from them in a straight line, as if pushed suddenly from one direction or the other. The item is not moved with significant enough force to inflict damage unless it is naturally damaging (a bottle of acid, for instance) and the caster has no control over the distance pushed or pulled; as this depends on the location of the item or the surface it rests on. Living creatures targeted by this spell are allowed a Resilience roll to resist.

► READ EMOTION

Magnitude 1, Non-Variable, Instant, Resist (Persistence)

This spell when cast tells you what the true emotional state of the target is, if they fail a Persistence roll.

► RESIST (ELEMENT)

This spell increases Resistance against hostile effects, magic or otherwise, from a given element (Air/Darkness/Earth/Fire/Water) by 10% per Magnitude, and subtracts 1 point of damage from that element per Magnitude.

► RESTORE ENERGY

Instant, Touch

Each point of this spell's Magnitude instantly restores one fatigue level to the recipient.

► SAP ENERGY

Instant, Touch, Resist (Resilience)

Each point of this spell's Magnitude inflicts drains one fatigue level from the target upon a failed Persistence roll.

► SCARE

Magnitude 2, Non-Variable, Resist (Persistence)

On a failed resistance roll, the target is scared for 1D6 rounds. Scared targets must withdraw from combat with the caster for the duration of the spell, and move as quickly as they are able, directly away from the caster.

► SECOND SIGHT

Magnitude 3, Non-Variable

Second Sight allows the caster to gauge the POW of every creature and magic item within range. The spell is blocked by anything that blocks normal vision. The caster will know if each aura created by the illuminated POW is less than his own POW, within three points of his own POW or greater than his own POW.

Additionally, Second Sight provides a +20% bonus on Perception tests to notice hidden magical items or hiding people or creatures. Second Sight will also reveal invisible entities; though only a hazy image will show (treat such targets as partially obscured).

► SKYBOLT

Magnitude 3, Non-Variable, Instant, Resist (Dodge)

The caster summons a lightning bolt from the heavens regardless of the weather. The target must be outdoors in plain view. Skybolt inflicts 2D6 points of damage to a single chosen target. Only magical Armour Points offer protection against this damage.

► SLIP

Magnitude 1, Non-Variable, Resist (Dodge)

The caster makes the ground under the target's feet as slippery as a sheet of black ice. The target must make an Athletics roll or fall over prone.

► SLOW

Resist (Resilience)

For every point of Magnitude of this spell the target's Movement Rate will be decreased by 2m. A target's Movement may not be reduced to below one metre through use of this spell.

► SPEED DART

Magnitude 2, Non-Variable, Touch, Trigger

Cast on a missile this spell is triggered when it is fired. It gives a +20% to Ranged Combat and +3 damage while using the missile. A missile under the effects of Speed Dart cannot benefit from Fire Missile or Multi Missile.

► SPIRIT ALARM

If any spirit crosses the boundary of the area this spell is cast upon, the caster is aware of it. This spell does not detect the type or number of spirits that violate the ward. Each level of Magnitude of the spell protects a five metre square area.

► SPIRIT BANE

Touch

For every point of Magnitude this spell increases the spiritual damage a character causes during Spirit Combat by one step (so a 1D4 becomes a D6, a D6 becomes a D8 and so forth), Persistence (or Shamanism) is also increased by +10% per Magnitude.

► SPIRIT BINDING RITUAL

Permanent

This spell must be cast on an item called a Fetish or an unintelligent natural animal with a SIZ no greater than twice the POW of the binder, which is known as a familiar. This spell allows a spirit that has been defeated in Spirit Combat by being reduced to 0 Power Points to be bound into the item or animal and be forced into the service of the caster of the spell. The item or familiar must be at hand as the spirit is defeated, so that the Spirit can be bound into it. The bound spirit has limited perception and abilities as listed below. The spell cost only 1 PP to cast per Spirit Bound in a Fetish and 2 PP for a Familiar, but the act of binding a spirit cost 1 Improvement Point for a Fetish and 2 for a Familiar.

Retained Powers The bound spirit retains its INT, POW and CHA, It also retains any memories or knowledge it had before it was bound. It also possesses any skills it had in its spiritual form, such as Lore. The Spirit's Persistence, remains the same as before. Dodge is recalculated if appropriate.

Spirit Bond A bound spirit is forced into loyalty by the ritual. The bond also creates a spiritual link between the Binder and Spirit, this allows them to communicate telepathically over a distance equal to the Binder POW in kilometers.

Spirit Perception All bound spirits can sense other Spirits within a range equal to its POW in metres. The spirit can tell if they are bound or disorporate and what type of spirit.

Cast Magic The owner of a Bound Spirit can force the spirit to cast any Magic that the Spirit knows, using its own Power Points. The skill to cast the Magic is equal to the skill of the Bound Spirit and not the controlling character. If the spirit uses Divine Magic then it cannot regain its Divine Spells once they are used, until it is released.

Magic Reservoir The binder of the spirit can draw upon its Power Points to cast their spells and rituals, but if their Bound Spirit is reduced to 0 Power Points it is automatically released.

Physical Limitations A bound spirit cannot talk, except telepathically with its holder, unless it has appropriate magic such as Mindspeech. Spirits bound into Fetishes cannot move.

Familiar Abilities An animal that has been turned into a Familiar has all of the usual abilities of that creature (an otter can swim, an eagle can fly and a horse can be ridden), Initially for 1D6 days after the Familiar is created it is at -20% to all its abilities, as the Spirit becomes accustomed to its new body. A Gamemaster may rule that a Bound Spirit could learn special skills, for example a Bound Spirit in a Parrot could talk, a Monkey could write or an Eagle scratch letters into wood to communicate.

Physical Form The bound spirit has Hit Points equal to the familiar or Fetish that it is bound into. If the familiar is killed or the Fetish is broken then the spirit is instantly freed and returns to the Spirit World.

Spirit Combat A Bound Spirit cannot initiate spirit combat, but may be attacked by another Spirit or Shaman in the normal manner. A Bound Spirit driven to 0 Power Points is sent back to the Spirit Plane and cannot be rebound. A Bound Spirit defends with its original Spirit Damage rating.

Releasing Bound Spirits A Bound Spirit can be released by its captor at any time or by the ways listed above.

Special Powers There are many different types of spirit. The Gamemaster may allow at their discretion for each type of spirit to manifest its innate powers in the Fetish or Familiar into which is to bind. A disease spirit may make the animal immune to disease, but become an active carrier. A Pain Spirit may cause a sword to invoke crippling pain against opponents. The manifestation of this ability may cost additional MP or Improvement Points.

Limit to Bound Spirits Unless the player is a Shaman they can only have Bound Spirits equal to $\frac{1}{4}$ of their POW. A Shaman can have spirits equal to $\frac{1}{2}$ their POW. If the captors POW drops then this limit changes and the character will be automatically be forced to choose which spirits to lose.

Binding Guardian Spirits When a Guardian is bound to a post it is given a set of conditions as to when it is to attack opponents, the first condition is free, but each subsequent one cost one Improvement Point. All conditions must include a termination point. Typical conditions include: you must guard this gate until the temple falls or you must watch over this Tomb for a hundred years or you must guard this child until he becomes a man. Guardian spirits remain at their post until the conditions are broken or the spirit is defeated and returned to the Spirit World. They do not count as part of the binders limit to Bound Spirits, but no character may bind more than $\frac{1}{2}$ their POW in Guardians.

► SPIRIT SHIELD

This spell forms a magical barrier that protects the caster from Power Point loss as the result of a successful attack during Spirit Combat (see page 72). Each point of Magnitude reduces the damage done by an attacking spirit by one point.

► STRENGTH

Touch

For every point of Magnitude of this spell, the target's Damage increases by +1 and strength based athletics tests are +10% per Magnitude. Note the Damage increase is not treated as magical damage.

► TALK TO ANIMAL

Magnitude 3, Non-Variable

With this spell the recipient is able to talk to any beast within ten metres of them. This communication is verbal, therefore the recipient must be able to speak and be heard by the target animal.

► THUNDER'S VOICE

This spell grants the caster a thunderous voice of command. For every point of Magnitude of this spell, the caster has +10% added to his Influence skill and can also be heard at up to the spell's Magnitude x 100 in metres.

► TONGUES (LANGUAGE)

Magnitude 2, Non-Variable

This spell allows the recipient to speak another language perfectly for its duration. There is a different spell for each language.

► UNLOCK

Touch, Instant

This spell has a chance of opening a lock equal to the spell's Magnitude x 20%, minus any modifiers due to the intricacy of the lock. If cast on a lock that has had a Lock spell cast on it, the test is an Opposed Test vs the Magnitude x 20% of the Lock spell.

► VIGOUR

Touch

For every point of Magnitude of this spell, the target's Hit Points score increases by +2. A target cannot have its Hit Points increased in this way to more than twice its original score. Damage is taken from the 'magical' Hit Points first, so when the spell dissipates the damage that was inflicted on the magical Hit Points disappears too. The Major Wounds level needs to be recalculated appropriately.

► VOMIT

Resist (Resilience)

This spell incapacitates its Victim for 1 round per point of Magnitude, due to uncontrollable vomiting. On a fumbled resilience roll the Victim takes 1D6 Hit Points damage.

► WALK ON (ELEMENT)

Magnitude 3

This spell allows the recipient to walk on the specified element (Air/Darkness/Earth/Fire/Water) without sinking or taking any harm from what is being walked on for the spell's duration. With this spell for the appropriate element, the caster can walk across lava, quicksand, water, or even through the air. Each additional point of Magnitude increases the duration of the spell by 1 minute.

► WATER BREATH

Touch

This spell allows the target to breathe water for the duration of the spell. For every point of Magnitude, one additional person can be included in the spell, or the duration increased by one minute. Water Breath has no effect on the target's ability to breathe air.

► WEAPON ENHANCE

Touch

This spell can be cast on any close combat weapon or any unarmed attack. For every point of Magnitude, it increases the chance to hit with the weapon by +10% and deals one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of this spell cannot benefit from Fire Weapon.

8.3.1 ★ IDENTIFY A MAGIC ITEM

There is no catch all "Detect Magical Properties" or "Know Magic item" skill in Fantasy D100. This is quite deliberate, keeping with the general policy that such items are not the equivalent of magical shotguns. Some options are:

Consult a Sage or other magical expert. This option will cost the characters lots of money. Take a baseline of one hundred silvers per point of spell magnitude or some perilous quest that the character must do in return. Such experts are rare, because most high ranking magicians have little time for magical research for others, and would be more interested in their own schemes.

Detect Magic spells. This merely tells you the item is magical. A critical casting may tell the caster how powerful the item is.

Trial and error. The character tries to find out the item's use by experiment. Allow creative and imaginative plans to reveal partially what the item does.

Researching the myths and legends around the item. This is the most certain way of finding out what a magic item does. Of course such myths may be obscure themselves, requiring a dangerous adventure to a long hidden repository of knowledge to find.

8.3 CREATING MAGIC ITEMS

Most magic items found in play in a game of Fantasy D100 will have been created by the characters or Non Player Character magicians.

Although the spells that their characters use to create magic items are detailed in their respective spell lists, its worth providing a summary here.

Create Charms This is the basic spell for creating magic items. Use this spell to create rune-inscribed swords, paper talismans that protect against spirits, and dragon skin armour that is resistant to fire (via a Resist Fire spell).

Create Power Point Store If you want to create a magic item that has Power Points already stored, so the user doesn't have to use their own, this is the spell to use.

Potions This is a quick way of making non-reusable spell stores where you've already spent the magic points, for you or your allies to gulp down for instant effect during a combat. Think Heal + Create Potions and you have the classic Healing Potion.

ARCANE MAGIC

Arcane Magic is an approach to magic that acknowledges that there are magical rules that govern the Universe and that by studying these rules a Magician can manipulate reality to his will.

Often Arcane Magic is atheistic, regarding gods and spirits as merely intelligent forces of the Universe, that exist to be interacted with and dealt with on an equal footing.

Practitioners of Arcane Magic develop in one of two ways. The majority are organised into schools of wizardry, which have their own books of spells and rules that they teach their apprentices. Alternatively, there is a long tradition of practitioners working in solitude, cut off from other Arcane Magic users and society at large, to focus purely on their magical activities. Occasionally they take on an apprentice, to teach their art, or simply as a helping hand around the magical laboratory.

9.1 ARCANE MAGIC RANKS

Some schools have ranks which depend on the specific campaign. As an example:

Apprentices: Students of Arcane Magic who will only know a couple of spells, usually including Mystic Vision, at a skill Arcane Magic still from 25% to 49%.

Adepts: Graduates of the schools of wizardry or equivalent. They will know between five and ten spells, and will have an Arcane Magic Casting skill ranging from 50% to 90%. Adepts can choose to spend two Improvements Points to create a Power Focus item that acts as a Power Points store for a maximum of POW/2 additional Power Points. It can be any item, like a staff, medallion, ring, sword, etc.

Magus: Acknowledged masters of Arcane Magic. They will have at least ten spells and a Arcane Magic Casting skill of 90%+. Magi can choose to spend two additional Improvement Points to improve their Power Focus item that stores a maximum of POW additional Power Points.

9.2 SPOT RULES

9.2.1 ★ LEARNING ARCANE MAGIC

Arcane Magic is governed by the Arcane Magic Casting skill. The base chance for Arcane Magic Casting is INT. Spells are learnt separately, but the Arcane Magic

Casting skill determines the success for casting all Arcane Magic spells. Characters learn Arcane Magic from other characters who know the practice. It costs eight Improvement Points to get access to the Arcane Magic discipline.

9.2.2 ★ LEARNING SPELLS

Before a spell can be cast using Arcane Magic, the following process must be followed: The character must first learn the spell through research. In order to learn a particular Arcane Magic spell, the caster must possess the spell in written form or be taught by a teacher. In game terms this means having access to a teacher who knows the spell or a book or scroll where it is written down. The player then spends two Improvement Points and writes the spell down on their character sheet. Once the Arcane Magic spell has been learned, the character will be ready to try casting it.

9.2.3 ★ CASTING SPELLS

A character must be able to gesture with his hands, and be able to chant, in order to cast a spell. Whenever a spell is cast using Arcane Magic, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder, or a shimmering in the air. The exact effects are up to the Gamemaster and Player to decide, but will automatically be detected by any creatures within 10 metres per Magnitude of the spell.

Casting a Arcane Magic spell requires a successful skill test using the Arcane Magic Casting skill. If successful, the spell takes effect. If the casting test fails, the spell does not take effect.

► POWER POINTS

All Arcane Magic spells cost a base of one Power Point to cast. Arcane Magic spells can be modifying as the caster wishes (if he has the appropriate Power Points). If a Manipulation effect is applied to a spell, each effect costs one Power Point to apply (see below).

The result of the Arcane Magic casting test depends on its success:

Success: A number of Power Points are deducted from the spellcaster's total, equal to the Manipulation effects Power Points plus one of the spell. The spell then takes effect.

Failure: The spell does not take effect and the character loses the spell's Power Points.

Critical: Any attempt to resist or counter the spell suffers -20% penalty. Moreover, only the base cost of one Power Point is lost (not for any Manipulations).

Fumble: The spell fails and the Arcane Magic user loses 1D6 Power Points in addition to normal Power Point loss.

► CASTING TIME

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement.

A spell takes effect at the end of its casting, which starts at the beginning of the Combat Round and ends on the INT of the caster in the Combat Order. Note that while spellcasting, a character will draw possible attacks from enemies they are adjacent to during a Combat Round.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed, or suffers a Major Wound) or require Persistence tests for them to maintain concentration on the spell.

► SPELL MANIPULATIONS

Arcane Magic spells have three basic effects which can be manipulated by the caster: Magnitude, Duration, and Range.

Each effect has a default value which the spell can be cast at, costing one Power Point. The default value for the spell effects are listed in table 9.1.

The tens value of the caster's Arcane Magic Casting skill determines the max number of additional Power Points that can spend on each of the manipulation types.

Example

Omar the Magnificent with a Arcane Magic Casting skill of 80% can spend an additional 8 Power Points on manipulating each of the spell's effects, in Magnitude, Duration and Range. That's a manipulation of up to 8 levels for each effect, not 8 levels in total across all three effects.

The decision of which effects to manipulate and how many extra Power Points are to be spent is made before the spell is cast.

Power Points	Magnitude	Duration	Range
1 (Default)	1	5 minutes	10m
+1	2	15 minutes	20m
+2	3	30 minutes	40m
+3	4	1 hour	80m
+4	5	2 hours	160m
+5	6	4 hours	320m
+6	7	12 hours	640m
+7	8	1 day	1km
+8	9	2 day	2km
+9	10	5 day	5km
+10	11	1 week	10km
+11	12	2 weeks	20km
+12	13	1 month	50km
+13	14	2 months	100km
+14	15	3 months	200km
+15	16	6 months	500km
+16	17	1 year	1000km
+17	18	2 years	2000km
+18	19	5 years	5000km
+19	20	10 years	10000km

Table 9.1: Arcane Magic Manipulations

Example

Lura casts Damage Boosting on Rurik's sword, and wants it to be at a magnitude of 4 for an hour. She has an Arcane Magic Casting skill of 60%, which means she can spend an additional six Power Points on manipulating any spell's effects. Looking at the Manipulation table, Lura can comfortably manage a Magnitude of 4, for three additional Power Points, and can manage a duration of an hour with another three points.

Lura's player rolls the dice and compares the result against Lura's casting skill of 60% to see whether she successful casts the spell.

In fact Lura, can spend a maximum of six points on a magnitude of range 640m, another six on a duration of 12 hours and another 6 on a magnitude of 7, which is a total of 19 Power Points (18 for the manipulations and 1 for the spell itself).

► DISMISSING SPELLS

In a single Combat Round, a caster can dismiss any Permanent spell(s) he has cast, as a free action. Ceasing to cast a Concentration spell is immediate and not an action.

► EXTRA POWER POINTS

As you can probably work out from the example above, it is possible for an Arcane Magic user to cast a spell which needs more Power Points in its manipulated form than an Arcane Magic user will normally have. Arcane Magic

users get round this by carrying either Power Point stores (see Magic spell Create Magic Store) or other artifacts that can store Power Points (e.g. from other disciplines).

9.2.4 ★ SPELL TRAITS

All Arcane Magic spells share the same basic qualities:

- ◆ Base Magnitude of one
- ◆ Duration of 5 minutes, and
- ◆ Range of 10 metres.

Other traits used by spells are detailed below.

Concentration: The spell's effects will remain in place as long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spell caster to continue to gesture with both arms, chant and ignore distractions. This trait overrides the normal Arcane Magic spell default Duration.

Instant: The spell's effects take place instantly. The spell itself then disappears. This trait overrides the normal Arcane Magic spell default Duration.

Permanent: The spell's effects remain in place until they are dispelled or dismissed. This trait overrides the normal Arcane Magic spell default Duration.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect, using an Unarmed skill test to make contact. The caster must remain in physical contact with the target for the entire casting.

9.3 SPELLS

► ANIMATE (SUBSTANCE)

Concentration

This spell allows the caster to animate the substance indicated, up to one SIZ for every point of Magnitude. The caster can cause it to move about and interact clumsily (Movement of 1m per three points of Magnitude).

The caster's chance to have the animated object perform any physical skill successfully is equal to his own chance to perform that action halved (before any modifiers). If the appropriate Form/Set spell is cast immediately after this spell, the caster can perform much finer manipulation of the object. In this case, the animated

object will use the caster's full skill scores for physical activities.

This spell can only be used on inanimate matter.

► CAST BACK

This protective spell offers a chance of sending hostile spells (Arcane Magic and Magic) back to the attacking spell caster.

Cast Back only affects spells that target the user specifically and have the Resist trait. Such spells may affect the protected character normally, but if it is resisted, the spell is launched back at the person who cast it, as long as its Magnitude is not greater than the Cast Back's Magnitude.



► CREATE FAMILIAR

Permanent

This spell allows the caster to make a personal sacrifice in order to create a Familiar. The Nature of the Familiar is dependent on the setting, but the spell typically only works on a non-sentient creature or inanimate object. The spell takes one hour to perform. The typical cost of ingredients for the spell is 100 Gold Pieces and it requires 3 Improvement Points.

◆ An Arcane Magic user can have up to $\frac{1}{2}$ their POW in Familiars, but few have more than one or two.

◆ When a Familiar is destroyed or killed the Arcane Magic user loses 1D6 Hit Points from the trauma.

◆ A Familiar gains sentience when created equal to 2D6 INT and Magic equal to 2D6 POW, unless

the animal had a higher score, in which case that POW is used.

- ◆ A Familiar has a permanent mental connection with its master; with a range equal to 1/2 the caster's POW in kilometres. Through this link the Familiar can allow the caster to 'see' through its perceptual abilities. The Arcane Magic user can cast spells on the Familiar as if touching it and the Familiar can cast any spells it knows on its master.
- ◆ A Familiar can perceive its surroundings. How this happens depends on the type of Familiar. Animals can sense the world through their ordinary perceptions. Magical objects can detect the world around them up to a range equal to their POW in metres.
- ◆ A Familiar dies when its master dies, and its life span is normal for the object or animal in which it is bound. It has Hit Points equal to the object or animal from which it was created.
- ◆ Familiars may learn skills, but only ones they are capable of performing. Most Familiars in objects can only learn knowledge and magical skills. Animals have the skills that come naturally to them.
- ◆ An animal Familiar can only be up to 1/2 the SIZ of the caster.

► CREATE SCROLL

Permanent

These are written items which store Arcane Magic Spells.

All scrolls have an attached cost of 2 Gold Pieces per magnitude of spell in ingredients for special inks/parchments, etc.

The resulting scroll is a one use item, which upon a successful Arcane Magic Casting test, casts the spell(s) with any manipulations, at the magnitude that was cast on the scroll.

Alternatively, upon a successful Arcane Magic Casting the reader of the scroll can learn the spell by spending the appropriate number of Improvement Points.

Either way, upon a successful use of the scroll, the spell fades from the scroll. If the casting roll merely fails the spell remains, but the reader can not attempt to use the scroll until their Arcane Magic Casting skill increases. If the casting roll is fumbled the spell fades from the scroll, without any benefit to the reader.

► CREATE SPELL MATRIX

Permanent

This spell creates items that store Arcane Magic spells. The enchanter pays 1 Improvement Point per spell stored in the matrix.

All spell matrices have an attached cost of 20 Gold Pieces per spell in special materials.

The wielder can cast and manipulate the spell at the skill of the original enchanter, using their own Power Points as fuel.

Spell matrices are mundane items in their own right and if the item is broken, then the spell is dispelled. However at the time of enchantment the enchanter can spend another Improvement Point to magically harden the item doubling its Hit Points and Armor Points.

► DAMAGE BOOSTING

Touch

This spell can be cast upon any weapon up to five ENC. Each point of Magnitude adds one point to the weapon's damage (the basic spell will increase a hatchet from 1D6 damage to 1D6+1 damage, for instance).

► DAMAGE RESISTANCE

Touch

This spell protects the body of the recipient. Any incoming attack dealing damage equal to or less than the Magnitude of the spell is ignored. Any incoming attack dealing more damage than the Magnitude of Damage Resistance is unaffected and will deal its full damage as normal. Note that the protected character may still suffer from Knockback if applicable.

► DIMINISH (CHARACTERISTIC)

Resist(Persistence/Resilience), Touch

There are actually seven Diminish spells, one for each Characteristic. The spell will temporarily apply a penalty to the specified Characteristic equal to the Magnitude of the spell. The penalty applied by this spell may not reduce a Characteristic below one and a creature must have the Characteristic in question to be affected by this spell.

Diminish (STR, DEX, CON and SIZ) are resisted with Resilience. Diminish (INT, POW and CHA) are resisted with Persistence.

Applying a penalty to POW does not reduce the character's Power Points.

Note that not all uses of this spell are malicious. Thieves and others often value the timely use of a Diminish (SIZ) spell, as it can greatly enhance their ability to enter restricted areas.

► DOMINATE (SPECIES)

Resist(Persistence)

This spell allows the caster to gain control over a creature belonging to a specific species. If the target fails to resist the spell, it must obey the commands of the caster for the duration of the spell.

The controlled creature shares a telepathic link with the caster by which it can receive its orders. If the caster

and the creature dominated do not share a common language, the caster can order it about by forming a mental image of the actions he wishes the dominated creature to perform.

► ENERGY PROJECTION (TYPE)

Ranged, Instant, Resist(Dodge)

Energy is either projected as a beam or a ball towards the target, which can avoid the attack by Dodging.

If the spell takes effect the target takes damage equal to double the Magnitude of the spell. Physical Armour does not protect against the damage, but magical protection does. Types of energy that can be projected by this spell are Cold (Dark), Lightning, Heat (Fire), Shards of Rock (Earth), Windblast (Air).

► ENHANCE (CHARACTERISTIC)

Touch

There are actually seven Enhance spells, one for each Characteristic. Essentially the reverse of the Diminish spell, Enhance allows the caster to temporarily apply a bonus to the specified Characteristic equal to the Magnitude of the spell. A creature must have the Characteristic in question to be affected by this spell.

Applying a bonus to POW does not increase the character's Power Points.

► FLY

Concentration, Resist (Persistence)

Using this spell allows the caster (or whomever or whatever he targets with the spell) to fly. The caster may levitate a number of objects or characters (the caster counting as one of these characters if he so wishes).

A levitated character may not be Overloaded and must have a SIZ Characteristic which is lower than the caster's POW characteristic.

Objects must have an ENC lower than the caster's POW characteristic.

Characters or objects moved by this spell have a base Movement Rate of 6m. All objects and characters moved by this spell move at the spellcaster's behest, not their own.

Each point of the spell's Magnitude may either be used to increase the target's Movement by +2m or to target an additional object or character – but not both. An Arcane Magic user casting this spell at Magnitude 4 may fly himself with a Movement of 12m, fly himself and a friend with a Movement of 8m each, or fly himself and three friends with a Movement of 6m each.

► FORM/SET (SUBSTANCE)

Instant

There are an unlimited number of Form/Set spells in existence, one for every substance imaginable, from steel

to smoke to water.

Each point of Magnitude allows the caster to shape one ENC of solid substance or one cubic metre of an ethereal substance (like darkness). The caster must be Familiar with the shape he is forming.

When the caster has finished the forming process, the substance retains its shape. Rigid substances like steel will hold the form they had at the end of the spell, while more mutable substances like water will immediately lose their shape.

This spell can be used to mend damage done to an object. The caster must form the entire object and must succeed at an appropriate Craft test. If successful he will restore the item to its original condition.

This spell can only be used on inanimate substances.

► GLOW

This spell causes a glowing point of light to appear on a solid substance. At its base, the spell creates an area of light one metre in radius, giving off the same illumination as a candle. Each additional point of Magnitude increases the radius of effect by one metre. At Magnitude 3, the brightness of the spell increases to that of a flaming brand at its centre. At Magnitude 5, it increases to that of a campfire and at Magnitude 10 to that of a bonfire.

This spell can be cast on an opponent's eyes. If cast on a living being the spell also gains the Resist (Dodge) trait. If the target fails to resist it, he will suffer a penalty to all attack, parry and Dodge tests, as well as any skills relying upon vision, equal to five times the spell's Magnitude, until the spell ends or is dispelled.

► HASTE

Each point of Magnitude of Haste adds 1m to the Movement rate of the recipient. Every two points of Magnitude also adds +1 to the recipient's Dexterity or Intelligence for the purposes of determining order in combat.

► HINDER

Resist (Resilience)

Each point of Magnitude of Hinder subtracts 1m from the Movement rate of the target. Every two points of Magnitude also subtracts 1 from the recipient's Dexterity or Intelligence for the purposes of determining order in combat.

► HOLDFAST

Touch

This spell causes two adjacent ten centimetre by ten centimetre surfaces (roughly the size of a man's palm) to commingle into one. The basic bond has a STR of 1. Each additional point of Magnitude will either increase the STR of the bond by +1 or double the area affected.

This spell can affect organic and inorganic substances. If the caster is attempting to bond a living being with this spell, the spell gains the Resist (Resilience) trait.

► MIRAGE

Touch

This is the Arcane Magic user's version of Illusion. This spell creates an illusion based on all five senses. The illusion will seem real and solid unless the person looking at it succeeds in a Perception test. If the viewer succeeds in a Perception test and the Illusion could usually cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion it becomes insubstantial and ghost-like to him.

The Size and the strength of the illusion is governed by the Magnitude. A Magnitude 1 Illusion creates objects or creatures up to SIZ 10 and viewers have +60% bonus to their Perception modifier test to disbelieve the illusion. For every extra Magnitude the caster can choose to either increase the size by 10 or apply a -20% penalty to the Perception modifier test. Thus, with 5 Magnitude a caster could create a creature up to SIZ 30 with a Perception modifier of +20%.

A positive Perception modifier means that the illusion is slightly fuzzy and unreal round the edges while a negative modifier means that it is indistinguishable from the real thing.

► MYSTIC VISION

Concentration

This spell allows the recipient to literally see magic. By augmenting the recipient's natural vision, the spell allows him to see a creature's Power Points, as well as enchanted items with their own Power Points or spells. The recipient must be able to actually see the creature or object for this spell to work. Mystic Vision also allows a recipient to see into the Spirit World.

On a normal success the recipient of the spell will only know roughly how many Power Points an object or creature has (1–10, 11–20, 21–30 and so forth). On a critical they will know exactly. On a fumble the Gamemaster should give the player a misleading total.

By looking at a spell effect, a recipient of Mystic Vision will automatically be aware of its magical origin (Arcane Magic, Divine Magic or Magic). By increasing the Magnitude of Mystic Vision, the caster can learn more about what he is seeing. Compare the Magnitude of Mystic Vision to the Magnitude of any spell that the target is either casting or under the influence of. As long as Mystic Vision's Magnitude exceeds the other spell's, the caster will be able to precisely determine the effects of the perceived spell, and a mental image of who cast

the spell (if it is not obvious).

By looking at an enchanted item, a recipient of Mystic Vision will automatically be aware of its gross magical effects (such as the types of enchantment currently on the item). Each point of Magnitude of Mystic Vision will also determine either the invested POW (and therefore the relevant strength) of a particular enchantment or a particular condition laid upon an enchantment, at the Gamemaster's choice.

► NEUTRALISE MAGIC

Instant

This spell allows a caster to neutralise other spells. Neutralise Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate the most powerful spell then it will instead target the second-most powerful spell. As soon as Neutralise Magic can no longer dismiss a target's spells, because all the remaining spell's Magnitudes are too high, its effects immediately end.

Neutralise Magic can be fired as a Reaction, but only when another spell is cast within Neutralise Magic's Range that the character wishes to counter. A successful Neutralise Magic disrupts the other spell and nullifies it. As long as Neutralise Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

► OTHER WORLD PORTAL (OTHER WORLD)

Instant

This spell creates a portal to a named Other World. The Magnitude of the spell is the number of creatures (SIZ 12–18) who can use the portal simultaneously. The portal exists as long as the spell is in effect. When the spell's duration is reached, the portal closes instantly.

If the spell casting is fumbled, catastrophic events occur. Here are some example events but the creative Gamemaster is encouraged to create more:

- ➡ A malignant creature from that Other World goes through the portal and attacks the caster, in an attempt to close the portal.
- ➡ The caster and all within 10m of him are sucked through the portal, which then promptly closes. Worse the caster is so befuddled that he cannot remember this spell for D20+D4 hours.
- ➡ The Other World, to which the portal is connected, invades the home reality in a 1D10 km diametre from the portal. The home reality protects itself by throwing up a magical barrier that lets things into the beachhead but not out.

► PALSY

Resist (Resilience)

If the caster is able to overcome his target with this spell, he can turn the victim's own nervous system against him. The spell will paralyse the target, provided the spell's Magnitude is greater than the quarter of target's current Hit Points.

► PROTECTIVE SPHERE

When completed, the Protective Sphere will create a sphere-shaped area of protection with a radius in metres equal to the spell's Magnitude. If this spell is cast on the ground (or other immovable place) it cannot be moved. If cast on a vehicle (such as the bed of a wagon) or a person, it will move with the target. After the sphere has been completed any one or all of the following spells can be added to provide the defensive capacities of the Sphere during the duration of the Sphere: Damage Resistance, Spell Resistance, Spirit Resistance. The Sphere on its own provides no protection.

The Protective Sphere's perimeter contains the benefits of its combined Resistance spell(s). The Protective Sphere only inhibits spells or attacks entering the circle from the outside – attacks or spells originating within the circle are unaffected. Thus a Protective Sphere against spirits would block out outside spirits but have no effect on those already inside its perimeter. A Protective Sphere against damage or spells would block out incoming attacks/spells, but have no effect on those attacks made within the sphere (including attacks targeting those outside the sphere).

► REGENERATE

Concentration Special, Instant, Touch

This spell causes a severed or maimed limb to regrow or reattach. Regenerate cannot return a character from the embrace of death.

The Magnitude of the spell must equal or exceed the maximum Hit Points lost as a result of the Major Wound taken. This spell will cause a limb severed by a Major Wound to regrow or, if the detached limb is still present, for the limb to reattach itself to its stump.

Regenerate takes a number of minutes equal to the target's SIZ to reattach a limb, during which time the caster must maintain concentration on the spell. The Hit Points lost due to the Major Wound are recovered at the end of this period.

► (SENSE) PROJECTION

Concentration

Each (Sense) Projection spell is a separate spell. Each spell encompasses one of the five base senses but there are also variants for any unusual sensory mechanism appropriate to the game world (such as sonar).

This spell allows the caster to project one of his senses anywhere within the spell's Range. The spell forms

an invisible and intangible sensor, some ten centimetres across, which receives the specified type of sensory input and transmits it to the caster. The sensor can move a number of metres per Combat Round equal to the spell's Magnitude at the caster's direction and allows him to use his Perception skill through the sensor.

Spells can be cast through the sensor of some Projection spells. For instance, ranged spells require Sight Projection, while touch spells require Touch Projection (and likely Sight Projection too, simply so the caster can find his target efficiently).

Characters using Mystic Vision can see the sensor and attack it if they wish, though it is only vulnerable to magic. Magical weapons and spells employed against the sensor will not destroy it but will instead transfer their damage directly to the caster.

► SENSE (SUBSTANCE)

Concentration

Eminently useful for finding valuables from afar, this spell has a variation for every substance imaginable. Sense (Substance) will cause all sources of the substance within range of the spell to glow an appropriate colour visible only to the caster – diamonds will gleam like ice, amber will shine like a camp fire and so on. Each point of this spell's Magnitude allows it to penetrate one metre of rock, wood or dirt. If the source is concealed behind such a material, the surface nearest the caster will glow for a moment. The spell cannot penetrate refined metal, though it can penetrate ore.

► SHAPECHANGE (SPECIES) TO (SPECIES)

Resist (Resilience), Touch

Each Shapechange spell is a separate spell. Of all spells with multiple variations, the Shapechange spell has the most, comprising a new spell for almost every combination of creatures imaginable. The spell only works on living things – the dead or inanimate cannot be shapechanged.

The Magnitude of the spell must be equal to or greater than the average SIZ of both specified species. Thus changing a mouse (SIZ 1) into a newt (also SIZ 1) is Magnitude 1. Changing a mouse into a lion (SIZ 19) is Magnitude 19.

If the spell is successful, the target will be biologically changed, gaining the STR, DEX, CON and SIZ of its new form. Its INT, POW and CHA are unchanged, and the target retains its memories and abilities (though it may be unable to use some of those abilities in its new form).

► SKIN OF LIFE

Touch

This spell protects the recipient from suffocation by air deprivation, due to such factors as drowning or the

Smother spell. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Skin of Life spell would sustain a SIZ 12 creature.

► SMOTHER

Concentration, Resist (Resilience Special)

If successful, this spell neutralises the air surrounding the target, making each breath stale and worthless, depriving it of oxygen. The caster must concentrate each round, in order to keep the spell operating. For the duration of the spell, the target will be unable to breathe, essentially drowning on dry land.

When the spell begins, the target's Resilience test determines whether it is able to gasp in one last breath before Smother cuts off the surrounding oxygen supply. If the target succeeds, it may hold its breath as normal. If it fails, it will start drowning in the next Combat Round.

This spell can also be used to extinguish fires, as the flames will be starved of oxygen. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Large Flame, Magnitude 4 a Small Fire, Magnitude 7 a Large Fire and Magnitude 10 it will put out an Inferno. Smother has no effect on magical fire or on fire-based creatures.

► SPELL RESISTANCE

This spell matches its Magnitude against the Magnitude of any incoming spell. If Spell Resistance's Magnitude is greater than the incoming spell's, then the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of Spell Resistance, then the spell affects the target normally.

Unlike many protective spells, Spell Resistance remains in place for the entirety of its Duration – spells that successfully breach the spell do not dispel it. However, it does not discriminate between incoming spells – a comrade attempting to magically heal the recipient of Spell Resistance must overcome it in order to successfully use a healing spell.

► SPIRITUAL PROJECTION

Touch

Spiritual Projection causes the recipient's soul to leave its corporeal body and manifest in the Spirit World. The recipient's corporeal body slumps into a catatonic state for the remainder of the spell. While Spiritual Projection is sometimes used for scouting purposes (as the recipient's spirit can pass through nearly any obstacle) it is usually used to combat or confront Spirit World denizens.

The recipient's body remains vulnerable for the Duration of the Spiritual Projection. The soul will always know the direction its host body lies in, and the rough

range to it in metres, but it cannot use the body's senses. It is quite possible for a wandering soul to have its body destroyed and not realise it until it returns from its sojourn. It is also possible for a wandering spirit to possess the host body, leaving the wandering soul trapped as a spirit, at least until the spell ends and the soul dies. It is for these reasons that most Arcane Magic users ensure that their bodies are in a safe stronghold and protected by Damage, Spell and Spirit Resistance, before casting Spiritual Projection.

As a traveller in the Spirit World, the recipient automatically gains the effects of Mystic Vision for the duration of his Spiritual Journey. However, he will suffer a -40% penalty to all Perception tests to spot mundane items or events in the real world while in the Spirit World. A recipient may not travel further from its host body than the Range of the spell and it can move at double their normal rate.

While on the Spiritual Journey the recipient otherwise obeys all the other rules that a Shaman does (see chapter 11) as regards skill use as well as initiating Spirit Combat. They may opt to use their Arcane Magic skill to make attacks, if it is higher than their Persistence. For the duration of the Spirit Combat the Spirit Damage of the Character is increased from 1D4 to 1D6.

► SPIRIT RESISTANCE

This spell matches its Magnitude against the POW of any spirit that comes into contact with the recipient. If the recipient of the spell's combined POW + Spirit Resistance's Magnitude is greater than the spirit's POW, the spirit cannot touch the recipient.

A spirit unable to touch a recipient will not be able to personally attack or harm him, including through ranged attacks. A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds the Spirit Resistance's Magnitude.

► SUMMON (OTHER WORLD CREATURE)

Resist (Persistence)

This spell allows the caster to summon one Other World creature, per casting, to the mundane world. The creature is not automatically under the caster's control. If the summoned creature succeeds its Persistence test, it is free of the caster's command and if so inclined may be hostile to the caster. Otherwise it acts as if under the influence of a Dominate spell, for the Duration of the spell. The Duration of the summon spell also determines how long the creature is trapped in the mundane world.

Examples of spell variations: Demons, Elementals, Spirits and Undead.

► TAP (CHARACTERISTIC)

Concentration, Resist (Persistence), Touch

There are actually seven Tap spells, one for each Characteristic. These devastating spells allow the caster to permanently strip a target of Characteristic points, transforming them into Power Points for his own use.

The caster must make contact with the target, either physically or through Touch Projection, in order to Tap it – therefore the spell cannot be used on incorporeal creatures, such as spirits.

Tap will only work if its Magnitude is equal to, or greater than the target's specified Characteristic. Thus a Magnitude 6 Tap Strength spell would only work on targets with a STR of 6 or lower.

The number of points Tapped by the spell are equal to 1D6 per Combat Round the Spell is applied to the Victim.

Characteristic points lost to Tap are lost permanently, though the victim can raise them again through normal means of increasing a Characteristic. Characteristics may be Tapped to 0, which usually involves the death of the victim. The exception being Charisma.

For each Characteristic point the caster Taps, he will gain one Power Point. The caster is limited in the number of Power Points he can gain through Tap; the spell can only increase his Power Points to double his normal limit. An Arcane Magic user may simply Tap a target and dissipate any gained Power Points.

If the caster gains more Power Points through Tap than his normal maximum, they will disappear at the rate of one Power Point per minute once the spell finishes.

► TELEPORT

Instant, Resist (Dodge)

Teleport allows an Arcane Magic user to instantaneously move himself, or a target, to anywhere within the range of the spell, as long as the destination can be directly observed (Sense Projection spells allow the Caster to 'see' locations beyond physical line of sight), there is solid footing and no object bars their arrival. If these conditions are not met, the spell automatically fails. The caster is able to teleport objects up to 3 points of SIZ per point of Magnitude.

► TIME TRAVEL (TIME PERIOD)

Instant

This spell transports the caster and a number of creatures (of SIZ 12-18) equal to the Magnitude of the spell to a named Time era via a Time Tunnel that opens up and instantly sucks them through to their destination. The Duration of the spell is the time that the caster and group jumps forward or backwards through time.

Casters usually have some knowledge about the time period they are travelling to, and use an Anchor, a landmark such as a bronze statue, that exists in both the original and destination time period. If they are travelling blind without such an Anchor, the casting roll is at -20% and the effects of a fumbled roll are even more

catastrophic than the examples below suggest.

If the spell casting is failed, the caster and group still travels, but they end up in the wrong location (1D10 Km away from the Anchor point) and time (1D10 time units away, the length of the time unit depends on Duration, e.g. if the duration was in days, the time unit is days).

If the spell casting is fumbled catastrophic events occur. Here are some example events; the creative Game-master is encouraged to create more:

◆ A Guardian creature from an Other World emerges from the portal and attacks the caster, in an attempt to close the portal.

◆ The caster, and all within 10m of him, is sucked through the portal which then promptly closes. The caster is so befuddled that he cannot remember the spell for D20+D4 hours.

◆ As above, but the caster and party arrive in a completely different Time Era or even an Alternative Reality.

Arcane Magic users with this spell can change time freely without having to worry about unintentional butterfly effect changes, or any alterations in their own existence or memory from changing their past. However, too regular use is likely to lead to the catastrophic effects of a fumble.

► TREAT WOUNDS

Instant, Touch

This spell must be cast upon a wounded character. It dramatically accelerates the natural healing rate of the target. For every point of Magnitude of this spell, the caster can repair one hit point per Combat Round, for the Duration of the spell. Treat Wounds cannot reattach or regrow a severed limb and will not work on any Major Wound effects.

► VENOM

Resist (Resilience), Touch

This spell infuses the target's body with a magical poison. The Potency of the poison is equal to the spell's Magnitude x 5, takes effect instantly, and does damage equal to the magnitude per combat round for the spell's Duration. The target may resist the poison with a Resilience test, as normal.

9.4 CREATING MAGIC ITEMS

Most Magic Items found in play in a game of Fantasy D100 will have been created by the characters or Non Player Character magicians.

Although the spells that their characters use to create Magic Items are detailed in their respective spell lists,

it's worth going through them briefly to remind yourself what spell does what and how it is used.

Create Scrolls This spell allows for the creation of magical writings. Scrolls can be used to transfer knowledge (spells) or directly to cast the written spell.

Create Spell Matrix Arcane Magic users can create items and store spells using this spell. Spells stored can then be used and manipulated using the wielder's Power Points.

Arcane Magic users also find very useful the Magic spell Create Power Point Store so that they can have a greater pool for manipulations.

9.4.1 ★ IDENTIFY A MAGIC ITEM

There is no catch all "Detect Magical Properties" or "Know Magic item" skill in Fantasy D100. This is quite deliberate, keeping with the general policy that such items are not the equivalent of Magical shotguns. Some options are:

Consult a Sage or other magical expert. This option will cost the characters lots of money. Take a baseline of one hundred silvers per point of spell magnitude or some perilous quest that the character must do in return. Such experts are rare, because most high ranking Magicians have little time for magical research for others, and would be more interested in their own schemes.

Detect Magic spells. This merely tells you the item is magical. A critical casting may tell the caster how powerful the item is.

Trial and error. The character tries to find out the item's use by experiment. Allow creative and imaginative plans to reveal partially what the item does.

Researching the myths and legends around the item. This is the most certain way of finding out what a magic item does. Of course such myths may be obscure themselves, requiring a dangerous adventure to a long hidden repository of knowledge to find.

DIVINE MAGIC

This type of magic is gained through the worship of a god or goddess. Divine Magic spells come directly from the Deity and given to the character to use on their Deity's behalf.

The first step in learning Divine Magic is to join a religion that worships the Deity whose magic the character wants to learn.

10.1 RELIGIONS

Religions range in size from a handful of worshippers, meeting in secret to honour a dead hero of the revolution, to the millions of devotees of a world spanning sun god. There are temples where worshippers can learn Divine Magic directly from their Deity. They have rules and expectations of their worshippers and anyone found wanting is expelled from the comfort and support of the religion.

10.1.1 ★ RELIGION TEMPLATE

Each religion is described using the following Religion format.

Name of God or Religion

Short description: This short description briefly covers the religion's mythology and its current place in the world.

Type of Religion: This is the type and size of religion. Great Deities are worshipped by millions and are at least acknowledged across the entire world. Major Deities are important in a specific region and have hundreds of thousands of worshipers. Minor Deities are usually the minor members of a religious pantheon appealing to a small group of specialist worshippers. Hero Religions worship dead heroes whose deeds and magic powers live on after their death.

Worshippers: The type of people who typically make up the religion membership.

Worshipper Duties: This is what the god and religion expect of its members. Break these rules and expect expulsion. On the other hand, follow these rules and promote them to others and the character will advance in the religion's hierarchy.

Religion skills: These are skills favoured by the religion's patron Deity and taught to its worshippers by its Priests.

Religion spells: Divine Magic that the god teaches.

Special benefits: Any bonuses to skill use or other special abilities or advantages that a worshipper gains by being a member of the religion.

Several examples can be seen in section 10.1.5.

10.1.2 ★ WORSHIPPER DUTIES

Each religion has a set of Worshipper Duties which represent the religion's objectives in the world.

When a character does an action that fulfils one of the Worshipper Duties they gain one Improvement Point for a minor act and up to three points for a major act.

When a character does an action that goes against one of the Worshipper Duties they lose between one and three Improvement Points, depending on the grievousness of their transgression. If they have no Improvement Points left, then they start to lose Divine Magic spells learnt from the religion as a penance, on a one to one basis. The player may choose which spell to lose, but they must be ones that they have learnt from the religion.

Example

Gerik the Pious acts in away that brings his god into disrepute and loses an Improvement Point. He has no Improvement Points to lose, since he has previously spent them on religion improvements, so he loses Shield 3 which he had previously learnt from the religion, which now becomes Shield 2.

If the offending character has no Improvement Points or spells to lose, then they are excommunicated from the religion and may never join it again.

10.1.3 ★ RELIGION RANKS

There are four ranks of membership: Lay members, Initiates, Priests and Holy Warriors.

► LAY MEMBERS

Lay members are normal worshippers of the religion. They regularly attend the temple on holy days and do their best to uphold the strictures of the religion. In return, the religion protects them as best it can, and its Priests and Initiates cast Divine Magic on their behalf. Lay members cannot learn Divine Magic. To become a lay member of a religion a character must have Lore (Religion) of at least 20%.

► INITIATES

Initiates are worshippers who have dedicated their lives to the tenets of the religion. They always attend the temple on holy days and always uphold the strictures of the religion. In return, the religion will pay ransoms if they are captured and teach the Initiate Divine Magic. Initiates can learn up to 2 Magnitude of any Divine Magic spell available to the religion. To become an Initiate a member of a religion needs a Lore (Religion) of at least 40% and must spend two Improvement Points.

► PRIESTS

Priests are the living embodiment of their faith, instructed by their Deity to be its living representative in the mortal world. They lead the services for their temple on holy days. In return, the religion will pay ransoms if they are captured and teach them the inner secrets of their religion (this means all available Divine Magic at unlimited Magnitude). To become a Priest a character must have a Lore (Religion) and two of the cult skills at least 75%, there must be a vacancy in the temple hierarchy, or the Priest be willing to become a missionary and establish a new temple. In addition the Player must pay five Improvement Points.

Upon becoming a Priest the character gains an Allied Spirit. This is a spirit associated with the Deity who is willing to work with one of their mortal worshipers to further the aims of the religion. The Allied Spirit is usually bound in either an animal or an item, sacred to the religion. If this item or animal is destroyed then the Allied Spirit returns to its home plane of existence. A Priest must go on a quest of repentance, which directly benefits his religion to gain a new Allied Spirit, since the Gods look dimly on Priests who lose their Allied Spirits.

An Allied Spirit starts with an INT of 2D6+6 and a POW of 3D6 and knows 3 points of Divine Magic known to the Religion. The spirit can see immaterial and invisible spirits, alerting its master to their presence in a twenty meter range. An Allied Spirit is in permanent Mind Link with its master, with a range equal to its POW x5 in meters.

An Allied Spirit has whatever physical characteristics that its host animal or item has. Allied Spirits can be improved like player characters, by spending Improvement Points from their master's total.

► HOLY WARRIOR

These are Holy Warriors who protect the temples and worshipers of their Deity. Not all Religions have Holy Warriors, especially those dedicated to peace, but where they do, these warriors ceaselessly crusade to protect the faithful and punish the Religion's enemies. Like Priests they are expected to uphold the Worshipper duties unfailingly. Also, as the religion's warriors, they are expected to take up arms against any aggressor who attacks its worshippers or the religion's Temples.

These warriors are incredibly useful to the cult they belong to, which will always pay any ransom or make a rescue attempt when a Holy Warrior is captured. In

addition they teach them any Divine Magic known to the religion.

The minimum requirement to become a Holy Warrior is to have Lore (Religion) of at least 50% and a Weapon Skill of 75% in the Religion's holy weapon, usually the weapon that is most associated with the Deity that the Religion worships. In addition the Player must pay five Improvement Points.

When someone becomes a Holy Warrior they are gifted a specially consecrated weapon, that gives them a bonus when fighting to defend fellow worshippers, religion temples, and when attacking enemies of their faith. This bonus is usually +20% to the appropriate weapon skill and double damage when fighting for their Religion. All damage done by such weapons is considered magical.

They also gain armour, which is magically blessed by the Religion's Deity. Normally, this is at least double the normal AP of the armour type used, and it may have additional powers depending on the Deity.

10.1.4 ★ PLAYER CHARACTER PRIESTS

Priests and Holy Warriors don't just hang around their Temples doing their duties. They have plenty of Initiates and lay worshippers to do the more mundane administrative tasks, such as collecting tithes and feeding the poor. As player characters, their lives are more interesting and the source of constant adventuring on behalf of their religion. Some of the quests that they might get involved in are as follows:

- ◆ Going out and converting the unbelievers (or those who believe in the wrong Deity).
- ◆ Actively fighting the enemies of the religion.
- ◆ Recovering long-lost symbols and powerful artefacts of the faith.
- ◆ Attending a cross-faith to deal with all the politics and misunderstanding to come to a consensus about what to do about a common enemy.
- ◆ Rushing to the aid of an embattled and besieged town of his faithful believers beset by enemies or some other form of spiritual peril.
- ◆ Visiting the hinterlands to provide spiritual guidance and duties to those in need
- ◆ Traveling to a distant Holy Mountain to commune directly with their Deity or otherwise performing idealistic inspirational acts, or to prove their worth.
- ◆ Going on special mission, where success depends on Divine Magic.
- ◆ Traveling as a special envoy of the Religion to show due deference to the King / Priest / High Emperor.

10.1.5 ★ DEITY EXAMPLES

The following Religions are intended as examples or templates for your own creations or as simple pick up and play religions, that can be elaborated and detailed as a campaign progresses.

► THE NIGHT MISTRESS

When the Sun Lord sleeps, the mistress of the Night stealthily creeps up from the Underworld to play. Whether her games are harmful or beneficial depends on the person's view of the dark.

Type of Religion: Great

Worshippers: Monsters of the Underdark, Thieves, Outcasts from society.

Worshipper Duties: Banish the light! Preserve the sanctity of Dark regions, prevent the forces of light invading the underworld. Remain mysterious and unfathomable.

Religion skills: Deception, Ranged Combat, Unarmed Combat

Divine Magic: All common spells, Call Shade, Fear.

Special benefits: +20% to Deception during the Night.

► THE SUN KING

The bright blazing ruler of the day. The everlasting source of life and light. To some cultures he is the Imperial Emperor, whose sacred word is to be obeyed without question. Also a source of healing and resurrection.

Type of Religion: Great

Worshippers: Emperors, Charismatic Leaders

Worshipper Duties: Banish the dark, Guide the masses.

Religion skills: Healing, Close Combat, Ranged Combat, Influence.

Divine Magic: All common spells, Call Salamander, Divine Heal, Resurrect, Sun Spear, Sun Disc, Radiant Appearance.

Special benefits: +20% to Influence skills when dealing with lower social classes.

► THE SKY LORD

Arrogant and aloof, the Sky Lord brings storm and rain at the behest of his elder ruling brother the Sun King. He strains at the unreasonable laws that bind him to his brother's authority and is a constant rebel. In some lands he has cast off his brother's chains and is acknowledged as the King of the Gods.

Type of Religion: Great

Worshippers: Barbarians

Worshipper Duties: Ride the storm!, Fight against Tyrants, Stay free.

Religion skills: Close Combat, Natural Lore.

Divine Magic: All common spells, Berserk, Call Sylph, Lightning Strike, Whirlwind, Enhance Machismo.

Special benefits: Suffers no penalty when doing skill tests in rainy or windy conditions.

► THE EARTH MOTHER

The all embracing and loving Earth Mother is known throughout the world. Some people believe that she is the world itself. She is the source of all nature's bounty, which clothes and feeds mankind, but also has a savage side that expresses itself in hurricanes, tidal waves and other natural disasters.

Type of Religion: Great

Worshippers: The religion is made up of people and creatures who live off the land. In civilised areas these are the peasants who farm the land and the woodsmen who hunt and gather in the forests. In the wilderness the Elves, Satyrs and Fey worship her. She is found wherever creatures have an acknowledged connection with nature.

Worshipper Duties: Respect the Earth. Don't foul or pollute the environment. Practice the peaceful cut, a small prayer said in thanks to the animal spirit before killing it for food. The prayer ensures its return to the Earth Mother and through the cycle of rebirth into the world.

Religion skills: Healing, Nature Lore, Resilience.

Divine Magic: All common spells, Absorption, Berserk, Heal Body.

Special benefits: Any member of this cult gains a +20% bonus to their Nature Lore, due to their connection to Nature, which they gain through their relationship with the Earth Mother.

► THE DEATH GODDESS

Banished to the Underworld by the Sun King for a heinous crime, the Sun King's sister is a twisted force that rails against the authority of her brother. Unable to leave the Underworld, she and her agents take that which is most precious to her brother, the very souls of his subjects, the living. She does this upon their physical death. Those judged unworthy by the Sun King, denied bliss in Eternal Golden Heaven, are taken by her cold embrace, into the Underworld.

Type of Religion: Great

Worshippers: The morbidly insane, Mercenaries, Graveyard attendants, Assassins.

Worshipper Duties: Respect the dead, Put down the Undead.

Religion skills: Close Combat, Undead Lore.

Divine Magic: All common spells, Call (Undead), Death March, Resurrect, Touch of Death.

Special benefits: +20% when inspecting corpse to determine time and cause of death.

► THE LORD OF KNOWLEDGE

He is the Great Sage of Heaven, who exists only to drink in all the facts and information about the world. His book-loving followers emulate him, making a living by running Knowledge markets and selling advice and information.

Type of Religion: Major

Worshippers: Explorers, Librarians, Scholars, Detectives.

Worshipper Duties: Find out new knowledge, catalogue and record information, maintain public libraries, punish knowledge thieves, remain unbiased and impartial.

Religion skills: Lores of various types, Influence, Languages.

Divine Magic: All common spells, Find X of various types, Soul Sight, See Past.

Special benefits: +20% when using a Library to find information.

► THE TRICKSTER

Culture hero or culture villain? This Deity aims to amuse him/herself by playing pranks on those who, in its opinion, deserve to be shamed before their peers. In some cultures the Trickster is revered as a Sacred Clown, who mocks authority when it is high-and-mighty and not working in the interest of the people. In others, he is outlaw, defying the Divine Right of the rulers to oppress the people.

Type of Religion: Major

Worshippers: Thieves, Village idiots, non-conformists.

Worshipper Duties: Play pranks on the pompous and foolish.

Religion skills: Deception, Ranged Combat.

Divine Magic: All common spells, Illusion, Reflection, Purity, Wax Effigy, Puppet, Jigsaw.

Special benefits: +20% Deception when playing pranks.

► THE MERCHANT

He is a constant traveller, who gains joy by communicating with the new friends that he meets along the way. Long ago he learnt the art of commerce, as a way of making his contacts happy and a way of learning about the workings of the cultures he encounters. His followers know that a smile, a bag of shiny things, and a warm accepting smile, is all that is needed to open up a world of opportunity and reward.

Type of Religion: Major

Worshippers: Merchants, Heralds, Traders, Shopkeepers.

Worshipper Duties: Spread the word to new places, Enrich both yourself and your temple.

Religion skills: Influence, Perception, Ride, Drive, Languages.

Divine Magic: All common spells, Treasury, Ward Camp, Create Crystal Ship.

Special benefits: +20% when using Perception or Influence as part of a financial deal.

► THE HEARTH GODDESS

This down to earth Deity is a daughter of the Earth Goddess who chose to live in the urban centres of mortals. She looks after the home. Her name is invoked to maintain domestic harmony and fertility.

Type of Religion: Minor

Worshippers: House keepers and owners.

Worshipper Duties: Keep a clean and orderly home.

Religion skills: Craft, Influence.

Divine Magic: All common spells, Block Fertility, Enhance Fertility, Repair and Replace.

Special benefits: +20% to any skill test in the character's home.

► THE LORD OF WAR

He is a blood-soaked Deity of violence and conflict. He is mentor and master to both the high-and-mighty General and the rank-and-file soldier. In civilized cultures he is worshipped through arcane ritual, where armies receive his blessing before battle. Amongst the Barbarians he is invoked through deed, in the fire of the battle itself.

Type of Religion: Great

Worshippers: Generals, soldiers.

Worshipper Duties: Fight hard, Fight to win, Fight!

Religion skills: Close Combat, Dodge, Ranged Combat, Unarmed Combat.

Divine Magic: All common spells, Shield, Rout, True (Weapon), Unstoppable Charge, Ward Camp.

Special benefits: +20% for any test when leading others into Combat.

► THE HEALER GODDESS

The White One will heal anyone, regardless of behaviour and allegiance. Her white-robed worshippers are found not only in settlements but also in the wagon-trains of armies. Healing gives even the most violent individual the chance to turn their life around and become a Warrior for Peace.

Type of Religion: Major

Worshippers: Healers, Doctors

Worshipper Duties: Heal anyone regardless of outlook on life, maintain areas of sanctuary.

Religion skills: Healing, Perception, Influence.

Divine Magic: All common spells, Divine Heal, Resurrect.

Special benefits: +20% to all Healing attempts.

► THE SEA GODDESS

She is the avaricious sister of the Earth Goddess, who is either the elder or younger sibling depending who you talk to. She constantly wars with her sister for surface area on the planet. In some places her tides eat the land and swallow remote islands. In others her waters relent and give back dry land previously sunk in Ancient times. Any sailor is wise to ask her permission before travelling across her watery realm.

Type of Religion: Great

Worshippers: Sailors, fishermen, mermen, creatures of the sea.

Worshipper Duties: Respect the sea, ensure the goddess' permission is sought by sailors.

Religion skills: Sailing, Natural Lore

Divine Magic: All common spells, Call Undine, Breathe Water.

Special benefits: +20% to all sailing checks made at sea, and Athletics checks made to swim.

► CHAOS

The writhing thing that is Chaos, strains and buckles on the boundaries of creation. Outside of the ordered universe, it howls to get in, and when it breaks through the cracks in reality it causes change and the warping of nature.

Type of Religion: Great

Worshippers: The insane, its foul monstrous spawn.

Worshipper Duties: Erode the very fabric of reality, destroy beauty, inflict pain on the living.

Religion skills: None.

Divine Magic: All common spells, Fear, Madness.

Special benefits: Immune to any kind of Mind Control magic.

► THE MOON HAG

There is an old woman who lives on the moon. She is the queen of the witches and all the spirits who live on the dark side of the moon. She is an enigma who will send you mad if you offend her sensibilities.

Type of Religion: Minor

Worshippers: Magicians, Astronomers.

Worshipper Duties: Observe the moon, maintain the mystery of the moon amongst non-religion members, study moon mysteries.

Religion skills: Natural Lore.

Divine Magic: All common spells, Reflection, Mindblast, Mindlink, Madness.

Special benefits: +20% to any skill roll when dealing with Moon spirits.

► THE HUNTRESS

The Divine Huntress stalks the land. In primitive and barbaric societies she is the patron of those who go into the wilderness to bring back essential meats to the tribe. In more civilised areas, she takes on the character of the supreme risk-taker, looking for more and more fabulous and exotic prey for glory and renown.

Type of Religion: Minor

Worshippers: Hunters, Big Game Hunters.

Worshipper Duties: Be true to the hunt, do not deplete the hunting grounds, capture poachers.

Religion skills: Deception, Ranged Combat, Nature Lore.

Divine Magic: All common spells, Sureshot, True (Bow or Spear).

Special benefits: +20% Deception when stalking prey.

10.1.6 ★ LEARNING DIVINE MAGIC

Divine Magic can be taught only to members of a religion with an appropriate Lore (Religion) skill and be of Initiate, Priest or Holy Warrior status (each rank requiring Improvement Points).

10.1.7 ★ LEARNING SPELLS

A character with access to the Divine Magic discipline can learn new spells by paying a cost in Improvement Points, equal to twice the Magnitude of the spell, to the Deity. This may be done in an incremental fashion, i.e. the player buys Shield 1 for two Improvement Points and then later increases this to Shield 3, by spending an additional four points. These points are not regained, even when the character leaves the religion.

10.1.8 ★ CASTING SPELLS

A character must be able to gesture with his hands and be able to chant in order to cast a spell. Whenever a spell is cast using Divine Magic, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects, are up to the Gamemaster and Player to decide but will automatically be detected by any creatures within ten times the Magnitude of the spell, in metres.

Casting Divine Magic is automatically successful. No dice need be rolled, no chances of a fumble or critical either.

► POWER POINTS

Divine Magic does not cost any Power Points when it is cast.

► CASTING TIME

Divine Magic spells always take only a single combat Action to cast and takes place on the INT order of the character casting the spell.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed, or suffers a Major Wound) or require Persistence tests for them to maintain concentration on the spell.

► CAST ONCE ONLY

Each Divine Magic spell may be cast only once, after which the character must return to a temple and pray or take part in a worshiping ceremony on the religion's holy day to regain use of the spell. The Caster need not spend Improvement Points again.

► LIMITATIONS

Divine Magic spells do not stack, i.e. Shield 1 plus Shield 2 does not give the protection of a Shield 3 spell.

► DISMISSING SPELLS

A caster can dismiss any Permanent or Duration Divine Magic spell(s) he has cast as a single combat action. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

► SPLITTING MAGNITUDE

Divine Magic allows the caster to 'split' a spell's Magnitude into multiple spells. For instance, if the caster knows the Absorption spell at Magnitude 3, he may choose to cast it as a single Magnitude 3 spell, or he may split it into three Magnitude 1 Absorption spells, or one Magnitude 1 and one Magnitude 2 Absorption spell. The split spells are treated as separate instances and are cast separately.

► THE POWER OF DIVINE MAGIC

When in a direct contest with other forms of magic, Divine Magic is considered to have double its normal Magnitude.

► COMMON DIVINE MAGIC

The following spells are listed as 'All', since all Cults teach them:

Consecrate, Create Blessed Item, Create Idol, Dismiss Magic, Divination, Excommunicate, Exorcism, Extension, Find X, Mindlink, Soul Sight, Spirit Block, Spiritual Journey.

10.1.9 ★ DIVINE INTERVENTION

Characters also gain the ability to call for Divine Intervention. A character who is an Initiate, or higher, can call upon his Deity for Divine Intervention whenever he faces a desperate situation. He may even do so if dead or unconscious, as long as it is called for in the instant that consciousness fades or death occurs. When Divine Intervention is requested, roll 1D100. If this roll is equal to or less than the character's POW, the call for aid is answered. However, the gods demand a heavy price for their help and the character will suffer a permanent loss of POW equal to the 1D100 roll, if they are successful. If the character's POW is reduced to 0 by this, their soul is taken to serve the god directly, effectively killing the character permanently (though their request will still be granted).

A character can only call for Divine Intervention once per month, whether he is successful or not.

Divine Intervention can take many forms and the following can be considered guidelines:

- ◆ Allow the character to cast any religion spell (of that Deity) at any Magnitude.
- ◆ Allow a religion spell to affect every worshipper of the god within the character's line of sight.
- ◆ Bring back to life a worshipper (who may not be the character calling for Divine Intervention).

Various 'divine' effects are also possible depending on the nature of the character's Deity. Examples could include creating a fog to allow the character to escape from enemies, doubling their STR to defeat a powerful enemy or causing a river to break its banks to stall an invading army.

Divine Intervention cannot be used to directly harm or slay mortal creatures. Gods will refuse to aid non-worshippers and their effects will be related to their sphere of influence.

10.1.10 ★ SPELL TRAITS

The traits used by Divine Magic spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to gesture with both arms, chant, and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The caster must remain in physical contact with the target for the entire casting.

Religion: The type of religion that offers this spell to its worshippers. If the religion is listed as All, the spell is a Common spell available in all religions. The religion's description will help determine which spells should or should not be available.

10.2 SPELLS

► ABSORPTION

Duration 15, Magnitude 1, Progressive, Touch
[Religions: Earth, Night]

This spell absorbs incoming spells aimed at the target or his equipment, converting their magical energy into Power Points which are then available to the target. Once cast on a subject, Absorption will attempt to absorb the effects of any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Absorption depend on the relative Magnitude of both itself and the incoming spell. If the Absorption's Magnitude is equal or greater to the incoming spell then it is absorbed and Absorption remains; if not Absorption is eliminated and the incoming

spell takes effect. Any spell absorbed by this spell is cancelled and has no effect.

A character may not accumulate more Power Points than his POW while Absorption is in effect – excess Power Points garnered through Absorption simply vanish. Absorption is incompatible with Reflection, Shield and Spirit Block.

► BERSERK

Duration 15, Magnitude 2, Touch
[Religions: Beasts, War]

The recipient of this spell is overcome with bloodlust, causing them to disregard their own safety and loyalties but imbuing them with tremendous stamina and combat ability.

The recipient will automatically succeed any Resilience test for the duration of the spell. The recipient also automatically succeeds at any Fatigue tests and cannot be rendered unconscious. The Close Combat skills of the recipient receive a +40% bonus for the spell's duration.

However, the subject may not Parry, Dodge or cast any magic spells while under the influence of Berserk. Normally, the recipient remains in the Berserk state for the entire 15 minute duration of the spell, but Gamemasters may allow a Berserk character to shake off the effects with a Persistence test modified by -40%. At the end of the spell, the recipient immediately becomes Fatigued.

Berserk may not be combined with Fanaticism and in such cases Berserk will always take precedence.

► BLOCK FERTILITY

Magnitude 3, Permanent
[Religions: Earth]

While this spell is in place, the recipient is unable to conceive. This can be seen as a blessing or a curse depending on the view of the recipient. The spell can be dispelled by the caster whenever they want. Otherwise the effect of the spell is permanent.

► BREATH WATER

Duration 15, Magnitude 2, Touch
[Religions: Sea, Water]

This spell allows an air-breathing creature to breathe water for the spell's duration (the subject will still be able to breathe air as well). It may also be used upon a water-breathing creature to allow it to breathe air.

► CALL (ELEMENTAL)

Magnitude 1, Permanent, Progressive
[Religions: Any with affinity to elements]

This spell summons and binds to the service of the caster an elemental from another plane of existence, of a size dependant on the Magnitude of the spell: 1=Small,

2=Medium, 3=Large, 4=Huge (for more details on Elementals see page 91). The elemental stays under the control of the Priest until it is killed or the Call spell is dispelled.

To be successfully cast the spell requires an equal volume of the same material that the elemental is made up of. For example, a Large Undine (Water elemental) requires a pool of water of at least 50 m³ before it can be summoned.

► CALL (UNDEAD)

Magnitude 1, Permanent, Progressive
[Religions: Evil, Death]

This spell reanimates a dead human corpse and turns it into an undead creature, of a type determined by the Magnitude of the spell: 1=Skeleton, 2=Zombie, 3=Ghoul, 4=Vampire. The undead creature stays under the control of the Priest until it is killed or the Call spell is dispelled.

► CONSECRATE

Area Special, Magnitude 1, Permanent, Progressive
[Religions: All]

This spell is as much a part of a temple's foundation as is its cornerstone, but may actually be cast almost anywhere. It creates a sphere with a radius of ten metres per point of Magnitude. The consecrated sphere is sacred to the caster's god. Consecrate by itself does nothing to keep outsiders at bay, but the caster of the spell will know immediately if a spell, spirit or someone who is not a lay member of his cult crosses the boundaries of the Consecrate spell.

► CREATE BLESSED ITEMS

Area Special, Magnitude 1, Permanent, Progressive
[Religions: All]

This spell allows the caster to create items which store Divine Magic spell(s) that are blessed by a Priest with power from the Deity. Only Priests and High Priests can create blessed items. The enchanter forgets the spell(s) he blesses the item with (i.e. he has to relearn it with Improvement Points).

The wielder of the item can cast the spell(s) the item is blessed with, but once the item's power is discharged then it must be reconsecrated at a temple of the religion. The consecration takes as many hours as the Magnitude of the spell. If the Magnitude of the spell is higher than two, the consecrating team must have at least one Priest. The wielder must be a member of either the religion that created the blessed item or an allied religion.

Blessed items become protected by the religion's Deity and can not be broken by normal non-magical means.

► CREATE IDOL

Magnitude 4
[Religions: All]

This spell requires an image of the caster's god worth 100 GPs to be made, while a Priest reads from the sacred texts of the Deity telling the tales and myths. This stores the god's spells, and can be used by Priests and Initiates to regain spells and can be used by Lay Members to receive lessons, via visions, upon touching the idol. Such visions will increase the Religion skill of a Lay Member by 1D10% when they are repeatedly exposed to them.

► CREATE CRYSTAL SHIP

Magnitude 4, Duration the length of the voyage
[Religions: Merchant]

From out of the air coalesces a Crystal Ship, a magical vessel that sails through the air to a single destination preordained by the caster. The caster need never have been there, but the casters' Deity must know of it. The ship is about the size of a merchant cog (one-masted as described in table 13.2, page 81) and is fitted with no weapons. Although the ship heads steadily towards the destination, at a rate of 100 km a day, the fine maneuvering of the ship is managed by the mental thoughts of the caster.

► DEATH MARCH

Magnitude 4, Duration 1 Day
[Religions: Death]

This spell raises the local spirits of a settlement and makes them parade up and down the main road of that settlement, for a twenty four hour period. Most of the dead will be in the form of ghosts, but the freshly dead will rise as Zombies, and those who still have bones in the cemetery will rise as Skeletons. Both types of physical dead will attack any living beings that get in their way.

► DISMISS MAGIC

Instant, Magnitude 1, Progressive, Ranged
[Religions: All]

Dismiss Magic may be cast against either a general target or a specific spell. Dismiss Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dismiss Magic will not have any spells currently affecting it eliminated. Remember that Divine Magic's Magnitude counts as double vs non-divine magic.

The caster can also target Dismiss Magic against a single specific spell. Dismiss Magic may be fired as a

Reaction, but only when another spell is cast within Dismiss Magic's Range that the character wishes to counter. A successful Dismiss Magic disrupts the other spell and nullifies it.

► DIVINATION

Instant, Magnitude 1, Progressive

[Religions: All]

For each point of Magnitude of this spell the caster can ask one question of their Deity, which they must answer to the best of their ability. A Deity can only answer questions it knows about and that falls within its sphere of power. For example, a Mountain God will know exactly what is going on its slopes at any given time, but will be completely ignorant about the Ocean.

Gods will also commonly ask for a sacrifice of an animal or precious object worth one Gold Piece per question asked. Particularly cruel and bloodthirsty deities will demand blood sacrifices of sentient beings.

► DIVINE HEAL

Instant, Magnitude 1, Progressive, Touch

[Religions: Earth, Fertility]

This powerful spell instantly heals a number of Hit Points equal to its Magnitude times four. Each casting of Divine Heal will heal one Major Wound and if necessary will reattach or regenerate damaged limbs and organs.

► ENHANCE FERTILITY

Magnitude 3, Permanent

[Religions: Earth, Fertility]

This spell makes any one creature more fertile than normal. If it is an animal that has multiple offspring then it doubles the number. For creatures who have singular births, it guarantees conception and birth of the offspring. This spell negates the effects of any Block Fertility spell.

► ENHANCE UNIT

Magnitude 3, Duration 6 Hours

[Religions: War]

For the duration of this spell a troop of up to thirty soldiers gain +1D6 damage. Also they cannot be routed or affected by any mind control magic (such as Befuddle).

► EXCOMMUNICATE

Magnitude 5, Permanent, Resist (Persistence)

[Religions: All]

This spell severs the mystical link an Initiate enjoys with their god, causing the target of the spell to im-

mediately and permanently lose all Divine Magic from the caster's religion. The target will never again be able to learn or use Divine Magic spells from the religion, though they will still be able to use Lore (Religion) for purely academic purposes.

This spell must be cast by a Priest and takes one hour to cast. The Initiate need not be present. The spell can only be cast on Initiates or higher and who worship the same god of the caster of the spell.

► EXORCISM

Concentration, Magnitude 1

[Religions: All]

By means of this spell, a Divine Magic caster can draw out a spirit currently possessing a corporeal being. Whether the possession is dominant or covert is immaterial. The caster must be open to the Spirit World in order to cast this spell – he may not be shielded by a Spirit Block, Spirit Screen, Spirit Resistance or similar effect.

This spell forces a possessing spirit into Spirit Combat. The caster uses his Lore (Religion) as the attacking skill in the opposed contest, as this represents the strength of his or her faith. If the caster is successful in defeating the spirit it is cast out of the victim and flees. If the caster fails the spirit remains in the possessed victim.

► EXTENSION

Duration Special, Magnitude 1, Progressive

[Religions: All]

This spell lengthens the duration of any Divine Magic spell with the Duration trait. Extension, and the spell it is extending, are cast simultaneously by the caster – this is an exception to the normal rule that only one Divine Magic spell may be cast during a single Combat Round.

Each point of Magnitude of the Extension spell doubles the target spell's duration. Thus, a Magnitude 1 Extension increases Breathe Water's Duration to 30 minutes, a Magnitude 2 increases it to one hour, Magnitude 3 increases it to two hours, Magnitude 4 increases it to four hours, and so on.

► FEAR

Instant, Magnitude 1, Ranged, Resist (Persistence)

[Religions: Chaos, Night]

This spell causes the target to be gripped with overwhelming fear. Fear has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the influence of a Fear spell. The effect depends on the result of the Persistence check as follows:

Fumble: Victim instantly loses half original Hit Point damage (enough to cause a Major Wound,) as its heart stops.

Failure: Victim flees in screaming terror for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will not engage in combat unless forced to and will use the Run Combat Action whenever possible (unless a faster mode of egress is available).

Success: Victim is shaken and disturbed, suffering a -20% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).

Critical: Victim is unaffected by the spell and cannot be affected by further Fear spells for a number of Combat Rounds equal to its POW.

► FIND X

Duration 15, Magnitude 1, Ranged

[Religions: All]

This is actually several spells, though they all operate in a similar fashion, which allow the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone if it is at least one metre thick. It is also blocked by Absorption, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Absorption. Unlike the Magic Detect spells, the Find spells do not require concentration on the part of the caster – they simply function and alert them to the presence of whatever they are meant to locate. The separate Find spells are listed below.

Find Enemy: Gives the location of one creature who intends to harm the caster.

Find Magic: Gives the location of the nearest magic item, magical creature, or active spell.

Find (Species): Each Find Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Find Goblin, Find Dwarf and Find Horse

Find Substance: Each Find Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Find Coal, Find Gold and Find Wood.

The Gamemaster should provide the rough power of the detected subject ('weak magic' or 'rich gold lode').

► ILLUSION

Duration 15, Magnitude 1, Progressive, Ranged

[Religions: Moon, Trickster]

This spell creates an illusion based on all five senses. The illusion will seem real and solid unless the person looking at it succeeds in a Perception test. If the viewer succeeds in a Perception test and the Illusion could usually cause damage if believed in, it can no longer cause

damage to that character. As soon as a viewer disbelieves the illusion it becomes insubstantial and ghost-like to him.

The Size and the strength of the illusion is governed by the Magnitude. A Magnitude 1 Illusion creates objects or creatures up to SIZ 20 and viewers have +40% bonus to their Perception modifier test to disbelieve the illusion. For every extra Magnitude the caster can choose to either increase the size by 10 or apply a -20% penalty to the Perception modifier test. Thus, with 5 Magnitude a caster could create a creature up to SIZ 30 with a Perception modifier of -20%.

A positive Perception modifier means that the illusion is slightly fuzzy and unreal round the edges while a negative modifier means that it is indistinguishable from the real thing.

► JIGSAW

Magnitude 4, Duration 6 Hours, Resist (Persistence)

[Religions: Trickster]

This spell literally causes the target to fall to pieces upon a failed Persistence roll. The victim will still be alive, but will not require food or water during the time the spell is in operation. If the spell is dispelled the victim will die unless they have been painstakingly put together beforehand.

► LIGHTNING STRIKE

Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
[Religions: Storm]

This spell causes a sizzling bolt of lightning to streak from the hand of the caster toward the target. If the bolt is not dodged, each point of Magnitude of the spell will cause 1D6 damage. Armour Points are not effective against this damage and it counts as both magical and electrical damage.

► MADNESS

Instant, Magnitude 1, Progressive, Ranged,

Resist (Persistence)

[Religions: Chaos, Moon]

This spell causes the target to lose contact with reality and become a gibbering loon. Madness has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of a Madness spell. The effect depends on the result of the Persistence check as follows:

Fumble: Victim instantly loses 1D4 INT permanently and lapses into a catatonic state for a number of minutes equal to 20 minus its POW (minimum of one Combat Round).

Failure: Victim gibbers and raves uncontrollably for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will perform random Combat Actions during this period. Roll

1D6: (1) Move to close combat attack a random target; (2) Run in a random direction; (3) Cast a spell at random target; (4) Use ranged attack against random target; (5) Shout at random target; (6) Change stance.

Success: Victim is shaken and disturbed, suffering a -20% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).

Critical: Victim is unaffected by the spell and cannot be affected by further Madness spells for a number of Combat Rounds equal to its POW.

► MINDBLAST

Instant, Magnitude 1, Progressive, Ranged,
Resist (Persistence)
[Religions: Moon]

This spell applies a penalty to the victim's INT equal to the Magnitude of the spell. The effect lasts a number of days equal to the caster's current CHA.

► MINDLINK

Duration 15, Magnitude 1, Progressive, Ranged
[Religions: All]

This spell allows the transmission of spell knowledge, conscious thoughts and Power Points between participants.

Additional points of Magnitude allow multiple sets of people to be linked together, either creating several separate pairs of Mindlinked people, or making the caster the central hub of a small Mindlink network. In the second case, only the 'central' character is linked directly to other participants.

Mindlink must be cast upon all participants at the same time and is limited to consenting participants. Any participant in a Mindlink may use the spell knowledge and Power Points of others they are linked to without consent.

Participants in a Mindlink have a special vulnerability to INT, POW, CHA and morale-affecting spells. Such a spell cast against any member of a Mindlink will affect all those connected, though all participants are entitled to defend themselves individually.

Although participants in a Mindlink share PPs and conscious thought, they remain their own entity. Mindlink does not include hidden thoughts, memories, unconscious urges or permanent spell knowledge. A Mindlink participant may cast a spell one of the other participants has, but only if they have the necessary spellcasting skill – Mindlink does not allow sharing of skills.

Any participant may sever their connection to the Mindlink as a Combat Action. If any participant in Mindlink leaves the spell's range, that participant is considered to have left the Mindlink.

► MIRACULOUS ITEM

Magnitude 1, Progressive, Duration 1 Hour
[Religions: Craft]

This spell allows the caster to create items literally from nowhere. The size of the item depends upon the Magnitude of the spell:

- 1 - Small items, such as pots, plates, knives, a defaced detail on a stone fresco, etc.
- 2 - Medium. Large containers such as wine amphorae, target shields, longswords, human sized armour, a missing arm on a broken statue.
- 3 - Large. Tower shields, broken doors, a missing masonry feature such as a column.
- 4 - Huge. Giant armour, ruined houses, shattered towers.
- 5 - Ginormous. The broken parts of a walking castle, the ruined walls of a city.

Such items are always of the finest quality and do not break under any circumstance. For the cost of the Magnitude in Improvement Points the item can last permanently. Otherwise it disappears after one hour.

► OTHER WORLD JOURNEY

Duration 15, Magnitude 4, Touch
[Religions: All]

This spell shunts the physical form of the recipient into the Other World. The nature of the Other World depends on the beliefs of the caster's religion, it will typically be filled with gods, the souls of the faithful, demons and demi-gods, or armies of invading spirits and crusading sorcerers. The recipient's corporeal body literally disappears from mundane sight as it moves to coexist with the recipient's soul.

As a traveller in the Other World, the recipient automatically gains the effects of Soul Sight for the duration of his Other World Journey. However, he will suffer a -40% penalty to all Perception tests to spot mundane items or events in the real world while in the Spirit World.

While on the Other World Journey the recipient otherwise can use their normal skills and magic to combat the foes around them, but they find that they face powerful enemies and this magic is not for the faint hearted. Gamemaster may optionally rule that the character's Lore (Religion) and any cult skills (if appropriate) are increased by +20% to represent their proximity to divinity.

The spell also allows the caster to engage in Spirit Combat as per a Shaman with spiritual entities in the Other World. The Caster uses their Lore (Religion) as the offensive skill, if it is higher than their Persistence, like a Shaman, while in this mystical state they inflict 1D6 Spiritual Damage as opposed to the basic 1D4.

When the spell's Duration expires, the recipient's body phases back into the real world. Depending on

the nature of the game setting the character may have traversed great distances as they pass through the parallel world of the gods, returning to the nearest temple or wherever they left their body.

Most religions use this magic to commune with their gods, to seek divine aid or to fight against spiritual invasions at the sides of their ancestors and demi-gods.

► PUPPET

Magnitude 3, Resist (Persistence), Concentration,

Duration 6 Hours

[Religions: Trickster]

This in its base form, is mind control. The caster uses this spell to enchant a puppet which is the focus of the spell and the stand-in for the victim. The victim can use Persistence to resist the spell, and if they fail their actions are controlled via the puppet by the Caster, for the duration of the spell. The victim is aware of not being in control of their body, but is powerless to stop it. The exception to this rule is when the victim's life, or that of a friend is in danger because of the Puppeteer's commands. Then the victim is allowed another Persistence roll, and, if successful, breaks free of the spell's control.

► PURITY (RELIGION/CREED)

Magnitude 2, Touch

[Religions: Trickster]

This spell removes a perceived sin according to a particular religion. If the caster is out of favour because of said sin, all is forgotten and forgiven.

► QUICKSAND

Magnitude 2, Area, Resist (Persistence)

[Religions: Earth]

This spell creates a patch of quicksand 10m square. The earth in the area becomes boggy and saturated with water. On a failed Persistence roll, any character standing on the patch will sink down into the earth, at a rate of 1 metre a round. The quicksand holds the victim firmly and only by dispelling the magic can they be rescued.

Once the duration of the spell is over the victim, if not on the surface, is buried under the now solid earth (see Suffocation rules on page 77).

► RADIANT APPEARANCE

Magnitude 2, Duration 1 Day

[Religions: Sun]

The recipient of this spell glows with light and power. They gain +40% to any Influence rolls for the duration of the spell. Also any light-hating creatures suffer -20% when attacking the recipient.



► REPAIR AND REPLACE

Magnitude 2, Progressive, Instant

[Religions: Craft]

This spell repairs broken crafted items. It also replaces missing parts of an item. The size of the item depends on the Magnitude of the spell:

◆ 1 - Small items, such as pots, plates, knives, a defaced detail on a stone fresco, etc.

◆ 2 - Medium. Large containers such as wine amphorae, target shields, longswords, human sized armour, a missing arm on a broken statue.

◆ 3 - Large. Tower shields, broken doors, a missing masonry feature such as a column.

◆ 4 - Huge. Giant armour, ruined houses, shattered towers.

◆ 5 - Ginormous. The broken parts of a walking castle, the ruined walls of a city.

► REFLECTION

Duration 15, Magnitude 1, Progressive, Ranged

[Religions: Trickster]

This spell reflects incoming spells aimed at the target or his equipment, redirecting the spell back at the original caster. Once cast on a subject, Reflection will attempt to reflect any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Reflection depend on the relative Magnitude of both itself and the incoming spell. If the Reflection's Magnitude is equal or greater to the incoming spell then it is reflected and Reflection remains; if not Reflection is eliminated and the incoming spell takes effect.

Reflection is incompatible with Absorption, Shield and Spirit Block.

► RESURRECT

Concentration Special, Instant, Magnitude 5, Touch
[Religions: Death, Fertility, Sun]

The body of the deceased must be present and must be whole. If the target died due to disease or poison, the ailment must be eliminated or the Resurrect spell will fail.

This spell summons the deceased spirit to return its former body. Resurrect takes a number of minutes equal to the target's totalled Characteristics to take effect, during which time the caster must maintain concentration on the spell. If interrupted the spell fails. If the spell is completed without interruption the dead character returns to life with one hit point.

Resurrect must be cast within a number of days equal to the POW of the deceased. Casting the spell after this point results in the magic automatically failing.

► ROUT

Magnitude 3
[Religions: War]

When aimed at a body of warriors, no more than 100 persons, they make a Persistence roll or immediately lose all cohesion as a unit and rout. Routing units move at double movement, away from the caster to ideally a place of safety. They will not defend themselves, but will attack any enemy units that get in their way, with the aim of getting through them to their place of safety.

► SEE PAST

Magnitude 2, Area, Concentration
[Religions: Knowledge]

When cast on a 10m area, the caster can see that area as it was in any past point of time he wishes. The can see for as long as they concentrate and they can not interact with the scene they see in any way, shape or form. They still need to make successful Perception rolls to notice details, such as important clues.

► SHIELD

Duration 15, Magnitude 1, Progressive
[Religions: War]

This spell protects the caster from physical and magical attacks. Each point of Magnitude gives the caster one Armour Point and provides a +10% bonus to any tests the caster may make to resist malign magical effects. These effects are cumulative with other spells, as well as any physical armour the caster is wearing. Shield is incompatible with Absorption, Reflection and Spirit Block.

► SOUL SIGHT

Duration 15, Magnitude 1, Touch
[Religions: All]

This spell allows the recipient to see the POW aura of anyone he looks at, enabling them to discern that creature's current Power Points, as well as the nature of any active spells or enchanted items the creature is carrying. It also allows the recipient to see into the Spirit World.

► SPIRIT BLOCK

Duration 15, Magnitude 1, Progressive, Touch
[Religions: All]

The recipient of Spirit Block may only be touched by Spirits with a POW high enough to break through the spell's Magnitude; 1 - POW 10+, 2 - POW 17+, 3 - POW 26+, 4 - POW 37+, 5 - POW 50+, 6 - POW 65+, 7 - 82+, 8 - 101+.

A spirit unable to touch a Spirit Blocked character will not be able to personally attack or harm the recipient, including through ranged attacks (such as a thrown spectral javelin). A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds Spirit Block's Magnitude.

Spirit Block is incompatible with Absorption, Reflection and Shield.

► SUN DISC

Magnitude 1, Ranged, Resist (Dodge)
[Religions: All]

Upon casting this spell, the caster projects a disc of blinding light (roll vs Dodge or be blinded for 1D4 hours) from their hand. Its warming effect melts ice upon contact, even magical ice if under three Magnitude in power, and gives anyone it touches +40% resistance versus cold.

► SUNSPEAR

Instant, Magnitude 4, Ranged, Resist (Dodge)
[Religions: Sun]

This spell will only function in direct sunlight. When cast, a shaft of light two metres wide streaks from the sky to blast a single target, who must be visible to the caster. If the target does not dive out of the way, the blazing light will burn it for 4D6 damage. Armour points are not effective against this damage and it counts as both magical and fire damage.

► SUMMON HOLY STEED

Magnitude 3, Duration 1 Day
[Religions: Various]

This spell summons a Holy Steed (see page 97) from the Other World which is associated with the Deity that

the Summoner worships. The Steed will obey the orders of the Summoner until the duration of the spell is up at which point the Steed will return to the Other World from whence it came. If the caster spends 3 Improvement Points when the Steed is summoned it remains in their service on a permanent basis, unless killed.

► SUMMON HOLY WARRIOR

Magnitude 3, Duration 1 Day
[Religions: Various]

This spell summons a Holy Warrior (see page 97) from the Other World which is associated with the Deity that the Summoner worships. The Steed will obey the orders of the Summoner until the duration of the spell is up at which point the Steed will return to the Other World from whence it came. If the caster spends 3 Improvement Points when the Steed is summoned it remains in their service on a permanent basis, unless killed. Warriors are usually summoned to act as bodyguards, treasure guards and assassins.

Special powers for Warriors are available at the cost of increasing the spell's Magnitude by 1. Typically these are random (roll 1D12):

- ◆ 1 - Additional mode of attack.
- ◆ 2 - Extra set of arms, additional attack.
- ◆ 3 - Extra natural weapon, eg. Horns D10 damage.
- ◆ 4 - Breathes fire or ice or lightning (appropriate to elemental alliances of Deity) for D10 damage once per combat round.
- ◆ 5 - Wings, therefore flies at 18 Move.
- ◆ 6 - Hideous appearance that strikes fear into enemies (+40% to Influence roll when Intimidating) or Beautiful appearance which charms all that behold them (+40% to Influence rolls).
- ◆ 7 - Mighty Divine weapons that does D20 damage.
- ◆ 8 - Shapechanger.
- ◆ 9 - Heavily armoured (9 AP instead of normal 6AP).
- ◆ 10 - Can become insubstantial and walk through solid walls. While in this state can not interact with the real world.
- ◆ 11 - Can become Invisible at will.
- ◆ 12 - Faster, +18 Move, than normal.

Examples:

The Horned Horror of Yiko has Ranged Combat with a bow as an additional mode of attack, horns on its head which can be used as a weapon, and has a pair of wings, which means it requires a 6 Magnitude spell to summon it.

The Treasure Demon of Surlis-Sang, is a shapechanger that actually hides as the Treasure chest containing the

treasure it is protecting, and so needs a 4 point spell to summon.

► SURESHOT

Duration 15, Magnitude 1, Ranged
[Religions: Hunter]

Cast on a missile weapon (such as a knife, arrow, javelin or rock), this spell is triggered when it is fired. Unless the wielder of the weapon rolls an automatic failure or a fumble, the missile hits successfully (though it may be dodged or parried). So long as the target is within the maximum range of the weapon, the missile will strike home, regardless of concealment or any other factors. Attempts to parry or dodge the missile suffer a -20% penalty.

Sureshot may not be combined with Fire Missile, Multi Missile or Speed Dart – Sureshot will always take precedence in such cases.

► TOUCH OF DEATH

Magnitude 4, Touch, Instant, Resist (Persistence)
[Religions: Death]

The caster must touch their victim and on a failed Persistence test the victim falls down dead. This incredibly powerful spell is available to only members of religions whose Deity wield the power of Death itself. It is usually used to readdress the balance where a person who by all rights should be dead is still alive.

► TREASURY

Magnitude 4, Duration 1 Day
[Religions: Merchant]

This creates a secure room for one day, to store valuables in. All the entrances are locked and only the caster can come in and out without setting off a magical alarm that the caster can hear no matter how far away from the room.

► TRUE (WEAPON)

Magnitude 3, Duration 15, Ranged
[Religions: War]

Cast on the specified type of close combat weapon, this spell doubles that weapon's normal damage dice. Other modifiers, such as Damage Modifier, are not affected. The wielder of the weapon should roll the weapon's damage twice and total the result.

► WARD CAMP

Magnitude 2, Duration 8 Hours, Area
[Religions: Merchant]

This spell protects a camp with an area of 10 square meters. Anyone crossing the invisible boundary of the

spell takes 1D10 damage, and sets off a magical alarm that immediately awakens everyone within the camp. The Ward stays in place, even after it has been crossed, for the full duration of the spell.

► WAR EFFIGY

Magnitude 4, Resist (Persistence)

[Religions: Trickster]

This spell enchants a small wax representation of the intended victim. Spells can be cast at the effigy and affect the victim, despite the distance between the effigy and the victim. The caster need not have seen/met the victim, since it is the power of their god that is providing the link. Once a day the victim can be caused physical harm by driving pins into the effigy, at 1D4 damage per pin. The caster can attempt to kill the victim outright by breaking off the head of the effigy. In this case the victim gets a Persistence roll to avoid death. On a failed Persistence test the victim dies. On a successful Persistence roll the effigy no longer has any power over the victim.

► WHIRLWIND

Magnitude 1, Progressive, Duration 15 Minutes

[Religions: Storm]

Each point of Magnitude of this spell whips up a whirlwind that is 10 metres tall and is capable of carrying 20 SIZ in its whirling vortex. Each round the Whirlwind moves ten metres per point, in a random direction (use a D8 to determine direction, with 1 being North and 5 being South, progressing clockwise round the directions).

If a character is hit by the Whirlwind, make a Dodge roll to avoid being caught up in it. Characters who are caught are whipped off their feet, D6 metres into the vortex. Each round roll a D6:

→ 1-2: Carried up D10 metres (if already at the top, blown out the whirlwind the additional height before falling to earth (taking damage)).

→ 3-4: Stay at the height they are.

→ 5-6: Fall D6 down in the vortex. If this takes them to the ground they take falling damage.

SHAMANISM

Shamanism is the belief that everything in the world has a spirit, which can be communicated with to gain knowledge and power and that these spirits have a direct effect on the world. They exist in a Spirit World which exists alongside, but invisible to, the normal world. A village might have a guardian spirit that affects the fertility of the villagers and their livestock and the bounty of their harvests. If pleased and honoured with offerings at a well kept shrine, lots of healthy children and animals are born and the fields yield bumper harvests. If displeased by inappropriate offerings, behaviour, or worst still neglect, then the local spirit can blight crops and make sure no children or animals are born.

It is, therefore, important that Shamans interact with this Spirit World, communicating with sympathetic spirits and driving off hostile spirits, on behalf of their tribe. Disease and Pain spirits regularly have to be exorcised by the Shaman, while Magic and Healing spirits have to be contacted and encouraged to use their abilities for the benefit of the Shaman's community. They are also responsible for caring and communicating with the spirits of dead ancestors who, if honoured regularly, help the community by lending their advice and magical abilities. The abilities and powers of these spirits are covered in page 103.

11.1 SPOT RULES

11.1.1 ★ BECOMING A SHAMAN

Usually a Shaman is chosen by the Spirit World and hears the call. During the period of change, where the character becomes attuned to the Spirit World, they might appear to have gone mad to their friends who are still rooted in the mundane world and can not see the character's new friends in the Spirit World. The character is usually then taken under the wing of an existing Shaman who teaches them the skills they will need in their new vocation.

In game terms, a character spends five Improvement Points and gains the skills of Shamanism at the base skill ranking. Becoming a Shaman is a big commitment and is usually not taken by characters during character generation, unless the Gamemaster allows it. The base chance for Shamanism is INT+POW.

This skill provides for a number of abilities. These abilities, although magical in origin, are always on or, in the case of Disassociate, can be instantly called upon. No Power Points are needed.

Improved Spirit Combat: Shaman's are more adept at dealing with the Spirit World and understand the weaknesses of their spiritual foes. A Shaman causes 1D6 Power Point loss each time they are successful in Spirit Combat, as opposed to the usual 1D4. In addition to this increase in damage a Shaman can use his Shamanism skill to conduct Spirit Combat if their skill is higher than the spirit's Persistence.

Spiritual Charisma: Shaman's are better at controlling spirits, they can have a number of bound spirits equal to half their POW.

Disassociate from Body: the Shaman can put his body into a deep sleep, while his spirit travels the Spirit World. The two are connected by a slender silver cord, and if the body is destroyed the Shaman is effectively dead and his spirit is trapped in the Spirit World. If the Shaman is reduced to 1 or 0 Power Points, while in the Spirit World, his Spirit returns to his body immediately. In this disassociated form the Shaman can engage in Spirit Combat with an attack equal to his Shamanism score. During his time in the Spirit World, the Shaman has no physical body, therefore is considered STR, CON, DEX and SIZless. Any skills that are based upon those Characteristics or require a physical presence can not be used. The only way that a Shaman can interact with the physical world is through casting spells or Spiritually attacking. While disassociated the Shaman is invisible to the physical world.

See into the Spirit World: The Shaman can always see what is happening in the Spirit World and therefore detect spirits that are invisible to non-Shamans.

Assess harmony of the Spirit World: This ability allows the Shaman to sense if something is wrong with the immediate Spirit World to a range of POW in kilometres.

Knowledge of the Spirit World: The Shaman learns about the 'geography' of the Spirit World and its inhabitants.

Awakening the Fetch: When a character becomes a Shaman they may opt to undertake a ritual to awaken their Fetch. A Fetch is a spiritual guide, that is created from the Shaman's own spirit and is as much as part of them as an arm or a leg. The Fetch aids the Shaman in their magic. This ritual cost an additional 2 Improvement Points. Not all Shamanic tradi-

tions have Fetches. See below for more details on the Shaman's Fetch.

11.1.2 ★ SPELLS

Shamanism does not have a specific spell list. Typically they will have spells from the Magic discipline where they will commonly learn the following spells; Drive out Spirit, Spirit Bane, Spirit Shield and Call Spirit.

11.1.3 ★ SHAMAN'S FETCH

Many Shamans undergo spiritual quests or journeys, enduring great personal sacrifices and physical hardships in order to awaken their inner spirituality. At the end of their quest the Shaman awakens their Fetch, a magical guide that is like the Shaman's shadow in the Spirit World. The powers of the Fetch are as follows.

- ◆ The Fetches INT, POW and CHA are equal to the Shaman's at the time of its creation.
- ◆ The Fetch is a disorporate Spirit, that can travel between the Spirit World and Mundane World to aid the Shaman, but under specific circumstances as explained below.
- ◆ The Shaman and Fetch are in permanent telepathy, they can communicate instantly and cast spells on each other and have complete knowledge of each other's magic. A Fetch can use its magic on the Shaman, even when the Shaman is unconscious, however it cannot use the Shaman's magic at this time.
- ◆ When a Shaman disassociates from his body his Fetch may enter the body in a benign possession, which lasts until the Shaman returns. The Fetch prevents the Shaman's body being possessed by hostile spirits, it defends and heals the body with its magic, but it does not have the power to move the body.
- ◆ The Fetch increases its POW when the Shaman's increases.
- ◆ The Fetch can be sent to attack opponents, be they corporeal or spirit, in Spirit Combat which it can engage in freely. A Fetch that defeats a spirit it can send it back to the Spirit Plane, or imprison it, like a hawk with a pigeon, for its POW in minutes, allowing the Shaman to perform a Spirit Binding Ritual upon it. A Fetch that defeats a corporeal being renders it unconscious or eats 1D6 POW as the Shaman's chooses. If a Fetch is defeated in Spirit Combat it cannot be bound, but is sent to the Spirit Plane for 1D6 days and cannot be contacted by the Shaman.
- ◆ The Fetch has a Spirit Combat skill which is equal to the Shamanism Skill of the Shaman and does 1D6 Spirit Damage.

◆ The Fetch does not count towards the Shaman's total of Bound Spirits.

◆ A Fetch manifests in a manner that somehow represents the Shaman's inner self, so a fierce and brave Shaman may have a Tiger like fetch and a monstrous Beastman Shaman may have a mutated clawed horror, with burning eyes.

11.1.4 ★ SPIRIT COMBAT

Not all spirits in the Spirit World will be friendly to the player characters. Some will be guardian spirits placed over treasure or locations to guard them against intruders who they will attack if they enter their area. Some will be hostile spirits, unleashed in combat by enemy Shamans. During his travels in the Spirit World the Shaman will encounter both malignant and beneficial spirits.

In cases of aggressive spirits Spirit Combat will occur. This is the clash of spiritual energies, each trying to overcome and dominate the other.

► COMBAT PROCESS

- ◆ This is a simultaneous opposed test. It runs like normal combat, however the characters bound in Spirit Combat cannot do anything else other than engage in Spirit Combat or cast magic to aid them in Spirit Combat.
- ◆ All Spirits have a skill representing their Spirit Combat ability, this could be a Spiritual Claw, Bite or similar. This is the skill that they make the opposed test with. This attack causes Spirit Damage, which unlike normal damage is taken from Power Points, not Hit Points.
- ◆ Non-Shaman characters use their Persistence as their opposed skill in Spirit Combat. Shamans can use the Shamanism skill if it is higher than the Shamans Persistence. The base Spirit Damage is 1D4, however Shamans do 1D6.
- ◆ Only Spirits or Shaman's can initiate Spirit Combat, unless under the affect of certain magic. However anyone attacked by a Spirit can defend themselves. A disorporated Shaman or Fetch is able to initiate Spirit Combat with either a spirit or corporeal opponent, however while in this form they risk being affected by Spirit Binding.
- ◆ The spirit combatant that loses the Spirit Combat Test loses Power Points equal to the Spirit Damage of their opponent. Some spells can reduce or increase this damage.
- ◆ The more powerful a spirit is the more damage it does. For every ten points of POW above 20 a spirit combatant gains an extra +1D6 to the damage it can do in Spirit Combat.
- ◆ If a combatant's Power Points are reduced to 0 it loses the combat, they are not dead. The result of

this loss can take several forms, dependent upon nature of the combatants.

- ⇒ If a spirit has been reduced to 0 Power Points and no other action is taken then it is forced back to the Spirit World and cannot return for a duration equal to the victor's POW in days.
- ⇒ If the spirit's opponent has cast a Spirit Binding and reduced the Spirit to 0 Power Points then it is bound to the service of the victor.
- ⇒ If the loser had a corporeal body and lost to a Spirit then the Spirit may opt to possess the body of the loser (see Spirit Possession below).
- ⇒ If the spirit was possessing a body and was being subjected to a Spirit Combat as part of a Drive Out Spirit Magic, Exorcism Divine Spell or similar Spell and is being exorcised then it is forced out of the body and back to the Spirit Plane and it cannot return to possess the same victim again. The spirit of the possessed victim once again inhabits its body.
- ⇒ At any time during Spirit Combat one of the combatants wins the contest three times in a row they may break away from the contest if they succeed on a forth success round. The opponent may not engage in Spirit Combat again for the victors POW in minutes.

11.1.5 ★ SPIRIT POSSESSION

Possession is when a spirit steals or inhabits a corporeal body for its own ends. All forms of possessing spirits can be driven out by Exorcism, Drive out Spirits or similar magics. There are two types of possession:

► COVERT

This type of possession has the spirit hide in the victim's body. It only assumes partial control of the victim when it needs to do something to the victim's body. This is the form of possession typically used by Healing and Disease spirits. It is also the form of possession used by Ancestor Spirits.

► DOMINANT

The spirit takes full control of the victim's body and in turn the victim's spirit is imprisoned in the body, unable to do anything until the hostile spirit is exorcised or leaves. This is the most dangerous form of possession, as the spirit often cares nothing for the body it inhabits, for once the body dies the spirit returns to its old existence in most cases, and possession by a suicidal ghost or homicidal demon is never good for the body in question.



PART III

GAME MASTER

ADVENTURING

12.1 SPOT RULES

This selection of rules is designed to deal with individual situations that may crop up throughout the game.

12.1.1 ★ TRAVEL

The rates given below are based on average movement rates. If you need to precisely determine which of two groups reached a destination first, use an Opposed Athletics (for walking) or Riding test.

Type	Rate/day	Notes
Hiking	50km	Ten hours of steady walking on road or path with no wagons or animals. Need to make Fatigue Test at the end of the Hike to avoid becoming Fatigued.
Marching	30km	Marching in organised groups for ten hours, ready to fight at the end of the day. No need for a Fatigue test at the end of the march.
Riding Slow	30km	Moving at a walk accompanied by pack animals and wagons.
Riding	50km	Casual riding.
Riding Fast	90km	Riding fast with no wagons. Both mount and rider need to make a Fatigue test at the end of the day.

Table 12.1: Daily Travel Rates

The above rates should also be modified by the type of terrain being crossed.

Terrain	Movement Adjustment
Road/Path	100% of normal rate
Light brush	80% of normal rate
Medium brush	70% of normal rate
Light woods	70% of normal rate
Rolling Hills	70% of normal rate
Heavy woodland	50% of normal rate

12.1.2 ★ ILLUMINATION & DARKNESS

Table 12.2 gives examples of several different levels of illumination and darkness and the effects/penalties that it may have on the characters.

► DARK SIGHT

This allows the character to treat pitch black conditions as if dark. Normally possessed by subterranean or darkness aligned creatures.

► NIGHT SIGHT

This ability allows the character to treat partial darkness as illuminated and darkness as only partial darkness. This is normally possessed by nocturnal creatures.

► BLIND SIGHT

The ability of some animals to fight as if sighted although they are not. For example, using ground vibrations, echolocation, acute hearing or scent. The exact reason would typically be described in parenthesis, e.g. Blind Sight (Echolocation).

12.1.3 ★ FATIGUE

Combat, sprinting, climbing, swimming against a strong current, are all examples of when a character can become fatigued and tired.

If the Gamemaster thinks that a character has been engaged in an activity that may have drained him of physical energy, then they may call for a Resilience roll. If the character fails the roll they suffer the effects of Fatigue.

Example

Rurik has just been in a long, ten round, combat against a group of bandits. Although he has emerged victorious, the Gamemaster rules that Rurik has to roll a successful Resilience test or become Fatigued.

This test is usually made after the activity has been completed, unless the activity is long and drawn out and there is a real danger that Fatigue will stop the task being completed successfully. For example, on a long hard march the characters are pressing on ahead so that they can reach a fort before an enemy army arrives there.

Environment	Example	Effects
Brightly Illuminated	Blazing summer day	None.
Illuminated	Heavy candlelit room, overcast day, with radius of illuminating item	None.
Partial Darkness	Cavern mouth, misty day, within $3 \times$ radius of illuminating item (see below).	-20% to vision-based Perception tests and combat attacks.
Darkness	Large cavern illuminated only by embers, foggy day, within $5 \times$ radius of illuminating item.	-40% to vision-based Perception tests and combat attacks. Movement rate halved.
Pitch Black	Sealed room with stone walls, cavern many miles underground, supernatural darkness, mountaintop whiteout.	Perception tests reliant on vision become near impossible, as are ranged attacks. Close combat attacks are at -60%. Movement rate a quarter of normal.

Table 12.2: Illumination & Darkness

Example	Radius
Candle or embers	1m
Torch or lantern	3m
Campfire	5m
Bonfire	10m

Table 12.3: Illuminating Items

In this case there is a real danger that they will arrive not only too late but tired and worn down.

► THE EFFECTS OF FATIGUE

If a character fails the Resilience test then they become fatigued. All skill tests are at -20%. Also movement rate drops by a quarter. The character also becomes sluggish, DEX and INT are each reduced by three points for the purposes of determining Combat Order.

If the fatigued character insists on engaging in heavy activity, such as combat, heavy labour or running, then another Resilience roll is made at -20%. If the character fails this second skill test they become heavily fatigued and all the above penalties are doubled.

If a character fumbles any of their Resilience rolls, then they immediately fall unconscious for 3D6 minutes and upon waking are still fatigued.

► RECOVERING FROM FATIGUE

A character who completely rests for 20-CON hours will remove the effects of any Fatigue. Certain Powers might also help remove the effects of Fatigue.

12.1.4 ★ EXPOSURE, STARVATION AND THIRST

► EXPOSURE

A character can normally survive for a number of hours equal to his CON before suffering from exposure.

► STARVATION

A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a -10% penalty to Fatigue tests.

► THIRST

A character can survive for a number of hours equal to his CON x 2 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 1 or even CON x 1/2.

► EFFECTS AND REMEDY

Whenever a character is suffering from exposure, starvation or thirst, a Fatigue test penalty is required with a -20%. In addition, the character will automatically suffer one 1D6 of damage every day, for every condition he is experiencing. Natural healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural healing to take place.

12.1.5 ★ HEALING

Healing can be performed in one of two ways – using the First Aid skill or through natural healing, resting while the injuries heal themselves.

12.1.6 ★ NATURAL HEALING

A character's Minor injuries regain CON/4 (round up) hit point per 24 hours, as long as the character does not engage in anything more than light activity.

Natural healing will not improve Major Wounds. A Major Wound requires treatment with a successful Healing test. Once this is done Major Wounds heal at a rate of one hit point per day, as long as the character does not engage in anything more than light activity, and the character succeeds a daily Resilience test.

12.1.7 ★ ENCUMBRANCE

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, apart from those items

that are too small or light. Characters can usually ignore the effects on Encumbrance that these light items have until they start to carry a lot of them – assume that an average of 20 such items will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Encumbrance is a measure of not only weight but also bulk of the item, reflecting the awkwardness of handling the item. Roughly 1 ENC is equal to 1/4 of a SIZ point.

► OVERLOADING

A character carrying total ENC greater than his STR+SIZ is Overloaded.

- » Overloaded characters suffer a -20% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.
- » Overloaded characters have their Movement halved. They also suffer a -20% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.

12.1.8 ★ FALLING

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage. A character takes 1D6 damage per full 3m fallen.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points due to the fall, the character lands safely and is not prone. If the roll is a critical then miraculously no damage is taken. If the roll is a fumble then the maximum possible damage is taken.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

12.1.9 ★ SUFFOCATION

While underwater or moving through a poison gas cloud a character can hold his breath for a number of Combat Rounds equal to his CON.

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative -10% penalty. If he fails, he automatically starts inhaling the suffocating substance.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than wretch or gasp for breath for 1D4 Combat Rounds.

Substance Inhaled	Damage Taken
Water	2D6
Vacuum	2D6
Thick Smoke	1D6
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D6 damage is incurred in addition to the poison's effect.

Table 12.4: Suffocating Substance

Damage Source	Example	Damage/CR
Flame	Candle	1 point
Large Flame	Torch	1D4 points
Small Fire	Camp fire	1D6 points
Large Fire	Scalding steam, large bonfires, burning rooms	2D6 points
Inferno	Lava, inside a blast furnace	3D6 points

Table 12.5: Fire and Heat

12.1.10 ★ BURNING

The amount of damage per Combat Round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat Table. Metal armour, such as Plate or Chain mail, does not subtract from the rolled damage.

12.1.11 ★ POISON

Plants and creatures have developed poisons as a method of protecting themselves against predators. They are also used by assassins and wrong doers of all kinds to murder their victims. Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is not natural, it will be mentioned here.

Type: Lists whether the poison is ingested, used on a weapon, or inhaled.

Delay: The time between the poison's introduction to a character, to the time its effect takes hold.

Potency: This is a number between 10 and 100 that measures the strength of a poison. Some supernatural poisons, like Basilisk Venom, have even higher Potencies. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

Effect: Usually hit point damage, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause

hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by poison will recover through natural healing.

The character's Resilience and the Poison's potency are rolled against each other similar to opposed skill checks.

► EXAMPLE: GORGON SERPENT VENOM

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Effect: 1D3 hit point damage and -3 penalty to CON

Duration: 6D10 minutes

Other poisons: Viper Venom, Belladonna, Mushrooms, Scorpion Sting, Pokeweed or Holly Berries, etc.

12.1.12 ★ DISEASE

Disease is a source of threat in fantasy worlds, either from diseases that ravage the land from time to time or even supernatural diseases. Every type of disease has the following information detailed:

Name: The disease's name. Also, if the disease is not natural, it will be mentioned here.

Type: Lists whether the disease is spread through contamination, touch or is airborne.

Delay: The time between the disease's introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up opposed disease tests.

Potency: This is a number between 10 and 100 that measures the strength of a disease. Some supernatural diseases, like the shining plague, have even higher Potencies. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.

Effect: Usually hit point damage, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by disease will recover through natural healing.

Object	Armour Points	Hit Points
Boulder	4	40
Castle gate	4	120
Castle wall (2m)	5	250
Hut wall (2m)	2	15
Iron door	4	75
Wooden chair	2	6
Wooden door	2	25

Table 12.6: Inanimate Objects

► EXAMPLE: THE SHAKES

Type: Touch

Delay: 1-2 days

Potency: 50

Effect: This flu-like disease renders its victims in a cold and constantly shaking state, during which DEX is halved. Also for each day that the victim suffers from the Shakes they take 1D6 hit points of damage.

Other diseases: Typhoid, Cholera, Leprosy, Rabies, Malaria, Tuberculosis, Trachoma, etc.

12.1.13 ★ INANIMATE OBJECTS

All inanimate objects have armour points and hit points. Except in the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless. Note that weapons will get damaged, even break, when repeatedly hitting hard inanimate objects.

GAMEMASTER TOOLS

Gamemasters typically need to know more rules than the players. They need to handle situations that go beyond a single character, like doing mass battles or travelling by ships, optional creature plunder, etc. This chapter consolidates such rules for the benefit of Gamemasters.

13.1 PLUNDER RATING

Although Fantasy D100 is not a game of ‘Killing Things and Taking their Stuff’, it is sometimes useful and expected that creatures that the Player Characters meet upon their adventures will have treasure, both mundane and magical.

Normally the needs of the story can dictate what treasure and supernatural items a creature possesses, but if a quick random roll is necessary the following guidelines can be consulted.

Each creature has a Plunder Rating which is a rating of how much treasure the creature is likely to be carrying. For creatures that form groups, increase the Plunder Rating by at least one, for groups of up to 20 creatures, by two for larger groups of up to a hundred creatures, and by 3 for groups of over a hundred. In this case the Plunder will be held in a defended and guarded treasure room which the leader of the creatures will have access to.

The following table has a list of potential treasure for creatures depending on their Plunder Rating. If applicable (e.g. campaign has supernatural Disciplines, like magic) also roll for the supernatural items.

13.2 SHIPS AND SAILING

13.2.1 ★ CONSTRUCTION

There are, broadly speaking, three types of sailing ship: sloops (small, fast, but comparatively fragile one-masted vessels), brigs (fast and manoeuvrable two-masted vessels), and ships (larger vessels with at least three masts, whether warships or cargo vessels).

Weapons are handled abstractly; ship-mounted weapons are not accurate, and large numbers of shots are fired in order to have a chance to hit an enemy ship. Thus a ship’s weapons are rated abstractly as a single percentage chance to hit an enemy vessel in combat; almost certainly many weapons are fired for each “hit roll”. A hit generally does D8 damage, subtracted from the other ship’s structure points.

Plunder Rating	Treasure Found
0	Not a hoarder. No treasure whatsoever.
1	Chance hoarder. A couple of coppers, loose change (1D6 CPs). Very remote (05%) chance of a supernatural item, which is either used by accident (my lucky talisman) or which the creature is completely oblivious to.
2	Hoards enough for a rainy day. About 5D20 in SPs, 1D10 GPs. If the creature has supernatural abilities, there is a POW % chance of 1D4 Minor supernatural items appropriate to the type.
3	Hoards for a better future. Collects treasure for its worth and appreciates its value. 5D100 in SPs, 3D20 in GPs. If the creature has supernatural abilities, there is a POW X 2% chance of 1D4 appropriate Minor supernatural items.
4	Significant hoard. Hoards for hoarding’s sake. 10D100 SPs, 1D100 GPs. POW X 3% of 1D6 Minor supernatural items and POW % chance of 1D4 Major supernatural items.
5	Treasure trove. The wealth of a minor Lord. Examples: Grave goods of a dead noble worth about 1D6 thousand Silver Pieces, with 1D6 Minor supernatural Items and POW X 3% chance of 1D6 Major supernatural Items.
6	Wealth of Kings. e.g. Dragon’s Hoard, a hoard almost beyond comprehension 1D4 Million Silver pieces, 2D10 Minor, 1D8 Major and one unique supernatural item.

Table 13.1: Plunder

Every 10% in weapons reduces cargo capacity by 2 tons, and means two extra crew are needed. The weapons level cannot be increased above 100%.

Even beyond weapons carried, not all ships are identical; any ship will have one of the following special features. It might have more than one such feature; in this case, add +50% of the original cost to the total cost per feature added.

Armored: AP 2 against any attacks.

Fast: Add +1 knot to speed.

Heavy Weapons: Hits from weapons do D12 rather than D8 damage.

High Capacity: Increase the cargo size by +40%.

Manoeuvrable: Add +20% to manoeuvrability.

Marines: The ship can carry (and provide board and lodging for) a number of marines equal to the size of its crew.

Ram: The ship can ram other vessels in combat without suffering damage.

Reduced Crew: The crew size needed to run the ship (as indicated table 13.2) is halved.

13.2.2 ★ SAILING TESTS

Most potential manoeuvres a vessel can make are governed by the captain's Sailing skill, modified by the manoeuvrability of the vessel. A further modifier is the average Sailing skill level of the crew:

25% or less (no idea)	-20%
26%-50% (competent)	-
51%-75% (veteran)	+20%
76% or more (expert)	+40%

13.2.3 ★ TRAVEL

In normal sailing conditions, a sailing vessel can move 20 miles per day per knot of speed. Speeds given are averages. Very favourable conditions – for example a good strong wind in the desired direction of travel (possibly magically arranged) – can double these speeds. As can a rowing crew who critical their Rowing skill test.

On the other hand, if a ship is becalmed, with no wind at all, it cannot move.

Every day out of sight of land there is a 5% chance of a storm. Storms do 2D6 structure points of damage to a ship; a ship reduced to zero structure points begins to sink (and will sink almost instantly if its structure points are reduced to the negative of the original amount). Further, sailors on deck must make Dodge

tests to stay on board; a sailor swept overboard and not immediately rescued must make an Athletics test to survive.

Fortunately, the captain can make a Sailing test (modified by manoeuvrability) to halve damage from a storm. Better yet, it is possible to plot a course to avoid an incoming storm if it is detected in time (perhaps using magic or skills such as Natural Lore).

13.2.4 ★ NAVAL COMBAT

We consider two ranges of distance between ships.

► CONTACT

The vessels can see each other. If both vessels wish to close to combat range, or leave contact, this action is of course automatic, and takes about an hour.

If the vessels want different things, roll opposed Sailing tests, as above.

► COMBAT RANGE

Combat between ships is similar to normal combat. Initiative is decided for each ship, rather than between individuals, by saying that the vessel with the better speed goes first.

A single test is made to fire a ship's weapons; no defence roll is made against these attacks. If desired, a character can be appointed weapons officer; he oversees the firing of a ship's weapons. That character should make a Ranged Combat skill test; if the test succeeds, the ship's weapons test has a +20% bonus.

Hand-held weapons are too small to have any effect on an opposing ship, but can be used against those on the decks. Fire is the exception to this rule, being used to set flamable objects, such as decks, and sails, on fire.

The following special manoeuvres can be made by a ship in combat range. One manoeuvre is allowed per round. Each manoeuvre needs a Sailing skill test by the captain, as indicated above.

► BROADSIDE

If the skill test succeeds, two attacks with a ship's weapons can be made instead of one.

► EVADE

If the Sailing test succeeds, the opponent cannot use the broadside, ram, or boarding manoeuvres. Further, the vessel can escape combat range (out to contact range) if the other vessel allows it or the Sailing test succeeds as an opposed roll.

► RAM

The other vessel is rammed if an opposed Sailing test succeeds. A ramming attack does D6 points of damage per mast. If the ship performing this manoeuvre lacks a battering ram, it also takes half the damage inflicted.

Type of Ship	Crew	Cost (SP)	Manoeuvrability	Speed	Structure Points	Cargo
One-masted	10	5000	+20%	6 Knots	20	8 Tons
Two-masted	20	15000	-	5 Knots	40	15 Tons
Three-masted	30	50000	-20%	4 Knots	60	30 Tons

Table 13.2: Ship Types

► BOARDING

Boarding is possible if an opposed Sailing test succeeds. In this case, the vessels are roped together, and boarding can commence. A free boarding test is allowed immediately after a successful ramming manoeuvre if desired.

If both vessels want to board the other, this is automatic.

◆ Player character heroics (eg: taking out significant enemy, capturing strategic position): +20% bonus, or -20% penalty if attempted heroics go horribly wrong.

Larger forces might split into several armies, each with their own commander. The rules are still as above, but each army must pick another force to attack.

13.3 MASS COMBAT

The following rules can be used if you want a one roll solution to a battle.

Mass combat involves the commanders' skills of the two opposing sides, modified by the armies involved. The command skills involved are Lore (Military Tactics), and either Influence or Performance.

The actual battle is resolved by opposed Lore (Military Tactics) tests made by the leaders. A successful test means a force inflicts casualties equal to half its size on the opposition. Half of these casualties are deaths; the other half are injuries. These numbers are doubled on a critical success.

Further, the commander of a losing side in a battle must make an Influence or Performance test to prevent a rout. Routing troops either flee in panic, or surrender when they cannot flee. A further 10% of an army's numbers are lost in a rout. A critical success on the Influence or Performance test is needed for a force to continue fighting rather than retreating in a more orderly manner. If a force has nowhere to retreat to, it can continue to fight.

The Lore (Military Tactics) test is modified by various situational factors:

- ◆ Better equipped than enemy: +20% bonus.
- ◆ Better trained than enemy: +20% bonus.
- ◆ Has significant special forces (e.g. artillery, cavalry, combat mages) that the enemy lacks: +20% bonus for each.
- ◆ Outnumber enemy by two to one or more: +20% bonus.
- ◆ Outnumber enemy by four to one or more: +40% bonus.
- ◆ Enemy in defensive position: -20% penalty.
- ◆ Enemy fortifications: -40% penalty.

13.4 SKILL TESTS

13.4.1 ★ WHEN TO TEST

When the outcome of the character's action is in doubt or they want to push themselves beyond their expected capacity. If it's not clear that a character can perform a task, then Gamemaster is well within their rights to call for a skill test.

When it is dramatically appropriate and raises tension in the game. Think carefully before asking for a skill test. Skill tests should be like those moments in a thriller where you are on the edge of your seat and the story could go either way. If the overall result of asking for a skill test is that it will provide the player a success of minor import, such as a minor scrap of information on a Lore roll, just give the player the success without asking them to roll. If the situation is more life or death, describe it as such, highlighting the tension, and ask for a skill test. Where there are definite consequences to a failed skill test, such as falling down a pit filled with spikes if an Athletics skill test is failed, the player should be warned before the character risks taking the action.

13.4.2 ★ WHEN NOT TO TEST

As a replacement for good story telling and roleplaying. If the game is flowing nicely as a result of the players and Gamemaster engaging in conversation and weaving a strong exciting story which is keeping everyone happy and entertained through roleplaying, then think twice about breaking that mood by asking for a skill test.

Simply to provide drama and tension in game. The Gamemaster should never substitute a good description of the scene that the players find themselves in, for a series of dice rolls.

If a similar skill test has just been made. It is tempting to ask for a series of skill tests to simulate a difficult or arduous task, such as climbing an especially difficult cliff, or tracking an opponent through a dense jungle. Don't. All this does is break player immersion in the



game, creating frustration and boredom as several meaningless rolls are made. Instead, ask for a single skill test and modify it to reflect the difficulty of the task. Do not ask for another until the circumstances significantly change.

13.5 FANTASY RACES

Most fantasy campaigns will have exotic races as Player Character options. The exact nature of these races will depend on the campaign itself, e.g. Elves in the Tolkien saga are quite different than Elves in the Greyhawk campaign setting.

The Creatures chapter introduction (page 85) explains how any creature could be used as a base to create Player Characters. However, a lot of them would not be balanced and the Gamemaster needs to be careful on what races will be allowed in the campaign.

However, some races like Elves, Dwarves or Lizardmen are quite straightforward. Note that when those races have special abilities (e.g. Elves have Night Vision and are Exceptional Archers) they have to spend some of their initial Improvement Points to get that race. That would keep it more balanced for Human characters. Gamemasters have the final say as usual. The following sections contain Elves and Dwarves as examples.

13.5.1 ★ ELVES

The creature entry for Elves (page 92) has their average Characteristics as well as the dice rolled for the Random Characteristics method. For the point method the starting Characteristics will be analogous to their dice. For example: STR 6, CON 8, DEX 10, SIZ 6, INT 10, POW 8 and CHA 8. Players would then allocate 30 points on top of that.

Remember that the racial top is the maximum possible value plus 3. Thus, Elves can reach a maximum of DEX 27 but only STR 18.

Finally, in their abilities block Elves have Night Sight and are Exceptional Archers. These are useful abilities that would cost 3 Improvement Points each and thus Elf characters will have no extra Improvement Points available during creation.

13.5.2 ★ DWARVES

The creature entry for Dwarves (page 91) has their average Characteristics as well as the dice rolled for the Random Characteristics method. For the point method the starting Characteristics will be analogous to their dice. For example: STR 8, CON 14, DEX 6, SIZ 4, INT 8, POW 8 and CHA 8. Players would then allocate 30 points on top of that.

Remember that the racial top is the maximum possible value plus 3. Thus, Dwarves can reach a maximum of STR and CON of 27.

Finally, in their abilities block Dwarves have Thermoception and Earth Sense. Thermoception is pretty powerful so the player would need to spend 4 Improvement Points to get it. Earth Sense is situational and 2 Improvement Points would be required. Thus Dwarf characters will have no extra Improvement Points available during creation.

13.6 PLAYER ARCHETYPES

The rules allow for an incredible variety of player character concepts. Everything a player can think can be accommodated with the provided rules. To this end, common magic (see chapter 8) can be used to emulate new abilities as supernatural feats rather than consider them as Magic (since some players will not want to use Magic

as it conflicts with their character's concept). In this section we provide one such example by describing how a Monk character could be designed.

13.6.1 ★ CONCEPT: MONK

Characters trained in the monastic traditions will be able to achieve some supernatural feats. These characters will go through extensive training to learn special techniques to represent what they have learned in the monastery.

► RULES

The Player can, of course, use the Battle discipline to improve his fighting abilities but to emulate some of the special monk abilities we can use the Magic discipline. The Player needs to pay Improvement Points to get the Magic discipline and then pay IPs for each Magnitude of spells he is learning. The rules and maximum Magnitude they can learn is exactly as the Magic discipline. The Player character will not be casting spells but all the effects of spell casting need to be emulated. For example it should be obvious for anyone that is seeing the Monk that he is initiating something and under duress they may not succeed.

Flavour is important, so the abilities can be named accordingly. For example, the Player could pay to get the 'Monastic' discipline and then learn individual monastic 'feats'. Achieving a specific feat requires intense focus and meditation and sometimes distractions might cause failure (explaining why the 'Monastic' or 'Ki Focus' skill check is required).

► FEATS

The following example feats (spells) can be learned from the monastery: Coordination, Cover Blind Side, Cushion Fall, Extra Defense, Fist of the Wind, Flying Kick, Heal, Ironmind, Leap, Mobility, Multi Attack, Resist (Element), Spirit Shield, Strength, and Weapon Enhance.

Note, however, that they can only be applied to 'self' and never to others.

13.7 TRAITS, TALENTS, FEATS

Certain campaign concepts might allow characters to get some extraordinary or supernatural abilities without focusing on a specific discipline. Maybe the character wants some special talent interwoven with his background and the Gamemaster allows him, only once during character creation, to get such an ability. Maybe even later under certain circumstances. Or, more simply, it might be possible to add magical runes or tattoos to characters that allow them to manifest certain powers.

13.7.1 ★ RULES

To enable such mechanics Gamemasters might allow certain Magic spells to be cast as a spell-like ability once per day, or more. This is similar to how permanent charms are created with the Create Charms spell.

The player spends three Improvement Points per Magnitude to enable them to use the spell as an ability once per day (1/day); without requiring a Magic Casting skill or any Power. It can be activated as an Action.

The player spends ten Improvement Points per Magnitude to have the effect of the spell always active. This is quite powerful and care must be taken. In any case, not all spells can be used for such talents and the Game-master has the final say.

13.8 MINOR NPCs

This does not necessarily mean weak non-player characters. They are just NPCs not important enough to have a proper description. It can be used as an aid when improvising NPCs during play but they are primarily useful to quickly describe minor NPCs in writing.

The description comprises a brief description of the NPC followed by their specialty skill, followed by the items and/or abilities. Typically minor NPCs have 10 HPs and 10 Combat Order but the Gamemaster can increase, when appropriate.

Skills closely related to the description are at the specialty skill level and all other skills at -10% increments depending on how relevant they are. Effectively, the Gamemaster needs to reduce the skill level as appropriate for the role envisioned.

Example

Human Guard 50 (Shortsword 1D6+1, Leather 2)

This guard is quite good at his job. He could have 50% in Close Combat and 50% in Perception. He could have 40% in Dodge, Resilience and Ranged Weapons but only 30% in Persistence. Other skills would be even lower. The guard is armed with a Shortsword and wears Leather armor which gives 2 AP.

Another example of an elven scholar demonstrates the potential skills more.

Example

Elven Scholar 70 (Dagger 1D4+1, 2gp, Amulet of Protection 2)

The scholar could have 70% in a couple of Lore skills and/or Languages but only 40% in her Close Combat skill. She could have a 60% Persistence or even Healing, etc. Also note how her magical amulet containing a Protection 2 Magic spell is described.

Finally, extraordinary and supernatural abilities can be described with a brief Discipline abbreviation and then the appropriate Powers. For Disciplines, B is for Battle, M is for Magic, AM for Arcane Magic, DM for Divine Magic, etc.

Example

Goblin Witch Doctor 60 (Dagger 1D4+1; M: Heal, Scare, Sap Energy)

The goblin witch doctor could have a 60% at his Healing Skill and a 50% in his Magic Casting skill. He probably has a 40% in Persistence, Resilience and Dodge and knows 3 Magic spells: Heal, Scare and Sap Energy.

13.9 EPIC CHARACTERS

For a more heroic style of play, where the adventures of the PCs are of a more epic nature (with characters facing off against a whole host of foes, and perhaps becoming the great heroes of their time), the players and the GM might like to implement the following changes, or some variation of, to character creation:

- ⇒ Epic Hit Points: The total HPs will equal Size plus Constitution.
- ⇒ Epic Characteristics: The players can allocate 35 points to Characteristics and the maximum is increased to +5 instead of +3.
- ⇒ Epic Skills: The maximum Skill increase at character creation is 50 points instead of 30. Skills at Master level (above 100%) are increased by 2% instead of 1%.
- ⇒ At the end of character generation each character gains an additional 6 Improvement Points to spend as they wish.

CREATURES

In Fantasy D100, monsters can be as richly detailed as the characters themselves. As well as characteristics they have skills, weapons and supernatural abilities. They are not mere cannon fodder to be killed and looted. They have their own motives that often bring them into conflict with the player characters, and if sentient can be used to create player characters.

This chapter contains several creatures grouped in lists according to their special characteristics; animals, spirits, undead, etc. It is encouraged (if not strongly recommended) that Game Masters create campaign-specific monsters using this section's material as examples.

Monsters as Player Characters

Although in theory many of the monsters in this chapter can be used as player characters the following are especially suited: Dwarf, Elf, Centaur, Goblin, Orc, Ogre, Lizardman.

The following characteristics, attributes, skills, and special rules, collectively known as a 'Stat block', for each of the creatures listed on the Monsters List, are the bare bones of a creature. You can use them straight away to give an average non-descript member of that race.

To create creatures that truly fit the adage "Monsters are People too", take the Stat block and use it as a base for a complete character. Think of a concept for the character and then add the skills, characteristics and supernatural abilities that the character needs. You may want to generate the creature character as if it was a player character. This often creates good opposition for the players, since the creature will be of comparable experience.

Note that you should be careful with increasing encounter difficulty by increasing numbers of monsters. A much better way is to increase the power of individual monsters, by increasing skills and supernatural abilities, to be closer to the player character power level. Fantasy D100 combat works best when there is roughly the same amount of monsters as player characters.



14.1 ANIMALS

This list describes more mundane animals. It lists domestic animals (such as horses and dogs), as well as wild beasts. Some of the animals are in their ‘Giant’ form, which are more threatening opponents than their normal species.

None of the animals listed here have any treasure by design. They may have some as determined by the Gamemaster as fits the needs of the story. For example a carnivore may have a few trinkets in the remains of its previous meals.

All the Animals listed here are of fixed INT and therefore not sentient. They have a Dodge, Persistence and Resilience of DEX x3, Pow x3, CON x3 respectively and none of them know have any supernatural abilities.

Ant (Giant)

Hit Points 12
Major Wound 6
Damage Modifier 0
Power Points 6
Movement Rate 15m
Armor Chitin (5 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
4D6 (14)	3D6+6 (17)	2D6+6 (13)	2D6 (7)	2 (2)	1D6+3 (6)	5 (5)

Skills

Unarmed Combat 50%. Bite (1D6)

Bear

Hit Points 19
Major Wound 10
Damage Modifier 0
Power Points 11
Movement Rate 23m
Armor Tough hide (3 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+15 (25)	2D6+6 (13)	3D6 (11)	3D6+15 (25)	5 (5)	3D6 (11)	5 (5)

Skills

Unarmed Combat 60%. Bite (1D8+2D6), Claw (1D6+2D6)

Bull

Hit Points 15
Major Wound 8
Damage Modifier +1D6
Power Points 7
Movement Rate 15m
Armor Hide (2 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
4D6+6 (20)	2D6+9 (15)	2D6 (7)	2D6+9 (15)	4 (4)	2D6 (7)	4 (4)

Skills

Unarmed Combat 40%. Charge (1D8+1D6), Trample (1D8+1D6)

Crocodile

Hit Points 15
Major Wound 8
Damage Modifier +1D6
Power Points 11
Movement Rate 7m, 2m in water
Armor Thick hide (5 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
5D6+12 (30)	3D6+12 (19)	3D6 (11)	4D6 (14)	3 (3)	3D6 (11)	3 (3)

Skills

Unarmed Combat 50%. Bite (1D8+1D6)

Dog

Hit Points 7
Major Wound 4
Damage Modifier 0
Power Points 9
Movement Rate 23m
Armor None
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+6 (13)	3D6 (11)	2D6+6 (13)	1D6 (3)	5 (5)	1D6+6 (9)	5 (5)

Skills

Unarmed Combat 40%. Bite (1D6)

Elephant

Hit Points 36
Major Wound 18
Damage Modifier +5D6
Power Points 13
Movement Rate 23m
Armor Thick hide (3 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
6D6+24 (45)	3D6+15 (24)	3D6 (11)	6D6+30 (48)	6 (6)	2D6+6 (13)	5 (5)

Skills

Unarmed Combat 45%. Trample (1D12+5D6), Tusk (1D10+5D6)

Hawk

Hit Points 3
Major Wound 2
Damage Modifier -1D6
Power Points 7
Movement Rate 15m, 30m flying
Armor None
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
1D3 (2)	2D3 (4)	3D6+18 (27)	1D2 (2)	4 (4)	2D6 (7)	4 (4)

Skills

Unarmed Combat 50%. Claw (1D6-1D6), Bite (1D4-1D6)

Hawk (Giant)

Hit Points 36
Major Wound 18
Damage Modifier +4D6
Power Points 11
Movement Rate 23m, 30m flying
Armor Thick feathers (3 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
6D6+21 (39)	5D6+15 (33)	3D6+9 (18)	6D6+21 (39)	4 (4)	3D6 (11)	4 (4)

Skills

Unarmed Combat 80%. Claw (1D8+4D6), Bite (1D6+4D6)

Horse

Hit Points 21
Major Wound 11
Damage Modifier +2D6
Power Points 11
Movement Rate 30m
Armor Hide (2 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+18 (25)	3D6+6 (17)	2D6+3 (10)	2D6+18 (25)	4 (4)	3D6 (11)	5 (5)

Skills

Unarmed Combat 40%. Kick (1D6+2D6)

Lion (Big Cat)

Hit Points 15
Major Wound 8
Damage Modifier +1D6
Power Points 11
Movement Rate 23m
Armor Hide (2 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+12 (24)	3D6 (11)	3D6+6 (17)	2D6+12 (19)	5 (5)	3D6 (11)	5 (5)

Skills

Unarmed Combat 60%. Bite (1D8+1D6), Claw (1D6+1D6)

Lizard (Giant)

Hit Points 15
Major Wound 8
Damage Modifier +1D6
Power Points 11
Movement Rate 15m
Armor Hide (2 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+12 (19)	3D6 (11)	1D6+12 (15)	2D6+12 (19)	3 (3)	3D6 (11)	3 (3)

Skills

Unarmed Combat 35%. Bite (1D6+1D6), Tail (1D8+1D6)

Octopus (Giant)

Hit Points 31
Major Wound 16
Damage Modifier +4D6
Power Points 11
Movement Rate 7m land, 30m swimming
Armor Tough skin (4 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
12D6 (42)	4D6+6 (14)	3D6+12 (23)	12D6 (42)	4 (4)	3D6 (11)	4 (4)

Skills

Unarmed Combat 50%. Bite (1D8+4D6), Arm (1D4+4D6)

Python (Giant)

Hit Points 11
Major Wound 6
Damage Modifier +2D6
Power Points 11
Movement Rate 15m
Armor Scales (3 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+24 (35)	3D6 (11)	2D6+6 (13)	3D6 (11)	3 (3)	3D6 (11)	3 (3)

Skills

Unarmed Combat 50%. Bite (1D4+2D6), Constrict (1D8+2D6)

Raven

Hit Points 3
Major Wound 2
Damage Modifier -1D6
Power Points 7
Movement Rate 15m, 25m flying
Armor None
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
1D3 (2)	2D3 (4)	3D6+12 (21)	1D2 (2)	5 (5)	2D6 (7)	4 (4)

Skills

Unarmed Combat 35%. Claw (1D6-1D6), Bite (1D4-1D6)

Rhinoceros

Hit Points 19
Major Wound 10
Damage Modifier +2D6
Power Points 11
Movement Rate 23m
Armor Thick hide (5 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+21 (26)	3D6 (11)	2D6 (7)	2D6+21 (26)	3 (3)	3D6 (11)	3 (3)

Skills

Unarmed Combat 50%. Bite (1D6+2D6), Gore (1D8+2D6), Trample (1D12+2D6)

Spider (Giant)

Hit Points 22
Major Wound 11
Damage Modifier +1D6
Power Points 11
Movement Rate 15m on land, 23m in web
Armor Chitin (4 AP)
Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+12 (19)	3D6+6 (17)	2D6+9 (16)	4D6+12 (26)	8 (8)	3D6 (11)	2 (2)

Skills

Unarmed Combat 50%. Bite (1D6+1D6+Venom), Web Abilities

Spider Venom.

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: Spider's CONx3

Full Effect: 1D3 Hit Points per minute and applies -6 penalty to victim's DEX (upon reaching 0 DEX victim becomes paralysed)

Duration: 6D10 minutes

Web. Entangles opponent. Success is determined by an opposed check of attack roll vs an Athletics roll. If entangled, the web can be destroyed (POWx2 Hit Points).

Viper

Hit Points 7

Major Wound 4

Damage Modifier 0

Power Points 13

Movement Rate 30m

Armor Scales (1 AP)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+6 (13)	2D6 (6)	3D6+18 (27)	2D6 (7)	3 (3)	2D6+6 (13)	3 (3)

Skills

Unarmed Combat 60%. Bite (1D6+Venom)

Abilities

Viper Venom.

Type: Ingested or smeared

Delay: 1 Combat Round

Potency: 48

Full Effect: 1D4 Hit Points damage for each minute and -3

CON (upon reaching 0 CON victim dies)

Duration: 6D10 minutes

Wolf

Hit Points 12

Major Wound 6

Damage Modifier 0

Power Points 11

Movement Rate 23m

Armor None

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
3D6 (11)	3D6+3 (14)	3D6+3 (13)	2D6+3 (10)	5 (5)	3D6 (11)	5 (5)

Skills

Unarmed Combat 50%. Bite (1D8), Claw (1D6)

14.2 MONSTERS

Basilisk

Born from the egg of a cockerel acted upon in an Alchemist's or witches cauldron, this magical monster is the product of foul magic. It is a large lizard with multicoloured scales. Its baleful gaze can kill and its blood is poisonous and corrosive. Basilisks are usually employed as guardians of their master's treasure.

Hit Points 8

Major Wound 4

Damage Modifier -1D6

Power Points 16

Movement Rate 15m

Armor Armor Scales (2AP)

Plunder Rating 5

STR	CON	DEX	SIZ	INT	POW	CHA
2D3 (4)	2D6+6 (13)	3D6 (11)	1D3 (2)	3 (3)	1D6+12 (16)	3 (3)

Skills

Resistances. Dodge 40%, Persistence 50%, Resilience 70%

Knowledge. Natural lore 40%

Practical. Athletics 65%, Deception 40%

Ranged Combat 100%. Death Gaze (Range: POW in metres)

Unarmed Combat 35%. Bite (1D6-1D6+poison)

Abilities

Basilisk Venom & Poison Blood.

Type: Ingested or smeared

Delay: Immediate

Potency: 65

Full Effect: 1D4 Hit Points damage for each minute and -6 CON (upon reaching 0 CON victim dies)

Duration: 6D10 minutes

Any non-magical weapon hitting the basilisk corrodes in the creature's blood, completely disintegrating after D4 rounds. The basilisk's poison and corrosive blood are magical effects, which lose their special properties a few minutes after leaving the basilisk's body, making it virtually impossible to use the creature as a source for making lethal compounds.

Death Gaze. A basilisk can kill with a glance. In combat the basilisk glares at a single opponent each round. If the basilisk overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Power Points, and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again.

Beastman

Hybrids of animals of beasts and men, they typically take the form of a man with a beast's head. Tied to the savagery of nature, they react with hostility to man's attempt to clear the wilderness for cultivation.

Hit Points 16

Major Wound 8

Damage Modifier +1D4

Power Points 11

Movement Rate 15m

Armor Leather (2AP)

Plunder Rating 2

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+6 (13)	1D6+12 (16)	3D6 (11)	1D6+12 (16)	2D6+6 (13)	3D6 (11)	2D6 (7)

Skills

Resistances. Dodge 40%, Persistence 30%, Resilience 30%

Knowledge. Natural lore 70%

Practical. Deception 40%

Close Combat 50%. Club (1D6+1D4), Shortspear (1D6+1D4), Medium Shield (1D6+1D6)

Unarmed Combat 60%. Head Butt (1D6+1D4)

Abilities

Supernatural.

Beastmen can usually learn 3 Magnitude points of Magic.

Centaur

Atop of the body of a well-bred and strong horse, this creature has the body of a strong athletic human where the horse's head should be. The centaur is the raw power and nobility of nature incarnate. Often they act as the self styled protectors of the wilderness, which brings them into conflict with more settled races who encroach on their territory.

Hit Points 19

Major Wound 10

Damage Modifier +1D6

Power Points 11

Movement Rate 23m

Armor Leather (2AP)

Plunder Rating 2

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+6 (17)	3D6 (11)	3D6+3 (14)	4D6+12 (26)	2D6+6 (13)	3D6 (11)	3D6 (11)

Skills

Resistances. Dodge 30%, Persistence 45%, Resilience 60%

Knowledge. Natural lore 60%

Practical. Athletics 60%, Performance 50%, Perception 40%, Deception 30%

Ranged Combat 70%. Longbow (1D10+1D6)

Close Combat 40%. Lance (1D10+1D6), Medium Shield (1D6+1D6), Arming Sword (1D8+1D6)

Unarmed Combat 40%. Kick (1D6+1D6)

Abilities

Supernatural. Typically supernatural abilities that are related to Battle, Earth and Nature are available to Centaurs.

Exceptional Archers. Centaurs can use their damage modifier when using bows.

Dragon

These giant flying reptilian monsters are incredibly powerful and dangerous. Dragons are very individual in their temperament. Some are evil cruel beasts. Others are solitary hoarding creatures. Some use their high intelligence to lord it over lesser races.

Hit Points 50

Major Wound 25

Damage Modifier +7D6

Power Points 26

Movement Rate 30m, 45m when flying

Armor Dragon Scales (12AP)

Plunder Rating 5-6

STR	CON	DEX	SIZ	INT	POW	CHA
20D6 (70)	10D6 (35)	4D6 (14)	10D6+30 (65)	6D6 (21)	4D6+12 (26)	6D6 (21)

Skills

Resistances. Dodge 30%, Persistence 180%, Resilience 120%

Knowledge. Natural lore 100%, Culture (local) 100%

Practical. Athletics 120%, Influence 150%, Perception 110%

Unarmed Combat 125%. Bite (1D10+7D6), Claw (1D8+7D6), Tail (1D20+7D6)

Abilities

Double Claw Attack. In a single Combat Round a dragon can make two claw attacks.

Breathe Flame. The Dragon may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the Dragon, which stretches for its POW in metres. At its furthest extent, the cone is equal to the creature's POW in width. Any creature caught in the flame suffers 4D6 fire damage, though on a successful Dodge roll a character may dive for cover to halve this damage and AP counts as normal. The Dragon may only breathe flame once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative -20% penalty for every attempt.

Supernatural. Dragons are highly magical creatures and often learn Arcane Magic and Magic (of which they have a minimum of 10 points of Magnitude of spells)

Dwarf

These short, stocky and bearded, human-like creatures, live underground in vast halls, meticulously carved out of the rock by their highly skilled hands. Long lived and proud of their work, Dwarfs are the natural enemies of Orcs and Goblins, who often encroach upon their realms.

Hit Points 15

Major Wound 8

Damage Modifier 0

Power Points 11

Movement Rate 12m

Armor Chainmail (5AP)

Plunder Rating 3

STR	CON	DEX	SIZ	INT	POW	CHA
4D6 (14)	2D6+12 (19)	3D6 (11)	1D6+3 (7)	2D6+6 (13)	3D6 (11)	3D6 (11)

Skills

Resistances. Dodge 20%, Persistence 40%, Resilience 55%

Knowledge. Craft 70%

Practical. Athletics 50%, Engineering 35%, Trade 60%, Mechanisms 40%

Close Combat 65%. War Hammer (1D8), Battleaxe (1D8), Medium Shield (1D6)

Ranged Combat 45%. Light Crossbow (1D8)

Abilities

Supernatural. Typically supernatural abilities that are related to Battle, Earth and Metals are available to Dwarves.

Thermoception. Dwarves can see at dark as if it was day, by detecting heat and cold.

Earth Sense. Dwarfs can automatically sense how far they are underground and whether or not the tunnels or chambers they are in are structurally sound.

Elemental

These are magical beings of raw elemental power that come from the Other Worlds. They are usually called or summoned to the mundane world to do the bidding of Priests and Arcane Magic users. Their appearance can vary. Some representative elementals can be seen below.

Types

Undines. Water elementals that look like a featureless humanoid made of water whose legs dissolve into a pillar then pool of water.

Type of attack: Drown
Resistance used: Resilience
Attribute damage: Hit Points

Shades. Darkness elementals that are living blobs of darkness.

Type of attack: Fear
Resistance used: Persistence
Attribute damage: Power Points

Shades attack using Fear, when they reduce their opponent's Power Point's total to zero they literally die of shock.

Salamanders. Fire elementals that look like lizards made of fire.

Type of attack: Burning
Resistance used: Resilience
Attribute damage: Hit Points

Gnomes. Earth elementals that look like humanoids made of rock.

Type of attack: Crush
Resistance used: Resilience
Attribute damage: Hit Points

Sylphs. Air elementals that take the form of clouds which fly.

Type of attack: Buffet
Resistance used: Resilience
Attribute damage: Hit Points

Abilities

Attributes. The only Stat that an elemental has is SIZ, all its derived attributes and skills are based on this (see table 14.1). Elementals attack by engulfing their enemies. All opponents within the area of attack are potential targets. Elementals use their Attack percentage, which is equal to their size times five, to hit the target who then resists using the resistance appropriate to the attack.

Immunities. Diseases and Poisons

See Invisible. Elementals have magical senses that allow them to 'see' invisible creatures, such as immaterial spirits. They also gain a +40% when detecting hidden characters.

Camouflage. All elementals have the equivalent of a 80% Deception when lying next to a environment of the same element as themselves. For example, undines are nearly invisible when lying in a pool of water and Gnomes can curl up and blend into a surrounding rocky area.

Elf

Forest dwellers, these creatures are slender and tall, with ears that end in a point. Haughty and proud, they do not suffer the ravages of time like other mortal races. Tightly bound to their forest realms in ways no human can understand, they often come into conflict with those who despoil their lands.

Hit Points 11
Major Wound 6
Damage Modifier 0
Power Points 13

Movement Rate 15m

Armor Leather (2AP)

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+3 (10)	3D6 (11)	3D6+6 (17)	2D6+3 (10)	3D6+6 (17)	2D6+6 (13)	3D6 (11)

Skills

Resistances. Dodge 55%, Persistence 55%, Resilience 20%

Knowledge. Nature lore 80%

Practical. Athletics 55%, Deception 55%, Perception 30%, Healing 50%

Close Combat 60%. Longspear (1D8)

Ranged Combat 80%. Shortbow (1D8)

Abilities

Supernatural. Typically supernatural abilities that are related to Battle, Healing and Nature are available to Elves.

Night Sight. Elves treat partial darkness as illuminated and darkness as only partial darkness.

Exceptional Archers. Elves can use their damage modifier when using bows.

Gargoyle

Grotesque humanoids with leathery bat-like wings, their faces with exaggerated features, and large fangs that protrude from their lower jaws. Their skin is a dull grey, meaning that they are often mistaken for statues, a fact that a predatory Gargoyle will often use to its advantage, staying still for hours upon end, until prey comes near. It is rumoured that once the Gargoyles had a vast underground Empire, but now they are encountered in small groups of twenty at the most. Often they find themselves drafted into Orc war bands as flying troops.

Hit Points 14

Major Wound 7

Damage Modifier +2D6

Power Points 11

Movement Rate 15m, 23m flying

Armor Tough Hide (6AP)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
5D6+12 (29)	3D6 (11)	3D6 (11)	5D6 (17)	1D6 (4)	3D6 (11)	1D6 (4)

Skills

Resistances. Dodge 25%, Persistence 40%, Resilience 40%

Knowledge. Natural lore 40%

Practical. Athletics 40%, Deception 30%, Perception 40%

Unarmed Combat 50%. Claw (1D6+2D6)

Size	SIZ	Damage	Hit Points (=SIZ)	Attack (=SIZx5)	Area of attack (=SIZ/5)	Movement rate	Dodge	Persistence	Resilience
Small	3	1D6	3	15%	1m	15m	120	30	100
Medium	9	2D6	9	45%	3m	23m	90	60	100
Large	21	3D6	21	105%	7m	30m	60	90	100
Small	50	4D6	50	250%	16m	45m	30	120	100

Table 14.1: Elemental Attributes and Skills

Abilities

Supernatural. Gargoyles tend not to learn magic unless taught it. If some one is stupid enough to teach them magic, it is usually very low Magnitude Magic (max 3), enough to make them useful as troops, but not enough to give them the upper hand in any mutiny.

Giant

Standing at least six metres high, a Giant is a marvel to behold to the 'little' races that it towers over. It is rumoured that they once had their own civilisation, one that challenged that of the Gods, and so they were cast down and scattered. Giants are human-like and tend to take on the cultural aspects of the nearest human culture, which they often trade with. That said, many are primitive barbarians in the wilderness. living outside and beyond human society. Some are master stone masons so are found in the mountains where there is an abundance of stone.

Hit Points 44

Major Wound 22

Damage Modifier +5D6

Power Points 11

Movement Rate 30m

Armor Tough Hide (3AP)

Plunder Rating 1-5

STR	CON	DEX	SIZ	INT	POW	CHA
9D6+18 (49)	6D6+18 (39)	2D6+3 (10)	9D6+18 (49)	3D6 (11)	3D6 (11)	2D6 (7)

Skills

Resistances. Dodge 10%, Persistence 25%, Resilience 80%

Knowledge. Natural lore 20%

Practical. Athletics 50%, Perception 40%, Deception 5%

Close Combat 90%. Huge Club (2D6+5D6)

Ranged Combat 35%. Thrown boulder (2D6+5D6)

Unarmed Combat 75%. Stomp (1D6+5D6)

Abilities

Supernatural. Giants tend to learn the magic of those cultures nearest them. Giants who are isolated in the moun-

tains learn Magic, with more powerful individuals becoming Shamans.

Other Giant Sizes. The above Characteristics are for a giant that stands six metres tall. For every additional two metres of height, a giant rolls an additional of 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Goblin

Sneakier crueler cousins of the Orcs, goblins are a quarrelsome bunch of green-skinned humanoids. They stand as tall as a human child and their smiling faces are dominated by large hooked noses and mouth full of razor-sharp teeth. Constantly in the shadow of the larger humanoid races, often used as slaves or cannon fodder, these diminutive psychopaths take out their frustration on any other creatures unlucky enough to be outnumbered by them or in their power.

Hit Points 9

Major Wound 5

Damage Modifier 0

Power Points 10

Movement Rate 15m

Armor Leather (2AP)

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+3 (10)	2D6+3 (10)	5D6 (17)	2D6 (7)	3D6 (11)	2D6+3 (10)	2D6 (7)

Skills

Resistances. Dodge 50%, Persistence 20%, Resilience 35%

Knowledge. Natural lore 50%

Practical. Athletics 50%, Perception 35%, Deception 75%, Mechanisms 50%

Close Combat 40%. Shortspear (1D6), Small Shield (1D4)

Ranged Combat 50%. Sling (1D6)

Abilities

Supernatural. On their own, Goblins can sometimes learn Battle and Magic disciplines (leaders and shamans).

Thermoception. Goblins can see at night as if it was day, by seeing heat and cold.

Golem

These artificial anthropomorphic behemoths are created by powerful magic, from inanimate matter to do the bidding of the magician that summoned them. Typically formed from baked clay by ancient Priests, most Golems are relics of greater times. They are tireless servants, who are commanded to their labors by sacred texts placed beneath their tongues or within cavities in their heads. They follow their commands precisely, but in most cases can only do one task at a time (such as Break Rocks, Guard Door). Most golems are stupid, senseless creatures, without freewill, but resistant to almost every hazard thrown their way. Occasionally a Golem is given its liberty, but they still remain ponderous, slow, yet thoughtful creatures. Other types of Golem exist, but are much rarer, animated statues of metal and stone are heard of and some magicians have used their power to give life to cadavers to make monstrous flesh golems. The statistics are given here for the traditional Clay Golem.

Hit Points 29

Major Wound 15

Damage Modifier +3D6

Power Points 4/11 (free willed)

Movement Rate 15m (cannot run)

Armor Clay Body (8AP or 4AP against crushing weapons)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
6D6+18 (39)	3D6+18 (29)	2D6 (7)	3D6+18 (29)	1D6/2D6 (4/7)	1D6/3D6 (4/11)	1D6/2D6 (4/7)

Skills

Resistances. Dodge 0%, Persistence 90%, Resilience 100%

Knowledge. Lore (Allocated Task) 50%

Practical. Golems perform their one programmed skill at 100% unless they are free-willed in which case they develop skills normally. All other skills at base

Unarmed Combat 30%. Fist (1D8+3D6)

Abilities

Magic. Golems rarely learn magic, even when free-willed.

Special Rules. Golem are immune to all mind affecting spells, they cannot be poisoned, they do not breathe, eat or sleep and are very, very hard to break. They rarely react to, or with, violence, unless commanded to do so. They follow strictly the commands of either their master or the commands on their sacred texts.

Gorgon

These giant creatures have the upper body of female humans and the lower body of a giant snake, with metallic scales and leathery wings growing out of their back. To top off their gruesome visage, which can turn other living creatures to stone, is a head that has living writhing

serpents for hair. Evil and vicious to the extreme, it is fortunate that Gorgons are solitary creatures, except in the occasional time that they gather to lord it over other evil creatures.

Hit Points 16

Major Wound 8

Damage Modifier +1D4

Power Points 16

Movement Rate 15m, 23m when flying

Armor Tough Scales (8AP)

Plunder Rating 5

STR	CON	DEX	SIZ	INT	POW	CHA
4D6 (14)	3D6+6 (17)	3D6+6 (17)	4D6 (14)	3D6 (11)	1D6+12 (16)	1D6 (4)

Skills

Resistances. Dodge 50%, Persistence 35%, Resilience 45%

Practical. Athletics 65%, Deception 60%, Perception 50

Unarmed Combat 75%. Talons (1D6+1D4), Serpents (1d4+poison)

Abilities

Magic. Gorgons have at least 10 Magnitude of Magic or Arcane or Divine Magic. They are usually Priestesses or Adepts, with a casting skill of 75%.

Special Rules

Gaze Attack. The gorgon's gaze attack is an automatic attack at the beginning of every round. Every susceptible creature must make an opposed Resilience test against the gorgon's Persistence or be turned to stone.

Gorgon Serpent Venom.

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Full Effect: 1D3 Hit Points damage for each minute and -3 CON (upon reaching 0 CON victim dies)

Duration: 6D10 minutes

Griffin

With the body of a lion and the head of an eagle and two eagle wings, the mighty Griffin is associated with the nobility, who often hunt it for sport. It lairs in the mountains and is often the lord of its terrain.

Hit Points 25

Major Wound 13

Damage Modifier +2D6

Power Points 13

Movement Rate 23m, 30m when flying

Armor Tough Hide (3AP)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
8D6 (28)	3D6+12 (22)	3D6+12 (22)	8D6 (28)	6 (6)	2D6+6 (13)	7 (7)

Skills

Resistances. Dodge 40%, Persistence 80%, Resilience 70%

Knowledge. Nature Lore 60

Practical. Athletics 80%, Deception 28%, Perception 50

Unarmed Combat 70%. Bite (1D8+2D6), Claw (1d6+2D6)

Harpy

A foul foetid creature, the harpy has the body of a human woman and the filth encrusted wings, legs and claws, of a bird. Intimately associated with death, this creature is primarily a scavenger and can be found living in packs of four to forty.

Hit Points 9

Major Wound 5

Damage Modifier 0

Power Points 11

Movement Rate 15m, 30m when flying

Armor None

Plunder Rating 3

STR	CON	DEX	SIZ	INT	POW	CHA
3D6 (11)	3D6 (11)	5D6 (18)	2D6 (7)	3D6 (11)	3D6 (11)	1D6 (4)

Skills

Resistances. Dodge 40%, Persistence 80%, Resilience 70%

Knowledge. Nature Lore 60%

Practical. Athletics 50%, Deception 10%, Perception 60%

Ranged Combat 40%. Stone (1D6 per 3m fallen), Droppings (1D10 CHA, temporary)

Unarmed Combat 75%. Claw (1D6+disease)

Abilities

Magic. Wild Harpies tend to learn Magic (Coordination and Mobility are particular favourites). Harpy nests who have contact with other Evil cultures tend to join Evil Religions.

Special Rules

Dropped Stones. Harpies often fight by dropping stones on their foes. These stones are between 5 and 10 kilograms, and inflict 1D6 damage for every three metres the stone falls (to a maximum of 10D6).

Harpy Dung. A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease. If the harpy has the opportunity, it will often roll a stone in its dung before dropping it, which will also transmit a

disease. A character struck by harpy droppings gains, in addition to a disease, an overpowering stench that causes the temporary loss of 1D10 CHA. The character must bathe for one hour for every CHA point lost, to rid himself of the stink. Cloth and other porous items (leather and wood, for example) must likewise be cleansed to get rid of the smell.

Disease Immunity. Harpies are completely immune to both magical and mundane diseases.

Hippogriff

With the head and wings of a hawk on a body of a horse, this strange beast is often used as flying cavalry by those cultures that learn how to tame and breed them. In the wild it is a fierce predator that values horse meat above all.

Hit Points 25

Major Wound 13

Damage Modifier +3D6

Power Points 13

Movement Rate 23m, 37m when flying

Armor Hide (1AP)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
4D6+24 (38)	3D6+6 (17)	3D6+6 (17)	4D6+18 (32)	7 (7)	2D6+6 (13)	5 (5)

Skills

Resistances. Dodge 40%, Persistence 40%, Resilience 50%

Knowledge. Nature Lore 60%

Practical. Athletics 50%, Deception 10%, Perception 60%

Unarmed Combat 60%. Foreclaw (3D6+3D6), Bite (1D8+3D6)

Abilities

Multiple Attacks. A Hippogriff can make two attacks per combat round. Either two foreclaw attacks or a foreclaw and a bite.

Lamia

Highly intelligent and ruthlessly evil, Lamias use their magical abilities to dominate and control other races. They have the upper body of an extremely attractive human female, while their lower body is that of a giant snake.

Hit Points 14

Major Wound 7

Damage Modifier +1D4

Power Points 14

Movement Rate 15m

Armor Scales (3AP)

Plunder Rating 5

STR	CON	DEX	SIZ	INT	POW	CHA
3D6 (11)	3D6 (11)	4D6 (14)	3D6+6 (17)	4D6 (14)	4D6 (14)	3D6+6 (17)

Skills

Resistances. Dodge 60%, Persistence 60%, Resilience 60%

Knowledge. Culture (local) 80%

Practical. Athletics 60%, Deception 60%, Perception 60%

Unarmed Combat 50%. Bite (1D6+1D4+Blood Drain), Kiss (POW drain), Tail (1D6+1D4)

Abilities

Magic. Lamia's either learn Arcane Magic, with a minimum Arcane Magic Casting of 75%, or Divine Magic, with a minimum of ten Magnitude worth of spells.

Illusionary Appearance. A Lamia is able to project an illusion that covers her lower half and makes her look like a human woman. The illusion only contains visual components – while it may look like the Lamia has legs, anyone brave enough to touch her will feel the hard, cold scales of her serpent half, rather than a pair of shapely legs. This illusion lasts as long as the Lamia wishes and costs her two Power Points per day to maintain. Her chance to create the illusion is 100%. This illusion can be dispelled as though it were a Magnitude 4 spell.

Gaze Attack. Each combat round, as a Combat Action, a Lamia may make a gaze attack to try to overcome a male humanoid (including humans, dwarfs, elves, and orcs) in an opposed test of her Persistence against the male's Resilience. This attack costs the Lamia no Power Points. If the Lamia wins, the man immediately falls hopelessly in love with her for as long as she is present. The first time he sees her in her true form, rather than cloaked in an illusion, he may attempt to break her hold by making another opposed test. If he succeeds, he breaks free, but if he fails, he remains entranced as long as he is in her presence. If a character is able to resist the Lamia's gaze attack, he will be immune to it for a full 24 hours. The surest way to break someone of a Lamia's influence is to remove him from her presence. Even then, the victim will remain in love with the Lamia for a number of days equal to her CHA. The Lamia uses this ability to keep a handful of strong warriors as her willing slaves and bodyguards for extended periods of time. Eventually, her gnawing hunger leads her to drain them of their blood, but such men may live for weeks or even months as a Lamia's servant. A man in thrall to a Lamia will do virtually anything she asks, including attacking friends and comrades.

Blood Drain. A Lamia loses 1D6 Hit Point per day to sustain her supernatural life, and does not regenerate Hit Points normally. Instead, she must take them from other beings by draining their blood. On a successful bite attack, the Lamia will hang on and drain one point of STR from the victim every round. Each point of drained STR gives the Lamia 1D6 Hit Points. When the Lamia drains the victim's STR to 0, he dies. This attack costs the Lamia no Power Points.

POW Drain. A Lamia's kiss drains POW from the victim. When she kisses a victim, she must match her Persistence against the victim's Persistence in a standard opposed test. If she succeeds, she drains 1D6 POW from the victim, granting her an equal number of Power Points. This POW loss is permanent for the victim, though the Lamia cannot drain a victim below POW 1. This attack costs the Lamia no Power Points.

Merfolk

These humanoids have a human upper body and a fish body from the waist down live in large undersea colonies which mirror the human kingdoms of dry land above. They are quite territorial and they have been known to lure sailors to their death if they did not pay them the proper respect.

Hit Points 14

Major Wound 7

Damage Modifier +1D6

Power Points 11

Movement Rate 23m swimming, 7m crawling in land

Armor None

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+3 (14)	3D6 (11)	2D6+6 (13)	3D6+6 (17)	3D6 (11)	3D6 (11)	3D6 (11)

Skills

Resistances. Dodge 30%, Persistence 30%, Resilience 30%

Knowledge. Nature Lore 80%

Practical. Athletics 60%, Deception 30%, Perception 50%

Close Combat 35%. Longspear (1D8+1D6), Dagger (1D4+1+1D6)

Abilities

Magic. Merfolk typically join the religion of the Sea God.

Long Breath. Merfolk can hold their breath and swim underwater for their CON in minutes.

Sea Serpent

These long serpentine sea monsters are distantly related to Dragons. They lair in caves at the bottom of the sea and this is where they drag their victims to be devoured.

Hit Points 36

Major Wound 18

Damage Modifier +5D6

Power Points 21

Movement Rate 23m swimming, 0m in land

Armor Scales (5AP)

Plunder Rating 3

STR	CON	DEX	SIZ	INT	POW	CHA
8D6+30 (58)	4D6+21 (35)	2D6 (7)	6D6+15 (36)	3 (3)	6D6 (21)	3 (3)

Skills

Resistances. Dodge 40%, Persistence 40%, Resilience 80%

Practical. Athletics 60%, Stealth 25%

Unarmed Combat 60%. Bite (1D6+5D6)

Slime

This creature lives up to its name, being an amorphous blob of indeterminate colour that oozes around, dripping highly corrosive acid. They are carnivorous, engulfing their victims and dissolving them with their acid secretion.

Hit Points 16

Major Wound 8

Damage Modifier 0

Power Points 11

Movement Rate 7m (can crawl up walls and ceilings)

Armor None

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
1D6 (4)	3D6 (11)	1D6 (4)	6D6 (21)	1 (1)	3D6 (11)	1 (1)

Skills

Resistances. Dodge 10%, Persistence 40%, Resilience 85%

Practical. Athletics 30%, Deception 75%, Perception 75%

Unarmed Combat 75%. Envelop (acid damage equal to SIZ)

Special Rules

Immunities. Slimes are immune to mind control, poison and disease.

Fire and Magic Weakness. A Slime can only be killed by fire or magic. Normal weapons merely pass through the Slime's rancid tissue, without causing damage. Because of a Slime's caustic nature, neither acid nor poison has any effect on it. Non-fiery weapon enhancement spells do no damage to a Slime. Disruption and similar spells have their normal effect.

Acid Body. A Slime's body retains its full acidic properties for a number of days after death equal to the creature's CON.

Envelop Attack. A Slime attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Dodge skill or his Athletics skill to jump out of the way. Using Athletics rather than Dodge incurs a -40% penalty. A Slime's attack may not be parried – the creature will simply slide around the parrying weapon to engulf its foe.

Envelop Attack. A Slime attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Dodge skill or his Athletics skill to jump out of the way. Using Athletics rather than Dodge incurs a -40% penalty. A Slime's attack may not be parried – the creature will simply slide around the parrying weapon to engulf its foe. Every round a creature is enmeshed by a Slime, that creature will take acid damage equal to the SIZ of the Slime. Armour will protect against this damage for the first round, after which it is dissolved by the Slime's acid, unless it is enchanted in some way or another. A character caught by a Slime may attempt to escape by making another Dodge or Athletics skill test.

Holy Steed

The Holy Steed is typically summoned from the Other World and is associated with a particular Deity that the summoner worships. It can have several different variations, like The Giant Eagle of the Storm Lord, The Kraken of the Sea Mistress or the Iron Horse of the Lord of War.

Hit Points 25

Major Wound 13

Damage Modifier +2D6

Power Points 18

Movement Rate 20m

Armor Special (6AP)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
30	20	18	30	18	18	18

Skills

Resistances. Dodge 120%, Persistence 120%, Resilience 120%

Unarmed Combat 80%. Fist/Kick/Strangle (1D10+2D6)

Holy Warrior

The Holy Steed is typically summoned from the Other World and is associated with a particular Deity that the summoner worships. It can have several different variations, like The Imperial Guardians of the Gates or the Red Demon Soldier of the Burning Hell.

Hit Points 18

Major Wound 9

Damage Modifier +1D6

Power Points 18

Movement Rate 12m

Armor Special (6AP)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
20	18	15	18	15	18	18

Skills

Resistances. Dodge 150%, Persistence 100%, Resilience 120%

Practical. Athletics 120%

Combat 150%. Choose one mode (Close, Unarmed, Ranged) with an appropriate weapon.

Lizardman

Lizardmen are bipedal lizards that walk upright, use tools and magic, and would threaten mankind, if they didn't prefer very hot climates, such as arid deserts and steamy swamps. They can be found in anything from small primitive groups to large civilisations which enslave humans to build their awesome monuments.

Hit Points 11

Major Wound 6

Damage Modifier +1D4

Power Points 11

Movement Rate 15m

Armor Scales (2AP)

Plunder Rating 3

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+6 (17)	3D6 (11)	2D6+3 (10)	3D6 (11)	2D6+6 (13)	3D6 (11)	2D6 (7)

Skills

Resistances. Dodge 45%, Persistence 25%, Resilience 30%

Knowledge. Natural lore 45%

Practical. Athletics 45%, Deception 30%, Perception 35%

Close Combat 45%. Battleaxe (1D8+1D4)

Ranged Combat 35%. Sling (1D6)

Unarmed Combat 25%. Bite (1D6+1D4)

Abilities

Supernatural. Any discipline is available to Lizardmen.

Ogre

On first glance ogres look like tall, handsome humans. But their mouth full of sharp canines soon betrays their true nature. They live as small family groups, or as leaders of orc and goblin war bands, and are fiercesome carnivores, preferring the sweet flesh of intelligent creatures.

Hit Points 13

Major Wound 7

Damage Modifier +1D6

Power Points 13

Movement Rate 15m

Armor Leather (2AP)

Plunder Rating 3

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+12 (19)	2D6+6 (13)	3D6 (11)	2D6+6 (13)	2D6+6 (13)	2D6+6 (13)	3D6+3 (14)

Skills

Resistances. Dodge 35%, Persistence 55%, Resilience 35%

Knowledge. Culture (local human) 60%

Practical. Athletics 35%, Deception 30%, Perception 35%

Close Combat 60%. Arming Sword (1D8+1D6), Medium Shield (1D6+1D6),

Ranged Combat 40%. Shortbow (1D8)

Unarmed Combat 60%. Fist (1D3+1D6), Bite (1D4+1D6)

Abilities

Supernatural. Any is possible although they do tend to gravitate towards manipulation and control of others.

Ogre (Mutant)

Many ogres follow dark and hideous faiths, their foul practices and evil ways eventually lead to their bodies becoming monstrous and warped. It is hard to believe that these gigantic creatures are related to their seductive, weaker kin. Both types of ogre relish in the taste of human flesh and hunt man with vigour. Mutant ogres are either solitary or the leaders of great clans of other monsters, amongst them might rules.

Hit Points 18

Major Wound 9

Damage Modifier +2D6

Power Points 10

Movement Rate 15m

Armor Tough Skin (2AP)

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+12 (23)	2D6+6 (13)	3D6 (11)	3D6+12 (23)	2D6+3 (10)	2D6+3 (10)	1D6 (3)

Skills

Resistances. Dodge 35%, Persistence 45%, Resilience 35%

Knowledge. Nature lore 35%

Practical. Athletics 35%, Deception 50%, Perception 50%

Close Combat 60%. Great Axe (2D8+2D6)

Ranged Combat 40%. Rock (1D6)

Unarmed Combat 60%. Fist (1D6+2D6), Bite (1D8+2D6)

Abilities

Supernatural. Any is possible as long as it is related to evil and demonic powers.

Orc

Foul green-skinned humanoids with pig-like snouts and a foul temper. Orcs live for violence and have a society where the strong dominate the weak. Orc clans, known as warbands, regularly war on each other and other races that they come across.

Hit Points 11

Major Wound 6

Damage Modifier 0

Power Points 10

Movement Rate 15m

Armor Leather (2AP)

Plunder Rating 2

STR	CON	DEX	SIZ	INT	POW	CHA
4D6 (14)	3D6 (11)	4D6 (14)	2D6+3 (10)	3D6 (11)	2D6+3 (10)	2D6 (7)

Skills

Resistances. Dodge 35%, Persistence 35%, Resilience 35%

Knowledge. Craft 40%

Practical. Athletics 35%, Deception 45%, Perception 45%

Close Combat 40%. Scimitar (1D8), Medium Shield (1D6)

Ranged Combat 50%. Shortbow (1D8)

Abilities

Supernatural. Orcs usually worship evil or warlike deities and are members of their cults. Exceptional leaders and shamans might be trained in Battle and Magic disciplines respectively.

Pixie

Diminutive humanoids with butterfly wings, these mischievous beings live close to nature in forests and woods. They are quite friendly with elves, and other races quite often mistake them as a subspecies of elf.

Hit Points 8

Major Wound 4

Damage Modifier -1D6

Power Points 13

Movement Rate 15m, 30m when flying

Armor None

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
2D3 (4)	3D6 (11)	4D6 (14)	1D6 (4)	3D6 (11)	2D6+6 (13)	3D6 (11)

Skills

Resistances. Dodge 60%, Persistence 60%, Resilience 20%

Knowledge. Nature lore 80%

Practical. Athletics 60%, Deception 60%, Perception 60%

Close Combat 10%. Dagger (1D4+1-1D6)

Ranged Combat 25%. Sling (1D6)

Abilities

Supernatural. Pixies have several supernatural abilities and almost always magic abilities.

Troll

Standing over two metres tall, the troll is a fearsome humanoid monster with grey-green slimy skin. Its bulging bloodshot eyes, clawed hands and a stooped posture finishes off the grim countenance of this terrifying creature. Its appearance is not only the reason for its evil reputation. The troll has the ability to literally regrow severed limbs, bashed bones and to mend slashed skin, before the eyes of its attackers. Fortunately such creatures are solitary, unless enslaved by other evil humanoids, and of incredibly low intelligence.

Hit Points 23

Major Wound 12

Damage Modifier +2D6

Power Points 11

Movement Rate 23m

Armor Tough hide (3AP)

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
4D6+12 (26)	3D6+9 (20)	2D6 (7)	4D6+12 (26)	1D6+3 (6)	3D6 (11)	2D6 (7)

Skills

Resistances. Dodge 25%, Persistence 25%, Resilience 60%

Knowledge. Nature lore 40%

Practical. Athletics 20%, Deception 20%, Perception 20%

Close Combat 40%. Club (1D6+2D6)

Unarmed Combat 40%. Claw (1D6+2D6)

Abilities

Regeneration. Trolls regenerate damage done to them quite quickly, healing 1D6 Hit Points per Combat Round. This regeneration will not work on damage caused by fire.

Thermoception. Trolls can see at night as if it was day, by seeing heat and cold.

Werewolf

Human by day, when the rage takes them, or under a full moon, they transform into a giant savage wolf. The very embodiment of nature or the bane of mankind, depending on your viewpoint.

Hit Points 12

Major Wound 6

Damage Modifier +1D6 (wolf)

Power Points 11

Movement Rate 15m (man), 30m (wolf)

Armor Hide (1AP)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
3D6/6D6 (11/22)	3D6 (11)	3D6 (11)	2D6+6 (13)	2D6+6/1D6+3 (13/6)	3D6 (11)	3D6 (11)

Skills

Resistances. Dodge 60%, Persistence 60%, Resilience 60%

Knowledge. Nature lore 80%

Practical. Athletics 60%, Deception 60%, Perception 60%

Human Close Combat 35%. Arming Sword (1D8)

Human Ranged Combat 25%. Shortbow (1D8)

Wolf Unarmed Combat 60%. Bite (1D8+1D6), Claw (1D6+1D6)

Abilities

Magic. Werewolves either learn Magic handed down from their ancestors their family, a grouping known as the pack, or join Earth religions of a particularly rough and savage nature.

Night Vision. Werewolves have night vision, and at night they can see as well as they can during the day.

Shapeshift. Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

Wolf Immunities and Weaknesses. While in wolf form, werewolves are immune to most damage. Only magic, fire or weapons made of pure silver will harm them – all other blows simply bounce off harmlessly. If a normal sword with a Weapon Enhance 3 spell cast on it is used against a werewolf, only the three points of damage from the spell will affect the creature; the weapon's normal damage, as well as the attacker's Damage Modifier, do not count. The werewolf's thick skin, which grants the beast one point of armour, would reduce the Weapon Enhance spell's damage to two. If the entire weapon is enchanted, such as with a Fire Weapon spell, the entire damage rolled will count, though the wielder's Damage Modifier will still be ignored. Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen, and thus may be asphyxiated or drowned.

Wyvern

These giant slender green reptiles are akin to dragons but with no forelegs and animal intelligence.

Hit Points 23

Major Wound 12

Damage Modifier +2D6

Power Points 10

Movement Rate 23m, 30m when flying

Armor Scales (5AP)

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
4D6+12 (26)	2D6+12 (19)	2D6+6 (13)	4D6+12 (26)	7 (7)	3D6 (11)	6 (6)

Skills

Resistances. Dodge 50%, Persistence 35%, Resilience 50%

Practical. Athletics 50%, Deception 10%, Perception 60%

Unarmed Combat 60%. Bite (1D10+2D6), Sting (1D6+2D6+poison), Claw (1D6+2D6)

Abilities

Multiple Attacks. In one combat round the Wyvern can use all three attacks.

Wyvern Sting Poison.

Type: Ingested

Delay: 1D2 Combat Rounds

Potency: 60

Full Effect: 1D6 damage and -4 penalty to CON

Duration: 6D10 minutes

14.3 NYMPHS

Nymphs are spirits embodying a particular place or natural feature. They take the form of humanoid women, though the precise details and powers vary according to the type of nymph.

Killing a nymph's physical body sends her to the Spirit World. The nymph, if unmolested in the Spirit World, will form a new body in her special place after 2D6 days, provided it remains intact.

Dryad

A dryad is a nymph of a particular area of woodland, a grove of a radius in metres equal to twice her Power score. She cannot leave this territory; if she tries to do so, her physical body disintegrates into leaves and flowers. Within a dryad's grove is a particular tree she is mystically linked to; she will endure for as long as her personal tree endures, and no longer. A dryad can form or dissolve her body by stepping out of or into this tree, though if a dryad's body is destroyed, it takes her time (as for any nymph) to form another.

Hit Points 11

Major Wound 6

Damage Modifier 0

Power Points 22

Movement Rate 15m

Armor None

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
2D6 (7)	3D6 (11)	4D6 (14)	2D6+3 (10)	3D6+6 (17)	2D6+15 (22)	2D6+12 (19)

Skills

Resistances. Dodge 50%, Persistence 60%, Resilience 40%

Knowledge. Nature Lore 60%

Practical. Deception 50%, Perception 50%, Performance 50%

Close Combat 40%. Quarterstaff (1D8)

Abilities

Magic 60%. A dryad has 8 points of Magic from the following spells: Befuddle, Clear Path, Countermagic, Darkwall, Detect Magic, Enhance Performance, Enhance Deception, Light, Shroud of Silence.

Divine Magic. Some dryads learn Divine Magic. Such a dryad has a Glamourweaving skill of 50%, and can spend some of the above points on divine spells.

One with the Grove. A dryad controls all of the plants within her grove. She can cause them to move slowly, grow surprisingly rapidly, or blossom or bear fruit out of season. This power cannot be used as a direct attack, however.

Hag

Hags embody darkness and shadows. Hags are associated with caves and other dark areas seldom exposed to direct sunlight. A Hag can only leave her domain when it is night, and must return there before dawn; if she does not, her physical body is destroyed. A hag's body is also destroyed if she is struck by direct sunlight. A hag may form and dissolve her body at will, although if her body is destroyed it takes a Hag time (as for any nymph) to form another.

Hit Points 11

Major Wound 6

Damage Modifier +1D6

Power Points 22

Movement Rate 15m

Armor None

Plunder Rating 3

STR	CON	DEX	SIZ	INT	POW	CHA
6D6 (21)	3D6 (11)	3D6 (11)	3D6 (11)	2D6+12 (19)	2D6+21 (28)	1D6 (3)

Skills

Resistances. Dodge 50%, Persistence 60%, Resilience 40%

Knowledge. Lore (Magic) 40%, Lore (Undead) 40%, Nature Lore 40%

Practical. Deception 110%, Perception 50%

Close Combat 55%. Claw (2D6)

Abilities

Magic 75%. A hag has 12 points of magic from the following spells: Befuddle, Countermagic, Darkwall, Death Speech, Detect Magic, Disruption, Enhance Deception, Extinguish, Hinder Perception, Shroud of Silence.

Arcane Magic. Some hags learn Arcane Magic. They have a Sorcery skill of 60%, and spend some of the above points on Arcane Magic spells, usually spells involving darkness, shadows, and death.

Create Shade. A hag can create a shade out of the darkness of her lair. Doing this costs 1 Power Point per point of SIZ the shade has. A hag can only manifest one shade at a time, though if it is destroyed she can create another.

Naiad

Naiads are nymphs of the water, whether a particular stream, stretch of river, lake, swamp, or occasionally a part of the coastline. For every ten metres a naiad moves from her body of water, she loses a Power Point. If she reaches zero Power Points, her body collapses into a pool of water, and her spirit returns to her domain. A naiad can only regain Power Points when completely submerged in water.

Hit Points 10

Major Wound 5

Damage Modifier 0

Power Points 25

Movement Rate 15m

Armor None

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
4D6 (14)	3D6 (11)	4D6 (14)	2D6+3 (10)	3D6+6 (17)	2D6+18 (25)	2D6+12 (19)

Skills

Resistances. Dodge 80%, Persistence 70%, Resilience 60%

Knowledge. Nature Lore 40%

Practical. Perception 40%, Performance 40%, Stealth 65%

Close Combat 40%. Shortspear (1D6)

Ranged Combat 40%. Javelin (1D6)

Abilities

Magic 60%. A naiad has 10 points of magic from the following spells: Befuddle, Countermagic, Dull Weapon, Detect Magic, Enhance Performance, Extinguish, Heal, Protection, Slow, Water Breath.

Divine Magic. Some naiads learn Divine Magic. Such a naiad has a Religion skill of 50%, and can spend some of the above points on divine spells.

Undine Transformation. A naiad can transform herself into an undine. Doing this takes a round, and costs 1 Power Point per point of SIZ the undine has. If the undine is destroyed, the naiad is unharmed, but is immediately forced back to her own body of water.

Oread

An oread is a nymph associated with a particular hill, mountain, or valley. For every ten metres an oread moves from her domain, she loses a Power Point. If she reaches zero Power Points, her body turns to stone, and her spirit returns home.

Hit Points 11

Major Wound 6

Damage Modifier 0

Power Points 25

Movement Rate 15m

Armor None

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
2D6 (7)	3D6+3 (12)	3D6+6 (17)	2D6+3 (10)	3D6+3 (14)	2D6+15 (22)	2D6+9 (15)

Skills

Resistances. Dodge 40%, Persistence 30%, Resilience 50%

Knowledge. Nature Lore 40%

Practical. Perception 50%, Performance 50%, Deception 80%

Unarmed Combat 35%. Fist (1D6)

Ranged Combat 40%. Rock (1D4)

Abilities

Magic 70%. An oread has 12 points of magic from the following spells: Countermagic, Darkwall, Dull Weapon, Detect Magic, Extinguish, Pierce, Protection, Repair, Slow, Vigour, Weapon Enhance.

Gnome Transformation. An oread can transform herself into a gnome. Doing this takes a round, and costs 1 Power Point per point of SIZ the gnome has. If the gnome is destroyed, the oread is unharmed, but is immediately forced back to her own domain.

14.4 SPIRITS

Ancestor Spirit

An Ancestor Spirit is the deceased relation of a living being. They are the keepers of tribal wisdom, ancient advisors or just long lost loved ones. They appear as they did in life, dressed in tattered clothing of familiar designs. Ancestor Spirits often manifest at large gatherings of their kinsmen, at holy rituals or to bring portents of warning and doom to their kin. Some clans bind their ancestors to holy locations, while others see that as disrespectful.

Hit Points 0

Major Wound 0

Damage Modifier 0

Power Points 17

Movement Rate 30m

Armor 0

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
-	-	-	-	3D6 (11)	3D6+6 (17)	3D6 (11)

Skills

Resistances. Dodge 40%, Persistence 50%, Resilience N/A

Knowledge. Lore (Spirit World) 40%

Spirit Combat 40%. Spectral Blast (1D6)

Other

Special Rules. All Ancestor Spirits are capable of covertly possessing their relatives to aid them. All Ancestors know 1D6 X 10% Skills and have 1D4 points of Magic spells (they may rarely have Arcane or Divine Magic). When they possess their relatives, the Ancestor gives them access to their magic which is cast at POWx4. The skills of the ancestor are added as a bonus to those possessed for the duration of the possession. The skills can be selected at random, but most will have skills logical to the spirit's background, the maximum amount of points allocated to one skill is 30%. Some examples follow.

Uncle Mad Blood the Pirate Captain.

INT 9 - POW 15 - CHA 10

Skills: Close Combat 20%, Sailing 20%

Spells: Weapon Enhance 4

Granny Goodweather.

INT 17 - POW 20 - CHA 18

Skills: Healing 20%, Influence 30%, Natural World 10%

Spells: Heal 4

Disease Spirit

Disease spirits are the source of misery and illness. They appear in a sickly green humanoid form, with a skull or sunken plaid face for a head. They are commonly encountered in wilderness areas, where there are no Shamans to banish them, and around evil monster groups whose evil Shaman's bind them to protect their treasure and lair.

Hit Points 0

Major Wound 0

Damage Modifier 0

Power Points 17

Movement Rate 30m

Armor 0

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
-	-	-	-	2D6 (7)	3D6+6 (17)	3D6 (11)

Skills

Resistances. Dodge 40%, Persistence 50%, Resilience N/A

Knowledge. Lore (Disease) 100%, Lore (Spirit World) 40%

Practical. Deception 30%

Spirit Combat 50%. Spectral Claw (1D6)

Special Rules. A disease spirit is in essence a disease, either mundane or magical. After covertly possessing its victim, the possessed will be forced to make Resilience tests to resist the effects of the disease (see page 78). However, the disease cannot be thrown off until the disease spirit is ousted. Also, the spirit will nearly always choose to apply its POW as a penalty to the possessed's Resilience tests. If the possessed dies while being possessed by a disease spirit, there is a percentage chance equal to the spirit's POW that it will arise as a new disease spirit in 2D6 hours.

Ghost

Those that have passed beyond the veil, but not found peace, remain to haunt the living as ghosts. Jealous and mean they seek to do harm to the living and often will try to possess a victim, to experience the joys of living once again.

Hit Points 0

Major Wound 0

Damage Modifier 0

Power Points 11

Movement Rate 23m

Armor None

Plunder Rating 0-5

STR	CON	DEX	SIZ	INT	POW	CHA
-	-	-	-	3D6 (11)	3D6 (11)	3D6 (11)

Skills

Resistances. Dodge 40%, Persistence 50%, Resilience N/A

Knowledge. Lore (Spirit World) 30%

Practical. Deception 50%, Perception 40%

Spirit Combat 40%. Dominant Possession (1D6)

Abilities

Magic. As in life.

Other. Ghosts can only be affected by magic spells which either dominate or drive them off, or by characters who can engage in Spirit Combat.

Healing Spirit

The nemesis of the disease spirit this spirit appears as a bright happily glowing orb. They are typically summoned to help heal the sick and wounded.

Hit Points 0

Major Wound 0

Damage Modifier 0

Power Points 14

Movement Rate 30m

Armor 0

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
-	-	-	-	2D6 (7)	4D6 (14)	3D6 (11)

Skills

Resistances. Dodge 40%, Persistence 50%, Resilience N/A

Knowledge. Lore (Disease) 100%, Lore (Spirit World) 60%

Spirit Combat 50%. Spectral Blast (1D6)

Magic 100%. Heal 6

Special Rules. The natural enemy of a disease spirit, a healing spirit is only capable of entering Spirit Combat with a disease spirit already covertly possessing a creature. If the healing spirit can bring the disease spirit to zero Power Points, it will force it to leave its host. The healing spirit will then depart as well, for it cannot permanently possess any creature. If a healing spirit is used on an individual who is sick from a mundane illness (rather than from a disease spirit), it will add its POW as a percentage bonus to the individual's chance of success on his next Resilience test to throw off the effects of the disease.

Guardian Spirit

These spirits are often found guarding treasures, tombs and temples. They are unusual in that they are bound to a location or object, but remain disorporate. They take many forms, such as leonine monster guard dogs, shadowy robed figures or pale warriors. The Guardian Spirit has conditions set upon it as part of its binding determining how it will defend its post. When these conditions are broken the spirit lets out a screaming howl and then attacks in Spirit Combat. The warning howl can be heard at a distance of 10m per point of the Guardian's POW. A Guardian cannot roam from its post a distance greater than its POW in meters.

Hit Points 0

Major Wound 0

Damage Modifier 0

Power Points 17

Movement Rate 30m

Armor 0

Plunder Rating (depends on the Treasure being guarded)

STR	CON	DEX	SIZ	INT	POW	CHA
-	-	-	-	2D6 (7)	3D6+6 (17)	3D6 (11)

Skills

Resistances. Dodge 40%, Persistence 60%, Resilience N/A

Knowledge. Lore (Spirit World) 40%

Spirit Combat 70%. Spectral Claw (1D6)

Magic Spirit

Magic spirits are spirits that have mastery of one or more spells. If bound, the holder of the spirit may use the spirit's Power Points for casting spells. Magic spirits may not initiate Spirit Combat, but may use the spells it knows to attack or defend itself. They appear as a series of multi-coloured orbs equal in number to the number of spells they know.

Hit Points 0

Major Wound 0

Damage Modifier 0

Power Points 14

Movement Rate 30m

Armor 0

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
-	-	-	-	3D6 (11)	4D6 (14)	1D6 (4)

Skills

Resistances. Dodge 40%, Persistence 50%, Resilience N/A

Knowledge. Lore (Spirit World) 60%

Spirit Combat 50%. Spectral Blast (1D6)

Magic. A magic spirit knows 1D6 Magic, Divine Magic or Arcane Magic spells. These spirits will only know one spell type – for example, a magic spirit will not have both Divine and Arcane spells, nor may it ever learn spells of another type. If the spirit casts Divine Magic, it must regain the use of spent spells in the same way a Priest does. If casting Arcane Magic or Magic it has a casting skill equal to its POW x 5.

Madness Spirit. If a madness spirit succeeds in covertly possessing a victim, it will manifest itself in daily bouts of insanity. At least once per day, the madness spirit will attempt to cause an insane fit in its host. It matches its Persistence against the host's Resilience in a standard opposed test. If the host succeeds, the madness spirit will be quiescent for at least a number of hours equal to the host's POW. If the host fails, he becomes incapacitated for 1D20 hours – screaming madly, giggling incoherently or simply becoming catatonic for the duration of the effect. The madness spirit chooses the manner of madness, though most are partial to a single effect. The madness spirit will also attempt to assert itself whenever its host is in a stressful situation. Combat is an obvious example, but these spirits also delight in affecting their hosts in a variety of other stressful, important situations – collapsing into a fit of mad giggling while petitioning an unfriendly king for a boon is exactly the kind of thing madness spirits enjoy. Note that if the stressful situation occurs during a period of forced quiescence on the part of the spirit, it will be unable to manifest itself.

Pain Spirit. If a pain spirit manages to covertly possess its target, the victim will be overcome with a sudden burst of pain. From that point on, until the spirit is cast out, the victim will always be conscious of a dull ache in his joints or a twinge in his muscles. Whenever the host acts quickly (as in combat) or concentrates (as in spell casting), and sometimes purely at random intervals, he is struck by a sudden spasm of pain. This pain reduces all the host's skill tests by a penalty equal to the spirit's POW.

Passion Spirit

This group of spirits embody negative and harmful feelings and emotions. If they successfully defeat a living creature in Spirit Combat, they will covertly possess that creature. The results of this possession depend upon the particular passion spirit. They are normally invisible, but fear spirits appear as an inky black form with a skull head, madness spirits are ghost like with faces quickly changing from one expression to another while pain spirits take on an angry red form with a face twisted in agony.

Hit Points 0

Major Wound 0

Damage Modifier 0

Power Points 17

Movement Rate 30m

Armor 0

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
-	-	-	-	2D6+3 (10)	3D6+6 (17)	4D6 (14)

Skills

Resistances. Dodge 40%, Persistence 50%, Resilience N/A

Knowledge. Lore (Spirit World) 60%

Spirit Combat 55%. Spectral Claw (1D6)

Other

Fear Spirit. If a fear spirit covertly possesses a host, the host becomes permanently Demoralised (as the Magic spell), until the spirit is cast out.

14.5 UNDEAD

Ghoul

Amongst the foulest of the undead, Ghouls survive by eating the flesh of the living in a state of perpetual ravenous hunger. Most Ghouls haunt their old tombs in packs waiting for the living to foolishly enter their lairs. Those Ghouls who are more capable and magically powerful enslave weaker living races, such as orcs and goblins, using these creatures to capture their prey for them. Unlike other undead, the ghoul's flesh has a tight leathery sheen as if it has been tanned at the time of death or transformation. Their eyes are alive and bright and their teeth are sharp and needle-like.

Hit Points 12

Major Wound 6

Damage Modifier +1D4

Power Points 11

Movement Rate 15m

Armor None

Plunder Rating 1

STR	CON	DEX	SIZ	INT	POW	CHA
4D6 (14)	3D6 (11)	3D6 (11)	2D6+6 (13)	3D6 (11)	3D6 (11)	1D6 (4)

Skills

Resistances. Dodge 40%, Persistence 30%, Resilience 40%

Knowledge. Lore (Undead) 75%

Practical. Athletics 40%, Deception 60%, Perception 30%

Unarmed Combat 60%. Claw (1D4+1D4), Bite (1D6+1D4+poison)

Abilities

Magic. Ghouls learn Magic from each other, with the occasional powerful leader becoming a Shaman or Priest of some Evil Cannibal religion.

Ghoul Howl. Ghouls can employ a blood chilling howl once per combat round in addition to a Claw or Bite attack. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Magic spell), unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week. Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.

Ghoul Venom.

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 22

Full Effect: Paralysis Duration: 1D10 hours or until healing is administered that restores at least 1 Hit Point.

Mummy

The preserved remains of nobility, whose death rituals are deliberately designed to turn them into this form of undead. Often bandaged from head to toe as part of this process, they tend to be found in their original tomb. Being nobility, they are of course found as the leader of other lesser undead types, who were often their servants during life as well.

Hit Points 18

Major Wound 9

Damage Modifier +1D6

Power Points 0

Movement Rate 15m

Armor Tough Skin (2AP)

Plunder Rating 4

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+12 (23)	3D6+12 (23)	2D6 (4)	2D6+6 (13)	2D6+6 (13)	0 (0)	1 (1)

Skills

Resistances. Dodge 30%, Persistence 80%, Resilience 50%

Knowledge. Lore (Undead) 65%

Practical. Athletics 10%, Deception 10%, Perception 40%

Close Combat 80%. Great Hammer (2D8+1D6)

Unarmed Combat 60%. Fist (1D6+1D6)

Abilities

Magic. Since Mummies are POW-less, they never have Magic. Mummies who were Priests in their previous lives may have Divine Magic, and Mummies who know Arcane Magic will always know at least one Tap spell to gain Power Points to fuel their spells.

Special Rules

Immunities. Mummies are immune to Mind control, natural diseases and poisons.

Flammable. An Ignite spell will work on a mummy's body. A strike with a fiery weapon, such as a sword with a Fire-blade spell on it, or even a torch, will ignite the mummy if the hit causes damage. The damage done by the initial hit is taken each combat round as fire damage, unless the fire is put out. To put out a fire the Mummy must take 1 combat round to roll on the ground or immerse itself in water. During this time it may not make any other actions or reactions.

Cannot Heal. Healing spells are ineffective on Mummies, though a Repair spell will fix any damage done (in 1D10 Hit Point increments).

Any Creature. When a creature becomes a mummy, its STR and CON are doubled. The statistics above represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.

Skeleton

The animated bones of a human, these are the products of supernatural forces. Skeletons are the lowest type of undead which are often created to and act as disposable warriors and tomb guards.

Hit Points 8

Major Wound 4

Damage Modifier 0

Power Points 0

Movement Rate 15m

Armor Leather (2AP)

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
2D6+6 (13)	1D6 (4)	3D6 (11)	3D6 (11)	0 (0)	0 (0)	0 (0)

Skills

Resistances. Dodge 10%, Persistence 100%, Resilience 100%

Close Combat 35%. Arming Sword (1D8), Medium Shield (1D6)

Abilities

Immunities. Skeletons are immune to all diseases, poisons and mind control supernatural abilities.

Vampire

Dark overlords of the undead, Vampires feed off the blood and life-force of the living. They appear as normal humans, but their pallid complexion and overly large canines give them away. Vampires are either solitary hunters, or form societies where weaker members of the brood must bring victims to the more powerful leaders.

Hit Points 18

Major Wound 9

Damage Modifier +1D6

Power Points 0 (see below)

Movement Rate 15m

Armor Chainmail (5AP) or Platemail (6AP) for High Vampires

Plunder Rating 4

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+12 (23)	3D6+12 (23)	3D6 (11)	2D6+6 (13)	2D6+6 (13)	0 (0)	3D6 (11)

Skills

Resistances. Dodge 40%, Persistence 80%, Resilience 80%

Knowledge. Culture (Local) 80%

Practical. Athletics 50%, Deception 80%, Perception 80%

Close Combat 50%. Arming Sword (1D8+1D6), Medium Shield (1D6+1D6)

Unarmed Combat 60%. Bite (1D6 + Power Point drain)

Abilities

Magic. Vampires are highly magical and will either be a Priest of an appropriate Death Religion or an Arcane Magic caster. They have at least 10 points of Magnitude of spells.

Life Energy Vision. Vampires can see in the dark and at night as if it was day by sensing life energy.

Power Point drain. A vampire does not regenerate Hit Points or Power Points normally. Instead, he must take them from other beings by draining their blood. On a successful bite attack, the vampire will hang on and drain D6 Power Points from the victim every round. Each drained Power Point gives the vampire one Hit Point or Power Point (vampire's choice). When the Vampire drains the victim's Power Points to 0, the victim fails unconscious, as normal, and the vampire can choose to carry on draining blood, except now it's the victim's permanent POW that is drained.

Shapeshifting. Vampires have the ability to shapeshift into mist at will. As a single Combat Action, the vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage, but cannot take any action except Movement Rate. In mist form, a vampire moves at the same speed as he would normally and is unaffected by strong winds. Additionally, vampires still take damage from sunlight, as normal. As well as the ability to transform into mist, some vampires manifest the ability to shapeshift into wolves and bats as well. As with the mist transformation, such changes take a Combat Action to perform. Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next Combat Round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.

Sunlight Weakness. As creatures of the night Vampires cannot stand the touch of natural sunlight. They take two point of damage per round that they are exposed to the sun, though some will risk travelling in the daylight hours by wearing layers of clothing and a hood to cover as much of their body as possible.

Holy Symbols. In the past the holy icons of some religions have proved effective against vampires. Those that focus their energies against the undead are the most likely to be effective. But it is down to the Gamemaster to decide what supernaturally offends any particular vampire. An elven vampire, for example, might be repelled by symbols of nature gods, rather than by human symbols of holiness. Any character presenting a holy symbol to a vampire as a Combat Action matches their Persistence against the vampire's Resilience in an opposed check. They will receive bonuses or penalties at the Gamemaster's discretion, based on the appropriateness of the symbol being displayed. On a successful test, the vampire loses 1D4 Hit Points (unaffected by armour or any of the vampire's magic) and may not attack that character or any other character under the protection of Holy Symbol.

Zombie

The restless dead, rotting corpses animated by dark magic that shamble the world serving their masters or wandering lost, randomly attacking the living.

Hit Points 7

Major Wound 4

Damage Modifier +1D6

Power Points 0

Movement Rate 7m

Armor None

Plunder Rating 0

STR	CON	DEX	SIZ	INT	POW	CHA
3D6+12 (23)	1D6 (4)	1D6+3 (7)	3D6 (10)	1D3 (2)	0 (0)	1D3 (2)

Skills

Resistances. Dodge 0%, Persistence 100%, Resilience 100%

Unarmed Combat 50%. Fist (1D3+1D6)

Abilities

Immunities. Zombies are immune to fatigue, disease, poisons and mind control.

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