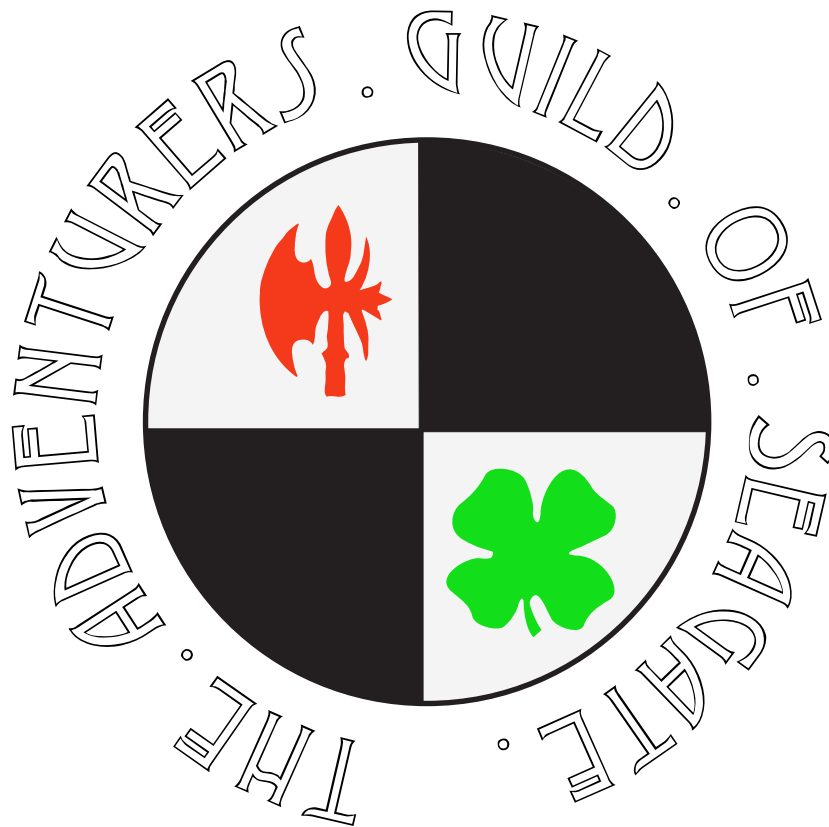


Rulebook for Players and Game Masters



2014 Revision
Editon 2.0.1

September 2014

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1 Character Generation

There are six sections in Character Generation:

- 1.1 Characteristic Points
- 1.2 Race
- 1.3 Description
- 1.4 Aspects
- 1.5 Heritage
- 1.6 Starting Abilities & Possessions

Sections 1.1 – 1.5 may be done in any order. Each section is designed so that a player may choose from a range of options or randomly generate their character. Section 1.6 should be done last.

1.1 Characteristic Points

A character has 6 primary statistics which are generated by allocating points from a total, and 4 secondary statistics which are either derived from the primary statistics or are generated randomly. The higher the number, the better the characteristic.

Generating Characteristic Points

The player may choose to allocate the primary statistics from a total of 90 points or may roll 2D10 once against the following table. If they choose to roll the result must stand.

Die Roll	Points Total	
2	81	
3	82	
4	83	
5	84	
6	85	
7	86	
8	87	
9	88	
10	89	
11	90	(default choice)
12	91	
13	92	
14	93	
15	94	
16	95	
17	96	
18	97	
19	98	
20	99	

Assigning Characteristic Points

This total of points needs to be spent on the following characteristics: Physical Strength, Manual Dexterity, Agility, Magical Aptitude, Willpower & Endurance. These characteristics may change during the game, and may be raised up to 5 points through training, though not past the character's racial maximum.

The human range for each of these characteristics is 5 – 25; this range is adjusted for non-humans (see the Characteristic Modifier tables for the non-human races). These ranges represent the minimum and maximum capabilities of the races. The player should assign the points and then make any adjustment for race.

Prior to assigning the characteristic points, the player should give some thought to what kind of character they wish to have and what weapons, spells, and/or skills are desired for the newly created individual. Some weapons require a great deal of Physical Strength or Manual Dexterity, and the player should be sure to assign enough points in those areas to use the weapons of their choice. All magical colleges require a minimum Magic Aptitude to join and the player should be aware of these restrictions. Most skills do not have any special requirements, but many give bonuses for exceeding a minimum value in certain characteristics.

When the player has chosen the values for the character, they must record them on a Character Sheet. The total value of the six primary characteristics (before racial modifiers) must equal the amount received in the Generating Characteristic Points section; thus, a player cannot "save" Characteristic Points and assign them to characteristics at a later date. The value of each of the six primary characteristics must be recorded before any secondary characteristics are generated.

Generating Secondary Characteristics

Fatigue, Physical Beauty, Perception and Tactical Movement Rate are secondary characteristics. They may be modified if the character is non-human (see the Characteristic Modifier tables for the non-human races).

Fatigue

The value of a character's Fatigue is a direct function of their Endurance. The player enters the Fatigue value corresponding to the character's Endurance value after their Endurance has been modified for race.

Endurance	Fatigue
3 or 4	16
5 to 7	17
8 to 10	18
11 to 13	19
14 to 16	20
17 to 19	21
20 to 22	22
23 to 25	23
26 to 27	24

Endurance and Fatigue values in bold type can be achieved only by members of certain non-human races.

From this point on, a change in a character's Endurance value will not affect their Fatigue value and vice-versa. Fatigue may be raised by up to 5 points, though not past the character's racial maximum.

Physical Beauty

The value of the Physical Beauty characteristic is generated randomly by rolling 4D5 + 3. This characteristic can never be increased by training.

Perception

A character's perception value begins at 5. This may be trained up to racial maximum.

Tactical Movement Rate

A character's Tactical Movement Rate (TMR) is a direct function of their Agility. It is based on the character's Agility value and is recalculated when Agility is modified by encumbrance and armour penalties; see the TMR table (§58.2) for values.

1.2 Race

A player must choose the race of their character.

The majority of people in Alusia are human, but the player may choose one of the common non-human races: dwarf, elf, halfling, or orc.

If the player wishes their character to be a giant or shapechanger they must roll D100. They may roll once per race and if the roll is lower than the race chance % they must take that race. If they fail then the character must be of one of the common races. If the player is attempting to be a shapechanger they must decide what type of shapechanger they want prior to rolling (i.e. wolf, tiger, bear or boar).

Race	Chance (%)
Hill Giant	06
Shapechanger	04

A player may wish to play one of the very rare sentient races. To do so they must get the agreement of both the generating GM and a member of the character tribunal. They will decide which of the common races has the appropriate racial modifiers. For example Erelheine characters are generated using the Elf option.

Humans learn faster than non-humans. Learning is represented in game by spending Experience Points (EP). Divide any experience points a character gains by the "racial modifier" and then spend the result normally.

Race	Modifier
Dwarf	1.1
Elf	1.2
Halfling	1.1
Hill Giant	1.5
Human	1.0
Orc	1.1
Shapechanger	1.4

For every 25,000 Experience Points (EP) the character has spent towards the 'racial modifier' it is lowered by .1 (but not below 1.0) or after 20 adventures (when PC reaches racial max), the EM becomes 1 (whichever happens first). E.g. once a giant has lost 25,000 EP to their race, their 'racial modifier' is lowered to 1.4. Once they spend an additional 25,000 EP on their new 'racial modifier' of 1.4 it would become 1.3.

RM	Amt earned that cost 25k	Amt spent that cost 25k
1.5	75,000	50,000
1.4	87,500	62,500
1.3	108,333	83,333
1.2	150,000	125,000
1.1	275,000	250,000

Each race has a description of a stereotypical member of the race and any special abilities and characteristic modifiers that apply to a character of that race.

Dwarf

A dwarf is a short, bearded humanoid, usually taciturn who frequents mountainous areas.

Description Pride and attention to detail are important to dwarves. They form strong community ties, and are distrustful of strangers, especially those of other races. Their strongest antipathies are towards orcs and elves. Although dwarves are greedy by nature, they are essentially honest and stand by their word. Dwarves covet precious stones and metals, and appreciate fine, detailed workmanship. Dwarven warriors favour the axe as weapon.

Special Abilities

1. Dwarves' close vision is exceptionally sharp, but many have poor distance vision. They can see in the dark as a human does at dusk. Their effective range of vision in the dark is 50 feet under the open sky, 100 feet inside manmade structures, and 150 feet inside caves and tunnels.
2. Dwarves can assess the value of and deal in gems and metals as if they are a Merchant of Rank 5. If a dwarf character progresses in the Merchant skill, their ability to assess the value of gems and metals is five greater than their current Rank, to a maximum of ten.
3. If a dwarf character is a Ranger specialising in mountains or caverns, they pay half the EP cost necessary to advance ranks.
4. A dwarf's capacity for alcohol is twice that of a human.

Characteristic	Modifier
Physical Strength	+ 2
Agility	- 2
Endurance	+ 2
Magical Aptitude	- 2
Willpower	+ 2
Perception	+ 1
Physical Beauty	- 2
Tactical Movement Rate	- 1
Starting Age:	20 +
Average Life Span (years):	125 — 150

Elf

An elf is a slim agile humanoid, who frequents wooded areas.

Description Elves are virtually immortal and generally take the long term view. They are insular, indifferent to others and tend to be traditional. Elves are great respecters of nature and learning. Their Elders are repositories of great wisdom while elvish youth are enthusiastic merry makers. Elven warriors favour bow weapons and disdain metal armour. Members of other races generally find elves attractive.

Special Abilities

1. Elves have superior vision especially over long distances or in poor lighting. An elf can see in the dark as a human does on a cloudy day. Their effective range of vision in the dark is 150 feet under the open sky, and 75 feet elsewhere.

2. If an elf character is a ranger specialising in woods, they pay one-half the EP to advance ranks.
3. An elf receives a racial Talent which functions in all respects as the Witchcraft Witch-sight Talent.
4. An elf makes little or no noise while walking and adds 10% to their chance to perform any activity requiring stealth.
5. If an elf character takes the healer skill, the elf pays three-quarters the EP to advance ranks, though they cannot resurrect the dead.
6. An elf is impervious to the special abilities of the lesser undead.
7. If an elf character takes the courtier skill, the elf pays one-half the EP to advance ranks.

Characteristic	Modifier
Physical Strength	- 1
Agility	+ 1
Endurance	- 1
Magical Aptitude	+ 1
Willpower	+ 1
Perception	+ 1
Physical Beauty	+ 2
Starting Age:	30 – 300 +
Average Life Spa (years):	10,000

Halfling

A halfling is a short, cheerful humanoid, who will be an active participant in village life.

Description Halflings appreciate the good life more than most; a successful halfling will arrange a schedule of much sleep, good food, and relaxed study or conversation. Halflings are shy around other races, preferring to merge into the background. Amongst themselves they are a friendly folk who form into small communities where everyone knows everyone else's business. While Halflings take their social responsibilities seriously, they are renowned for their practical jokes and light fingers. Halflings are noted for their tough, hairy feet and usually go barefoot. Halflings avoid the rigours of military life but when forced to defend themselves they favour small weapons.

Special Abilities

1. A halfling has infravision, which allows them to see faint red shapes where living beings are located in the dark. Their range of vision is 100 feet.
2. A halfling adds 20% to their chance to perform any activity requiring stealth.
3. If a halfling takes the thief skill, they pay half the EP cost to advance ranks.
4. A halfling may drop jewellery down active volcanoes without anyone thinking the worse of them.

Characteristic	Modifier
Physical Strength	- 3
Manual Dexterity	+ 3
Agility	+ 1
Endurance	- 2
Magical Aptitude	- 1
Willpower	+ 1
Physical Beauty	- 1
Starting Age:	21 +
Average Life Span (years)	80 – 90

Hill Giant

A hill giant is a huge, coarse featured humanoid, who has no patience for laborious learning.

Description Giants are lusty types, preferring nothing better than to go through life brawling, drinking, and wenching. They tend to gather together in a clan arrangement, building huge halls (or steadings) in out-of-the-way locations. They are not overly intelligent, and resent humans and elves particularly. Giants enjoy riddling and bartering. Giant warriors favour simple weapons scaled to their size.

Special Abilities

1. A giant has infravision, which allows them to see faint red shapes where living beings are located in the dark. Their range of vision is 250 feet.
2. A giant's magic resistance is increased by 10%.
3. Whenever a giant attempts minor magic, the GM should increase the difficulty factor by one, making it easier.
4. Giants may use the giant weapons listed in the Weapons Table (§56.1).

Characteristic	Modifier
Physical Strength	+ 7
Manual Dexterity	- 1
Agility	- 2
Endurance	+ 8
Magical Aptitude	- 1
Willpower	- 1
Fatigue	+ 1
Physical Beauty	- 1
Tactical Movement Rate	+ 3
Natural Armour	+ 1
Starting Age:	26 +
Average Life Span (years)	500

Human

Humans are by far the most common race on Alusia, frequenting most areas and climes.

Description Humans have a great diversity of cultures, languages and sub-racial traits, such as hair and eye colour or skin tone. Human behaviour is an odd mix. They can be superstitious and distrustful of the unknown, but they are also insatiably curious and look for new knowledge. Many also seek personal fame and fortune as most human social structures are less rigid than those of non-humans and a person's birth need not permanently define their place in society. This odd combination of attributes has led them to become great explorers and sailors, and they will venture boldly

into unexplored areas in search of knowledge and wealth. Humans build great cities and are far more welcoming of other races than most. Outside of their own culture they are social chameleons, adept at adapting their behaviour to match local customs.

Special Abilities

1. Humans can ingratiate themselves with strangers more readily than other races. A human character has +10 to any reaction roll in an encounter with sentient creatures.

Characteristic	Modifier
Starting Age	16 +
Average Life Span (varies widely with wealth and culture)	40 – 90

Orc

An Orc is a stoop-shouldered, surly humanoid and a pack member by nature.

Description Orcs are a cruel, violent folk, liking nothing better than to loot and pillage. Individuals test themselves against their peers, bullying anything weaker but cowering away from anything stronger. A strong individual will form a pack around them, and the pack leader's word is law. Orcs enjoy the sensual pleasures of life, and reduce their already short life spans through hard living. They have a robust digestion and will eat foods that others turn their nose up at. Orc warriors favour the great axe and glaive. Orcs are considered unattractive by other humanoid races.

Special Abilities

1. An orc's eyes are highly light-sensitive. They must decrease their chance of hitting a target with Ranged Combat by 10% in daylight.
2. An orc has infravision, which allows them to see faint red shapes where living beings are located in the dark. Their range of vision is 150 feet.
3. Orcs are either back-stabbing scum or brutal bully-boys. An orc may take one of either Assassin Skill or Warrior Skill and pay three-quarters the EP to advance in Ranks.
4. An orc's seed is highly fertile. The orc and hybrid orc population increase mitigates against the high orc fatality rate.

Characteristic	Modifier
Physical Strength	+ 2
Endurance	+ 1
Magical Aptitude	- 2
Willpower	- 2
Fatigue	+ 2
Physical Beauty	- 4
Natural Armour	+ 1
Starting Age	12 +
Average Life Span (years)	40 – 45

Shapechanger

Shapechangers are a hidden race amongst humans, with the ability to change into the form of a particular animal.

Description Shapechangers are identical in appearance to humans when not in animal form. They are somewhat bestial in nature, adopting traits one might expect from an anthropomorphised wolf, tiger, bear or boar. There exists a love/hate relationship between humans and shapechangers: shapechangers possess some degree of animal magnetism, but, if discovered, can expect severe treatment at the hands of humans. Shapechangers are, on the whole, bitter towards humans, and are not above using humans to their advantage. There are very few ways to tell a shapechanger from a human (e.g. they will be discomforted by wolfbane) and these vary by shapechanger type. Shapechangers are a ruthless lot.

Special Abilities

1. A shapechanger can change from human to animal form (or vice-versa) in 10 seconds during daytime and 5 seconds during the night-time.
2. A shapechanger possesses a dual nature. While in animal form, human inhibitions will be muted; while in human form, animal instincts will be dulled.
3. A shapechanger cannot be harmed while in animal form, unless struck by a silvered weapon, magic or by a being with a Physical Strength greater than 25. Five Damage Points are automatically absorbed in the latter case.
4. A shapechanger will regenerate 1 Endurance Point every 60 seconds while in animal form.
5. The player must devise a set of characteristics for their animal form. Take the difference between the average for each characteristic in animal and human form, and modify the human characteristics appropriately.
6. A shapechanger is automatically lunar aspected.
7. A shapechanger can remain in animal form for a quarter of the night times the quarters of the moon showing (i.e. at full moon they may remain in animal form all night). During the day a shapechanger can remain in animal form for one hour the moon. A shapechanger can make one set of transformations times the quarter of the of the moon per day (i.e. dawn to next dawn). the quarter of times
8. If a shapechanger is in animal form during the day, there is a 1% cumulative chance for each 5 minutes they remain in animal form that they will never be able to change back into human form. Similarly, if the shapechanger exceeds the time limits given above, there is a 1% cumulative chance (per 5 minutes) of their not being able to return to human form.
9. A shapechanger will be inconvenienced by those wards which can be used against were-creatures.
10. A shapechanger's magic resistance is increased by 5%.

11. If a shapechanger takes the courtier skill they pay three-quarters the Experience Points necessary to advance ranks.

Characteristic	Modifier
Physical Beauty	+ 1
Starting Age	16 +
Average Life Span (years)	55 – 65

A separate set of characteristics must be generated for the animal form (see Ability 5 above).

1.3 Description

This section covers height, weight, gender, primary hand, and general description.

Height and Weight

A player should choose their character's height and weight. The character's height and weight should be chosen according to the player's idea of the character, with due regard to the character's primary characteristics, race and background.

The following charts give a range of heights and weights within which 90% of adventurers fall, and the average values within that range. Please modify your chosen height and weight according to gender and racial adjustments as below.

Normal Base

Height	Weight	Range
5'3"	130	100—170
5'6"	140	110—185
5'9"	150	120—200
6'0"	165	130—220
6'3"	180	145—240

Adjustments	Height	Weight
Human Male	+0"	100%
Human Female	-4"	80%
Orc Male	-4"	110%
Orc Female	-6"	100%
Elf Male	+5"	80%
Elf Female	+2"	65%

Short Folk Base

Height	Weight	Range
3'9"	85	65-110
4'0"	95	75-125
4'3"	105	85-140
4'6"	115	95-155
4'9"	125	105-170

Adjustments	Height	Weight
Dwarf Male	+0"	100%
Dwarf Female	-2"	90%
Halfling Male	-12"	65%
Halfling Female	-13"	60%

Hill Giants Base

Height	Weight	Range
8'4"	370	295—490
8'8"	420	335—555
9'0"	470	375—625
9'4"	525	420—700
9'8"	580	465—780

Adjustments	Height	Weight
Giant Male	+0"	100%
Giant Female	-4"	90%

Gender

A player may choose whether their character is male or female. It is recommended the character be the same gender as the player, as playing the opposite gender convincingly is difficult.

Optionally, some characteristics may be adjusted for a female character. This would also modify her appropriate racial maximums.

Female Characteristic Modifier

Characteristic	Modifier
Physical Strength	- 2
Manual Dexterity	+ 1
Endurance	+ 1

Primary Hand

A player must determine whether their character's Primary Hand is their right or their left. This determination affects which hand a weapon is held during combat, and any penalties assigned for attacking with a weapon in a secondary hand.

They may choose either right or left, or roll randomly. If they choose to roll, the result must stand.

The player rolls D5 and D10. If the D10 result is greater, the character's right hand is primary. If the D5 result is higher, their left hand is primary. If the two results are equal, the character is ambidextrous.

Description

The player will sometimes need to describe their character and should therefore think about the character's physical appearance based on the generated characteristics. They should choose hair, eye and skin colour (based on race and family background).

1.4 Aspects

The timing of a character's birth orients them towards one of several astrological influences, or aspects. A character will benefit during the time their aspect is powerful, and will suffer when the opposite aspect is powerful.

The times of high noon and midnight are extremely important when applying the effects of aspects. The GM should allow characters to perform actions at precisely those instants, though the passage of time must be properly monitored.

Generating an Aspect

The player may choose an Aspect as if they had rolled any number up to 80, or roll D100 once against the following table. If they choose to roll on the table, any roll over 80 may be re-rolled.

If the character is joining one of the elemental colleges the player may choose any aspect between 1 and 80 that is neutral to their college, or they may roll.

Die	Aspect
01–05	Winter Air
06–10	Winter Water
11–15	Winter Earth
16–20	Winter Fire
21–25	Spring Air
26–30	Spring Water
31–35	Spring Earth
36–40	Spring Fire
41–45	Summer Air
46–50	Summer Water
51–55	Summer Earth
56–60	Summer Fire
61–65	Autumn Air
66–70	Autumn Water
71–75	Autumn Earth
76–80	Autumn Fire
81–85	Solar
86–90	Lunar
91–95	Life
96–00	Death

Effects of Aspects

Apart from elemental aspects, all modifiers apply to percentile rolls, not base chances.

Elemental Aspects

Characters gain a bonus of 1% on the Base Chance of performing any magic of the same College as their elemental aspect, and a penalty of -1% on the opposed College. Air opposes Earth and Fire opposes Water. Ice and Celestial magic is not affected.

Seasonal Aspects

A character is affected by their seasonal aspect during their aspect's season and the opposite season. The following table lists the seasonal aspect effects and when they apply.

Time	Effect
Midnight, Aspect's Season	-10
Midnight, Equinox or Solstice of Aspect's Season	-25
Midnight, Opposite Season	+10
Midnight, Equinox or Solstice of Opposite Season	+25

The effect is applied for 30 seconds before and after midnight.

Solar and Lunar Aspects

A character of solar or lunar aspect is affected by their aspect at high noon and midnight. The following table lists the Solar aspect effects, and when to apply them.

Time	Effect
Noon	-5
Midnight	+5
Noon, Summer Solstice	-25
Midnight, Winter Solstice	+25

Lunar aspected characters gain opposite bonuses and penalties for the same times. The effect is applied for 10 seconds before and after high noon or midnight. If the sky is cloudy, the effect may be reduced to a minimum of +1 and 5.

Life and Death Aspects

Life and Death aspected people are affected by the creation and destruction of life force.

The following table lists the Death aspect effects, and when to apply them.

Event	Range	Aspect	Effect
Birth of mammal	100'	+5	Death
Birth of humanoid	250'	+10	Death
Birth of close relative†	500'	+25	Death
Death of mammal	50'	-5	Death
Death of humanoid	125'	-10	Death
Death of close relative†	250'	-25	Death

†A close relative is no more distant than a second cousin.

Life aspected characters gain opposite bonuses and penalties for the same times. Deaths are non-cumulative (only one can be in effect at a given time), though births are cumulative. A stillbirth does not affect a life or death aspected character. A resurrection is treated as a birth.

A death event is applied for as many seconds as the effect range in feet. A life event is applied for 3 times as long.

A female life aspected character will suffer no pain after giving birth, and will be as healthy and active as she was before she became pregnant.

Light and Dark Aspects

All living creatures have an additional celestial Light or Dark Aspect. This is fully explained in an addendum to the College of Celestial Magics (§19.8).

1.5 Heritage

This section is relevant to humans, primarily from the Western Kingdom and Cazarla, and should be adapted for other races or regions.

Social Status

The "social status" is that of the character's parent(s), usually the father. The table does not represent the population, merely the proportion of backgrounds from which accepted Adventurer's Guild applicants originally come. Most social classes are present in a variety of environments (city, town/village, rural, court, castle/stronghold, maritime). A player may choose any social category in the 01-80 range for the character's background or roll; however, any such dice-roll must be accepted. In general, the higher the number rolled, the higher the social status within each band. A roll of 40-90 optionally may indicate a respectably retired adventurer.

Die	Social Status
01–14	Trash / Criminal
15–20	Bonded
21–29	Skilled retainer
30–44	Goodman
45–54	Master
55–70	Military
71–84	Gentry
85–94	Lesser Noble
95–98	Merchant-prince
99–00	Greater Noble

Explanation of Classes

Trash/Criminal No legitimate employment.

Example Thug, body-snatcher, bandit, pirate, beggar.

Bonded There is no slavery in the Baronies. This is the next best thing: enforced servitude to one master for a long period [up to life], through birth, contract, or debt.

Example Serf, villain, unskilled or semi-skilled servant, labourer, indentured apprentice or journeyman in a craft or trade guild, dependent artisan contracted to a master, lay member of an accepted religious community, ordinary soldier or sailor.

Skilled Retainer Voluntarily employed person, physically and legally capable of seeking a position elsewhere. Owns the tools of the trade and has other, limited possessions. Usually works under the direction of a Goodman or master. Occasionally an itinerant artisan of low status.

Example Clerk, court musician, religious acolyte, freeborn shepherd or farm hand, merchant's assistant, family chaplain, tinker, fisher.

Goodman [Goodwife, Goody] Head of a household: more possessions and commitments than a mere retainer, comparatively independent. Usually leases or owns a smallholding (if in the countryside) or a few rooms (if in a town). Much contact with social peers and superiors. Often employs skilled retainers. Includes itinerant professionals and artisans of high status.

Example Miller, pilot, established artisan, minor trader, innkeeper, accredited witch, priest in an accepted temple, shop owner, poor freeman-farmer, forester, gamekeeper, itinerant or privately employed alchemist, healer, magician or blacksmith.

Master [Mistress, Mother] Like a Goodman, but with a larger establishment, more employees, more commitments to subordinates and equals. Tied to one place as direct contact with, and obligations to, social superiors and Guilds may make impolitic any relocation or other changes in social conduct, despite theoretical liberties and rights.

Example Guild master of a smaller craft/trading guild, or councillor in a more powerful one, wealthy freeman farmer, professional (alchemist, healer etc) trading publicly, with own shop and apprentices, Alphonse the famous chef, a Ducal Kapellmeister, high-priest of an accepted temple, captain-owner of a trade ship, mayor of a medium town.

Military A socially sanctioned, trained fighter or skilled ancillary. This includes sergeants and lowborn lesser officers (lieutenants, etc); high-ranking officers are ex officio gentry.

Example Town guardsman, skilled scout or military spy, army blacksmith, (legal) mercenary captain.

Gentry By birth or service entitled to a coat of arms: significant social or military duties. There are often many social gradations of gentry not comprehensible to persons outside that class. Often possesses an estate or "independent means" but is not of lordly rank; such persons may, technically, be employed (but usually

to a lord, or in service to their country). May have difficulty ensuring all children have an acceptable start in society (especially in larger families).

Example Knight, country squire, beneficed parson, port-reeve, courtier of significance, respected & influential magician, judicial officer of a town or district, tax farmer, non-noble army or navy officer (generally Captain & up), cadet member of a noble family.

Lesser Noble Of lordly rank. Similar to the gentry, but definitely a cut above. Normally owes feudal service to, or through, a greater noble.

Example Non-independent Baron, Lord Admiral of a small navy, General, ordinary Abbot or other Head of an established, accepted, religious house, former gentry ennobled for extraordinary or personal services to a great noble or royalty.

Merchant-Prince Extremely wealthy city-based merchant, head of an extended trade/family. Controls a nationally significant trade-empire and / or monopoly. Has significant power in the local guilds. Extensive resources (especially in his/her home city), with contacts and enemies in several countries. Capable of ordering actions deemed criminal in less influential personages. On a roll of 98, the family head is the character's parent; on 95–97, the head is a little more distant (perhaps uncle or cousin).

Example Owner of a trade-fleet, trader with a national monopoly on a commodity (e.g. silk, wine), Guild master of a powerful guild.

Greater Noble Ruler of a minor country, or head of one of the "Great" families in a larger country. Will have several estates and titles. Usually has subordinates of lordly rank. Children may have courtesy titles.

Example An independent Baron, Marshall of a Duke's or independent Count's armies, Bishop, Abbot of a mother-abbey, Marshall or vicar-general of a powerful order, Count within a duchy, Lord Admiral of a maritime nation.

Greater Noble and Merchant-Prince families impact seriously on the campaign; the generating GM may need time to consult with other GMs before the character's background is finalised. Characters who wish to retain an acknowledged, good social-standing may have to devote time and money to maintain their position by indulging in appropriate behaviour - noblesse oblige.

Birth Order

Players should now choose their birth order, or roll on the following table. Note that it is unlikely that an heir will go adventuring (at least not without active encouragement from the next-in-line).

Die	Birth Order
1	1st or 2nd
2–3	3rd
4	4th
5	5th
6	6th
7–8	7th
9	8th or later
0	bastard

Disinheritance

Beginning characters never start with an estate, magic possessions, or other "real" wealth. For game reasons, characters seldom inherit while actively adventuring. Most classes will happily pass over an adventurer in favour of more deserving and capable stay-at-home siblings. If the heir or heiress cannot be passed over (e.g. a noble estate) and the player does not wish to retire the character, a trusted kinsman or tenant must be appointed as trustee or warder, to administer and enjoy the inheritance until it is reclaimed.

A noble or wealthy parent may disown adventuring children either through disfavour, or for mutual protection. A beginning character doesn't want to be set upon by family enemies, and no parent wants the social stigma of refusing to pay a ransom. The guild fully supports such characters adventuring under an alias, just as it also supports gifted adventurers who fled legal restraints in order to join the guild (e.g. a runaway serf turned mage). Both classes do have the obligation not to expose their fellow adventurers to unnecessary risks arising from their backgrounds.

In most cases, achievement begets amnesty. A serf who has spent a year and a day in a town becomes a freeman; a now wealthy prodigal is welcomed back into the family fold.

1.6 Starting Abilities and Possessions

This section covers abilities and possessions a character has prior to starting life as an adventurer. None of the experience points awarded in this section are adjusted by any racial experience modifiers but the player must use their character's race and heritage as a guideline to the allocation or choices they make. Except where noted, the normal acquisition and ranking rules apply to the spending of experience points. This section must be started after all other sections are completed, and each subsection must be completed in order.

Language Skills

Every character knows their native language, the Alusian trade language (Common) and possibly another language. A Guild member will be literate in at least one language and literacy is required to learn magic.

The player should get the GM's assistance to determine what their character's native language is and then choose one of the following options for their starting language skills:

Option A Rank 8 and literate in either native language or common, Rank 6 in the other of native language or common, Rank 4 in any other common language.

Option B Rank 8 and literate in either native language or common, Rank 7 and literate in the other of native language or common, Rank 1 in any other language.

Option C Rank 9 and literate in either native language or common, Rank 6 and literate in the other of native language or common.

Adventuring Skills

A character starts with Rank 0 in the Adventuring skills of Horsemanship, Climbing, Swimming and Stealth. The player now receives 1250 experience points that may be spent on improving these skills. Any experience points left over are lost. They also gain Rank 0 Flying, but may not raise it at any stage during Character Generation.

The possible combinations are:

Horsemanship, Climbing and Swimming (in any order)	Stealth
4, 0, 0	0
3, 0, 0	1
3, 2, 1	0
2, 2, 0	1
2, 2, 2	0

Mage or Non Mage?

The player must decide whether the character will be a magic user or not. (This choice can be made at any time during character generation).

Mage

If the character is to be a magic user then the player must choose a college of magic for the character to belong to. Remember that there is a minimum Magical Aptitude requirement for each college.

College	MA
Naming Incantations	1
Mind	11
Fire	12
Air	13
Ice	13
Illusion	13
Celestial	14
Earth	15
Bardic	16
E & E	16
Necromancy	16
Binding & Animating	17
Water	18
Witchcraft	18

The character now receives all of the general knowledge abilities of their college including talents, general knowledge spells, general knowledge rituals, both counterspells, the purification ritual and ritual spell preparation.

The player should list these on their character sheet.

Non Mage

If a player decides that their character will not be a magic user then they receive 6500 experience points to be spent in the following order:

1. 2500 must be spent on either 1 point of Fattigue or 3 points of Perception.
2. The character must acquire one new skill at rank 2, and may acquire a second new skill at no more than rank 1. The Warrior skill may not be chosen at this time.
3. The character must acquire one weapon at rank 2, and may acquire up to two weapons at no more than rank 1.
4. The player may save up to 500 points to spend later. The player must spend any remaining points on any of:

- 1 rank in any known adventuring skills
- more ranks in any known languages
- more perception.

Any remaining points (other than the permissible 500) are lost.

Background Experience

A character now chooses any one Artisan skill at Rank 0. This reflects knowledge gained through childhood and must be appropriate to their family background.

They also receive 2500 Experience Points which, together with any left over from the non-mage generation, can be spent freely.

At this time the character may acquire any one new skill at Rank 0 for the cost of only 100 EP (rather than the usual cost).

If there is any EP remaining it may be saved for spending later in the game.

Background Possessions

The character will have two sets of clothing of a quality appropriate to their family background. They also have goods up to the value of 500 sp which may be chosen from the Basic Price List

in the Players Guide. Up to 50 sp may be saved as cash.

Modified Agility and Manual Dexterity

The player should calculate any agility modifiers from the weight of their possessions and any armour penalties; see the Encumbrance Table (§58.1) for values. They should then calculate their modified TMR from this value, see the table (§58.2) for values. If the character uses a shield, they should modify their Manual Dexterity as well.

Finishing the Character

The player must choose a name for their character.

They should enter every piece of relevant data onto their Character Sheet, and calculate base chances and other variables. The generating GM will check it, and then sign & date it as complete.

2 Explanation of Characteristics

This section is an explanation of a character's characteristics and how they are used in the game.

All characteristics are calculated when the character is generated but Adventurers in a world of magic can expect them to change from time to time. A "temporary" change indicates an increase or decrease of limited duration to the value of a characteristic; a "permanent" change indicates an increase or decrease of indefinite duration to the value of a characteristic. The first six characteristics are the primary characteristics. These can be increased temporarily by magic or permanently by training (expenditure of experience points), and can be decreased temporarily by magic or injury, or permanently by injury to the character. These primary characteristics can never be trained more than 5 above their starting value, and never above racial maximum, except by unusual magical means.

All other characteristics are secondary characteristics. The manner in which a secondary characteristic can be changed will be covered in the appropriate explanation.

Generally, a high characteristic value indicates a character's ability to perform a certain task well, while a low value indicates a relative lack of such ability. A characteristic's effect is almost always translated into numerical terms for the purposes of resolving action during play. Adventurers generally have higher characteristics than normal people in the world, that is what makes them heroes after all.

Effects of Characteristics

A character develops specific skills during the game, and their characteristics influence their base chances with these skills. However there are also many feasible tasks that a character may wish to perform without having a specific skill to do so. The GM then uses the most appropriate characteristic to generate a base chance to perform that task.

Difficulty Factors (Characteristic Multipliers)

When a player declares that their character will attempt a task which the GM acknowledges as dependent upon a particular characteristic, the GM assigns the task a difficulty factor. This difficulty factor will be a number from 1/2 through to 5.

The greater the difficulty factor value, the easier a task will be to perform.

The player multiplies the difficulty factor by the appropriate characteristic, arriving at the percentage chance of the character performing the task. The maximum base chance is $(70 + \text{characteristic} + \text{difficulty factor})\%$. The player then rolls D100, and if the roll is less than or equal to the percentage then the character has successfully performed the task. If the roll is greater than the percentage, the character has failed. If the roll fails by at least the value of the characteristic or exceeds the maximum base chance, the character has failed miserably

and may have injured themselves. The GM may wish to determine the extent of the injury by how much the roll exceeds the percentage plus the characteristic.

2.1 Strength (PS)

Physical Strength is a measure of a character's muscle coordination and strength. The Physical Strength characteristic represents the brute force a character can exert from the thews of their arms, the thrusting power of their leg muscles, and their lift and weight capacity.

Specific Influences

- Effects of weight carried
- Minimum PS requirement for weapons
- Damage

Generic Uses

- Breaking objects
- Lifting heavy or awkward objects

Example Consider the sturdiness of the object and the implement being used to break it for the former, and consider the weight and bulk of the object plus the purchase afforded the character for the latter.

2.2 Manual Dexterity (MD)

Manual Dexterity is a measure of a character's control with their hands. The Manual Dexterity characteristic represents the character's hand-to-eye co-ordination, the speed at which the character can perform a complex task with their hands, and the ability to manipulate their hands.

Specific Influences

- Minimum MD requirement for weapons
- Thievery
- Strike Chance in Combat

Generic Uses

- Handling dangerous substances
- Fine handicrafts & other delicate tasks.

Example Consider the delicacy of the task when a character seeks the careful manipulation or removal of an object.

2.3 Agility (AG)

Agility is a measure of a character's ability to manoeuvre their whole body and their speed of movement. The Agility characteristic represents the character's liteness of body, the speed at which the character can run, and their ability to dodge with or contort their body.

Specific Influences

- Tactical Movement Rate
- Speed in combat
- Defence
- Most physical skills

Generic Uses

- Manoeuvring

Example Consider speed, distance, and complexity of the manoeuvre, as well as the nature of any obstacles or features they are using.

2.4 Magical Aptitude (MA)

Magic Aptitude is a measure of a character's ability to harness and direct magical energies. The Magic Aptitude characteristic represents the character's control over the flow of mana (the stuff of magic), and their ability to remember spells and rituals.

Specific Influences

- Magic Colleges have a minimum MA requirement
- Cost of training magic
- Base chances of magical skills

Generic Uses

- Noticing arcane mana effects

2.5 Willpower (WP)

Willpower is a measure of a character's self control of mind and body, especially in stressful situations. The Willpower characteristic represents a character's ability to concentrate, their ability to resist the imposition of another's will upon their own, and the degree to which their will can be used to counter their instincts (when, for instance, the character might be attempting an action which could be suicidal).

Specific Influences

- Magic resistance
- Fear resistance
- Concentration checks to perform magic
- Recovering from being stunned

Generic Uses

- Resisting suffering
- Persevering with boring or dangerous tasks

2.6 Endurance (EN)

Endurance is a measure of the punishment a character's body can absorb before the character becomes unconscious, sustains mortal wounds, or dies. The Endurance characteristic represents the character's capacity to withstand wounds, their resistance to disease and infection and their rate of recovery from same, and directly affects their ability to over-exert themselves.

Specific Influences

- Starting Fatigue
- Damage capacity
- Stunning from damage

Generic Uses

- Resisting poison, infection & disease

2.7 Fatigue (FT)

Fatigue is a measure of a character's physical and mental fitness. The Fatigue characteristic represents the degree to which the character can exert themselves before becoming exhausted, the number of minor cuts and bruises they can take before their abilities are affected, and the mental energy that can be used to cast spells. This characteristic directly reflects a character's current level of tiredness as it is reduced temporarily with any strenuous activity and restored to normal with rest. Fatigue may be permanently increased by training up to 5 points or to racial maximum.

Specific Influences

- Sustained activity
- Minor damage capacity
- Spell casting energy

Generic Uses

- Ignoring cold
- Coping with missing meals or sleep

2.8 Physical Beauty (PB)

Physical Beauty is a measure of a character's exterior attractiveness (or repulsiveness) as perceived by the humanoid races. Physical

Beauty is a characteristic representing a character's appearance compared to the aesthetic standards of the main sentient races. It is in no way a reflection of a character's personality. Specific reactions to PB are also influenced by the observer's race and gender. The Physical Beauty values for monsters describe how that monster appears to a character, and not to another monster of the same race. Physical Beauty can be increased or decreased temporarily by magic, and decreased permanently by disfigurement. It cannot be increased by training.

Specific Influences

- Reaction rolls

Generic Uses

- Influencing NPCs

2.9 Perception (PC)

Perception is a measure of a character's intuition developed as a result of their experience. The Perception characteristic represents the character's ability to note peculiarities in a given situation, their ability to deduce a person's habits or customs from scant information, and their general knowledge of the world.

The Perception value can be increased or decreased temporarily, and can be increased permanently through training up to racial maximum. Magic, certain natural or alchemical preparations, and the character's condition can cause a temporary increase or decrease in the Perception value.

Specific Influences

- Detecting ambushes or traps
- Detecting hidden things
- Initiative

Generic Uses

- Picking up information from conversation or observation
- Peripheral vision
- Noticing things out of the ordinary
- Remembering vague information
- Making connections between new clues and previous knowledge

2.10 Tactical Movement Rate (TMR)

The Tactical Movement Rate is the fastest speed a character can move in combat. A character's Tactical Movement Rate (TMR) characteristic is based on their Agility and influenced by any weight carried or restricting clothing. It may be temporarily modified by magic or injury, but cannot be trained.

Specific Influences

- Distance moved in combat

Generic Uses

- comparative speeds

3 Ranking

Experience points are required to advance in anything. Time spent training is required to increase proficiency in spells, skills and weapons. Adventuring time is required to advance in characteristics and talents.

EP is spent as per below but note the following.

- Talents may be ranked only once per game adventuring week.
- Weapon skills take 1 week of training to reach Rank 0, and 2 weeks \times (rank to be achieved) to improve.
- Skill ranks 8, 9, and 10 must be ratified by a GM and in general required significant use of the skill.
- The character may rank any combination of two things at the same time, providing the character does not rank magic (i.e. spells or rituals) at the same time as non-magic (i.e. weapons or skills).
- Time spent training for a particular rank of an ability may be interrupted by other activity (including being on adventure). However training for a given rank must be resumed within 6 months of starting training for that rank.
- Namers may rank 1 name in addition to other forms of ranking. They may also substitute ranking names for ranking any single magical or non-magical ability; ie Namers may rank 1 name while learning two related abilities, 2 names with one ability or, if doing no other ranking, 3 names at once.

All adventurers can learn any skill or weapon, and any magic within their college. Learning costs EP, time and money. The following can be ranked: Skills, Weapons, Spells, and Languages, Names, Rituals, Talents, Adventuring Skills and Characteristics.

3.1 Characteristics

A Characteristic may only be raised by five points over its starting value to a maximum of 25 (modified by racial bonuses / penalties), except Fatigue, and Physical Beauty (which cannot be raised). The exception to this is Perception, which can be raised to racial maximum.

To calculate the maximum for Fatigue, take the racial maximum for Endurance and find the maximum Fatigue (see table §1.1). For example, orcs have +1 to EN so their maximum EN is 26, hence their maximum FT is 24 from the chart. Then apply any additional racial modifiers to FT. For example, orcs gain +2 to FT so their maximum is $24 + 2 = 26$.

A characteristic may only be increased once per adventuring session (if a session took more than the normal session length, then this rule should be applied appropriately). If a character did not adventure during a session then they cannot raise any characteristics, and if they participated on more than one adventure during the

session, then they can still only raise a characteristic by one. Any or all of the characteristics may be raised simultaneously if permissible.

If a character has lost characteristic points for any reason, they may buy back as many points as they wish in addition to any normal increase. The cost of buying a characteristic point back is the same as buying an extra point (see table §55.3).

3.2 Talents

For each week of actual, out in the field, adventuring, you can rank each of your talents once. No training time is required to rank Talents. Like Spells and Rituals, each Talent has an EM. No MA discounts apply to any Talents.

3.3 Spells

If you are an Adept (i.e. cast magic), you can rank your spells. Each spell has an EM, or Experience Multiplier. This is multiplied by the Rank that you wish to achieve, to give a total EP cost. If the Adept has MA > 15, $(MA - 15) \times 5\%$ of the EP cost of General Spells may be discounted. Training time for spells is (Rank to be achieved) days. Learning a new spell to Rank 0 takes $(EM / 100 \text{ rounded up} + 1)$ weeks, but no experience points. See the Players Guide for availability of special knowledge spells. You cannot have more spells and rituals below rank 6 than your MA characteristic. Rank 20 is the Maximum Rank achievable with any Spell.

3.4 Rituals

Rituals are learnt and ranked just like spells, except that Ranking time is (Rank to be achieved) weeks, rather than days. MA discount applies to General Knowledge Rituals.

3.5 Skills

All skills are assumed to be unranked (i.e. unknown) initially. The first level of competence is Rank 0, and will take eight weeks to learn. Each subsequent rank will take that number of weeks to reach (eg. to get to Rank 7 from Rank 6 will take 7 weeks). The EP cost for ranking each Skill is listed in table §55.2. Some skills require minimum Characteristic requirements to Rank, or impose EP penalties (or discounts) for exceptional Characteristics.

If the character is taught by someone of greater Rank in the skill, decrease any Experience Point cost by 10%. If the character learns from a book (the availability of which is up to the GM), verbal descriptions or practices with someone of equal or lesser Rank in the skill, any Experience Point cost is unmodified. If the character practices with no useful outside assistance, any Experience Point cost is increased by 25%. If training is done at the Guild, it costs $150sp \times (\text{Rank to be achieved, minimum } 1)$.

Some skills include specific abilities (subskills) which are learnt when increasing your rank in the skill. It is possible in some skills to learn subskills by spending time and EP without in-

creasing your rank. Knowledge has a one-off cost. In both cases, see table §55.2 and each skill concerned.

Achieving Ranks 8, 9 and 10 is difficult. You must find and complete a special task relating to your skill (although of less stature in the case of Artisan skills), with the assistance of a GM, for each of these Ranks. Rank 10 is the maximum achievable Rank in all Skills.

3.6 Adventuring Skills

Adventuring Skills are skills used every day by adventurers to survive, and thus are continually honed. These skills include Horsemanship, Swimming, Flying, Stealth and Climbing.

If you have extensively used an adventuring skill while on adventure, you may rank this skill without any time requirements. Otherwise, Ranking time is as per normal skills.

Adventurers are assumed to start off with Rank 0 or more in all these skills, unless specifically told otherwise. The EP cost for ranking each Adventuring Skill is listed in table §55.2. The maximum rank in each of these Skills is 10. No special task is required for Rank 8 and above.

3.7 Languages

Languages have the same time requirement as normal skills, except that the time for Rank 0 in a language is only 1 week, and no special task is required for Rank 8 and above.

The undiscounted EP costs are set out in Table §55.2. Note that knowing related languages or the Philosopher Skill may grant an EP discount. The maximum total EP discount applicable is 50%, regardless of how many individual discounts are available to the character.

3.8 Weapons

All weapons are assumed to be unranked initially. Rank 0 in a weapon takes 1 week. All higher ranks take $2 \times \text{Rank}$ weeks. Weapons have individual maximum Ranks. EP costs are detailed in §55.1 Weapons. All Weapons require minimum PS and MD Characteristics. If you do not fulfil both requirements, you may not rank a weapon. You may not get an EP discount for training, but if no trainer is available, you may not increase in Rank. The cost of a trainer is $10 \times \text{Rank squared (minimum } 1) \text{ silver pennies}$.

3.9 Names

Anyone can learn Names, but only Namers can Rank them beyond Rank 0. Once acquired, an Individual or Generic Name may be studied and fully learnt. For Ranking Names beyond Rank 0 see the College of Naming Incantations (§17.3).

- Learning a Name replaces ranking any other single magical or non-magical ability.
- Generic Names take one day of study to be learned (i.e. Rank 0).
- Individual Names take one week of study to be learned.

4 Health and Fitness

A character's Fatigue will vary depending upon the amount of food and rest they get compared to their activities.

A character's Endurance may be temporarily reduced by lack of sustenance, extreme activities, damage, or illness.

4.1 Eating and Drinking

The amount of food and water required per day is dependent on many factors. These include the person (endurance, weight, build, metabolic rate and race) and the level of activity they are involved in (light, medium, hard or strenuous). On average 1 lb of food and 2 pints of water per day is required.

4.2 Starvation

Starvation occurs when a character does not have at least 1 nourishing meal a day.

If a character is starved they will have their Fatigue maximum and Endurance temporarily reduced by 1 each day. This decrease will last until the character starts receiving proper nourishment.

A starved character's Fatigue maximum and Endurance will recover by 1 point each day, after the first, that they receive proper nourishment.

4.3 Dehydration

Dehydration occurs when a character does not have at least 2 pints of water a day. This amount will increase in high temperatures by 1 pint per 10 degrees above 20.

If a character is dehydrated they will have their Fatigue maximum and Endurance temporarily reduced by 5 each day. If the character receives part of their water requirement, the penalty is reduced. For every 20% (or fraction) less than the daily requirement they lose 1 from FT max and EN. This decrease will last until the character starts receiving adequate quantities of water.

A dehydrated character's Fatigue and Endurance maximums will recover by 5 points each day, after the first, that they receive adequate quantities of water.

4.4 Tiredness and Rest

Characters have a tendency to lose Fatigue points on adventure. A fatigued character must rest to recover Fatigue points. Sleep, as might be expected, is the best way to become refreshed, but food and rest will also help.

The Fatigue point loss and recovery rates given in these rules assume that the character is in good health and is well fed. If the character is not in good condition, the GM may adjust the effects of activity, the effects of weight carried and the rate of recovery.

Fatigue Loss

A character can lose Fatigue points when they engage in any activity more stressful than a leisurely walk.

There are four classes of activity which can fatigue a character:

1. Light Exercise includes moderate to brisk walking, riding slowly or at a moderate pace on a docile mount, etc.
2. Medium Exercise includes jogging, riding on a cantering mount, light construction or precision work, etc.
3. Hard Exercise includes paced running, riding at a gallop, hard manual labour, etc.
4. Strenuous Exercise includes constant sprinting, breakneck riding, and generally those actions with which the character pushes their body to its practical limits.

It is possible for a character's actions to be more taxing than Strenuous Exercise, which requires superhuman exertion. This Fatigue loss from this activity will be determined by the GM.

A character's degree of exertion is judged each hour.

The GM should indicate to players the level of exertion of their activities (averaging where necessary). If the GM gives consistent guidelines the players will be able to keep an ongoing track of fatigue loss.

Encumbrance

A character is limited in the weight they can bear, and may become fatigued if they engage in exercise.

The Fatigue and Encumbrance Table (§58.1) lists the maximum weight a character may carry.

A player must determine the total weight their character is carrying if the character is to engage in light or more stressful exercise for a significant length of time during a day.

When an entity has a Physical Strength value greater than 40, the GM divides that value by 40. Multiply the quotient by the entry for 40, and add the entry corresponding to the remainder to determine that entity's capabilities.

Damage

A character may lose Fatigue by being damaged. This may be recovered naturally or by being healed.

Spell Casting

A character may lose Fatigue by using magical abilities. This may be recovered naturally but may not be healed.

Calculating Current Fatigue

The Fatigue status of a character only needs to be calculated before they enter into combat, wish to perform magic or if they perform fatiguing activities for long periods. To calculate current Fatigue use the Fatigue and Encumbrance Table (§58.1):

1. Cross-reference the character's Physical Strength and the weight they are carrying.

2. Read down this column until it intersects with the row corresponding to the character's rate of exercise.
3. Multiply the resulting number (Fatigue points lost per hour) by the number of hours at this exercise level.
4. Perform this calculation once for each time one (or more) of the three factors changes.
5. Add each separate subtotal to determine the total Fatigue points expended by the character so far.

Exhaustion

If a character's Fatigue point total is reduced below zero, they are exhausted. An exhausted character is limited in the activities they may choose to do and the performance of their abilities is adversely effected. Their Fatigue is considered zero for the purposes of combat or magic use.

A character may choose to exert themselves after their Fatigue points are reduced to zero until they have expended a nominal one-half their initial Fatigue points (round down). When they reach this limit they will collapse unless they succeed a 1 × WP check every (2 × Endurance) minutes.

An exhausted character must sleep for as much time as they were performing any exercise while exhausted before they may recover any Fatigue points.

If an exhausted character wishes to engage in Strenuous Exercise, they must succeed a separate 1 × WP check.

Exhaustion Modifier

The character must subtract 1 / half hour (or fraction) of exhaustion to any base chance.

4.5 Fatigue Recovery

A character may regain Fatigue points naturally by eating a hot meal or resting.

A character may never have a Fatigue total greater than their Fatigue Characteristic.

A character naturally recovers Fatigue points as follows:

Activity	Fatigue points / Hour
Eat Hot Meal	2
Relaxation	1
Nap	2
Sleep	2

1. A character may benefit from a hot meal no more than three times during a 24 hour period, and each meal must be separated by at least 4 hours.
2. A character that does not get at least 6 hours of rest and/or sleep per day will have their Fatigue maximum temporarily reduced by 1 FT / hour (or fraction) of sleep under 6 hours. This may be recovered at the rate of 1 FT / 4 hours sleep.

3. If a character's Endurance is less than 10, they recover one-half of a FT point less per hour or meal, and if their Endurance is less than 5, they recover one less FT point. However, a character always recovers a minimum of one-half a FT point when resting.
4. If a character's Endurance is from 21 to 30, they recover an additional one-half of a FT point per hour or meal. Each succeeding ten point Endurance bracket carries an additional one-half FT point bonus.
5. Fatigue loss from damage may also be recovered by magical healing (but not the Healer skill Heal Endurance).

4.6 Damage and Illness

Effects of Low Endurance

Unconsciousness When an entity's Endurance reaches 3 or less, they must make a (current EN) × WP check or fall unconscious; this WP check is repeated every minute or if their EN changes.

An entity on 0 Endurance is unconscious, but stable. An entity with a full Endurance of 5 or less does not make consciousness checks. They remain conscious until they fall to 0 or less Endurance.

Below Zero Endurance An entity on negative Endurance will lose one point of Fatigue (Endurance when no Fatigue remains) until the bleeding is stanchied by a Healer, or until dead. They will continue to take damage from any further blows, spells, grievous wounds which are bleeders, burning, etc.

When an entity is below zero Endurance they are on the very brink of death. It takes time and skill to tell the difference between this state and death (e.g. empathy, DA). GMs should not let players take advantage of out of character information when another player's character is below 0 Endurance.

Death When an entity's Endurance falls below negative one-half their full Endurance, they are dead. Once dead, ongoing damage (e.g. poison or bleeding) ceases but further damage may be inflicted on the body.

Endurance Recovery

There are many causes of a character losing Endurance points. However, once lost there are two primary methods of recovering them.

Healers and Magical Healing

Healers, herbalists, potions, medicines and some magics may aid the recovery of Endurance. The exact effects can be found under the appropriate skill or magic.

Natural Healing

Natural Healing of Grievous Injuries

The rate at which Endurance Points recover naturally primarily depends on how active the

injured being is.

If an entity is resting they regain 1 Endurance point every three full days.

This rate is reduced to 1 / 4 days if the entity:

- takes any further EN damage
- uses more than half their FT
- does not receive adequate nourishment

If an entity is given ministrations from a physicker's kit, their body requires one less day to regain an Endurance Point.

Injuries which are not quantified as Endurance point losses or grievous injuries (e.g. hamstring muscles) heal at the same rate as they do in this world.

These healing rates are based on average Endurance value of 15. The GM may choose to increase the healing rate if an entity's full Endurance is very high or decrease it for a low Endurance entity.

Potions & Unconscious Patients

An entity cannot drink a healing potion when they are unconscious or below zero endurance but one can be massaged down their throat. The chance of doing this is equal to the Manual Dexterity + Perception of the person administering the potion, or if a healer, 90 + Healer Rank. If successful then D10 per 10 points of the healing potion's curing (round down) will be received. If the person fails the roll, the potion is wasted, but no harmful effects occur to the patient.

Grievous Injuries

Endurance loss resulting from specific grievous injuries may not be healed separately from the underlying specific injury. When the specific injury is fully cured the related endurance is recovered automatically.

Major injuries take a long time to heal and some will not heal naturally but require a healer. Here are guidelines for the healing requirements of some common major injuries.

Broken bones will knit in 4 weeks for a simple fracture, or up to 10 weeks for a compound fracture. A bone must be properly set before the bone may knit together.

Internal injuries an entity will usually die from internal injuries. If the patient is comfortable, unmoving, and kept alive by a healer or physician, internal injuries will heal 1 Endurance point per week

Open wounds will heal at half the normal rate, provided that they are kept free of infection. Open wounds will leave scars.

Removed body parts will not regrow naturally. However, the remaining wound will heal over at quarter the normal rate, provided it is kept free from infection.

Magical healing of Specific Injuries Healers and certain magics may heal specific injuries. The

time taken and effects of these magics may be found under the appropriate skill or magic.

4.7 Infection

If a character is wounded there is the possibility that they have become infected as a result of their wounds.

An Infection Check must be performed to determine whether they are infected or not.

Becoming Infected

The chance of becoming infected depends on the entity's health, the type of injury, and the environment the entity is in. Modifiers are cumulative one is applied from each category:

There is a wound which is ...

Dirty	+20%
Heavily contaminated	+50%

The environment is ...

Dry	-5%
Humid	+20%

The average temperature is ...

Below 0	+20%
1 – 5	+10%
30 – 40	+10%
Above 40	+20%

Some specific grievous injuries also increase the chance of infection.

Effects of Infection

An entity with an infection will be slowly poisoned by the infection. The damage is [D - 5] Endurance per day, until the infection is cured. An infected wound will not heal until the infection is cured.

Curing Infection

There are two ways to recover from infection. The first is to tough it out. The second is to be healed by a healer.

Toughing it out An infected character may make a 1 × Endurance check every day to recover naturally.

Healing An infected character may be cured by the arts of a Healer or by magic. The rank at which this is possible, and the chance of success can be found under the appropriate skill or spell.

4.8 Conception

The natural conception chances for character races are:

Dwarf	3%
Elf	1%
Halfling	4%
Hill Giant	2%
Human	6%
Orc	10%
Shapechanger	5%

Checks against the relevant chance should be made no more often than once per 48 hours of appropriate activity.

5 Equipment and Money

5.1 Purchase of goods and items

The GM will be guided in determining the price (in Silver Pennies) of the various goods produced by craftsmen by the Price List (see Players Handbook and Tables §56.1, §56.2 and §56.3). The three factors which determine the price of finished goods are the quality of the material used, the hours spent in construction, and the estimated Rank of the artisan (if one person produces the goods) or of the overseer (if the effort is a team project). However, if a character wishes to purchase a custom-made or rare item, then they will have to negotiate with the artisan (represented by the GM), and may defray costs by providing some of the scarcer components themselves. The barter system is acceptable when dealing in costly or rare items. The value of a coin is determined by its weight

and the metal of which it is made.

Name	Weight	Value
Copper farthing (cf)	1/5 oz	
Silver penny (sp)	1/20 oz	4 cf
Gold shilling (gs)	1/20 oz	12 sp
Truesilver guinea (tg)	1/10 oz	21 gs

Other common coins include the halfpenny, threepence, and sixpence. The values and weights of these coins correspond to those of the Silver Penny.

5.2 Encumbrance Modifies Agility

The weight borne by a character may temporarily reduce the character's Agility.

1. Cross-reference the character's Physical Strength and the weight they are carrying. Clothing (other than armour) the charac-

- ter is wearing does not count towards this weight.
2. Read down this column until it intersects with the row which reads "Agility Loss."
 3. Deduct the resulting number from the character's Agility to give Modified Agility.
 4. Re-calculate this number if there is a change in the weight they bear.

The character's Modified Agility is used as a basis for determining their current TMR. A character is considered to have a minimum Agility of 1 for all other game functions. To calculate modified Agility use the Fatigue and Encumbrance Table (§58.1) and:

6 Combat (Ver 1.1)

There are nineteen sections in Combat:

- 6.1 Definitions
- 6.2 Preparation for Combat
- 6.3 Combat Sequence
- 6.4 Engaged Actions
- 6.5 Close Combat Actions
- 6.6 Unengaged Actions
- 6.7 Free Acts
- 6.8 Action Restrictions
- 6.9 Attacking
- 6.10 Resolving Attempted Attacks
- 6.11 Damage
- 6.12 Effects of Damage
- 6.13 Weapons
- 6.14 Unarmed Combat
- 6.15 Multi-hex Figures
- 6.16 Mounted Combat
- 6.17 Aerial Combat
- 6.18 Aquatic Combat
- 6.19 Magical Combat

Individual Combat is an inevitable and sometimes necessary occurrence, and characters should be aware of its dangers. Fighting is a deadly process and should be avoided if at all possible. Heroes are made by defeating the dragon, but more graves are dug than heroes made. The DragonQuest combat system reflects these dangers and emphasises skills and smarts over brawn and brutality.

When combat has begun, the players should place the figures representing their characters on the Tactical Display, with the GM determining their final position. The hostile figures are placed by the GM, and the Combat Sequence begins.

Combat time on the Tactical Display is divided into five second Pulses during which all figures may attempt to take an action, depending on their position relative to hostile figures. The order in which these actions take place is determined by the figures' engaged or unengaged Initiative values. Attacks are resolved by comparing the attacker's Modified Strike Chance with a percentile roll. A successful hit does D10 damage, plus any bonus for weapon type and skill.

When all figures on the Tactical Display are dead, unconscious, incapacitated, or friendly to each other, the combat is finished. Combat should never last longer than necessary to resolve the situation; returning to normal interactive roleplaying will speed overall play.

6.1 Definitions

Action The movement and combat activity a figure may attempt during one pulse.

Attacker The figure performing the Action currently being resolved.

Attack Zone Any hex into which a figure may attack in Melee or at Range.

Base Chance The base percentage chance of hitting with a weapon, as listed in the Weapon Chart (§56.1).

Blocked Hex A hex which contains enough solid material to block any attack. A Blocked Hex is never part of an Attack Zone.

Cast A Magical Action, used to Cast magic.

in Close A figure in the same hex as a hostile figure is in Close with the opponent.

Damage Check A roll on a D10 to determine the amount of damage done after a successful hit. This roll is modified by the weapon, the Rank or Physical Strength of the wielder, circumstances and magic.

Damage Points The number of points of damage done as a result of a damage check.

Defence The amount that a target may subtract from an Attacker's Strike Chance, determined by Modified Agility, a shield, magic and conditions.

Effective Damage Any Damage Points (to either Fatigue or Endurance) that are actually inflicted on the figure hit after allowing for absorption due to armour or magic.

Engaged A figure who is in the Melee Zone of an opponent, or is in Close, is engaged.

Tactical Display The area to which a combat is confined, assumed to be covered with a grid of hexes.

Tactical Movement Rate (TMR) The maximum number of hexes that a figure may move in a single action, determined by Modified Agility and Race.

Engagement A group of adjacent figures, all of who are engaged with each other.

Target The figure on the receiving end of any Attacker's action.

Facing A figure must be unambiguously oriented towards one hex side. This determines their Front and Rear Hexes, and Attack Zone. They may change facing during any Action unless specifically prohibited.

Figure Any entity or combatant occupying the Tactical Display.

Grapple An attack in Close Combat.

Grievous Injury An injury that results in specific damage to a body part.

Hex A 5 foot diameter hexagonal area, with sufficient room for a figure to fight in Melee.

Initiative Engaged Initiative determines the order of individual actions within an Engagement. Unengaged Initiative determines the order in which entire sides of Unengaged figures act.

Line of Fire A straight line drawn from the centre of an Attacker's hex to a target's hex that is in the Attacker's Ranged Zone.

Melee Zone The front hexes of any conscious, unstunned, standing or kneeling figure armed with a prepared weapon rated for Melee combat.

Modified Agility A figure's Agility after it has been modified due to weight carried (see §58.1), armour worn (see §56.3) and circumstance.

Modified Manual Dexterity A figure's Manual Dexterity after it has been modified due to the type of shield carried (see §56.2) and circumstance.

Modified Strike Chance The percentile chance to successfully hit a target after the target's Defence and all Strike Chance Modifiers (see §57.1) have been taken into account.

Obscured Hex A hex which a figure cannot see into, but through which objects may pass.

Pass Action Any preparatory Action that does not directly affect another figure and is not otherwise covered by specific Actions.

Preparing a Spell A type of Magical Pass Action.

Prepared Item Any item (weapon, shield, flask, etc.) that a figure has in their hands and may immediately use.

Pulse A five second period of game time that regulates Actions on the Tactical Display.

Ranged Zone The hexes radiating out from a figure's front hexes into which that figure may see and fire a missile weapon.

Sheltered Hex A hex which contains enough solid material for a target to shelter behind such that approximately half of their body is protected from any attack.

Strike Any Action that attempts to hit a figure.

Strike Chance The standard percentage chance of hitting with a weapon; it is a combination of Base Chance, Manual Dexterity, Rank and magic.

Strike Check The percentile roll against an Attacker's Modified Strike Chance to see if a Strike was successful.

Stun A figure who takes sufficient Effective Damage in a single blow is Stunned, and may not attempt to perform any action except Recover from Stun (see §6.8).

Unengaged A figure who is not adjacent to an opponent, or who is not in an opponent's melee zone and chooses to be unengaged.

Weapon Any item used to Strike a figure.

6.2 Preparation for Combat

Paperwork

Character Sheets for all combatants should be prepared before the combat. These contain information that will be used continuously during combat, such as Strike Chances, Initiatives, Movement Rates, etc. A player is responsible for ensuring the completeness and accuracy of the information on their Character Sheet, while the GM should prepare this information for all NPCs in advance. Any damage or other losses in combat should be recorded as the combat proceeds. Percentile dice and copies of all charts and tables should be available for ready use. Lead figures or counters for all combatants should also be available, as these add to the clarity and excitement of a combat.

Surprise

One side in a combat may gain a free pulse of activity if it surprises the other. If one side in a combat is unaware of either the opposition's intent or their location, they are surprised unless the figure with the highest effective Perception succeeds in making a Perception Check. This Perception check is modified by both Ranger Detect Ambush and the Sense Danger Talent.

Prior to placing any figures on the Tactical Display, the GM should determine whether surprise exists. If one side is surprised, they should place their figures in a way that represents their lack of readiness. If no surprise exists, the players may place their figures as they choose, then the GM places the opposing figures, with the GM having the final say on all placements. As a guideline, if there is surprise, the distance between the two parties should not exceed 8 hexes, while if there is no surprise, the distance should not be less than 8 hexes.

If surprise exists, the party with the advantage may have a free pulse of activity without the surprised party being able to respond; otherwise, the normal Combat Sequence starts.

Fatigue

After placing all the figures on the Tactical Display the GM must assign any Fatigue losses the figures may have incurred as a result of their actions prior to combat. For player characters, this should have been recorded as they slept, rested, travelled, cast magic or attempted other fatiguing actions. For all NPCs, the GM should make a quick estimate relating all presumed activity they may have undertaken up to the start of combat.

6.3 Combat Sequence

The order in which all actions are attempted in a pulse is called the Combat Sequence. This sequence should be adhered to at all times as this will greatly speed play. Each pulse, events occur in the following order:

1. Unengaged Initiative is determined for each side.
2. If any figures are engaged or in Close, these figures are grouped into Engagements, and each Engagement is dealt with separately.
3. In each Engagement, engaged Initiative is determined, and then the figures act in order of Initiative (highest to lowest), each performing one Action from the Engaged Actions list.
4. The winner of the unengaged Initiative now resolves the Actions (selected from the Unengaged Actions List) of all their unengaged figures, in any order they choose. All their actions must be resolved before any figures on the opposing side may act.
5. Remaining unengaged figures may act as in Step 4.
6. End of Pulse activity occurs. This may include an additional stun recovery attempt for figures that were Stunned during the Pulse and any housekeeping.

Exceptions to the Combat Sequence**Engaged Figures becoming Unengaged**

If a figure becomes unengaged before their engaged Action is resolved, they must act on their unengaged Initiative. If they become unengaged after they have had their engaged Action, they do not gain an extra Action.

Unengaged Figures becoming Engaged If a figure becomes engaged before their unengaged Action is resolved, they must select an engaged Action on their unengaged Initiative.

Optionally Engaged Figures A figure who is adjacent to a hostile figure, but is not in any opponent's Melee Zone, may choose whether to be treated as engaged or unengaged, and acts on the appropriate Initiative.

Extraordinarily Agile Figures A figure who has a modified Agility of 26 or more may perform two Actions on their initiative. Their choice of Actions is restricted. See §6.8.

Stunned Figures If a figure is Stunned before their Action, they may attempt to Recover from Stun as their Action. This takes place when specified for Stunned figures in the Initiative Section below. If a figure is Stunned during the Pulse they may attempt to Recover from Stun at the end of the Pulse in which they were Stunned, regardless of whether they acted or not.

Initiative

Engaged Initiative A figure's engaged Initiative Value is their modified Agility + Perception + their Rank with prepared weapon + Warrior bonus. If the figure has no prepared weapon, they may use their Unarmed Rank. Any ties indicate simultaneous combat. In each Engagement, figures with faster initiative may choose to act after figures with lower initiative, but all engaged Actions must be resolved before any unengaged Actions. If an engaged figure is not in any opponent's Melee Zone, they may act first in the engagement. If a figure is Stunned they act last in their Engagement.

Unengaged Initiative A side's unengaged Initiative is their leader's Perception + D10. If the leader is a Military Scientist, they gain a bonus to this roll. Any ties are re-rolled. The leader may choose to have their entire party act after a slower side. This decision is made before any engaged actions are resolved. If a side's leader is engaged, Stunned or otherwise incapacitated at this point, another character may assume this role. All figures who are under a single Leader take their Actions in the same Initiative, in any order that they find convenient. A Stunned figure always acts last in their side.

Action Timing

When a figure chooses an Action, they are assumed to be performing that Action until they start a new action or are stunned. However, any Action which requires a dice roll to resolve is completed when that dice roll is made; the figure is assumed to be engaged in follow-up manoeuvres until their next action. After successfully recovering from Stun, a figure is assumed

to have just finished a Pass Action until their next Action, for all purposes, and any previously prepared shield or weapons are once again prepared.

GM Conventions

These are only conventions; the GM may modify these conventions to suit their own style.

Announcements of Intent When combat occurs on the Tactical Display, there should be no lapses of time between player announcements of character intentions and resolution of them. When it is a character's turn to take action, the player must announce within 5 seconds what their character will do, or the character will take a Pass Action. The GM should restrict themselves to a similar guideline for their NPCs. A player may change the action they announced for their character to a Pass Action (only) up to five seconds after they announce it.

Discussions during Combat If the players wish to discuss tactics amongst themselves, they must do so quietly while the GM is determining the result of a particular action. Anything said by one character to another during combat may be overheard. A Military Scientist character may allow a party a Time-out during which they will not be overheard.

Rule Clarification Any player may, at the GM's discretion, suspend the passage of time by requesting a clarification of a relevant point by the GM. They may also appeal a decision made by the GM that they feel to be arbitrarily or improperly resolved. The player has as much time as the GM may grant. The GM may modify or reverse their decision, or stand behind it. The GM's word is always law.

6.4 Engaged Actions

Being engaged imposes certain limitations on the actions that a figure may attempt. The primary restriction is that an engaged figure may not move out of the Melee Zone of an opponent except in special circumstances. If an engaged figure is in Close Combat, their range of Actions is further restricted.

The order in which the Actions of engaged figures is resolved is determined by each figure's engaged Initiative.

Melee Attack An engaged figure may move one hex and change facing, and then attempt a Melee Attack. They may not move after they have attacked.

Close & Grapple An engaged figure may attempt to Close & Grapple. If the Attacker is within the Melee Zone of the target, they may try to Repulse the Attacker's attempt to Close by rolling less than or equal to their prepared Melee weapon Rank on a D10. Multihex figures may not be Repulsed, but the defending figure may avoid the attack by succeeding in a $1 \times \text{AG}$ check.

A successful Repulse means that the target has interposed their weapon between themselves and the Attacker, and the action has failed. If the Repulse is unsuccessful, the Attacker may

go into Close and make a normal Grapple attack.

Evade An engaged figure may move one hex and change facing while executing an Evade. If a Melee Attack is attempted on a figure who is Evading with a Ranked weapon, they may be able to Parry the attack. An Evading figure receives a bonus to Defence versus Melee and Ranged Attacks.

Offensive Withdraw An engaged figure may make a Melee Attack with a -20 penalty to their Strike Chance. They may then move one hex and change facing. They may freely leave the Melee Zone of any opponent, but may not move into that opponent's rear hex.

Defensive Withdraw An engaged figure may solely defend, increasing their defence by 20. They may then move one hex and change facing. They may freely leave the Melee Zone of any opponent, but may not move into that opponent's rear hex.

Flee An engaged figure who does not have an opponent in their Melee Zone may Flee. This allows them the same options as an unengaged Move. Any opponent able to Melee attack the figure automatically receives Initiative.

Pass An engaged figure may move one hex and change facing while performing a Pass Action.

Cast An engaged figure may change facing but not move while attempting to Cast a Spell. Casting is a Magical Action. Like all other actions, Casting is resolved on the figure's initiative.

Throw An engaged figure may change facing but not move while attempting to Throw a weapon. They may only Throw into their Ranged Zone where they have a Line of Fire.

Recover from Stun An engaged figure who is stunned may attempt to recover from Stun. They may not make any movement or change facing.

Leaving Melee Combat

A figure engaged in Melee Combat may only leave Melee Combat by (i) executing a Close & Grapple, (ii) executing a Withdraw or Flee, or (iii) by stunning or otherwise incapacitating all opponents who have the figure in their Melee Zones. Other Actions may never take the figure out of any hostile Melee Zone.

6.5 Close Combat Actions

All figures in Close Combat are treated as engaged. However, while in Close, only close-rated weapons may be employed. All other weapons or items must be dropped immediately. Figures in Close Combat are treated as prone, and thus have no Melee Zone or facing.

If an engaged figure is in Close Combat, their Action is limited to one of the following:

Grapple A figure engaged in Close Combat may neither move nor change facing while attempting a Grapple. A Grapple is an attack with any close-rated weapon (including Unarmed).

Withdraw from Close A figure may attempt to Withdraw from Close Combat. If they are successful, they may move one hex, but are still treated as prone. A figure may Withdraw from Close if a D10 roll plus any positive difference in total Physical Strength between the friendly and hostile figures in the hex is at least 10.

Pass A figure engaged in Close Combat may neither move nor change facing while taking a Pass Action. They may not attempt a Magical Pass Action or Multi-Pulse Action. Some other Pass Actions will be impossible, as they are effectively prone.

Recover from Stun A figure engaged in Close Combat who is stunned may attempt to recover from Stun as their Close Combat Action.

Leaving Close Combat

A figure engaged in Close Combat may leave Close Combat by (i) executing a Withdraw from Close, or (ii) by stunning or otherwise incapacitating all opponents who are in Close with the figure.

6.6 Unengaged Actions

An unengaged figure is one that is not engaged.

Move An unengaged figure may move any number of hexes up to their TMR. During movement, a figure may change facing as desired.

Step & Melee Attack An unengaged figure may move one hex and change facing, and then attempt to Melee Attack. They may not move after they have attacked.

Charge An unengaged figure may move up to 1/2 TMR and attempt to Melee Attack with a non-pole weapon. At the end of the figure's movement, if there is a hostile figure in the Attacker's Melee Zone, they may make a Melee Attack with a -15 penalty to Strike Chance. The figure may not change facing after the Melee Attack.

Charge with Pole Weapon or Shield An unengaged figure may move up to TMR and attempt to Melee Attack with a pole weapon or Shield. At the end of the figure's movement, if there is a hostile figure in the Attacker's Melee Zone, they may make a Melee Attack with a +20 bonus to Strike Chance. The figure must move at least 2 hexes, and may not change facing after the Melee Attack. This action may not be attempted with a Tower Shield or a Main Gauche.

Charge & Close An unengaged figure may move up to 1/2 TMR and attempt to Close. If the figure passes through the Melee Zone of the target, the target may try to Repulse the figure in the same way as for a Close & Grapple.

If the Repulse is successful, the target has interposed their weapon between themselves and the Attacker. If the Attacker cannot or will not stop entering Close, the target automatically inflicts a potential Specific Grievous Injury on the Attacker.

If the Repulse is unsuccessful, the Attacker may go into Close, and may attempt a normal Grapple action or a Trample attack.

Evade An unengaged figure may move up to 1/2 TMR and change facing while executing an Evade. If a Melee attack is attempted on a figure who is Evading with a Ranked weapon, they may be able to Parry the attack. An Evading figure receives a bonus to Defence versus Melee and Ranged Attacks.

Retreat An unengaged figure may Retreat, increasing their defence by 20. They may move up to 2 hexes backwards and change facing.

Pass An unengaged figure may move two hexes and change facing while performing a Pass Action.

Cast An unengaged figure may not move while attempting to Cast a Spell, but may change facing. Like all other actions, Casting is resolved on the figure's initiative. Casting is a Magical Action.

Throw An unengaged figure may move up to 2 hexes and change facing while attempting to Throw a weapon. They may only Throw into their Ranged Zone where they have a Line of Fire.

Fire An unengaged figure may not move while attempting to Fire a missile weapon, but may change facing. Once a Crossbow is prepared and loaded, a figure may carry it around and fire whenever they wish. In this instance, the figure may move up to 2 hexes either before or after firing. All missile weapons need to be Loaded before they may be Fired. The figure may only Fire into their Ranged Zone where they have a Line of Fire.

Recover from Stun An unengaged figure who is stunned may attempt to recover from Stun. They may not make any movement or change facing.

6.7 Free Acts

In addition to their normal Action, a figure may always drop whatever they have in their hands and, if not performing a Magical Action, they may say a short phrase during their Action.

6.8 Action Restrictions

Movement may be restricted by terrain or other conditions. Figures with a modified Agility of 8 or less may have their movement reduced when performing other Actions, while those with a modified Agility of 22 or more may gain extra movement or Actions. Figures who become stunned or otherwise incapacitated may not attempt normal Actions, except that stunned figures may attempt to recover from Stun as their Action. The type of Action a figure may attempt is restricted by their position on the Tactical Display, and their visibility. The use of magic in combat is subject to restrictions, and may in some cases be impossible.

Movement

Any complicated turning manoeuvre may result in a reduction in the figure's movement allowance for that pulse. A reduction of 1 hex is suggested for each 180° turn. At the end of the Action, the figure must be unambiguously oriented towards one hex side.

A figure's movement allowance assumes a flat surface with little or no hindrance to movement. Some terrain is not conducive to quick traversal, and the figure should suffer a reduction to movement in such conditions. A figure should normally be able to move at least 1 hex per pulse, no matter what the terrain.

If a figure enters the Melee Zone of any hostile figure, they become engaged, and must stop movement, though they may change facing. If the figure is performing a Charge & Close, they may attempt to enter Close, but the opponent's hex counts as a hex of movement.

If a figure wishes to jump during their movement, they should have their movement allowance reduced, and the figure must make an Agility Check to land cleanly.

Often two or more friendly figures will wish to pass through a hex at the same time, or need to squeeze past each other in the same hex. The GM should judge whether circumstances permit this, and if so, whether the figures are hindered. If neither figure is endeavouring to do more than move through the hex, there will usually be little problem, but more dangerous manoeuvres may reduce movement or require Agility Checks.

A figure may move backwards at half their movement rate, and crawl at 1/4 rate.

Pass Actions

A Pass Action is any generic non-attacking action a figure may attempt which is not otherwise covered by specific Actions. Typical Pass Actions include: preparing an item or weapon, putting an item away, picking up a dropped item, mounting or dismounting a steed, loading a missile weapon, drinking from a flask, dropping to one knee or prone, rising up, etc.

Pass Actions also include Multi-Pulse Actions and the following Magical Pass Actions:

- Prepare Spell (see §7.3).
- Actively Resist (see §7.8).
- Concentrate (see §7.6).

Typical

Actions: The following list is intended as a guide for the GM to be able to judge how many pulses an attempted Action will take to perform. Note that some Actions that figures in combat wish to attempt will take far more than one pulse.

Search for trap in specific place	2
Attempt to remove trap	see §47.2
Quick search of 10' × 10' for disguised objects	3
Sound Wall	1
Pick Lock	see §47.2
Force Lock	3
Spike Door	2
Light Torch	3
Light Lantern	5
Putting on / Removing Armour:	
Helm	1
Leather	6
Scale	24
Chain	12
Plate	60
Using a backpack:	
Put on / Take off	1
Remove item	2
Store item	1
Dismount / Mount Horse	1
Drink 1/2 pint flask	1
Load missile weapon:	
Crossbow	2
Crossbow using cranequin	3
Other	note L §56.1

Figures with Low Agility

Figures with modified Agility of 8 or less are allowed one less hex of movement when executing any of the following Actions: engaged Melee Attack, engaged Evade, Retreat, Pass, Fire Crossbow, Throw.

Figures with High Agility

Figures with modified Agility of 22 through 25 are allowed one extra hex of movement when executing any of the following Actions: Melee Attack, engaged Evade, Withdraw, Retreat, Pass, Fire Crossbow, Throw.

Figures with Extraordinary Agility

Figures with a modified Agility of 26 or more may perform an additional defensive withdraw, retreat or non-magical pass action except when Stunned. The actions are resolved consecutively, in either order. The figure's total movement may not exceed their TMR.

Stunned Figures

A figure who becomes Stunned may only take Recover from Stun as their Action. A figure who was Stunned during the Pulse gets an additional attempt to Recover from Stun at the end of that Pulse. They may still take free Acts. The Base Chance of Recovering from Stun is $2 \times \text{WP} + \text{current FT}$. A stunned figure has no Melee Zone.

Position of Opposing Figures

The type of Action a figure may attempt is restricted by the position of the nearest opposing figure. If a figure is in the same hex as a hostile figure, they are in Close, and may only select an Action from §6.5. If a figure is in a hostile figure's Melee Zone and is not in Close, they are engaged, and may only select an Action from §6.4. If a figure is not in a hostile figure's Melee Zone, but has a target in their Melee Zone, they

may select an Action from either §6.4 or §6.6, depending on how they wish to be treated. Otherwise, a figure is unengaged, and must select an Action from §6.6.

Visibility

If a figure is attempting to perform a Melee or Ranged Attack on a hostile figure who occupies a hex that is obscured (due to smoke, magic, etc.), they may be affected by visibility modifiers (see §57.1). If they are attempting to cast a spell that requires targeting, they must make a Perception Check. If the figure is totally obscured, they are treated as invisible for Strike Chances, and may not normally be targeted by a target: Entity spell. The GM must determine if a figure is affected by an Area or Line of Fire spell, or Ranged Attack.

Disturbing Magical Actions

If an Adept is performing a Magical Action, and is attacked, they must make a Concentration Check (see §7.6) or their Action will fail. If the Adept is stunned or has sufficient cold iron lodged within them, their Action will automatically fail. An Adept may not cast while prone.

Action Summary

The Action Summary (§57.3) lists all valid Actions and their Restrictions.

6.9 Attacking

The order of all attacking Actions is determined by the Initiative procedure as detailed in §6.3. Combat involving engaged figures is always resolved before any combat involving unengaged figures. An attacker's weapon is always assumed to be held in their primary hand unless stated otherwise. Empty bare hands are always considered a prepared weapon.

A hostile figure may be attacked by Ranged, Melee or Close combat while on the Tactical Display. Special types of attacks are allowed, and these include Multi-hex Strikes, Multiple Weapon Strikes, and attempting to Trip, Entangle, Restrain, Knockout, Shield Rush or Disarm.

Ranged Attacks

A figure may attempt to attack a hostile figure in their Ranged Zone via ranged combat by executing a Fire or Throw Action. The figure declares their target, determines and applies any Ranged Combat modifiers (see §57.1), and executes a Strike Check.

To Fire a missile weapon, the figure must be armed with a prepared and loaded missile weapon. To Throw a weapon, the figure must be armed with a prepared weapon rated for ranged combat. The figure must have a Line of Fire to the target. If the Line of Fire contains an obscured hex, the figure may not Aim, and treats the target as if invisible.

Whenever the weapon enters a hex occupied by a figure or object (other than a solid obstacle that the missile must hit), there is a chance (as determined by the GM) that the weapon will hit the figure or object instead of continuing its

flight. This must be resolved for each figure occupying any hex along the Line of Fire until the weapon hits something or loses momentum and falls to the ground.

A figure cannot check a Line of Fire without executing an Aim, Fire or Throw action, whether or not the weapon is actually loosed.

Snapshooting A figure with a prepared Short Bow, Long Bow, Composite Bow, Giant Bow or Sling, with which they are at least Rank 3, may prepare an arrow or bullet and Fire in the same Action. The Strike Chance is reduced by -15. Snapshooting is a Fire Action.

Aiming A figure with a prepared and loaded missile weapon may choose to take a Pass Action to Aim the missile weapon at a particular target. If the figure then Fires at that target in their next Action, their Strike Chance is increased by +20, and in addition, the chances of causing Endurance or Specific Grievous damage are increased to 20% and 10% of the modified Strike Chance, respectively.

Melee Attacks

A figure may attempt to Melee Attack any hostile figure who occupies at least one hex of their Melee Zone. The figure declares their target, determines and applies any Melee Combat modifiers (see §57.1), and executes a Strike Check with a prepared melee-rated weapon. The attacker may move adjacent to the target during that pulse.

The normal Melee attack is intended to do as much damage to the target as possible, but other forms of specialised attack exist.

Close Combat Attacks

A figure may attempt to attack any figure who occupies the same hex via Close Combat by executing a Grapple Action. The figure declares their target, determines and applies any Close Combat modifiers (see §57.1), and executes a Strike Check with a prepared close-rated weapon. The attacker may move into the target's hex during the pulse; this is known as closing.

Attacking into Combat

A Ranged attack on a figure in Melee combat is resolved normally, bearing in mind the Line of Sight restrictions. A Ranged or Melee attack on a figure in Close combat suffers a penalty of -10. If the attack misses, an additional attack with the same penalty must be resolved against each remaining figure in that hex (in a random order). If a multi-hex creature is in close with single-hex creatures, it may be targeted normally.

Special Attacks

A figure may attempt to attack using any one of the following special attacks.

Multiple Strike A figure who is armed with two prepared weapons (one in each hand) may attempt a Multiple Strike. The two weapons need not be targeted against the same opponent, but must be of the same type (Ranged,

Melee or Close). The Strike Chance of the Primary weapon is reduced by -10, while the Strike Chance of the Secondary weapon is reduced by -30. Ambidextrous figures suffer a -10 penalty with each attack. A figure may not move while making a Multiple Strike.

Multi-hex Strike A figure who has a prepared two-handed B-class weapon, with which they are at least Rank 4, may strike up to three figures in adjacent hexes in their Melee Zone. Their Strike Chance is reduced by -20 on each attack. A figure may not move while making a Multi-hex Strike.

Trip A figure with a prepared Quarterstaff, Spear, Halberd, Poleaxe or Glaive may attempt to trip an opponent in their Melee Zone. The Base Chance is reduced to 40%, and the damage to D10. If the attack is successful, the target must make a 3 × AG Check or fall prone. This attack may not be attempted on a target significantly larger than the attacker. A figure may not move before attempting a Trip.

Entangle A figure with a prepared Net, Whip, Lasso or Bola may attempt to Entangle their opponent during any attack. If the attack is successful, the target must make a 3 × AG Check or fall prone. The target must disentangle themselves before rising, requiring 2 Pass Actions.

Restrain A figure may attempt to restrain an opponent by pinning them to the ground. The Base Chance is three times the difference in total PS & AG between the attacker(s) and their opponent. No damage is done. A restrained figure is treated as incapacitated, and remains restrained until the restraint is broken by an attack from outside the hex that does effective damage to a restrainer. A Restrain may only be attempted in Close Combat.

Knockout A figure with any prepared Melee rated weapon excluding entangling weapons, Lances and Pikes, may attempt to knock out their opponent. The attack is successful if the Strike Check would normally result in an Endurance blow (see §6.11). No damage is done, but the target is unconscious for [D + 5] minutes. This attack may not be attempted on a target significantly larger than the attacker. A figure may not move while attempting a Knockout.

Shield Rush A figure with a prepared shield (other than a Main Gauche or Tower Shield) may attempt to Shield Rush their opponent. If the attack is successful, the target must make a 3 × AG Check or fall prone. This attack may not be attempted on a target significantly larger than the attacker. A figure must move at least one hex before attempting a Shield Rush.

Disarm A figure may attempt to Disarm an opponent with any prepared Melee or Close rated weapon. The Strike Chance of the attack is reduced by -20. If the attack is successful, one point of EN is inflicted, and the target must roll under (MD + Rank) or drop a weapon or item of the attacker's choice. If the item is being held in two hands, the check is (2 × MD + Rank). A figure may not move while attempting a Disarm.

6.10 Resolving Attempted Attacks

Every weapon and attack form has a Base Chance. The Base Chance with all modifiers applied is the Modified Strike Chance. The attacker performs a Strike Check by rolling D100; if the result is less than or equal to the Modified Strike Chance, the attack has been successful; above and the attack has missed. Particularly poor rolls may result in the weapon being broken or dropped. Once a successful hit has been made, a Damage Check occurs.

If the target is Evading, the attacker has a reduced strike chance and, if they miss, they may be Disarmed or Riposted.

Strike Chance

When attacking with any Ranked weapon, the Strike Chance is (Weapon Base Chance) + (Mod. Manual Dexterity) + (4 × Rank). When attacking with an unranked weapon, the Strike Chance is equal to the Base Chance. Wild creatures using natural attack forms such as teeth, claws, etc., always add their Manual Dexterity + (4 × Rank).

Modified Strike Chance

An attacker's Modified Strike Chance is equal to their Strike Chance plus any modifications for attack type and conditions, minus the target's current defence. If the attacker rolls less than or equal to the Modified Strike Chance, a successful hit has occurred, and a Damage Check is made (see §6.11).

Attack condition modifiers are detailed in (§57.1 Strike Chance Modifiers).

Evading

If a figure evades, their Defence against Melee attacks increases by 10 + 4 / Rank of their prepared Melee weapon, and their Defence against Missile attacks increases by 20.

If a figure is Evading, and an opponent in their Melee Zone misses an attack at them by 30 or more, they may choose to try to Parry the attack.

The target rolls D10, adds the Rank of the prepared weapon they are Evading with, and subtracts the Rank of the attacker's weapon. If this result is 3 or less, the attack has been successfully Parried, but the target has been thrown off balance, and their next action must be a pass action. If the modified result is 4 through 7, the target may Disarm the attacker (see Disarm). If the modified result is 8 or above, the attack has been Parried and the target may execute a free Melee Attack on their attacker as well as a Disarm. This is called a Riposte.

A Riposte cannot itself be Parried, and may occur as many times in the pulse as the evading target was Melee Attacked. An unarmed figure may Parry if they are ranked in Unarmed Combat.

Defence

A figure's defence is subtracted from an attacker's Strike Chance. Defence is equal to modified Agility, plus defence afforded by a prepared shield, defensive manoeuvres and magic.

Defensive advantages due to terrain conditions and visibility modifiers are covered in §57.1 Strike Chance Modifiers. A figure has no defence except for that provided by magic if they are stunned or incapacitated.

A prepared shield provides defence against all Melee and Ranged attacks that pass through a figure's front hexes, if they have the Shield skill. At Rank 0 and each additional Rank, the defence bonus (2% to 6%, see §56.2 Shields) is added to defence. No bonus is given for an unranked shield. A figure may not attack with their shield or count their shield as a prepared weapon for Evading while retaining the shield defence bonus. A prepared Main Gauche also provides some defence; however defence is only applied against Melee attacks, and no defence is gained at Rank 0.

Fumbles

An unmodified Strike Check of 00 indicates that the attacker has fumbled; they lose 10 from their Initiative Value until the end of the next pulse. This chance of fumbling is increased if the weapon is made of a material other than cold iron, as listed below, unless it is magical, or a Bow or Crossbow.

any silver or truesilver alloy of iron	1%
any other hard metal alloy (e.g. bronze)	2%
viable weapons made of other materials	3% (or more)*

* the actual figure should be specified by the GM at the time of the weapon's creation.

When an attacker fumbles, they make a totally unmodified D100 roll. If that roll is under their current Initiative Value, they suffer no further penalty for their slight fumble; if it not under their current Initiative Value, apply the corresponding result from §52.3 or §52.4 (the Fumble tables).

6.11 Damage

A successful Strike Check usually results in a Damage Check being performed. Each attack has a damage modifier that is applied to a D10 roll, and the result is the number of damage points inflicted by the attack (minimum damage 1). There are three types of physical damage possible from a successful strike, depending on how successful the Strike Check was: Fatigue Damage, Endurance Damage, and Specific Grievous Injuries.

Fatigue Damage

Physical Damage affecting Fatigue may be absorbed by armour. Each type of armour has a Protection Rating (as listed in §56.3 Armour Chart), which is subtracted from the Fatigue damage inflicted. When a figure's Fatigue reaches 0, any subsequent attacks affecting Fatigue are subtracted from Endurance instead. A figure normally cannot lose both Fatigue and Endurance from one Strike Check.

Endurance Damage

A Strike Check of 15% or less of the Modified Strike Chance results in damage directly affect-

ing Endurance, and which is never absorbed by armour.

Specific Grievous Injuries

In addition to Endurance damage, a Specific Grievous Injury may occur if the Strike Check is 5% or less of the Modified Strike Chance. If a potential Specific Grievous Injury occurs, the attacker rolls D100 and consults the Grievous Injury Table (§51). If the roll falls within the range specified for the weapon class, a Specific Grievous Injury has occurred, and the effects of the resulting injury are applied in combination with any Endurance damage inflicted.

A figure who suffers a Grievous Injury while wearing armour has the Protection Rating of their armour reduced by two until repaired. Optionally, a figure who is also carrying a shield may choose to have the shield cloven instead. A cloven shield is useless.

Magical Damage

All magical damage affects Fatigue unless otherwise states in the spell description. Spell damage is assumed to be nonphysical, and thus unaffected by armour, unless the spell explicitly states that it is affected by armour. Magical damage that is not affected by armour never stuns. Breath weapons are treated as magical damage, but are Passively Resistible for half damage.

Additional Damage

The damage inflicted with a particular weapon may be increased due to exceptional Physical Strength or Rank. Only one of these two modifiers may be applied at any time.

If a figure chooses to over-strength a weapon, they may inflict an additional point of damage for every 5 full points of Physical Strength they have over the minimum required to use the weapon. Thrown or Missile weapons may not be over-strengthened. See §6.14 for Unarmed Combat.

If a figure chooses to apply skill to inflict extra damage, they may inflict an additional point of damage for every full 4 Ranks they have in the weapon. This affects Close, Melee Thrown, and Missile weapons.

6.12 Effects of Damage

Missile Lodgement

When a figure takes effective Endurance Damage from an A-class Missile or Thrown weapon, the weapon has lodged itself in their body, and reduces the figure's Agility by 3 (5 if a pole weapon). The Agility loss for multi-hex creatures will be reduced in proportion to their size. The weapon remains lodged until a Pass Action is taken to remove it. A barbed arrow lodges if it inflicts any effective damage, and the figure will take D-4 Fatigue damage when the barbed arrow is removed unless it is removed by a Healer. Barbed arrows have a Strike Chance penalty of -25.

Stunning

Whenever a figure suffers effective damage greater than one-third their full Endurance,

they become stunned.

- They stop performing any existing Action.
- They have no Melee Zone, but remain Engaged as long as they are in the Melee Zone of an opponent.
- Their Initiative changes (see §6.3)
- They have no defence except that provided by magic.
- Any shield or weapon (including unarmed) becomes unprepared.
- Their only Action which they may attempt is recover from Stun.
- At the end of the Pulse in which they were stunned, a figure may attempt to Recover from Stun.
- The Base Chance to recover from Stun in 2 × WP + current Fatigue.
- They may not move on the Tactical Display, or change facing. They may still perform Free Acts (see §6.7).

Massive Damage

If a figure with positive Fatigue suffers effective Fatigue damage greater than their combined full Fatigue and Endurance, they lose all their Fatigue and are reduced to -1 Endurance. If they suffer more than their combined full Fatigue and 1.5 × Endurance, they are dead.

Unconsciousness

When a figure's Endurance reaches 3 or less, they must make a (current EN) × WP check or fall unconscious; this WP check is repeated every minute. A figure on 0 Endurance is unconscious, but stable. A figure on negative Endurance will lose one point of Fatigue (Endurance when no Fatigue remains) until the bleeding is stanchied by a Healer, or until dead. A creature with a full Endurance of 5 or less does not make consciousness checks. They remain conscious until they fall to 0 or less Endurance.

Death

When a figure's Endurance falls below negative one-half their full Endurance, the figure is dead. Once dead, further damage may be inflicted, but no more damage will be inflicted from poison or bleeding.

Infection

Whenever a figure has had Physical Damage inflicted (or some particularly nasty form of magical attack), they may have become Infected. There is normally a 10% chance of any wound becoming infected. This is increased by (20 + Endurance Damage)% if any Endurance damage was inflicted. Bite, claw and talon attacks, hostile environmental conditions and poor treatment may further increase the chance. See §4.7 for more information.

6.13 Weapons

Any instrument used to inflict damage on a figure is called a weapon. Weapons may include the figure's hands, feet, teeth, etc. All normal weapons are listed on the Weapons Chart along with their characteristics. The only limits to the number of weapons a character may have in their possession are the weight and bulk of those weapons; the GM should disallow any odd or unlikely method of carrying weapons.

Normal Weapons

The Weapons Chart (§56.1) lists all the normal weapons and their characteristics.

Weight The weight of the weapon in pounds (excluding scabbards, etc.).

Physical Strength The minimum Physical Strength a figure needs to wield the weapon properly; a figure without the required PS does 1 less point of damage for each point of PS they are below the minimum. A figure may never achieve Rank in a weapon they do not have the PS to wield.

Manual Dexterity The minimum modified Manual Dexterity a figure needs to manipulate the weapon properly; a figure without the required MD has the Base Chance of the weapon lowered by 5 for every point they are below the minimum. A figure may never achieve Rank in a weapon they do not have the MD to manipulate.

Range The distance (in hexes) which the weapon may be Fired or Thrown.

Class The type of damage done by the weapon: A-class for thrusting damage, B-class for slashing damage, and C-class for crushing damage. This is used for determining Specific Grievous Injuries.

Use The range(s) of attack the weapon may be used at: R for ranged combat, M for Melee combat, C for Close combat. A weapon may not be used at an inappropriate range.

Cost The standard cost (in Silver Pennies) to buy a typical example of the weapon.

Maximum Rank The highest Rank attainable with the weapon.

Unusual Weapons

A figure may attempt to strike bare-handed (see Unarmed Combat), but only if one hand is free. A figure may attempt to use an item not normally used as a weapon at the GM's discretion, who assigns Base Chances, damage modifiers, and so forth. Makeshift weapons will generally be no better than a Crude Club.

Envenomed Weapons

If the GM permits, figures may carry and use A-class & B-class weapons coated with poison. At least one point of effective damage must be done for the poison to affect the target.

When anyone except an Assassin handles an envenomed weapon (§33.2), they must make a 3 × MD check every time they handle the weapon. This includes coating the weapon, preparing or

unpreparing the weapon, and attacking. An envenomed weapon will usually remain effective for 6 hours or until at least one point of effective damage has been inflicted.

6.14 Unarmed Combat

Any figure may attempt to attack a hostile figure by using their natural weapons. For many creatures, this is the only way they may attack. Unless otherwise specified, all figures receive one Unarmed attack per pulse without penalty. Some creatures may be able to attack more than once (see Bestiary). A figure may achieve Rank with natural weapons just as they may with any weapon.

The Base Chance for a humanoid to strike with their primary hand is their modified Agility × 2 plus Physical Strength over 15. The damage modifier is -4 (+1 for every 3 full points of Physical Strength over 15).

Figures with Rank 3 or more Unarmed may kick rather than striking with their hands, enabling them to attack with their hands full. They may attempt to Trip with their feet; the normal Unarmed Base Chance and damage apply. They may also use a kick as their secondary weapon for a Multiple Strike Attack.

6.15 Multi-hex Figures

Many figures will occupy more than one hex on the tactical display. Their size necessitates alterations in the resolution of movement and combat.

Multi-hex figures have three types of hexes surrounding them: Front, Rear and Flank. The exact configuration of Front, Rear and Flank hexes varies with the size of the figure. Front and Rear hexes function in the same way for them as for any other figure. Figures in Flank hexes gain a bonus to strike (see §57.1), and are not in the Multi-hex figure's Melee Zone, but do not gain the advantages of a Rear attack.

A multi-hex figure may move in any way so that its head enters any Front hex, and may move up to its full TMR in this fashion. At the end of its move, the figure must be unambiguously oriented towards one hex vertex. A reduction of 1 hex is suggested for each 120° turn.

A multi-hex figure may freely pivot or move into any hex occupied by a 1-hex figure. The smaller figure is knocked prone automatically and the figure may then attempt to trample with a Base Chance of 40%, doing (D10 + size of the monster in hexes) damage. Trampling is C-class damage. Subsequent attacks on the prone figure use the Trample Base Chance and damage in the Bestiary. A multi-hex figure in close with smaller figures does not automatically fall prone.

6.16 Mounted Combat

In mounted combat, the TMR of the figure (mount and rider combined) is that of the mount; the rider may not move at all. A rider and mount will occupy the hexes that the mount would normally occupy (as specified in the Bestiary).

Controlling a mount during combat is depen-

dent on the rider's Horsemanship skill. An inexperienced horseman will have an incredibly difficult time even controlling their mount in a chaotic melee; it would be better for them to dismount and fight on foot.

Action Restrictions

Almost any action the figure is capable of while standing on the ground may be performed while mounted. They may not (1) use a two-handed weapon, (2) fire a missile weapon or throw a weapon while moving, (3) use more than one weapon at a time. These restrictions are lifted depending on the Horsemanship Rank on the Rider (see §29.2 Horsemanship). A figure may always use a shield and a one-handed weapon while mounted.

On a normal mount, the rider will not be able to attack figures directly in front of them except with a spear (or similar long hafted weapon) or any Ranged weapon. A mounted figure may not attempt a Shield Bash (except against other mounted figures). However, they may attempt a Mounted Charge. A rider may freely mount or dismount when the mount is stationary, by taking a Pass Action; the difficulty of dismounting when moving is determined by the GM.

Charge

A Charge on a mount is executed in the same manner as a Charge on foot except the amount of movement prior to the attack may be greater and the Charge must be in a straight line (no facing changes allowed).

In addition to the normal charging options, an unengaged mounted figure may attempt a Mounted Charge. This requires the mount to move at least 1/2 TMR without changing facing. At the end of the figure's movement, they may make a Melee Attack with a +20 bonus to Strike Chance. If the figure overstrengths the weapon, the Mount's TMR may be added to the rider's Physical Strength. If using a Lance, the Mount's Physical Strength may be used for the purposes of over-strengthening (§6.11 Additional Damage).

Any act of turning the mount or stopping it after the Charge will require a Horsemanship Check (see §29.2). The pulse following any mounted Charge, the momentum will take the mount past the target to its full TMR. Any attempt to turn or stop the mount will occur after that movement is terminated. A failed check will result in the mount continuing on its way.

6.17 Aerial Combat

Whenever an avian (or any other flying entity) is airborne, the figure's height above the ground may have to be noted.

Combat Ranges

Hostile figures are regarded as being in adjacent hexes if the Range between them is less than 10 feet. Hostile figures are in Close Combat if they are in the same hex and the height difference is 3 feet or less. For Ranged & Magical Combat, the range of weapons & spells may be calculated using the following formula:

$A^2 + B^2 = C^2$ (Pythagorean) where A is the horizontal distance between the two characters, B is the difference in their altitude, and C is the range between the figures.

Close Combat

An airborne figure will be pulled from the air and become prone if their combined PS + AG is less than that of their ground-based opponent. Otherwise the airborne figure will remain in flight. The ground-based figure may be lifted from the ground if the airborne figure has sufficient Physical Strength and leverage.

An airborne figure may benefit from making a charge attack by diving on the target.

Casting

If an Adept is flying and the Adept is in all other ways eligible to cast a spell (has their hands free, is not out of Fatigue, etc.) they may move up to 1/2 (rounded down) of their TMR and attempt to cast the spell prior to, during or after their movement. This also applies to all flying

magic-using mon- sters and Adepts with flying mounts.

6.18 Aquatic Combat

Aquatic Combat may take place between figures at different depths. Refer to the aerial combat section for guidelines.

Defence

- Defence caused by natural agility is halved for non-aquatics.
- Non-magical defence is always halved.
- Magical defences are unaffected.

Weapons

If the character is on a solid surface then the following applies:

- A class weapons are unaffected
- B & C class weapons have their non-magical base chances and damage halved.

If the character is floating:

- A class weapons have their non-magical base chances and damage halved. Exceptions are tridents, javelins, spears.
- B & C class weapons cannot be used. Exceptions are nets and garottes.

Magical bonuses are unaffected.

Close combat is unaffected but the GM can rule that certain actions are impossible.

Bows and crossbows must be waterproofed. The effective range of a thrown or missile weapon is divided by 10.

No shield rushes are possible with a standard shield because of water resistance.

Evading defence bonuses are $10\% + 2\% / \text{Rank}$ for prepared B & C class weapons. A class weapons are unaffected.

6.19 Magical Combat

See §7.9 Incorporating Magic into Combat for a summary.

7 Magic

There are thirteen sections in Magic:

- 7.1 Introduction to Magic
- 7.2 How Magic Works
- 7.3 How to Cast Spells
- 7.4 Cast Check Modifiers
- 7.5 Spell Effects
- 7.6 Restrictions on Magic
- 7.7 Backfires
- 7.8 Magic Resistance
- 7.9 Incorporating Magic into Combat
- 7.10 The Colleges of Magic
- 7.11 Magic Descriptions
- 7.12 Spell Descriptions
- 7.13 Storage and Entrapment of Magic

7.1 Introduction to Magic

Magic represents the effects of the unknown forces that shape and control the worlds. Those who have talent and knowledge can tap these energies (known as mana) and shape them to their own ends. These people are known as Mages. They are usually either revered or reviled by the normal population.

There are three types of Magic: Talent, Spell, and Ritual. Talent Magic operates more or less immediately, while Spell and Ritual Magic require preparation before taking effect. Spells may be prepared in seconds or minutes, but Rituals take hours (and sometimes many weeks) to perform.

There are a number of separate Colleges of Magic. Each represents a specific type of magic, and each has a list of Spells, Rituals and Talents available only to Adepts of that College. Most of the magic detailed within these rules is College magic.

Definitions:

Consecrated Ground Any ground that has been consecrated to the “Powers of Light” affects the Magic Resistance of all within it. There is no College specifically dedicated to the Powers of Light, because they are, in effect, opposed to the use of magic. Most temples and monasteries and some graveyards will be consecrated ground. Barrows, pagan temples and the dwellings of magical beings can never be consecrated ground. Undead and Necromancers suffer special penalties on consecrated ground.

Counterspell A type of spell which helps to protect individuals and areas against the effects of a particular College of Magic.

Fatigue Cost The amount of energy, in the form of Fatigue, that a Mage must expend in order to cast a spell.

General Knowledge All Colleges of Magic have a body of Spells, Talents and Rituals which are classified as General Knowledge. These magics are taught to all Adepts of the College during their initial training.

High Mana An area that is rich in mana is referred to as a high mana area. Such areas are rare, and include locations where human sacrifice is practised or where the inter-planar

boundaries are weak, and mana leaks through. Often mountain tops or clearings in jungles will contain such areas. They are likely to be well guarded by beasts and individuals attracted by the mana, including a larger than usual proportion of fantastical beasts. Magic is easier to perform in these areas.

Active Resistance A special type of Magic Resistance, where the entity can choose to concentrate their attention on resisting a magical effect, and thus reduce its Cast Chance by their Magic Resistance. Only some magic is actively resistible.

Low Mana An area with depleted mana is known as a low mana area. Most densely populated or civilised parts of the world are Low Mana, as are some battle-scarred areas. Magic is harder to cast in low mana areas.

Adept A member of a College of Magic is known as an Adept.

Backfire If a spell or ritual is particularly incompetently cast, unpredictable and often dangerous effects can occur. This is colloquially known as a backfire.

Branches of Magic There are 3 branches of Magic: the Thaumaturgies, the theoretical branch of Magic including the Bardic, E & E, Mind, Naming, Illusion and Binding Colleges; the Elementals, the naturalistic branch of Magic that includes the Earth, Water, Fire, Air, Ice and Celestial Colleges; and the Entities, the old, “dark” branch of Magic that includes the Necromantic, Rune, Summoning and Witchcraft Colleges. The Thaumaturgies and Entities are opposed to each other.

Cast Chance The modified Base Chance of effectively casting a spell or performing a ritual.

Cast Check The game mechanic whereby a Mage’s player determines the result of an attempted spell or ritual.

Cold Iron All solid metals that are primarily composed of iron ore are termed Cold Iron. This includes both Iron and Steel. Such metals in a liquid state are not “cold”. Cold Iron inhibits the ability of Mages to use mana.

College Most magic is divided up into numerous Colleges, each of which specialise in a type of magic (e.g. Fire, Necromancy). A Mage who has joined a particular College is known as an Adept of that College, and may not belong to another College without first forsaking all knowledge of their previous College.

Concentration If a spell has a concentration component in its duration, then the Adept must concentrate in order to maintain the spell. A Mage may only have one concentration spell in effect at any time.

Mage Any sentient being who can manipulate mana to produce (often fantastic) results (excluding racial Talents). A Mage must have a Magical Aptitude characteristic.

Magic Resistance All targets with a Willpower value have the capacity to resist

some magics directed against them. This ability is their Magic Resistance, and is a function of their Willpower. Not all magic is resistible.

Magical Animates Anything that has been animated, except undead, is a magical animate. Some Magical animates gain a magic resistance. Only those animates that have a Magical Aptitude or Willpower gain a Magic Resistance. Those animates that have neither MA nor WP have no resistance to magic, and in addition, may be affected by spells that affect Entities and those that affect objects.

Mana The type of energy that is used in all magic. A Mage must draw upon mana to perform any magic. If there is no mana present, a Mage cannot perform any magic.

Object An item wholly composed of never living or formerly living matter, or some combination thereof. Objects do not have a Magic Resistance except when they are Possessions or Magical Animates.

Passive Resistance This is the default Magic Resistance made by all targets with willpower and operates automatically against all spells that may be passively resisted. It is possible to stop passively resisting temporarily.

Place of Power Certain places aid the practice of magic. The most well known places are Earth places of power, but they exist for all the Elemental and Entity Colleges (excluding Rune). Such places are rare, and often co-exist with High Mana areas.

Possessions Possessions are those objects held, carried or otherwise within the personal area of an Entity. They are affected by those spells that affect the Entity, and are entitled to the Entity’s Magic Resistance.

Resistance Check The game mechanic which determines whether a resisting entity is fully affected by a magical effect.

Ritual Magic Complex procedures and techniques that require the Mage to spend large amounts of preparation time (and often ingredients) to complete successfully.

Special Knowledge All Colleges of Magic have a body of complex or specialised spells and rituals which are not taught to mere apprentices, but which are gained with time and effort after the Adepts prove themselves worthy. These magics are termed Special Knowledge.

Spell Magic Codified magical formulae that take anywhere from a few seconds to a minute to perform, require energy from the Mage, and which result in specific alterations to Natural Law.

Talent Magic Magical abilities that require mana, but no energy and minimal time from the user. Many species have racial Talents.

7.2 How Magic Works

There are three types of Magic: Talent, Spell and Ritual Magic.

Talent Magic is broken into Racial and College Talents. Talents are common to all members of a Race or College of which they are a characteristic part and may never be learned or forgotten, though they often may be “ranked”. Talents require no preparation, take a maximum of 5 seconds to utilise, and require no expenditure of energy. All Talents can be classified as either active or passive. Passive Talents are always in effect. Active Talents require a Pass Action to utilise, and often require rolls to see if they succeed. Racial Talents are described in Character Generation. College Talents are discussed in the individual Colleges.

Spell Magic constitutes the great majority of the magic utilised by Mages. Unless otherwise stated, all magic mentioned in these rules is Spell Magic. All Spell Magic has the following characteristics in common:

Each individual Spell has a defined range, duration, base chance and effect. Spells must usually be prepared by the Mage through a process of incantation to draw mana to activate the Spell. Spells are unstable in their workings, and if cast ineptly, may fail entirely or have unexpected effects on the vicinity. The casting of a Spell drains energy from the caster in the form of tiredness Fatigue.

Ritual Magic requires the expenditure of large blocks of time (usually hours) and usually certain conditions must be fulfilled while performing the Ritual. Ritual Magic occasionally requires a large number of special tools and substances and may be restricted to particular times or places. Magical effects from Ritual Magic tend to be more powerful, prolonged or delayed than those of Spells. Most rituals require a Cast Check to determine whether the ritual was successful. If not otherwise stated in the specific ritual description, a ritual may backfire (roll greater than Base Change + 30) with similar consequences to a spell. Rituals may also cause a multiple effect similar to spells.

Material

Some spells and rituals require material components. These materials must be present to perform the magic. If the spell or ritual also has a Material Cost then unless stated otherwise in the description, these materials are consumed during the casting of the magic regardless of the success or failure of the casting.

Extended Rituals

Some rituals require a far greater time to perform than the standard one hour, possibly requiring weeks or even months. During these rituals the Adept is not involved in constant concentration. The Adept may eat, sleep (8 hours a day) and perform other activities requiring less than 2 hours a day while engaged in a lengthy ritual. During the extended ritual the Adept can utilise only stored magic, and that inherent in the ritual.

7.3 How to Cast Spells

Casting a Spell is a complex process.

Preparing Firstly, the spell must be prepared and mana gathered for the spell. This does not require any fatigue, and normally carries no risk. However, it does involve gesticulations and conversation level speech, which will be obvious to observers. The spell may be prepared in 5 seconds, 1 minute, or multiples of an hour (using Ritual Spell preparation). The length of time taken to prepare the spell is proportional to the resulting safety of the Mage. The length of time spent preparing a spell must be decided upon in advance. Preparing a spell is subject to the restrictions mentioned in §7.6.

Casting Once prepared, the spell is Cast by an expenditure of Energy in the form of tiredness Fatigue, used to shape and direct the magic. This takes 5 seconds. Once cast, a spell will either impact upon its target or fail. If the spell impacts on its target, it may be partially or wholly resisted. If the spell fails, it may backfire (see §7.7). If the spell is cast particularly competently, it may be especially effective.

Casting Mechanics

Preparation The Mage's player announces the spell and length of preparation (either 5 seconds, 1 minute, or a number of hours). They may break off their preparation at any time and abort the casting process. A spell must be used immediately upon being prepared or it is dissipated and the preparation must be restarted before it can be Cast. Only one spell can be prepared at any one time. At the end of the preparation, the Mage is aware of the state of the surrounding mana. During combat, Preparing is a Pass Action.

Casting The Mage's player announces the spell, its target, and any additional options desired (such as lowering the Rank of some attributes). During combat, Casting is a Fire Action.

Cast Check The player then modifies the Base Chance of the spell due to current conditions to produce a Cast Chance as a percentage. This Cast Chance is then compared with a D100 roll. If the die roll is less than or equal to the Cast Chance, the spell works. If the die roll is less than 5% of the Cast Chance, the spell succeeds with a “triple effect”. If the die roll is between 6% and 15% of the Cast Chance, the spell succeeds with a “double effect”. If the die roll is more than 30 higher than the Cast Chance (with 5 second preparation), or 40 higher than the Cast Chance (with longer preparation), the spell has not only failed, but Backfired, as per §7.7.

Fatigue A Mage may not cast a spell unless they have sufficient Fatigue to pay the expected Fatigue cost. At the end of the preparation, the state of the Mana (none, Low, normal or High) is known, and the Mage may abandon the attempt at that point, before losing the Fatigue. Whether the spell succeeds, fails or backfires, the Mage must pay the Fatigue cost. It usually costs 1 Fatigue point to cast a General Knowledge Spell or 2 Fatigue points to cast a Special Knowledge Spell. In a High Mana area, these Fatigue costs are reduced by one. In a Low Mana area, the Fatigue Cost is doubled.

Success If the Cast Check is a double or triple effect, the element to be doubled or tripled must be decided before anything else is resolved. If the Cast Check is a success or better, the target(s) may resist the spell, if it is passively resistible (see §7.8 for details). This will reduce or nullify the effects of the spell, as defined in the individual spell description. See §7.5 to resolve the spell effects. Note that some backfires will result in partial success.

Failure Nothing occurs (except Fatigue loss). If the result is a backfire, consult the Backfire Table §53.

7.4 Cast Check Modifiers

In addition to the individual College modifiers, all Mages receive the following modifiers whenever engaging in Spell casting:

Each point the Mage's MA is greater than 15	+1
Each point the Mage's MA is less than 15	-1
Each Rank the Mage has with the spell they are casting	+3
Each hour the Mage engages in Ritual Spell preparation	+3

7.5 Spell Effects

Spells which are successfully cast on valid targets immediately take effect on those targets (unless explicitly stated within the spell description). If the spell is Passively Resistible, as stated in the individual spell, all targets with a Willpower value may resist at their current Magic Resistance. A successful resistance may reduce the spell effect for the target, or even nullify the effects altogether. In some cases, the duration, damage, or other aspect, may be random, and will need to be determined. If the Cast Check is a double or triple effect, the element to be doubled or tripled must be decided before anything else is resolved.

All magic works in quanta. Any attribute of any magic may be performed at any Rank up to the Mage's maximum level of skill, but only at a whole number of Ranks. It is assumed that all attributes are being cast at maximum, unless it is otherwise stated before the Cast Check is made.

Damage

Damage due to magic ignores armour and does not cause stunning, unless a strike check against the target's defence is required as part of the spell. Damage is done to Fatigue, and to Endurance once Fatigue is exhausted. A single Damage Check will not “wrap” from Fatigue to Endurance, unless the total damage exceeds the target's combined full Fatigue and Endurance.

Doubles and Triples

There are three characteristics of a spell which can be increased by the Mage as a result of a spell causing a double or triple effect: Range, Duration and Damage.

Whenever a spell is cast for double effect, the Mage has the option to double one of Range, Duration or Damage. Some spells may not have

one or more of these attributes. Such attributes may not be affected.

Whenever a spell is cast for triple effect, the Mage has the option of either tripling one of Range, Duration or Damage; doubling any two of these attributes; or decreasing the target's Magic Resistance by 20.

A Mage may attempt to cast a spell at a target which is not within range in the hope of achieving a double or triple effect.

7.6 Restrictions on Magic

Mages are restricted as to where and when they can employ magic. General restrictions that apply to all Mages are covered in this section. Specific restrictions applying to Adepts of particular Colleges are covered in the opening sections of those Colleges.

Cold Iron

A Mage may never prepare or cast a spell or engage in Ritual Magic while in physical contact with Cold Iron. They may exercise any Racial Talent Magic, but no learnt Talent Magic. Wearing armour made of Cold Iron, or holding weapons or tools made of Cold Iron is regarded as being in physical contact. GM discretion covers all other cases. Several ounces of Cold Iron is required to cut off the mana flow.

There are several possible means of circumventing the effects of cold iron:

1. The Mage may drop all iron items prior to performing any magic. Note that donning and doffing armour is very time consuming.
2. The Mage may employ weapons, tools and armour that are not metallic (e.g. quarter-staff, leather armour). Weapons that are normally metallic can be made out of wood, bone or stone, but their Base Chance is reduced by 10, their Damage reduced by 2 and their Fumble chance increases (see §6.10). A similar loss of effectiveness will be experienced with other tools that are normally iron.
3. The Mage may use metallic items that have no iron content, such as copper, tin and bronze. Such items cost the same as equivalent iron items, but they are less effective: weapons do one less point of damage, and fumble on a 98 to 00 roll (instead of just a 00); and armour provides two less points of protection.
4. The effects of cold iron can be neutralised by combining it with precious metal (silver or truesilver). Such items are as effective as Iron items. Silvered items costs at least 10 times the standard price and truesilvered items 180 times the cost. A Mage's Cast Chances are reduced by 10 if carrying silvered items. Wearing Cold Iron does not protect from the effects of magic.

Confinement

A Mage must have the freedom to make the necessary gestures and sounds in order to cast a spell or perform a ritual. Mute, bound,

paralysed, unconscious, stunned, prone or restrained Mages may not use Spell or Ritual Magic, though Talent Magic is usually possible. In addition, an Adept must have at least one hand free and be able to speak clearly to prepare and cast a spell.

Proper Procedure

A Mage may never employ a type of Magic, whether a Spell, Ritual or Talent, which they have not learnt. The Mage also must have whatever equipment or working materials are specified in the Spell or Ritual description.

Concentration

A Mage may not cast a spell or perform a ritual if their concentration is broken. This usually occurs by being engaged in Melee or Close Combat. Other types of attack or distraction may also suffice. If an event is deemed distracting, the Mage's player must roll a 4 times Willpower check to maintain concentration, or the spell or ritual is disrupted.

The concentration required to control spells already cast, or the concentration required to control an entity, will not be broken by entering combat or being attacked. It will only be broken if they are stunned, knocked out or killed.

Queuing

Spells that have the same effects are not cumulative. If a spell is cast on a target that is already under the effect of a spell which has the same effect, then the spell "queues". This means that, although the spell is in effect on the target, it has no effect until the earlier spell is gone.

Spells with any overlapping effects are affected by this rule. Note that it is the spells' effects that are important, not the spell itself. If the spells both affect one attribute (e.g. defence), they queue. If two spells affect different attributes (e.g. PS & FT), they stack. This rule also applies to items. Unless stated otherwise, any item that contains a magical effect that can be caused by a spell, cannot be affected by that spell (e.g. a weapon with a magical bonus to hit or damage may not stack with Weapon of Flames).

The duration of the second, queuing, spell is measured from casting, but it only takes effect when the first spell wears off.

7.7 Backfires

Particularly inept Spell casts or Ritual performances may cause backfires. If the Mage's Cast Check fails by more than 30 for a 5 second Spell preparation or Ritual performance, or 40 for a longer Spell preparation, the Magic backfires. The Magic will always backfire on a natural roll of 100, unless the Cast Chance is over 100%, in which case the Magic fails. The GM rolls on the Backfire Table (§53) and applies the result. Effects include extra Fatigue loss, partial or awry magical effects, and curses and afflictions on the caster.

Backfire Interpretation

The effects are to be interpreted as widely as desired by the GM. All curses and afflictions are

resistible, and partial or awry effects may be also, depending on the magic. All backfire effects are cumulative. It may be impossible to apply a specific backfire effect in certain situations. This is generally described by "No apparent effect", along with most subtle afflictions. The effects of a backfire should be kept secret for as long as possible.

In most cases, specific reductions in numerical ratings are given when a Mage is cursed as a result of a backfire. However, ancillary effects of the curse must be determined within the guidelines of the curse description.

7.8 Magic Resistance

An entity who is the target of a spell may resist the spell if it is resistible. There are two types of resistance: Active Resistance reduces the Cast Chance of a spell; Passive Resistance avoids or reduces the effects of a spell. Magic Resistance is used for both Active and Passive Resistance. It is equal to an entity's Willpower, modified as follows:

Target and caster are of the same Branch of Magic	-5
Target and caster are of opposed Branches of Magic	+5
Target is sentient but not a Mage	+20
Target is in a consecrated area	+50
Target has on, or is in the area of, the appropriate counterspell	+30 + 3/Rank
Spell had triple effect and the caster chose to affect Magic Resistance	-20

Branches of Magic are covered in §7.10. Sentient entities are those with an MA of 0 or greater. Counterspells are covered in §10.2. Triple Effects are covered in §7.5. Consecration is not covered in these rules.

Purification, certain other spells, and many items also affect Magic Resistance.

If an entity successfully resists a targeted spell, then they will be aware that they have resisted some Magic. While the spell did not directly affect the entity, their aura is marked sufficiently that the last spell to impact is determinable. Note that only spells which target possessions or entities are noticeable in this way. Spells which affect an area cannot be detected when a character resists them.

Objects cannot normally resist Magic. However, if the object is an entity's possession, and the spell can be passively resisted, then the entity may apply their normal resistance.

Passive Resistance

When a spell that is passively resistible impacts on an entity, the entity may attempt to resist the effects of the spell. This is known as Passive Resistance. The player must roll D100. If the die roll is less than or equal to the entity's Magic Resistance, the spell's effects are reduced or nullified. Passive Resistance is an automatic bodily function which occurs regardless of whether an entity is conscious or not. If an

entity re-encounters an area effect magic, they must re-resist, whether they successfully resisted last time or not. At the start of a pulse, an entity may choose to not resist. For the remainder of the pulse, the entity may not passively resist any spells, unless they become stunned or unconscious. While choosing to not resist, an entity may only perform a pass action.

Active Resistance

An entity can choose to actively resist another entity. When an entity attempts to cast or trigger a spell which is actively resistible, then the highest Magic Resistance of any target who is actively resisting the entity is subtracted from the Cast Chance. Note that Active Resistance is only effective if the entity who is actively resisting is a target, or in the area of effect of the spell. In combat, Active Resistance is a Pass Action. An entity must concentrate on the caster in order to actively resist them. Anything that can disrupt Spell preparation can also disrupt Active Resistance. Active Resistance against a spell that is not able to be actively resisted, or against a spell which is not targeted at the entity, has no effect.

7.9 Incorporating Magic into Combat

Spell Magic may be employed, usually with 5 second preparation. A Mage must perform a magical pass action to prepare and a cast action to cast a spell. See §6.4 and §6.6 for what can be done during pass and cast actions in combat.

Talent Magic may be used during combat. Passive talents operate normally and do not require any actions to employ. Active talents (e.g. Detect Aura) require a pulse to implement. An entity may actively resist a spell during combat by implementing a pass action. They may lower passive resistance during any pass action. Triggering an invested item takes one full pulse irrespective of the number of actions that can be performed.

Ritual Magic is difficult to employ during combat. During each pulse that noisy or dangerous events take place, the Mage may need to make a concentration check (as per §7.6).

7.10 The Colleges of Magic

Most Magic is divided into 16 Colleges representing specific types of magic. A Mage may only employ the powers and spells of one College. If a Mage belongs to a College, they are known as an Adept.

Branches of Magic

The Colleges are divided into three Branches of Magic, as follows:

The Thaumaturgies:

The College of Bardic Magics
The College of Binding and Animating
The College of Ensorcelments and Enchantments
The College of Illusions
The College of Sorceries of the Mind
The College of Naming Incantations

The Elementals:

The College of Air Magics
The College of Celestial Magics
The College of Earth Magics
The College of Fire Magics
The College of Ice Magics
The College of Water Magics

The Entities:

The College of Greater Summonings
The College of Necromantic Conjurings
The College of Rune Magics
The College of Witchcraft

An Adept's Magic Resistance is affected by their Branch of Magic. Their resistance against spells of the same branch as their own is increased by 5, while their resistance against magic of the opposed branch is reduced by 5. Thaumaturgies and Entities are opposed Branches. The Elemental Branch is not opposed to any group of Magics.

	Thaum	Elemental	Entity
Thaum	Same	Neutral	Opposed
Elemental	Neutral	Same	Neutral
Entity	Opposed	Neutral	Same

Restrictions and Modifications

Each College of Magic has its own individual minimum Magical Aptitude requirement. This must be met at the time any entity becomes an Adept of the college. Many Colleges have restrictions on casting magic further to those in §7.6. These are specified in the first sub-section of each College.

Most Colleges are subject to certain modifications to Cast Chances in addition to §7.4. These are specified in the second sub-section of each College.

Learning College Magic

An Adept is assumed to have mastered all of the General Knowledge magic of their College upon the completion of their training. This mastery is at Rank 0. Special Knowledge magic is not taught to novices, and can only be acquired by expending time (and usually money) to learn it to Rank 0. Most Special Knowledge magic is available at the Guild, at fixed prices. All General and Special Knowledge magic may be ranked to Rank 20 by the expenditure of time and experience.

An Adept must have ranked a spell or ritual to Rank 6 before they can teach it. They must have ranked all talents, and general knowledge spells and rituals to Rank 6 before they can teach a novice their College.

In general, an Adept may never use spells, talents, or rituals of more than one College of Magic at one time (except Counterspells). An Adept may change College but loses all General and Special Knowledge magics from their old College, and must spend 6 months (and 6,500 EP) learning the ways of the new College (including characters learning college for the first time). Once an Adept has renounced a College, they may never return to it.

Knowledge Limitations

An Adept may only employ Talents, Spells and Rituals that they know. They may know any number of talents, but may not know more spells and rituals below Rank 6 than their Magical Aptitude. They may know an unlimited number of Spells and Rituals of Rank 6 or higher. All General and Special Knowledge Spells and Rituals of the Adept's College, plus whatever non-Colleged magics known, apply to this limit (except Ritual Spell Preparation, and as specified in the Namer College). This includes Counterspells of other Colleges.

An entity may not become an Adept of a College of Magic unless they have the Magical Aptitude to account for mastery of the General Knowledge spells and Rituals of that College. This is enumerated in the restrictions of the College. An Adept may not learn another spell or ritual if they already know as many spells and rituals (below Rank 6) as they have points in MA.

If, as a result of a decrease of Magical Aptitude or spell ranks, the Adept knows more spells and rituals below Rank 6 than their Magical Aptitude, then they will permanently lose sufficient knowledge to satisfy this rule, losing the lowest ranked magics first. They will still remain Adepts of their College, while sentient.

7.11 Magic Descriptions

The description of all the College Magics work under certain conventions. The more important of them follow:

Sub-Sections

Each College description is broken up into

- An Introduction
- Restrictions
- Cast Chance Modifications
- Talents (coded T-#)
- General Knowledge Spells (coded G-#)
- General Knowledge Rituals (coded Q-#)
- Special Knowledge Spells (coded S-#)
- Special Knowledge Rituals (coded R-#)

7.12 Spell Descriptions

The description of each spell lists its specific effects, range, duration, and other attributes. Each spell is fully described under the College to which it belongs. The following information is included:

Rank Modifications Often range, duration and other effects will be given as "x + y / Rank". This means that the characteristic is equal to x, with an additional y for each Rank attained in the magic. Unless otherwise noted, the unit of measurement is the same for x & y. If an increase of y is noted for each n Ranks, then partial multiples of n do not count unless specifically stated.

Range The maximum radius (in feet) within which the Mage can make the spell take effect. This is always the distance from the Adept. It

can be a linear measurement between Adept and target, or a radius of effect. Unless explicitly stated, magical effects will not occur beyond the range of the magic. In combat, measurements are taken from the middle of a hex, and rounded upwards.

Duration The maximum length of time that the spell remains in effect. Spells with a concentration component will stop as soon as concentration is broken. Spells that do not require concentration will persist regardless of the suffering of the Mage, even unto death. If a spell is cast in the middle of a pulse, that pulse counts towards its duration.

Experience Multiple The multiple used in conjunction with the rank to be achieved to determine the experience cost of increasing a Mage's Rank with a particular spell.

Base Chance The base percentage chance of succeeding in casting a spell. This may be equal to some multiple of a characteristic of the Adept. The characteristic is taken at its current value, multiplied appropriately, and then other modifiers are added.

Resistance The Magic Resistances (Passive and Active) which may be applied against the spell by its targets.

Storage The valid ways that the spell may be stored, for example, investment, potion and ward.

Target Spells and Rituals are targeted at either an Area, Object or Entity. Some spells can be cast at more than one target type. If a multi-target or area effect spell is actively resisted, the highest Active Resistance of those to be affected is applied. Area effect spells are resisted each time that an entity encounters them. Animated objects count as objects and entities.

Effects The general purpose and consequences of the spell. Includes potential damage,

effects of resistance, special effects, and any exceptions to the normal workings of magic.

Difficulty Factor A difficulty factor will sometimes be given to avoid a spell. This is always a number by which the stated characteristic of the target is multiplied, before modifiers are added.

Interpretations

Most of the magic in DQ is designed to be flexible in application, and up to the interpretation of the GM within the guidelines laid down by the Gods. The effects and procedures are meant to apply to humanoid entities of human size. An Incinerate Spell that would fry a human would do little more than discomfort a Dragon. To close every loophole and explain every application would be impossible. Therefore, these matters of interpretation have been left to your GM, in the context of their game and the atmosphere that they are trying to promote.

7.13 Storage and Entrapment of Magic

There are various methods of storing magical effects. Each has different properties and can store different types of spells.

Potion Spells, Talents and some quasi-magical skills (e.g. Healer) can be potioned by an Alchemist. For Talents, the imbiber receives the usage of the talent for a duration dependent on the Rank (see §30). For skills, see the skill involved. For spells, imbibing a potioned spell is equivalent to being the Adept and casting the spell on oneself. This is normally the only way for self-only spells to be stored. Target area and target object spells cannot be potioned, but spells that affect entities may (possibly) be potionable, for example, Necrosis could be potioned, but drinking the potion would only cause the imbiber to have their internal organs ruptured. Potions always work, but they cannot double or triple effect.

Investment Spells effects can often be stored in items and at a later stage, be triggered. When a spell is triggered, it is as if the Adept was there and had just cast the spell (except the spell characteristics such as base chance, range, etc, are fixed at the time of investment). The entity triggering the spell gets to choose the target(s) of the spell at the time of triggering and maintain concentration spells.

Ward A ward is a way of storing a spell within an object, area or volume so that when some simple condition is met, the ward is triggered, and the entities or objects that fulfilled the condition becomes the target for the spell. When a ward is triggered, it is always successful, but cannot cause a multiple effect. For a spell to be wardable, it must have a range or area component (the range may not be touch, nor self). Wards cannot maintain concentration spells.

Magical Trap Magical effects can be stored in mechanician traps. Unlike wards, traps have to be physically triggered. The spell effect, unless an area effect, will only be targeted on the triggerer. Magical traps can only store spells that have a non-self range. The spell in a trap can only target an area or the triggerer. Spells in traps will always work, but cannot multiple effect.

Shaped Magic Magical items beyond those containing simple invested spells are known as shaped items. Shaped items come in two flavours, charged and permanent. Charged items have a number of charges which diminishes with use. Certain items are said to have "bound charges", which means they behave as an invested item except they can be recharged. Charged items which cannot be recharged lose their magical status once all charges have been expended. Permanent shaped items can come in any shape or form and can defy many of the usual "rules" of the magical universe.

8 Cantrips

Cantrips are minor magic effects, which come in two types. Glamour cantrips are used to entertain and Household cantrips make life pleasant. Most cantrip effects can also be reversed.

8.1 Restrictions

The effects of cantrips are strictly minor in nature and cannot be used during combat. Any mage can cast them and no preparation is needed. It costs 1 Fatigue to cast a cantrip.

8.2 Modifiers & Statistics

All minor magics are non-college magic. College bonuses and penalties do not apply to them. All Adepts will start off knowing the following cantrips but they may not be ranked or improved, and do not affect the number of low-ranked spells that may be learned.

Base Chance: $3 \times \text{MA}$

Double or triple effects are not possible and should the roll exceed $4 \times \text{MA}$ the cantrip will backfire. Backfires result only in the effect being distinctly different from the casters intentions. Actively resisting a cantrip results in it automatically failing.

Any stronger magic of the same type as a cantrip will immediately replace it and any area counter-spell will dispel all cantrips within range. Where an Adept is casting a cantrip that has effects similar or related to their col-

lege then the effects will be stronger, or more convincing than normal although a cantrip can never be as effective as any spell.

8.3 Glamour Cantrips

Glamour cantrips normally last (Base Chance) minutes. The Adept may choose to reduce the duration.

Colour The surface colour of one object may be changed. If cast on an entity (e.g. skin, hair, or eyes) the result is flat and not particularly life like.

Perfume A faint pleasant (or unpleasant) scent permeates one hex. Observers will not notice any specific odour, just that something smells nice (or bad).

Polish/Tarnish One entity or object is spruced up so they look smartly dressed or sparkling clean. This doesn't make something look more expensive merely newer and shinier.

Fireworks The Adept may combine any two of three effects in a 1 foot sphere which appears within 10 feet. The effects are coloured smoke, coloured lights, and a small sharp noise (e.g. bang, tinkle, fizzle).

8.4 Household Cantrips

Household cantrips normally have an immediate effect and no duration.

Cool/Warm Up to a pint of liquid, or a pound of food, may be cooled or warmed a few degrees. This might cool hot food to an edible temperature or warm milk, but not to boiling or freezing extremes.

Clean/Dirty Surface dirt and grime may be shed from an entity or object to fall around them. If reversed all the loose dirt within one hex attaches to the target. Several casts may be required to removed thick mud or dirt and it will not remove old stains.

Dry/Dampen The cantrip will render up to one item of clothing (or an object up to 3 pounds) either dry to the touch or damp. Several casts may be required to dry sodden items or cause the target to drip water.

Insect Repellent Small insects within one hex, or on one entity leave as fast as they can. This effect lasts (Base Chance) minutes.

Tie/Untie causes strands to knit together, or fray apart. This can be used to knot string, repair minor rips in fabric, repair fraying rope, or tangle or untangle hair etc. It will not fill in holes or seamlessly join completely separate things together.

Candle A small natural flame appears on an object and lasts 5 seconds. If cast on something flammable the object may catch alight (e.g. wick, kindling). The flame will shed light about 2 feet.

9 Names & Auras

All entities have an aura. Those objects that were once alive retain traces of their living auras. The strength and composition of the aura reflects the amount of life-force and magic that the entity or object possesses and the other properties that are intrinsically part of their being.

The base element of any aura is strength. The strength of an aura is always revealed by any magic that detects or reads auras. The categories of strength and their relative strengths are:

Aura	Equivalent
0	No Aura
1	Magic (magical wall, illusion)
2	Formerly Living Composite (chair, stew)
3	Formerly Living (dead orc, log)
4	Non-Sentient Animates (stone golem) and Non-sentient Undead (skeleton)
5	Living Plants (rose, oak)
6	Living Animals (dog, cat)
8	Sentient Animates (flesh golem) and Sentient Undead (vampire)
9	Living Sentient (human, sphinx)
10	Long Living Sentient (dragon, titan, elf)
15	Avatar (material form of a Demon, etc.)

The strongest aura will be detected. Thus a human covered by an illusion (without an aura component) will still be detectable as a Living Sentient.

The rest of an aura consists of information intrinsic to the possessor. This information will vary depending upon the Generic type of the target, but will either affect the life-force of the target, or be magical. Only effects that are still current or continuous in nature will be detected. Information may be gained in descriptive terms, values or even proportions as appropriate for the type of information being read.

Information that may be gained from a living being includes: its Generic True Name, its plane of origin, approximately how far it is through its life-span (e.g. juvenile, 50%, about 100 years old), its general state of health (e.g. healthy, diseased, 1/2 Endurance), aptitude with a magical ability (e.g. low overall, Rank of specific ability) and to which College of magic (if any) it is attuned. These last two facts are discernible because the skills that they represent have an effect on the level and type of magic in the entity's aura. Relatively little information can be divined regarding the non-magical learned abilities of an entity. It will be possible to learn what is the being's most intrinsic skill or ability, but lesser skills may not be sufficiently intrinsic so as to have made an impression on the being's aura.

Magical auras will include information such as College, exact name of a spell or other effect, level of magical ability (low, medium, high, very high), approximate length of time that the magic has been in effect (providing it is still

present), and approximately how much duration remains.

Any one part of an object will be representative of the entire object, for example the aura of a toe sticking out from underneath a blanket will reveal the same information as if the entire being were visible. A detached thumb could reveal some information about its former owner, up to the time it was detached, providing it is intrinsic to the thumb, for example Generic True Name, plane of origin, or age — when it was removed. The thumb would not reveal a magical college or a skill, as these are properties of living beings only.

9.1 Detect Aura Talent

Detect Aura

Range: Special

Experience Multiple: 75

Base Chance: Perception ($\times 2$ for Namers) + 5% / Rank - 1% for every foot after the first five feet the target is from Adept

Resist: Active

Target: Entity, Object, Area, Volume

Effects: If the talent is successful the Adept learns which of the aura categories they are seeing (with the strongest taking precedence), and optionally learns the answer to one question of the Adept's choice about the target. The answer to a DA question will consist of a single concept or "bit" of information. If the information sought is not intrinsic to the target the Adept will receive no answer. It is not possible to determine the Individual True Name of an entity. If the Adept achieves a double or triple effect, the Adept may ask two or three questions respectively. The process of reading an aura and asking a question entails concentration and requires a magical Pass action. Rereading a previously seen aura, or learning the category of the aura without asking a question may be combined with other actions.

Only one attempt at Detect Aura may be made per object. An individual object will change over time, however, and a fresh attempt may be made when the aura has changed sufficiently to class it as a "new" object. If an aura has been successfully read, the same information will be available without a new Cast Check being made, until such time that the object changes sufficiently to be considered a "new" object.

Aura require direct line of sight to be read. It is not possible to use Detect Aura through a mirror, crystal ball, Wizard's Eye, or by any other indirect means.

9.2 Interpretation and Examples

1. In general the more specific the question the more specific the answer — the exact nature is left to the GM's discretion. For example:

- "What was the last type of magic to impact on this person?" might get "A spell".
- "What is the nature of the most recent magical affect on this person?" might

get "fortitude".

- "What was the last spell to impact on this person?" might get "Strength of Stone".

2. All things change over time, even if outwardly they look the same. While the times may vary from object to object depending on circumstances, they tend to follow a seasonal cycle following the seasons. An object whose aura was read in Spring will have changed sufficiently by Summer to be able to be DAed again.
3. The single attempt rule also applies to multi-hex objects. Only one DA may be performed per item — one cannot DA a wooden floor three times just because it covers 3 hexes. Attempts to do so will get the response (even before rolling the dice) — "you see an aura, formerly living, and the answer is oak", that is the same aura they had previously read until a change of season. After the change of season a new attempt to detect the aura would have to be made.
4. Once an aura has been detected, it is available to the detector for the looking, as is the answer to the question/s asked, until the aura changes. For example, having detected the Aura of a Ward, the Adept is able to re-read the same information freely. If the Ward was then dissipated, the aura would vanish.
5. A DQ aura is located very close to the skin surface. Thus a person in a full suit of plate armour, with the visor down, and no part of the body visible whatsoever would not be able to have their aura read. Cloth will hide an aura, but make up will not.
6. The size of the object will be determined by its utility. Thus 100' of corridor could be a single object, while the next 5 feet, because it has a wooden floor, or is magical say, may be an object. The GM may deliberately break things up so as not to give away too much information from the groupings chosen.

9.3 True Names

Generic True Names

All living things have a Generic True Name. This name is present in their aura. Formerly living things retain traces of their aura and the name that they had when alive. All True Names are in an ancient language, believed by some to be the language that the gods used when they made the world, and by others to be the original language of the first mortal race, the Dragons. A translation of these names into the common tongue yields such terms as human, elf, tiger, oak, bee, rattlesnake, and rose.

A Generic True Name identifies the entity or object as being of a distinct type. Very similar things with much the same form and function, will probably have the same Generic True Name. For example, many small, harmless, plains-dwelling snakes will have the Generic

True Name “Grass Snake” even if they look somewhat different. A venomous variety of similar nature will have a different Generic True Name. Generic True Names may be learnt:

- By means of a Detect Aura.
- From another being who has studied the name (e.g. knows the name at Rank 0 or higher).

Individual True Names

All sentient entities (player character races, dragons, merpeople, naga, etc.) have an Individual True Name. This becomes known to them upon reaching maturity. All sane sentient entities will know their own Individual True Name and no force — physical or magical — can coerce the entity to reveal it. They may choose to reveal it, however. An entity will be called by a given (or use) name, often given to them by parents or peers. The entity will know their Individual True Name in their native tongue and a Namer would have to spend time translating the Individual Name into the Namer language before it could be used. Entities will protect

their Individual True Name vigorously as this knowledge can be used both defensively and offensively. Indeed, the very mention of an entity’s Individual True Name would strike great fear into their heart.

Player characters and even members of the College of Naming Incantations will know only their own Individual True Name upon completing their education. All other Individual True Names must be acquired and learnt before they can be used. Four methods exist for acquiring an entity’s Individual True Name:

- The entity may choose to reveal it.
- It may be obtained from a Namer Demon — when an entity is born, their Individual True Name becomes known to some of the Naming Demons (see the demon descriptions in the Bestiary).
- It may be obtained from another other being who has studied the Individual True Name, if they choose to disclose it.
- It may be found in written form — Adepts of various Colleges have been known to record important entities names in magic tomes.

The aura of the entity contains both the Generic and Individual True Names, and so the training of the College of Namers concentrates greatly on the study and interpretation of auras, from all living beings and formerly-living objects. Whilst other Colleges use abilities to detect auras, only the Namer is trained to make maximum use of the information gained from perceiving auras. The Generic Name is instantly identified when a Namer perceives an aura, although this Name must still be studied and Ranked to be of use. The information is coded into the aura in a form that Namers are trained to recognise, but other Colleges, through use of the same Detect Aura spell / talent, would need to inquire specifically to receive the same information.

The Individual True Name is also coded into the aura, but is so complex and varied that they cannot be deciphered and used by even a Namer. If the Namer is given the Entity’s True Name, then it is possible for the Namer to identify the auric characteristics that make up the Individual True Name. The study of these components takes considerable time due to their complexity.

10 College Magic

10.1 Introduction

This section includes those spells and rituals that are common to all Colleges. These spells and rituals are still specific to a College so an Adept can only learn them from another Adept of the same College.

10.2 Counterspells

Counterspells act to increase Magic Resistance and defeat the workings of other magic. Each college has two of these spells: a General Knowledge Counterspell, and a Special Knowledge Counterspell. These are specific to the college — a Fire College Special Counterspell will not affect the workings of any Earth College spell, nor would it affect a General Knowledge spell of the Fire College. Adepts learn both Counterspells of their own college as part of their General Knowledge.

Counterspell

Range: 25 feet + 25 / Rank

Duration: (D10 + 5) minutes +1 / Rank

Experience Multiple: 100 – General Knowledge Counterspell

200 – Special Knowledge Counterspell

Base Chance: 40%

Resist: Passive

Storage: Investment, Ward, Potion, Magical Trap

Target: Entity, Object, Area

Effects: There are several distinct uses for a Counterspell. They are:

- If cast upon an entity or object the target adds 30 (+ 3 / Rank) to their Magic Resistance when resisting the type of magic to which the Counterspell applies.
- If cast upon an area the Counterspell affects a space 15 feet in diameter. All targets within the area gain the magic resistance bonus detailed in #1 above and additionally no one within the area may cast a spell of the type affected. A double or triple effect cast may increase the area of effect to 25 feet or 35 feet respectively.
- If a Counterspell of the appropriate type is cast over an area under the effects of a Ward, then that part of the warded area is temporarily deactivated. When the duration of the Counterspell ends, the Ward will become active again.
- An Adept may use a Counterspell to dissipate a spell that they have cast. They must direct the Counterspell at the specific spell effect that they wish to remove. In the case of area effect spells it is sufficient to cast one Counterspell within the area — the entire area need not be covered. One Counterspell will dissipate one spell.
- Some spells may be removed by any Adept casting the appropriate Counterspell at them. Only spells that specifically state that they may be removed this way can be affected. One Counterspell will dissipate one

spell. The Adept must specify the name of the spell to be removed at the time of casting.

A target may only be under the effects of the Counterspells of a single College. The target may also occupy an area under the effects of another College's Counterspells. Thus the maximum number of Counterspells that an entity or object may gain benefit from is four: the General and Special Counterspells of one college cast upon them, and the General and Special Counterspell of another college upon the area they occupy. Counterspells of other colleges cast upon them will obey the normal rules for queuing. A target may only benefit from one Counterspell against a particular spell. If there is more than one appropriate Counterspell protecting a target the highest ranked one will have an effect.

Characters may learn Counterspells from colleges other than their own, in which case they are considered Special Knowledge spells. The Counterspells of other colleges are practised at Rank 0 and may not be ranked.

10.3 General Knowledge Rituals

Ritual Spell Preparation

For each hour spent in preparation, the Base Chance of a spell is increased by 3 (up to a maximum of 30 if 10 full hours are spent in preparation). If, at any time during the preparation, the Adept's concentration is broken, the entire process must be restarted from scratch or abandoned and any time previously spent in preparation is lost. An Adept's concentration is always broken if combat occurs during the ritual. The Adept may engage in no other activity while preparing the spell. The spell must be cast immediately upon completing the Ritual Preparation. The Spell Preparation Ritual is a General Knowledge Ritual. An Adept cannot achieve Rank with this Ritual.

Purification

Duration: 4 hours + 4 / Rank

Experience Multiple: 200

Base Chance: MA + WP + 3% / Rank

Cast Time: 1 hour

Effects: This purification ritual takes one hour and confers the following benefits:

- 0 (+ 1 / 5 full Ranks) MA.
- 0 (+ 1 / Rank) Magic Resistance.

The additional MA does not count towards any EP reduction (e.g. ranking general spells or rituals). This ritual cannot backfire.

10.4 Special Knowledge Rituals

The Ward Ritual

Duration: Until triggered

Experience Multiple: 400

Base Chance: MA + 3% / Rank

Resist: None

Target: Volume

Cast Time: 1 hour

Material: None

Actions: Concentration

Concentration Check: Standard

Effects: An entity may employ Ritual Magic to set a Ward over an area which they occupy.

A Ward is a spell which is activated by the entry or exit of objects or entities into the volume it occupies. Whenever an entity wants to create a Ward, they engage in one or more hours of Ritual Preparation to create the Ward. At the end of the preparation, they check to see if the Ward is set by making a Cast Check. If the Cast Check is successful, the Ward is set. If the Check is not successful, no Ward exists.

It is possible to backfire from an attempt to create a Ward. In such cases, the spell being incorporated into the Ward backfires immediately. This is rolled for on the backfire table as though a normal Cast Check had resulted in the backfire.

Once the Ward is cast, the entry or exit of any object or entity in the area occupied by the Ward (determined by the range of the spell incorporated into the Ward) may trigger the Ward. The area that the Ward occupies and the range of the spell incorporated into the Ward are identical. This means that most spells (Range 15' + 15 rank) have a minimum sized ward of

30' diameter (a sphere, centred on the caster, of 15' radius). Also, note that many spells have an indefinite range and hence cannot be incorporated into a Ward. This includes spells with ranges of unlimited, self, or touch and spells that can only affect the Adept. Once a Ward has been triggered, it ceases to exist. It takes full effect on the entity(s) or object(s) that triggered it, but is dissipated thereafter. It takes full but normal effect on the target(s) – there is no possibility for a double or triple effect (nor for failure or backfire). Note that a Ward set up for triggering by an entity or object exiting the area cannot be a targeted spell, since the target would no longer be within range. The exiting method of triggering is still useful for area of effect spells that don't have a specific target. All Wards emanate from the exact spot occupied by the individual who cast the Ward (important for determining range). Note that there are a couple of spells that can have an effect beyond their range.

Spells that are not suitable for incorporation into a Ward are those which require concentration, or some other action by the Adept. A Ward always consists of only one spell. More than one Ward may not be set over a specific area. Any attempt to set a Ward on an area that overlaps another Ward will fail. The Adept will only become aware of this if they would otherwise have been successful.

Whenever creating a Ward, the Adept must also specify under what conditions the Ward will be triggered. They may decide not to limit its effect, in which case the Ward will be triggered

by anyone or anything entering the area over which it is set, or they may limit it to affecting specific individuals or anything in between. Thus, an Adept could set a Ward that would only be triggered by the entry or exit of a troll. If a multi-target spell is required to hit more than one target from a Ward, then the trigger must include the number of beings. For example, a spell which affects three targets could be set up to be triggered by three trolls. The instant that the third troll entered the volume the Ward would be triggered, but prior to that any number of lone trolls could have freely moved through the Ward.

A Ward, once it is successfully set, cannot be triggered until the caster leaves the volume of the Ward. Specifics of the triggering mechanism must be something intrinsic to the object or entity (similar to Detect Aura). Hence a Ward could be set up to be triggered by a Rank 4 or higher assassin, but could not be constructed to trigger on the assassin known as Mac the Knife. In order to affect, or exclude, specific entities, those entity's Individual True Names may be incorporated into the Ward, or a sufficiently detailed description so as to identify the individual. If Individual True Names are incorporated then there is no possible way to determine what those names are, but a Divination would reveal the number of entities specifically affected, or excluded. A Ward cannot recognise a specific object, but merely an instance of an object. For example, "my sword" could not be included in the triggering mechanism, but a "magical sword with a yak-hide grip" could be. A Ward cannot tell the time so a Ward cannot include such phrases as "after \times minutes" or "at midnight". Nor does a Ward have any memory, so it cannot be set up to be triggered by the third troll to pass.

Once a Ward is set, any entity or object which could trigger the Ward and which enters the area occupied by the Ward is automatically subject to whatever spell was woven into the Ward. Only those spells known by the caster of the Ward may be woven into the Ward and they take effect exactly as if the caster of the Ward were present and casting at the spot occupied by the entity when they set the Ward. All entities or objects nearby which would normally be affected by the spell are subject to its effects when it is cast as a result of the Ward being triggered. Note that for entities or objects to be affected they must be within the volume that the Ward occupied, with the exception of those

spells which can affect beyond their range. Targeted spells can only affect what is incorporated in the triggering mechanism.

Wards are dispelled in one of two ways: either by a Namer casting the appropriate Counterspell of the same College incorporated into the Ward, or by being triggered by an entity or object. The Adept who set the Ward may always counterspell their own spells, and hence they can dissipate their own wards by casting a counterspell into it. Wards exist in perpetuity until dispelled

The Investment Ritual (Ver 1.2)

Experience Multiple: 300

Base Chance: MA + 3% / Rank

Target: Object

Cast Time: Special

Effects: This ritual allows an Adept to store a spell that they know in an object or scroll.

Creation of Invested Items The object to be invested will often be in a form appropriate to the spell that it is to contain (e.g. Spell of Opening invested into a set of lock picks, or Spell of Enchanting Armour into a set of armour), and of a size appropriate to the rank and style of that spell. Note that a staff engraved with the symbols of the Adept's college is always considered to be appropriate. The item must weigh at least one ounce.

An Investment Ritual may not be performed on an object which still carries charges of invested spells, or a shaped item, or anything made of cold iron. The Adept may invest any spell that they know at any rank up to their rank in the spell. The time taken to perform the ritual is (Rank of Spell - Rank of Investment Ritual) days per item, minimum 1 day. In this time the Adept may invest up to Rank/2 (minimum 1) charges, or they may decrease the charges and save 1 day per reduced charge (minimum of 1 day still applies). They may never store more than Rank/2 charges in an invested item.

As a ritual which takes an extended period of time, the rules in §7.2 apply. The cost of materials used in creating an invested item is [spell Rank (minimum 1) \times charges \times EM of spell / 2] silver pennies. These ingredients are consumed progressively during the ritual, with the last snatch of incense being burned as the success (or otherwise) of the investment is determined.

The Adept may elect to spend more than this base cost to increase the chance of the success

of the ritual of investment. For every 200 extra silver pennies spent on materials the base chance of success with this ritual is increased by 1%.

If the Investment ritual backfires, then it is as though the spell being invested has backfired.

Creation of Invested Scrolls The Adept may instead opt to prepare a scroll (in a language in which they have a minimum of Rank 8 literacy). This takes one day per scroll, and costs only half the usual sum to create. A scroll may only ever hold one charge, and weighs only two ounces — however a scroll case sufficient to protect it from the elements will weigh much more.

Triggering The Base Chance to successfully trigger an invested spell is the cast chance of the spell at the moment the adept completes the investment ritual, including all college bonuses, MA, magic, and environmental conditions. Dice roll modifiers are applied at the moment of triggering, not investing.

The effects of a triggered spell are as if the caster were standing there casting the spell; the triggering entity is not considered the caster.

A spell contained in an invested item functions as any pulse cast spell, with the usual chance of double and treble effect, and of backfire. Any sentient entity may trigger an invested item, if it is physically possible for them to do so, and if they have been taught how to trigger it. The Adept who created the item, and any Adept who has divinated it, know how to trigger it. Teaching someone how to trigger an item takes 15 minutes.

Triggering always involves speech or a specific motion to target the item, which may be perceived by a sufficiently alert observer. An invested item always takes a full five seconds to trigger.

Triggering a prepared scroll takes a full ten seconds and may only be done by someone literate in the language in which the scroll is written. The scroll must be read aloud without interruption. No teaching is required to trigger a scroll.

Any item or scroll loses a charge when it is triggered regardless of whether or not the triggering is successful.

Limitations A Namer casting the appropriate counterspell may drain an invested item of all magic; refer to Namer T-2 (§17.3) for details.

11 Non-College Magic

11.1 Introduction

All spells and rituals listed in this section can be learnt by Adepts of any college.

11.2 Special Knowledge Spells

Geas

Range: The Adept must be able to see and communicate with the target

Duration: Until removed, fulfilled or target dies

Experience Multiple: 250

Base Chance: Always successful (see below)

Resist: Special

Target: Sentient entity

Effects: A geas is an obligation to complete a quest, an injunction against the performance of a particular action, or a requirement to respond in the same fashion to particular stimuli.

The target must acknowledge their acceptance of the geas. Furthermore, either the Adept must believe that the target deserves the geas, or the target must truly wish (not forced by physical or magical means) to have an unmerited geas placed upon them. The Adept specifies the nature of the geas in 25 words or less, and the GM will use the most liberal interpretation of that wording to the benefit of the target. Rank with the geas spell does not affect the chance of casting the spell as it is always automatically successful. The Rank equals the effectiveness of the geas, expressed in percentage terms. If a geased entity directly contravenes the letter of a geas, they have a chance of dying equal to the Rank of the geas. A geased entity will begin to feel weak or ill when they first take an action counter to the restriction of the geas, and will become increasingly afflicted until they once more comply with the geas.

If a quest geas is fulfilled by the geased entity, they are no longer subject to that geas. The other two types of geas (for and against a given action) last indefinitely. A geas can be removed automatically by the one who placed it. A geased entity will not attempt to free themselves from the compulsion. An Adept may attempt to remove a geas if they have a higher rank than the geas in effect. The Adept must inscribe a triangle about the geased entity, and perform the ritual of geas removal for 12 consecutive hours. If the triangle is silver or truesilver, the geased entity does not suffer the penalties for ignoring the geas during the ritual.

The Adept attempting to remove the geas has a success chance equal to five times the difference between their Rank with geas and the Rank of the geas being removed. The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the geas is removed. If the roll is greater than the success percentage, the Rank of the geas is increased by one.

Full Geas

An Adept with Rank greater than 15 with the geas spell has the power of full geas. A full geas can be placed upon an entity without their con-

sent, though it can be passively resisted. Additionally, one with the power of full geas may automatically remove (without the support of a triangle and 12 hours of ritual) a geas which is at least 5 Ranks less than their Rank with the spell.

Major Curse

Range: 20 feet + 15 / Rank

Duration: Until removed or target dies

Experience Multiple: 750

Base Chance: 15%

Resist: Passive (unless a Death-curse)

Target: Entity or Object

Effects: An Adept's Endurance value is decreased by one whenever they inflict a major curse upon a being. Note that when casting a Death-curse this Endurance point loss is in addition to any possible Endurance point loss due to resurrection. There are several types of major curses:

Affliction The Adept may choose to torment or kill their target. If the effects of the affliction curse are intended to be deadly, the target may not die as a direct result of the curse before (24 - Rank) hours have passed. The following list of sample affliction curses is provided to give the GM a guideline as to what major curses should be allowed in their campaign.

1. Target becomes totally blind, deaf or mute.
2. Target becomes senile.
3. Target suffers from a contagious disease (for example open running sores).
4. Target is transformed into a frog or other small creature.
5. Target becomes weakened and enfeebled and must be helped with any physical action.
6. Target falls into century-long sleep.

Ill Luck Add two times the Rank of the major curse spell to any percentile roll involving the target or the use any of their abilities. This may not be applied favourably.

Doom A doom is a pronouncement, by the Adept, upon an event that will occur in the target's future (e.g. "You will die by the hand of a loved one."). The statement which must be indefinite will be true unless removed. The GM should be careful as to what to allow for dooms.

Death-curse At the moment of their death, an Adept may automatically cast a major curse (unless backfire occurs). The being at which it is cast may not resist the curse. A Deathcurse must be an affliction, ill luck or doom. If a doom, it will be gasped out with the Adept's final breath.

Note Lycanthropy is considered a major curse.

11.3 Special Knowledge Rituals

Remove Curse

Duration: Immediate

Experience Multiple: 500

Resist: None

Target: A curse

Concentration Check: Standard

Effects: Every curse is rated by the Magical Aptitude (MA) of the Adept who cast it. If the curse is natural (such as Lycanthropy) it usually has an MA of 20.

There are two types of curses, minor ones and major ones. A minor curse causes its victim to suffer from a non-fatal malediction. Minor curses come from various sources, for example the spells Evil Eye (G-9) of the College of Enchantment and Enchantments, the Damnum Minatum (G-1 of the Witchcraft College) and certain backfires. Major curses normally come from the Major Curse spell (§11.2).

When a ritual of curse removal has been completed, the GM rolls percentile dice. If the roll is less than or equal to the success percentage the curse is removed. If the roll is between one and two times the success percentage, the curse remains in effect. If the roll is equal to or greater than twice the success percentage, the MA of the curse is increased by one. This ritual does not backfire in the normal fashion.

Minor Curse

Base Chance: (15 - MA of curse + 5 × Rank) %

Cast Time: 6 hours

Actions: Inscribe symbol of power

The Adept must inscribe a triangle or symbol of power about the cursed being, and perform this ritual for six consecutive hours.

Major Curse

Base Chance: (Adept's MA - MA of curse + 2 × Rank) %

Cast Time: 18 hours

Actions: Inscribe symbol of power

The Adept must have a Magical Aptitude greater than that of the curse. They must inscribe a triangle or symbol of power about the cursed being, and perform this ritual for eighteen consecutive hours. If the major curse is a death-curse, Base Chance is (Adept's MA - MA of curse + Rank) %

Precious Metals The use of triangles or symbols of power fashioned of varying amounts of precious metals causes an addition to the success percentage, per the following schedule:

Metal	Add	Cost
Silver	+ 3	1,000 sp
Gold	+ 7	10,000 sp
Platinum	+ 10	15,000 sp
Truesilver	+ 15	20,000 sp

The symbol necessary for this ritual is large enough for the target to sit in, and is inscribed in the ground. This symbol may be portable.

12 The College of Bardic Magics (Ver 2.1)

The College of Bardic Magic deals primarily with sound, language, rhythm, and the power in music, particularly the power to soothe, charm, and otherwise affect emotions. Adepts of this College are generally known as Bards. Many Bards are employed as court musicians, though a number exercise their art as sole practitioners, wandering the highways and byways of the land.

Almost all Bards have performance skills, often highly ranked. Alongside this they often have the Spy skill which is complemented by certain of the magics of this College. It is not unknown for Bards to pass themselves off as simple musicians or entertainers in order to infiltrate unfriendly courts. It is this fact, and the consequently secretive nature of this College, which has led to its relative obscurity.

The principal difference between this college and all others is that the spell's verbal component is usually sung, instead of spoken. Furthermore, because a musical instrument may be used to enhance the effect, Bardic spells have little or no somatic component. It is almost impossible for a Bard to cast quietly.

Traditional Colours

Bards usually wear an item of a particular shade of deep blue, sometimes known as Harper Blue, somewhere on their person. Otherwise they tend to dress to the occasion.

Traditional Symbols

The symbol of the Bardic College is a golden harp. This may be worn as a brooch or amulet or embossed on the Bard's instrument if appropriate.

12.1 Restrictions

Adepts of the College of Bardic Magics can only practise their art in a region where sound can be heard. It is not possible to practise Bardic magic in a location where sound is silenced, magically or otherwise. Bardic magic may be practised underwater, but the results may vary somewhat from those expected.

The MA requirement for this College is 16.

12.2 Base Chance Modifiers

The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Bardic Magics:

For each Rank of Troubadour (Singing) (This bonus is only applicable when spell is sung)	+1
Area is acoustically excellent	+5
Area deadens sound	-5

All modifiers are cumulative.

12.3 Talents

Concealed Casting (T-1)

Experience Multiple: 150

Effects: The Adept is able to conceal the casting of a spell within the words of a mundane song. If an observer is listening intently the observer

may make a ($2 \times \text{PC} - \text{Rank}$) check to notice. The bard may not make any movements which are inappropriate to the song being sung. All aspects of the spell (including Base Chance) must be cast at the lower of this talent and the spell's Rank and the Base Chance is further reduced by 20%. This Talent only functions with spells of the Bardic College.

Enhanced Hearing (T-2)

Experience Multiple: 75

Effects: The Adept is able to hear sounds too faint to be heard normally. The Rank of this talent should be added to the Adept's perception for the purposes of detecting sounds only. This talent can be activated and deactivated at will, and the Adept may be temporarily deafened by loud noises while it is activated.

Melodic Memory (T-3)

Experience Multiple: 75

Effects: The Adept can attempt to commit to memory any sounds that they can hear. The Adept must concentrate to activate this talent, and the Adept's player should represent this by taking down key words and phrases. By means of this talent the Adept can memorise music, dramas, dialogue etc. even if they cannot understand them. The Adept's chance of success to recall the sounds is $2 \times \text{PC} (+ 5 / \text{Rank}) - 5 / \text{week}$ since the sounds were heard. If the Adept rolls above their Base Chance the higher the roll the greater the degree of error.

Project Voice (T-4)

Experience Multiple: 75

Effects: The talent allows the Adept to project their voice so that it may be heard clearly everywhere within 25 feet ($+ 25 / \text{Rank}$).

12.4 General Knowledge Spells

Clairaudience (G-1)

Range: 15 feet + 15 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 200

Base Chance: 15%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept creates an invisible, intangible ear that can be moved about within the spell's range. The ear appears in the same hex as the Bard, and operates as a normal ear except that it is not physically attached to the Bard. The Adept may move the ear at a TMR of up to the Rank of the spell, taking pass actions to do so. The ear may be detected by Witch-sight or similar means of detection. If the ear takes any magical damage (it may be struck by a magical weapon) it is destroyed and the Adept is stunned. It cannot be used to target spells. In the area of a Confusion of Tongues spell the Adept will only hear meaningless jumbled words. Clairaudience will not penetrate the volume of a Shell of Silence spell.

Enchant Instrument (G-2)

Range: Touch

Duration: 10 minutes + 10 / Rank

Experience Multiple: 100

Base Chance: 25%

Resist: None

Storage: Investment

Target: Musical Instrument

Effects: With this spell the Adept draws on the resonance left in an instrument from it having been played. The spell enchants one musical instruments so that a being may play it at an effective Troubadour Rank equal to $0 + (1 / 3 \text{ or fraction ranks})$, whether or not they know how to play that form of instrument. This Rank may not exceed the maximum Rank the instrument being targeted has previously been played at.

Ethereal Orchestra (G-3)

Range: 25 feet + 25 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 100

Base Chance: 35%

Resist: None

Storage: Potion

Target: Self

Effects: Creates magical accompaniment for the Adept's performance. The accompaniment consists of the sounds of one instrument plus one per three full ranks. The Adept must be familiar with music made by their chosen instruments, but need not be able to play the instruments themselves. This accompaniment increases the effective Rank of the performance by $1 (+ 1 / 5 \text{ Ranks})$ without bestowing new skills, or affecting quasi-magical abilities or base chances. The maximum volume generated may not exceed that of loud chanting, and the accompaniment can be heard clearly everywhere within the range of the spell.

Exhortation (G-4)

Range: 25 feet + 25 / Rank

Duration: Concentration: no maximum

Experience Multiple: 200

Base Chance: 15%

Resist: None

Storage: Potion

Target: Self

Effects: By means of this spell the Adept may attempt to affect the mood of a crowd, inciting a riot or calming a mob. The reaction roll of the crowd is modified by $+5\% (+ 1 / \text{Rank})$. Once the Adept ceases to play and/or sing, the spell ceases to be in effect, but the effects may continue as determined by the GM.

Quietness (G-5)

Range: 1 foot + 1 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 100

Base Chance: 30%

Resist: None

Storage: Potion, Investment

Target: Entity

Effects: The sounds of the target's movement are partially deadened. The effect of this is to

add 5% (+ 1 / Rank) to Stealth. Any Entity attempting to cast Bardic magic while under the effect of this spell suffers a 5 penalty to their Base Chance due to the deadening of sound.

Mockery (G-6)

Range: 15 feet + 15 / Rank

Duration: 10 seconds + 10 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: Active, Passive

Storage: Investment

Target: Sentient Entity

Effects: The Adept sings or orates a song or poem, detailing the target's shortcomings and inflicting general abuse, insults and mockery. A target that fails to resist may be embarrassed, shocked, humiliated, indignant or infuriated as appropriate to their personality. Whatever the emotional effect, the character is distracted, and may do nothing other than attempt to silence the Adept (by what-ever means they wish) or take pass actions for the duration of the spell. A check of $1 \times \text{WP}$ may be made at the end of the pulse following the pulse in which the spell is cast and every pulse thereafter. Once the target successfully makes a check the spell ends. The target must be able to hear and understand the Adept in order for the spell to have any effect.

Shatter (G-7)

Range: 5 feet + 5 / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 25%

Resist: Special

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: The Adept shrieks in an unnatural and piercing fashion, creating ethereal dissonance that can destroy objects. The Adept may affect an object of no more than 0.5 pounds (+ 0.5 / Rank). Additionally, the Rank of this spell determines what material may be destroyed:

Rank Material

0-3 4-6 7-9 10-12 13-14 15-16 17-18 19-20

glass, mirror ceramics crystals stone gems bone or ivory hard metal (iron) soft metal (bronze)

Note that the base MR of objects is 0. Crafted objects and those made of precious materials receive bonuses to their resistance rolls, as detailed below. Shaped magical items are immune to the effects of this spell. Possessions have their owners MR. These bonuses are cumulative. Crafting modifier: $2 \times \text{Artisan Rank}$; material modifiers: Silver +5%, Gold +10%, Truesilver +15%, Precious gems, etc. +20%. The GM should only apply the modifier of the material that makes up the majority of the object.

Silent Sounds (G-8)

Range: Touch

Duration: 10 minutes + 10 minutes / Rank

Experience Multiple: 100

Base Chance: 35%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: The target object generates sounds which are almost inaudible, but affect living entities within 5 feet (+ 5 / Rank) rendering them either edgy and more susceptible to fear and awe, or tranquil and less prone to fear and awe. Affected beings either add or subtract 1 (+ 1 / Rank) to rolls made on the fright or awe tables as appropriate.

Soothe the Savage Beast (G-9)

Range: 5 feet + 5 / Rank

Duration: Concentration: no maximum

Experience Multiple: 200

Base Chance: 25%

Resist: Passive

Storage: Potion

Target: Self

Effects: The Adept plays or sings soothing music which causes any living non-sentient entities within or entering the area of effect to resist or be pacified. Animals that do not resist must make a check against $2 \times \text{WP} - \text{Rank of Spell}$ to attack the Adept, and a check against $2 \times \text{WP}$ to initiate any attack whilst in the area. The creature's reaction roll is increased by 10% (+ 2 / Rank), but the reaction roll may not be made to exceed 95 by the effects of this spell. If any soothed entity is attacked, or the Adept ceases to play and/or sing, the spell ceases to be in effect.

Speaking Beasts (G-10)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 35%

Resist: None

Storage: Investment

Target: Animal

Effects: This spell confers any one language known to the Adept at Rank 6 or greater, upon an animal (beast, avian, or aquatic; any non-sentient able to vocalise sounds) for the duration of the spell, at a language Rank equal to 1 (+ 1 / 5 Ranks).

Ventriloquism (G-10)

Range: 10 feet + 10 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 150

Base Chance: 40%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept may project their voice so that it appears to be emanating from anywhere within the range of the spell. Also, it may be altered so that it sounds like any other voice or voices the Adept has heard and memorised with the Melodic Memory talent. For every five complete ranks the Adept can project an extra simultaneous and independent voice.

12.5 General Knowledge Rituals

Implanting Sounds (Q-1)

Range: 10 feet + 10 / Rank

Duration: 1 week + 1 / Rank; Permanent at Rank 20

Experience Multiple: 250

Base Chance: 20% + 4% / Rank

Resist: None

Target: Object or Area

Cast Time: 1 hour

Actions: Perform song or sounds **Concentration Check:** None **Effects:** This ritual creates a type of ward, implanting a sequence of sounds (which may be words, spoken or sung) of up to 10 seconds (+ 10 / Rank) duration into an object or area. The Adept may determine the triggering conditions, in the same way as a ward. Additionally, sounds implanted into an object may have a range of "Touch" thus being triggered by a tactile cue, usually simply the object being touched. The sound will be emitted each time the triggering conditions are met, up to a maximum of $1 (+ 1 / \text{Rank})$ times. The volume of the sound produced may not exceed that of loud ringing bells. The ritual dissipates at the end of its duration or if the Bardic General Knowledge counterspell is cast on the target. If the ritual backfires, the sounds are triggered immediately and will repeat Rank times, or until counterspelled.

Recitation (Q-2)

Range: Touch

Duration: Special

Experience Multiple: 200

Base Chance: 25% + 4% / Rank

Resist: None

Target: Object, Area or Entity

Cast Time: 1 hour

Actions: None **Concentration Check:** Standard **Effects:** At the completion of this ritual the Adept will enter a trance, during which they will recite a legend or story relating to their current location, to an object held in their hands, or to an entity they are touching. If no such story exists, or the ritual fails, then the Adept will recite some amusing but trivial song. If the ritual backfires the legend will be false. The amount of information received is related to the Bard's Rank with this ritual. If the GM prefers this may be played as obtaining an answer to 3 (+1/3 ranks) short questions related to the location, object or entity which will be answered in "legendary" terms. This ritual may not be repeated on a given target more than once per season.

12.6 Special Knowledge Spells

Charming (S-1)

Range: 50 feet + 5 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 400

Base Chance: 25%

Resist: Active, Passive

Storage: Investment

Target: Entity

Effects: The Adept can influence the actions of an entity who fails to resist, provided that the target can hear and understand the Adept. The target will see the Adept as their true friend and will readily accept most suggestions emanating from them. Sworn enemies of the Adept (or of their race) will not be affected by this spell. Any suggestion that is not directly and obviously inimical to the target's interests (as defined by the GM, but usually limited to actions that would be

injurious or fatal) will be acted upon 90% of the time. The Adept may only ensure 100% compliance with a request by making it an order in which case the target makes an immediate Resistance Check. Any suggestion that would lead to the target's injury or death results in an immediate Resistance Check. If successful the spell is broken. Otherwise, the target accepts the order and will carry it out faithfully for the duration of the spell.

Compel Speech (S-2)

Range: Touch

Duration: 1 minute + 1 / Rank

Experience Multiple: 200

Base Chance: 25%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target entity must resist, or be compelled to speak continuously on random subjects. Should anyone put a question to the entity they must make a 3 × WP - Spell Rank check or speak to the question. The entity is not compelled to speak the truth by this spell, or any particular language, and may cast spells.

Comprehending Tongues (S-3)

Range: Self

Duration: 10 minutes + 10 / Rank

Experience Multiple: 300

Base Chance: 15%

Resist: None

Storage: None

Target: Self

Effects: Enables the Adept to speak and understand one language at a Rank equal to 1 (+ 1 / 4 Ranks). The Adept must have heard the language that they wish to speak. The language may be nominated by name, or by choosing to speak a language that the Adept has memorised some words and phrases from using the Talent of Melodic Memory. This spell allows the Adept to be understood, but confers no other bonuses.

Confusion of Tongues (S-4)

Range: 15 feet + 15 / Rank

Duration: 10 seconds + 10 / Rank

Experience Multiple: 350

Base Chance: 10%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: All entities within the radius of effect of the spell who fail to resist become unable to communicate in or understand any verbal language whilst within the affected area. The affected area is a circle with a radius of 5 feet (+ 5 / Rank). Affected entities may not use the Military Scientist "time out" ability. They can cast spells and trigger items, but if casting, the backfire threshold (i.e. +30 or +40) is decreased by 5% (+ 1 / Rank).

Dance of Swords (S-5)

Range: 5 feet + 5 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 250

Base Chance: 15%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: While under the effect of this spell, the target may cavort and leap with surpassing grace and extravagance by evoking the magic of the dance. The target may walk and act in all ways normally, however, when they enter combat they may "dance" adding 2 (+2 / Rank) to their Defence provided they move at least 1 hex each pulse. If the target is unwillingly confined to a single hex (by the effect of melee zones for example) the target must halve the defence bonus due to this spell. If the target is unable to move freely (in close combat or stunned) then no defence bonus is awarded. The target may also subtract the Rank of this spell from the dice roll for any AG Check solely involving Agility (e.g. avoid knockdown, leaping pits etc.).

Enthralling Audience (S-6)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 25%

Resist: Special

Storage: Invested, Ward

Target: Sentient living entities

Effects: All entities who willingly listen to the song sung by the Adept will perceive a succession of evocative images which illustrate the song being sung. These images are hallucinatory in nature, having no external reality, but are seen by the audience. No resistance check needs to be made by those who do not submit willingly to the effects of the spell, but they will not perceive the images.

Those who submit to the effects will be enthralled by the images and may take no other action, unless and until their concentration is broken by physical contact with an external entity or force. The Adept must continue to sing throughout the duration.

Shout of Thunder (S-7)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 250

Base Chance: 25%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The Adept projects a thunderous shout of rage at the target. If the target fails to resist it suffers [D - 5] (+ 1 / Rank) damage and is automatically stunned. The target will also be deafened for [D - 5] (+ 1 / 2 Ranks) minutes and will have a very nasty headache which will make concentration one level more difficult until it wears off or is cured by a healer. There is a chance equal to 5% + 1 / Rank that this deafness will be permanent until cured by the arts of a Healer of Rank 4 or greater, or by the Ritual of Cure Deafness and Muteness. The sound is clearly audible in the area surrounding the target.

Inspirational Song (S-8)

Range: 15 feet + 5 / Rank

Duration: 20 seconds + 5 / Rank

Experience Multiple: 300

Base Chance: 15%

Resist: None

Storage: None

Target: Sentient Entities

Effects: The Adept sings a song of inspiration mentioning the name of each target. The spell will affect 1 target (+ 1/3 or fraction Ranks) who each gain 1 (+ 1/2 Ranks) to their Strike Chances, and 1 (+ 1 / Rank) to Fear Resistance rolls and Rally Chances. Targets must be able to hear and understand the Bard. The Adept must sing or orate for the entire duration of the spell, or the effect ceases. The Adept may perform other actions as long as they have no vocal requirement.

Satyr's Dance (S-9)

Range: 5 feet + 5 / Rank

Duration: Concentration: Maximum 10 seconds +

10 / Rank *Experience Multiple:* 450

Base Chance: 10%

Resist: Active, Passive

Storage: Potion

Target: Self

Effects: The Adept sings and dances in a hypnotic pattern, entrancing all in range who fail to resist, and forcing them to join in the dance. All dancers (including the Adept) may move at 1/2 TMR (round up), but are unable to take any other action. The area of effect moves with the Adept and all victims will attempt to stay within range. Any entity that enters the area of effect must resist or suffer the same fate. The Adept must be seen and heard for a target to be effected. Victims of this song get an additional resistance roll every pulse that they are attacked or restrained, or somehow prevented from being within the area of effect.

Shell of Silence (S-10)

Range: 10 feet + 1 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 150

Base Chance: 15%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept creates an invisible spherical shell with a diameter equal to 15 feet (+ 5 feet for every 5 Ranks). Sound created within this shell is totally inaudible to entities outside the shell and vice versa. A Clairaudience spell projected from outside the shell cannot penetrate it.

Silver Tongue (S-11)

Range: Self

Duration: 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 25%

Resist: None

Storage: Potion

Target: Self

Effects: Everything that the Adept says becomes more convincing and believable. This ability does not force listeners to believe the Adept, and obvious lies where there is evidence to the contrary will be quickly dismissed. But in

the absence of such evidence, or when the lie is not blatant, listeners will tend to take the Adept at their word. All natural or magical abilities that are normally able to determine whether the Adept is lying or telling the truth suffer a negative modifier to their Base Chance of 20% (+ 5 / Rank). Those abilities that always work or have no BC may be presumed to have a BC of 100% for these purposes. In addition, no magical ability is able to coerce the Adept to speak truthfully.

Siren Song (S-12)

Range: 5 feet + 5 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 250
Base Chance: 15%
Resist: Active, Passive
Storage: None
Target: Entity

Effects: All entities within the range of the spell and able to hear the Adept, must resist or feel a sudden affection for the Adept. They will then be unable to carry out any action that might harm the Adept. However, if the Adept carries out any hostile action towards an entity or the entity is rendered no longer able to hear, that entity will be released from the spell. The Adept must continue to sing for the duration or the spell ceases to be in effect.

Slumber Song (S-13)

Range: 5 feet + 5 / Rank
Duration: Until waking
Experience Multiple: 250
Base Chance: 30%
Resist: Special
Storage: Investment
Target: Entity

Effects: The Adept plays a song that affects one willing entity (+ 1 / 3 or fraction ranks) causing them to drift into a normal sleep. All affected targets fall asleep in 4 minutes (10 seconds / Rank, minimum of 30 seconds). The targets will remain asleep until disturbed or they awaken normally. The resulting sleep is healing and refreshing allowing the targets to regain 1 (+ 1 / 5 full Ranks) more FT per hour while under its effect.

Whispering World (S-14)

Range: 100 miles + 100 / Rank
Duration: Immediate

Experience Multiple: 250
Base Chance: 20%
Resist: None
Storage: potion
Target: Self
Effects: The Adept whispers a message consisting of no more than 5 words (+ 5 / Rank). The message travels to the recipient, who must be known to the Adept, taking D10 + (distance travelled / 100) hours. The recipient's surroundings (such as trees, waves or wind) whisper the message to the recipient. There is a once times perception chance that any Bard engaged in concentration will "overhear" a whisper which passes by their location.

12.7 Special Knowledge Rituals

Cure Deafness and Muteness (R-1)

Range: Touch
Duration: Immediate
Experience Multiple: 200
Base Chance: 25% + 4% / Rank
Resist: None
Target: Entity
Cast Time: 1 hour
Material: None

Actions: Singing Concentration Check: Standard Effects: The target is cured of deafness or muteness, whether of natural or magical origin. Only those born deaf or mute cannot be affected by this ritual.

Resounding Instrument (R-2)

Range: Touch
Duration: 4 weeks + 2 / Rank
Experience Multiple: 250
Base Chance: MA + 4% / Rank
Resist: None
Target: Musical Instrument
Cast Time: 6 Hours
Material: Instrument

Actions: Playing instrument Concentration Check: None *Effects:* This ritual enchants a instrument, which must be of religious or martial nature, such as trumpets, horns, bagpipes, drums, bells, or gongs. The enchanted instrument can be heard at its normal volume (usually loud) throughout an area with a radius equal to 1 mile (+ 1 / Rank). The effect may be made permanent if the Adept chooses to permanently expend a point of Endurance. If the ritual backfires the instrument will be destroyed in addition to the normal backfire effect.

Sound of Doom (R-3)

Range: Sight
Duration: Immediate
Experience Multiple: 400
Base Chance: MA + 3% / Rank
Resist: None
Target: Structure
Cast Time: Special
Material: Musical Instrument

Actions: Playing trumpet and walking Concentration Check: Standard Effects: The Adept marches around the structure, within earshot of the walls, playing a musical instrument. The music must be able to be clearly heard at the structure. The size of structure which may be encompassed is 50 feet (+ 50 / Rank) in diameter. The structure begins to shake and vibrate, and at the end of the ritual, if it is successful, the structure falls apart. The Adept must walk slowly (1 mph) around the target until they have completely encircled the target at least once, and have marched for at least an hour.

The Piper's Song (R-4)

Range: 30 feet + 30 / Rank
Experience Multiple: 400
Base Chance: MA + 3% / Rank
Resist: None
Target: Self
Cast Time: 1 hour
Material: Instrument (usually pipe)

Actions: Playing instrument and walking Concentration Check: Standard Effects: The Adept nominates one type of nonsentient entity which normally forms swarms, packs or herds (e.g. rats, locusts, wolves, elephants) at the start of this ritual. The size of the entity which can be affected is dependent on Rank: Rank 0–5, entities less than 1lb in weight can be affected; Rank 6–10, entities less than 10lb; Rank 11–15, entities less than 100lb; Rank 16 and above, entities greater than 100lb. The Adept then begins to play a tune which has a compelling effect on all entities of the target type. The area of effect moves with the Adept, and as they play and walk, all of these entities within range will begin to follow the Adept, growing into a horde. At the end of at least 1 hour the Adept gives a single command to the horde. The wording of this command may not exceed 1 word (+ 1/3 or fraction Ranks). The command will be obeyed for a period of 1 hour (+1 / Rank).

13 The College of Binding and Animating Magics (Ver 1.2)

Members of the College of Binding and Animating Magics specialise in the binding, manipulation and animation of nonliving matter; they are commonly known as Binders. Binders tend to be less concerned with the theory and philosophy of magic than members of the other Thaumaturgical Colleges, and are usually more inclined to tinker around until something works. Binders are often accused of lacking empathy, because of the amount of time they spend associating with inanimate objects. However, many Binders cultivate an impish sense of humour, which their College gives ample opportunity to develop. The College has been cloistered until relatively recently, and it is not well known. Much of the Binders' knowledge was lost during the Fall. They are found almost exclusively in highly developed and civilised areas.

Most Colleges are scornful of Binders, due to their reputations as tricksters and their lack of direct combat magics. They are also mocked for their strong association with the artisan trades, such as Carpentry, Sculpting and Smithing. Many Binders possess at least one such skill, Mechanician, or Philosopher specialising in engineering, architecture and the like, as all of these abilities complement the College's mechanistic style of magic

Traditional Colours

Binders do not have traditional colours, but tend to wear practical work clothes, usually with a leather apron anchored in place, and bedecked with tools.

Traditional Symbols

The College's traditional symbol is that of many cogwheels, each turning others, in an endless chain. However, the populace generally associates the College with the Rag and String Golems that many Binders use as followers and helpers.

13.1 Restrictions

A Magical Aptitude of 17 is required to join the College. Members of the College of Binding and Animating Magics may operate without restriction.

13.2 Base Chance Modifiers

The following modifiers are cumulative with all other modifiers (including those specified in §7.4).

Rituals: Per 10% extra spent on Ritual materials	+1
Spells: Per hour of Ritual Spell Preparation	+1
Per Rank in Mechanician or Philosopher	+1

Note: Rank in Mechanician OR Philosopher may be applied, not both.

13.3 Golem Definitions

Assistants An assistant may be used to provide skills or abilities which the Binder does not possess. The assistant must be present

throughout the entire ritual. If using an assistant's skill to craft a golem, the assistant's rank may affect the PB of the golem but not the base chance of performing the ritual.

Construction Time Each golem type has a base construction time. This is multiplied by the height of the golem in feet (round up). This assumes that the adept has the requisite quantity of materials on hand and the tools or ability to shape the material.

Crafting Golems To perform a Shaping Golem ritual the binder must have all of the materials on hand. They must also have the tools and skill to shape the material, or an assistant with the appropriate tools and skills.

Magical Materials The following statistics are for golems made of non-magical materials. Golems made of magical, enchanted or formerly enchanted materials are less predictable. A Binder attempting to use enchanted materials should exercise the utmost caution. Some golems may turn out fine, possibly even with beneficial side-effects, others may be actively inimical.

Material Costs This is the cost for magical materials to perform the ritual. The cost of materials for the golem itself is additional to this.

Upgrades When an Adept increases their rank in a golem ritual they may upgrade existing golems to their new rank. This requires the performance of the ritual. The time required is the base time for the golem (no matter how big it is).

Weathering / Deterioration When a golem is crafted or animated, the magic involved does not provide any sort of protection from normal weathering (i.e. Clay will dry and crumble, cloth will get torn, wood will rot, iron will rust, etc). Separate preservation magics may be cast on a golem to reduce or prevent normal weathering.

13.4 Talents

Activate Golem (T-1)

Effects: This talent requires 1 pulse of active concentration. It costs 2 FT to attempt this talent which activates an inactive golem. If the golem is one which the Adept has constructed then the talent automatically works; otherwise the chance of success is the Adept's chance of creating a golem of that type. This talent may not be ranked. The adept who activates a golem is considered its master.

Detect Enchantment (T-2)

Range: 30 feet (+ 5 / Rank)
Experience Multiple: 50
Base Chance: PC + 3% / Rank
Effects: This talent determines whether an item, person, or area in line-of-sight and within range is currently under an enchantment or magical effect. The Adept can tell whether the enchantment is a current spell or ritual, a

warded, invested, or permanent effect, is contained in a trap or is a curse. A double effect will reveal the general nature of the spell (eg. defensive, summoning, damaging) and the effective Rank or remaining duration of the enchantment. In addition, a triple effect will tell the Adept the exact name of the magic (eg. Wall of Bones, Hellfire), or the College of the spell.

Once the initial, most recent, magical effect has been successfully detected, older enchantments on a target with multiple layers of magic may also be detected. This may be continued while the Adept continues to succeed in detecting Enchantments. However, only one attempt per quarter may be made to detect any given enchantment. If a new enchantment occurs, the Adept may attempt to detect it, though this in no way affects the status of the old layer. If an old, unsuccessfully detected enchantment expires, the Adept may attempt to detect any newly revealed magic beneath it.

If the Adept is in contact with the target then the base chance of this talent is improved to PC + 5% / Rank.

13.5 General Knowledge Spells

Adhesion (G-1)

Range: 10 feet + 10 / Rank
Duration: 5 minutes + 5 / Rank
Experience Multiple: 175
Base Chance: 35%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Volume
Effects: The surface of a non-living solid, up to 1 cubic foot (+ 2 / Rank), is magically enchanted to adhere to any objects coming into contact with it. Once stuck, an object is released when the spell's duration expires, or the applied PS + D10 exceeds the spell's PS of 10 (+ 2 / Rank), which tears the object free (the durability of some objects may be less than the force required to tear them free from the spell). Several individuals may combine their PS to free an object. Being broken free of the area of the Adhesion, or resisting a particular contact, in no way protects the object from becoming stuck if brought into contact with the affected area again, nor is the spell in any way broken by having an object torn away; the area remains as adhesive as before. Except for the crowding of the area, there is no limit to the number of objects that may be stuck with this spell. The chance of a person coming into contact with an adhesive portion of a hex is 10% / Rank applied to that hex.

Animating Objects (G-2)

Range: 10 feet + 5 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 300
Base Chance: 20%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Object
Effects: This spell may be used to animate any one object, of up to 10 pounds (+ 10 / Rank) in

weight. By taking a pass action the Adept may control the actions of 1 (+ 1 / Rank) previously controlled animates within range. Once set in motion, the animates will attempt to carry out the action until ordered otherwise. The animates will move about in a manner applicable to their shape. Their TMR will not exceed 4.

Animates have a nominal PS value of 5 (+ 1 / Rank) though this will have limited effect on objects made of flimsy materials. Their strike chance will be no more than 20% (+2% / Rank), with a maximum of D+2 damage. The animate will cease to function if the object is destroyed, or a Binder General Knowledge Counterspell is cast on it. An animate is an object, but may also be targeted as an Entity. If an animate is created through the use of a Ward or Magical Trap, it will receive one command determined when first cast.

Bound Speech (G-3)

Range: 1 foot + 1 / Rank
Duration: 1 day + 1 day / Rank
Experience Multiple: 200
Base Chance: 40%
Resist: Passive
Storage: None
Target: Object, Area of Object
Effects: This spell allows the Adept to record a verbal message in an object, and defines the conditions under which the message will be replayed. This spell operates in most respects similarly to the Ward ritual, except that the range is the range of this spell or touch, and a message is stored instead of a spell. The message is replayed exactly as the Adept recorded it, and may contain any verbalisations that the Adept is capable of. The message may not exceed 5 words (+ 3 words / Rank). Unlike the Ward ritual, the message may be triggered one additional time per two full Ranks.

Durability (G-4)

Range: 10 feet + 5 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 250
Base Chance: 25%
Resist: None
Storage: Investment, Ward, Magical Trap
Target: Object
Effects: One object weighing up to 2 pounds (+ 2 / Rank) may be made more resilient and less susceptible to damage. The item becomes almost as strong as steel of the same thickness, without losing any flexibility. The item cannot be broken unless exposed to stresses beyond that which steel could withstand, given the object's size and shape. The strength is improved with rank to a maximum of slightly stronger than steel.

This spell does not protect against soiling, corrosion or fire or any forms of damage other than physical stress.

A weapon treated with this spell allows the wielder to add 2% per Rank of the spell to any roll to save the weapon from breaking. Armour protected by this spell will have 2 extra Protection (+ 1 / 10 full ranks) to a maximum of the equivalent Steel armour. At Rank 20, 1 may be

added to this maximum.

Note that the added Protection replaces (rather than adds to) any other Protection bonuses due to a material's strength (eg Armourer bonuses). If the item is broken, or armour suffers damage from a Specific Grievous, the magic is dispelled.

Mending (G-5)

Range: Touch
Duration: Immediate
Experience Multiple: 150
Base Chance: 40%
Resist: None
Storage: Investment
Target: Parts of an Object, Golem
Effects: Any single object weighing up to 10 pounds (+ 10 / Rank), or one Golem, can be mended. A mended object becomes exactly as it was before it was broken or deformed. Any pieces missing when the spell is cast will remain missing when the object is mended. Mending used to fix objects with an effective Artisan Rank greater than that the Adept possesses will degrade the object's effective rank. Magical items made mundane through breaking will remain mundane even after the use of a Mending. The Spell of Mending may be used on a living creature that has been transformed into stone, and subsequently broken. This requires that the Binder be a Sculptor of at least Rank 8. A Spell of Mending may be used to repair Golems. It may repair either a Specific Grievous injury, or all general Endurance damage.

Modify Aura (G-6)

Range: 5 feet + 5 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 100
Base Chance: 30%
Resist: None
Storage: Investment, Ward, Magical Trap
Target: Object, Entity
Effects: This spell allows the Adept to be able to modify the aura strength of any one object or entity. The target object may be up to 20 cubic feet (+ 20 / Rank). The strength of the aura increases or decreases by up to 1 + (1 / 4 Ranks) on the table below. This spell does not alter the target's aura in any other way.

Aura	Equivalent
0	No Aura
1	Magic (magical wall, illusion)
2	Formerly Living Composite (chair, stew)
3	Formerly Living (dead orc, log)
4	Non-Sentient Animates (stone golem) and Non-sentient Undead (skeleton)
5	Living Plants (rose, oak)
6	Living Animals (dog, cat)
8	Sentient Animates (flesh golem) and Sentient Undead (vampire)
9	Living Sentient (human, sphinx)
10	Long Living Sentient (dragon, titan, elf)
15	Avatar (material form of a Demon, etc.)

Minor Creation (G-7)

Range: Touch
Duration: 15 minutes + 15 / Rank
Experience Multiple: 250
Base Chance: 40%
Resist: None
Storage: Investment
Target: Object
Effects: The Adept may create a simple, common object from a larger source of its constituent substances by reaching into the source and withdrawing the object. For example, the Adept may reach into a tree and produce a staff. One (+ 1 / 5 full Ranks) different substances may be combined into a single finished object with this spell. The substance sources are in no way damaged or reduced by the spell. The created object will be a common example of its type and may not exceed 1 cubic foot (+ 1 per Rank) in volume, nor 1 lb (+ 1 lb / Rank) in weight. The object is physically real with all normal attributes. The object may not be created enclosed by or enclosing anything. Complicated or fine quality objects may not be created without the appropriate artisan skill. No alchemical, herbal or other quasi-magical objects may be created. Created food provides no sustenance. At the end of its duration the item vanishes. The object is a magical construct and will have a magical aura, regardless of its constituent materials.

Moulding Elements (G-8)

Range: 30 feet + 10 / Rank
Duration: 5 minutes + 5 / Rank
Experience Multiple: 250
Base Chance: 20%
Resist: None
Storage: None
Target: Volume
Effects: A volume of up to 2 cubic feet (+ 2 / Rank) containing one of the four material Elements (air, water, earth, fire) can be moulded by the Adept into any form desired, and will retain that form for the duration of the spell. The Adept must immediately mould the element into the correct shape with their hands. During this time the Adept is protected from the effects of the element, which is as malleable as putty. The time taken to mould the element is dependent on the size and complexity of the object desired, but will be at least a pulse. After the initial moulding, the element will retain its shape, unless something disrupts it, when it will immediately attempt to reform, possibly around or on top of the impedance. The shaped element will have a defined boundary and shape, but will not be rigid (excluding shaped earth). The spell cannot be cast over any entity. The Adept may use applicable artisan skills to shape an object of greater than Rank 0 quality. Once the spell expires the element will act normally according to its substance, shape, and natural laws.

Preservation (G-9)

Range: 5 feet + 1 / Rank
Duration: Special
Experience Multiple: 100
Base Chance: 40%

Resist: Passive

Storage: Ward, Investment, Magical Trap

Target: Volume, a dead / undead Entity

Effects: This spell preserves and protects one animate, dead or undead entity, of up to 100 pounds (+ 100 / Rank) or a collection of small objects of a total weight not greater than 1 pound (+ 1 / Rank) against the effects of time, decay, rust, erosion or wave action. It does not confer any protection against magical attacks. It will not suspend time with regard to resurrection, poisons, curses, etc. Duration is 4 (+ Rank squared) days, but is permanent at Rank 20.

Transparency (G-10)

Range: 10 feet + 5 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 175

Base Chance: 30%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: This spell causes a volume of non-living solid material to become as transparent as high quality glass, but to otherwise retain its original characteristics. One (+ 1 / Rank) adjacent 1 foot cubes may be affected. The Adept may cause the volume to be transparent from only a single direction, by reducing the BC by 10.

13.6 General Knowledge Rituals

Linking Lifeforce (Q-1)

Duration: Permanent

Experience Multiple: 300

Base Chance: 40% + 4% / Rank

Resist: Passive

Target: Object, entity

Cast Time: 1 hour

Material: Object

Concentration Check: Standard

Effects: This ritual allows the Adept to bind an object to the life-force of an entity. The object will reflect the entity's physical condition. If the entity is well, the object will be in perfect order; if the entity is sick or wounded, the object will appear appropriately damaged; and if the entity dies, the object will seem ruined. There is no limitation on the size or type of object, but it must remain the entity's possession during the entire ritual. Traditionally, apples, roses, statues, paintings or diamonds are used. The Life-force Link may be broken by destroying the object, or by the object being beyond 100 miles (+ 100 / Rank) from the entity. The death of the entity will not break the Link. If 10,000 (- 500 / Rank) is spent on ingredients, the range is unlimited and the entity and object may occupy different planes without breaking the Link.

Petrification (Q-2)

Duration: Permanent

Experience Multiple: 200

Base Chance: 55% + 3% / Rank

Resist: Active & Passive

Target: Entity

Cast Time: 1 hour

Concentration Check: Standard

Effects: This ritual allows the Adept to either change one entity to marble-like stone, or

turn one magically petrified entity back to flesh. The entity must be present for the entirety of the Ritual. Any possessions of an entity are (un)petrified with the entity. A petrified entity is not aware of their surroundings, and has time stopped for the purposes of poison, resurrection, curses and ageing. Petrification is not fatal, although a dead entity may still be petrified. If an entity is damaged after petrification, they may be repaired with the Mending Spell if the Adept is a Rank 8 Sculptor. Any damage will be applied when the entity becomes flesh. A petrified entity weighs 3 times their normal weight.

Shaping Clay Golems (Q-3)

Duration: 3 hours + 3 / Rank

Experience Multiple: 300

Base Chance: 10% + 4% / Rank

Resist: None

Target: Object

Base Construction Time: 2 hours

Material: Clay & Rare Earths Material Cost: 100 sp

Actions: Sculpting a statue

Concentration Check: None

Effects: Turns a quantity of earth into a golem. Clay golems are susceptible to fire and immersion; exposure to either will cause D10 FT damage to the golem every minute. Fire and water based attacks do double damage. A clay golem will gradually dry out and become immobile if not kept moist. In a temperate climate a golem will lose 1 AG per day if no action is taken to prevent this. A golem which has completely dried out cannot be reactivated. During construction a clay golem may be designed to resemble a humanoid; this requires that the Adept or an assistant has the sculptor skill and is familiar with the humanoid race. The chance of the golem passing visual inspection is 40% (+4/Rank sculptor, +2 / Rank spy). Note that the golem will not pass close inspection — cold, hard skin, lifeless face.

Base Materials: Clay or any soft earth. However clay tends to be the material of preference as golems made of more crumbly earth fall apart easily.

Shaping Rag & String Golems (Q-4)

Duration: 2 hours + 2 / Rank

Experience Multiple: 250

Base Chance: 40% + 3% / Rank

Resist: None

Target: Object

Base Construction Time: 3 hours

Material: Cloth, straw & herbs

Material Cost: 50 sp

Actions: Building a golem

Concentration Check: None

Effects: Turns a small mannequin into a golem. Rag & string golems are susceptible to fire; exposure to fire will cause [D-4] FT damage to the golem every second pulse. Fire based attacks do double damage.

Base Materials: Cloth, string, rope, straw. Flexible, easily manipulable materials.

13.7 Special Knowledge Spells

Bubble of Force (S-1)

Range: 5 feet + 1 / Rank

Duration: 20 minutes + 20 / Rank

Experience Multiple: 450

Base Chance: 15%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The spell causes an iridescent bubble of force to appear. The substance of the bubble prevents the occupant(s) from interacting with the world outside the bubble other than by sight and sound. The bubble is transparent to low levels of light and sound, but it prevents damaging levels of either passing through it. The bubble is impervious from both sides. It also absorbs physical damage, including that caused by falling. The bubble is impenetrable to magic — it may not be targeted through, and area effects will not pass through the bubble. Inside, it provides a stable, warm and dry environment, with fresh air to breathe. The surface of the bubble is hard to the touch. The bubble may be rolled on a solid surface by an entity within it, by entities outside, or by a very strong wind or similar physical force. It will float on water or mud, lava and similar semi-solid substances, and may be carried by wind or current.

At Ranks 0–10, the bubble is 5' in diameter (one hex), at Ranks 11–15, it is 10' across (three hexes), and at Ranks 16–20, it is 15' (seven hexes). All the bubble must appear within range. The bubble may enclose any entities and objects completely within the target hexes, if they fail to resist. Successful resistance will cause the entity to be gently pushed aside by the bubble. If the spell is cast in a gas, the gas is displaced outside the bubble. If cast in a liquid, the liquid is displaced, and the bubble will bob to the surface. The spell may not be cast inside a solid substance, or where there is insufficient room for the bubble to form without having to displace an immovable solid. Thus the whole sphere will always appear above ground. The bubble may be dissipated by anyone casting a Binder Special Knowledge Counterspell of at least equal Rank.

Disintegration (S-2)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 300

Base Chance: 20%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: The Adept may disintegrate up to 2 cubic feet (+ 2 / Rank) of a non-magical object. If the object has any magical attributes, the spell will fail.

Frictionless Floor (S-3)

Range: 40 feet + 15 / Rank

Duration: 30 seconds + 10 / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: Up to 20 (+ 10 / Rank) square feet, or 1 (+ 1 / 2 Ranks) hexes, of contiguous surface becomes nearly frictionless, somewhat like wet ice. Footing becomes treacherous, and hand-holds non-existent. Any entity attempting to move on a frictionless surface must make a 1 × AG check each pulse, or fall prone. If they do fall, a successful AG check is required to regain their feet, and while prone, they will continue in the direction of their last movement until they clear the frictionless surface. The effect is not normally visible.

Instant Golem (S-4)

Range: 10 feet + 5 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Storage: Investment, Ward

Target: Object(s)

Effects: This spell is cast to produce a specific type of golem with which the adept is familiar (must be greater than Rank 0 in the appropriate ritual) from materials within their range.

If a sufficient quantity of materials is not within the Adept's range the spell will automatically fail.

When cast the materials within range will animate and draw together at the point where the majority of the materials are coming from. A golem will form in 20 seconds (-1 / Rank). In the pulse after it has finished forming the golem will be ready to carry out its master's commands.

The effective rank of the golem is the rank which the adept has in the appropriate ritual.

The duration of the golem is the duration of this spell. At the end of the duration the golem will collapse and its component materials will re-animate and attempt to return to their previous location and state.

Note for Investment: When Invested, the effective rank of the golem is the rank that the investing adept had in the appropriate ritual at the time of investment. The type of golem is set at the time of investment. The created golem will consider the triggerer to be its master.

Note for Ward: The type and effective rank of the golem are set at the time of warding. The Adept may also instill a basic instinct into the golem at the time of warding (e.g. kill, serve, assist, guard, dig, eat, etc.), the actions of the golem will be governed by this instinct. The instinct is always simple and indiscriminate (e.g. kill: the golem will attempt to kill anyone or anything that it perceives). The golem's master is the warding adept.

Instant Petrification (S-5)

Range: 10 feet + 5 / Rank

Duration: Special

Experience Multiple: 500

Base Chance: 1%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: This spell immediately starts to petrify the target. For the next 5 seconds, all the target's percentage chances and D10 rolls are halved. At the end of this time, they must make their resistance check. If they succeed, they may resume normal activities, otherwise the petrification runs its course, leaving the target as marble-like stone.

As with Ritual Petrification, any possessions of the target are petrified with the target. A petrified entity is not aware of their surroundings, and has time stopped for the purposes of poison, resurrection, curses and ageing. Petrification is not fatal, although a dead entity may still be petrified.

Instilling Flight (S-6)

Range: Touch

Duration: Concentration: Maximum 30 minutes + 30 / Rank

Experience Multiple: 350

Base Chance: 20%

Resist: None

Storage: None

Target: Object

Effects: This spell enables the Adept to instill a possession of up to 5 lbs (+5 / Rank) with the power of flight. The spell will dissipate if the object stops being a possession of the Adept, the Adept loses concentration, or if the object is broken. The Adept may cause the object to fly at 20 miles per hour (+ 2 / Rank). It will take off and accelerate up to full speed, or halt and land, in a single pulse. The object may support 150 lbs (+ 50 / Rank) in addition to its own weight. Naturally flexible or fragile items gain sufficient strength and rigidity to support the load. Any object or entity that falls from the flying object will move off in a random direction. If the object is about to crash into a surface, it will attempt to land, although some surfaces may be inappropriate for this (lava, sheer walls, etc.).

Itemisation (S-7)

Range: Touch

Duration: 1 day + 1 / Rank

Experience Multiple: 300

Base Chance: 25%

Resist: None

Storage: None

Target: Object

Effects: One object is transformed into a representative figurine of itself. This spell will fail if the target is not freestanding or if the target does not fit within a 5 foot (+ 1 / Rank) cube. The figurine will look like the original item but have the structural strength of soft wood and will have no moving parts. The figurine will be 1/12th of the size (min 1 inch in its longest dimension) and 1/10th the weight of the original. Any items contained within the target will not be affected, and may destroy the item as it shrinks. The figurine will revert to normal when the spell expires or the figurine is broken.

Making (S-8)

Range: Self

Duration: Concentration: maximum 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Potion

Target: Self

Effects: This spell enables the Adept to use their hands as if they were common tools. The hands do not change appearance. The Adept may freely change from the mimicry of one tool to another without re-casting the spell. This spell does not affect the damage done by Unarmed Combat. This spell does not enhance the Adept's craftsmanship, nor protect them while they work (except for the protective properties of the tools they are emulating). The tools that may be mimicked must be reasonably simple, and include: adze, auger, chisel, crowbar, hammer, hatchet, level, pickaxe, plane, pliers, plumb-bob, rock drill, saw, shovel, sickle, spoke-shave, square, tongs and mallet.

Matter Transmutation (S-9)

Range: 2 feet + 2 / Rank

Duration: 30 seconds + 30 / Rank

Experience Multiple: 400

Base Chance: 20%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: The Adept may transmute a volume of 2 cubic feet (+ 2 / Rank) of non-living matter into any other matter. The matter must retain its elemental state — solid to solid, liquid to liquid, gas to gas. The transmuted matter will retain its original size and shape, but assumes all other physical characteristics of the resulting matter. The Adept must have some familiarity with the resulting matter.

Possess Golem (S-10)

Range: 10 feet

Duration: 10 minutes + 10 / Rank

Experience Multiple: 250

Base Chance: 35%

Resist: Passive

Storage: Potion

Target: Self and Controlled Golem

Effects: The Adept's body goes into a coma and the Adept's mind goes into the body of the target golem. The Willpower, Magical Aptitude, Perception and Magic Resistance of the golem are re-placed by those of the Adept. The Adept may only use ranks in abilities which they have, and the golem has been attuned to.

During the possession the Adept uses the golem's senses. The Adept may also speak through the golem's mouth.

The Adept may cast while possessing any non-iron golem; however, the FT cost of the magic is applied to the Adept's body and the host golem. The Adept cannot cast if the host golem has no FT; backfires affect the Adept's body and the host golem (if applicable).

If the host golem takes Endurance damage then the adept's body takes half of that amount as FT damage. If the host golem is knocked unconscious or killed then the adept must make a Willpower check or fall unconscious for D10 minutes; the multiple is × 2 for unconsciousness or × 1 for death.

Unfastening (S-11)

Range: 10 feet + 10 / Rank
Duration: Immediate
Experience Multiple: 250
Base Chance: 30%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Entity or Object
Effects: This spell unfastens, opens or unties all closures, buckles, straps, ties, knots, locks and other fastenings on the target (causing most armour, clothes, and packs to fall off). This will not undo stitching or weaving, and it will not cause any damage to the target. If targeted on an entity then all of their possessions will be affected by the spell.

Wall of Dust and Sand (S-12)

Range: 20 feet + 10 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 150
Base Chance: 20%
Resist: None
Storage: Investment, Ward, Magical Trap
Target: Area
Effects: This spell summons and binds together particles of dust and sand to create a wall with the strength and solidity of sandstone. The wall may be 15' tall 20' long 1' thick, or a ring 10' high with a 10' diameter, or a pillar 15' high with a 4' diameter. The Adept may increase any dimension by 1' / Rank. The Adept determines the position and orientation of the Wall, but at least one edge must be affixed to a solid surface. The fixed edge of the wall will bind fast to the adjacent surface, and can support the rest of the wall. Any entity that is in the area of the wall when it is cast will be ejected to the closest point outside the wall — if this is impossible, the wall will not appear. The wall may be destroyed by inflicting 100 points of damage, or a 5' × 5' × 5' hole may be caused by inflicting 50 points of damage.

Wall Walking (S-13)

Range: Self
Duration: 10 seconds + 10 / Rank
Experience Multiple: 450
Base Chance: 10%
Resist: None
Storage: Potion
Target: Self
Effects: This spell allows the Adept to pass through solid matter by becoming insubstantial. However, they may not pass through cold iron. The Adept has a TMR of 1 while within solid matter, and may move in any direction, including up and down. The Adept gains no ability to see through solid matter, but may breathe in it. While under the effects of this spell, the Adept is virtually immune to physical damage except that inflicted by cold iron, but conversely cannot harm anyone in melee unless they use cold iron in return. If the Adept is caught in a solid object when the spell expires, they lose the ability to breathe in solid matter, and are trapped.

13.8 Special Knowledge Rituals**Binding Permanency (R-1)**

Range: 5 feet
Duration: 1 Day (+1/Rank) or Permanent
Experience Multiple: 400
Base Chance: 20% + 4% / Rank
Resist: None
Target: Spell or Ritual
Cast Time: 1 hour
Material: Special
Concentration Check: Standard
Effects: This ritual enhances the duration of one of the Adept's spells or rituals belonging to the College of Binding and Animating Magics. The magic must have been cast previously, and have sufficient duration to last throughout the ritual. This ritual may not be used with any magics with concentration-based or indefinite, condition based duration. This ritual may be performed without material components to change the duration of the target Spell or Ritual to 1 day (+1 per Rank). Or the Adept may use the material components to change the duration to permanent. Material costs for this ritual are 10,000 sp (400 / Rank) for General Knowledge Spells, 20,000 sp (800 / Rank) for Special Knowledge Spells and for Rituals. A spell that has been enhanced by this ritual may only be removed by a Ritual of Dissipation.

Investment (R-2)

Effects: Except as noted below, this ritual is identical to the ritual of the same name in the College Magic — Investment section (§10.4). Adepts of this College learn this Ritual of Investment instead of the standard version. The Adept may invest either a spell of their own or that of a willing Mage who participates in the full ritual. If the spell being invested is contributed by another Mage, the maximum number of charges stored is half the Rank in the ritual. The maximum investable rank of the spell is Spell Rank - [(20 - Ritual Rank) / 2]. A spell whose maximum investable rank is reduced below Rank 0 may not be invested. The Adept may not have any assistance in creating scrolls.

Item Divination (R-3)

Duration: Immediate
Experience Multiple: 150
Base Chance: 2 × MA + 3% / Rank
Resist: None
Target: Object
Cast Time: 1 hour
500sp (-25 / Rank): Concentration Check:

Standard Effects: Through this ritual, the Adept discovers the exact nature of all enchantments, mechanisms, curses, side-effects, etc. placed on an item. If an item has been imbued with an Individual True Name, the name will not be revealed, but its existence will be. This ritual cannot backfire.

Major Creation (R-4)

Duration: 1 day + 1 / Rank
Experience Multiple: 250
Base Chance: 40 + 3% / Rank
Resist: None

Target: Object
Cast Time: 1 hour
Material: None
Concentration Check: Standard
Effects: The Adept may create an object from a larger source of its constituent substances by drawing forth the materials from the source. All constituent materials must be within 5 feet (+ 5 / Rank). Any number of different substances may be combined into a single finished object with this ritual. The substance sources are in no way damaged or reduced by the ritual. The created object may be any object which the adept can see or has studied and may not exceed 10 cubic feet (+ 10 per Rank) in volume, nor 50 lbs (+ 50 / Rank) in weight. The object is physically real with all normal attributes. The object may not be created enclosed by or enclosing anything. Complicated or fine quality objects may not be created without the appropriate artisan skill. No alchemical, herbal or other quasi-magical objects may be created. Created food provides no sustenance. At the end of its duration the item vanishes. The object is a magical construct and will have a magical aura, regardless of its constituent materials.

Shaping Iron Golems (R-5)

Duration: 6 hours + 6 / Rank
Experience Multiple: 350
Base Chance: 20% + 4% / Rank
Resist: None
Target: Object
Base Construction Time: 4 days *Material:* Forgeable metal & Rare Earths
Material Cost: 1,000 sp
Actions: Forging a golem
Concentration Check: None
Effects: Turns a quantity of metal into a golem. When activated an iron golem radiates a faint glow, especially its eyes, and is warm to the touch.
Base Materials: All metals which are normally solid at room temperature.

Shaping Stone Golems (R-6)

Duration: 5 hours + 5 / Rank
Experience Multiple: 350
Base Chance: 20% + 4% / Rank
Resist: None
Target: Object
Base Construction Time: 4 days *Material:* Stone & Rare Earths *Material Cost:* 500 sp
Actions: Carving a golem
Concentration Check: None
Effects: Turns a quantity of stone into a golem. Stone golems are the heaviest of all golems. Stone golems cannot be stealthy, they grind as they move. A Stone Golem can usually be heard coming from 100 yards away.
Base Materials: All types of stone or rock which are normally solid.

Shaping Wood Golems (R-7)

Duration: 4 hours + 4 / Rank
Experience Multiple: 250
Base Chance: 40% + 3% / Rank
Resist: None
Target: Object
Base Construction Time: 2 days *Material Cost:* 100 sp *Actions:* Carving a Golem *Concentration Check:*

tion Check: None *Effects:* Turns a quantity of wood into a golem. Wood golems are susceptible to fire; exposure to fire will cause D10 FT Damage to the Golem every 30 seconds. Fire based attacks do double damage. During construction a wood golem may be designed to resemble a tree, this requires that the Adept or an assistant has the Herbalist skill. The chance of the golem passing casual inspection is 40% (+ 5 / Rank Herbalist). Note that the disguise will only work if the golem is not moving.

Base Materials: All wood types, including wicker, cane and bamboo, but excluding fossilised woods and grasses. GMs may rule that unusual wood types have different properties (e.g. An iron wood golem might have +1 NA, +1 PS, + 2 EN, -2 TMR, -4 AG).

13.9 Attuning Golems

When constructing a golem, it may be attuned to certain skills or magics. The adept may attune the golem with 1 ability (+ 1 / Rank). Each skill, language, weapon, talent (racial or college), spell, or ritual counts as 1 ability. What a golem has been attuned to cannot be changed but it can be increased when a golem is upgraded.

13.10 Golems in Combat

Bleeding Golems don't bleed.

Damaged Golems Golems cannot be healed, instead they must be repaired. A golem must have positive Endurance to be activated.

Dead Golems A golem which has been killed cannot be reactivated until the damage is repaired and the appropriate shaping ritual is performed, as if doing an upgrade.

Fatigue Recovery Golems always have full fatigue on activation. They also recover 1 FT per hour while activated.

Sleep and Charm Golems do not sleep and cannot be charmed. However, if the Binder is possessing a golem, they can be slept or charmed by targeting the golem.

Stun Golems do not stun.

Unconsciousness If a golem's Endurance is reduced below 1 then it deactivates.

Weapon Ranks A golem may wield weapons. If the golem has been attuned to a weapon then it may use that weapon at Rank 0. If that weapon is also built-in to the golem (or unarmed) then it will wield the weapon at Rank (Lower of: (Rank in ritual / 2) or maximum Rank). All other weapons will be wielded as if unranked. Note that a golem will not evade or attempt any special manoeuvre (e.g. trip, disarm) unless possessed by an Adept.

13.11 Golem Intelligence

Golems have an animal level intelligence. Each golem has an animal equivalent to use as a guideline for their intelligence and temperament when their masters' instructions are unclear, incomplete or no longer applicable.

Golems are somewhat different from their animal equivalents. They have a weak survival instinct, and their strongest drive is to follow their masters' instructions.

Golem Animal Equivalents: Clay = Ox, Rag & String = Monkey, Iron = Tiger, Stone = Elephant, Wood = Dog.

13.12 Instructing Golems

Golems must be verbally instructed. Instructing a golem requires active concentration. A golem will only take instructions from its master. A golem will attempt to follow the nature and intent of the Adept's instructions.

13.13 Golem Statistics

Golem	MA	WP	PC	PB	NA
Clay	none	8	8	5+2/Rk (Sculptor)	2
Iron	none	18	15	8+Rk (Blacksmith)	8
R&S	none	10	12	1+Rk (Tailor)	0
Stone	none	20	10	6+3/2 Rk (Sculptor)	6
Wood	none	12	15	10+3/2 Rk (Carving)	4

Size	PS	MD	AG	EN	FT	TMR	Wgt
Clay							
3'	8	17	14	8	12	-1	72
4'	10	16	13	10	15	-1	128
5'	12	15	12	12	18		200
6'	14	14	11	14	21		288
7'	16	13	10	16	24		392
8'	18	12	9	18	27	+1	512
9'	20	11	8	20	30	+1	648
Iron							
4'	10	19	15	20	20	-1	176
5'	12	18	14	22	22		275
6'	14	17	13	24	24		396
7'	16	16	12	26	26		539
8'	18	15	11	28	28	+1	704
9'	20	14	10	30	30	+1	891
10'	22	13	9	32	32	+1	1100
Rag & String							
6"	3	22	20	1	3	×0.25	0.5
1'	4	21	19	2	4	×0.33	1.0
1'6"	5	20	18	3	5	×0.50	1.5
2'	6	19	17	4	6	×0.66	2.0
2'6"	7	18	16	5	7	×0.75	2.5
Stone							
5'	15	14	12	14	12		325
6'	18	13	11	16	15		468
7'	21	12	10	18	18		637
8'	24	11	9	20	21	+1	832
9'	27	10	8	22	24	+1	1053
10'	30	9	7	24	27	+1	1300
11'	33	8	6	26	30	+2	1573
12'	36	7	5	28	30	+2	1872
Per Rk	0.5	0.5	0.5	0.5	0.5		
Wood							
2'	5	16	14	8	12	-1	24
3'	6	15	13	10	15	-1	54
4'	8	14	13	10	15	-1	96
5'	10	13	12	12	18		150
6'	12	12	11	14	21		216
7'	14	11	10	16	24		294
8'	16	10	9	18	27	+1	384
9'	18	9	8	20	30	+1	486
Per Rk	0.5	0.5	0.5	0.5	0.5		

* Per Rk — Bonus to statistic per rank in the ritual. Always truncate fractions.

14 The College of Ensorcelments & Enchantments (Ver 1.1)

This College is concerned with general magic, but especially with charming and enchanting individuals and objects. Practitioners of this college are often known as Enchanters.

14.1 Restrictions

Adepts of the College of Ensorcelments and Enchantments may practice their arts without restriction.

The MA requirement for this College is 16.

14.2 Base Chance Modifiers

There are no modifiers to the Base Chance of performing any talent, spell, or ritual of the College except as listed in magic modifiers or under the descriptions of the specific spells, talents, and rituals of the College.

14.3 Talents

Wizardsight (T-1)

Experience Multiple: 150

Effects: The Adept may see objects or entities that are invisible — they appear to have a slight blue sheen around them. If the invisibility effect (excluding Walking Unseen) is of a higher Rank than the Wizardsight, the object or entity may not be clearly identified or directly magically targeted.

14.4 General Knowledge Spells

Charming (G-1)

Range: 15 feet + 15 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 500

Base Chance: 15%

Resist: Active, Passive

Storage: Investment, Ward

Target: Entity

Effects: The Adept may influence the actions of any one entity by casting a Spell of Charming over the individual. If the Generic True Name is known, the Base Chance is increased by 15. If the Individual True Name is known and used, the Base Chance is increased by 25.

The victim of the spell will then see the caster as their true friend and will readily accept most suggestions emanating from them. Sworn enemies of the caster (or of their race) will not be affected by this spell unless the victim's Individual True Name is spoken and, even then, the duration of the spell is halved.

The caster may either suggest actions to the victim or may order them to act in a certain way on pain of losing the caster's "friendship". Any suggestion that is not directly and obviously inimical to the victim's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal to the victim) will be acted upon 90% of the time. The caster may only ensure 100% compliance with a request by making it an order based upon the friendship that binds the victim and caster together. In such instances, however, the victim immediately makes a Resistance Check. If they

resist, then the spell is broken. Otherwise, the victim will accept the order and be 100% faithful to it for the remainder of the spell.

Whenever any suggestion is made that would lead to the victim's injury or death, another Resistance Check is made. If the check is unsuccessful, the victim will accept the suggestion, otherwise the spell will be broken.

For each Rank of the spell the Adept may move an additional 5 pounds or increase the speed by an additional 3 TMR.

Enchanted Sleep (G-3)

Range: 15 feet + 15 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 250

Base Chance: 15%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The Adept may send the target, provided it normally spends any time sleeping, into a deep enchanted sleep which will last for the duration of the spell or until the entity is awoken by another entity (by being shaken, etc.). The target may not be wakened if the spell is Rank 10 or higher, but must continue to sleep until the spell wears off. If a General Knowledge counterspell of this college is cast upon an affected target by any Adept then the spell will immediately dissipate and the target can then be woken normally.

Walking Unseen (G-4)

Range: 1 foot + 1 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 40%

Resist: None

Storage: Investment, Potion, Ward, Magical Trap

Target: Entity

Effects: The target of this spell may move unnoticed, not invisible. This means that it will not transmit light. As a consequence the target will cast a shadow (which may or may not be noticed depending on the lighting etc — even if noticed may not be connected to the target) and have a reflection in a mirror (or any reflective surface). However the target may not be noticed even if another entity is looking directly at him/her. It should be noted that a crystal of vision or similar would count as looking directly at the target, not as a reflection. An entity will get a perception check if the target becomes invasive on that entity's senses (e.g. standing in a frontal adjacent hex, or standing behind the entity with the target's hands over his/her eyes). Although the target is not invisible, it may be detected using any magical means for detecting invisible entities (e.g. witch'sight).

If the target of the spell is touched by another entity, or that entity's possessions, then the spell is broken. The target of the spell may not break it voluntarily (other than by, for example, touching another entity). Once broken the spell

must be recast.

Speaking to Enchanted Creatures (G-5)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 100

Base Chance: 40%

Resist: None

Storage: Investment

Target: Entity

Effects: The spell gives the Adept the ability to speak and understand the language of all magical creatures. One casting will allow communication with any fantastical creature, but will not allow the Adept to comprehend fantastical creatures talking amongst themselves or to other people affected by this spell.

Telekinesis (G-2)

Range: 15 feet + 15 / Rank

Duration: 10 seconds + 10 / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: None

Storage: Investment, Ward

Target: Entity or object

Effects: Allows the Adept to lift a target of weight up to 2 pounds and move it at the rate of 2 TMR.

Location (G-6)

Range: 10 miles + 5 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 15%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept may determine the direction in which they will find any person or object of their desire which they have previously encountered or studied and which is within range. The direction will be indicated by a large glowing arrow, only visible to the Adept. The arrow will not appear if the target is not within range. If cast, and the target is not within range, then the spell is dissipated. The arrow will not appear should the target come within range during the period the spell would normally have been in effect.

Mass Charming (G-7)

Range: 15 feet + 15 / Rank

Duration: Concentration: no maximum

Experience Multiple: 850

Base Chance: 5%

Resist: Active, Passive

Storage: Investment

Target: Entity

Effects: Charms 1 entity per Rank as long as the Adept maintains their concentration. The spell takes 3 minutes to take effect and the effects linger 3 to 5 minutes after concentration is broken.

The effects of the spell on the individuals are identical to the effects of Spell of Charming [G-1].

Invisibility (G-8)*Range:* 15 feet + 15 / Rank*Duration:* 5 minutes + 5 / Rank*Experience Multiple:* 450*Base Chance:* 45%*Resist:* None*Storage:* Investment, Potion, Ward*Target:* Entity or object

Effects: The target becomes invisible. Unless cast at rank 16 or higher, the spell ceases whenever the target makes a strike check in melee or close (whether successful or not). The target may choose to end the spell at any time.

An invisible thing does not have a shadow or reflection but is still affected by light (e.g. may still see, be sunburned, be blinded by Flash of Light, damaged by Solar Flare etc.).

The possessions of the target are also invisible. An object's possessions are anything that is totally enclosed by that object (e.g. coins in an invisible chest which is closed, but not one which is open). If a thing ceases to be a possession, then it is no longer invisible. Similarly if an object becomes a possession then the spell will affect it (i.e. an object put down by an invisible entity will become seen; a coin put in the invisible chest will become invisible). Note that light may not be a possession — if the target is carrying a lantern it will be invisible, but the light it emits will not.

Evil Eye (G-9)*Range:* Self*Duration:* 1 day + 1 / Rank*Experience Multiple:* 300*Base Chance:* 30%*Resist:* None*Storage:* Potion, Magical Trap, Investment*Target:* Entity

Effects: When the adept casts Evil Eye on themselves, a third eye appears in their forehead, which is normally invisible but is able to be seen by Witchsight and similar effects. When the adept is under the effect of the Evil Eye all spells they cast on others are resisted at a penalty of Rank unless the target is wearing an Amulet of Elder Flowers.

14.5 General Knowledge Rituals**Greater Enchantment (Q-1)***Duration:* Special*Experience Multiple:* 125*Base Chance:* 80% + 1% / Rank*Target:* Entity*Cast Time:* 1 hour*Material:* Black Myrrh (optional)*Material Cost:* 200 sp per oz used

Effects: The ritual takes 1 hour and requires that the Adept first draw a Pentacle within which they and the target(s) must remain during the entire ritual. The Adept may burn black myrrh during the ritual to enhance the effects. The target of this ritual will be either blessed or cursed (Adept's choice) with an increase or decrease in their Base Chance of doing anything or suffering any good or ill fortune by plus or minus 1 + (1 / Rank).

The ritual will affect the target's fortune in one

of the following areas:

- Resistance — Magic Resistance, Fear, Fright & Awe Checks.
- Magic — Talent, Spell, and Ritual Base Chances.
- Combat — Weapon Strike Chances and Stun Recovery.
- Skills and Statistic Checks — Skill Base Chances and General Statistic Checks (e.g. 1 × PC or 4 × AG).

The default duration is until the next end-of-season High Holiday. This will enhance one of the above areas.

The Adept may alternatively cast a form of the ritual that will affect 5 targets for 1 day (plus 1 day OR 1 target per 4 full ranks). This will enhance two of the above areas.

To increase the number of areas affected, the Adept may burn (1 oz × Ritual Rank) Black Myrrh per additional area.

If the ritual is used to curse, the curse is minor.

Creating Crystal of Vision (Q-2)*Experience Multiple:* 200*Base Chance:* 75% + 1% / Rank*Cast Time:* 1 hour

Effects: The Adept can create a crystal that acts as a viewing crystal. They perform the ritual over an available piece of crystal (the bigger the crystal, the better the image will ultimately be) in their possession. The Adept must burn 1 ounce of ambergris during the ritual at a cost of 1,000 Silver Pennies. The resulting crystal may be used once per day for 10 minutes + 1 minute per Rank (GMs should carefully time consultations).

They may then view visions (usually precognitive in nature) concocted by the GM. At Rank 6 and above, they may use the crystal to spy into an area to see what is going on there. The maximum distance from the character to the area being spied into is 5 miles (+ 15 / Rank). To do so, the Adept must remain in the same place and take no other action.

If a crystal ball is used to look at a location then the ball will only look at the location specified. It cannot then be commanded to move around. It will enable the observation of events in that location for its duration and will then clear. Once started, it will continue to look at that location for its entire duration. If the user cannot form a clear mental image for the ball to focus on, or command it to focus on an unambiguously defined point in space, then it is the GM's discretion as to what the ball will show. These are mystical devices, not telescopes or x-ray machines. It is not possible to use detection talents (such as Detect Aura) through a crystal of vision.

Creating Sleep Dust (Q-3)*Experience Multiple:* 250*Base Chance:* 80% + 1% / Rank*Cast Time:* 3 hours

Effects: The Adept must spend 3 hours preparing and implementing this ritual and must expend 10,000 Silver Pennies (500 / Rank) to pur-

chase the necessary ingredients prior to making the attempt. If the attempt fails, the ingredients are ruined and may not be reused or resold. If the ritual succeeds, one ounce (a single dose) of sleep dust results.

When thrown in the face of one target it has the effect of an instant Spell of Enchanted Sleep of the same Rank as the sleep dust. The sleep dust will only remain fresh for three weeks after manufacture.

The effects of sleep dust can be passively resisted by the victim, but with a reduction of 20 to their Magic Resistance.

Manufacturing Poison Dust (Q-4)*Experience Multiple:* 250*Base Chance:* 80% + 1% / Rank*Cast Time:* 3 hours

Effects: This ritual works in the same manner as Q-3 and employs the same numbers for all purposes. However, instead of causing the victim to fall asleep, it inflicts [D - 5] + 1 for every 2 (or fraction) ranks damage due to poisoning, on individuals who fail to resist. Like sleep dust, poison dust must be thrown in the face of the target.

14.6 Special Knowledge Spells**Ventriloquism (S-1)***Range:* 90 feet*Duration:* 5 minutes + 3 / Rank*Experience Multiple:* 100*Base Chance:* 60%*Resist:* None*Storage:* Potion*Target:* Self

Effects: The spell allows the Adept to project their voice and alter it so that it sounds like any other voice the Adept has heard. The voice may be projected so that it appears to be emanating from anywhere within the radius of the spell.

Bolt of Energy (S-2)*Range:* 15 feet + 15 / Rank*Duration:* Immediate*Experience Multiple:* 200*Base Chance:* 50%*Resist:* Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity or object

Effects: The Adept may cast a bolt of energy at a target and will, as a result, inflict [D - 5] (+ 1 per Rank) damage on the first entity or object that the bolt encounters.

Opening (S-3)*Range:* 15 feet + 15 / Ranks*Duration:* Immediate*Experience Multiple:* 150*Base Chance:* 30%*Resist:* Passive*Storage:* Investment*Target:* Object

Effects: Instantly opens any one object or portal, including those locked by Mage Lock (S-6). A door or lid will have all locks unlocked and bolts undone and will become immediately open (ajar).

Enchant Weapon (S-4)

Range: 5 feet + 5 / Rank
Duration: 5 minutes + 1 / Rank
Experience Multiple: 250
Base Chance: 30%
Resist: None
Storage: Investment
Target: Object
Effects: Increases the Base Chance to hit with the weapon over which it is cast by 1 (+ 1 / Rank) and increases the damage done by the weapon by 1 for every 3 (or fraction) Ranks.

Web of Entanglement (S-5)

Range: 15 feet + 15 / Rank
Duration: Concentration: maximum 15 minutes + 15 / Rank
Experience Multiple: 150
Base Chance: 35%
Resist: Passive
Storage: Investment, Ward
Target: Entity or object
Effects: This spell allows the Adept to project a sticky web, similar to a spider web in construction, from their fingertips at a target hex, object or entity. Any objects or entities standing between the Adept and the target are ensnared by the web along with the target. The web may only ensnare a number of human-sized entities equal to the Adept's rank and so will stop at the hex at which this limit is reached (or maximum range).

The web continues until cut or until the Adept ceases to concentrate on it. In order to cut the web, a character must successfully strike with a weapon that does type B damage and must inflict at least 10 points of damage as a result of that single strike. The web has no defence.

Any ensnared entity must roll 1 × PS (2 × PS if they successfully resisted) in order to move themselves to an adjacent hex (which may be free of the web), or to perform an action within the web. A similar check is required for any entity attempting to remove an object from the web. If an entity receives aid in removing themselves from the web, the PS of the aiding character may be combined with their own. Any dropped object will become ensnared by the web, as will any entity who comes into contact with it (up to the limit of the web).

Magice Lock (S-6)

Range: 15 feet + 15 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 150
Base Chance: 30%
Resist: None
Storage: Investment
Target: Object
Effects: The spell may be cast over any portal (door, window, etc.) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal may still be forced open by brute strength. The Physical Strength(s) of all characters attempting to force a portal locked in this manner are added together and multiplied by the Difficulty Factor

of the task. The Difficulty Factor is a function of the Rank of the spell:

Rank Difficulty Factor

1–5 6–10 11–20
 3 2 1.5

Enhancing Enchantment (S-7)

Range: 15 feet + 15 / Rank
Duration: 10 seconds + 5 / Rank
Experience Multiple: 300
Base Chance: 25%
Resist: None
Storage: Investment, Ward
Target: Area
Effects: The Rank of this spell is added to the Rank of one characteristic of any spell being cast within the area of effect. Note that the actual Rank of the affected spell is unchanged — only the effect of one characteristic is enhanced (as per double and triple effects).

While casting the Spell of Enhancing Enchantment, the adept specifies the spell characteristic to be affected. Only Range, Duration, Base Chance, or (where appropriate) Damage, may be affected by this spell.

A spell may never have a characteristic enhanced by Ranks greater than its own rank by the use of this spell (e.g. a Rank 6 spell that is cast within a Rank 8 Spell of Enhancing Enchantment will only gain the effects of 6 extra ranks in the affected characteristic).

Only spells that are cast are affected, not spells being released from any form of storage. The caster of the subject spell will be aware that their spell is being affected by enhancement during the pulse that they are preparing (as per high or low Mana). They will not know which characteristic is being affected nor the amount of enhancement. They may not restrict the effect of the enhancement, but may reduce the spell effects in the normal manner. If an attempt is made to cast a Spell of Enhancing Enchantment on an area that has some part of it under the effects of another Spell of Enhancing Enchantment, then the second spell will fail.

Special Duration, Range, or Damage effects may be caused by the use of this spell (e.g. Duration of Lesser Enchantment at Rank 20).

Levitation (S-8)

Range: 15 feet + 15 / Rank
Duration: 10 minutes × [D - 5] × [Rank]
Experience Multiple: 125
Base Chance: 25%
Resist: Active, Passive
Storage: Investment, Ward, Potion
Target: Entity
Effects: Causes the target of the spell to rise into the air 15 feet (+ 1 / Rank) at the rate of 1 foot / pulse. The spell is limited to vertical movement and will in no way propel the target horizontally.

Enchant Armour (S-9)

Range: 15 feet + 15 / Rank
Duration: 30 minutes + 30 / Rank
Experience Multiple: 200

Base Chance: 20%
Resist: None
Storage: Ward, Investment
Target: Entity
Effects: This spell adds 2 (+ 2 / Rank) to the target's defence versus physical weapons. At Rank 11 and above it also permits the target's armour to absorb 1 additional point of damage. The target must be armoured.

Wizard's Eye (S-10) (S-10)

Range: 15 feet + 15 / Rank
Duration: 1 minute + 1 / Rank
Experience Multiple: 200
Base Chance: 20%
Resist: None
Storage: Potion
Target: Self
Effects: The Adept creates an invisible, intangible eye which they can move around within a radius equal to the spell's range. The eye originates in the same spot as the Adept and operates as would any normal eye except that it is not attached to the Adept physically. Wizard's Eyes have a TMR of 10.

The eye can move through solid objects but will see only blackness while within an object. The eye can be seen with witchsight or other means of detecting invisible objects. It is possible to use the eye to target spells, but the range is determined from the Adept, not from the eye. The eye (and hence the Adept) is susceptible to magical effects if the effect can affect eyes (e.g. Flash of Light, blindness).

Slowness (S-11)

Range: 15 feet + 15 / Rank
Duration: 10 seconds × [D - 5] × [Rank]
Experience Multiple: 300
Base Chance: 20%
Resist: Active, Passive
Storage: Potion, Investment, Ward, Magical Trap
Target: Entity
Effects: The spell affects 1 (+ 1 / 2, or fraction, Rank) targets. All entities subject to this spell have their running, crawling, flying, or swimming speed halved and have the time it takes them to do anything on the Tactical Display doubled (e.g. they could only attack once every two pulses).

Quickness (S-12)

Range: 15 feet + 15 / Rank
Duration: 10 seconds × [D - 5] × [Rank]
Experience Multiple: 300
Base Chance: 20%
Resist: Active, Passive
Storage: Potion, Investment, Ward
Target: Entity
Effects: The spell affects 1 (+ 1 / 3, or fraction, Ranks) targets. The targets' Initiative Value is increased by 10, and they can perform Actions twice as often.

14.7 Special Knowledge Rituals

There are no Special Knowledge Rituals of the College of Enchantment and Enchantments.

15 The College of Illusions (Ver 1.5)

The College of Illusions is concerned with truth, deception and sensation. Practitioners of the College (or Art) of Illusions are called Illusionists. This College is one of extremes, of subtlety and flamboyance, and especially of deception and honesty. Illusionists are taught that they are privy to one of the most potent truths known to the sentient races, namely that our senses are the only window to the existence of reality. Based on this doctrine, they change the appearance of reality rather than the actual nature. This often leads to more impressive but superficial effects than other Colleges. These effects have meant that Illusionists have historically been associated with stage magicians and sleight-of-hand artists, which has degraded their status in the eyes of other Adepts. Most accept their stage heritage, and revel in the layers of deception involved in revealing a great truth to their audience. Some, however, become enmeshed within their own fantasy and fail to differentiate between this and reality. Others deny this deception totally, and turn to death as the only fixed point in a changing world. These Adepts use people's dependency on their senses to cause death and despair.

Traditional Colours

The more flamboyant of the Illusionists will often wear bright, even garish clothing incorporating as many colours as possible. These colours will usually not clash, but the Illusionist wearing them will stand out in any crowd. At the very least, most Illusionists will wear extremes of colours: fire, blood, sable, snow, charcoal, emerald, gold, etc.

Traditional Symbols

The College of Illusions is associated with a plethora of symbols adopted from individual performers. Theatrical symbology is common.

On Illusions

Most Magics in this College are Illusions. Illusions cannot be "disbelieved"; the images are there and will interact with light and sound in the same manner as the objects they represent. Mirrors and light sources may not be created. Unless stated, the Illusions will not be substantial, and any solid objects or spells will pass through them. Illusions will interact with each other as if real. Illusion spells may be dispelled by anyone with the appropriate counterspell, although Illusions on an entity gains their passive magic resistance.

15.1 Restrictions

Adepts of the College of Illusions may practice their arts without restrictions.

The MA requirement for becoming an Adept of the College of Illusions is 13.

15.2 Base Chance Modifiers

The Base Chance of performing any talent, spell or ritual of the College of Illusions may be modified by conditions.

As the successful performance of Illusion magic is as much finesse and presentation as raw power, a knowledge of the Performing Arts is considered essential by many Adepts. Furthermore, willing a change in reality to the level of detail necessary for deception, requires good concentration and Willpower. The following conditions modify the base chances of the College of Illusions:

For each point the Adept's Willpower	+/- 1
varies from 15	
For each two full Ranks in	+ 1
Troubadour	

15.3 Talents

Concealed Casting (T-1)

Experience Multiple: 150

Effects: This Talent allows the Adept to cast without any apparent movement or noise. The Adept may not speak or make meaningful or extravagant actions. They may not cast without a hand free or if mute. If an observer is intent on the Adept (e.g. in conversation with), the observer may make a (2 × PC) - Rank check to notice. All aspects of the Spell (including Base Chance) must be cast at the lower of the Talent's and Spell's ranks, and the Base Chance is further reduced by 20%. The Talent only functions with spells of the College of Illusions.

Enhanced Vision (T-2)

Experience Multiple: 225

Effects: The Adept may see through any obscurement such as smoke, dust, water, fog, cloud or rain (though not darkness) to a distance of 10 feet (+ 10 / Rank) as if unobscured. Normal penalties then accrue from this range. The Adept may see objects or entities that are invisible — they appear to have a slight blue sheen around them. If the invisibility effect (excluding Walking Unseen) is of a higher Rank than the Enhanced Vision, the object or entity may not be clearly identified or directly magically targeted. The Adept has a Base Chance of PC (+ 5 / Rank) of Detecting Illusions if they take a Pass Action — each Illusion may only be checked once. Detecting an Illusion does not nullify its effects.

Project Image (T-3)

Experience Multiple: 200

Effects: This Talent creates a visual Illusion of the Adept, who becomes Invisible as per (G-4) except that attacking in melee will always disrupt this Talent. Initially, the image forms over the Adept. The image will reflect the current appearance of the Adept, in any desired stance. The image may only be changed or moved (at TMR) when the Adept takes a pass action. The image must remain in line of sight and within 15 feet (+ 15 / Rank), and may not pass through solid objects. At Rank 5, the image may make appropriate environmental noises, e.g. footsteps. At Rank 10, the Adept may move while maintaining the relative distance and direction to their image. At Rank 15, the Adept may project their voice through the image. At Rank

20, the Illusionist may also see through the image. The abilities gained at Ranks 15 and 20 require pass actions to use.

15.4 General Knowledge Spells

Audile Illusion (G-1)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 125

Base Chance: 30%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: This Illusion allows the Adept to create up to Rank simple sounds, each coming from a location fixed either absolutely or relative to an object. Whilst taking a pass action, the Adept may cause any combination of these sounds to occur. Sounds and locations are defined as they are first used, not at time of casting. No language or musical instrument may be imitated. The maximum volume at Ranks 0—4 is that of a stage whisper (usually clearly audible at 25'), at Ranks 5—9, normal conversation (50'), at Ranks 10—14, shouting (200'), at Ranks 15—19, screaming (500'), and at Rank 20, thunder (1 mile). The range at which the sound will be clearly heard is affected by the ambient level of noise.

Flash of Light (G-2)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 150

Base Chance: 20%

Resist: Passive

Storage: Potion

Target: Self

Effects: This spell creates a blinding flash of light emanating from the Adept's body. This light is magical in nature, and may cut through areas of magical darkness. All entities not shielded by a solid object and within range must either resist or be blinded for 5 seconds (+ 5 / 2 full Ranks). Blinded characters have their Strike Chance reduced by 50, and they move at half their normal TMR. The Adept is normally not affected by this spell.

Illusion of Food (G-3)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment

Target: Object

Effects: The Adept may change the taste, appearance and smell of up to 1 cubic foot of food or drink (+ 1 / Rank). At Rank 11, the Adept may create (Rank - 10) pounds of food or drink. This magically created food will recover fatigue for the duration of the spell. The Adept's Cooking Rank will effectively be improved by 2, or to a minimum of Rank / 2. No other properties (e.g. poison, magic) may be changed or created

with this spell.

Invisibility (G-4)

Range: 15 feet + 15 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 450

Base Chance: 30%

Resist: None

Storage: Investment, Potion, Ward

Target: Entity or Object

Effects: The target becomes invisible. Unless cast at rank 16 or higher, the spell ceases whenever the target makes a strike check in melee or close (whether successful or not). The target may choose to end the spell at any time.

The effects of this spell are identical to the E & E College spell of the same name.

Personalised Illusion (G-5)

Range: 30 feet + 30 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 75

Base Chance: 40%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: This Illusion creates an image of a specific type peculiar to the Adept. At Rank 0, the image must be of a rock. At each of Ranks 4, 8, 11, 14, 16, 18, 19 and 20, another image may be chosen. The Adept may select the colouring, size and conformation of the image at cast time (e.g. a closed iron chest, or an open wooden casket) up to a maximum diameter of 5' and height of 8'. The Illusion is not affected by physical laws except that it is opaque to light. The Adept may move or rotate (though not manipulate) the Illusion by taking a pass action. The workmanship is as if the Adept were an Artisan of one-third Rank.

Illusion of Seeming (G-6)

Range: 5 feet + 5 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Investment, Ward

Target: Object or Illusion

Effects: This Illusion creates a visual image of up to 2 cubic foot (+ 2 / Rank) on an object, which will move with the object if the object changes shape or position, and dissipate if the object is destroyed. The Adept may move or change the image by taking a pass action to concentrate on it. The object has not been changed, and still has its original physical properties. The workmanship is as if the Adept were an Artisan of one-third Rank.

If the target is an Illusion, the target may be changed to any other form that it could normally take. Up to 1 cubic foot of the target (+ 1 / Rank) may be changed during each pass action. This change will revert if the Seeming ceases before the target Illusion. The Adept may only affect their own Illusions.

Static Illusion (G-7)

Range: 15 feet + 15 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: This spell creates a visual Illusion within a volume no larger than (Rank + 3) feet by (Rank / 2 + 2) feet by (Rank / 3 + 1) feet. The Illusion is fixed at casting, and may not be changed or moved with this spell. The workmanship is as if the Adept were an Artisan of one-half Rank.

Illusionary Wall (G-8)

Range: 15 feet + 15 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 125

Base Chance: 20%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: This spell creates an Illusion of a non-solid, linear or smoothly curved wall. It may have all the characteristics of any other wall spell (except solidity, damage or fear), or mimic an adjacent surface instead. The wall is 20' by 10' by 12", with each Rank altering its height or width by 2' or thickness by 4". The wall must be attached along the entirety of one of its thinnest edges.

15.5 General Knowledge Rituals

Illusionary Cloaking (Q-1)

Range: 5 feet + 5 / Rank

Duration: 6 hours + 6 / Rank

Experience Multiple: 100

Base Chance: 40% + 4% / Rank

Target: Area

Cast Time: 1 hour

Material: None

Concentration Check: Standard *Effects:* This ritual creates a subtle visual Illusion over all non-living matter within range according to the Adept's wishes. Only surface appearance is changed, and this ritual does not provide invisibility. This means that objects will retain their silhouette, and the Illusion will fill the same volume as the object. The new appearance will fade over the last hour of the duration. The workmanship is as if the Adept were an Artisan of one-half Rank.

Illusory Fog (Q-2)

Range: 30 feet + 30 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 75

Base Chance: 40% + 4% / Rank

Target: Area

Cast Time: 30 minutes

Material: None

Concentration Check: Standard *Effects:* This ritual creates Illusory fog to a height of 10 feet + 2 / Rank within range. The fog will rise within five minutes of the ritual's completion, centred on the spot where the Adept performed the ritual. The fog has a visibility of 20 hexes (1 / Rank).

15.6 Special Knowledge Spells

Illusionary Animal (S-1)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 150

Base Chance: 35%

Resist: None

Storage: None

Target: Area

Effects: An Illusion of a non-magical, non-sentient creature of no larger than 10 lb + 10 lb × Rank squared is created. The Illusion will have the instincts of the creature it is based on, though it will obey most simple mental instructions from the Adept. This communication is one-way, and may only occur while the animal is within range of the spell. No other communication is possible — it has no mind. The animal has the minimum PS, MD, AG, TMR and PC for the selected creature. The animal is solid, and can bear weight. It cannot attack effectively, nor cause fear. Only creatures previously observed by the Adept may be created. Smell, sound and feel are created as appropriate. If damaged, the Illusion is dissipated. The Adept may perceive through the animal's senses as follows: Rank 3 taste, Rank 7 smell, Rank 11 touch, Rank 15 hearing, Rank 19 sight.

Illusionary Bolt (S-2)

Range: 15 feet + 5 / Rank

Duration: 5 seconds + 5 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: Active, Passive

Storage: Investment

Target: Entity, Object or Area

Effects: An Illusion of any dangerous-looking object of "throwable" size is created in the Adept's hand. When thrown, it flies in a straight line, doing [D-2] + 1 / 2 full Ranks magical damage to the first Entity or object struck. Illusions take double damage from this bolt.

Illusory Creation (S-3)

Range: Touch

Duration: 10 minutes + 10 / Rank

Experience Multiple: 250

Base Chance: 20%

Resist: None

Storage: Investment

Target: Area

Effects: This spell creates the Illusion of one small object. The object will have the physical attributes of one of the following: cloth, leather, wood, bronze to a maximum of 1 lb (+ 1 / 3 full Ranks). The object will be of a single form, with no moving or removable pieces, though of any combination of colours. The object will interact normally with its surrounds. The workmanship is as if the Adept were an Artisan of one-third Rank.

Illusion of Deep Pockets (S-4)

Range: Self

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Potion

Target: Entity

Effects: This Illusion creates 1 magical pocket (+ 1 / Rank) about the Adept's clothing. Each pocket can hold an object with a largest dimension of no more than 1 inch (+ 1 / Rank). No entity can be placed in a pocket. The total weight held may not exceed 1 lb (+ 1 / Rank), and no individual object can weigh more than half this amount. The pockets are not obvious, but thorough investigation may find them: searchers get a (2 × PC) - Rank check to notice. Items within the pockets may not be located by spells of a lesser rank. The pockets may only be accessed while the Adept is clothed; however, a new set of clothes will still contain the pockets. At the end of the spell, the pockets expel their contents.

Disguise Illusion (S-5)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: Active, Passive

Storage: Investment, Potion, Ward

Target: Entity

Effects: The Adept may change the target's appearance. The target may not be located by location spells of a lesser rank. The target's height may vary by 1% / Rank, and their weight by 2% / Rank. The target's voice or clothing may be changed at Rank 5 or both of these at Rank 10; an individual may be duplicated or gender or race changed at Rank 15, or two of these at Rank 20. If clothes are included in the spell, they revert to normal if discarded. The disguised form has the PB of the target +2 / 3 full Ranks, within racial limitations.

Illusionary Euphonia (S-6)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 150

Base Chance: 25%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: This Illusion creates the sound of harmonious voices or musical instruments. One instrument (+ 1 / 3 full Ranks) may be played, or one voice (+ 1 / 6 full Ranks) may speak or sing. Each may come from a different location fixed either absolutely or relative to an object. The effective rank of the performance or conversation is Rank/2, to a maximum of the Adept's rank in the instrument or language. Pass actions are required for musical performance at a skill level above Rank/5, or conversation. The maximum volume at Ranks 0–4 is that of a stage whisper (usually clearly audible at 25'), at Ranks 5–9, normal conversation (50'), at Ranks 10–14, shouting (200'), at Ranks 15–19, screaming (500'), and at Rank 20, thunder (1 mile). The range at which the sound will be clearly heard is affected by the ambient level of noise.

Hallucination (S-7)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 225

Base Chance: 25%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: This spell enables the Adept to select 1 entity (+ 1 / 3 full Ranks) as an audience for their Illusions. Whenever the Adept casts an Illusion, they must decide whether everyone can perceive it, or just the targets of this spell. This spell does not circumvent any resistance checks by the targets. The Illusion must be cast during the duration of this spell although the effects may last after the Hallucination duration has expired.

Heroism (S-8)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: This spell charges the target with great might and heroism. They seem taller and stronger, and their actions gain a natural grace and power. All allies (in line-of-sight) led by the target gain a bonus die modifier of 1 (+ 1 / Rank) to all fear checks, while neutral observers gain a bonus of 1 (+ 1 / Rank) to reaction rolls. The target gains a defence bonus of 1% + 1% / Rank.

Illusion of Innocence (S-9)

Range: 1 foot + 1 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: Active

Storage: Investment, Potion

Target: Entity

Effects: This Illusion changes the mien of 1 entity (+ 1 / 4 full Ranks). This influences the initial reactions of all entities who perceive the target: they will react as if the target is an innocent (this does not necessarily mean a favourable reaction). The spell does not force people to act stupidly — if the target does not act appropriately, their opinion may be revised rapidly. Extreme behaviour terminates these effects. For example, should a target prepare a weapon, cast a passively resistible spell, or attack, the spell will dissipate.

Maze (S-10)

Range: 15 feet + 15 / Rank

Duration: 5 seconds + 5 / Rank

Experience Multiple: 450

Base Chance: 1%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target is transported into a hedge-maze of perpetual fog, where they may wander as they will. The hex that they occupied is filled with opaque mist that disperses in 5 seconds. At the end of the spell, the target reappears in their original hex (they are displaced by solids but displace fluids); any items dropped

inside the maze reappear along with the target. Whilst in the maze, they must make a 2 × WP check each pulse to perform a non-pass action. Personal magical effects continue, (e.g. while a Phantasm would follow the target into the maze, Agony wouldn't). For all purposes, the Maze is deemed to be on the same plane that the target just disappeared from. Each target appears within their own unique Maze. The Adept may still see (and thus cast upon) the target, but not physically contact them.

Illusion of Metamorphosis (S-11)

Range: 1 foot + 1 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 225

Base Chance: 15%

Resist: Active, Passive

Storage: Investment, Potion

Target: Entity

Effects: The target's appearance alters to that of a one hex creature of at least (target's PS + EN) pounds, over a period of 5 seconds. Their actual form and characteristics do not change. They do not gain any special abilities (e.g. poison, magic, fear, flight) associated with that animal. The Adept must be familiar with the desired animal. The spell will cease when the target takes effective Endurance damage. Creatures available by Rank: Rank 0 Small Land Animals; Rank 4 Felines, Apes & Prehumans; Rank 8 Avians, Fish, Lizards & Snakes; Rank 12 Horses, Large Land Animals; Rank 16 Earth Dwellers, Fairy Folk, Humans; Rank 20 Giants.

Illusion of Multiple Images (S-13)

Range: 1 foot + 1 / Rank

Duration: 1 minute + 1 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: One image of the target (+ 1 / 5 full Ranks) appears in the target's hex. Each image disappears upon receiving damage. All images are identical to the target, and will imitate their actions faithfully. The images have the same defence as the target, but no magic resistance. Any targeted attack has an equal chance of hitting each image and the target. More than one image may be struck by a multi-target or area effect attack.

Nightmare Illusion (S-14)

Range: 15 feet + 15 / Rank

Duration: 10 seconds + 10 / Rank

Experience Multiple: 400

Base Chance: 5%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept creates a terrifying, hostile and dangerous Illusion. The Nightmare is initially under the Adept's control, and will obey their commands until the Adept's concentration is broken or the Nightmare is slain or dissipated. The Nightmare is totally insubstantial and invisible to all who resist. The Nightmare

has a combined EN and FT of 20 (+ 5 / 2 full Ranks), but no defence or armour. It can automatically hit up to two different targets a pulse for [D - 2] (+ 1 / 2 full Ranks) magical damage. It has a TMR of 10 and an Initiative of 30 (+ 2 / Rank). It may not be stunned. At Rank 15, every target must make a fear check upon first being struck. The Nightmare may move in any direction without restriction, including through air, walls, water, etc. except through the area of an Illusion Special counterspell. If concentration is lost, the Nightmare will attempt to kill as many people as possible, and cannot be controlled by any means.

Illusion of Mist (S-12)

Range: 20 feet + 20 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 100

Base Chance: 30%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: The Adept creates an Illusion of 1000 cubic feet of mist (+ 500 / Rank) of any shape entirely within the Adept's range. The mist must be at least 1 foot in any dimension and may have detail no finer than one foot in size. The visibility in this mist is 20 feet (1 / Rank). The mist is not affected by wind. By taking a pass action, the Adept may move the mist up to 1 hex / pulse so long as it remains within range.

15.7 Special Knowledge Rituals

Illusionary Aura (R-1)

Range: 5 feet

Duration: 1 day + 1 / Rank

Experience Multiple: 200

Base Chance: 30% + 3% per Rank

Target: Entity

Cast Time: 1 hour

Material: None

Concentration Check: Standard *Effects:* This ritual creates an Illusion to alter the Aura of the target. The target's apparent Aura is altered by fooling the DA, DE or Divination with a stereotype defined in Rank + 1 words, e.g. Rank 4 — "Master Thatcher and Evil Necromancer". The questioner then receives appropriate answers based on the stereotype; if the question is not covered by the stereotype, the real answer is returned. The Illusory Aura will not hide information, merely alter it. The Ritual of Warding is not affected.

Illusionary Terrain (R-2)

Range: 5 feet + 5 / Rank

Duration: 2 hours + 2 / Rank

Experience Multiple: 150

Base Chance: MA + 3% per Rank

Target: Area

Cast Time: 1 hour

Material: None

Concentration Check: Standard *Effects:* This ritual creates an Illusion such that observers outside the range cannot sense any sign of entities or their trappings within the area. Temporary campsites will not be seen and permanent dwellings appear deserted and dilapidated. However, some effects may be seen, e.g. the smoke and light of a campfire rising above the ritual's range. The ritual will not hide entities from each other if both are outside the ef-

fect, even if the area lies between them. Magic that is not targeted on entities or their possessions may not be hidden through this ritual. Any Location or Scrying magic lower than the Rank of Illusionary Terrain may not detect into the ritual's area.

Permanency (R-3)

Range: 5 feet

Duration: 1 Day (+1 / Rank) or Permanent

Experience Multiple: 550

Base Chance: MA + 4% / Rank

Resist: None

Target: Spell or Ritual

Cast Time: 1 hour

Material: Special

Concentration Check: Standard *Effects:* This ritual enhances the duration of one of the Adept's Illusion spells or rituals. The magic must have been cast previously, and have sufficient duration to last throughout the ritual. This ritual may not be used with any magics with concentration-based or indefinite, condition based duration. Once the duration of an Illusion has been enhanced, no changes are possible. The Illusion may be overridden by any similar spell for the duration, rather than queuing. This ritual may be performed without material components to change the duration of the target Spell or Ritual to 1 day (+1 per Rank). Or the Adept may use the material components to change the duration to permanent. Material costs for this ritual are 5,000 sp (200 / Rank). A spell that has been enhanced by this ritual may only be removed by a Ritual of Dissipation or the Adept's own Special Knowledge counterspell.

16 The College of Sorceries of the Mind (Ver 1.6)

The College of Sorceries of the Mind deals primarily with controlling or influencing the minds of others. Adepts of this College are variously known as Mind Mages, or Sorcerers. It is widely believed that Sorcerers can peer into the darkest nooks and crannies of the soul, and are near universally feared.

Traditional Colours & Symbols

This college has no traditional colours or symbols as Sorcerers prefer to blend into society.

16.1 Restrictions

Adepts of the College of Sorceries of the Mind may practice their arts without restriction.

The Magical Aptitude requirement for becoming a member of this College is 11.

16.2 Base Chance Modifiers

The Base Chance of performing any talent, spell or ritual of the College of Sorceries of the Mind against a single entity target is affected by relative Willpower:

For each point the Adept's Willpower is above the target's Willpower	+1
For each point the Adept's Willpower is below the target's Willpower	-2

16.3 Talents

Resist Pain (T-1)

Range: Self

Experience Multiple: 300

Storage: Potion

Effects: The Adept is largely immune to pain. They cannot be tortured or stunned by physical means. In addition, if there is a chance that their concentration may have been broken, 5 (+1 / Rank) is always added to their Concentration Check. No matter what the circumstances the Adept will always have a chance of maintaining concentration. Like all magic, this talent is affected by cold iron. However, for a weapon to affect the talent, the weapon must be made of cold iron, must have done endurance damage, and must remain in contact with the body. If cold iron is used in the torture of a mind mage, the Adept adds their concentration bonus to the base chance of resisting the torture attempt.

Resist Temperature (T-2)

Range: Self

Experience Multiple: 250

Storage: Potion

Effects: The Adept is immune to climatic extremes of temperature from arctic cold to desert heat whether generated naturally or by magic. They therefore do not suffer from exposure, frostbite, wind-chill, heat stress, hypothermia or hyperthermia, and their fatigue loss is unaffected by temperature. If the Adept is attacked by fire, ice, heat or cold (whether magical or not) then the damage points are reduced by 1 + 1 per 5 full ranks.

Sense Danger (T-3)

Base Chance: PC + 3 / Rank

Experience Multiple: 300

Storage: Potion

Effects: The Adept may sense the presence of a hazard to the Adept's life or wellbeing. Generally this may be interpreted as a "bad feeling" about a person or an object, or a sense of foreboding about a situation. This talent operates continuously and unconsciously. The Adept may also add 2 + 2 / Rank to the chance of detecting an ambush (see Ranger) and to the chance of detecting a trap (see Spy/Thief).

16.4 General Knowledge Spells

Control Animal (G-1)

Range: 30 feet + 15 / Rank

Duration: Concentration: no maximum

Experience Multiple: 100

Base Chance: 40%

Resist: Passive

Target: Non-sentient entity

Storage: Investment

Effects: The Adept gains control over one non-sentient entity within range. Control is lost if the entity leaves the range but recommences if range is re-entered. The Adept does not receive any sensations from the animal. If the Adept releases the animal or their concentration is broken the animal may attack the Adept. The Adept controls the animal's mind and therefore need not know how to make a bird fly: the Adept commands the animal to do something and the animal knows how to do it. The animal will comply within the spirit of the command.

Control Person (G-2)

Range: 30 feet + 15 / Rank

Duration: Concentration: no maximum

Experience Multiple: 650

Base Chance: 30%

Resist: Active, Passive

Storage: Investment

Target: Sentient Entity

Effects: The Adept gains absolute control over every action of one sentient entity within range. The Adept does not receive any sensations from the target. The Adept does not need to know the target's language to control them. Control is lost if the target leaves the range but recommences if range is reentered. They may control the physical activities of that target, and use the target's physical skills where known, but may not cause the target to cast spells.

The Adept may not use their own skills through the target. The target always acts as if they were also affected by a Spell of Slowness (E&E S-11) unless they choose not to resist the spell, or subsequently decide to co-operate with the Adept's commands. The spell continues in effect until the Adept's concentration is broken or the Adept chooses to release the target. The target is aware of the control, and although the target is unable to do anything about it at the time, they will remember being controlled. The Adept may force the target to act in direct opposition to

the target's own wishes. Suicidal instructions however, grant the target another magic resistance which, if successful, dissipates the spell.

Empathy (G-3)

Range: Touch until Rank 10

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Investment

Target: Entity

Effects: The spell allows the Adept to feel the emotions and physical sensations which the target of the spell is currently experiencing. It also allows the Adept to absorb wounds from Endurance and Fatigue at a rate of 2 points cured for every 1 which the Adept agrees to subtract from their own Fatigue (never Endurance). The additional fatigue subtracted by the Adept is damage fatigue, not spell fatigue. This spell may not be used to regenerate spell or tiredness fatigue, but only reduces/transfers damage. At Rank 10 or higher, the Adept can cast this spell on a target who is within 15 feet (+ 15 / Rank over 10) or less from them. This spell may be cast on self, but only to cure endurance damage. On a 'Double' effect, 3 Damage Points are cured for each point inflicted on the Adept; a 'Triple' effect allows for 4 points per point inflicted on the Adept.

ESP (G-4)

Range: 30 feet + 15 / Rank

Duration: 30 seconds + 10 / Rank

Experience Multiple: 100

Base Chance: 40%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept can sense the presence and general mood (but not the exact nature) of all entities within range of the spell. The Adept has a general idea of where each entity is, say to within 90 or 60 degrees, the accuracy of which may increase with rank. ESP will detect the presence of an entity even if that entity is mind cloaked. Spells cannot be targeted through ESP.

Hypnotism (G-5)

Range: 15 feet + 15 / Rank

Duration: Concentration: no maximum

Experience Multiple: 200

Base Chance: 40%

Resist: Active, Passive

Storage: Investment

Target: Entity

Effects: The spell causes an entity to accept suggestions from the Adept. The spell may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile target. The target may be enabled to remember otherwise forgotten details through appropriate questioning.

Once the target has been hypnotised, the Adept

can make suggestions which the target will readily accept unless they conflict directly with their best interests. The target will never remember where these suggestions came from.

The Adept may choose up to 1 (+ 1 / 5 Ranks) of the above suggestions to be active in a post hypnotic manner, which the target will continue to implement for 3 (+ 3 / Rank) hours after the spell ceases. The target will stop following all other suggestions once the spell ceases.

Limited Precognition (G-6)

Range: Special

Duration: Immediate

Experience Multiple: 150

Base Chance: 20%

Resist: May not be resisted

Storage: Potion

Target: Self

Effects: The Adept may see (unclearly) up to 1 (+ 1 / Rank) hours into their own future and may fore- see possible events. The Adept's player should describe a plan of action, and the GM will describe a vision based on the consequences of those actions, which can be as literal or metaphorical as the GM wishes. The clarity and detail of the vision will be dependent on the Adept's rank. Should the Adept foresee their own death, a fright check may be appropriate. This spell cannot be recast immediately with a different plan; the Adept must wait until they have taken some action to change their situation. This spell works at any range.

Mind Shield (G-7)

Range: Self

Duration: 1 hour + 2 / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted

Storage: Potion

Target: Self

Effects: The Adept cloaks their own mind so that their thoughts cannot be detected or "read", e.g. by Telepathy or other mind reading talents, spells or rituals. The Adept's Resistance versus Mental Attack is increased by 10 (+ 2 / Rank) while the spell is in effect. Mind Cloak does not block ESP or Empathy. The Adept can cast Mind Speech as normal, and may choose to decline Mind Speech from an external source.

16.5 General Knowledge Rituals

Binding Will (Q-1)

Range: 10 feet

Duration: 1 day + 1 / Rank

Experience Multiple: 500

Base Chance: 10% + 5% / Rank

Resist: Passive

Cast Time: 1 hour

Effects: The Adept may bind the will of an entity so that they become the loyal retainer of the Adept and serve them in all things. The target must be in range during the ritual but may be unconscious or otherwise restrained. The target gets an additional resistance check at the beginning of each following day and if required to do anything suicidal. If they successfully resist, the binding is broken and they are free.

The target is then aware that they have been under an external influence. The Adept may never release the binding voluntarily, and until the duration expires the binding continues, even if the Adept dies (the target will do everything possible to get the Adept resurrected). If the ritual backfires, the Adept loses D10 from their Willpower in addition to any other backfire effect; Hypnotism (G-5) cures this loss.

16.6 Special Knowledge Spells

Disruption (S-1)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 400

Base Chance: 25%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Object or Entity

Effects: The Adept causes an object or corporeal entity (substantial rather than insubstantial) to pulsate, doing [D + 1] (+ 1 / Rank) points of damage if the target fails to resist, and half damage to any target that successfully resists. At Rank 10 or above, the target's internal structure and surface will be partially disrupted, requiring the arts of a healer or artisan of rank equal to (spell Rank / 3, or Rank / 6 if the target resisted the spell) to prevent or remove the scarring (damage can be cured normally).

Force Shield (S-2)

Range: Self

Duration: 10 minutes + 10 / Rank

Experience Multiple: 250

Base Chance: 40%

Resist: None

Storage: Potion

Target: Self

Effects: This spell creates an invisible protection around the entire body which increases the Defence of the Adept by 5 (+ 1 / Rank) against all attacks at any range.

Healing (S-3)

Range: Touch

Duration: Immediate

Experience Multiple: 375

Base Chance: 40%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: The Adept may heal the target of 2 (+ 1 / Rank) Damage Points that have been removed from the target's Fatigue or Endurance. Endurance damage is healed first, wrapping to Fatigue damage. On a multiple effect, the Damage Points re- stored may be multiplied.

Mental Attack (S-4)

Range: 15 feet + 15 / Rank

Duration: 10 seconds + 10 / Rank

Experience Multiple: 350

Base Chance: 25%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The Adept may cast this spell at any entity within range who can be seen or whose

position has been pinpointed via Telepathy. If the target fails to resist, they fall unconscious and at Rank 15 and above the Target loses [D - 5] from Willpower. The Willpower loss is recoverable via Hypnotism, Remove Minor Curse or naturally at one point every 3 days. Repeated casts may further reduce the targets Willpower to a minimum of 1.

Mind Speech (S-5)

Range: 30 feet + 30 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 400

Base Chance: 20%

Resist: May not be resisted

Storage: Investment

Target: Entities

Effects: Allows the Adept to choose a Principal Target, plus up to 1 + 1 / Rank other targets, who may then communicate mentally to each other as if talking aloud in a group. The entities may be targeted via the Spell of Telepathy (at the time of casting). If an entity subsequently goes further than 30 feet + 30 / Rank from the Principal Target, their participation ceases until they re-enter that range. A language in common is required for normal speech. At Rank 10 and above visual images may be transmitted. All communication requires the same level of concentration as for normal speech. The spell dissipates if the Principal Target is killed.

Multiple casts are a special case. If one or more entities are part of two or more spells, and are within range of all of their Principal Targets, then every target of those spells may speak to each other as if in one group. This can effectively increase the working range of the effect.

Phantasm (S-6)

Range: Special

Duration: Concentration: no maximum

Experience Multiple: 400

Base Chance: 1%

Resist: May not be resisted

Storage: Investment

Target: Entity

Effects: This spell creates an insubstantial, magical beast that must be targeted at a particular victim which is either visible to the Adept or located through the spell of Telepathy. The target may interpret the beast as being a phantasm from their own worst nightmare. Lack of imagination, however, does not offer any protection or immunity. The Adept has no control over the shape of the creature.

The phantasm appears beside the Adept, and then travels straight towards the target at a TMR equal to 1 + 1 / Rank, passing through walls, air etc. When in melee range of the target the Phantasm always does [D - 4] (+ 1 / Rank) damage each pulse, including the pulse when it arrives at the target.

The phantasm is only substantial to, and visible to, the target and thus can be directly affected by the target (using spells or magical weapons). Anyone may cast a Mind College Special Counterspell over the area currently occupied by the phantasm to dissipate it. The phantasm is immune to all other spells and weapons.

The Phantasm's magic resistance, defence and initiative are all zero and it always acts last in the pulse. The phantasm has a single combined Endurance and Fatigue of 20 (+ 5 / 3 Ranks).

The phantasm dissipates when: its endurance drops to zero, it is dispelled by counterspell, its target dies or leaves the plane or the Adept drops or loses concentration. The Adept has some awareness of the phantasm's location, and is aware of its dissipation.

Telekinesis (S-7)

Range: 15 feet + 15 / Rank

Duration: Concentration: maximum 10 seconds + 10 / Rank

Experience Multiple: 250

Base Chance: 25%

Resist: None

Storage: Investment

Target: Entity or object

Effects: Allows the Adept to lift and manoeuvre a target weighting up to 2 pounds and move it at the rate of 2 TMR. The Adept may move an additional 5 pounds or move the chosen target at an additional 3 TMR per Rank. The Adept may increase both mass and speed by applying separate ranks to each. Gross movement is automatic, although fine movements require an MD check and should attract negative modifiers for range.

Telekinetic Rage (S-8)

Range: 30 feet + 5 / Rank

Duration: Instantaneous

Experience Multiple: 750

Base Chance: 1%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept creates an instantaneous, magical storm that fills the area within range with roiling, body-wrenching forces. All objects and entities that fail to resist, are hurled away from the Adept until they are out of the area of effect, or they strike a solid barrier.

The storm inflicts [D - 5] (+ 1 / foot travelled) of magical damage and is inflicted once only, at the time of casting. The damage is not contingent on striking an object. Additional damage may be done on hitting a wall, entity or other substantial object.

Telepathy (S-9)

Range: 30 feet + 30 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 550

Base Chance: 10%

Resist: Passive

Storage: Potion

Target: Self

Effects: The spell gives the Adept the ability to read the surface thoughts of any entity within range who fails to resist. Each target may only resist each Telepathy once, regardless of whether they move in or out of the range of the spell.

Each pulse, the Adept may use their telepathy to either locate the minds that are within range, or to read the thoughts of a particular mind. The Adept need not know the language of the entity whose thoughts are being read, but will

have difficulty comprehending the thoughts of alien minds. Animal thoughts are usually very primitive and can be summed up in a single word, e.g. "food", "danger", "sex."

It is not possible to utilise a target's senses and the Adept may only gain an impression of physical sensations if the entity is concentrating on them, e.g. savouring a meal.

Telepathy may be used to target the Mind Speech, Mental Attack and Phantasm spells.

Targets are not aware that their thoughts are being read. Concentration checks should be required of targets who try to control their thoughts by reciting poetry etc.

Transmutation (S-10)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 1000

Base Chance: 1%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity or Object

Effects: The Adept may transmute and rearrange the elemental components of any target that fails to resist, transforming it into any form of the same mass that the Adept desires. A living entity can only be rearranged into another living form, and objects into objects. This spell cannot confer skills or magical abilities, but the target will acquire the non-magical features of the new form such as wings, gills etc, and may use them. If the new form is maintained without disruption for the duration of the spell, the target will revert to its original shape.

17 The College of Naming Incantations (Ver 2.0)

The College of Naming Incantations is concerned with the essential truths and underlying realities that make up the world and with the knowledge of auras and true names. Naming Incantations is one of the two oldest Colleges of Magic and just as the Entities branch grew out of runic magic so too do the Thaumaturgical Colleges have their roots in Naming. Adepts of this College are commonly called Namers.

The Naming College holds that magic is a form of deception, a manipulation of reality, whereby Mages use mana to impose their will on the world. The College's abilities include divining the true nature of things and enforcing those truths by protecting against and preventing magic. Living beings express their true nature and intrinsic essence in their auras and names, and Namers study these in order to understand, protect, restore, and gain control over them. It is said that in the ancient days Namers were capable of commanding the sea, the wind, and the rocks by their names — but if this is true then that knowledge has long been lost. Namers still learn the names of the plants that grow in the earth, but they have little influence over them.

Many Namers also learn the healing arts, and perhaps this is linked to a desire to restore beings to their true state.

Given its abilities in neutralising magic, and the low Magical Aptitude requirement, the College attracts considerable interest from individuals engaged in the arts of war. Many Adepts use it as a means to protect themselves against hostile magics, while they operate in a more physical manner.

Traditional Colours

No particular colour has a strong association with the College, as astrologically magic is of all colours, and of none.

Traditional Symbols

Members of this College sometimes wear small symbols made of iron, (insufficient to cause them any inconvenience), symbolising their ability to neutralise magic. Circles or spheres are very common, harkening perhaps to circles of protection.

17.1 Restrictions

Adepts of the College of Naming Incantations may practise their arts without restriction. Some abilities may require that the Namer know a particular Generic or Individual True Name, or have learned a particular Counterspell.

The MA requirement for this College is 1.

17.2 Base Chance Modifiers

The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Naming Incantations:

Never before encountered target's generic type
Has not learned target's Generic True Name
Each Rank achieved with target's Generic

True Name Each Rank achieved with target's Individual True Name All modifiers are cumulative.

- 15% - 10% +1%
+2%

In addition, each Rank achieved with the target's Individual True Name reduces the target's Magic Resistance by 1%.

17.3 Benefits

Language

Due to their knowledge of True Names, Namers may Rank any Language in the Protonic Language Group as if they already know another language in that group at Rank 5. (See Languages §39.7).

Ranking Names

- Learning a Generic True Name takes a day, while learning an Individual True Name takes one week (see §3.9)

- Further ranking of both Generic and Individual True Names takes 1 week × Rank to be achieved.

For full details on the use of Counterspells see §10.2.

- Ranking Names costs no EP.
- The maximum Rank for True Names is 20.
- Ranking of Names may be done in combination with ranking either a magical or non-magical ability.
- Namers may Rank one Name in addition to other forms of ranking.

17.4 Talents

Detect Aura (T-1)

Experience Multiple: 75

Base Chance: $2 \times PC (+ 5 / \text{Rank})$

Resist: May only be actively resisted

Target: Entity, Object, Area, Volume

Effects: The Base Chance is reduced by 1% for every foot after the first five from the Adept. See the Detect Aura Talent (§9.1) for the results of this talent. In addition to other information gained, the Namer also receives the target's Generic True Name, if any.

Expel Magic (T-2)

Experience Multiple: 75

Resist: May only be passively resisted

Target: Object, Area, Volume

Effects: This talent allows the Namer to dissipate a magical spell stored in a Ward, Magical Trap, Potion, or Invested Item. In order to use this talent, the Namer must specify the name of the spell to be affected and cast the appropriate Counterspell on the target with the specific intent of dissipating the stored magic. The chance of the stored magic resisting destruction is 50% [$(+ 3 / \text{Rank of the stored magic}) (3 / \text{Rank of this Talent})$]. If successful all of the magic of the same type stored within the target is destroyed. The appropriate Counterspell is the one that affects the magic stored not the storing magic. For

example, a Ward of Enchanted Sleep would require the use of an E & E General Knowledge Counterspell. Possessions gain a single Resistance Check but use the better of the chance above, or their wielder's MR.

Quick Cast (T-3)

Effects: Namers may cast any Counterspell that they know without preparing it first.

17.5 General Knowledge spells

The entire general spell knowledge of the Namer college consists of the ability to cast Counterspells. A Namer may cast a Rank 0 Counterspell against any College of magic with which they are familiar. Counterspells at Rank 0 do not count towards the Namers MA limit for spells and rituals.

Familiarity with all of the commonly encountered Colleges will be taught to a Namer during their apprenticeship, and beginning Namers will have the ability to cast all of the Counterspells of the standard Colleges at Rank 0. If a Namer encounters Collected magic of a form with which they are not familiar they may familiarize themselves with the College by one of the following methods:

- By using the Ritual of Divination on an Adept of that College.
- By Divinating a magical effect produced by that College, provided that it is still in effect.
- By spending a day's study with a Namer who is already familiar with the College.

Once they have done this they will be able to cast Rank 0 Counterspells against that college.

Unlike other Adepts, Namers may gain Rank with Counterspells that are not of their College. Namers rank all Counterspells as General Knowledge spells of the Namer College. Once a Namer begins to rank a Counterspell it will count towards the Namers MA limit for spells and rituals as normal.

17.6 General Knowledge Rituals

Dissipation (Q-1)

Target: Entity, Object, Area, Volume

Base Chance: As per Counterspell + Ritual preparation

Cast Time: 1+ hours, maximum 10

Actions: Concentration Concentration Check: Standard *Effects:* By engaging in Ritual Spell Preparation a Namer may use a Counterspell to dissipate the effects of a spell. The Namer must perform at least one hour of Ritual Spell Preparation at the end of which they must cast the appropriate Counterspell, and specify the name of the spell to be dissipated. Only spells (not rituals) may be dissipated using this technique. It is not possible to achieve Rank with this ability since it is not an independent ritual, but rather a specialized use of Ritual Spell Preparation.

17.7 Special Knowledge Spells

Bane (S-1)

Range: 10 feet + 10 / Rank

Duration: 30 seconds + 5 / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: This spell strengthens reality and stabilizes the mana in an area 15 feet in diameter (+ 10 / 5 Ranks) such that all magical Cast Chances are reduced within the area by 5% (+ 3 / Rank). This will affect spells and rituals, and talents with base chances. The spell has no affect on stored magics (such as invested items), shaped items, or magic without base chances.

Banishment (S-2)

Range: Self

Duration: 10 seconds + 10 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: No

Storage: Potion

Target: Self

Effects: Through use of this spell, a Namer may banish a summoned being back to its own plane. While the banishment spell is in effect, the appropriate Counterspell cast by the Namer at a summoned entity will cause the entity to return to its own plane, unless it resists. The Counterspell must match the type of spell or ritual used in the summoning of the creature. In general the spells/rituals affected are the elemental summonings (Summon Fire Elemental, etc.), all Greater Summonings, Dark/Light Sphere conjuration and Fire college Efreeti and Salamander summoning. The Call Patron ability of Agents is not classified as a summoning spell and is not affected. The being to be banished may actively and passively resist the Counterspell.

Compel Obedience (S-3)

Range: 15 feet + 5 / Rank

Duration: Concentration: max. 10 minutes + 10 / Rank

Experience Multiple: 400

Base Chance: 20%

Resist: Active, Passive

Target: Entity

Storage: None

Effects: The Adept may cast this spell over 1 (+ 1 / 4 Ranks) targets whose Generic True names are known to them. Those targets who fail to resist may be commanded by the Adept to perform actions that are both within their physical capabilities and in their true natures. Commands are given in the Namer tongue and will be understood by all entities. Commands must be short and simple, such as: "Stop!", "Wait here", "Follow me", "Hide under the table". Entities can only be compelled to perform actions that they might perform naturally. For example, brigands who were involved in a combat might be compelled to "Flee!", but if those same brigands felt they were winning the fight, they would heed no such compulsion but could

perhaps be directed to a different target. If the spell is cast at targets with different GTNs the Namer must use the lowest applicable base chance modifier.

If the Adept chooses to pronounce a target's Individual True Name as part of the spell then only one entity may be affected but the Namer is vested with much greater control over that entity, even against its nature. It is possible for the target to defy the Namer, but there are serious consequences for disobedience. Should the target decline to obey any command of the caster that is not obviously suicidal, they must make a Willpower check of $[1 \times WP - (1\% \text{ per Rank that the Namer has with the target's ITN})]$. This check does not break the spell. Should the target fail their check, they will feel great pain and immediately take damage equal to half of the Namer's Rank with this spell. This damage cannot be resisted.

Disjunction (S-4)

Range: 10 feet + 10 / Rank

Duration: 1 minute + 1 / Rank

Experience Multiple: 300

Base Chance: 30%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Object, Area

Effects: This spell prevents stored magics within an object or area from coming into effect. Magics that are affected by this spell include Wards, Invested items, Potions, Magical Traps, and permanent magics that need to be triggered. If a potion under the effects of a Disjunction is consumed, the potion will take effect after the spell effect ceases, provided it is still inside an entity. Other items will simply be unable to be triggered, and no charges will be lost.

Dispel Magic (S-5)

Range: Self

Duration: 5 seconds + 5 / 4 Ranks

Experience Multiple: 400

Base Chance: 5%

Resist: No

Storage: Potion

Target: Self

Effects: While the Dispel Magic is in effect, the appropriate Counterspell cast at a target may dissipate magic. The Counterspell must match the type of spell to be dissipated, and the Adept must specify the name of the spell that they wish to remove. If the Counterspell is successfully cast, the chance of the magic being dispelled is 50% $[(+ 3 / \text{Rank with Dispel Magic}) (3 / \text{Rank of the target magic})]$. This spell cannot remove the effects of rituals, or remove curses.

Forbidding (S-6)

Range: 10 feet + 10 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: This spell creates a thin, invisible wall, 10 feet high and 20 feet long. The Adept may

increase either height or length by 1 foot per Rank. This barrier obeys all of the usual rules for insubstantial walls. A single Generic or Individual true name is crafted into the forbidding. To those entities whose names are contained therein, or if seen by means of Witchsight or similar, the wall appears bluish and crackling with magical energy. If a Generic True Name is in the forbidding, then to those named who fail to resist upon initial contact the forbidding is completely solid to them and they are unable to pass through it. If they resist, the barrier is insubstantial, as it is those who are not named by it. If an Individual True name is placed in the forbidding then in addition to the Generic effects, the entity must resist each contact with the barrier or suffer $[D - 4] + 1 / \text{Rank}$ damage, even if they are able to pass through the wall because they initially resisted.

Mana Sense (S-7)

Range: Self

Duration: 5 minutes + 5 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: No

Storage: Potion

Target: Self

Effects: This spell allows the adept to "sense" the mana flows within 10 feet (+ 10 / Rank). If a spell is cast or magic triggered within range, the Adept will see it flying off towards its target. Similarly, if the target of any spell is within range, the Adept will see the magic impact. If the Adept chooses magical Pass actions of Concentration with this spell in effect, they will be able to see Adepts drawing mana, and be able to see if a target resists a spell or not. While concentrating the Adept will have a $(2 \times PC)$ chance of being able to distinguish the College of the magic they can see, the name of the spell, and whether the spell is low, medium, high or very high in rank.

Scry Shield (S-8)

Range: 10 feet + 5 / Rank

Duration: 10 minutes + 10 / Rank or Special

Experience Multiple: 300

Base Chance: 20%

Resist: No

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: This spell protects an area from scrying by Wizard Eyes, Crystals and Waters of Vision, Bard's Ear and similar divinatory magics of a Rank equal to or less than the rank of the Scry Shield. It does not prevent normal vision, infravision, Witchsight and similar spells. A Scry Shield is a shell over the protected volume, so once the area is penetrated by any means, e.g. on foot or by flying, spells cast inside the protected volume work normally. At Rank 20 this spell alarms the Adept that an attempt to divine into the volume by magical means has taken place, provided that the Adept is within the volume at the time. This spell may be cast as a ritual if the Adept so chooses. In this form casting takes 10 hours and the duration is increased to 4 weeks (+ 1 / Rank).

Spell Barrier (S-9)

Range: 10 feet + 5 / Rank
Duration: 1 minute + 1 / Rank
Experience Multiple: 300
Base Chance: 30%
Resist: No
Storage: Investment, Ward, Magical Trap
Target: Volume
Effects: The Adept creates a thin, glowing, translucent wall which blocks the passage of magic. The barrier is either 10 feet high and 20 feet long as a wall, or 10 feet high and 5 feet in radius as a ring. The Adept may increase any dimension — other than thickness — by 1 foot per Rank. This barrier obeys all of the usual rules for insubstantial walls. Any magic cast in such a way that a direct line drawn from the caster to their target passes through the wall (from either side) has a 40% [(+ 3 / Rank with this spell) (3 / Rank of the target magic)] chance of having its energies dissipated. If a spell passes through more than one Spell Barrier only a single roll for dissipation should be made, with the highest dissipation chance being used.

True Seeing (S-10)

Range: 10 feet + 5 / 2 Ranks
Duration: 30 seconds + 10 / Rank
Experience Multiple: 300
Base Chance: 25%
Resist: No
Storage: Investment, Ward, Magical Trap
Target: Area
Effects: All entities within the area of effect have a chance of detecting things in the area that have been magically altered to appear other than they truly are. True Seeing may reveal the visual component of illusions, and entities or objects that are invisible, insubstantial, or have been magically rearranged or transformed (such as by curses). The chance of an observer detecting such alterations or concealments will depend upon the rank of this spell, the rank of the concealing or transforming magic, and the perception of the observer. For odd magical abilities without a Rank the GM should substitute some appropriate alternative (such as [MA - 10]).

True Seeing is of lesser or equal Rank: Slight imperfections may be revealed, (e.g. invisible figures shimmer a little, the colour of an illusion may appear a bit off, etc.), and there is a (1 × PC) chance of an observer scrutinizing the area noting this.

True Seeing is of higher Rank: More major imperfections may be noticed (e.g. invisible figures have a slight will-o'-the-wisp glow, toads that are really Princes may have tiny gold crowns). The detection chance rises to (2 × PC).

True Seeing is 10+ Ranks higher: The imperfections in concealing and transforming magics become quite obvious, (e.g. invisible figures appear ghostly, illusions may appear painted or translucent, etc.). Detection is automatic.

17.8 Special Knowledge Rituals**Divination (R-1)**

Range: 5 feet + 1 / Rank
Duration: Immediate
Experience Multiple: 250
Base Chance: 40% + 10 / Rank
Cast Time: 1 hour or 3 hours
Resist: No
Target: Entity, Object, Area
Material: None
Actions: Concentration
Concentration Check: Standard
Effects: There is no possibility of backfire from this ritual. By use of this ritual a Namer may determine if an individual, object, or area is currently, or has been recently, under the effects of magic a spell by employing the Ritual of Magic Divination.

If the ritual is successful, the nature of all magic in effect (exact names and Colleges) is revealed to the Namer. If the magic is of non-college origin general effects are revealed. In the case of magic that is no longer in effect, for each 5% under the Cast Chance that the Namer rolled, magic that expired an extra week ago is revealed. For example if a Namer rolled 12% under their Cast Chance magic that expired up to two weeks ago would be revealed — in addition to all magic currently in effect.

If the Namer wishes they may perform an Ancient Divination. The Base Chance of the ritual is reduced to 40% (+ 2 / Rank), and the Cast Time increased to 3 hours. If successful the Namer will learn the exact nature of all enchantments, magical mechanisms, triggering conditions, curses, side-effects, etc., placed upon an entity or object even if they are of non-college origin. If an object has an Individual True Name the Ancient Divination will reveal its existence, though not the actual name.

Expulsion (R-2)

Range: 5 feet + 1 / Rank
Duration: Immediate
Experience Multiple: 300
Base Chance: 10% + 5 / Rank
Cast Time: 1 hour
Resist: Active, Passive
Target: Entity
Material: None
Actions: Concentration
Concentration Check: Standard
Effects: This Ritual will return one entity to its plane of origin, regardless of how it got to the current plane. Upon completion of the ritual, if the target fails to resist, they will be immediately returned to the point from which they left their plane of origin.

Interregnum (R-3)

Range: 10 feet
Duration: Special
Experience Multiple: 250
Base Chance: MA + 4% / Rank
Cast Time: 2 hours
Resist: Active, Passive
Target: Entity or Object
Material: None
Actions: Concentration

Concentration Check: Standard

Effects: The targeted entity or object has all magical effects currently upon them, that are of lesser or equal rank to the Interregnum, suspended. Whilst suspended their durations will not reduce, but the magic will have no effect. The duration of the Interregnum may be chosen by the Adept at the time of casting, from a minimum of 1 day to a maximum of:

Rank Duration (maximum)

0–10 11–15 16–19 20

1 day (+ 1 / Rank) 1 month 3 months 1 year

Remove Curse (R-4)

Effects: Namers have a greater ability to remove curses than do the Adepts of other Colleges. Namers learn the normal Remove Curse ritual (see §11.3) as R4 of this College, but gain a bonus to Base Chance of + 2 / Rank for Minor curses and + 1 / Rank for Major curses (including Death Curses).

Sealing (R-5)

Range: 20 feet + 20 / Rank
Duration: 1 day + 1 / Rank
Experience Multiple: 300
Base Chance: 20% + 4 / Rank
Cast Time: 1 hour
Resist: None
Target: Area
Material: Chalk, paint, blood, cornmeal or other symbol making materials
Actions: Chanting and inscribing symbols
Concentration Check: Standard
Effects: This Ritual seals an area against entities from a single, specific, named plane. The name of the plane must be known to the Adept, and the name of the plane that the Adept is currently occupying cannot be used. No entity whose plane of origin has been sealed against can voluntarily enter the sealed area. They will stop at the boundary and refuse to go any further. Any entity taken into the area against their will (or without their knowledge, e.g. unconscious) will attempt to leave the area as quickly as possible. If an attempt is made to summon an entity from the named plane into the area the summoning will fail. Any entities from the named plane who are inside the area when the sealing is created are unaffected, but should they leave the area they will be unable to re-enter it.

True Form (R-6)

Range: 5 feet
Duration: Immediate
Experience Multiple: 300
Base Chance: 20% + 3 / Rank
Cast Time: 3 hours
Resist: Active
Target: Entity, Object
Material: None
Actions: Concentration
Concentration Check: Standard
Effects: By means of this ritual the Adept may force a target that has been magically altered, cursed, or rearranged into a form other than their natural one to assume their true form and nature. It will not remove effects that could oc-

cur naturally. For example, the ritual would restore the form of a human that had been cursed into the shape of a toad, and would return to flesh a human turned to stone but would do nothing to remove a curse of weeping sores or restore a lost limb.

True Speaking (R-7)

Range: 10 feet

Duration: 30 minutes

Experience Multiple: 300

Base Chance: 40% + 3 / Rank

Cast Time: Special / 1 hour

Resist: Active, Passive

Target: Entity

Material: None

Actions: Asking questions

Concentration Check: Standard

Effects: By means of this ritual the Adept may attempt to force an entity who is present to speak the truth. The Adept must prepare for 30 minutes after which they may question the en-

tity for the remaining 30 minutes of the 1 hour ritual. The effects of the ritual do not last beyond the hour. The target need not answer or speak at all, but if they fail to resist and they choose to answer the Adept's questions, they must, to the best of their knowledge, speak no falsehoods. They need not volunteer information. The GM rolls for the success of this ritual and need not inform the Adept's player of the result.

18 The College of Air Magics (Ver 2.1)

The College of Air Magics is concerned with the environment of air and the weather. It should be noted that there used to be a third aspect to this college, but the Ice Mages' increasing interest in ice and cold (rather than air) was considered totally unacceptable and they were expelled (to form the independent College of Ice Magics).

When trying to ascertain the effect of spells which change the weather, especially wind, please read the notes accompanying the Weather Table. An area may be affected by more than one Air College spell or ritual at the same time providing that each change affects a different aspect of the weather.

Traditional Colours

Air Mages traditionally dress in blues and greys. Due to their habit of being outdoors in all weathers, Adepts of this college tend to wear practical clothing and avoid long trailing cloaks or skirts.

Traditional Symbols

Given the ephemeral nature of their element, Air Mages have little use for symbols, usually allowing their traditional colours to advertise their profession.

18.1 Glossary

Totally Enclosed is defined as being surrounded by walls or earth in a windowless area of less than 100 feet in any dimension where there is no direct and immediate communication with the air outside.

Partially Enclosed is defined as being in a cave or building or similar walled or earth enclosed area of greater than 100 feet in its smallest dimension, or in a smaller area, but having means of direct contact with the air outside, such as through an open window or portal.

On top of a Mountain is defined as being within ten minutes walking distance of the peak. Mountains have an enormous impact on the weather patterns.

18.2 Restrictions

Adepts of the College of Air Magics may only practise their arts if they are in contact with the air. They may never practise Air magics while underwater or in a vacuum. They may never summon avians into an environment where they could not survive.

The MA requirement for this college is 13.

18.3 Base Chance Modifiers

The following modifiers are added to the Base Chance of performing any talent, spell or ritual of the College of Air Magics. Only one modifier may be applied:

Caster is underground or totally enclosed	-15
Caster is only partially enclosed	-5
Caster is flying, or otherwise not in contact with any liquid or solid surface	+5
Caster is standing in natural winds of 40 mph or greater	+10
Caster is more than 100' above ground (flying or falling etc.)	+10
Caster is above all landmarks within 10 miles and at least 500' above the ground (flying or falling etc.)	+20
Caster is on top of a mountain	+20

18.4 Talents

Aerial Affinity (T-1)

Experience Multiple: 75

Effects: Due to their close association with the environment of air, Air Mages have the following abilities:

1. The Adept can modify any flying or landing rolls by 1 step better per 5 full ranks.

Example The Air Mage comes in for a landing and the GM tells the player that they need to make a 3 × AG landing roll, but because the Air Mage has this talent at rank 12 they need only make a 5 × AG landing roll.

2. They will not suffer from the effects of high altitude. This talent only works up to a height of 2,000 feet per rank.

Example Hypothermia (at high altitudes), flying sickness, altitude sickness.

3. General knowledge relating to being airborne. *Example* Safe velocities, altitude, down drafts, flight hazards.

4. Due to their close association with the environment, the Adept can modify the Force downwards and Gauge upwards on the Weather Scale Table by 1 per 4 ranks, for themselves.

Detect Fumes (T-2)

Range: 10 feet + 10 / Rank

Experience Multiple: 100

Effects: The Adept may detect the presence of fumes and vapours and has a chance equal to the Adept's modified perception (+ 3 / Rank) of accurately identifying each smell present. The Adept must spend a pulse sniffing the air while applying this talent. If the Adept's sense of smell is not operating, for whatever reason, then this talent may not be used. This talent may only be attempted once per set of smells. When new smells are introduced, the Adept may be able to identify these new smells by attempting this talent again, but any previously unidentified smells will remain so.

Predict Weather (T-3)

Experience Multiple: 50

Base Chance: 30% + 4% / Rank

Effects: The Adept may predict the local weather over the next day (+ 1 / 3 Ranks). The

Adept must be outside or able to see the sky to use this ability. If the Adept has resided in an area for a length of time they will be more familiar with the local weather. If they have lived in the area for over one month they will receive a bonus for predicting weather in the season they are familiar with. If they have lived in the area for over one year they will receive a bonus in any season.

Time	Familiarity	Bonus
1 month	Current season + 5% †	
1 year	Complete	+10% †

†only one modifier applies.

18.5 General Knowledge Spells

Calm (G-1)

Range: 50 feet + 50 / Rank

Duration: 15 minutes + 15 / Rank

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: The Adept halts all gross or extreme non-magical air movement within a volume of 10 foot (+ 10 / Rank) cubed. The entire volume must be within the Adept's range. The air within the volume will stay fresh and will slowly intermingle with air outside the volume. Once cast the volume may not be moved.

Feather Falling (G-2)

Range: 10 feet + 10 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: This spell causes the target to drift gently downwards if they fall more than 5 feet (should the target be falling faster than 5 feet per pulse they will undergo a magical deceleration over one pulse). The target will be subject to wind effects while drifting downwards.

Mage Wind (G-3)

Range: 10 feet + 10 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 125

Base Chance: 30%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: The Adept causes 1 wind-driven object to be affected by a magical wind with an effective speed of up to 5 miles per hour (+ 1 / Rank). Only the object targeted is affected by the magical wind. By concentrating the Adept may alter the direction and strength of the Mage wind.

Mist (G-4)

Range: 20 feet + 20 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 100

Base Chance: 20%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: The Adept conjures 1000 cubic feet of mist (+ 500 / additional Rank) of any shape entirely within the Adept's range. The mist must be at least 1 foot in any dimension and may have detail no finer than 1 foot in size. The visibility in this mist is normally 30 feet (6 hexes). If the wind is stronger than a light breeze, the Adept must actively concentrate to maintain the mist. Otherwise, while the Adept actively concentrates, the mist may be changed in one of the following ways:

1. The Adept may move the mist up to 1 hex/pulse so long as it remains within range.
2. The Adept may change the visibility within the mist down to a minimum visibility of 6 hexes (-1 / 4 full Ranks).

Speak to Avians (G-5)

Range: 10 feet + 10 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 75

Base Chance: 50%

Resist: None

Storage: Investment, Magical Trap, Potion

Target: Self

Effects: The spell allows the target to communicate with any one type of aerial life within range of the spell. This communication usually consists of sound and gesture. If the Adept wishes to converse with several different types of aerial life concurrently then they may cast this spell multiple times.

Storm Calling (G-6)

Range: Special

Duration: 60 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Investment, Magical Trap

Target: Special

Effects: The Adept may summon any storm front which may exist anywhere in sight. If no front can be seen, the spell can still be cast but the Base Chance is modified by -20. Generally, a storm front can be seen for 20 to 30 miles. Upon reaching the spot occupied by the Adept at the time of casting, the storm front will slow and finally cease moving and begin to downpour (snow, rain, hail, sleet or whatever else the GM feels the clouds may contain). The storm front will take D10 × 3 minutes (1 / Rank) to arrive, minimum 1. Once the duration has lapsed the weather will gradually return to normal over a similar amount of time.

Summon Avians (G-7)

Range: 5 miles

Duration: Immediate

Experience Multiple: 125

Base Chance: 30%

Resist: Active, Passive

Storage: Investment, Magical Trap

Target: Avians

Effects: The Adept may summon one avian per Rank (minimum 1) to their current location. The avians must be native to or present in the area and the Adept must specify the species (one per spell) that is being summoned. The Adept may summon a specific avian providing it is within line of sight (the species need not be known in this case). The avian will arrive by the shortest flight path and their initial reaction will be wary. The avians must have a clear flight path to the Adept and will spend up to 5 minutes attempting to reach the Adept. Note that not all avians will have a movement rate which will allow them to reach the Adept's location within this time. This spell may not be cast if the Adept is totally enclosed. If the avian being summoned is fantastical it gains a +20% to its base chance to resist this spell.

Vapour Breathing (G-8)

Range: 10 feet + 10 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 150

Base Chance: 35%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target can breathe any gas including otherwise poisonous vapours (e.g. Knockout Gas, Noxious Vapours etc). This spell will not enable the target to breathe in a vacuum or underwater. Also, this spell will not protect the target from any non-gaseous contents of the atmosphere, e.g. Sleep Dust.

Wind Whistle (G-9)

Range: Special

Duration: D10 hours + 1 / Rank

Experience Multiple: 125

Base Chance: 40%

Resist: None

Storage: Investment, Potion

Target: Special

Effects: The Adept is able to create a wind over an open space of up to 100 feet (+ 100 / Rank) diameter centred on the Adept. Outside of this area, the wind will fade back to the prevailing wind over half again the distance. The wind will build up over D + 5 minutes (1 / Rank, minimum 1) and the Mage must choose at the time of casting which direction the wind will blow. The speed of the wind is determined by rolling a D100 roll as follows:

Dice	Force	Speed (mph)
01–05	5	19–24
06–15	4	13–18
16–30	3	8–12
31–50	2	4–7
51–70	3	8–12
71–85	4	13–18
86–95	5	19–24
96–100	6	25–31

The Adept can choose to modify the dice roll up or down by up to 2 × Rank points to determine the actual wind speed once the dice have been rolled. The effects of this spell override any existing wind effects including already existing Wind Whistle spells.

If the resulting wind is Force 5 or over, missile fire will be affected, reducing base chances by

(wind speed/2)%.

18.6 General Knowledge Rituals

Windspeak (Q-1)

Range: 400 feet + 400 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 150

Base Chance: 2 × MA + 3% / Rank

Resist: None

Storage: None

Target: Area

Cast Time: 1 hour

Material: None

Actions: None

Concentration Check: Standard

Effects: The Adept can speak with the whispering spirits of the wind, learning what they have seen or heard and even soliciting their aid. All winds within a range of 300 feet (+ 300 per rank) can be communed with in this manner. There is no backfire.

18.7 Special Knowledge Spells

Air Blast (S-1)

Range: 10 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 30%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity, Object

Effects: This spell projects a narrow and extremely strong blast of air at the target. The blast will impact either on the target or on the first obstruction blocking the path from the Adept to the target. If the target weighs less than 100 pounds (+ 20 / Rank) they will be thrown back 10 feet (+5 per 3 full rank). On landing the target suffers damage of [D - 5] + 1 per 3 full ranks and must make a 1 times PS + AG check to remain standing. The target is thrown in an arc away from the Adept and the highest point of the arc equals (Rank + 1) feet.

Arrow Flight (S-2)

Range: 5 feet

Duration: 20 minutes + 20 / Rank

Experience Multiple: 200

Base Chance: 35%

Resist: None

Storage: Investment

Target: Arrows or Quarrels

Effects: The Adept can temporarily improve the flying quality of 2 (+ 1 / 2 Ranks) arrows or quarrels. Anyone firing arrows or quarrels affected by this spell has their Base Chance modified by +2% (+ 1 / Rank). At rank 16+ the arrows are counted as magical for determining which entities may be harmed.

Avian Control (S-3)

Range: 100 feet + 100 / Rank

Duration: Concentration: maximum 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: Active, Passive

Storage: Investment, Potion

Target: Avian

Effects: The Adept may control 1 (+ 1 / Rank) avian within range unless the avian successfully resists. If the avian is fantastical, it gains +20% on its base chance to resist this spell. If the Adept fails to gain control or loses control, the avian will immediately attack the Adept. An avian which is still controlled when the spell duration expires, will flee the Adept's presence. The Adept may recast this spell before its duration has expired without breaking concentration. When the duration of the first casting expires the target gets another resistance check. The Adept may also choose to release an avian from their control before the spell's duration is up, whereupon it will flee as above. If the avian is sentient and is made to take an action that would endanger itself, another resistance check is made.

Barrier of Wind (S-4)

Range: 5 feet + 1 / Rank
Duration: 30 minutes + 30 / Rank
Experience Multiple: 150
Base Chance: 30%
Resist: None
Storage: Investment, Ward, Magical Trap
Target: Entity
Effects: This spell forms a swirling pattern of wind around the entity in all directions. Thrown and missile weapons passing through the barrier have a chance of being deflected from their course, to impact harmlessly elsewhere. The deflection adds 5 (+ 2 / Rank) to defence against missiles. This spell provides a bonus of 5 (+ 1 / Rank) in melee or close combat.

Conjuring Air (S-5)

Range: 10 feet + 10 / Rank
Duration: 5 minutes + 5 / Rank
Experience Multiple: 150
Base Chance: 25%
Resist: None
Storage: Investment, Ward, Magical Trap
Target: Volume
Effects: The Adept may conjure anywhere within their range 5 cubic feet (+ 5 / Rank) of sweet smelling breathable air in any shape or shapes of their choice. No dimension of the shape may be less than 1 foot. The volume of air will hold its shape versus any non solid intrusions for the full duration. At the end of the duration the volume will rapidly disperse into the surrounding area, mixing with whatever atmosphere was already there.

Flying (S-6)

Range: 5 feet + 5 / Rank
Duration: 30 minutes + 30 / Rank
Experience Multiple: 250
Base Chance: 30%
Resist: Active, Passive
Storage: Investment, Potion
Target: Entity
Effects: This spell enables the target to fly at a speed of 30 mph (+ 1 / Rank) by walking winds and air currents. Initially it will take [D + 10 - Rank] minutes for the wind currents to arrive. After the wind currents have arrived the target can take off and land as many times as they

desire, but to recall the winds to take off after landing will take [D + 2] pulses. When taking off, it takes one pulse to accelerate to full speed. If the target tries to land, it will take one pulse to slow to a standstill. The target can only travel into places where air currents or winds are possible. This will not normally occur inside buildings or tunnels.

Gaseous Form (S-7)

Range: Self, touch at Rank 11+
Duration: 5 seconds + 5 / 2 Ranks
Experience Multiple: 300
Base Chance: 20%
Resist: Active, Passive
Storage: Potion, Invested, Magical Trap
Target: Entity
Effects: When this spell is cast the target (and possessions) turn into a cloud of vapour, that appears as a heavy mist. The target may be affected by magic spells. Normal or silvered weapons do not harm the target, but magical weapons may. The target may not use any possessions such as weapons, nor may the target cast or trigger magic. Magical or Racial Talents may be used however. The target may move up to TMR 2 in any direction and pass through any opening that is not airtight. When the duration of the spell expires, the target will reform in the nearest hollow space large enough to accommodate the target's body.

Gliding (S-8)

Range: 5 feet + 5 / Rank
Duration: 5 minutes + 5 / Rank
Experience Multiple: 200
Base Chance: 30%
Resist: None
Storage: Investment, Potion
Target: Sentient Entity
Effects: This spell enables the target to glide at an angle of approximately 1 + Rank feet horizontally for every foot of descent. The target's maximum forward speed will be approximately 80 feet / pulse (+ 1 / Rank) and their minimum vertical speed (relative to the air around them) will be approximately 40 feet / pulse (-2 / Rank, minimum 1) downwards. If the target is gliding in thermals or down-drafts, their actual rate of descent (or ascent) may vary. The actual rate of descent is up to the GM. The target must keep their arms (or equivalent) outstretched until landing or they will fall downwards, although the spell will resume if the target returns their arms to an outstretched position. The target flies with their body horizontal and may turn at a rate of 30 degrees / pulse (+ 5 / Rank) while gliding. The spell will cause the target to automatically become vertical when within 5 feet of a horizontal surface. The target must then make a flying roll when landing.

Knockout Gas (S-9)

Range: 30 feet + 10 / Rank
Duration: 5 minutes + 5 / Rank
Experience Multiple: 450
Base Chance: 15%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Area

Effects: This spell creates a heavy cloud of knockout gas that rises 10 (+ 1 / Rank) feet above the ground. The area has a diameter of 15 feet (+ 5 / Rank). At ranks: 0 to 9 the cloud appears as a translucent mist (i.e. does not inhibit vision) and is pungent smelling, 10 to 15 the gas is invisible and pungent smelling, 16 and above the cloud becomes invisible and odourless. Any entity (including the Adept) within the gas must resist. If they fail to resist, they must roll under 2 × EN each pulse or fall unconscious (not asleep) while they remain within the gas. Any wind over 15 mph will disperse the gas in D-Force pulses. Once the gas is dispersed, the duration expires, or a victim is removed from the area, any unconscious entities will recover in 1 pulse (+ 1 / 5 full Ranks).

Lightning Bolt (S-10)

Range: 60 feet
Duration: Immediate
Experience Multiple: 225
Base Chance: 30%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity, Object
Effects: The Adept may throw a single bolt of lightning 60 feet long from their fingertips. The bolt must extend the entire 60 feet and will deflect off stone until it reaches its full extent. All targets that are in the path of the bolt must resist or suffer [D + 5] (+ 1 / 3 Ranks) damage (save for half damage). In addition, any target who fails to resist is automatically stunned.

Lightning Strike (S-11)

Range: 15 feet + 5 / Rank
Duration: 30 minutes + 30 / Rank
Experience Multiple: 250
Base Chance: 35%
Resist: Active, Passive
Storage: Potion
Target: Entity
Effects: This spell creates sheets of lightning that slowly arc around the entity's body doing no damage. This is extremely obvious. The first time the entity takes damage from a blow in combat and the attacker is within range, a bolt will strike out at the entity's attacker doing [D - 4] (+ 1 / 2 Ranks) damage (save for half damage). The spell then dissipates. The Range is 5 feet (+ 5 / Rank). At rank 10 or greater, any attacker who fails to resist and is capable of being stunned is automatically stunned. This spell cannot be cast on a target if they are already under the effect of a Lightning Strike spell.

Resist Cold (S-12)

Range: Touch
Duration: 1 hour + 1 / Rank
Experience Multiple: 100
Base Chance: 40%
Resist: None
Storage: Investment, Ward, Potion
Target: Entity
Effects: This spell protects the target from the effects of cold temperature by increasing the Gauge by 1 (+ 1 / 4 full ranks) up to a maximum of Gauge 7 (Comfortable). It will totally protect the target from the effects of Hypother-

mia at rank 11+. In addition, the target suffers 1 (+ 1 / 4 full ranks) less damage due to magical or non-magical cold based attacks.

Shaping Cloud (S-13)

Range: 5 miles + 1 / Rank

Duration: Concentration: maximum 1 minute + 1 / Rank

Experience Multiple: 150

Base Chance: 40%

Resist: None

Storage: Investment, Potion, Ward

Target: Cloud band

Effects: The Adept can cause some of a cloud bank (cloud degree 5+) within range and line of sight to slowly shape a different image in it each minute. Each new shape will be gradually formed from the old over the course of the minute. The shape in the clouds is recognisable up to a range of 5 miles (+ 1 / Rank). Measurements for this spell should be taken from the ground (i.e. disregarding the height of the cloud bank).

Whirlwind Vortex (S-14)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 650

Base Chance: 1%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: This spell creates a tornado around one human sized target for every 3 or fraction ranks (minimum 1). If the target fails to resist they are so tossed and torn by the winds that muscles and ligaments tear, joints dislocate, bones break, organs rupture, and they perish. If the target successfully resists they suffer [D - 4] (+ 1 / Rank) damage due to excessive forces (instead of perishing). Targets that fail to resist may be resurrected.

Whispering Wind (S-15)

Range: 100 miles + 100 / Rank

Duration: Special

Experience Multiple: 150

Base Chance: 40%

Resist: None

Storage: Potion

Target: Self

Effects: This spell sends a message to an entity using the winds. The Adept must know the name of the entity and be able to pick them out from a crowd. The maximum length of the message is 5 words per rank. The messages will be in the voice of the Adept at the same volume as when spoken, and can only be heard by the target. There is a noticeable but minor effect of swirling air when the message is sent and received. The time taken for the message to reach the entity (the duration) is 1 hour (+ 2 minutes per mile) - rank hours (minimum of 1 hour).

Windstorm (S-16)

Range: 30 feet + 30 / Rank

Duration: 10 seconds + 10 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept creates a windstorm of Force 9 centred on the Adept and extending out to the full range of the spell. Once cast the Windstorm will not move. The winds in the area of a windstorm are random and violent, they do not prevail in a particular direction. All entities within this area except the Adept and those in the same hex must check against 2 × (Physical Strength + Agility) - 2 × Rank, every pulse, to regain their feet and/or remain upright. Every time an entity within the area falls prone, they take [D - 2] damage. This damage is physical. For the duration of this spell they have their TMR halved. All entities attempting to use missile or thrown weapons through or inside the area of effect have their Base Chance reduced by 5 per every 2 hexes of Windstorm travelled through.

Wind Walking (S-17)

Range: 10 feet + 10 / Rank

Duration: 30 seconds + 30 / Rank

Experience Multiple: 350

Base Chance: 25%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target of this spell (and possessions) turns into wind, keeping their approximate size and appearance. In the first pulse, the spell's effect is to accelerate the target to full speed and in the last pulse, the target will gradually slow. The distance travelled over the first and last pulse is half that of normal. The target moves through the air at 50 mph (+ 5 / Rank). The target can only pass through an area that they could pass through normally. The target chooses the direction of the flight but the speed may not be altered. The target will not collide with stationary objects during the flight, but if rushing directly towards an object or wall, will brush along or past it as a wind would. If blown down a corridor to a dead end or similar situation, the target will not stop but double back in a tight loop. Anything dropped by the target will go in a random direction.

Ball of Lightning (S-18)

Range: 35 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 30%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Entity or Object

Effects: This spell creates a ball of lightning which shoots from the caster to the target. The ball is utterly silent and moves in a straight line. Anything standing between the caster and the target will be struck instead. Upon striking anything the ball explodes, in a bright flash, causing [D - 1] (+ 1 per Rank) electrical damage. If the target successfully resists the damage is halved (round up), otherwise they are also blinded for Rank / 4 pulses (round down).

Thunderclap (S-19)

Range: 20 feet + 20 / Rank

Duration: Immediate

Experience Multiple: 325

Base Chance: 30%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept causes the air in the targeted area to violently compress with a loud crash. The target area has a diameter of 5' at Ranks 0–5, 15' at Ranks 6–12, 25' at Ranks 13–19, and 35' at Rank 20. The entirety of the affected area must be within the caster's spell range for the spell to be effective. All those within the area suffer [D + 1] (+ 1 per 2 full Ranks) concussive damage (resist for half — round up). Those failing to resist can hear nothing except a loud ringing for Rank pulses. On a Double or Triple effect any entities which fail to resist are also stunned (normal stun recovery applies). Note that this spell can be heard from a distance as per normal thunder.

18.8 Special Knowledge Rituals

Air Spring (R-1)

Duration: Rank × Rank hours (minimum 1)

Experience Multiple: 150

Base Chance: MA + 5% / Rank

Resist: None

Storage: None

Target: Area

Cast Time: 1 hour

Material: None

Actions: None

Concentration Check: Standard

Effects: The Adept can open a one way portal 2 feet in diameter from the elemental plane of Air from which fresh clean air flows. The rate of flow is 5 cubic feet (+ 5 / Rank) per second. Additionally any modifier for being enclosed is reduced by 5.

Conjuring Air Elemental (R-2)

Range: 20 feet

Duration: Concentration: No maximum

Experience Multiple: 200

Base Chance: MA + 5% / Rank

Resist: None

Storage: None

Target: Air Elemental

Cast Time: 1 hour

Material: None

Actions: None

Concentration Check: Standard

Effects: The Adept may summon an Air Elemental and bind it to temporary service by performing this ritual. At the end of the ritual a Cast Check is performed. If the ritual is successful the Elemental is summoned and controlled. If the ritual backfires then the Elemental is summoned but not controlled and will attack the summoner and companions.

The Air elemental will always appear within 20 feet of the summoner. If has a combined Endurance and Fatigue equal to 15 (+ 15 / Rank). The Elemental will remain until it is sent back to its home plane by the Adept (with Special Knowledge Counterspell of the college of Air Magics) or banished. If it is controlled by the summoner it will remain controlled until the

summoner's concentration is broken.

Control Weather (R-3)

Duration: 8 hours + 8 hours / Rank

Experience Multiple: 300

Base Chance: $2 \times \text{MA} + 3\%$ / Rank

Resist: None

Storage: None

Target: Area

Cast Time: 1 hour

Actions: Dance (2 FT when unencumbered)

Concentration Check: None

Effects: The Adept may change one or more of the three components which make up the weather by performing a ritual dance. The three components of weather are:

- Precipitation, Degree
- Temperature, Gauge
- Wind, Force

The GM should consult the weather table and advise the Adept of the current level of each of these three components before they start dancing. The Adept may change the current components by a total of 1 +1 per 2 full ranks.

At rank 12, the Adept can change a Force 3 *Example* wind into a Force 10 wind or Force 3 into Force 7 and Degree 5 into Degree 2 cloud cover.

All the changes may be in any direction on the table.

This ritual will not cause weather effects outside the normal climatic range of the area (as determined by the GM). The weather will change gradually over $(30 - 1 / \text{Rank})$ minutes per level shifted on the table and the three components will change simultaneously. The area of effect is circular with a radius of 1 mile / Rank (minimum 1). Casting this ritual counts as strenuous activity and the Adept will lose fatigue. This ritual cannot back-fire.

Summon and Bind Cloud (R-4)

Range: 5 miles + 5 / Rank

Duration: 5 hours + 5 / Rank

Experience Multiple: 300

Base Chance: $2 \times \text{MA} + 3\%$ / Rank

Resist: None

Storage: None

Target: Clouds

Cast Time: 1 hour

Material: None

Actions: None

Concentration Check: Standard

Effects: This ritual will summon a quantity of cirro-cumulus cloud and change its consistency to that of packed cotton wool to provide a method of transport. Items will pass through

the cloud after 30 seconds unless supported by an Entity. The cloud arrives during the last half hour of casting and spends the first and last half hour of travel rising to and descending from its natural travelling height. The natural height of cirro-cumulus clouds is between 2 and 4 miles above sea level (10,000 to 20,000 feet). The cloud may support 1 entity (+ 1 / Rank) and transports them in a comfortable and oxygenated environment, although it may be slightly cold if improperly clothed. Flying entities may take off or land on the cloud as long as the above limit is maintained. If more entities land on a cloud than it can carry, it will immediately start to descend taking half an hour and dissipate upon reaching the ground. The cloud appears to be a normal cloud but is sufficiently soft to prevent injury to anything that impacts it (it's also non-flammable). The clouds will move with the prevailing winds or can be moved with magical winds such as Mage Wind. By actively concentrating the Adept can cause the clouds to move at a different speed or in a different direction to the prevailing wind. The Adept can alter the movement of the clouds by 2 miles per hour (+ 2 / Rank) in any one direction. The altitude of the clouds may not be controlled. While in contact with the ground the clouds will not move.

18.9 Weather Scale Table

Force	Wind	Specification	Speed (mph)
0	Calm	Smoke rises vertically	< 1
1	Light air	Direction indicated by smoke only	1–3
2	Light breeze	Wind felt on face, leaves rustle	4–7
3	Gentle breeze	Leaves and twigs in constant motion, wind extends light flag	8–12
4	Moderate breeze	Wind raises dust and loose paper, small branches move	13–18
5	Fresh breeze	Small trees in leaf start to sway, crested wavelets on inland waters	19–24
6	Strong breeze	Large branches in motion, whistling through trees	25–31
7	Near gale	Whole trees in motion, inconvenient to walk against wind	32–38
8	Gale	Twigs break from trees, difficult to walk	39–46
9	Strong gale	Slight structural damage occurs	47–54
10	Storm	Trees uprooted, considerable structural damage occur	55–63
11	Violent storm	Widespread damage	64–73
12+	Hurricane	Widespread damage	74 and above

Gauge	Temperature	Specification	Degrees Celsius
0	Arctic	Dangerous	-20 and below
1	Arctic	Salt water freezes	-15
2	Arctic	Branches become brittle	-10
3	Arctic-like	Dangerously cold if not dressed in winter clothing	-5
4	Sub-arctic	Water freezes, numbness, precipitation becomes hail, snow, sleet	0
5	Sub-arctic	Cold, uncomfortable if poorly clothed	5
6	Sub-tropical	Cool	10
7	Sub-tropical	Comfortable	15
8	Sub-tropical	Comfortable, warm	20
9	Tropical	Hot, uncomfortable if poorly clothed	25
10	Tropical	Uncomfortably hot, sub-tropical plants wither	30
11	Desert-like	Extreme heat, sub-tropical plants die, tropical plants wither	35
12+	Desert	Debilitating, tropical plants die	40 and above

Degree	Cloud	Precipitation	mm / Hour
0	Clear	Dry, high fire danger	0
1	Clear	Dry, fires easy to start	0
2	Clear	Comfortable	0
3	Sparse	Humid, uncomfortable in high temperature	1
4	Light	Damp	2
5	Cloudy	Drizzle, fog in cold conditions	3
6	Overcast	Showers	4
7	Heavy Cloud	Light rain, leaves move, fires difficult to start	5
8	Dark Cloud	Average rain	10
9	Low black cloud	Heavy rain, small branches move, small fires doused	15
10	Oppressive	Torrential rain, river rise, large fires doused	20
11	Oppressive	Flood warning, rivers burst their banks	25
12+	Oppressive	Flash floods	35

T-1 Aerial Affinity (Air Mage Talent) Due to their close association with the environment the Adept can modify the Force downwards, and Gauge upwards on the Weather Scale Table by 1 per 4 rank, for themselves.

S-12 Resist Cold (Air Mage Spell) This spell protects the target from the effects of cold temperature by increasing the Gauge by 1 (+ 1 / 4 full ranks) up to a maximum of Gauge 7.

R-3 Control Weather (Air Mage Ritual) The Adept may change the current components by 1 + 1 per 2 full ranks. The resulting weather effects cannot be outside the normal climatic range of the area.

Example At rank 12, the Adept can change a Force 3 wind into a Force 10 wind or Force 3 into Force 7 and Degree 5 into Degree 2 cloud cover. Each of the changes may be in any direction on the table.

19 The College of Celestial Magics (Ver 1.3)

The College of Celestial Magics is concerned with the practice of those magic arts having to do with the elements of light and dark and their contrasts. There are four distinct divisions of the College of Celestial Magics, each of which is concerned with a different combination of light and dark.

Solar Mages	Light
Star Mages	Light within Dark
Shadow Weaving	Dark within Light
Dark Mages	Dark

Solar & Star Mages use the element of Light; Shadow Weavers and Dark Mages use the element of Darkness.

All members of the college must be associated with only one division of this College, and may only change divisions by forsaking their present division, and relearning the new division as if it were a different college.

Most entities are aligned with either Light or Dark, and Celestial Magics will often only affect entities of the opposed aspect. Entities' fear of their opposing element gives this College special power. Whether an entity is Light aspected, Dark aspected, or has neither aspect, is determined per the rules given in Light and Dark Aspect (§19.8).

Restrictions

Adepts of the College of Celestial Magics may not practise their arts in an area where their element is not present.

A Magical Aptitude of 14 is required to learn this College. Note also that certain spells of this college may only be learnt by specific divisions (as listed after the Spell Number).

Base Chance Modifiers

The Base Chance of performing any talent, spell, or ritual of the College of Celestial Magics is modified by the following numbers, based on the division to which the adept belongs.

Aspect Modifiers

Solar Mage with a Solar Aspect	+1%
Solar Mage with a Lunar Aspect	-1%
Dark Mage with a Solar Aspect	-1%
Dark Mage with a Lunar Aspect	+1%

Lighting Condition Modifiers

An Adept of Celestial Magics is affected greatly by the lighting conditions in their vicinity. The bonuses and penalties gained in this section apply only to non-magical forms of Light and Dark. Magical forms of the elements may at best neutralise any penalties suffered due to the natural elements. For the purposes of these modifiers, the vicinity is deemed to be any bounded area around the Adept (such as a room) or, if the Adept is in the open, the area within 30' of the Adept.

Shadow Weavers must be within a shadow that has a defined edge within the vicinity (the shadow must be large enough to contain the Adept, and cannot be generated from the

Adept's possessions), and Star Mages must be in direct light from point sources (eg. casting a shadow), otherwise the lighting condition modifier is -25

The lighting modifiers are in the Celestial Lighting Modifiers table (§19.9).

19.1 Talents

Speak to Creatures of Light/Darkness (T-1)

Range: 10 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 50

Resist: None

Effects: This talent allows the adept to communicate in a limited fashion with non-sentient creatures. A Solar Mage or Star mage may communicate with those creatures who are light aspected, whereas a Shadow Weaver or Dark Mage may communicate with those creatures who are dark aspected. The talent is limited to a range of 10' (+ 10' / Rank), and the communication is equivalent to a language skill of 1 (+ 1 for every 5 full Ranks). The communication is a combination of spoken and sign language. If either vision or sound is not possible then the talent operates at half its actual Rank (round down). Moreover, if neither of these senses are available then the talent cannot function at all.

Night Vision (T-2)

Range: 50 feet + 10 / Rank

Duration: Always active

Experience Multiple: 100

Effects: This talent allows the adept to see in the dark with vision similar to that of a cat. Everything will appear monochromatic (i.e. shades of grey) and it is difficult to accurately estimate distance. The higher the Rank, the less of a problem this will be. Because the vision is monochromatic it cannot be used to do a Detect Aura. Note that some amount of light must be present before any sort of vision is possible.

Detect Aura (T-3)

Range: Special

Duration: Immediate

Experience Multiple: 75

Base Chance: Perception + 5% / Rank

Resist: Active

Effects: The effects of this talent are described in §9.1.

19.2 General Knowledge Spells

Blending (G-1)

Range: 15 feet + 1 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 50

Base Chance: 60%

Resist: None

Storage: Investment, Potion, Ward

Target: Entity

Effects: Once this spell is cast, the target must remain still in order for it to have effect. While remaining still the target is not able to be seen by non-magical means (i.e. as for invisibility). If the target moves, the spell ceases to work. However, if the target becomes still again during the duration of the spell, it will resume its effect. The duration of the spell refers to the time since casting, not the time that the spell is actually in effect (i.e. while the target is still).

Keeping still will require (as a minimum) a 4 × WP check every hour. The target may be required to make additional willpower checks at the GM's discretion.

The spell only has effect while the target is "still". This means that the target is unable to move any of its external surfaces, with limited exceptions. Moving an external surface encompasses such actions as moving a limb, or opening and closing the mouth. Blinking and normal bodily movement caused by normal breathing will not constitute moving for the purposes of this spell. The following actions will automatically cause the spell to cease working: talking, spell casting, triggering (subject to any revision of the Investment ritual) readying a weapon, altering facing in a hex, moving from the hex, using a silent language, or indeed any Action other than a Pass action (and Pass actions being restricted as outlined). Note that it is not relevant if an observer would see the movement for the spell to cease working (e.g. moving hands behind back, or talking behind hand will both cause the spell to cease having an effect).

Light (G-2)

Range: 15 feet + 15 / Rank

Duration: 15 minutes × [D - 5] × [Rank]

Experience Multiple: 75

Base Chance: 50%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: The Adept creates a volume in which non-magical darkness is partially suppressed. The volume will be 1000 (+ 500 / Rank) cubic feet, and may be in any one contiguous area the Adept desires, provided that no dimension is smaller than one foot. The entire volume must be visible and within range at time of casting, and may not be moved. For visibility purposes, the Spell will increase Lighting levels within the volume to 60% + 2% / Rank. Rank 20 Light may not be seen through. It will not aid in providing bonuses for casting purposes, though it will neutralise penalties due to natural darkness, to a maximum of 5% + 1% / Rank. The volume counts as direct light for Star & Shadow Mages. If the lighting conditions are higher than that provided by the spell, no effect will be apparent. Note that because darkness is being suppressed, no light is generated, so any area outside the volume will not be lit. This spell can engender silhouettes, though not create shadows. If it is not possible to see into a lit vol-

ume, then objects within the volume are not visible. Any of this volume may be overridden by a higher ranked Spell of Darkness, or neutralised (back to original conditions) by an equal rank.

Darkness (G-3)

Range: 15 feet + 15 / Rank

Duration: 15 minutes × [D - 5] × [Rank]

Experience Multiple: 75

Base Chance: 50%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: The Adept creates a volume in which non-magical light is partially suppressed. The volume will be 1000 (+ 500 / Rank) cubic feet, and may be in any one contiguous area the Adept desires, provided that no dimension is smaller than one foot. The entire volume must be visible and within range at time of casting, and may not be moved. For visibility purposes, the Spell will increase Darkness levels within the volume to 60% + 2% / Rank. Rank 20 Darkness may not be seen through. It will not aid in providing bonuses for casting purposes, though it will neutralise penalties due to natural light, to a maximum of 5% + 1% / Rank. The volume counts as direct shadow for Star & Shadow Mages. If the lighting conditions are lower than that provided by the spell, no effect will be apparent. Note that because light is only being suppressed, it may still pass through, and no shadows are generated outside the volume. If it is possible to see through a Darkness, everything beyond it is normally visible. This spell can engender silhouettes of lit objects against the darkness, though not create shadows. Any of this volume may be overridden by a higher ranked Spell of Light, or neutralised (back to original conditions) by an equal rank.

Shadow Form / Coruscade (G-4)

Range: 15 feet + 1 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 150

Base Chance: 10%

Resist: None

Storage: Investment, Ward, Potion

Target: Entity

Effects: The target of this spell is enveloped in a confusing pattern of either shadows (for Dark and Shadow) or coruscating light (for Solar and Star), which increases their defence versus physical Melee or Ranged attacks by 2 (+ 2 / Rank). In Close combat only 1 (+ 1 / Rank) is gained. No form of magical vision will aid in avoiding the defence bonus produced as a result of this spell, but any attack made without using the sense of sight (e.g. by a blind entity, a trample attack) will not be affected. It is usually quite apparent when an entity is under the effect of this spell.

Wall of Starlight (G-5)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 150

Base Chance: 15%

Resist: Passive

Storage: Investment, Ward

Target: Area

Effects: Creates a 10' high, 1' thick, 20' long wall of light, or a 10' high, 1' thick, 5' internal radius ring of light, or a 15' high, 5' diameter pillar of light.

The adept may increase any dimension by 1' / Rank. The wall cannot be cast so as to include any entity within it, other than the Adept. Any entity who is dark aspected must passively resist or suffer [D - 5] (+ 1 / Rank) damage each time they come within contact with the wall (not per pulse). Any entity damaged by the wall must roll on the fright table. The wall created banishes darkness from within its bounds in the same manner as a Spell of Light of the same Rank. The entirety of one edge must be affixed to a surface. This means that a wall can be created with a smaller dimension than would otherwise be possible. For example, casting a wall of light on a stepping stone that is 3' square will result in a wall which is only 3' long. Any edge may be affixed but, for the purposes of this spell, this does not include either face. For example, a wall could not be placed flat on a large open surface. The surface or surfaces that the Wall of Light is affixed to do not need to be flat, but the length of the wall is measured from the deepest depression on the surface that the wall fills. For example, a circularly concave wall of 5' radius, with a rank 0 wall affixed to it will end in a flit edge 15' beyond the end of the curvature. The entire anchoring edge must be visible to the Adept. The wall itself cannot be moved. Should an entire cross-section of the last remaining anchoring edge be removed then the wall will immediately dissipate.

Example An Adept casts a wall 1' off the ground, attached to a door. As soon as the door is opened the wall is dissipated. If, however, the adept had cast it so that it overlapped the door frame, and it projected slightly above the top of the door, then it would not have been dissipated because no entire cross-section of the anchoring edge has been removed. In this case somebody with a sharp implement (and quite a bit of patience) could scratch away at the stone wall until they had created a groove through the entire cross-section of the Wall of Starlight in order to make it dissipate.

Note that this spell will not be affected by a Spell of Darkness except to reduce its lighting effect. Solar and Star mages get a reduction to the Experience Multiple of 50 (to 100) and +5% to base chance.

Wall of Darkness (G-6)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 150

Base Chance: 15%

Resist: Passive

Storage: Investment, Ward

Target: Area

Effects: This spell works similarly to the Wall of Starlight Spell, except that light aspected creatures are affected by it, and it banishes light in the same manner as a Spell of Darkness of the same Rank.

Shadow and Dark mages get a reduction to the Experience Multiple of 50 (to 100) and +5% to

base chance.

Witchsight (G-7)

Range: 15 feet + 15 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 150

Base Chance: 15%

Resist: None

Storage: Investment, Ward, Potion

Target: Entity

Effects: The Adept may see objects or entities which are invisible and they appear to have a slight blue sheen around them. If the invisibility effect (excluding Walking Unseen) is of a higher Rank than the Witchsight, the object or entity may not be clearly identified or directly magically targeted. The Adept may also see in the dark as a Human does on a cloudy day, with an effective range of vision of 150 feet under the open sky, and 75 feet elsewhere.

Walking Unseen (G-8)

Range: 1 foot + 1 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment, Potion, Ward

Target: Entity

Effects: The target of this spell may move unnoticed, not invisible. This means that it will not transmit light. As a consequence the target will cast a shadow (which may or may not be noticed depending on the lighting etc — even if noticed may not be connected to the target) and have a reflection in a mirror (or any reflective surface). However the target may not be noticed even if another entity is looking directly at him/her. It should be noted that a crystal of vision or similar would count as looking directly at the target, not as a reflection. An entity will get a perception check if the target becomes invasive on that entity's senses (e.g. standing in a frontal adjacent hex, or standing behind the entity with the target's hands over his/her eyes). Although the target is not invisible, it may be detected using any magical means for detecting invisible entities (e.g. witchsight).

If the target of the spell, or the target's possessions, are touched by another entity, or that entity's possessions, then the spell is broken. The target of the spell may not break it voluntarily (other than by, for example, touching another entity). Once broken the spell must be recast.

Resistance to Light (G-9 Solar)

Range: Self

Duration: 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 15%

Resist: None

Storage: Potion

Target: Self

Effects: While under the effects of this spell, an adept gains 2% (+ 2 / Rank) to the chance of resisting magical, light-based attacks. This includes Flash of Light, Wall of Starlight, Bolt of Starfire, Web of Light, Solar Flare and Whitefire. The target will also become fully protected from damage caused by non-magical light (e.g.

sunburn, snowblindness), with the exception that it will not protect Greater Undead from sunlight. In addition, it allows vision in a Rank 20 Light Spell. Only Solar Mages may learn this spell.

Illumination (G-9 Star)

Range: 15 feet
Duration: 10 minutes + 10 / Rank
Experience Multiple: 200
Base Chance: 15%
Resist: None
Storage: Investment, Ward
Target: Object or area
Effects: This spell causes a 1 inch circle on any non-living surface to radiate light. The intensity of light is determined by Rank: at Ranks 0–5 it is merely a glow; at Ranks 6–10 it is equivalent to the light of a candle; at Ranks 11–15 it is equivalent to the light of a torch; and at 16–20 it is equivalent to that of a lantern. Only Star Mages may learn this spell. It will not aid in providing bonuses for casting purposes.

Charismatic Aura (G-9 Shadow)

Range: Self
Duration: 10 minutes + 10 / Rank
Experience Multiple: 200
Base Chance: 15%
Resist: None
Storage: Potion
Target: Self
Effects: This spell allows the adept to use shadows advantageously to influence reaction rolls. The adept can choose one of three different effects at the time of casting. These are: to appear imposing or threatening, to appear alluring or seductive, or to appear helpless and in need of protection. When used in appropriate circumstances these effects modify reaction rolls by 5% (+ 1 / Rank). For example, when dealing with an Orc Chief the first of the effects would probably be most beneficial. It is very difficult to perceive that the spell is in effect. Only Shadow Weavers may learn this spell.

Strength of Darkness (G-9 Dark)

Range: 15 feet
Duration: 10 minutes + 10 / Rank
Experience Multiple: 200
Base Chance: 15%
Resist: None
Storage: Investment, Ward, Potion
Target: Entity
Effects: The target's Physical Strength is increased by 1 (+ 1 for every 2 (or fraction) Ranks) for the duration of the spell. This spell may only be cast by Dark Mages when they are in an area of at least 60% Darkness.

19.3 General Knowledge Rituals

Reading the Night Sky (Q-1)

Experience Multiple: 150
Base Chance: MA + 4% / Rank
Cast Time: 1 hour
Effects: The Adept may read something of the future by performing this ritual. The ritual may only be performed from a vantage point with a clear view of the sky (not indoors or in a hollow), and it must be a clear night. The GM rolls

for success or failure. The GM provides the answers writ in the stars in the form of generalised statements. If a successful roll occurs the statements should be generally accurate. If a failure occurs then nothing is read. If a backfire occurs then the statements should be misleading.

Summoning and Binding Creatures of Light / Darkness (Q-2)

Experience Multiple: 200
Base Chance: 20% + 4% / Rank
Cast Time: 1 hour
Effects: The adept may summon and bind 1 (+1 for every 5 or fraction Ranks) non-sentient creature whose aspect is the same as the aspect of the division of the college to which the Adept belongs. Any creature summoned must be native to the area. If the ritual succeeds, the creature will arrive bound to the Adept. In this state the creature will try to protect and aid the adept to the utmost of its ability (but it does not automatically know what the adept wishes it to do). If the ritual backfires then the creature will arrive and immediately attack the adept. The creature will arrive after (20 - D10 - Rank) minutes (minimum of 0). Bound creatures will continue to serve the Adept as long as passive concentration is maintained (the Adept stays conscious and does not attempt any other spell that requires concentration). If the Adept is stunned, a 3 × Willpower (+ 2 / Rank) Willpower check is required to maintain concentration. If the concentration is broken the creature will immediately attack the Adept. The Adept may at any time release any of the creatures, in which case the creature concerned will immediately flee from the Adept's presence.

Creatures that may be summoned using this ritual are those appropriately aspected, non-sentient beings from the following categories: 66.2 Felines, 66.4 Small Land Mammals, 67.1 Common Avians, 69.1 Lizards and Kindred (except Hydras), 69.2 Snakes, 69.3 Insects and Spiders, and 72 Creatures of Night and Shadow. Note: Weres can only be affected by this ritual while they are in their beast form.

19.4 Special Knowledge Spells

Healing (S-1)

Range: Touch
Duration: Immediate
Experience Multiple: 200
Base Chance: 40%
Resist: None
Storage: Investment, Potion
Target: Entity
Effects: Cures 1 point of Endurance or Fatigue (+ 1 / every 2 or fraction Ranks). This spell will not cure specific Grievous Injuries and the extra endurance points associated with any Grievous Injury, nor will it "cure" tiredness fatigue (including that lost due to spell casting). However, this spell can cure as if the curing was attempted by a healer of Rank equivalent to the Rank of the spell / 5 (round down).

Creating Light/Dark Sword (S-2)

Range: 15 feet + 5 / Rank
Duration: 5 minutes + 1 / Rank

Experience Multiple: 250
Base Chance: 30%
Resist: None
Storage: Investment
Target: Object
Effects: The Adept may cause any sword (as listed on the weapons chart) within range to become a sword of the Adept's element (i.e. light for Solar or Star Mages, and Dark for Shadow Weavers or Dark Mages). The sword will then have its Strike Chance increased by 1% (+ 1 / Rank) and its Damage increased by 1 (+ 1 / every 3 or fraction Ranks) whenever it is used against a creature of the opposite element (i.e. dark aspected for a Light Sword and light aspected for a Dark Sword). Light Swords sparkle with small white sparks, and dark swords appear blacker than black.

Bolt of Starfire (S-3)

Range: 40 feet + 15 / Rank
Duration: Immediate
Experience Multiple: 200
Base Chance: 35%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity, object or volume
Effects: The Adept casts a bolt of starfire towards any target within range. The target may be a volume of air. The first entity or object that the bolt hits along its flight path suffers [D - 4] (+ 1 / Rank) damage unless the target successfully resists. If fired at figures in Close Combat the bolt will hit a random target (based on their relative sizes).

Meteorite Shower (S-4)

Range: 60 feet + 15 / Rank
Duration: Delayed effect
Experience Multiple: 200
Base Chance: 10%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Area
Effects: The adept calls down from the heavens a meteorite shower which peppers a given area that was entirely within the Adept's range at the time of casting. The meteorite shower is targeted to hit a specific hex and takes 2 minutes (-10 seconds / Rank) to arrive (minimum of the end of the following pulse). Any entities within a vertical column that is 25 feet in diameter (centred on the target hex), with a height equal to the spell's range) must resist or suffer [D - 4] (+1 / Rank) damage. The Adept may counterspell this spell at any time prior to the meteorite shower arriving by casting the appropriate counterspell at the targeted hex. The targeted hex will have a magical aura until the meteorite shower arrives (or is counterspelled by the Adept). This spell will have no effect if it is targeted on a hex which is already a target of this spell. Note that a solid surface (such as 10' of earth) will prevent the meteorite shower from reaching its target hex.

Star / Shadow Wings (S-5)

Range: 10 feet + 10 / Rank
Duration: 30 minutes + 30 / Rank
Experience Multiple: 250

Base Chance: 25%

Resist: None

Storage: Investment, Ward

Target: Sentient Entity

Effects: The target of this spell receives wings comprising of the element of the Adept (i.e. Light if a Solar or Star Mage, and Dark if a Shadow Weaver or Dark Mage). These wings will carry the target, and anything that the target can carry, at a speed of 30 (+1 / Rank) miles per hour. (NB : 1 mph approximately 1.5' / sec = 1.5 hexes / pulse. During a takeoff or landing half that distance will be travelled). The wings have a wingspan of 30' and are insubstantial. If the wings come in contact with an object they will cease to work until they can once more spread unhindered (e.g. 30' of open ground is usually necessary in order to start using them). Note that normal precipitation (i.e. rain, mist, snow and hail) will not cause the wings to cease functioning. The Wings will not become invisible or unseen if the wearer does. Star Wings are clearly visible at night and barely visible during the day, and Shadow Wings are clearly visible during the day and barely visible at night. During the last 5 seconds of the duration of the wings they will automatically try to land. There is no earlier warning of the end of duration of the wings. Only sentient creatures can control the wings.

Since shadow wings are made of shadow they are clearly insubstantial and hence can be worn in confined spaces. However, for them to be able to be used, they require to be properly and fully extended, that is shaped, and will fly at full speed or not at all. It requires 1 pulse to start and 1 pulse to stop. They will only fly a humanoid character and characters of human size. That is taken to mean characters of 3 hexes or less. They will carry a character plus the character's normal encumbrance.

Web of Light / Darkness (S-6)

Range: 30 feet + 15 / Rank

Duration: Concentration (Maximum of 15 minute + 15 / Rank)

Experience Multiple: 250

Base Chance: 25%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: A five foot wide web of the element of the Adept is projected from the finger tips to a target hex, object or entity. Any entities not aspected to the element of the web, and all objects, are ensnared by the web. The web may only ensnare a number of entities equal to the Adept's rank, so it will stop at the hex at which this limit is reached (or at maximum range). Entities ensnared in the web suffer [D - 2] (+1 / Rank) damage (halved if they successfully resist) each pulse that they remain in the web after the first. The damage is done at the end of each pulse. Any ensnared entity must roll 1 × Physical Strength (2 × if they successfully resisted) in order to move themselves to an adjacent hex (which may be free of the web), or to perform an action within the web. A similar check is required for any entity (regardless of aspect) attempting to remove an object from

the web. If an entity receives aid in removing themselves from the web, the PS of the aiding character may be combined with their own. Five or more points damage from a single blow from a B-class weapon will destroy the entire web. Treat the web's defence as being equal to its Rank. Entities of the same aspect as the element of the web may ignore its effects, but consequently may not affect the web. They may aid other character in getting free of the web. Any dropped object will become ensnared by the web, as will any entity not aspected to the element of the web who comes into contact with it (up to the limit of the web).

Fear (S-7)

Range: 15 feet + 15 / Rank

Duration: 15 seconds + 15 / Rank

Experience Multiple: 350

Base Chance: 20%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target of this spell is seized by uncontrollable fear and must roll on the Fright table. At the time of casting, the Adept may choose to modify the Fright Table roll up or down by an amount up to the rank of the spell. On a double or triple effect this modification may be doubled or tripled respectively.

Increased Gravity (S-8)

Range: 60 feet + 15 / Rank

Duration: Concentration: maximum 1 minute + 1 /

Rank *Experience Multiple:* 450

Base Chance: 2%

Resist: Active, Passive

Storage: Investment

Target: Entity

Effects: The spell causes a target of the Adept's choice which is within range to suffer the effects of an increase in gravity unless they successfully resist. This increase in gravity subtracts 2 (+2 / Rank) from the target's strength and 1 for every 2 Ranks (or fraction) from the target's TMR. The target must roll under 3 × strength each pulse or become immediately prone. Once prone, a roll of 1 × modified strength is required in order to stand up. If the target's strength is reduced to less than zero, the target suffers the negative amount as damage each pulse and must roll under Willpower + current Endurance in order to remain conscious. If the target and Adept become separated by a distance greater than the range of the spell then the spell immediately ceases to work. If the target is under (or comes under) the effect of a flying spell, the following applies:

- If the rank of the flying spell is greater than the rank of the Increased Gravity then the target may be able to fly. However, twice the rank of the Increased Gravity is subtracted from the rank of the flying spell for purposes of determining speed and lift of the flying spell. This may make it a negative modifier which may reduce the speed to 0 or less, in which case the target may not fly but may stand.
- If the rank of the flying spell is less than or equal to the rank of the Increasing Gravity,

then the target may not fly. However, half the rank of the flying spell is subtracted from the rank of the Increased Gravity for purposes of determining the strength and TMR reductions.

Whitefire (S-9)

Range: 30 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 500

Base Chance: 1%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target of this spell must resist or be instantaneously subjected to the heat of the interior of a star, causing death. The target's body is a blackened husk, their skin needs to be regenerated and their chance of resurrection is reduced by 2% / Rank. If the target's Willpower is greater than or equal to the cast chance then the target will not be affected. Protection from magical fire will not help against this spell.

Solar Flare (S-10 solar)

Range: 75 feet + 15 / Rank

Duration: Delayed effect

Experience Multiple: 500

Base Chance: 5%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept calls down an incandescent lance of sunlight which blasts an area of 1 hex (+ 2 hexes / 4 full ranks) in diameter. All non-sentient flora is immediately withered and charred. Any entities within the area must resist or suffer [D + 10] damage (+ 1 / 2 or fraction ranks). The flare takes 60 seconds (-5 / Rank) to arrive (minimum of 5 seconds). The flare will always arrive at the end of a pulse and during that pulse the area will be brightly illuminated (that is 99% Light). This spell may only be cast when the sun is in the sky. Only Solar Mages may learn this spell.

Falling Star (S-10 Star)

Range: 75 feet + 15 / Rank

Duration: Delayed effect

Experience Multiple: 500

Base Chance: 1%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept calls from the sky a meteor which crashes into a given area that was within the Adept's range at the time of casting. The meteor is targeted to hit a specific hex and takes 5 minutes (20 seconds / Rank) to arrive (minimum of 5 seconds). The meteor will always arrive at the end of the pulse and will be preceded during that pulse by a high-pitched whistle in the general area. Any entities within the target hex suffer [D + 12] (+ 4 / Rank) damage. Entities within adjacent hexes suffer [D + 2] (+ 1 / Rank) damage. If an entity successfully resists it suffers only half damage (round up). The Adept may counterspell this spell at any time prior to the meteor arriving by casting the appropriate counterspell at the targeted hex. The targeted hex will have a magical aura until the meteor

arrives (or is counterspelled by the Adept). This spell will have no effect if it is targeted on a hex which is already a target of this spell. Only Star Mages may cast this spell.

Blackfire (S-10 Dark)

Range: 30 feet + 5 / Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 5%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: From the Adept's fingertips erupts a column of black flames which travel to the extent of the spell's range, and is 5 feet wide. The Adept may increase the width by one foot per rank. All entities occupying hexes through which the fire passes must resist or suffer [D - 2] (+ 1 per Rank) damage. Entities who are damaged by this spell have their base chance of infection increased by 20 (+ 2 / Rank). Any entities wholly within the area of the fire must also roll under 1 × Willpower (2 × Willpower if they successfully resisted) or suffer the effects of a roll on the fright table. Protection from magical fires will not help against this spell. Only Dark Mages may learn this spell.

Shadow Walking (S-10 Shadow)

Range: Self

Duration: Immediate

Experience Multiple: 550

Base Chance: 1%

Resist: None

Storage: Ward, Potion

Target: Self

Effects: The Adept may instantly teleport from within one shadow to another shadow. The destination must be within sight or must have been carefully memorised beforehand. The destination may be up to 5 miles (+ 1 / Rank) distant. Only Shadow Weavers may cast this spell.

19.5 Special Knowledge Rituals

Conjuring and Controlling Light / Dark Sphere (R-1)

Duration: Concentration: Maximum 5 minutes + 5 / Rank

Experience Multiple: 450

Base Chance: 1% + 3% / Rank

Cast Time: 1 hour

Effects: The Adept may summon a 12" (+ 1" / Rank) diameter sphere comprised of the element of their division of the college. Solar and Star Mages summon a Light Sphere which is as bright as the sun and coruscates with sparks of light. Dark Mages and Shadow Weavers create a Dark Sphere which is inky black and seems to suck light into it. If the ritual is successful the sphere will appear within 15' of the Adept under the Adept's control. Active concentration is required to move the sphere, which may move at up to 6 (+ 1 / 4 full Ranks) TMR. Once the Adept stops concentrating, or the duration of 5 minutes (+ 5 / Rank) is reached, the sphere will return to its own dimension. If the Adept fails to summon the sphere, nothing happens. If a backfire results (the Cast Check is more than 30 above the Cast Chance), the sphere appears,

but is not under control so will move randomly about at maximum TMR. Anything that comes into contact with a Dark Sphere must resist or be immediately sucked into oblivion. Anything that comes into contact with a Light Sphere must resist or be immediately reduced to a pile of ashes. An entity that resists simply suffers D10 damage and is thrown to the ground by the shock of contact. It is believed that if a Light Sphere comes in contact with a Dark Sphere a cataclysmic explosion results (however there are no known witnesses to such an event).

19.6 Light and Dark Aspect

Most creatures are either Light or Dark aspected, depending on whether they are nocturnal or diurnal (active during the day). There is no direct connection between the possession of a Light or Dark aspect and the self-styled "Powers of Light and Darkness". Entities of Light aspect are not necessarily "good" nor entities of Dark aspect "evil". The aspect refers only to the Entity's position with regard to the Elements of Light and Dark. It also differs from an entity's astrological Aspect (see §1.4), but may be influenced by it.

To determine if an Entity is aspected with either of the elements of Light or Dark, follow these rules:

- If the entity is a Celestial Mage then this determines their aspect: Solar and Star Mages are Light aspected; Shadow and Dark Mages are Dark aspected.
- If the entity is not a Celestial Mage, and is Lunar aspected, then they are Dark aspected. Note that Shapechangers are Lunar aspected.
- If the entity is not a Celestial Mage, and is Solar aspected, they are Light aspected.
- If none of the above applies, then an entity's race or type may mean that they are aspected with either Light or Dark. Races or creatures that are nocturnal, crepuscular (active at twilight) or live predominantly underground are Dark aspected (Alusian examples: Dwarves, Orcs, most cats, bats, wolves). Races and creatures that are diurnal, and who do not live underground are Light aspected. Golems, Elementals, and Beings of Mana or Spirit (or their manifestations) are neither Light nor Dark aspected.

19.7 Celestial Lighting Modifier Table

Light	Darkness	Solar	Dark	Shadow	Star	Natural Lighting	Artificial Lighting
0%	100%	-	+25	-	-	Pitch Blackness	Magical Effect – no vision works
1%	99%	-25	+25	-10	+5	Midnight in a storm	Underground, no lights
5%	95%	-20	+20	0	+15	Overcast night	Single Candle Underground
10%	90%	-15	+15	+10	+25	New Moon, Moonless night	1 Torch Underground, Window less room in day
20%	80%	-10	+10	+20	+20	Night with crescent Moon + stars	1 Lantern Underground
30%	70%	-5	+5	+25	+15	Night in a town	Campfire at night, Shuttered room in day
40%	60%	-5	+5	+15	+10	Night of Full Moon	Torch-lit Underground
50%	50%	0	0	+10	+5	Twilight, Major Storm	Inside on overcast day
60%	40%	+5	-5	+5	0	Bright day in a forest, Solid rain	Lamp-lit Interior
70%	30%	+10	-10	0	-5	Overcast, Mist, Light rain	Brightly lit Underground
80%	20%	+15	-15	-5	-10	Autumn Morning, Light cloud	Brightly lit Interior
90%	10%	+20	-20	-10	-15	Bright sunny afternoon	-
95%	5%	+20	-20	-15	-20	Noon	-
99%	1%	+25	-25	-20	-25	Noon in a desert	-
100%	0%	+25	-	-	-	—	Magical Effect – no vision works

- Adept cannot cast under these conditions.

20 The College of Earth Magics (Ver 1.2)

The College of Earth Magics is concerned with the shaping of the powers of the earth itself and of those entities and things that are rooted in the earth or in contact with it.

There are two distinct branches of this College, and a practitioner of Earth Magic college can be a member of only one branch at a time. They may alter their affiliation, but are treated as if they had quit their original branch and lost all knowledge of Earth Magic until such time as they has spent six months in study and meditation to relearn the General Knowledge of the College in a new form. The two divisions of this College are:

Pacifistic Earth Magic Usually practiced by wild people who live in isolation in the wilderness, this type of Earth Magic is very powerful, but entirely defensive in nature. An adherent of this division of Earth Magic will never attack without provocation (i.e. unless attacked themselves or unless they see animals or plants attacked). They are unaffected by counterspells of their College cast over an area they which occupy while attempting to work the magic of their College. In addition, the counterspells of their College give only half the normal benefit to characters attempting to resist their magic. However, they may never participate in rituals of this College which involve human sacrifice.

Druidic Earth Magic This form of Earth Magic is practiced by strong-willed individuals who have no objection to the taking of human life to further their magic. It is often practiced communally since it is in part ritual magic. Many of the rituals involve courting the darker sides of earth by providing blood to quench its thirst.

20.1 Restrictions

Practitioners of the College of Earth Magics must always be in contact with the earth to perform magic of this College.

A practitioner of this College is considered in contact with the earth if they are in contact with an item which is, itself, rooted in the earth (tree, plant, foundation of a house, etc.). They would not be in contact with earth if they were in the air or in water where they could not touch bottom, or if they were atop a piece of furniture or an animal as these are not rooted in the ground. An Adept in a person's arms is not in contact with the earth.

The MA requirement of this College is 15.

20.2 Base Chance Modifiers

The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Earth Magics.

Adept is wearing a sprig of fresh mistletoe	+5
Adept is in contact with earth, but beneath water†	-20
Adept is in a manmade dwelling without an earthen floor	-5
Adept occupies a place of power‡	+20

†For example, beneath the ocean, if the Adept can find a way of breathing in such a situation, the Adept's BC would always be reduced by 20.

‡These can be any places frequented by worshippers of earth. Examples from mythology and literature might include: Stonehenge, Finn McCool's Seat, The Hill of Tara, etc. If the Place of Power is used for ritual sacrifice, the practitioners of Pacifistic Earth Magic would receive no benefit.

All modifiers are cumulative. They are in addition to the modifiers listed in §7.4.

20.3 Talents

Defect Aura (T-1)

Range: Special
Experience Multiple: 75
Base Chance: PC + 5% / Rank
Resist: Active
Target: Entity, Object, Area, Volume
Effects: The Base Chance is reduced by 1% for every foot after the first five feet the target is from the Adept. The results of this talent are the same as given in §9.1.

20.4 General Knowledge Spells

Converse with Animals (G-1)

Range: 10 feet + 10 / Rank
Duration: 3 hours + 3 hours / Rank
Experience Multiple: 50
Base Chance: 45%
Resist: None
Storage: Potion
Target: Self
Effects: The Adept may communicate with fauna (whether verbally or symbolically, and to what extent, are left up to the GM's discretion). Physical contact between the animal and the Adept increases the Base Chance of successfully casting this spell by 5. This spell does not include avians or fish and has to be recast for each type of animal, for example talking to wolves does not allow the Adept to talk to tigers.

Converse with Plants (G-2)

Range: 10 feet + 10 / Rank
Duration: 3 hours + 3 / Rank
Experience Multiple: 50
Base Chance: 25%
Resist: None
Storage: Potion
Target: Self
Effects: The Adept can communicate with flora with which they are familiar. The mode and extent of communication is up to the GM's discretion.

Controlling Animals (G-3)

Range: 10 feet + 10 / Rank
Duration: Concentration: no maximum
Experience Multiple: 100
Base Chance: 20%
Resist: Passive
Storage: Investment
Target: Animal

Effects: The Adept controls the actions of any animal that does not successfully resist. It will serve them so long as they continue to concentrate. If they release the animal or their concentration is broken, it may attack them or flee. The chance to cast this spell is reduced by 5% if the Adept cannot speak to the animal. If the Adept cannot make eye contact, the Base Chance is reduced another 5%.

Blending (G-4)

Range: 15 feet + 1 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 50
Base Chance: 60%
Resist: None
Storage: Investment, Potion, Ward
Target: Entity
Effects: Once this spell is cast, the target must remain still in order for it to have effect. While remaining still, the target is not able to be seen by non-magical means (i.e. as for invisibility). If the target moves, the spell ceases to work. However, if the target becomes still again during the duration of the spell, it will resume its effect. The duration of the spell refers to the time since casting, not the time that the spell is actually in effect (i.e. while the target is still).

Keeping still will require (as a minimum) a 4 × WP check every hour. The target may be required to make additional willpower checks at the GM's discretion.

The spell only has effect while the target is "still". This means that the target is unable to move any of its external surfaces, with limited exceptions. Moving an external surface encompasses such actions as moving a limb, or opening and closing the mouth. Blinking and normal bodily movement caused by normal breathing will not constitute moving for the purposes of this spell. The following actions will automatically cause the spell to cease working: talking, spellcasting, triggering (subject to any revision of the Investment ritual), readying a weapon, altering facing in a hex, moving from the hex, using a silent language, or indeed any Action other than a Pass action (and Pass actions being restricted as outlined). Note that it is not relevant if an observer would see the movement for the spell to cease working (e.g. moving hands behind back, or talking behind hand will both cause the spell to cease having an effect).

Walking Unseen (G-5)

Range: 1 foot + 1 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 100
Base Chance: 50%
Resist: None
Storage: Investment, Potion, Ward
Target: Entity
Effects: The target of this spell may move unnoticed, not invisible. This means that it will not transmit light. As a consequence the target will cast a shadow (which may or may not be noticed depending on the lighting etc — even if noticed may not be connected to the target) and have a

reflection in a mirror (or any reflective surface). However the target may not be noticed even if another entity is looking directly at him/her. It should be noted that a crystal of vision or similar would count as looking directly at the target, not as a reflection. An entity will get a perception check if the target becomes invasive on that entity's senses (e.g. standing in a frontal adjacent hex, or standing behind the entity with the target's hands over his/her eyes). Although the target is not invisible, it may be detected using any magical means for detecting invisible entities (e.g. witchsight).

If the target of the spell be touched by another entity, or that entity's possessions, then the spell is broken. The target of the spell may not break it voluntarily (other than by, for example, touching another entity). Once broken the spell must be recast.

Healing (G-6)

Range: Touch
Duration: Immediate
Experience Multiple: 100
Base Chance: 40%
Resist: None
Storage: None
Target: Entity
Effects: Through a combination of magic and the application of healing herbs and salves, the Adept can cure 3 (+ 1 / Rank) Damage Points suffered due to disease or injury. The spell takes about 5 minutes to cast.

Detecting Traps and Snares (G-7)

Range: 20 feet + 5 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 75
Base Chance: 60%
Resist: None
Storage: Potion
Target: Self
Effects: This spell increases the Base Chance of detecting traps or ambushes while outdoors by 10 (+ 1 / Rank).

Detecting Poisons (G-8)

Range: Touch
Duration: 5 minutes + 5 / Rank
Experience Multiple: 75
Base Chance: 50%
Resist: None
Storage: Investment (in valid target only)
Target: Object
Effects: The spell imbues a piece (usually a wand) of ash wood, ivory, or unicorn horn with the ability to detect poison. When the wand is touched to an object or substance for 5 seconds, the wand will momentarily turn black if poison is present. The wand may be used to check up to 1 (+ 1 / Rank) objects or substances. By the shading and patterns of the wand, further information may be determined about the poison based on rank:

Rank 8+	Origin (Mineral, Plant, Animal, Magic)
Rank 10+	Type (Alchemical or Natural)
Rank 16+	Effects (Damage, Sleep, Unconsciousness, etc.)
Rank 20+	Potency (Effective rank or damage of poison)

Lesser Enchantment (G-9)

Range: 10 feet + 10 / Rank
Duration: Special
Experience Multiple: 125
Base Chance: 20%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Sentient Entity
Effects: The target of this spell is either blessed or cursed (Adept's choice). The spell increases either the character's luck or misfortune (depending on whether it operates as a blessing or as a curse) by 1 on every percentile dice roll in which the character is directly involved. This spell cannot be cast over oneself. The duration of the enchantment is as follows: Ranks 1–10 = a fortnight, Ranks 11–19 = 3 months, Rank 20 permanent until dispelled.

Herbal Lore (G-10)

Range: Self
Duration: 1 hour + 1 / Rank
Experience Multiple: 75
Base Chance: 25%
Resist: None
Storage: Potion
Target: Self
Effects: This gives the Adept Rank 0 Herbalist for the duration of the spell. It also increases their chance of finding herbs (as per the Herbalist or Ranger skills) by 2% (+ 2 / Rank). If the Adept is already ranked in Herbalist or Ranger, then they gain an additional +10%.

Tracking (G-11)

Range: Self
Duration: 1 day + 1 / Rank
Experience Multiple: 100
Base Chance: 15%
Resist: None
Storage: Potion
Target: Self
Effects: The Adept adds 10% (+ 2 / Rank) to their chance of Tracking while outdoors.

20.5 General Knowledge Rituals

Summoning Animals (Q-1)

Duration: Immediate
Experience Multiple: 150
Base Chance: MA + 3% / Rank
Resist: None
Target: Animals
Cast Time: 1 hour
Material: None
Actions: Concentration Concentration Check:
Standard Effects: If the Ritual Check is successful then a number of small animals equal to the Adept's Rank (minimum 1) are summoned. The animal the Adept attempts to summon must be a native of the area. If the Adept chooses to vocalise their summons in the form

of a loud shout or call the Base Chance is increased by 25%.

20.6 Special Knowledge Spells

Earth Hammer (S-1)

Range: 25 feet + 10 / Rank
Duration: Immediate
Experience Multiple: 200
Base Chance: 40%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Entity
Effects: The Adept conjures a giant maul of stone which hurls itself at a target of the Adept's choosing. If the target fails to resist the spell, it takes [D - 5] (+ 1 / Rank) damage.

Hands of Earth (S-2)

Range: 20 feet + 5 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 150
Base Chance: 25%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Entity, Area
Effects: The spell causes 1 + (Rank / 2) hands of stone to materialise out of the ground within range. Each hand is 7 feet tall and all must be contiguous to each other. They may clutch anything that enters the hex they occupy and will continue to do so until they have caught something. Any entity standing on a spot where a hand materialises will be snatched up if they fail to resist, otherwise the hand appears next to them within the hex. Any entity caught will still be able to wield a weapon or cast if they roll under 2 × MD. Entities (or combination of entities) with a combined PS + target's AG greater than 40 (+ 2 / Rank) may attempt a 1 × PS to escape from the Hands, and may do so every pulse after the first. Any hand which has been broken out of will either dissipate or become hard cover (GM discretion).

Strength of Stone (S-3)

Range: 10 feet
Duration: 1 hour + 1 / Rank
Experience Multiple: 200
Base Chance: 20%
Resist: Passive
Storage: Investment, Potion, Magical Trap
Target: Entity
Effects: The target of this spell has their Physical Strength or Endurance (Adept's choice) increased by Rank points (minimum 1).

Armour of Earth (S-4)

Range: 10 feet
Duration: 30 minutes + 30 / Rank
Experience Multiple: 200
Base Chance: 20%
Resist: None
Storage: Investment, Potion
Target: Entity
Effects: This spell increases the defence from physical weapons of the target by 2 + 2 / Rank. At Rank 11 and above, it also absorbs 1 Damage Point per strike.

Diamond Weapon (S-5)

Range: 5 feet + 5 / Rank
Duration: 5 minutes + 1 / Rank
Experience Multiple: 250
Base Chance: 30%
Resist: None
Storage: Investment
Target: Object
Effects: This spell is cast over a weapon of the Adept's choice, increasing its strike chance by Rank% (minimum of 1). The chance of an attacker's weapon breaking increases by 5% when striking a weapon under the effect of this spell (i.e. break chance becomes 94–99, instead of 99).

Gem Creation (S-6)

Range: 10 feet
Duration: 1 day + 1 / Rank
Experience Multiple: 250
Base Chance: 10%
Resist: None
Storage: Investment
Target: Area
Effects: This spell creates one gemstone of random value for each 5 (or fraction) Ranks. The gems dissipate at the end of the spell.

Animal Growth (S-7)

Range: 10 feet + 10 / Rank
Duration: 1 day + 1 / Rank
Experience Multiple: 225
Base Chance: 15%
Resist: Passive
Storage: Investment, Ward
Target: Non-sentient mammal
Effects: One mammal of the Adept's choice is doubled in size. The effects of this radical change are determined by the GM.

Enchanting Plants (S-8)

Range: 10 feet + 10 / Rank
Duration: 1 day + 1 / Rank
Experience Multiple: 225
Base Chance: 15%
Resist: None
Storage: Investment, Ward
Target: Plant
Effects: This spell may impart partial mobility to a number of plants (including trees) equal to the Adept's Rank. The plants may not uproot themselves, but may move their branches and leaves while remaining in the same spot. The plant's actions are always under the control of the Adept so long as they maintain their concentration. If their concentration is broken, voluntarily or otherwise, the plants will be controlled by the GM until the Adept reestablishes control and could, conceivably attack the Adept.

Binding Animals (S-9)

Range: 10 feet + 10 / Rank
Duration: Until dispelled
Experience Multiple: 250
Base Chance: 10%
Resist: Passive
Storage: Investment, Ward
Target: Animal
Effects: This spell is similar to the Spell of Controlling Animals except that the Adept does

not have to concentrate on it to maintain it. The spell will last until broken by the animal or dispelled by magic. Any animal subject to this spell makes one check per week against its Willpower to determine if the spell is broken. This only works on land animals, it will not work on avians or aquatics.

Conjuring Earth Elemental (S-10)

Range: 20 feet
Duration: Immediate
Experience Multiple: 225
Base Chance: 25%
Resist: None
Storage: Investment, Ward
Target: Earth Elemental
Effects: If the cast is successful, an Earth Elemental with a combined Fatigue and Endurance of 15 (+ 5 / Rank) appears within 20 feet of the Adept. The Adept automatically casts a Spell of Controlling Earth Elemental to see if they control the Elemental. The Control spell is a separate spell and requires additional fatigue to cast, but does not require any preparation and is cast in conjunction with this spell.

Controlling Earth Elemental (S-11)

Range: 20 feet
Duration: Concentration: no maximum
Experience Multiple: 225
Base Chance: 20%
Resist: None
Storage: Investment
Target: Earth Elemental
Effects: The Adept may attempt to control an Elemental they have just summoned. The Elemental does not get to resist. If successful in establishing control over the Elemental, the Adept maintains control until their concentration is broken or they banish the Elemental with a counterspell. If they fail to gain control of the Elemental or gain control, but have their concentration broken, the Elemental will immediately attack them. The Adept cannot banish an Elemental they do not control.

Sinking Doom (S-12)

Range: 30 feet + 10 / Rank
Duration: Immediate
Experience Multiple: 650
Base Chance: 2%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity
Effects: This spell opens a circular pit under a single human sized target per 5 (or fraction) Ranks and sucks the unfortunate standing over it down to be encased in rock 5 (+ 5 / Rank) feet underground. This spell may be used to affect multi-hex targets, each hex of the target counts as one human-sized target. If the spell does not affect every hex which the target occupies then the target will not be affected.

Wall of Stone (S-13)

Range: 20 feet + 10 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 150
Base Chance: 10%
Resist: None

Storage: Investment, Ward

Target: Area

Effects: Creates a 10 foot high × 20 foot long wall of granite or a 10 foot high ring of stone with a 20 foot radius or a pillar of stone 15 feet high and with a 2 foot radius. The Adept increases any dimension by 1 foot per Rank. They may not attempt to create a wall on top of an entity.

Wall of Iron (S-14)

Range: 20 feet + 10 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 250
Base Chance: 5%
Resist: None
Storage: Investment, Ward
Target: Area
Effects: Same as for S-13 (Wall of Stone Spell) except that the Adept creates a wall of cold iron.

Tunnelling (S-15)

Range: 5 feet + 1 / Rank
Duration: 30 seconds + 5 / Rank
Experience Multiple: 200
Base Chance: 10%
Resist: None
Storage: Investment, Ward
Target: Area
Effects: The Adept creates a circular opening or tunnel 10 feet in diameter and 20 feet deep in a wall, ceiling, floor, ground surface, cliff face, etc. The Adept may add 1 foot to either depth or radius per Rank.

Trollskin (S-16)

Range: 10 feet + 10 / Rank
Duration: 3 hours + 1 / Rank
Experience Multiple: 400
Base Chance: 10%
Resist: Passive
Storage: Investment, Ward
Target: Volume
Effects: The spell allows the subject to regenerate Endurance Points. The target begins to regenerate the pulse after the spell is cast and continues to regenerate at the rate of 1 Endurance Point per pulse for the duration of the spell. The spell will not help regenerate wounds inflicted by acid or fire. An entity will not die from damage while under the effects of a trollskin, even if they are below negative half Endurance.

Smoking Magma (S-17)

Range: 25 feet + 5 / Rank
Duration: 10 seconds + 10 / Rank
Experience Multiple: 300
Base Chance: 7%
Resist: Passive
Storage: Investment, Ward
Target: Area
Effects: The Adept creates a pool of molten rock which wells up from underground. The pool has a radius of 5 feet (+1 / Rank). Any entity within the area covered by the pool suffers damage of [D - 5] (+ 1 / Rank). If the target successfully resists, this damage is halved. Note that while the entity is within the area of effect the damage is

applied every pulse.

Diamond Javelins (S-18)

Range: 30 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 300

Base Chance: 20%

Resist: None

Storage: Investment, Ward

Target: Entity

Effects: The spell causes diamond-tipped javelins to fly from the earth at the Adept's feet and travel toward a target(s) of the Adept's choice. The number of javelins which appear is 1 (+ 1 / 2 (or fraction) Ranks). The javelins have a Base Chance to hit equal to the Base Chance of ordinary javelins + 3 / Rank. Each javelin does [D - 4] (+ 1 / 2 (or fraction) Ranks) damage.

Earth Transformation (S-19)

Range: 10 feet

Duration: 30 seconds + 5 / Rank

Experience Multiple: 250

Base Chance: 20%

Resist: None

Storage: Investment, Potion, Ward

Target: Entity

Effects: This spell turns 3 (+ 1 / Rank) cubic feet of stone into mud or vice versa. An entity standing on a spot containing a mud puddle that is turned to stone has an opportunity to passively resist the effects of the spell. If they fail to resist, they will become trapped in the stone that has taken the place of the mud they were standing in. If they resist, the mud turns to stone, but they are not trapped.

20.7 Special Knowledge Rituals

Binding Earth (R-1)

Range: 10 feet + 10 / Rank

Duration: Concentration: maximum 1 hour + 1 / Rank

Experience Multiple: 500

Base Chance: 10%

Resist: None

Target: Earth

Cast Time: 1 hour

Material: A human (or humanoid)

Actions: Sacrifice human

Concentration Check: Standard

Effects: If the ritual is successful, the Adept gains complete control over a 500 pound weight of earth and stone (plus an additional 500 pound weight per Rank). They can shape or move the earth, change its consistency or instill intelligence in it as they choose. The Base Chance to successfully employ this ritual is 10%. It can affect any earth or stone within 10 feet (+ 10 / Rank) of the Adept. If a ritual sacrifice of a human (or humanoid) being is performed at the end of the duration, the affected earth becomes permanently bound (that is, it contains no life and blocks all earth shaping effects, for example, Hands of Earth, Earth Elementals, Tunnelling).

21 The College of Fire Magics (Ver 2.0)

The College of Fire Magics is concerned exclusively with manipulating the element of fire. Adepts of this College are referred to as Fire Mages or Pyromancers.

Within range low level heat sources (such as living bodies) can be seen. At double range medium level sources (such as camp fires) are visible and high level heat sources may be visible at any range.

The affinity fire mages have for their element has often led to them being considered to be pyromaniacs. Most fire mages, however, have a healthy respect for fire, and rarely will they wantonly set people or places alight. They do enjoy being in or near fire and are generally the first to suggest a nice camp fire when adventuring. Fire mages are also thought to be hot-tempered, to enjoy hot and spicy food, and to dislike getting wet. They frequently have red hair. Generally fire mages are flamboyant characters, particularly in their spell-casting. The College of Fire Magics is anything but subtle, and its spells involve more than the usual amounts of shouting and arm waving.

The element of fire is unquestionably destructive, and as a consequence the majority of the spells of this college cause considerable amount of damage, if only as a side-effect. The Fire College is not noted for being harmless, and so fire mages are even less popular than most mages among the common folk. When it is revealed that a person is an Adept of the Fire College the usual reaction will generally be one of fear and trepidation. Fire mages are quite amicable towards the Adepts of other colleges with the notable exception of those of the College of Water Magics.

Unless otherwise specified, Magical Fire will automatically ignite flammables.

Traditional colours

Fire mages generally prefer to wear red, the colour of their element, often trimmed with black, yellow or orange. For jewellery the fire mage most frequently chooses garnets or rubies, set in gold.

Traditional symbols

The symbol of the Fire College is the flame, usually depicted in red or gold.

21.1 Restrictions Adepts of the College of Fire Magics may only practice their arts in an area where it is possible for fire to exist. They may not practice fire magic underwater or in a vacuum, for example.

The MA requirement for this college is 12.

21.2 Base Chance Modifiers The Base Chance of performing any talent, spell or ritual of the College of Fire Magics is modified by addition of the following numbers:

-5

-10

Adept is in light mist, fog, or rain, or is soaking wet Adept is in heavy fog, or rain, or is partially immersed in water Adept is almost totally immersed in water Adept is within 30 feet of

large campfire Adept is within 30 feet of bonfire Adept is in contact with small campfire Adept is in contact with large campfire Adept is in contact with bonfire Adept is in a hot, dry region (e.g. desert) Only one modifier from each group may be applied together. These bonuses only apply to normal fire. Magical fire may only be used to reduce negative modifiers to zero.

-15 +5 +10 +5 +10 +15 +5

21.1 Talents

Infravision (T-1)

Range: 50 feet + 5 / Rank

Experience Multiple: 75

Resist: None

Effects: The Adept is able to see heat sources as if they emit normal light and target them (e.g. with weapons or spells) in the absence of visible light. It works best in relative darkness, since it is easily over-powered by visible light.

Pyrogenesis (T-2)

Range: Sight

Duration: Immediate

Experience Multiple: 75

Base Chance: MA + 5 / Rank - 1 / 5 feet separating

the Adept from the target (after the first 5 feet)

Resist: Passive

Effects: The Adept may cause to burst into flame a single mass of dry, flammable material weighing up to 1oz (+ 1/

5 ranks). Once alight it will burn normally and may be extinguished by either mundane or magical means. Flammable materials are defined as wood, paper, cloth etc, but not flesh, except that Pyrogenesis may be used to cremate insects and small creatures within the maximum weight restrictions. This talent cannot be used on possessions. Utilising this talent requires a pass action, and is obvious to observers.

21.2 General Knowledge Spells

Bolt of Fire (G-1)

Range: 25 feet + 25 / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: Passive

Storage: Ward, Investment, Magical Trap

Target: Entity, Object, Area

Effects: The Adept causes a bolt of Fire to streak from their hand towards anywhere in range. The first entity or object the bolt hits in its path must resist or suffer D (+ 1 / Rank) damage. If the bolt does not hit anything it will dissipate at the end of its range. At Rank 20 the Adept may delay releasing the bolt for a pulse if they should choose.

Extinguish Fires (G-2)

Solids

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: When successfully cast, this spell will extinguish all fire in a 10 foot (+ 10 / Rank) radius sphere. All the volume affected must be within range of the spell. If the range is doubled or tripled the volume may likewise be increased.

Duration: 5 minutes + 5 / Rank

The Adept may heat 1 lb (+ 1 / Rank) of solid material up to 50 (+ 50 / Rank) degrees C. The Adept may choose any combination of temperature increase increment and mass increment to a total of the Adept's rank. The temperature increase takes 10 seconds / 100 degrees / pound mass. At Rank 20 any metal item within the weight limit of the Adept can be reduced to molten slag in as little as 10 seconds (resistance roll is applicable).

Liquids

Duration: 5 minutes + 5 / Rank

The Adept may heat 1 (+ 1 / Rank) pints of liquid up to 20 (+ 20 / Rank) degrees C. They may choose any combination of temperature increase increment and mass increment to a total of the Adept's rank. The temperature increase takes 10 seconds / 10 degrees / pint. The volume of material that may be affected is increased by 6 times at Rank 20.

Fire Armour (G-3)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 25%

Resist: None

Storage: Potion

Target: Object, Entity

Effects: This spell protects the target against damage by fire for 4 (+ 4 / Rank) points of protection. Protection is ablative and when the damage the spell may absorb is exceeded, the spell is dissipated with any excess damage applied to the target. Double and triple effects may apply to duration or degree of protection. At Rank 20 the spell confers 100 points of protection.

Firelight (G-4)

Range: Touch

Duration: 30 minutes + 30 / Rank

Experience Multiple: 75

Base Chance: 50%

Resist: Passive

Storage: Investment

Target: Object, Point

Effects: The Adept creates a source of light emanating in all directions from an object or point touched by them. At ranks 0 to 5 the light emitted is equivalent to that of a torch, at ranks 6 to 10 that of a small campfire, at ranks 11 to 15 a large campfire, and at ranks 16 to 20 a bonfire. The light emitted will have the appearance of firelight of the appropriate strength. It is

magical light, and will cast poor contrast shadows.

Fireproofing (G-5)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 150

Base Chance: 30%

Resist: None

Storage: Potion, Investment

Target: Entity, Object

Effects: The spell protects the target from all non-magical fire and heat effects up to the heat equivalent of a bonfire. An entity or object is also protected against smoke effects (including smoke inhalation), heatstroke and sunstroke.

Increase Temperature (G-6)

Range: Touch

Duration: Special

Experience Multiple: 100

Base Chance: 35%

Resist: Passive

Storage: Investment

Target: Volume, Object

Effects: The Adept must remain in contact with the target for heating to occur. When the spell ends the target will cool normally.

Gases

Duration: 1 hour + 1 / Rank

The Adept may cause the temperature of a closed contiguous volume of gas (such as air) to increase. The volume affected is equal to 125 (+ 125 / Rank) cubic feet. The temperature can be increased by up to 2(C per Rank. At Rank 20 the volume that can be affected by Increase Temperature is doubled

This talent can sometimes penetrate where normal vision cannot. At half normal range the Adept can see heat sources which are warmer than the obscurement, eg. living entities through mist or light bushes. It may also be possible to detect the residual heat of a source which has recently been moved or extinguished.

The Adept has a base chance of PC (+ 5 / Rank) - 1 / 10 feet between the Adept and the heat source (after the first 10) of gaining additional information about a particular heat source. They may:

1. Determine the relative temperature of the heat source.
2. Identify the general type of heat source. Only those heat sources that the Adept has previously encountered may be identified with this talent. At higher ranks familiar individuals may be identified.
3. Determine if the heat radiated by source is being generated by magic, e.g. the Adept is able to distinguish between normal and magical fire. (Note only Fire College infravision has this ability).

The Adept may re-attempt any of these abilities after a period of 41 pulses (2 / Rank) has elapsed or if the Adept is 20 feet closer to the target.

Slow Fire (G-7)

Range: 5 feet + 5 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 20%

Resist: None

Storage: Investment

Target: Object

Effects: This spell increases the duration that a wood, lamp or oil fire will burn for by 1 (+ 1 / Rank) hours. Light remains constant while the spell is in effect but heat from the fire source is halved. This spell may be used to slow the effects of small fires or to ensure a fire lasts for a considerable period of time.

Smoke Creation (G-8)

Range: 10 feet + 10 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 75

Base Chance: 25%

Resist: None

Storage: Investment, Ward

Target: Volume

Effects: The Adept may create a volume of smoke equal to 1000 cubic feet (+ 500 / Rank). This volume must be closed and contiguous, and has a minimum thickness of 5 feet. The density of the smoke may vary from light vapours at Rank 0 to thick, roiling smoke at Rank 20. The Adept may choose the density of the smoke when casting. The smoke produced reduces visual perception by 1 multiplier per 5 full ranks (but may not reduce it to less than once times perception). The effective Rank of the spell will be decreased by 1 Rank per 10 miles/hour of wind (minimum Rank 0) in the target volume. Below rank 10 the smoke created by this spell is completely transparent to infravision.

21.3 General Knowledge Rituals

Binding Fire (Q-1)

Range: 10 feet + 10 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 500

Base Chance: 10%

Resist: None

Target: Fire

Material: Fire source + Endurance (optional)

Actions: Chanting and dancing
Concentration Check: Standard
Effects: The Adept gains complete control over a fire source as large as 10 (+ 10 / Rank) cubic feet. This fire may then be moulded and shaped as desired but with a minimum of one foot thickness in any dimension. Regardless of the shape created, the fire retains its normal heat and damaging properties. Damage is as per a large bonfire or [D - 3] if the entity is within one hex. Bound fire is unaffected by normal rains and winds short of hurricane conditions, but may be extinguished by a dousing of water of similar or greater volume than the fire.

If the Adept sacrifices 2 points of Endurance from a sentient as part of the ritual, the duration of the Ritual of Binding Fire is enhanced to 1 year (+ 1 / Rank).

If the Adept sacrifices 4 points of Endurance from a sentient creature the duration of the Ritual of Binding Fire is permanent. This Fire is bound to a specific non-movable item from

which the fire appears to issue (e.g. a ruby set in a wall, a line of runes on a floor etc). Permanent Bound Fire can be suppressed for [21 - Rank] minutes by a dousing of water of similar or greater volume than the fire, attack with magical cold for more damage than the damage rating of the fire etc. To dissipate a permanent Bound Fire the object to which it is bound must be broken, destroyed or seriously defaced. The Adept may instil basic intelligence in a Bound Fire if desired and give the entity thus created simple commands.

21.4 Special Knowledge Spells

Cleansing Flame (S-1)

Range: 10 feet + 10 / Rank above 10

Duration: 125 seconds - 5 / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: Special

Storage: Potion, Ward, Investment

Target: Entity

Effects: The target is wreathed in yellowy green flames causing hideous suffering, yet curing the target of the effects of natural poisons (acts as Rank / 2 vs. synthetic poison), venoms, fevers and diseases. As the foulness is burnt away, the flames change colour until they become silvery white. While cleansing takes place any ongoing harm is halted. At the end of the duration, the target is cured and their possessions are cleaned to a high polish. During the cleansing all the target's Strike Chances, Defence and Cast Chances are reduced by 25 (-1 / Rank). This spell only affects willing targets. At Rank 20 this spell also cures the effects of Malignant Flames. This spell can also be used to cure burns, including third degree burns but scarring from burns are not affected.

Dragon Flames (S-2)

Range: Special

Duration: Immediate

Experience Multiple: 500

Base Chance: 10%

Resist: Passive

Storage: Investment

Target: Area

Effects: The Adept may breathe magical fire like a Dragon causing D10 (+ 3 / Rank) damage to entities within the area of effect. The area of effect is a cone issuing from the Adept's mouth and is 20 feet (+ 5 / Rank) long, and 5 (+ 5 / 3 Ranks) wide at end farthest from the Adept. If an entity resists the damage is halved, unless they are more than half immersed in water (eg. swimming) where they take no damage. Dragon Flames are analogous to an instantaneous flash of heat, but there are no over-pressure or explosive effects.

Fire Arc (S-3)

Range: Touch

Duration: Immediate

Experience Multiple: 250

Base Chance: 15%

Resist: Passive

Storage: Potion, Investment

Target: Entity

Effects: The Adept may transform 1 entity (+ 1 / 3 or fraction Ranks) into a bolt of fire that flashes to any unobstructed point in line of sight up to 25 (+ 25 / Rank) feet away. The bolt must land within 5 feet of a potentially flammable substance, an entity or a solid surface. When the bolt arrives, it bursts into flame causing D10 damage to all entities within 1 hex. At Rank 20 the target may instantly return to the point of origin of the spell at the end of the next pulse should they so desire. Double and triple effects apply to range only. This spell affects only willing targets and will not work underwater. Any barriers, wards etc that are passed over affect the targets as if crossed normally.

Fireball (S-4)

Range: 60 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 550

Base Chance: 25%

Resist: Active, Passive

Storage: Investment, Ward

Target: Area

Effects: The Adept conjures a ball of fire 1 foot in diameter which rushes to a point in line of sight of the Adept, and explodes in a radius of 5 foot (+ 5 / 5 or fraction Ranks). Everything in this radius must resist or suffer D10 (+ 1 / Rank) damage. If an entity resists the damage is halved, unless they are more than half immersed in water (e.g. swimming) where they take no damage. The spell may set flammable items afire when it bursts. Hard cover (e.g. walls, parapets, but not shields) reduces damage to half before resistance. In some instances, e.g. a character wading through water, resistance may negate all damage. The fireball is analogous to an instantaneous flash of heat and there are no over-pressure or explosive effects. A fireball may be detonated prematurely by the imposition of barriers in its line of flight.

At Rank 20 this spell may be cast with a detonation delay of up to 10 pulses. This extends the casting time 4 pulses. A delayed blast fireball manifests itself as a 1 foot wide floating sphere of fire until detonation occurs. If a second fireball is cast within the proposed volume of effect of the first, both are detonated.

Heat Shield (S-5)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 25%

Resist: None

Storage: Potion

Target: Object, Entity

Effects: This spell protects the target against damage by cold or ice for 4 (+ 4 / Rank) points of protection. Protection is ablative and when the damage the spell may absorb is exceeded, the spell is dissipated with any excess damage applied to the target. Double and triple effects may apply to duration or degree of protection.

Hellfire (S-6)

Range: 10 feet + 5 / Rank

Duration: Immediate

Experience Multiple: 650

Base Chance: 5%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: This sulphurous fire attacks 1 target for every 3 (or fraction) Ranks. The target's Magical Resistance is reduced by 5 (+ 1 / Rank). The spell does D10 (+ 2 / Rank) damage to each target. If a target successfully resists, they suffer only half damage (round up). Double damage adds an additional 1 / Rank damage and triple damage adds an additional 2 / Rank damage.

Immolation (S-7)

Range: Self

Duration: 30 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 15%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept gains the grace and form of a dancing flame, without in anyway altering their physical nature, but increasing their defence by 2 (+ 3 / 2 Ranks). Any entity that is within 5 feet must resist or take 1 / 2 (or fraction) Ranks Fire damage per pulse. The target will glow with the same degree of brightness as a Firelight spell 5 Ranks lower, (minimum 1). The target appears to be a humanoid shape composed of flame. If the target hides in a fire, the target may only be detected by witchsight or by infravision..

Malignant Flames (S-8)

Range: 10 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 550

Base Chance: 5%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target is swathed in flames that are only visible to the victim causing D10 (+ 2 / Rank)

damage. If the spell is at rank 5 or higher the target may be cursed with the loss of [D - 4] (+1 / 5 Ranks) points from one characteristic or statistic, as chosen by the Adept. A characteristic may not be reduced below 1 as a result of this spell. This minor curse will last 4 (+ 1 / Rank) days.

Pyrotechnics (S-9)

Range: 60 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: Passive

Storage: Investment, Magical Trap

Target: Volume

Effects: This spell may be mistaken for a Fireball. The Adept conjures a ball of fire 1 foot in diameter which rushes to a point in line of sight of the Adept, and bursts in a radius of 5 foot (+ 5 / 5 or fraction Ranks) with an enormous flash of light and fireworks. Any entity in this radius who can see must resist or they are dazzled by the flash for [D - 5] (+ 1 / 3 or fraction Ranks) pulses. Dazzled entities have

their strike chances, cast chances and perception checks reduced by 1 (+ 2 / Rank). Entities without normal vision (e.g. Undead) are unaffected by Pyrotechnics.

Speak to Fire Creatures (S-10)

Range: 15 feet + 15 / Rank

Duration: 20 minutes + 10 / Rank

Experience Multiple: 75

Base Chance: 40%

Resist: None

Storage: Potion

Target: Self

Effects: This spell allows the Adept to communicate with all fire creatures within range. This communication is at an effective language rank of 1 (+ 1 / 2 Ranks). For the purposes of this spell, fire creatures are: Elementals, Salamanders, Efreet, desert creatures and creatures created using a Binding Fire Ritual.

Summoning Salamander (S-11)

Range: Unlimited

Duration: Until dispelled

Experience Multiple: 200

Base Chance: 15%

Resist: None

Storage: Investment, Magical Trap

Target: Salamander

Effects: The Adept may summon a salamander which will then attempt to set afire anything flammable that it can reach. A Salamander may only be summoned to an environment it can survive in (e.g. a large fire source, volcano, in a desert). The Adept has no control over the salamander. Dispelling the spell returns the salamander to its origin.

Weapon of Flames (S-12)

Range: 5 feet + 1 / Rank

Duration: 5 minutes + 1 / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: None

Storage: Investment

Target: Weapon

Effects: The Adept may cause any weapon to burst into flame but without causing damage to the weapon or its wielder. The weapon has its Strike Chance increased by 1 (+ 1 / Rank), damage increased by + 1 / 2 (or fraction) Ranks. When the weapon is used against a entity which are creatures of cold or water or against the Undead, damage increases to 1 / Rank. A missile may also be the target (e.g. arrow), but not missile weapons. At rank 11 any hand-held weapon may be created from fire. This weapon has normal characteristic requirements but no weight.

Wall of Fire (S-13)

Range: 10 feet + 10 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 250

Base Chance: 25%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept may create a 5 foot high x

20 foot long × 1 foot thick wall of flames, or a 5 foot high × 1 foot thick circle of flames with a 5 foot radius, or a pillar of fire 15 feet high with a 2 foot radius. The Adept can increase any single dimension by 1 foot / Rank. The wall must be anchored to a surface and cannot easily be seen through. Any object or entity that passes through the wall must resist or suffer D10 (+ 1 / Rank) damage. If an entity resists the damage is halved. The wall will provide light equivalent to a large campfire. At Rank 20 the Adept may double the damage of a Wall of Fire by halving its duration.

Wildfires (S-14)

Range: Touch

Duration: 20 minutes + 20 / Rank

Experience Multiple: 250

Base Chance: 25%

Resist: Active, Passive

Storage: Potion, Investment

Target: Entity

Effects: This spell imbues an entity with the speed and essence of a forest fire. The target may run without tiring at a speed of 20 (+ 2 / Rank) miles per hour over any solid surface. Additionally they may “run” across any substance that would ordinarily support fire (e.g. across tree tops, up a wooden wall, or across oil). Like a fire, momentum effects do not apply to the target: they may take corners at impossible angles, climb a flammable surface impossibly quickly, or stop instantly in place. The target may leap a gap (as a fire leaps a firebreak) a horizontal distance of PS (+ 1 / Rank) feet or a vertical distance of 1/2 PS (+ 1 / Rank) feet. The target will leave charred footprints behind them but will not normally ignite surfaces they cross.

An entity under Wildfires is moving too quickly to undertake normal tactical combat or to otherwise interact with other entities. If they wish to engage in melee they must dissipate the spell.

The target must keep moving at least two hexes in any direction per pulse. If they stop the spell is dissipated. When the spell ends the target stops instantly in place.

At Rank 20 the target may extend the duration of the spell by suffering 1 EN damage / 10 additional minutes.

21.5 Special Knowledge Rituals

Create Drought (R-1)

Range: 2 miles + 2 / Rank

Duration: 8 hours + 8 / Rank

Experience Multiple: 200

Base Chance: 30% + 3% / Rank

Resist: None

Target: Area

Material: Fire source

Actions: Chanting and dancing *Concentration Check:* Standard *Effects:* This ritual increases temperature in the target area by 2C per Rank, slowly building up at 2 degrees C per hour. This may impede rainfall, kills plants, dry up wells, ponds, etc and ruin crops if repeated regularly. In cold or icy areas climes it may make an area tolerable for life for a time or result in standing fogs if the difference between climes is too extreme.

Flame Sight (R-2)

Range: 5 feet

Duration: 1 minute + 1 / Rank

Experience Multiple: 250

Base Chance: 40% + 5% / Rank

Resist: None

Material: Small fire

Actions: Staring into flames *Concentration Check:* Standard *Effects:* The Adept must sit next to a fire and stare into the flames for half an hour. They may then attempt one of three visions:

- A view as if the Adept was looking out of a fire within 1/2 a mile (+ 1/4 mile Rank). The Adept may choose to look out of a specific fire, otherwise the fire is randomly determined from all those in range. If no fires are within range the Adept will see nothing. They may move their viewpoint within the fire so as to see in any direction. There is no way to perceive that a fire is looked through by this ritual.

- A precognitive vision which is controlled by the GM. The detail of this vision and the amount of information obtained increases with rank.

- If the Adept chooses to sacrifice an object (which is destroyed) in the fire, they gain a vision relevant to that object's past. This version of the ritual can only be performed on flammable objects.

Ritual of Summoning a Lesser Efreeti (R-3)

Range: 5 feet

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 30% + 3% / Rank

Resist: None

Target: Entity

Cast Time: 3 Hours - 10 minutes / Rank (minimum 10 minutes)

Material: none

Concentration Check: Standard *Effects:* The Adept may summon a Lesser Efreeti to act as a steed for themselves. The Lesser Efreeti will obey all its rider's commands while it is mounted. If the rider is not mounted or is out of its presence then it will only follow simple passive commands (e.g. wait here, go there). At Rank 14 or higher it will obey commands which move it away from the rider (e.g. go attack people behind the hill, go and pick up Bob).

Its characteristics and statistics are based on either the Adept or their rank in the ritual.

PS = 30 (+ 2 / Rank) MD = Adept EN = 30 (+ 1 / Rank) AG = Adept FT = 30 (+ 2 / Rank) WP = Adept PC = Adept MA = Adept Natural Armour WP / 4 (+ 1 / 3 or fraction Ranks) DEF WP + Ritual BC / 2 TMR Walking = 5 (+ Rank / 4); Flying 8 (+ Rank / 3) Movement Rate = 20 (+ 2 / Rank) miles per hour Size 1 (+ 1 / 10 Ranks) hexes Weapons The Lesser Efreeti has three physical attacks, two claws and a bite. These have a base chance of 40% and do D + 4 (+ 1 / 2 Ranks) damage. It also has a 65% chance of igniting in battle with flames extending in a 5 foot radius. Entities within the radius, except for the rider, must resist or suffer D (+ 1 / 2 Ranks) damage. Entities that resist suffer half damage.

Abilities The Lesser Efreeti is immune to damage from fire but takes double damage from ice or water and magic resistance to these attacks is reduced by 10%. It cannot be banished while the rider is mounted.

At Rank 20 the ritual has extra benefits:

- the adept may nominate another entity as the rider.
- the Lesser Efreeti has Strength and Fatigue of 80 and Endurance of 60.
- NA is 8 (+ WP / 4).
- damage from claws and bite is [D + 16].
- the ritual's duration is 24 hours.

This ritual may double or triple duration and may backfire. It may be invested with a material cost of 50,000 silver pieces per charge.

Summon Fire Elemental (R-4)

Range: 20 feet

Duration: Concentration, no maximum

Experience Multiple: 450

Base Chance: MA + 4% / Rank

Resist: None

Target: Fire Elemental

Material: Large fire

Actions: Concentration *Concentration Check:* Standard *Effects:* The Adept may summon a Fire Elemental with a combined endurance and fatigue of 15 (+ 5 / Rank) which appears within the fire. The Elemental is under the Adept's control but strongly resents being summoned.

If the ritual backfires the elemental arrives uncontrolled and will immediately attempt to kill the summoner.

The Elemental is returned to its own dimension if the summoner's concentration is broken, it is banished, or the Adept casts a Fire Special Counter-spell.

21.8 Damage by Burning Occasionally a character will suffer damage from falling in to, or being exposed to, fire. The following table indicates the pulse by pulse damage taken by an entity being in contact with fire. While ignition of flammables on a person will not always occur, if an entity is immersed in fire (e.g. passage through a Wall of Fire) flammable possessions will catch alight. Unless otherwise specified, Magical Fire will automatically ignite flammables.

If the pulse after ignition is spent putting flammables out, no further damage occurs. In general exposure to a fire source indicates exposure for a full pulse, therefore standing in a bonfire might hurt a character but simply jumping through one might not. This table should be used as a guide to how much damage exposure to a particular fire source might cause.

Clothing alight after passage through a fire Standing in campfire Standing in a one Hex bonfire Very large bonfire, house fire Raging forest fire Immersion in boiling water Immersion in boiling oil Immersion in molten metal or lava Sauron's forge

D + 3

D + 5 D + 10 D + 15 D + 25 D + 35 D + 50 D + 100 D + 150

21.6 Some Useful Temperatures

Boiling Water

100°C 113°C Molten Sulphur Burning paper

and meths 200°C Tin melts 232°C Boiling oil
300°C 327°C Lead melts 419°C Molten zinc
800°C Molten salt 1000°C Silver melts 1053°C
Gold melts 1083°C Bronze and copper armour

and weapons melt

1600°C Molten iron 1800°C Sand melts 4000°C
Molten graphite >4000°C Sauron's jewellery

22 The College of Ice Magics (Ver 1.5)

The College of Ice Magics is concerned with the shaping of ice and snow, freezing and the manipulation of cold.

Ice Mages have been most valuable to those fragile communities living in cold, arid and often dangerous places, where food is hard to grow and neighbours can be separated by days of travel. Many of the Ice Mages' Spells and Rituals are designed either to enhance living in these inhospitable areas or to aid hunting and defending themselves from arctic predators. Ice Mages are seldom seen in warm climates, and have been unpopular with Philosophers of magic who cannot agree whether to place Cold as an element in its own right. The College of Ice Magics has been likened to the Colleges of Water, due to its connections with Ice and Snow, Fire, as an antithesis, Air, due to its weather-like effects and Mind, due to the peculiar mental fortitude its Adepts have demonstrated while living in cold climes.

Philosophy

Ice Mages tend to be of a solitary and quiet nature, often having lived their lives isolated in areas of sparse population density. Many are hunters or only part-time Mages. They generally have fair relations with most Colleges, but relations with the Fire and Water Colleges are distinctly icy.

Traditional Colours

Ice Mages are not known to dress flamboyantly. Whites and Greys are popular colours when dressing in warmer climes, perhaps with a hint of pale blue. However in their own element they usually wear undyed leathers and furs.

Notes

All the Ice and Snow generated by the spells of this college is real unless otherwise specified. It is in no way magical, and does not have a duration. External effects (e.g. heat) will begin to affect it immediately upon its generation.

Ice Magics is considered "opposite" to Fire Magics. Many Ice spells and effects are uniquely vulnerable to the spells of the Fire College, and to Fire. Additionally Ice Magics have some spells and effects that are especially effective versus Fire and Fire creatures. This in no way affects the "opposite" relationship that the Colleges of Water and Fire Magics have to each other. Water Magics and Ice Magics are not considered related, rather they are generally regarded as antagonistic rivals.

22.1 Restrictions

Adepts of the College of Ice Magics may practise their arts without restriction.

The MA requirement for this College is 13.

22.2 Base Chance Modifiers

All base chances of Ice Mages are affected by temperature. Only one of the temperature modifiers may be applied at one time. Consult the Weather Scale Table for Weather Gauge details.

Temp

Gauge Temp °C Mod.

0-3 4-5 6-8 9-10 11 +

<= -5 <= 5 6-24 >= 25 >= 35

Very Cold Cold Average Hot Very Hot If the Adept is standing on Ice or Snow in an area where it is in abundance they gain an additional +5%.

+10 +5 +0 -5 -10

22.3 Talents

Cold Affinity (T-1)

Experience Multiple: 100

Effects: This talent allows the Adept to ignore the deleterious effects of low body temperature. The adept is treated as if having a Resist Cold spell of equal Rank to the Rank in this talent in effect at all times. Should the Adept also be under the effect of

a Resist Cold spell, the higher of the two ranks is in effect.

Endure Hardship (T-2)

Experience Multiple: 150

Effects: This talent allows the Adept to function capably even in harsh and forbidding environments. The Adept may go without food (but not water!) for 1 (+1 / Rank) days every three months with no ill effects. These days may be taken singly or consecutively, and the Adept need not consume extra food later to make up for this time spent fasting. The Adept may additionally increase the Base Chance of any concentration checks made in hostile environments, when the concentration checks are reduced below 4 × WP due to environmental effects, by 1 × WP / 5 full Ranks the Adept has in this talent, up to a maximum of 4 × WP. Finally, the Adept may reduce high fatigue rates due to environmental and weather effects, other than those relating to heat or fire, by a 1 row shift per 10 full ranks the Adept has in this talent on the Rate of Exercise Chart (see §58.1, under the Fatigue and Encumbrance Chart), down to a minimum rate of medium fatigue, or light fatigue at rank 20. For example, at Rank 10 a Strenuous climb up a mountain may be treated as if it is only a Hard climb.

22.4 General Knowledge Spells

Extinguish Fires (G-1)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: When successfully cast, this spell will extinguish all fire in a 10 foot (+ 10 / Rank) radius sphere, by smothering them with ice crystals. All the volume affected must be within range of the spell. If the range is doubled or tripled the volume may likewise be increased. Magical fires are not affected. This spell is

identical to the Fire College "Extinguish Fires", except is achieved by physical means (this is merely a cosmetic difference).

that the effect

Freeze (G-2)

Range: 5 feet + 5 / Rank

Duration: 1 day + 1 / Rank

Experience Multiple: 50

Base Chance: 40%

Resist: None

Storage: Investment

Target: Object

Effects: The Adept may freeze one object of up to 5 lb. (+ 5 / Rank). This freezing will protect the object from decay while the duration lasts. While frozen the object will be as cold as ice to the touch and will drip slightly from condensation. When the duration has expired the object will defrost at the rate of 1 minute per pound of weight.

Ice Creation (G-3)

Range: 15 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 25%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: This spell creates a film of ice 1 inch thick in a single square of dimensions 1 (+ 1 / Rank) foot each side or a single cube of ice of dimensions 6 (+ 6 / Rank) inches cubed. The ice must be created on the ground and not on top of an entity. It is non-magical and will persist until melted, etc.

Ice Traversal (G-4)

Range: 10 feet + 10 / Rank

Duration: 20 minutes + 20 / Rank

Experience Multiple: 125

Base Chance: 30%

Resist: None

Storage: Investment

Target: Entity

Effects: This spell enables 1 target (+ 1 / 4 full Ranks) to travel over ice and/or snow without slipping or sinking in, as if it were normal earth and/or rock. For example, this would enable climbers to climb icy slopes. Quadrupeds are treated as two targets for the purposes of this spell. In addition, if the terrain travelled on is flat ice, each target's TMR is increased by 1 (+ 1 / 3 full Ranks) while on the ice. See Travel on Ice (22.8), for additional detail.

Refrigeration (G-5)

Range: 25 feet + 5 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 50

Base Chance: 35%

Resist: None

Storage: Investment

Target: Volume

Effects: The caster may cause the ambient

temperature of one 15 × 15 × 15 foot cube to lower by 2°C / Rank.

Resist Cold (G-6)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 40%

Resist: None

Storage: Investment, Ward, Potion

Target: Entity

Effects: This spell protects the target from the effects of cold temperature by increasing the Gauge by 1 (+ 1 / 4 full Ranks) up to a maximum of Gauge 7 (Comfortable). It will totally protect the target from the effects of Hypothermia at Rank 11+. In addition, the target suffers 1 (+ 1 / 4 or fraction Ranks) less damage due to magical or non-magical cold based attacks. This spell is identical to the special knowledge Air college spell of the same name.

Snow Shovel (G-7)

Range: Self

Duration: Concentration: maximum of 15 minutes

+ 15 / Rank *Experience Multiple:* 125

Base Chance: 20%

Resist: None

Storage: Potion

Target: Self

Effects: This spell enables the Adept to clear a path along snow or ice obstructed ground and/or to tunnel through snow and ice. Any snow or ice up to 2 feet in front of the Adept undergoes a change in density to dry snow, and is pushed to either side, leaving a gap 2 feet wider, and higher (if applicable), than the size of the Adept. No more than 1 hex (+ 1 / 2 full Ranks), may be cleared per pulse in this manner. This effect moves with the Adept. The Adept may lean in order to direct the path up or down. Note that the walls and roof of a tunnel through snow or ice are merely packed snow and do not confer any particular structural support or stability. See Travel on or through Snow (22.8) for additional detail.

Water to Ice (G-8)

Range: 10 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 15%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume of Water

Effects: The Adept can freeze up to 10 (+ 10 / Rank) cubic feet of existing water based liquids into solid ice, or into snow of a density chosen by the Adept. All the water to be transformed must be within the Adept's range at the time of casting. This spell may not be cast on or near entities or their possessions.

22.5 General Knowledge Rituals

Create Igloo (Q-1)

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: MA + 4% / Rank

Effects: The Adept must spend one hour in ritual construction of a miniature dome made out of snow or ice cubes. At the end of this time the Adept must make a successful cast check. If successful, the dome swells in size to become an igloo of internal size 5 (+ 1 / Rank) feet radius and 2 feet thick. This ritual cannot backfire. The Igloo has a single entrance which is chosen by the Adept to be up to half its internal height in both height and length. The inside temperature of the igloo always counts as very cold (-10 degrees) and the following enchantments apply to objects or entities while they remain inside the igloo:

- All entities and creatures are treated as having a resist cold spell upon them of equal rank to that of the Adept's Rank in this ritual

- All organic objects are preserved from decay

In addition the igloo counts as bound snow while the duration is in effect and will not melt or break due to non-magical forces (although magical attacks affect it as normal). Once the duration runs out the igloo reverts to a normal (non-magical) igloo and will thereafter melt, collapse etc. as normal due to external conditions.

Bind Ice and Snow (Q-2)

Duration: Concentration: Maximum 1 hour + 1 /

Rank *Experience Multiple:* 750

Base Chance: MA + 4% / Rank

Effects: The Adept may bind all of the ice and snow within a 5 (+ 5 / Rank) feet radius circle of the Adept. The results of this ritual are similar to those for the binding of other elements. The Adept gains control of all of the facets of the element. The Adept may move or shape the ice and snow, change its consistency and instill intelligence in it as desired. Finally, the Adept may sacrifice a point of MA (this may be bought back with EP) in order to make a part or all of the bound ice and snow permanently bound. In this instance, the bound ice and snow is non-intelligent but magical, and is enduring. Almost no magical or physical force will affect it (e.g. it resists Wizard's Eye and Telepathy), with the exception of magical heat and fire, against which it has 100 times the resistance of ordinary ice and snow, and if any part of it remains it will (slowly) regenerate.

22.6 Special Knowledge Spells

Armour of Ice (S-1)

Range: Touch

Duration: 30 minutes + 30 / Rank

Experience Multiple: 250

Base Chance: 20%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target of this spell is covered by a magical Armour of Ice, which provides 5 points of Armour Protection (+ 1 / 4 full Ranks) which fluctuates according to the current temperature: the Armour gains +2 points of Armour Protection when the temperature is very cold, +1 when it's cold, -1 when it's hot, and -2 when it's very hot (see 22.2). The armour has a weight

rating of 5 (see 56.3) and subtracts 2 from AG and 20 from stealth. Ice Armour may not be cast on entities wearing armour. This spell will stack with other defensive spells. The Ice Armour is vulnerable to Fire, and has an ablative effect; it will absorb up to half of any fire damage taken, but for every 10 points of damage taken (before halving) one point of protection is removed from the armour, and if the protection is reduced to zero the spell is immediately dissipated.

Icy Transformation (S-2)

Range: 10 feet + 10 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 300

Base Chance: 25%

Resist: Special

Storage: Investment, Ward, Magical Trap

Target: One (metal or mineral) Object

Effects: This spell turns one metal or mineral object of up to 5 lbs (+ 5 / Rank) entirely into ice (a wall of iron would have to be entirely turned to ice but a single brick in a wall could be transformed). The object is then transparent and vulnerable to damage, heat etc. At the end of the duration, the object will revert back, but any damage will not be repaired.

Freezing Wind (S-3)

Range: 5 feet + 5 / Rank

Duration: 5 seconds + 5 / Rank

Experience Multiple: 225

Base Chance: 30%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: This spell causes Arctic conditions to prevail in a 10 (+ 1 / Rank) feet cube. Any entity within this cube which fails to resist will suffer [D - 4] (+ 1 / 2 full Ranks) points of magical cold damage per pulse. Creatures of fire (efreet, salamander or elemental) take half damage even if they resist.

Frostbite (S-4)

Range: 50 feet + 25 / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: Special

Storage: Investment

Target: Special

Effects: This spell may either be used to kill (5 × [Rank])% of all non-sentient plants within the Adept's range, or the Adept may target and kill 1 individual plant (+ 1 / Rank). There is no visible effect, but death due to frostbite occurs at the time of casting and no amount of non-magical effort will revive plants affected by this spell. Sentient plants take 1 (+ 1 / Rank) points of damage (instead of dying), and may passively resist for no damage. Other plants that are magical or especially resistant to cold may also be entitled to a passive resistance roll versus the spell's effects.

Frozen Doom (S-5)

Range: 10 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 500

Base Chance: 5%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: This spell uses magical cold to freeze solid the blood of one target entity, which may be up to 1 hex (+ 1 / 2 full Ranks) in size, killing it instantly if they fail to resist.

Hibernation (S-6)

Range: 5 feet

Duration: Special

Experience Multiple: 250

Base Chance: 20%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The target of this spell is placed in suspended animation for up to $(\text{Rank} \times \text{Rank})$ days as specified by the Adept. At Rank 20 there is no maximum and the Adept may choose any duration. All bodily functions including ageing, are suspended for the duration of the spell and the target feels cool to the touch. The target is immune to cold and suffocation, and takes no more damage from existing injuries while this spell is in effect.

Additional injuries will still affect the target, but any damage that would occur due to bleeding, poison etc. is ignored. When the spell duration runs out, or the spell is dispelled, the target awakens with physical strength reduced by 1 / full week hibernated and immediately begins to suffer from any existing injuries and conditions (poison, disease, shock, bleeding and suchlike). Physical strength may be regained at a rate of 1 point per day, and is not reduced below 1. Entities that naturally hibernate suffer -20 to their Magic Resistance vs. this spell.

Ice Bolt (S-7)

Range: 20 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 300

Base Chance: 35%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Entity, Object

Effects: The Adept creates a 2 foot long, 2 inch diameter non-magical bolt of ice which is projected at a target with a Strike chance of 30% (+ 3 / Rank) + MD, modified by range as if it were a heavy crossbow. The ice bolt strikes as an A class weapon doing $[D + 4] (+ 1 / \text{Rank})$ damage which can stun and inflict specific grievous injuries. Once the spell is cast the target gets no magic resistance, but the target's defence is subtracted from the chance to hit, since the effect of the spell is to create a physical bolt. A double or triple effect cannot affect damage but may add +10% and +20% to the Strike Chance respectively.

Ice Construction (S-8)

Range: 15 feet + 5 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 225

Base Chance: 15%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: The Adept may conjure 30 (+ 30 / Rank) cubic feet ice in up to 1 + Rank shapes of the Adept's choice. The shapes always appear entirely within the range of the Adept and may not appear above or inside (partially or wholly) any entity. Each shape must appear on the ground in a stable fashion (not about to topple over) and must have a minimum thickness of 6 inches in any part. When the spell duration expires, the ice disappears (returns to whence it came).

Iceberg (S-9)

Range: 10 feet + 10 / Rank

Duration: Concentration: Maximum 30 minutes + 30 / Rank

Experience Multiple: 150

Base Chance: 30%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area of Water

Effects: The Adept creates a polyhedral iceberg of dimensions $10 (+ 2 / \text{Rank})$ feet cubed. It may only be successfully created in an existing volume of liquid sufficient to hold it without it touching the bottom. 8/9 of the Iceberg will be submerged. The Iceberg will be flat topped and may stably support up to 1 hex of entities (+ 1 / Rank) (Additional entities will cause it to roll in the water). While the Adept is in contact with the Iceberg the Adept may move the Iceberg at a speed of $5 (+ 1 / \text{Rank})$ miles per hour. The Iceberg spell also has a calming effect on the water around it, reducing the size of all waves up to Rank feet away by Rank feet.

Ice Pack (S-10)

Range: 10 feet +5 / Rank

Duration: Immediate

Experience Multiple: 150

Base Chance: 15%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: This spell immediately halts any damage being taken due to shock or blood loss and the target gains 1 / Rank to their chance of recovering from stun or unconsciousness (if applicable). It will restore a (live) character on negative endurance to zero, although any further damage will start the process of shock and bleeding as usual. In addition, if the target is suffering from the adverse effects of a fright roll or similar emotional effect, they get a second roll (in some cases a second resistance roll) to recover from ("or snap out of") it with +1% / Rank added to their dice roll. The cause of the fright or shock may have been magical or otherwise. This spell may be recast on each target as often as desired. This spell will not work on regenerating entities (including those under the effects of a trollskin spell).

Ice Projectiles (S-11)

Range: 20 feet + 5 / Rank

Duration: Immediate

Experience Multiple: 300

Base Chance: 30%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: 1 Entity + 1 / Rank

Effects: Each entity targeted by this spell must resist or suffer $[D - 4] (+ 1 / \text{Rank})$ points of magical damage due to being pierced by flying A class shards of ice (armour does absorb damage but there is no AG loss). If this spell is doubled the adept may not double damage but may choose to have the ice projectiles ignore armour instead. If this spell is tripled, the adept may roll for a possible A class specific grievous injury for each target that failed to resist, in addition to ignoring armour as above (and still doing fatigue damage except as part of the grievous result), or reduce the targets' resistances as usual.

Ray of Cold (S-12)

Range: 30 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 300

Base Chance: 30%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Entity, Object

Effects: This spell projects a blast of intense magical cold at the target. The ray of cold will impact either on the target or on the first obstruction blocking the path from the Adept to the target. Anything struck by the ray must either resist or suffer $[D + 1] (+ 1 / \text{Rank})$ damage (resist for half damage).

Snowball (S-13)

Range: 10 feet +10 / Rank

Duration: Concentration: Maximum of 10 minutes

+ 10 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Adept, Special (chosen each pulse)

Effects: This spell causes the ground within 5' of the Adept to be instantly covered with 5 inches of conjured snow (returns to whence it came when the spell duration expires). Snowballs then form themselves out of the snow and launch themselves at a target or targets of the Adept's choice. Up to 1 target (+ 1 / 4 full Ranks) can be pelted with a flurry of snowballs each pulse. A different set of targets may be chosen by the Adept each pulse. Each target must resist or suffer a reduction of -1% (1 / 2 full Ranks) to their Base Chance of doing anything while being snowballed and in addition must make a $4 \times \text{WP}$ roll ($3 \times \text{WP}$ if Adept is above Rank 10 in this spell) to perform any action that involves concentrating (e.g. casting a spell). Each target need only resist this spell once. If the Adept leaves the 5' diameter circle of snow while this spell is in effect, the spell is automatically dissipated.

Snowfall (S-14)

Range: 10 feet + 10 / Rank

Duration: 10 minutes + 5 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: This spell causes snow to begin gently falling in an area of between 5 feet minimum and 40 feet (+ 5 / Rank) maximum diameter (chosen by the adept). The snow will form in the air at between 10 and 40 feet above the ground, and will gently float to the ground. The area within this spell, if above zero degrees in temperature, will be magically cooled to zero degrees for the spell duration (nb. This will not count as a positive modifier to Ice mage base chances as it is magical, although it may reduce negative modifiers to zero). For each 5 minutes that this spell is in effect, one inch of powder will cover the ground. At the end of the spell the snow will remain, but the temperature will be restored to normal (and the snow may begin melting). Note that if this spell is, for example, cast inside a house with a 20 foot ceiling, as the snow is formed in the air between 10 and 40 feet up, only a third of the snow will fall in the room. The other two thirds will appear above the 20 foot line and will fall on the roof, with the exception of a small amount that appears in the attic.

Wall of Ice (S-15)

Range: 20 feet + 10 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: This spell conjures a wall of ice that is 10' high, 20' long and 2' thick, or a pillar 15' high with a 3' diameter. The adept may choose to increase the height of the wall by 1', the width by 2' or the thickness by 6", or the height or diameter of the pillar by 1', for each Rank the Adept possesses in the spell. The wall may be uniformly curved up to a half circle. The wall may not be created on top of an entity, and is subject to the usual restrictions on physical walls. The wall is translucent but not transparent. When the spell duration expires the ice returns to whence it came.

Weapon of Cold (S-16)

Range: 10 feet + 5 / Rank

Duration: 5 minutes + 1 / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: None

Storage: Investment

Target: Weapon

Effects: The weapon over which the spell is cast becomes infernally cold without harm to either the weapon or the user of it. The base chance of hitting with the weapon is increased by 1 (+ 1 / Rank) and the damage done by the weapon is increased by 1 (+ 1 / 3 full Ranks). This amount of damage is tripled if the object of the attack is a creature of fire.

Winter Garden (S-17)

Range: 20 feet + 10 / Rank

Duration: 2 weeks + 2 / Rank

Experience Multiple: 100

Base Chance: 35%

Resist: None

Storage: Investment, Ward

Target: Plant

Effects: This spell bestows resistance to cold on one plant (+ 1 / Rank) or 25 square feet (+ 25 / Rank) in one patch of the same species of plant of the Adept's choice. Plants with this resistance are immune to the Frostbite spell and will thrive even in permafrost and arctic temperatures.

22.7 Special Knowledge Rituals**Snow Simulacrum (R-1)**

Duration: Concentration: Maximum 1 hour + 1 /

Rank Experience Multiple: 300

Base Chance: MA + 3% / Rank

Resist: Special

Effects: The Adept spends an hour forming a human or animal figure, no larger than 1 hex (+ 1 / 3 full Ranks) in size, out of snow, which must be already present.

The animated sculpture will have the same characteristics as the sculptured entity, except that all characteristics are reduced by 25%. This will generally cause abilities to be lessened by a like amount (e.g. Flying speed is reduced by 25% (if the entity can fly) due to Agility being reduced, Damage from attacks is reduced by 25% due to Strength reduction, Base Chance to hit is reduced because of MD reduction, etc.).

Magical abilities are not copied in the copied form, although quasi-magical abilities may be. The simulacrum will not bear a close resemblance to any other figure unless the figure chosen to be duplicated is present during the ritual. In the latter instance the figure being duplicated may choose to actively resist the ritual; otherwise the ritual is non-resistible. The simulacrum has only animal intelligence, and the Adept may give it simple instructions or actively concentrate to control its movements (requires the Adept to perform pass actions).

The simulacrum will have vague inclinations relating to its original (borrowed) form, and although no longer comprised of snow (it takes on a fleshy appearance, or whatever is appropriate for the original entity) will have an adverse reaction to the presence of heat and flame and will take an additional 2 points from heat and flame attacks. The simulacrum normally resembles a generic example of its borrowed form except that it has a snowy sheen to it and is cool to the touch. Clothes, possessions and suchlike are not duplicated by this ritual.

When the Adept's concentration ceases, the simulacrum will collapse into a pile of ordinary non-magical snow.

Summoning and Controlling Ice Elemental (R-2)

Duration: Concentration: Maximum 1 hour + 1 /

Rank Experience Multiple: 250

Base Chance: MA + 5% / Rank

Effects: The Adept summons an Ice Elemental from its home plane (conjectured to be the elemental plane of Cold), which will appear within 20 feet. This ritual takes 2 hours, and

may only be performed in temperatures of 0 degrees or less. If the ritual backfires the Elemental arrives uncontrolled and will attack the Adept (and others nearby); however, if the ritual is successful the Elemental is controlled and must obey the Adept's every whim. The Elemental remains until dispelled, which the Adept may do by successfully casting a Special Knowledge counterspell at it. 1% is added to the base chance of success on this ritual for each point of Willpower the Adept has over 15. Ice Elementals are similar to other Elementals in that they do not normally exist on this plane, but are summoned by Ice magics. They will always be hostile to their summoner and will attack if uncontrolled. Ice Elementals are impervious to attacks with non-magical weapons. Magic does affect them. Ice Elementals are vulnerable to fire and can be damaged by attacks involving this "opposite element". Ice Elementals have a combined endurance and fatigue of 15 (+ 6 / Rank), which must be divided in such a way that they fall into the ranges indicated below. Any reference to Rank below refers to the Adept's Rank in this ritual.

Ice Elementals have the following characteristics:

Habitat: Other Planes

Frequency: Very Rare

Number: 1

Description: Ice Elementals appear as lean crystal-line humanoids with frosty hair and silvery blue eyes. They are half as tall, in feet, as their Endurance.

Talents, Skills and Magic: Ice Elementals can disappear into Ice with only a 10% chance of being detected. They can freeze water within line of sight at a rate of one cubic foot per pulse for every point of Physical strength available to the Elemental (entities within the area get a 3 × AG check to avoid being caught and trapped while Ice forms around them), and they can cast a Ice construction and Wall of Ice at a Rank equal to their summoner's Rank + 4 in this ritual. These are talents and cost no fatigue. They may expend 2 fatigue to fire an Ice bolt (as per the Spell) striking as an A class weapon with a base chance equal to the Elemental's combined maximum Endurance and Fatigue, and doing [D + 4] (+ 1 / Rank) points of damage. Since this is a physical attack formed from the Ice Elemental, the Ice bolt remains after firing.

Ritual of Winter (R-3)

Duration: Concentration: Maximum 1 hour + 1 / Rank

Experience Multiple: 350

Base Chance: MA + 3% / Rank

Effects: The Adept may change one or more of the three components which make up the weather by performing a ritual dance. The three components of weather are:

1. Precipitation, Degree
2. Temperature, Gauge
3. Wind, Force

The GM should consult the weather table and advise the player of the current level of these three components before the Adept starts per-

forming the ritual. The Adept may change the current components by 1 (+ 1 / 2 full Ranks). All the changes may be in any direction on the table with the proviso that the Adept may never raise the temperature, and must lower it by at least one degree. All weather within 2 miles (+ 2 / Rank) of the Adept is affected by the ritual. This ritual cannot backfire.

PS: 20 + 5 / Rank WP: 14 - 18 EN: 5 - 50 MD: 20 - 25 FT: 10 - 85 AG: 15 - 20 PC: 15 - 20 MA: None PB: 8 - 10 TMR: 4 + 1 / 5 Ranks NA: Skin absorbs 5 DP Weapons Ice Elementals strike their opponents with open hands and pierce them with their long icy fingers. They can attack twice in the same pulse without penalty doing [D + 3] (+ 1 / Rank) damage per strike.

22.8 The Element of Ice

Ice

Ice weighs 47.2 lb. per cubic foot and is translucent (but not transparent).

Movement Rates Running $200 + 10 \times \text{Summoner's Rank}$

Breaking through Ice

This applies particularly to the spells Ice Creation, Ice Construction and Wall of Ice, but may also be used in natural settings (for example a

single inch of ice may cover a lake).

Ice is deemed to have 10 points of fatigue per inch, 120 points per foot. It takes only half damage from being hit by B class weapons, full damage from axes, fire and water based attacks, and double damage from picks (note that for fire based attacks bonuses against cold creatures apply, for those spells that have them). Other weapons only do a single point. Endurance blows do double damage. The exception is when a blow by any weapon exceeds the remaining fatigue of the ice; in this case all damage is applied (the ice breaks). Successful elimination of the ice's fatigue makes a human sized hole in the ice, big enough for a one hex entity to go through. Multiple entities may attempt to break through the same area of ice, within reason. Smaller holes may be made but for the purposes of simplicity are no quicker to make (when digging far into the ice at least a human sized hole must be made in order to keep working anyway).

Travel on Ice

Bipeds must travel at half TMR (round up) while on ice or make a $2 \times \text{AG}$ roll each pulse or go prone. Quadrupeds may make a $4 \times \text{AG}$ roll to travel at full speed, or go prone. Subtract $1 \times \text{AG}$ if the ice is wet. Entities going prone

may also slide up to half their TMR along the ice in the pulse in which they fell, depending on how much of their movement was in one direction (GM's discretion).

Travel on or through Snow

Travel through snow usually causes entities to lose 1/4 of their TMR per foot of powder, down to a minimum TMR of 1 (unless the powder is higher than the entity is tall). In addition there is an encumbrance shift of one column on the encumbrance table for each 1/4 TMR slowed. Note the reference to powder — if the snow is denser than freshly fallen powder the effects may be less. These figures are based on a human sized entity; a giant (for example) would only suffer the effects of 4 foot of powder (TMR reduced to 1) when up to its chest; that is, in about 13 feet for a Stone Giant (normally 20 feet tall). Quadrupeds tend to manage snowy conditions well, and should be treated as if they were standing erect for the purposes of height calculation. Hobbits, and other creatures with large feet, may have these penalties halved at the GM's discretion. GM's may also allow items such as snow shoes; a suggestion is a straight halving of TMR but the entity does not sink into the snow. Note that such items are not known or common in warmer climes!

23 The College of Water Magics (Ver 1.3)

The College of Water Magics is concerned with the shaping of the element of water. Water Mages, as Adepts of this college are known, have difficulty in practising their magics on land without an abundant source of their raw material and thus the college has fallen somewhat into disuse in many locales. The typical vision people have of Water Mages is of an Adept standing on the sea or guiding a ship around reefs to a safe harbour. While it is true that some Water Mages do perform such duties on ships, the majority either live beside large bodies of water or in more recent times have taken to living entirely underwater, thus spending all of their time in a different world from that experienced by normal people. In general, Water Mages enjoy good relations with other colleges with the notable exceptions of the elemental College of Fire, due to its opposing elemental nature.

Traditional Colours

The traditional colours worn by Water Mages have tended towards the greens and blues that symbolise the sea. Aquamarine and sea blue are particularly popular amongst those who wish to advertise their college. The hermitic type of Water Mage who spends the majority of their time underwater usually wear very little, a small bathing suit at the most, as most denizens of the deep are not concerned about nudity.

Traditional Symbols

Water Mage adornments are usually unique items found only upon the sea floor such as rare shells or pieces of coral, also wave, fish and whale motifs are popular or any animal or occurrence specific to the sea they live in.

23.1 Restrictions

Adepts of the College of Water Magics may only practice their arts if they are in contact with, or near, water. With the exception of Dowsing, they may never practice their arts in a vacuum or in a totally arid place. They may not summon water-dwelling creatures into an area that does not contain a body of water large enough for the water-dwelling creature to immerse itself entirely. They may use their magic on land (in a non-arid area) but suffer some diminution in their abilities. A character must have 18 MA to become a water mage.

23.2 Base Chance Modifiers

The Base Chance of performing any Talent, Spell or Ritual of this College is modified by the addition of the following numbers. Apply one of the following:

+20 +15 +10 +5 +5

Adept is completely immersed in water Adept is in physical contact with water Adept is within 25 feet of water Adept is within 500 feet of water Adept is surrounded by mist or fog, or is standing in the rain Adept is on land and over 1 mile from water Adept is on land and over 10 miles from water This modifier may be applied in con-

junction with one of the above:

-15

-5

All water in the vicinity of the Adept is frozen

-20

Notes

1. For the purpose of these modifiers "water" refers to a body of water such as a sea, lake, ocean, pond, river, stream, spring or other feature containing large amounts of water (1000 gallons or more) or existing as part of a larger system or network of waterways. A barrel, bucket, or tun of water does not qualify as a body of water.

2. Apply the most advantageous modifier from the first group in conjunction with the frozen water modifier.

23.3 Talents

Predict Weather (T-1)

Range: 10 miles (+10 / Rank)

Experience Multiple: 75

Base Chance: MA + 5% / Rank

Effects: The Adept predicts with some accuracy what the weather will be like over the ensuing three days in the area within the range of the talent. The Adept must be at sea (on an ocean, sea or large lake) or within 15 miles of an ocean, sea or large lake. If the Adept makes a successful Predict Weather check, the GM rolls D100 and checks the accuracy of the prediction. The following results may occur:

Dice

Accuracy

01-05

Totally wrong (opposite of the prediction occurs)

06-10 Generally incorrect (fairly wide divergence)

11-85 Generally correct (close but not totally accurate) Almost totally accurate (say within 1 degree)

86-100 Following the dice roll the GM delivers the prediction as though it were generally correct.

Dowsing (T-2)

Experience Multiple: 75

Base Chance: 2 × MA + 4% / Rank

Effects: The Adept is able to sense the presence of water above ground, and within 100 feet (+100 / Rank). The Adept can determine the direction and distance to the nearest source of water. Detection of underground water has a range of 1 foot (+2 / Rank). Assessment of freshness increases with increased Rank, e.g. Rank 3 can tell salt from fresh, Rank 6 can tell alkali from clear, etc. This talent may be exercised when the Adept is in a vacuum or a totally arid place. In general the GM will roll to determine the success of this talent.

Aquatic Affinity (T-3)

Experience Multiple: 100

Effects: Adepts of the College of Water Magic have a kinship with their element which gives them the following abilities:

1. The Adept may modify their swimming rolls by 4% for every Rank they have achieved with this talent.

2. Above Rank 10, the Adept is considered to be an Aquatic entity for the purposes of calculating underwater defence.

3. Movement in water is considered to be one row less difficult on the Encumbrance table. If the Adept has more than Rank 10 in this talent then it is two levels less difficult.

4. General knowledge of the Aquatic environment.

23.4 General Knowledge Spells

Buoyancy (G-1)

Range: Touch

Duration: 30 minutes + 30 / Rank

Experience Multiple: 100

Base Chance: 45%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: This spell allows the target to float at whatever depth they choose. If they want to float upon the surface this spell enables them to do so without using any float actions. The rate of ascent or descent is 5 feet (+2 additional / Rank) and this spell also protects the target from any pressure effects related to being at extreme depths.

Cold Resistance (G-2)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 150

Base Chance: 40%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: This spell protects the target from the effects of temperature down to 0°C - 2 / Rank. It will totally protect the target from the effects of Hypothermia. In addition, the target takes 1 (+1/5 Ranks (round up)) less damage from magical or non-magical cold-based attacks.

Create Fog (G-3)

Range: 20 feet + 20 / Rank

Duration: 6 minutes + 6 / Rank

Experience Multiple: 100

Base Chance: 20%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume of Air

Effects: This spell allows the Adept to create 1000 cubic feet (+500 / Rank) of fog entirely within range. The fog must be continuous and connected to the surface above which it is conjured. In addition the conjured mist has the effect that all entities within the fog have their

Strike Chances reduced by 5% (+1 / Rank) due to limited visibility. Visibility is reduced to 1 hex. The spell of Water Breathing completely negates the effect of this spell.

Mage Current (G-4)

Range: 10 feet + 10 / Rank

Duration: Concentration: maximum 30 minutes +

30 / Rank *Experience Multiple:* 125

Base Chance: 30%

Resist: None

Storage: Investment

Target: Water

Effects: The Adept creates a current in the water within the range (a volume that moves with the Adept) of 5 miles per hour (+1 / Rank) in one direction. All objects/entities, etc. within the range that are submerged in the water or floating on the water are carried at the speed of the current. The Adept may freely alter the direction of the mage current during the spell (requires active concentration). Passive concentration is required to maintain this spell.

Navigation (G-5)

Range: Self

Duration: 1 hour + 1 / Rank

Experience Multiple: 125

Base Chance: 15%

Resist: None

Storage: Potion

Target: Self

Effects: The spell attunes the Adept's mind to the sea and winds, allowing them to sail with less chance of mishap. This decreases the chance of veering off course, running aground, etc., by 5% (+1 / Rank). In addition the Adept may add 1 (+1 / 4 full Ranks), to their effective Rank in the Navigator Skill.

Rehydration (G-6)

Range: Touch

Duration: Immediate

Experience Multiple: 350

Base Chance: 30%

Resist: None

Storage: Investment, Magical Trap

Target: Object

Effects: This spell rehydrates (restores dried substances to their normal water content) including dehydrated entities.

Saturated Earth (G-7)

Range: 100 feet + 50 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 250

Base Chance: 25%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: The Adept summons water from deep within the earth, rising to the surface in 100 seconds (-5 / Rank), causing the ground in an area of 100 feet (+10 / Rank) radius to become totally sodden. Earth will turn to mud. Sand has a 30% chance of turning into quicksand (swallowing any trapped individuals in 20 seconds) and a 70% chance of turning into firm hard sand facilitating easy movement. The

Adept may alter these chances by 1% per Rank. Wetlands will be unaffected by this spell, as will solid rocky terrain. With this spell, all wells in an area can be caused to fill and all crops will be well watered.

Ship Strength (G-8)

Range: 90 feet + 15 / Rank

Duration: 5 days + 1 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Investment

Target: Ship, boat, wood

Effects: This spell may be used to strengthen the structure of any ship or boat, repair leaks or holes, restep masts, etc. At Rank 10 and above, a small sail craft can be constructed out of available wood. At Rank 15 or above, a large craft (40 feet or more in length) may be constructed. At the end of the spell's duration, its effects are undone; a constructed craft will fall apart (even in mid-ocean). In addition, any craft which is affected by this spell has its chance of encountering sea monsters, pirates or typhoons, decreased by 5% (+1 / Rank).

Speak to Aquatic Life (G-9)

Range: 15 feet + 15 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 150

Base Chance: 40%

Resist: None

Storage: Potion

Target: Self

Effects: This spell allows the Adept to communicate with any one form of aquatic life within range. This communication usually consists of both speech and gesture. All members of the selected generic type of aquatic that are within speaking range can be understood and can understand the Adept. The Adept may have more than one spell on at once, as long as they are for different generic types.

Summon Aquatic Life (G-10)

Range: Unlimited

Duration: Immediate

Experience Multiple: 100

Base Chance: 20%

Resist: None

Storage: Investment, Potion

Target: Aquatic Species

Effects: The Adept may summon 1 aquatic creature (+1 / Rank). It may take up to 30 minutes (30 seconds / Rank) for the aquatic life forms to arrive. The species must be native to the area to be summoned and the Adept must be within 100 feet of a body of water.

Water Breathing (G-11)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 25%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: This spell forms a set of gills in the subject's neck and covers their eyes with a trans-

parent film. This allows the target to breathe and see equally well under water as on land. The target may cast spells subject to the restrictions of their College. The spell does not affect the target's ability to operate on the surface. This spell allows vocal communication to a range of the target's perception in hexes.

Water Creation (G-12)

Range: Touch

Duration: Immediate

Experience Multiple: 150

Base Chance: 35%

Resist: None

Storage: Investment

Target: Water

Effects: The Adept must touch the substance from which water is to be drawn. The spell allows the Adept to extract moisture from the air, or from plants (providing there is moisture available to be extracted) to the amount of 1 pint (+1 / Rank).

Waterproofing (G-13)

Range: Touch

Duration: Special

Experience Multiple: 150

Base Chance: 30%

Resist: None

Storage: Investment

Target: Entity or Object

Effects: This spell protects any affected entity or object completely from all forms of non-magical water damage. It works on any item less than or equal to 5 pounds (+10 / Rank) in weight. Thus, written scrolls would not run, steel would not rust, potions would not dilute, clothing would not get wet etc. The duration is 5 days (+5 / Rank) for objects, and 3 hours (+3 / Rank) for entities.

Wave Control (G-14)

Range: 90 feet + 90 / Rank

Duration: 15 minutes + 15 / Rank

Experience Multiple: 125

Base Chance: 25%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume of Water

Effects: The Adept can increase or decrease the size of all waves within range by 5 feet (+1 additional foot / Rank).

23.4 General Knowledge Rituals

Binding Water (Q-1)

Range: 10 feet + 15 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 750

Base Chance: MA + 4% / Rank

Resist: Special

Effects: The Adept can bind the element of water while maintaining their concentration. It takes an hour to perform this ritual. The results are similar to the binding of all other elements. The Adept gains control of all facets of the element. They can, for example, create an intelligent water sprite (which will always have characteristics several points lower than the Adept), however, its every action would have

to be directed by the Adept. At Rank 10 or higher, the Adept can create a free-willed water sprite that will be loyal to them and not require its every move be directed. Such entities will never leave the water. The will not be resisted unless the area contains a Water Elemental, which may passively and actively resist.

23.5 Special Knowledge Spells

Control Aquatic Life (S-1)

Range: 10 feet + 10 / Rank

Duration: Concentration: no maximum

Experience Multiple: 100

Base Chance: 20%

Resist: Passive

Storage: Investment

Target: Aquatic Entity

Effects: This spell allows the caster to control 1 (+ 1 / 2 Ranks) aquatic creatures (which must be of the same generic type). These creatures will serve the caster so long as the caster concentrates or until they are told to go away (move out of range of the spell). A creature that is no longer controlled but still in the vicinity may attack its former master. If the target is of a particularly small, schooling species, the Adept may be able to control the whole or part of the school. This spell cannot be used to control sentient creatures. Aquatic Mammals are usually non-sentient.

Dehydration (S-2)

Range: 20 feet + 20 / Rank

Duration: Immediate

Experience Multiple: 500

Base Chance: 1%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Object, Entity

Effects: The target of this spell must successfully resist or have all of the water removed from their body, resulting in instant mummification. The target's corpse will remain preserved indefinitely (if kept dry, since little or no tissue damage occurs). After rehydration the body will be able to be resurrected as if it had just died. If the target is formerly or never living, the Adept receives +40% on the Base Chance. When used in this manner the spell can be used to dehydrate such things as food for preservation, such things lasting indefinitely if kept dry.

Flash Flood (S-3)

Range: 600 feet + 600 / Rank

Duration: 30 seconds + 30 / Rank

Experience Multiple: 500

Base Chance: 2%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Watercourse

Effects: The Adept causes a particular watercourse within range to swell and burst its banks. The watercourse can be a stream, dry river bed, small or large river (i.e. anywhere that might be subject to such an occurrence naturally, including drains and sewers). The flood will occur with very little warning. After 30 seconds of low rumblings, the water level will suddenly rise, sweeping all before it. The

flood will wipe out any small bridges and dams within range, wash people away, unhorse riders, wash wagons and carts away (chance of destruction dependent upon construction). The effects are most noticeable on small rivers or dry river beds. On a large river, the flood might appear as a large wave which would look rather innocuous at a distance but which would wreak just as much havoc. After the spell duration expires, the water level will drop just as quickly as it rose. All those caught in the flow must make a successful swimming roll to avoid drowning. If a person is unhorsed they must make a horsemanship roll to stay with their horse, in which case they may use the horse's Rank in swimming (generally 8) to determine drowning.

Geyser (S-4)

Range: 20 feet + 20 / Rank

Duration: 30 seconds + 30 / Rank

Experience Multiple: 350

Base Chance: 15%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Ground

Effects: The Adept calls forth from the ground 1 (+ 1 / Rank) jets of hot steam and mud. Each jet must appear in an adjacent hex to at least one other jet. Any Entity occupying an affected hex must resist or suffer [D - 4] (+ 1 / 2 or fraction Ranks), half if resisted (round down), damage, per pulse. If a character resists they are allowed an automatic hex of movement. It is necessary to resist for each separate hex passed through, however only 1 resistance check is necessary for an individual hex regardless of the duration it is occupied for. Magical Waterproofing or Protection from Normal Fire will shield a character completely from any damage.

Liquid Purification (S-5)

Range: 15 feet

Duration: Immediate

Experience Multiple: 350

Base Chance: 30%

Resist: None

Storage: Investment

Target: Aqueous Liquid

Effects: The Adept may turn 1 quart (+ 1 / Rank) of any aqueous liquid into drinkable water.

Liquid Transmutation (S-6)

Range: Touch

Duration: Immediate

Experience Multiple: 350

Base Chance: 30%

Resist: None

Storage: Investment

Target: Potable water

Effects: The Adept may turn 1 pint of drinkable water into any other common liquid of their choice. The quality of the transformed liquid is dependent upon Rank (Rank 0, a wine might be made that was just drinkable, Rank 10 a Silver or Gold Medal young wine, Rank 20, an unsurpassed wine of its type).

Maelstrom (S-7)

Range: 30 feet + 30 / Rank

Duration: 10 seconds + 10 / Rank

Experience Multiple: 500

Base Chance: 10%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Volume of Water

Effects: The Adept creates a horrifying watery vortex with a diameter of 10 feet (+ 10 / Rank) which exists entirely within the spell's range. All objects and entities within 20 feet of the vortex must successfully resist or they are sucked into the eye of the vortex and down to the sea bottom. This spell will only be effective if cast over a large body of water (sea, ocean or lake).

Rainstorm (S-8)

Range: 20 feet + 20 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The caster summons a miniature rainstorm, radius 5 feet (+ 1 / Rank), that appears over the target's head (little dark rain cloud, tiny lightning bolts and all). If the target fails to resist, the storm will follow them for the duration (even inside buildings), completely soaking everything not waterproof in 60 seconds (5 / Rank). The distraction caused by the storm will add 2% per Rank to any rolls the target makes that are of a mental nature (i.e. require thought or concentration) or 1% per Rank to other rolls. All characters in the area of effect will suffer these effects although the effects are halved if they are not the actual target of the spell. If the target is waterproofed the effects will be minimal and if they are a Water Mage they will suffer no ill effect, but will have their Base Chances increased by 5%. If the Adept chooses to cast this spell on himself the duration is increased to 24 hours.

Storm Calling (S-9)

Range: Works at any Range

Duration: Special

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Investment

Target: Storm Front

Effects: The Adept may summon any storm front which may exist anywhere in sight. Upon reaching the spot occupied by the Adept at the time of casting, the storm front will slow and finally cease moving and begin to downpour (snow, rain, sleet, or whatever else the GM feels clouds may contain). Generally a storm front can be seen for 20 to 30 miles. If no front can be seen, the spell may still be cast but the Base Chance is reduced by 20. The storm front will take D10 × 3 (1 / Rank) minutes to arrive.

Walk on Water (S-10)

Range: 10 feet + 10 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Storage: Investment, Potion

Target: Entity

Effects: The target is able to walk on the surface of water as if it were solid and non-slip. They may travel at their normal TMR. Reduce TMR by 1 for every foot above 3 in wave height. In rough waters, agility rolls may be deemed necessary (unless crawling).

Waters of Healing (S-11)

Range: Touch

Duration: Special

Experience Multiple: 400

Base Chance: 30%

Resist: None

Storage: Special

Target: Pint of water

Effects: The Adept can turn 1 pint of water into a half pint healing potion. This potion will immediately neutralise the effects of any venom, plus it will cure 1 point of Endurance loss due to the venom. Or, if there are no venoms present, the Potion will cure [D - 5] (+ 1 / Rank) damage (Endurance then Fatigue). The Potion will last 2 minutes (+ 2 / Rank). Or the Adept may spend an hour and utilise materials costing 200sp to make a Potion with the same effects that will last indefinitely. The ingredients are used up regardless of success or failure.

Waters of Strength (S-12)

Range: Touch

Duration: Special

Experience Multiple: 350

Base Chance: 30%

Resist: None

Storage: Special

Target: Pint of water

Effects: The Adept can turn 1 pint of water into a half pint strength potion. This potion adds [D - 2] (+ 1 / Rank) to Physical Strength for 5 minutes (+ 5 / Rank). Potions are not cumulative. The Potion will last 2 minutes (+ 2 / Rank). Or the Adept may spend an hour and utilise materials costing 500sp to make a Potion with the same effects that will last indefinitely. The ingredients are used regardless of success or failure.

Waters of Vision (S-13)

Range: Touch

Duration: 10 seconds

Experience Multiple: 250

Base Chance: 25%

Resist: None

Storage: Investment

Target: Pool of water

Effects: The Adept must touch a pool of water with their hand. They may then view visions (usually precognitive in nature) concocted by the GM. At Rank 5 and above, they may use this technique to spy into an area to see what is going on there. The maximum distance from the character to the area being spied into is 5 miles (+ 15 / Rank). The point of view of the Waters cannot be changed. If the Adept is not able to form a clear mental image of the location to be spied upon or command the waters to focus on an unambiguously defined point in space, then it is the GM's discretion as to what will be seen

Waterspout (S-14)

Range: 60 feet + 60 / Rank

Duration: 30 seconds + 30 / Rank

Experience Multiple: 750

Base Chance: 5%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Volume of water

Effects: The Adept creates a tornado-like formation with a radius of 5 feet (+ 5 / Rank), over a body of water. The waterspout kills anyone and destroys anything which occupies the same space with it unless they successfully resist. The waterspout does [D - 1] (+ 1 / Rank) damage to a character who resists successfully instead of inflicting enough damage to kill them. A character need only resist the waterspout once. Boats and ships will be affected at the GM's discretion. Small boats may be broken into match sticks and will almost certainly capsize, large ships may suffer less damage, but lose rigging, masts etc. If the Adept concentrates they may move the waterspout in any direction they desire at a rate of 10 mph (+ 5 / Rank). It may never be moved onto dry land.

Wave Riding (S-15)

Range: 10 feet + 10 / Rank

Duration: Concentration: maximum 30 min-

utes + 30 / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: None

Storage: Investment

Target: Entity

Effects: This spell forms a wave of water under the target controlled by the Adept, allowing travel up to 10 mph (+ 2 / Rank). This spell will only form a wave on a suitably sized body of water. Speed of current will add/subtract to speed, wind will not. The wave requires passive concentration to maintain and to keep moving in the required direction. The wave dissipates if the Adept loses concentration. Multiple casts of this spell may be maintained by the same passive concentration action, thus several targets may ride the same wave (not separate ones).

23.6 Special Knowledge Rituals

Summoning and Binding Water Elemental (R-1)

Range: 20 feet

Duration: passive concentration

Experience Multiple: 250

Base Chance: MA +5% / Rank +1% WP above 15

Resist: None

Effects: The Adept may summon a Water Elemental and bind it to temporary service by performing this ritual. The ritual takes two hours. It may only be performed if the summoner is in contact with, or within 20 feet of, a large body of water (ocean, sea or lake) and the summoner remains stationary and takes no other action during the time the ritual is being performed. At the end of the two hour ritual, the player makes a Cast Check. If the ritual is successful the Elemental is summoned and controlled. If the ritual backfires then the Elemental is summoned but not controlled and will attack the summoner and their friends.

A Water Elemental always appears within 20 feet of the summoner. It has a combined Endurance and Fatigue equal to 15 (+15 / Rank). The Elemental will remain until it is sent back to its own dimension by the Adept (with a Special Knowledge Counterspell of the College of Water Magics) or banished. If it is controlled by the summoner it will remain controlled until the summoner's concentration is broken.

24 The College of Greater Summonings (Ver 1.0)

This is a non-player college only. Player Characters may not learn it, transfer to it, or learn any of the spells or rituals with the exception of the counterspells.

The College of Greater Summonings is concerned exclusively with the summoning and controlling of entities from other dimensions. All such summonings and associated magical procedures are Ritual Magic. Members of the College of Greater Summonings possess no Talent or Spell Magic as a result of their association with the College. Their power lies exclusively in their ability to summon and control beings via the performance of special rituals.

All summonings of this College, regardless of the type of being they are designed to summon, are performed in the same manner. First the summoner must perform a Ritual Cleansing of their body (requiring from 1 to 10 hours). Then they must prepare and implement the proper Ritual of Summoning. The Ritual of Summoning itself requires only one hour to execute. Once the Adept has performed the Ritual of Summoning, they may wish to control the entity they have summoned by implementing either a Ritual of Binding or a Ritual of True Speaking. Binding and True Speaking Rituals each require one hour to prepare and implement. If the summoner does not implement these rituals immediately upon successfully summoning the entity who is the target, they will have to engage in a new Ritual of Cleansing before attempting to enact another ritual.

When performing the summoning rituals of this College, the summoner occupies a Circle of Protection which also contains within it a Pentacle of Power. Unless the summoner and companions occupy this protective area, there is a chance that whatever they summon will be able to turn on them and destroy them. Only the summoner occupies the Pentacle. Their companions occupy the Circle, but are outside the Pentacle.

The summoned entity appears in the vicinity of the Circle of Protection, but outside it (unless the ritual backfires and the Circle is broken). In order to perform (and as part of the performance of) the Rituals of True Speaking and Binding, the summoned entity is forced into the Triangle (outside the Circle of Protection).

The Pentacle, Circle of Protection, and Triangle must all be drawn on the ground by the summoner before the rituals are performed.

24.1 Restrictions

Members of the College of Greater Summonings must meet requirements of time, place, equipment, knowledge, and circumstance in order to perform their College's magic.

The following list of requirements must be met in all or most situations wherein the arts of the College of Greater Summonings are practised:

1. The Adept must know the spell or ritual being employed.
2. If a summoning of an entity other than an

Incubus or Succubus is being performed, the Adept must know the name of the entity being summoned and speak it during the ritual.

3. Throughout all preparations for the ritual and throughout the ritual itself, the Adept must remain stationary. They may engage in no other activity.

4. The space used for the performance of the ritual must be large enough to accommodate the ritual symbols and the entity being summoned (usually, an area 30' x 30' and 12' high is adequate) and may not have been affected by an area counterspell in the last 12 hours.

5. If the magic is a Special Knowledge Ritual, it may only be performed on certain days of the month and at certain hours of the day (listed in §24.7).

6. The Adept must possess the necessary tools and equipment to perform any ritual and must have access to such substances as clear water for the cleansing which precedes each ritual.

If the Adept fails to meet any of these requirements, they may not attempt to perform any ritual of the College of Greater Summoning. They may still exercise any special Talent Magic they may possess and may cast counterspells.

The MA requirement for this College is 9.

24.2 Base Chance Modifiers

The following numbers are added to the Base Chance of successfully performing a counterspell or ritual of the College of Greater Summoning:

Each Rank the Adept has achieved with the spell or ritual Adept occupies a Mana-rich place +15

The following numbers are added to the Base Chance of successfully performing a ritual of the College of Greater Summoning:

+3

+3

+20

Each hour (maximum of 10) Adept spends in Ritual Cleansing prior to performing the ritual Ritual is part of the College's body of General Knowledge and is begun at midnight

Ritual is part of the College's body of General Knowledge and is performed while the moon Luna is 2, 4, 6, 8, 10, 12 or 14 days into its cycle Special Knowledge Rituals are affected differently from General Knowledge Rituals so far as the hour of the day or day of the moon in which they are performed is concerned. The effects of the hour and day on these rituals is discussed in §24.7.

+20

24.3 Talents

There are no Talent Magics granted an Adept simply because they are a member of this College. However, there is a possibility that the Adept may be assigned a "companion" by a demon they have summoned. Once an Adept has

been assigned a companion, they may automatically call forth (and later dismiss) that companion. Once called forth, the companion instantly appears to do the bidding of the Adept. In this sense, there is some Talent Magic available to members of this College.

Upon dismissing a demon they have summoned, the summoner may request that the demon assign them a companion from among its legions of lesser spirits. The Base Chance that a demon will grant this request is listed under the "Lesser Spirits" heading for each demon. The summoner rolls D100, and if the resulting number is less than or equal to the Base Chance, the demon grants a companion. If the number is half or less than the Base Chance, the demon grants two companions.

A companion will be either a lesser Devil or an imp who is constantly "on call" to the summoner. The companion is available until one of the following events occurs:

1. The summoner requests a companion from any other Demon except the Demon who granted the summoner's current companion (regardless of whether or not the request is granted).

2. The companion is dispelled by having a General Knowledge Counterspell of the College of Greater Summonings cast over it by the summoner.

3. The companion is forced into its own dimension by a reduction in its Endurance sufficient to cause unconsciousness.

4. The summoner voluntarily attacks the companion or quits the College of Greater Summonings.

When a companion is granted, the summoner rolls D10. If the result is 1–4, their companion will be an imp. If it is 5–10, it will be a devil. A separate roll is made for each companion if more than one is granted.

24.4 General Knowledge Spells

The College of Greater Summonings General Knowledge and Special Knowledge Counterspells are the only spells usable by members of this College. See §10.2 for descriptions of the nature and working of counterspells.

24.5 General Knowledge Rituals

There are six rituals that an Adept learns upon becoming a member of this College. The first is the Ritual of Cleansing in which the Adept bathes their body and meditates as a prelude to attempting any other ritual. It is not possible to attempt any other ritual of this College unless one has first engaged in the Ritual of Cleansing. There are three summoning rituals that are part of the body of General Knowledge of this College. They are the Ritual of Summoning Succubi, the Ritual of Summoning Incubi, and the Ritual of Summoning Heroes. There are two non-summoning rituals associated with the General Knowledge of this College besides the Ritual of Cleansing. They are the Ritual

of Binding and the Ritual of True Speaking. These two rituals may only be employed after a summoning ritual has been successfully completed. They are sometimes necessary to gain the required services of beings from other dimensions.

Also as part of the study of the General Knowledge of this College, the Adept receives a parcel containing the tools necessary to their magic. The parcel consists of the following:

Item

Weight Value

2 lb

1 lb 6 lb

250sp 150sp

1 lb 5 lb 3 lb 3 lb

50sp 10sp 20sp 100sp

1 sceptre of dogwood 1 broadsword of silvered steel 1 mitre 1 cap 1 robe of virgin linen 1 girdle of lion's skin imprinted with symbols 1 censor of silver and gems 3000sp

In addition to these tools, the Adept is provided with a supply of materials which together weigh 5 pounds and which must be replenished on the average of every three months at a cost of 1000 Silver Pennies. These items include: A packet of charcoal, a packet of powdered agrimony (for making tea used in the Ritual of Cleansing), a 3 ounce tin of myrrh, a vial of white frankincense dissolved in white wine, a 6 ounce pot of sandalwood and powdered antimony, a 2 ounce tin of ambergris salve, an 8 ounce box of multi-coloured chalks (for drawing the Triangle, Circle, Hexagram and Pentagram necessary for the various Rituals of Summoning).

The Adept is also taught the Generic True Names of all things that occupy dimensions other than their own and may be summoned to this dimension. They also learn the Individual True Names of all heroes of other dimensions known to the College and of the 72 great Demons of the Seventh Plane. The Adept does not learn the rituals necessary to summon Demons from the Seventh Plane — only the names of the Demons and how to identify them. A member of this College may learn additional Individual True Names of entities from other planes by first acquiring them from a Demon and then studying the True Names in the same manner as a member of the College of Naming Incantations.

The following Rituals constitute the major part of the knowledge the Adept acquires in their general training.

Cleansing (Q-1)

Effects: The Ritual of Cleansing must be performed prior to any other rituals of this College. The Adept cleans their body and purifies their mind for from 1 to 10 hours. The Base Chance of any succeeding Ritual being successful is increased by 3 for each hour spent in Ritual Cleansing. There is no Base Chance for this ritual being successful. The Adept states the number of hours they will expend on the ritual and at the end of that period of time, the Adept is cleansed. They may perform no other activ-

ity while engaged in this ritual. If their concentration is broken, they must restart the cleansing from the beginning or abandon the effort. Any rituals the Adept desires to perform after the cleansing must be performed immediately. They may perform any number of rituals within three hours of the cleansing, but these rituals must immediately follow each other. Any time spent in any other activity destroys the effects of the cleansing and a new cleansing must be accomplished before another ritual can be enacted.

Summoning Succubi (Q-2)

Experience Multiple: 300

Base Chance: 5% + 3 / Rank

Effects: This ritual may be used to summon one or more Succubi, who will arrive on this plane favourably disposed towards the summoner for having summoned them, and thus will not immediately need to be bound. Succubi arrive on this plane with only one goal: the enticement and mating with humans. Any deed the summoner desires of them which will further their goal will be approved and encouraged by the Succubi. If the Succubi are summoned to perform a task not immediately related to their goal, they will have to be Bound and forced to do the task. The Base Chance is 5% (+ 3 / Rank), and it is reduced by 10 for each Succubi above one being summoned at once. If the ritual backfires, the Succubi will appear and attempt to molest and then devour the summoner and his or her companions.

Succubi remain on this plane and serve for a number of days equal to [D + 4]. The die is rolled individually for each Succubus successfully summoned. The Succubi may also be forcibly returned to their own plane whenever their Endurance is reduced to the point that they are reduced to unconsciousness or a counterspell is cast over them by their summoner.

Once returned to their own plane, they may not return to the aid of the summoner unless the summoner performs another Ritual of Summoning Succubi.

Summoning Incubi (Q-3)

Experience Multiple: 300

Base Chance: 5% + 3 / Rank

Effects: This ritual operates in the same manner of Q-2 (the Ritual of Summoning Succubi). Incubi are exactly like Succubi, except that they appear only in the male form, rather than as females. They will tend to be 2–3 points stronger and will have 1–2 points less Endurance than Succubi, but will otherwise be the same.

Summoning Heroes (Q-4)

Experience Multiple: 500

Effects: The Adept may summon a great hero from another dimension to assist them. This hero may be any character from the body of fantasy literature known to both the Adept and the GM. The GM always sets the characteristics of the hero, their weaponry and armour, the number and type of companions (if any) and the length of time and terms under which they will remain in the Adept's dimension and assist them. The GM may limit the use of this ritual to

periods when various celestial bodies are in conjunction (once a game year or so). The GM need not inform the Adept of any details concerning the results of the summoning until it has been performed.

The Base Chance that this ritual will succeed will vary according to the hero the Adept is attempting to summon, but should usually be set at less than 20%.

True Speaking (Q-5)

Experience Multiple: 250

Base Chance: 50%

Effects: Whenever any entity except a hero is summoned, the summoner may wish to ask them questions. In all cases, the truthfulness of the entity summoned (Incubus, Succubus, Demon) will be less than 100%. Sometimes it will be very near 100%, but in the case of a Demon who is particularly resentful that they have been summoned (or one that is an habitual liar) the chance of the entity telling the truth may be as low as 5%. The only way to be sure that the entity will tell the truth is to perform a Ritual of True Speaking and then ask the entity for answers to the desired questions during the ritual. The entity is required to stand within a triangle and give answers to the summoner's questions during the ritual. The ritual lasts for one full hour, and the summoner may do nothing else during the time the ritual is in progress except ask questions. The effects of the ritual do not extend beyond the end of the ritual. The Base Chance of forcing the entity into the triangle and successfully performing the ritual is 50%. The GM rolls D100 to determine the success of the ritual. They need not inform players of the result of the dice roll. The entity may passively resist the effects of the ritual.

Binding (Q-6)

Experience Multiple: 400

Effects: An Adept may perform a Ritual of Binding in order to bind an entity (other than a hero) to this plane. They cannot normally control a Demon that is not bound, except while inside the Pentacle they occupied when they summoned the demon. Before they can leave the Pentacle or require any service of the demon except for conversation and teaching of skills, the summoner must in most cases perform a Ritual of Binding. The Base Chance of successfully binding a particular demon is equal to half (rounded down) the unmodified Base Chance to summon that demon initially. The Demon can actively resist the workings of a Ritual of Binding.

Once bound, a demon will remain on this plane for a number of days equal to [D - 3] and will serve the summoner more or less willingly during that time. In some cases, special conditions must be met to bind the demon. Usually, this means the giving of presents, most often human life. If the demon resists such an offering, it will have also broken the summoning and may turn on the summoner despite the fact that the summoner is protected by the Pentacle. When this happens, the summoner rolls D100. If the result is less than or equal to the summoner's Magic Resistance, the demon is banished to its

own plane. If the result is greater than the summoner's Magical Resistance, the summoner is overcome by the will of the demon and voluntarily breaks the circle of protection allowing the demon to enter the pentacle and attack them.

Some demons will serve more willingly and faithfully than others. The details of which demons serve willingly and which resist service even when bound are discussed under the heading dealing with each particular demon. A summoner may control only one bound demon at a time, though they may summon other demons (or non-demonic entities) for purposes of conversation. They may voluntarily dismiss a demon at any time prior to the end of its service and the demon is immediately returned to its own dimension unless it has already broken the binding and turned on the summoner.

24.6 Special Knowledge Spells

There are no Special Knowledge Spells for this College.

24.7 Special Knowledge Rituals

There are six separate Special Knowledge Rituals. Each is designed to summon a particular Rank of demon. There are six Ranks of demons: Duke, Prince, President, Earl, Marquis, and King. Each Rank is subject to certain limitations as to where and when it can be summoned.

All Ranks of demons are summoned in the same manner. The summoner announces the demon they are summoning and that demon's Rank. They then perform the appropriate Ritual of Summoning. At the end of the ritual (that is after one hour), a check is made to see if the ritual has been effective. The summoner rolls D100. If the result is equal to or less than the Base Chance of summoning the particular demon that is the object of the ritual, the demon is summoned and appears before the summoner. Otherwise, the demon does not appear and the summoner may not make a further attempt to summon that demon that day. They may attempt to summon another demon instead but must first repeat the Ritual of Cleansing. The description of each demon lists the Base Chance to summon that demon.

Special Knowledge Rituals may only be performed on days 2, 4, 6, 8, 10, 12 and 14 of the cycle of the moon, Luna. They may be attempted on other days, but can never have any effect. There is a possibility that an Adept could lose track of time and attempt to employ a Special Knowledge Ritual on a day when it will not work. In such cases, the GM may choose not to inform the individual that the ritual can have no effect and may allow them to perform it anyway, only telling the player why they have been unable to summon a demon at the end of the ritual.

An Adept who knows a particular Ritual of Summoning may summon any of the demons of that Rank. Each description includes: the demon's name; the Base Chance of summoning (and binding) it; the percentage chance that the demon will agree to grant the summoner a companion from among its legions of lesser spirits;

the special talents, skills and magical abilities of the demon; a quantification (given as a span of possible numbers) of the demon's characteristics; the demon's natural armour (given under the heading NA as the number of hits absorbed for each Strike); the natural weapons of the demon (and any other weapons habitually carried), and any special comments on the demon's nature or abilities. Also included is a short physical description of the demon.

Once a demon is dismissed (returned to its own dimension) it cannot return to this plane in less than a day. A demon who has been dispelled by a counterspell or rendered unconscious may return to this plane (by being re-summoned in a new ritual) only after one full month in its own plane (spent reforming the scattered energy pulses that make up its being).

Demons may be controlled while the summoner stands within the Pentacle which they must draw to perform the summoning ritual. They will speak to the summoner under this circumstance and will sometimes tell the truth. To ensure absolute honesty, a Ritual of True Speaking must be performed. To ensure that the demon will not destroy the summoner once the ritual is over, a Ritual of Binding must be performed. A demon who is not bound must be dismissed at the end of the summoning (once the summoner has finished speaking to the demon) and will then usually return to its own plane. However, a demon who is particularly savage or who has been offered a gift which it rejects will attempt to devour the summoner before departing. The summoner must then make a check against the Willpower to determine if the summoner breaks the magical circle protecting them and fights the demon or remains safely within the Pentacle (in which case, the frustrated demon departs).

Adepts are not provided with a Shield when they are admitted to membership in the College of Greater Summoning, as a Shield is not necessary to perform the rituals of the College. However, they may wish to make or have made a special Shield (actually a disc of metal engraved with symbols of occult power) to protect them during the summoning of demons. This shield is made by Adepts of the College of Shaping Magics — see Arcane Wisdom. A summoner who does not have a Shield can suffer a backfire. A summoner who is using the proper Shield cannot suffer a backfire. A backfire from a Special Knowledge Ritual consists of the appearance of the demon being summoned, but inside the circle of protection (Pentacle) so that the demon is free to attempt to destroy the summoner. In such cases, the demon may be returned to its own dimension by a counterspell or by being rendered unconscious, but will otherwise remain on this plane and freely roam about attacking and destroying until somehow banished. It will not, however begin roaming the earth until it has destroyed its summoner. A backfire occurs whenever an Adept rolls a number which is 30 or more than the modified Base Chance of summoning a particular demon while making a check to see if that demon is summoned. A backfire is treated as "no effect" if the

summoner has the proper Shield in their hand during the ritual.

The individual Shields that will protect a summoner from backfire are discussed under each individual Ritual of Summoning. Shields only affect the summoning of demons. There is no backfire due to an ineffective attempt at employing any other Ritual of Summoning. Rituals of True Speaking and Binding may backfire (regardless of whether or not a Shield is employed) and result in the summoner being affected by their own ritual and forced either to answer all questions of the demon as truthfully as possible or to serve the demon so long as the demon remains on this plane. This backfire result may be passively resisted.

Note: The interaction between a player and the "demon characters" they summon is the most important aspect of the workings of this College, and the GM should strive to keep players on their toes by developing the demonic character as fully as possible (making it cooperative about some things and uncooperative about others, for example). Some demons are savage in the extreme and will always be out to do what damage they can short of murdering the summoner (and sometimes that is not excluded). Others are milder and will pass up a golden opportunity to devour their summoner. The notes on individual demons are meant to serve as a guide to their characters as well as their abilities. Their descriptions also give the forms in which they may appear. Often, these forms will be insubstantial and the demon will have no power (nor will anyone have power over it) while it is in those forms. However, the information is included as clues for the GM in structuring the demonic character.

Summoning Demonic Dukes (R-1)

Experience Multiple: 300

Effects: This ritual is used to summon the following demons from the seventh plane: Agares, Aim, Alloses, Amdusias, Astaroth, Barbato, Bathin, Berith, Bune, Crocell, Dantalion, Eligos, Furcalor, Furas, Gremory, Gusion, Havres, Murmur, Sallos, Uvall, Valefor, Vapula, Vephar and Zepar. The demons of this Rank may only be summoned between sunrise and noon on days when the weather is clear and the sun can be seen. Any attempt to perform this ritual at any other time will be totally ineffective.

The only Shield that will protect against the possibility of backfire while summoning Dukes is a disk of purest copper 12 inches across, inscribed with the names and signs of all the Dukes of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 2 pounds and the average cost of manufacture will be 3000+ Silver Pennies. It takes about three months to manufacture.

Summoning Demonic Princes (R-2)

Experience Multiple: 350

Effects: This ritual is used to summon the following demons from the seventh plane: Gasp, Ipos, Orobas, Seir, Sitri, Siolas, and Vassago. These demons may be summoned at any time of

the day.

The only Shield that will protect against the possibility of backfire while summoning Princes is a disk of hammered tin inscribed with the names and symbols of the Princes of the seventh plane. This Shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 3000+ Silver Pennies. It takes about three months to manufacture.

Summoning Demonic Presidents (R-3)

Experience Multiple: 350

Effects: This ritual is used to summon the following demons from the seventh plane: Avnas, Buer, Camio, Foras, Haagenti, Labolas, Malphas, Marbas, Volac and Voso. These demons may only be summoned during daylight.

The only shield that will protect against the possibility of backfire while summoning Presidents is a disk of base metal (other than cold iron) coated with quicksilver. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost to manufacture will be 4000+ Silver Pennies. It takes about four months to manufacture.

Summoning Demonic Earls (R-4)

Experience Multiple: 500

Effects: This ritual is used to summon the following demons from the seventh plane: Andromalius, Bifrons, Botis, Furfur, Nlaithus, Marax, Raum and Renove. These demons may be summoned only in woods and hills and only in places that are quiet. They may be summoned at any time of the day or night.

The only shield that will protect against the possibility of backfire while summoning Earls is a disk of hammered bronze inscribed with the

names of the Earls of the seventh plane. This shield may be manufactured by Shaping magicians. It weighs three pounds and the average cost to manufacture will be 5000+ Silver Pennies. It will take about four months to manufacture.

Summoning Demonic Marquis (R-5)

Experience Multiple: 550

Effects: This ritual is used to summon the following demons from the seventh plane: Amon, Andras, Andrealphus, Cimejus, Decarabia, Forneus, Leraje, Marchosias, Naberius, Orias, Phenex, Samieina, Savnok and Shaz. These demons may only be summoned between 3 in the afternoon and sunrise.

The only Shield that will protect against the possibility of backfire while summoning Marquis is a disk of fine silver inscribed with the names of the Marquis of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 7000 Silver Pennies. It will take about five months to manufacture.

Summoning Demonic Kings (R-6)

Experience Multiple: 600

Effects: This ritual is used for summoning the following demons from the seventh plane: Asmoday, Bael, Balam, Beleth, Belial, Palmon, Purson, Vine and Zagan. These demons may only be summoned between 9 in the morning and noon and between 3 in the afternoon and sunset.

The only shield that will protect against the possibility of backfire while summoning Kings is a disk of hammered gold inscribed with the names of the Kings of the seventh plane. This Shield may only be manufactured by Shaping

magicians. It weighs three pounds and the average cost of manufacture will be 15,000 Silver Pennies. It will take about six months to manufacture.

24.8 Additional Notes

Hexagram

A Hexagram is a symbol drawn on a parchment of calf's skin, covered with a cloth of fine white linen, and draped from the girdle of lion's skin outside the white robe worn by a Greater Summoner. It helps cause the demon to take physical form and compels them to be obedient.

Counterspells

Counterspells, as they relate to the College of Greater Summoning, are used as a form of banishment. When a General Knowledge Counterspell is cast over an Imp, Devil, Succubi, Incubi, or Hero by the Adept who either was granted the companion or summoned the entity, that entity or companion is banished back to the dimension from whence it came. A counterspell cast by anyone else will have no effect whatsoever. If a Special Knowledge Counterspell is cast over a Summoned Demon by the Adept that Demon is banished back to the plane from whence it came. It should be emphasised here that counterspells can only be passively resisted, and it is up to the GM to decide which Demons, once summoned to this plane, will resist being sent back.

Knowing the Past, Present or Future

In reference to Imps and Devils, the 7% Base Chance of knowing past, present and future events represents the chance they will know the correct answer to a specific question posed to them. It is up to the GM to perform the roll and decide what their answer (if any) will be if the result is above the Base Chance.

25 The College of Necromantic Conjurations (Ver 1.1)

The College of Necromantic Conjurations is concerned with death, decay and especially with the Undead. Practitioners of the College of Necromantic Conjurations are commonly known as Necromancers. The classic picture of a Necromancer is one of a black-robed figure, gaunt and pale, leaning on a gnarled wooden or bone staff, and surrounded by their slaving Undead minions. While it is true to say that many Necromancers will tend towards this archetype, normally any peasant upon seeing this apparition will arouse the local militia to lynch said Necromancer as their very names are often uttered in the same sentence as “Black Mage” and “Demon” with a like response being shown to all. As a result Necromancers will tend to neutrality in their appearance and / or secrecy in their work, modified by their arrogance and / or sense of style. Others try to maintain a level of cleanliness and hygiene not normally associated with a college whose close ties with decay and corruption can make things very grubby and the stench often involved is very hard to erase. Whilst it is true that Necromancers have no direct affiliation to the Powers of Light or Darkness, the consecration of a burial place severely limits the ability of the Necromancer to tamper with the deceased in any way.

Traditional Colours

Necromancers usually tend towards one of the non-colours, black for those that associate themselves more with their often night-time activities or white for those who wish to maintain an aloofness from their own profession which, by its very nature is dark and dirty.

Traditional Symbols

The College's traditional symbol is the Grinning Skull. Other common symbols include any easily recognisable bone shape. Because of the sometime secretive nature of Necromancers, given the fear and loathing commonly shown them by the general populace, they will tend not to openly tout their symbols and will quite possibly use symbols which do not directly link them to their profession.

25.1 Restrictions

Adepts of the College of Necromantic Conjurations may practice their arts without restriction.

The MA requirement for this College is 16.

Control Limitations

An Adept is limited in the amount of Undead they can exert control over at any one time. They have a maximum number of bound Lesser Undead equal to (Willpower + Rank with the spell of Binding of Undead) + Military Scientist Rank. Bound Lesser Undead include those made by the spells of Animation of the Dead, and Animating Bodily Parts as well as those bound by using the spell of Binding Lesser Undead. Non human-sized Undead will count as more than one Undead, or a fraction of one

Undead, for the purposes of this limitation, as per the spell of Animation of the Dead. An Adept may also never have more than one bound Greater Undead at any one time.

25.2 Base Chance Modifiers

The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

The Adept occupies an unconsecrated burial place (e.g. pagan graveyard, barrow)	+5%
The Adept is standing on, or attempting to affect, consecrated ground	-20%
During a Death Festival	+15%
During a Life Festival	-30%

All modifiers are cumulative. They are in addition to the modifiers listed in §7.4.

25.3 Talents

Ask the Dead (T-1)

Range: 10 feet

Experience Multiple: 150

Base Chance: 20% + 4% / Rank

Effects: The Adept may, whenever they occupy the place in which an entity has died or has been buried, attempt to communicate with the spirit of the entity. Such communication is only possible if the Adept could have communicated with the entity when it was alive (knew its language, etc.). The Adept must also be aware that the place is the site of an entity's death or burial. Questions put to the entity may only be answered with a simple yes or no, and the dead may only provide knowledge of events which transpired while they were alive. Once the dead have responded initially, they will continue to answer all questions until dismissed, or until the Adept has asked 20 (+ 5 / Rank) questions. Whether or not the Adept is successful, they may not attempt to use this Talent again, on the same dead entity, until 24 hours have passed.

Death Sense (T-2)

Range: 1. 50 feet + 10 / Rank; 2. 10 feet

Experience Multiple: 75

Base Chance: 1. Automatic; 2. 40% + 3% / Rank

Effects: This talent has two distinct uses:

1. The Adept will always be aware of the death of a Sentient Entity within range, provided they are awake and not engaged in an activity requiring active concentration. The Adept will be aware of the approximate distance (within 20 feet) and approximate direction (within 45 degrees) of the demise.
2. The Adept may attempt to determine whether the location they occupy is the site of a death or burial. If the Adept is unsuccessful they may not attempt to use this Talent on the same location until 24 hours have passed.

Necrogeny (T-3)

Range: Self

Experience Multiple: 150

Base Chance: Automatic

Effects: Due to their close association with death, decay and the Undead, Necromancers become somewhat resistant to:

Fear Effects The Adept gains a 5% (+3 / Rank) bonus to any Willpower check to resist fear effects, caused by lesser Undead, hideous sights, etc. This Talent does not aid in resisting magical fear (e.g. Spell of Fear, Mass Fear Spell).

Infection The Adept reduces their chance of becoming infected by 5% (+ 1 / Rank).

Undead Draining Damage done to the Adept due to the touch of a Greater Undead is reduced by 1 (+ 1 per 4 or fraction Ranks).

25.4 General Knowledge Spells

Animating Bodily Parts (G-1)

Range: Touch

Duration: 60 minutes + 10 / Rank

Experience Multiple: 175

Base Chance: 30%

Resist: Passive

Storage: Investment

Target: Parts of Corpses

Effects: The Adept may instill 1 humanoid bodily part (+ 1 / Rank) with a gruesome semblance of life. A single corpse consists of 6 bodily parts: 2 legs, 2 arms, 1 head, 1 torso. The Adept may join together previously unconnected parts before animation. The animated bodily parts will be able to follow simple commands given by the Adept. The exact mode of locomotion of the parts, and their speed and other abilities is left to the discretion of the GM. They will be slower and weaker than normal Skeletons or Zombies. The exact results of this spell are hard to predict, and even two identically constructed “animates” may not perform in precisely the same manner.

Binding Lesser Undead (G-2)

Range: 15 feet + 15 / Rank

Duration: 1 hour + 2 / Rank

Experience Multiple: 200

Base Chance: 35%

Resist: Passive

Storage: Investment

Target: Lesser Undead Entity

Effects: The Adept may gain control of 1 (+ 1 per 2 or fraction Ranks) Lesser Undead, that fail to resist. If the Undead to be affected are already controlled or bound, the rank of the Adept with this spell is compared to the rank of the original control or binding. If the original rank is equal or higher, the Undead are unaffected by this spell, otherwise the Undead must resist normally. The Undead will serve the Adept in all ways, obeying simple commands communicated verbally by the Adept. No target may resist an order once it has failed to initially resist the spell.

Conjuring Darkness (G-3)*Range:* 15 feet + 15 / Rank*Duration:* 15 minutes × [D - 5] × Rank (× 1 if unranked)*Experience Multiple:* 100*Base Chance:* 50%*Resist:* None*Storage:* Investment, Ward*Target:* Area

Effects: The Adept creates a volume in which non-magical light is partially suppressed. The volume will be 1000 (+ 500 / Rank) cubic feet, and may be in any one contiguous area the Adept desires, provided that no dimension is smaller than one foot. The entire volume must be visible and within range at time of casting, and may not be moved. For visibility purposes, the Spell will increase Darkness levels within the volume to 60% + 2% / Rank. Rank 20 Darkness may not be seen through. It will not aid in providing bonuses for casting purposes, though it will neutralise penalties due to natural light, to a maximum of 5% + 1% / Rank. The volume counts as direct shadow for Star & Shadow Mages. If the lighting conditions are lower than that provided by the spell, no effect will be apparent. Note that because light is only being suppressed, it may still pass through, and no shadows are generated outside the volume. If it is possible to see through a Darkness, everything beyond it is normally visible. This spell an engender silhouettes of lit objects against the darkness, though not create shadows. Any of this volume may be overridden by a higher ranked Spell of Light, or neutralised (back to original conditions) by an equal rank.

Detecting Undead (G-4)*Range:* 50 feet + 50 / Rank*Duration:* Immediate*Experience Multiple:* 150*Base Chance:* 30%*Resist:* None*Storage:* Potion*Target:* Self

Effects: The Adept becomes immediately aware of the class (Lesser or Greater), approximate number (to the nearest 5), and general location (to the nearest 20 feet) of all Undead within range. If the Undead are within 10 feet (+ 10 / Rank) the Adept is aware of their exact types, numbers, and locations.

Fear (G-5)*Range:* 15 feet + 15 / Rank*Duration:* Immediate*Experience Multiple:* 250*Base Chance:* 25%*Resist:* Active, Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity

Effects: The Adept instills in the target an uncontrollable fear. Unless the target successfully resists they must roll on the Fright Table. If a double effect is achieved, the Adept may modify the Fright Table roll up or down by an amount equal to the Rank of the spell. If a triple effect is achieved, the Adept may modify the Fright Table roll up or down by twice the Rank of the spell. See the Fright Table for the exact results

of the fear.

Noxious Vapours (G-6)*Range:* 15 feet + 15 / Rank*Duration:* 10 minutes + 10 / Rank*Experience Multiple:* 200*Base Chance:* 25%*Resist:* None*Storage:* Investment, Ward, Magical Trap*Target:* Area

Effects: The entire area affected by the spell exudes a charnel stench, and all entities within it, except the Adept, must make a Will Power check or become nauseous. The Difficulty Multiplier for the Check is dependent on the Rank of the spell:

Rank Multiplier

4.0 3.0 2.0 1.0

0–7 8–13 14–18 19–20

Those entities who become nauseous have their Strike Chances reduced by 10 (+ 1 / Rank), and must make a Willpower concentration check to utilise Spell magic. The multiplier for this check is the same as that for resisting the nausea. In addition, this spell causes a thick, roiling white mist to rise from the ground. The mist is 6 inches high (+ 6 inches / Rank), and reduces the range of all forms of vision, within the mist, to 20 feet (1 foot / Rank).

Putrescence (G-7)*Range:* 15 feet + 15 / Rank*Duration:* Immediate*Experience Multiple:* 100*Base Chance:* 50%*Resist:* None*Storage:* Investment, Ward, Magical Trap*Target:* Volume of Food and / or Drink

Effects: This spell causes up to 1 cubic foot (+ 1 / Rank) of food and/or drink to putrefy, spoil, decay and rot. The foodstuffs will thereafter be unfit for consumption. If a Double or Triple effect is achieved, the amount of food and / or drink to be affected may be doubled or tripled.

Putrid Wound (G-8)*Range:* 15 feet + 15 / Rank*Duration:* Immediate*Experience Multiple:* 250*Base Chance:* 20%*Resist:* Active, Passive*Storage:* Investment, Ward, Magical Trap*Target:* Living Entity

Effects: The Adept may cause [D - 4] (+ 1 / Rank) damage in the form of a putrid wound, to one entity within range, unless the target successfully resists. The wound is automatically infected. This spell will only affect living entities (i.e. it will not affect Undead, Animates, Demons, etc.)

Rigor Mortis (G-9)*Range:* 15 feet + 15 / Rank*Duration:* 10 seconds + 10 / Rank*Experience Multiple:* 200*Base Chance:* 20%*Resist:* Active, Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity

Effects: If the target entity fails to resist they are affected with a corpse-like stiffening. Any attempt to move will result in pain and accompanying cracking noises. The victim suffers a penalty to their Cast Chances and Strike Chances equal to 5 (+ 1 / Rank). In addition, their Agility is reduced by 1 (+ 1 per 3 or fraction Ranks). This Agility reduction will affect initiative and TMR.

Spectral Hand (G-10)*Range:* 15 feet + 5 / Rank*Duration:* 30 seconds + 10 / Rank*Experience Multiple:* 200*Base Chance:* 25%*Resist:* None*Storage:* Investment*Target:* Special

Effects: The Adept conjures a giant, invisible, spectral hand, which executes a two word command e.g. “Smash that, Lift that, etc.” The hand may move at TMR 4, and may not leave the Adept’s range. The hand may exert force in one direction equal to a Physical Strength of 15 (+ 2 / Rank). Entities or Objects caught between the hand and an immovable object suffer 1 (+ 1 per two full Ranks) physical damage per Pulse (armour may reduce this). Entities may break away from the hand by executing a Withdraw action. If seen by Witchsight, the hand appears coldly blue and skeletal and is roughly 3 feet in diameter.

Warping (G-11)*Range:* Touch*Duration:* Immediate*Experience Multiple:* 175*Base Chance:* 30%*Resist:* Passive*Storage:* Investment*Target:* Volume of Object

Effects: The Adept may twist and warp up to 1 cubic foot (+ 1 / Rank) of any formerly living matter, into the shape of their choosing. The Volume may contain varied items.

Example An Adept could warp a collection of flowers, bones, and sticks together so as to form a funeral wreath.

The spell confers no special artisan abilities on the Adept. Once warped the object(s) will remain in their new shape unless remoulded.

25.5 General Knowledge Rituals**Converse with the Dead (Q-1)***Duration:* Special*Experience Multiple:* 200*Base Chance:* MA + 4% / Rank*Resist:* None*Target:* Spirit*Cast Time:* 1 hour*Material:* Drawn Pentacle*Actions:* Concentration*Concentration Check:* Standard

Effects: This Ritual summons a friendly Spirit, who will answer 3 questions (+ 1 per two full Ranks) for the Adept. The Adept must first draw a Pentacle, and remain within it throughout the Ritual. Each question will be answered with a riddle or puzzle. The GM creates all rid-

dles and puzzles in answer to the Adept's questions. As the Adept's Rank with this ritual increases, the replies will become less cryptic and confusing. Undead may not be summoned or conversed with using this ritual.

Summoning Lesser Undead (Q-2)

Duration: Immediate
Experience Multiple: 250
Base Chance: MA + 3% / Rank
Resist: None
Target: Lesser Undead
Cast Time: 2 hours
Material: Drawn Pentacle
Actions: Concentration
Concentration Check: Standard
Effects: To use this Ritual the Adept must first draw a Pentacle in or near an area where Lesser Undead may be found (near tombs, graveyards, barrows, etc.). The Adept must remain within the Pentacle during the entire course of the ritual. The ritual summons 1 (+ 1 / Rank) Lesser Undead. Undead summoned successfully (i.e. not as a result of a backfire) will appear within 20 feet of the Adept's Pentacle, and will be unable to cross into the pentacle. The Undead are not bound or controlled in any way. If the ritual backfires the Lesser Undead will appear inside the pentacle and will attack the Adept.

25.6 Special Knowledge Spells

Agony (S-1)

Range: 30 feet + 15 / Rank
Duration: 10 seconds + 10 / Rank
Experience Multiple: 350
Base Chance: 10%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Area
Effects: This spell causes all entities in the affected area, except the Adept, to suffer extreme agony. Entities who fail to resist may only take Pass actions for the duration of the spell, or until such time as they leave the area of effect. Entities who successfully resist reduce all Strike Chances by 30, and take twice as long to perform any action. Note that Mind Mages gain a bonus to resist this spell equal to 2 × Rank with their Talent of Resisting Pain.

Animation of the Dead (S-2)

Range: 30 feet + 15 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 250
Base Chance: 20%
Resist: None
Storage: Investment, Ward, Magical Trap
Target: Corpses
Effects: The Adept may fill 3 (+ 1 per Rank) human-sized corpses within range, with the power of undeath, giving them a gruesome semblance of life. The Undead so created will serve the Adept in all ways. The Undead will obey simple commands communicated verbally by the Adept. Corpses that possess most of their flesh will become Zombies, those that are mostly devoid of flesh will become Skeletons. If this spell is used on corpses of other than human size, the following strictures apply: Larger

than human sized corpses count as 1 corpse per hex. Smaller than human sized corpses count as fractions of a corpse: Dog, 0.5, Cat, 0.2, Rat, 0.1. No more than 10 small corpses, even if smaller than rat sized, may be animated in the place of 1 human sized corpse. All corpses animated by a single casting of this spell must be of the same type. Note that if this spell is cast as the result of a Ward or Magical Trap the reanimated dead will be uncontrolled and will attack any living beings they can reach.

Binding Greater Undead (S-3)

Range: 15 feet + 15 / Rank
Duration: 30 minutes + 30 / Rank
Experience Multiple: 300
Base Chance: 20%
Resist: Active, Passive
Storage: None
Target: Greater Undead Entity
Effects: The Adept may order one Greater Undead, that fails to resist, to do anything that is within its physical capabilities, and is not obviously suicidal. No target may resist a valid order once it has failed to initially resist the spell. If the Undead to be affected is already controlled or bound, the rank of the Adept with this spell is compared to the rank of the original control or binding. If the original rank is equal or higher, the Undead is unaffected by this spell, otherwise the Undead must resist normally. This spell does not grant the Adept any particular ability to communicate with the target.

Bone Construction (S-4)

Range: 5 feet + 5 / Rank
Duration: 15 minutes + 15 / Rank
Experience Multiple: 250
Base Chance: 15%
Resist: None
Storage: Investment
Target: Area
Effects: The Adept may create 25 cubic feet of interlocking bones (+ 25 / Rank) in any shape or shapes of the Adept's choosing. Any dimension that is less than 1 foot is considered to be 1 foot for the purposes of computing volume. The bones always appear entirely within range of the Adept and may not appear on top of, or inside (partially or wholly), any entity. The bones become increasingly strong with higher Rank:
 Rank
 Strength
 0–5 Bone 6–10 Wood 11–15 Bronze 16–20 Iron

Dark Vision (S-5)

Range: 15 feet + 15 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 100
Base Chance: 60%
Resist: None
Storage: Investment, Potion
Target: Entity
Effects: The Adept causes the target to develop excellent vision in the dark. Everything will appear monochromatic (ie shades of grey) and it is difficult to accurately estimate distance. The higher the Rank, the less of a problem this will

be. Some amount of light must be present for this vision to operate. The range of the vision is 50 feet (+ 10 / Rank).

Hand of Death (S-6)

Range: 15 feet + 15 / Rank
Duration: 5 seconds + 5 / Rank
Experience Multiple: 250
Base Chance: 20%
Resist: Active, Passive
Storage: Investment
Target: Entity
Effects: The target suffers [D + 1] damage each pulse that the Adept takes a Pass action and makes visible squeezing motions with their hand to simulate the squeezing of the victim's heart. Only at the time of casting, and on subsequent pulses when the Adept takes a pass action, must the target be in the Adept's line of sight. On Pulses that their heart is squeezed the target suffers extreme pain, and may only perform Pass actions.

Life Draining (S-7)

Range: Touch
Duration: Special
Experience Multiple: 300
Base Chance: 15%
Resist: Special
Storage: Potion
Target: Self
Effects: The Adept's hand becomes charged for 5 seconds (+ 5 / 4 or fraction Ranks) and will drain 1 (+ 1 / Rank) Fatigue from the next entity to be touched, if the target fails to resist. This thereby discharges the spell. The Fatigue may be used to repair the Adept's own Fatigue and/or Endurance. If the target has no Fatigue remaining the Adept may drain from Endurance instead. The Adept may not drain from both Fatigue and Endurance with one cast of the spell. Note that only living entities will be affected by this spell and the Adept may not drain themselves.

Mass Fear (S-8)

Range: 30 feet + 15 / Rank
Duration: 30 seconds + 10 / Rank
Experience Multiple: 400
Base Chance: 10%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Area
Effects: The spell instills in all entities within range, other than the Adept and those who successfully resist, an unreasoning and uncontrollable fear. All entities that fail to resist must roll on the Fright Table (see 54.1).

Necrosis (S-9)

Range: 15 feet + 15 / Rank
Duration: Immediate
Experience Multiple: 450
Base Chance: 5%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity
Effects: This spell causes 1 target for every 3 or fraction Ranks to suffer [D + 1] (+ 2 / Rank) damage in the form of internal haemorrhaging

and rotting. If a target resists, they suffer only half damage (round up). Wounds inflicted by this spell will automatically be infected.

Note that only living entities will be affected by this spell.

Petit Mort (S-10)

Range: Touch

Duration: Variable

Experience Multiple: 250

Base Chance: 30%

Resist: Active, Passive

Storage: Investment, Potion

Target: Entity

Effects: By means of this spell, the Adept suspends all of the target's bodily functions, causing them to take on the semblance of death. The target will have no discernible signs of life, even so far as to appear dead to a Healer using empathy. The target's body will slowly cool to room temperature. At Rank 10 or below, the target's aura will still show them to be living, but at Rank 11 or greater, they will detect as "Formerly Living". A Healer will only be able to detect that the target is not truly dead if they attempt to either Preserve Dead or Resurrect. The target's body will require no sustenance of any sort, nor will it decay or age. The duration of the spell must be decided by the Adept at the time of casting, up to a maximum of:

Rank Duration

1 day 1 week 1 month 6 months 1 year Any duration

0-3 4-8 9-11 12-16 17-19 20

Note that if the spell is made into a Potion, the target of the spell is the imbiber, and they may only passively resist the spell's workings.

Scarring Terrain (S-11)

Range: 50 feet + 25 / Rank

Duration: 1 month + 1 / Rank

Experience Multiple: 225

Base Chance: 20%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: The Adept causes terrible ruin to all ground within range. The ground will be so damaged that it will be unable to support any flora for the duration of the spell (grass will turn to dust, small shrubs will shrivel, trees will lose all foliage and slowly die). Though the spell will wither any flora in the area, fauna will be unaffected.

Spectral Warrior (S-12)

Range: Sight

Duration: Concentration: No maximum

Experience Multiple: 400

Base Chance: 5%

Resist: None

Storage: Investment

Target: Entity

Effects: The Adept conjures to this plane a spectral warrior, and directs the warrior to hunt down and slay one target, who must be within sight when the spell is cast. The warrior is completely insubstantial and invisible except to its intended victim. It may be seen by others

with Witchsight. It appears as a glowing spectre in baroque armour, with piercing red eyes. The warrior will continue with its mission until the Adept's concentration is broken, its intended victim dies, or it is dissipated or slain. The warrior can unerringly locate its intended victim and will always move towards them at its full movement rate, and engage them in melee combat.

The warrior has a single, combined, Endurance and Fatigue Characteristic with a value of 20 (+ 5 per 3 full Ranks). The spectral warrior automatically hits every Pulse for [D - 4] (+ 1 / Rank) damage. Its Initiative is 30 (+ 2 / Rank). The warrior has no defence or armour value. It may not be Stunned. The warrior's movement rate is 650 yards per minute, and its TMR is 13. The warrior may move in any direction without restriction, including through the air, walls, water, etc., except through the area of a Necromantic Special Counterspell. The warrior may be dissipated by having a Necromantic Special Counterspell cast on the area it occupies.

Spectral Weapon (S-13)

Range: 5 feet + 5 / Rank

Duration: 5 minutes + 1 / Rank

Experience Multiple: 250

Base Chance: 15%

Resist: None

Storage: Investment

Target: Object

Effects: The Adept may increase the usefulness of any weapon within range. The weapon begins to faintly glow with a cold, blue light. The weapon has its Base Chance increased by 1 (+ 1 / Rank), and the damage increased by 1 per 3 or fraction Ranks. In addition, the weapon may affect targets that are insubstantial, such as Spectres, Spectral Warriors, etc.

Stream of Corruption (S-14)

Range: 30 feet + 5 / Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 5%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: From the Adept's fingertips erupts a column of rotting blood, lacerating bone shards, maggots, and corrosive pus, which travels to the extent of the spell's range, and is 5 feet wide. The Adept may increase the width by 1 foot per Rank. All entities occupying hexes through which the stream passes must resist or suffer [D - 2] (+ 1 / Rank) damage. Living entities who are damaged by this spell have their Base Chance of Infection increased by 20 (+ 4 / Rank). The putrid matter remains for about a minute after the spell is cast.

Wall of Bones (S-15)

Range: 15 feet + 15 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 150

Base Chance: 30%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The Adept conjures a wall of interlaced bones, 1 foot thick, 10 feet high, and either 20 feet long, or in a circle with a diameter of 10 feet. The Adept may increase height, length, or diameter, by 1 foot per Rank. Every time an entity comes in contact with the wall, they must passively resist or suffer a roll on the Fright Table. The wall can withstand 100 points of damage before crumbling to dust. "A" Class weapons cannot damage the wall.

Wraithcloak (S-16)

Range: Self

Duration: 30 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 15%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept becomes shadowy and less corporeal, becoming increasingly ethereal with Rank. 2% (+ 3 per two full Ranks) is added to their defence, and if they are struck by weapon that is not magical or silvered, 1 point per three full Ranks is subtracted from the damage. In addition, the Adept gains a 1% (+ 1 / Rank) bonus to their Stealth.

25.7 Special Knowledge Rituals

Becoming Undead (R-1)

Duration: Permanent

Experience Multiple: 250

Base Chance: 10% + 3% / Rank

Resist: Active, Passive

Target: Entity

Cast Time: 2 hours

Material: Drawn Pentacle, Sacrifice

Actions: Ritual Sacrifice

Concentration Check: None

Effects: The Adept may transform a sentient entity into an Undead by employing this ritual. Once the entity joins the ranks of the Undead the effects may not be reversed. The Adept must draw a Pentacle and remain within it throughout the ritual, along with the entity to be transformed (who may be the Adept themselves) and an entity to be sacrificed. During the course of the ritual, the Adept must sacrifice an entity of the same race as the entity to be transformed. The sacrifice may be bound, but must be conscious during the ritual. Upon the performance of sacrifice, a Ghost appears over the corpse. This Ghost becomes chained to the place in which the ritual was performed until freed by the death of the Adept. Once the sacrifice is performed, the Adept's Player checks to determine if the ritual was a success. If it is a success, the entity to be transformed joins the ranks of the Undead as the Greater Undead type of the Adept's choice. If the ritual backfires, the Ghost is transformed into a Wraith, who may immediately attack the Adept. Greater Undead created by this ritual retain all of their prior knowledge and magical abilities. They will also retain those physical abilities as may be used by their new form.

Life Prolonging (R-2)

Duration: Special

Experience Multiple: 350
Base Chance: 5% + 5% / Rank
Resist: None
Target: Entity
Cast Time: 8 hours
Material: None
Actions: Concentration
Concentration Check: Standard

Effects: The Adept may prolong an entity's life, including their own, causing them to remain unchanged and unaging for the duration of this ritual. Once the effects of the ritual wear off, the target will begin to age at the rate of 1 year per minute until they reach the proper biological age to match their chronological age. Normally, the ritual's effects last for 2 years (+ 2 / Rank), but at Rank 10 and above, the Adept can immediately upon the ritual being completed reduce the target's biological age by up to 1 year (+1 / Rank) in addition to halting aging. Any backfire causes accelerated aging (this effect may be passively resisted).

Permanency (R-3)

Duration: Permanent
Experience Multiple: 350
Base Chance: MA + 4% / Rank
Resist: None
Target: Undead, Bones
Cast Time: 1 hour
Material: Precious Ingredients
Actions: Anointing Undead or Bones
Concentration Check: None

Effects: The Adept may use this ritual to increase the duration of the animation of any Lesser Undead, or any Bone Construction, created by them to "Permanent". This can be applied to the spells of Animating Bodily Parts, Animate Dead, and Bone Construction. The ritual may only be performed by the same Adept who made the animate or bones to be affected. The Adept must first cast the spell that they wish to make permanent and then immediately begin this ritual. A spell that has been enhanced by the use of this ritual may not be Counterspelled, but may still be Dissipated. The Adept must expend precious ingredients to perform this ritual. The ingredients will cost 300sp (5 / Rank), per cubic foot of bones or Undead to be affected. Any dimension that is less than 1 foot is considered to be 1 foot for the purposes of computing volume. A standard human-sized Undead will be about 12 cubic feet.

Shaping Flesh Golems (R-4)

Duration: Permanent
Experience Multiple: 500
Base Chance: Special
Resist: None
Target: Parts of bodies
Cast Time: 24 weeks

Material: Parts of corpses & (20,000 - 900 / Rank) Silver Pennies
Actions: Constructing Golem
Concentration Check: None
Effects: This ritual is used to fashion a Golem from parts of different corpses. All pieces that are to go into the Golem must be found before the ritual can begin. In addition to the pieces of corpses and precious ingredients, the services of a Taxidermist or Undertaker of at least Rank 6 are needed for this ritual. Once the ritual is complete the Flesh Golem will become animate and will remain active until it is killed. A Flesh Golem will always obey its creator and is barely sentient, but the GM must determine the complexity of commands it is capable of executing based on the intelligence of the brain used to fashion the Golem. This ritual is automatic, but there is a 1% chance of an accident each week during a Flesh Golem's creation. It must be noted that the creation of a Flesh Golem is an inexact science, and no two Flesh Golems seem to turn out the same. Even building a second Golem using identical materials rarely results in the same final creature. To perform this ritual the Adept will require access to an Alchemist's laboratory or a Binder's workshop. Flesh Golems have the following characteristics:

Description A Flesh Golem can be put together from different creatures within a species, or from any number of different species. For example, a troll could be fashioned with the brains of a human, and the wings of a gargoyle, or an ogre could be made with the strength of one ogre (presumably a powerful one), the endurance of another hardy one, and the brain of a bright ogre. Seams will show wherever parts are sewn together, and at low Ranks the Golem will exude a horrible, rotting odour. By Rank 6, the odour will only be noticeable in very close Proximity to the Golem, and above Rank 10 the odour will only be noticed by canines and other creatures with an exceptional sense of smell. Talents, Skills and Magic Flesh Golems never retain any of the skills or spell casting abilities (although they do retain some weapon skills) of any of the creatures from which they are made, but do retain any talents appropriate to the parts of a creature used. Thus, a Golem made with the eyes of a basilisk would be able to turn creatures to stone in the same manner as a basilisk.

Movement Rate (yards per minute): Variable, according to the Golem's size and method(s) of locomotion.

PS Average the Physical Strength of the creatures from which the Golem's muscle tissues were taken.

MD Average the Manual Dexterities of the creatures from which the Golem's muscles and brain were taken.

AG Average the Agilities of the creatures from which the Golem's muscles and brain were taken.

MA 0

EN Average the Endurances of the creatures from which the Golem's muscles and internal organs were taken.

FT As for Endurance, but the creature from which the Golem's lungs were taken counts twice within the average.

WP Add 5 to the Willpower of the creature from which the Golem's brain was taken. Maximum 30.

PC Variable, depending on the quality of the eyes, ears, and mental faculties of the creatures that were used, but never more than 10 (+ Rank / 2, rounded up).

PB Variable, depending on the creatures used, but never more than 6 (+ Rank).

TMR Variable depending on Agility and GM's discretion.

NA Variable, depending on the creature from which the skin was taken.

Weapons A Flesh Golem can use any natural weapons (such as claws and fangs) built into it, as well as any weapons it can carry. It will have the same Ranks in weapons as the creature who contributed its brain divided by 2 and rounded down. This is knowledge only, and there is no guarantee that the Golem will have the requisite PS or MD, or will even be able to manipulate weapons. Comments The GM will have to use discretion in allowing combinations of creatures. It would be absurd to allow a Golem to be built with a dragon's head on a human body – due to discrepancies in size, for instance. Flesh Golems can be harmed by weapons or magic as per normal.

Summoning Greater Undead (R-5)

Duration: Immediate
Experience Multiple: 350
Base Chance: MA / 2 + 3% / Rank
Resist: Passive
Target: Greater Undead
Cast Time: 2 hours
Material: Drawn Pentacle
Actions: Concentration
Concentration Check: Standard

Effects: This ritual works in the same manner and under the same conditions as the Ritual of Summoning Lesser Undead (Q-1) except that the Ritual summons only one Greater Undead.

26 The College of Rune Magics (Ver 2.2)

College in Playtest

The Rune College is currently in play test, and this is the test version in use at time of publication. Significant changes from this version are expected to happen at irregular intervals. Check <http://www.dq-nz.org/dqwiki/index.php?title=Rune> for the latest version.

All characters that join this College do so under the understanding that it may be withdrawn or radically changed. Contact a member of the Character tribunal for advice before taking this College.

The College of Rune Magics is concerned with the use of special symbols of power to shape mana into desired forms. A Rune is a graphic symbol representing some actual, elemental, or mystical force. In rare cases, additional Runes may be developed or discovered which employ parts of existing Runes. However, much of the power of the Runes derives from their constant usage over many centuries, and most useful Runes will be known to all Adepts of this College (or at least be readily available to them with very little research). It is believed that the origins of Runes come from the original written script of the dragons. As the dragons investigated the world they attempted to codify this knowledge as written symbols. Ages later early mortals discovered fragments of these writings. From these discoveries, prehistoric shamans developed primitive magic to give them simple power over the world around them.

26.1 Totem Animals

As shamans, primitive Rune mages often chose totem animals to aid and guide them. This binding of their spirit to that of their totem enable them to sense when their totem animal is in the vicinity and their totem will never make an unprovoked attack on the Adept. Using the Spell of Summon Totem Helper the Adept may gain assistance from the Totem spirits.

26.2 Rune Wands and Staves

A wand is defined as a length of wood or bone one foot long. It cannot be used in combat. It has negligible weight. A staff is defined as a quarterstaff in terms of weight, length and damage.

Materials

Material Area

Bonus (+5% to)

Healing Divination

Willow Poplar Bone/Ivory Control Creation
Pine Warning Elm Beech Spirit

healing spells runes of sight control spells rune wall, weapon purification, warding spirit spells (-5% to others) stores extra Ft

Strength Destruction elemental

Oak Ash Blackthorn Curse Redwood Travelling
curses sending, visitation etc.

26.3 Restrictions

Adepts of the College of Rune Magics may use their talent magic without restriction. Many spells require inscribing the appropriate Rune on a surface or item to be enchanted. This location is indicated (as 'Rune:') in the spell's description, and full details are given under the spell's 'Effects'.

In order to write the Rune, the Adept may use any substance that will mark the surface of the object to be enchanted. Any tool may be used to carve a Rune into a substance, so long as the tool is hard enough to do the job and it is not composed of Cold Iron.

The MA requirement for this college is 14.

26.4 Ritual Casting

Some spells may be ritually cast. The spell is cast as a ritual, taking at least one hour. The adept spends the same amount of fatigue as they would if the spell was cast normally.

26.5 Base Chance Modifiers

The Base Chance of performing a talent, spell, or ritual of the College of Rune Magics is modified by the addition of the following numbers:

Adept takes a minute to inscribe a Rune on a surface Adept uses their own blood to inscribe a Rune on a surface (1 pt tiredness FT, minimum 1 minute) Adept employs Ritual Spell Preparation or Casting (maximum 10 hours) Adept uses fresh Dragon's blood to inscribe a Rune Adept uses a wand or staff

+5

+5

+5 + (5 / hr) +50

as material table

All modifiers are cumulative.

26.6 Talents

Interpret Runes and Symbols (T-1)

Range: 5 foot + 1 / Rank

Experience Multiple: 150

Base Chance: MA + PC + 3% / Rank

Effects: This talent allows the adept to divine the meaning of any symbols, maps or writings etc which are in range and can be clearly seen. This will supply vague definitions about the piece of information. It may be only attempted once per piece of information (GMs discretion). If a double effect is rolled, the adept may ask 1 question about the information. If a triple effect is rolled, the adept may ask 2 questions.

If the symbol is magical then Adept will discern its general effect. If a double effect is rolled, the adept can ask for 1 of the attributes of the spell (e.g. Rank, specific name, etc.). If a triple effect is rolled, 2 attributes may be discovered.

Spirit Vision (T-2)

Range: 50 feet + 10 / Rank

Experience Multiple: 200

Effects: The Adept may attempt to see into the spirit world. They can see spirits, such as the

souls of the dead (which normally remain close to their bodies for 3 days before travelling to the lands of the dead), those travelling outside their bodies (e.g. via the Spell of Visitation or the Herbalist Potion), incorporeal or insubstantial undead etc. (e.g. a vampire in the form of a cloud of mist as an undead spirit), insubstantial Fae (e.g. dryads, sylphs), summoned spirits (e.g. whispering wind, speak with dead), as though they were normally visible.

Although the Adept cannot normally see the spirit of a living being (inside their body) they may, at the GM's discretion, gain some inkling into a character's soul should they have attracted any spirit followers.

26.7 General Knowledge Spells

Control Entity (G-1)

Range: Touch

Duration: Special

Experience Multiple: 500

Base Chance: 10%

Resist: Passive

Target: Entity

Rune: Entity Effects: This spell requires the blood of either the target or the Adept to be used to paint a Rune of Compulsion onto the forehead of the target. If target fails to resist, then they are compelled by the Adept.

The compulsion does not in any way affect the mindset or opinion of the target, but they are forced to obey an direct command given to them. Should the target be opposed to the Adept, then they will interpret any command in the narrowest and least useful manner possible. This spell has a duration of 1 hour (+ 1 / Rank), unless it is ritually cast, when it lasts for 1 day (+ 1 / Rank).

Darkness Rune (G-2)

Range: 5 feet + 1 / Rank

Duration: 15 minutes + 15 / Rank

Experience Multiple: 100

Base Chance: 40%

Resist: None

Target: Point

Runes: Object/Runestaff

Effects: The Adept creates a volume which elemental darkness fills like fog. The volume is a sphere with a radius equal to the spells range, centred on the Rune drawn by the caster and may not be moved unless the Darkness Rune is inscribed on the Adept's Runestaff.

The darkness created will be 60% + 2 / Rank). At Ranks 0-4 the darkness is like evening twilight, at Ranks 5-9 it is like moonlit night, at Ranks 10-14 it is a starlit night, at Ranks 15-19 like pitch dark room and at Rank 20 (100% dark) no vision is possible. Although infravision works off heat and elvish and dwarvish visions work in total darkness, it is still not possible to see at all at rank 20. This is elemental darkness and will cast shadows. However it does not give Celestials bonuses (but may give penalties).

Lesser Healing Rune (G-3)

Range: Touch
Duration: Immediate
Experience Multiple: 200
Base Chance: 35%
Resist: None
Target: Living entity
 Rune: Living Entity *Effects:* The Adept paints Runes of Healing over the body of the target. The spell takes at least a minute to cast and heals 1 + (Rank / 2) points of damage.

Light Rune (G-4)

Range: 5 feet + 1 / Rank
Duration: 15 minutes + 15 / Rank
Experience Multiple: 100
Base Chance: 40%
Resist: None
Target: Point
 Rune: Object/Runestaff *Effects:* The Adept draws the Light Rune (or has it inscribed on their staff). The Rune will emit light as a point source and cannot be moved unless inscribed on a Runestaff. The light within the specified range will be 60% + 2 / Rank. At Ranks 0-4 this light is equivalent to a small lamp and will clearly illuminate the immediate hex, Ranks 5-9 the light is like that of a camp fire and will clearly illuminate the surrounding megahex, Ranks 10-14 the light is like a large bonfire and will brightly illuminate a radius of 15 feet, Ranks 15-19 the light like a searing forge and brightly illuminates a radius of 20 feet and Rank 20 the light as if the sun on a bright day and will be blinding within a 25 feet radius.

This light is elemental light and is a point source so extends beyond the specified range (at naturally reducing levels). This will create shadows but does not give Celestials bonuses (but may give penalties). At Rank 10 and beyond the actual point source is over a foot in diameter and creates shadows without a defined edge.

Liquid Purification (G-5)

Range: Touch
Duration: Immediate
Experience Multiple: 100
Base Chance: 30%
Resist: May not be resisted
Target: Liquid
 Rune: Runestaff/Container *Effects:* The Adept may turn any aqueous substance into potable water by touching the substance with their Runestaff which has the Purification Rune incised into it. The Adept may purify 1 (+ 1 / Rank) gallon by volume with this spell. This spell may be used to neutralise poison in solution. Note: This spell is not intended for use in combat and will not work on anything with magic resistance. If the Rune is drawn on a vessel of maximum capacity 1 (+ 1 / Rank) quart then any liquid within the vessel is purified. At Rank 11 or above, the Rune may cause the vessel to shatter if it contains poison.

This spell may be cast reversed to pollute a liquid.

Pyrogenesis (G-6)

Range: 5 feet + 1 / Rank
Duration: Immediate
Experience Multiple: 75
Base Chance: 40%
Resist: None
Target: Object or area
 Rune: Point/Object/Runestaff *Effects:* A Fire Rune is drawn and all eligible things (small flammable objects, or entities no larger than a mouse) within range burst into flame. The flames are fuelled by the object or entity, and may be extinguished normally.

If the Rune is on an object, then only the object will ignite. If the Adept has the Rune on their staff, then they may target a hex up to 5 feet (+ 5 / Rank) away.

Smite (G-7)

Range: Touch
Duration: 1 hour + 1 / Rank
Experience Multiple: 200
Base Chance: 35%
Resist: Passive
Target: Entity
Runes: Entity
Effects: The Adept must paint a Smite Rune on the target. This Rune is then activated by the Smite Spell. Should the target make a successful strike, then the opponent must make a magic resistance against the Smite Spell. If the opponent fails to resist, they suffers [D + 1] (+ 1 / Rank) damage. If the spell is Rank 10 or above, should the opponent fail to resist then they are thrown prone. At Rank 20 should the opponent fail to resist, they are also stunned.

Once a successful strike has been made the spell ceases to be in effect. The strike should be considered as being performed with a magical weapon.

If the spell is ritually cast then target may make 1 (+ 1 / 6 Ranks) successful strikes before the spell ceases to be in effect.

26.8 General Knowledge Rituals**Fashioning Runestaff (Q-1)**

Experience Multiple: 300
Base Chance: 30% + 3% / Rank
Cast Time: 1 week
 Rune: Staff or Wand *Effects:* The Adept may employ this ritual to create a Runestaff or Runewand out of any of the materials listed for Rune Wands (§26.2). The implement is fashioned by inscribing Runes into the material's surface, which describe its use, name, and history. Once it has been fashioned and consecrated in this ritual, it remains fully effective unless and until it is broken or otherwise destroyed. A rune mage may only have one rune staff or Runewand at any time.

All materials used in an unsuccessful ritual (or a ritual that backfires) are destroyed or ruined. If the ritual is successful, the Adept may use the Runestaff or Runewand thereafter to cast spells and perform rituals that require the use of a Runestaff.

The adept may also inscribe runes upon the Runestaff or Runewand that aid in the casting

of certain spells. The adept may inscribe 1 rune into a wand or up to 1 + (Rank / 3) runes into a staff.

In addition, the Adept may store a maximum of 2 Fatigue Points in the Runestaff at Rank 0, and an additional 1 Fatigue Point for every Rank they have with the ritual of Fashioning Runestaff at the time the Runestaff is fashioned. (This amount is doubled if the staff is made of Oak, or halved if the item is a wand. An oak wand holds the standard amount.) Fatigue is stored may be used by the Adept to cast spells at any time that they are holding the Rune staff while making a Cast Check. The Staff will be restored to full fatigue at midnight on the night of a full moon.

Runes of Sight (Q-2)

Experience Multiple: 300
Base Chance: 40% + 3% / Rank
Cast Time: 1 hour
 Rune: Self/Area, Object, Entity *Effects:* The Adept may gain insight into the future by drawing the Runes of Sight (Runes which represent the cosmic balance). There is no possibility of backfire from this ritual. The performance of this ritual allows the Adept to exercise one of the following functions during its course:

Limited Precognition The Adept draws a Rune of Sight on themselves. This ritual produces the same results as for the Spell of Limited Precognition of the Mind College.

Divining Enchantment The Adept draws Runes of Sight around the target to attempt to determine if an entity or object is currently, or had been recently, under the effects of a spell. The object or entity must be present for the entire duration of the ritual, and be within 5 feet (+ 1 / Rank). The ritual may not be resisted. The Base Chance is reduced by 5 for every week or part thereof since the spell that is being divined was cast. Permanent magic (e.g. invested items still with charges) or spells currently in effect carry no modifier. The Adept gains knowledge of those spells that fall within their cast chance.

If the Adept can divine the spell, its exact name and college are revealed. If the spell is non-colleged in origin, its general effects are revealed. Only one of these two options may be performed at each casting of the Ritual.

Sending (Q-3)

Range: 10 miles + 5 / Rank
Experience Multiple: 250
Base Chance: 30% + 5% / Rank
Cast Time: 5 hours
Resist: The ritual can be only passively resisted
 Rune: Self *Effects:* The Adept must paint their forehead with a Sending Rune before retiring to sleep. They will then require a five hour period of sleep with no disturbances sufficient to wake them or the ritual will fail. The target of the spell is likewise required to be asleep for five undisturbed hours or the ritual will not work. The time asleep counts as resting for Fatigue recovery purposes. During the time asleep, the Adept will be in communication with one entity of their choice that they have seen and studied sufficiently (as per College of Ensorcelments

and Enchantments Spell of Location for “seen and studied”). Alternatively, the Adept may employ the target’s Individual True Name if it is known.

If the Cast Check is successful and the target fails to resist then it will answer all questions asked of it in a yes / no fashion. This ritual does not allow communication with entities on other planes of existence. Upon completion of the ritual the Adept may receive the answers to Rank questions.

Warding with Runes (Q-4)

Range: 70 feet

Duration: 1 week + 1 / Rank

Experience Multiple: 200

Base Chance: 30% + 5% / Rank

Cast Time: 2 hours (10 minutes / rank) minimum 10 minutes *Resist:* None

Target: Area

Rune: Around area *Effects:* The Adept must draw Rank Rune of Warding symbols in a roughly circular configuration around the area to be warded (the Adept must remain inside the area while the ritual is being prepared). At the end of the ritual, if it is successful, a Rune Ward exists that will help to protect those inside it from magic.

No magical item (amulet, weapon, etc.) can enter the warded area unless it is a possession, though items already inside the warded area can be taken out.

Any magical creature, spirit or Adept attempting to enter the warded area must make a Passive Resistance (-2 / Rank of ritual) check, or it will be unable to enter the area. In addition, an entity which is wholly or partially of another plane (such as demons, devils, imps, hellhounds) decreases its Magic Resistance by 3 / Rank when it attempts to enter the warded area.

If the ward is breached then one of the Runes supporting the ward momentarily glows and then disappears. When the last Rune disappears then the ward dissipates.

In addition, so long as it is in effect, all targeted spells cast into (not out of) the warded area have a 30% + 2 / Rank of ward chance of being dissipated harmlessly when striking the warded area.

Backfire from this ritual results in D10 damage to the Adept’s Endurance.

All entities which were in area of the ward for the duration of its casting of the ward are not subject to it.

26.9 Special Knowledge Spells

Banishment (S-1)

Range: Touch with Runestaff

Duration: Immediate

Experience Multiple: 250

Base Chance: 30%

Resist: Passive

Target: Entity

Rune: none *Effects:* The Adept may banish any one entity back to its own plane of origin. In order to do so the Adept must touch the target entity with their Runestaff at the moment the

spell is completed. If successful, the spell results in the entity immediately returning to its own plane unless the entity successfully resists. The touch is automatic unless the target is actively avoiding being touched, in which case the target must make a successful strike at the moment of casting. The spell must be prepared normally. The target returns to a random spot, in an appropriate medium, on its own plane. The exact whereabouts is GM’s discretion, however, entities banished at approximately the same time will appear in approximately the same area.

Control Corpse (S-2)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 300

Base Chance: 15%

Resist: None

Target: Corpse

Rune: Corpse *Effects:* The Adept inscribes the Animate Rune on the target corpse (can be either sentient or non-sentient but must be formally living). With a successful cast check the Adept will animate the corpse into a zombie under their control. The zombie will work at (4 / Rank)% of their living physical ability. The zombie is completely mindless and requires at least passive concentration for the Adept to function. The maximum size of the entity is 1 hex + (1 / 5 ranks)

Converse with Spirits (S-3)

Range: 10 feet + 5 / Rank

Duration: 5 minutes + 5 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Target: Self

Rune: Self *Effects:* The Adept inscribes the Converse Rune and a Rune representing the target spirit on their face. Should the Adept successfully cast this spell they will be able to “converse” with a single spirit which is within range and falls within the Rune of representation. For example, the Adept could use a rune representing lesser undead, and then any ghost or other lesser undead could answer, or use a number of runes to represent say Gir-den Bloodaxe, a fallen dwarven warrior. Then, if the spirit of Gir-den is within range then only he would answer.

This spell does not compel any spirit to answer any question and if they do answer then it does not compel them to speak the truth.

Creating Rune Weapon (S-4)

Range: Touch

Duration: 5 minutes + 1 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None

Target: Weapon

Rune: Entity *Effects:* The Adept may create a magically poisoned weapon by inscribing a Rune of Acid on a weapon and activating it with the Rune Weapon spell. If at least one point of effective damage is inflicted on a target, they will take [D - 5] (+ 1 / 3 or fraction ranks) dam-

age per pulse for D10 pulses. The target can only have such affect in effect at any one time, i.e. acid from different strikes is not cumulative. The acid is considered magical in origin and will affect creatures not normally affected by such things. The normal rules for using poisoned weapons apply but the Adept is immune to their own weapon spell.

The Adept may choose instead to draw a Weapon rune in the air and create a magical weapon of their choosing. The weapon will be insubstantial and magical in natural and will hit everything, including creatures of a spiritual or spectral nature, but otherwise will be completely normal.

Greater Heart Rune (S-5)

Range: Touch

Duration: 1 day + 1 / Rank

Experience Multiple: 300

Base Chance: 25%

Resist: Active, Passive

Target: Living Entity

Runes: Circle

Effects: The Adept expends 5 FT and takes 10 minutes to paint a Rune of Healing on the skin over the heart, of at least 4 inches in diameter. The rune will heal the target 3 (+ 1 / 2 Ranks) Endurance, immediately, or when the target next takes endurance damage. The rune can be washed off easily with water.

The Adept can make the rune semi-permanent by tattooing the Rune onto the target. This reduces the target’s Endurance by 3 points until the rune is used or the spell ends.

Rune Curse (S-6)

Range: 5 feet + 5 / Rank

Duration: Special

Experience Multiple: 200

Base Chance: 15%

Resist: Active, Passive

Target: Entity or Object

Rune: Target/Runestaff *Effects:* The Adept must first have the Curse Rune inscribed on their Runestaff for this spell to work at range, otherwise they can carve the Curse Rune into the victim (taking a minute). The duration of the curse is based on the cast time.

Cast time Duration

Pulse Minute Hour Day

Rank minutes Rank hours Rank days Permanent

The Adept curses any one target with a particular unpleasantness as listed below. If the effects of the curse are doubled or tripled, the Adept may inflict 2 or 3 different results. If a Ritual of Remove Curse is employed, the Rune Curse is considered a Minor Curse. Ritual of Remove Curse must be used on each separate curse. Identical Rune Curse effects are not cumulative. The Adept may always choose to inflict a curse of lesser Rank than their actual Rank. The Curses that the Adept may inflict are dependent on the Rank of the spell:

Rank Curse

0–4 The victim will suffer hallucinations that will reduce their Perception by 5 in addition to

any specific effects. The GM and the Adept must work out the exact nature of the hallucination at the time that the curse is made. Hallucinations should, however, be of a minor, generalised nature, seeing coloured lights in the distance, hearing sounds like the clanking of weaponry, smelling meat cooking from time to time, and so forth.

5–9 The victim will suffer from terrible migraines and must make a concentration check for every complex action (such as casting or using a skill, but not standard combat).

10–13 The victim will suffer from limited Amnesia. Any complex activity (using a weapon, casting a spell etc) will require a Magic resistance check. Should the victim fail they will be unable to remember how to perform that action will not be able to remember it again for a period of (Rank × Cast time). The victim has not forgotten anything but simply temporarily can't remember how to do something.

14–16 The victim is afflicted with Creeping Senility and will lose 1+ (Rank / 5) points of MA immediately and a similar amount every day afterward.

17–19 The Adept may afflict the target with extreme paranoia and nightmares. The target will recover only one fatigue point per hour from taking a nap, and only 2 per hour from sleeping. In addition, the target will feel harrassed and imagine themselves pursued by phantasms. They will, until the curse is removed, become more and more estranged from reality, distrustful of friends and companions, and obsessed with the idea of destroying their enemies (who they think are "all around"). If the curse is not removed within D10 × [target's Willpower 2 × Rank] days, the target will completely lose touch with reality. They will then plot to destroy their friends in the belief that they are "out to get them" and will exhibit other bizarre behaviour. They will be cured of the advanced stage of this affliction only by having the curse removed and then spending a number of days equal to the Adept's Rank × D10 in rest and recuperation.

20 Total Amnesia

Rune Lock (S-7)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Target: Portal

Rune: Portal *Effects:* This spell may be cast over any portal (door or window) inscribed with the Lock Rune that can normally be opened or closed and is in sight. It effectively locks the portal with an unpickable lock. The spell can be dispelled by anyone casting the Rune College Special Counterspell or Spell of Opening of at least equal Rank.

Rune of Truth (S-8)

Range: Touch

Duration: 10 minutes + 10 / Rank

Experience Multiple: 300

Base Chance: 30%

Resist: None

Target: Entity

Runes: Entity

Effects: Prior to casting this spell the Adept must draw a Truth Rune on the forehead (or equivalent) of the target. The Rune of Truth causes the target to be unable to speak a falsehood for the duration of the spell. The target must not knowingly say anything false, but may refuse to answer a question put to them.

In addition, the bearer of the Truth Rune may attempt to see the true nature of all things with a (PC + 2 × Rank) chance of noticing deceptions, such as illusions, invisibility, shape or skin changing, traps, and any other deception the GM sees fit. Only one attempt may be made per object.

The Truth Rune does not necessarily help the target see through the deception, for example, an Illusory Wall will still be opaque, but the target will know it is an illusion.

Rune of Willow Healing (S-9)

Range: 15 feet + 15 / Rank

Duration: Special

Experience Multiple: 450

Base Chance: 35%

Resist: Passive

Target: Any living creature

Rune: Over heart of target *Effects:* The Adept first paints the Rune of Healing over the heart of the target. At any time within twice rank hours the adept activates the Rune within range. The rune will heal the target 3 endurance damage per pulse for (Rank + 2) pulses then fades.

Rune Shield (S-10)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 250

Base Chance: 40%

Resist: None

Target: Entity

Rune: Entity *Effects:* The Adept must inscribe a Rune of Protection onto the target. The magic will create a shield of protection around the target, giving 5% + Rank to defence and absorbing Rank / 4 points of physical damage. Any Grievous Blow to the target will disrupt the shield but, in that case, the specific grievous injury will not be applied to the target.

Rune Wall (S-11)

Range: None

Duration: 30 minutes + 30 / Rank

Experience Multiple: 250

Base Chance: 20%

Resist: Passive

Target: Area

Rune: Point *Effects:* The Adept may, by drawing a Rune of Protection, not necessarily on an object, create a 20 (+ 2 / Rank) feet radius, transparent, shimmering wall of force 1 inch thick, centred on the Rune.

The wall can be of any orientation and need not be anchored. It will expand around solid objects but will not pass through them and will not form touching an entity (the spell will fail immedi-

ately if it comes in contact with an entity while forming).

Any entity who comes into contact with the wall must resist or be thrown back prone and will suffer [D - 2] (+ 1 / Rank) damage.

If the portal is destroyed by brute force (or by magical means) then the spell will dissipate. It will take rank × rank points of damage to destroy the Rune locked portal.

The Adept may open any portal they have locked without dissipating the lock.

Sacrifice (S-12)

Range: Touch

Duration: 10 seconds + 10 / Rank

Experience Multiple: 650

Base Chance: 5%

Resist: Passive

Target: Any living creature

Rune: Self *Effects:* The Adept first draws the Death Rune across their forehead and then activates it. They must then touch their victim (successful unarmed strike) and release the spell. If the victim fails to resist the Adept immediately gains all current Fatigue and Endurance from the victim. Up to Rank points each of this can be used to heal damage and restore fatigue respectively. If the victim has zero or less current fatigue and Endurance nothing is gained.

In addition, if the Adept then spends a hour making a meal of their victim they can temporarily increase their following characteristics to up to (5 / Rank) % of that the victim.

Organ / Body part Stat

WP EN PS AG MD

Brain Heart Arms Legs Hands

Eating the genitals will give a Rank% increase to the Adept's virility. See Conception (§4.8) for conception chances.

If the victim is skinned then the Adept may "wear" skinned. This will cause superficial physical changes such as snout nose, hooved feet, clawed hands, hairy skin.

All transformations last 10 (+ 10 / Rank) minutes. This spell does not work on plants.

Summon Totem Helper (S-13)

Range: Unlimited

Duration: 10 minutes + 10 / Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Target: Spirit

Rune: Self *Effects:* If successful a Totem spirit will arrive in D10 pulses to aid the Adept. This aid may include asking the spirit to summon a totem animal to the Adept, give basic geographical knowledge and do simple scouting tasks. The spirit will automatically warn the Adept of any immediate danger to the Adept that they see (with a base chance of Adept's PC + 2 / Rank). A Totem spirit cannot be summoned again until (24 - Rank) hours have passed.

Torment (S-14)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 250

Base Chance: 15%

Resist: Active, Passive

Target: Entity

Rune: Entity *Effects:* The Adept can, by pointing their Runestaff, inscribed with the Pain Rune, at one entity, cause that entity extreme pain. Entities who fail to resist may only take a Pass action every second pulse until they recover. Entities who successfully resist reduce all Strike Chances by 30, and take twice as long to perform any action until they recover. Note that Mind Mages gain a bonus to resist this spell equal to $2 \times \text{Rank}$ with their Talent of Resisting Pain.

Each pulse that the Adept continues to point the Runestaff at the entity (requiring a pass action) it suffers $[\text{Rank} / 4]$ point of damage and may not attempt to recover from the spell.

Rank Difficulty

0–4 5–9 10–14 15– 20

$4 \times \text{WP}$ $3 \times \text{WP}$ $2 \times \text{WP}$ $1 \times \text{WP}$ $0.5 \times \text{WP}$

Trapping Spirit (S-15)

Range: 10 feet + 5 / Rank

Duration: 1 minute + 1 / Rank

Experience Multiple: 250

Base Chance: 5%

Resist: Active, Passive

Target: Spirit

Rune: Circle *Effects:* The Adept must draw a circle or at least one foot radius with the Runes of Protection around its circumference and then draw a pentacle using fresh blood and inscribe the Runes of Binding and Representation (see Converse with Spirits above on specifying the target spirit) within. If the named spirit is within range, they will be drawn into the pentacle where they are trapped for the duration of the spell.

If the spell is ritually cast then the duration increases to 10 (+ 10 / Rank) minutes.

Visitation (S-16)

Range: 1 mile + 1 / Rank

Duration: Concentration: maximum 1 hour + 1 / Rank

Experience Multiple: 300

Base Chance: 15%

Resist: None

Target: Entity

Rune: Self *Effects:* The Adept must draw the Runes of Farseeing on themselves while performing the spell. If successful, the Adept is able to send a ghost-like image of themselves instantly to a previously drawn Rune of Location, within range. They are present in that location in all ways except bodily (i.e. the Adept may communicate and use all their senses while the image is there, but may not be harmed by any attack). The image may move no more than 10 feet (+ 10 / rank) from the specific Rune of Location, and may materialise anywhere within that area. The Adept may not cast any spells or rituals. When the visitation time has expired (or anytime prior that the Adept wishes), the image quickly fades and travels back to the Adept.

Warning Stones (S-17)

Range: Touch

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 20%

Resist: None

Target: Self

Rune: Stone *Effects:* The Adept draws the Rune of Warning and at least one of the Runes of Body and/or Mind on a stone (which must weigh at least 1/2 lb. per Rune). The Adept may then leave the stone somewhere and will instantly know if an entity comes within 5 feet (+ 1 / Rank) of the stone. The stone will detect living and/or sentient entities depending on which Runes it is inscribed with. The Adept may use as many warning stones as they wish, but will be unable to tell which of their stones has detected an entity.

26.10 Special Knowledge Rituals

Binding Elements (R-1)

Duration: 2 hours + 2 / Rank

Experience Multiple: 500

Base Chance: MA + 3 / Rank

Cast Time: 30 minutes

Rune: Runestaff *Effects:* The Adept may gain control of any element by using this ritual. They must have had the Binding Rune and the Rune representing the element to be bound inscribed on their Runestaff and they must touch the element with their Runestaff at the conclusion of the ritual. The Adept may bind 500 pounds of earth (+ 500 / Rank), 500 gallons of water (+ 500 / Rank), 1000 cubic feet of air (+ 500 / Rank), or all fire within a 10 foot radius (+ 15 feet / Rank). They may do anything with the element except form an elemental. This ritual may not be used over an area occupied by an elemental and cannot be used in any way to control an elemental.

Binding Spirits (R-2)

Duration: Permanent

Base Chance: MA + 3 / Rank

Cast Time: 4 hours

Resist: May not be resisted

Rune: Skull *Effects:* To perform this ritual the Adept must possess the skull of the spirit they wish to bind, and the spirit must be present (e.g. within 100 hours of death, the body has been preserved by a Healer, the spirit is held in a spirit trap, the spirit has remained on plane as a greater undead or ghost). The Adept must spend four hours cleaning the skull (boiling off any remaining flesh etc.) and etching it with Runes to bind the spirit. Note that although they may not resist this ritual the spirit may, should they be able, attempt to disrupt the ritual or slay the Adept. If the Adept has the victim's heart, they may burn this during the ritual to gain an extra +20 on Base Chance.

Upon successful completion of this ritual the spirit is bound to the skull and may not leave unless and until the skull is destroyed. Although a bound greater undead would be able to drain anyone who touched the skull, in general the bound spirit will be unable to affect the material world. The Adept can use the Spell of Converse with Spirits to question the spirit, and may gain useful answers / advice should the spirit have any expertise in the area. Although

the spirit cannot lie it may refuse to answer and can mislead by omission or neglecting to correct false assumptions and the like. A backfire result destroys the skull and the Adept's Endurance value is reduced by (D-5) (minimum 1) points which may only be recovered by the expenditure of Experience Points. The Adept will be unable to attempt to bind that spirit again. NOTE: Unless the spirit has some reason to wish to remain as an adviser it is unlikely to be happy about being kept trapped on this plane.

Casting the Runes (R-3)

Experience Multiple: 500

Base Chance: 5% + 5% / Rank

Cast Time: 1 hour

Rune: Paper *Effects:* The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. At the end of the ritual, the Adept chooses a creature (see below) from the Seventh Plane to be the executor of the doom and also writes this name on the paper. The name must be capable of being read. The Adept's player must actually write this information down, since it will only come into play in the future. Once the ritual is prepared, the Adept then passes the sheet of paper on to the victim whose name is written on the paper. The victim must voluntarily accept the paper (though they need not know what is on it). Once they accept it, a creature named on the paper will turn up in $[20 + \text{D}10 - \text{Rank}]$ days and hunt them down and kill them. Even if the creature is destroyed another will return within a similar time.

Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. If the paper is destroyed, the doom can never be transferred. The Doom may be lifted by the Adept by ritually casting a Rune Special Counterspell on the target or a remove curse may be performed. The curse is considered a Major Curse with an MA of (MA of Adept + $2 \times \text{Rank}$ of ritual) and can be removed by Ritual of Remove Curse.

This ritual requires the expenditure of one point of Endurance (permanently) regardless of success. If the ritual backfires, the named creature will immediately turn up and attempt to kill the Adept, but will not return once destroyed.

Rank Creature

Imp Half devil

0–4 5–9 10–14 Devil 15–19 Succubus or Incubus 20

Named Demon

Creeping Doom (R-4)

Experience Multiple: 450

Base Chance: 20% + 4 / Rank

Cast Time: 1 hour

Resist: Special

Rune: Bones *Effects:* The Adept creates 13 Runes of Destruction by carving the appropriate maledictions into human bones. They then perform a ritual over them and bury the sticks beneath the dwelling of someone they wish to curse. It is best if the victim's name is carved in the bones as well, otherwise others in the house may become ill instead. For each month that the

bones remain in or under the victim's dwelling, they must make a Resistance Check, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance.

Rank Difficulty

$4 \times \text{EN}$ $3 \times \text{EN}$ $2.5 \times \text{EN}$ $2 \times \text{EN}$ $1.5 \times \text{EN}$

0–5 6–10 11–15 16–18 19–20 If the victim fails to resist, they suffer a wasting disease and lose [D – 3] Endurance points for the purposes of future resistance (only). If they fail to resist for three straight months, they die.

Generally, the victim of these maledictions does not know exactly what is wrong with them. Should they discover the bones, they may remove the curse by removing the bones from the house. Other means of ending a curse do not normally suffice, although the sufferer would show immediate improvement upon leaving the house and sleeping elsewhere for a few weeks. There is no chance of this ritual backfiring.

Rune Healing (R-5)

Range: Touch

Duration: Immediate

Experience Multiple: 300

Base Chance: $2 \times \text{MA} + 3 / \text{Rank}$

Resist: None

Cast Time: 30 minutes

Target: Living entity

Rune: Living Entity *Effects:* The Adept paints Runes of Healing over the body of the target. The rune will heal the target $3 + 3 / \text{rank}$. In addition, all afflictions which can be cured by a (Rank / 3) healer will be fixed, with exception of preserve dead, which cannot be done as the target is not living.

Rune Portal (R-6)

Range: Special

Duration: Special

Experience Multiple: 400

Base Chance: $\text{MA} + 5 / \text{Rank}$

Cast Time: 30 minutes

Rune: Stone circle/circle *Effects:* Rune portals allow a Rune Mage to transport themselves and Rank other entities with them to any other portal which the Rune Mage has visited, has

sufficient knowledge (uniquely distinguishable) about, or the source portal's "linked destination". The Adept can create two types of Rune portals.

Permanent A permanent portal is constructed by the Adept inscribing Runes of Translocation on large stones, placing them on a flat surface to create a circle of a size, in hexes, at least equal to that of the number of entities the portal can transport. Permanent portals take a day per hex to construct and cannot be destroyed unless all the stones forming the portal are smashed. At the time the portal is created, a "link" destination can be imbued in it. The destination must be a permanent portal the Adept has previously visited.

Temporary The portal is constructed by the Adept painting Runes of Translocation onto a surface in a circular fashion (taking half an hour). The circle must be of a size, in hexes, at least equal to that of the number of entities the portal can transport. Temporary portals last 1 week (+ 1 / Rank), unless a Rune Special Counterspell is cast into the area, in which case, it will immediately dissipate.

The ritual to create the portal takes half an hour to perform and has a Base Chance of $\text{MA} + 5 / \text{Rank}$. If the ritual fails then nothing happens and ritual can be performed again without additional work but a backfire will ruin the entire ritual and a new portal will have to be constructed.

To utilise a Rune portal, the Adept performs a half hour ritual. The Adept may transport a maximum of themselves and Rank others (multi-hex creatures count as size, in hexes, entities). Base Chance to transport is $\text{MA} + (5 / \text{Rank}) - (1 / 5 \text{ miles})$. If the ritual is successful, the Adept must spend 1 FT per entity transported. A backfire will only result the expenditure of the Fatigue. Transportation is instantaneous.

All entities passing through a Rune portal lose all their Fatigue, in the form of tiredness fatigue.

Transformation (R-7)

Duration: Special

Experience Multiple: 500

Base Chance: $\text{MA} + 3\% / \text{Rank}$

Resist: Passive only

Cast Time: 1 hour

Rune: Circle *Effects:* By the performance of this ritual the Adept merges a living sentient entity with a non-sentient animal. Both entities must be living (though they need not be conscious), and must remain within a circle of runes for the entirety of the performance of the ritual. Upon completion of the ritual the animal will shrivel and wither away to dust, while the sentient entity's body will writhe and transform into that of the animal. Both entities may choose to resist and should either be successful the ritual will fail. The sentient will remain trapped in the form of the animal (having the animals physical characteristics but retaining their own Magical Aptitude, Willpower, and Perception) until subject to a Ritual of Remove Curse (this ritual counts as a Major Curse).

They will only be able to perform those skills and abilities which the GM deems feasible in animal form, and will be unable to perform Spells or Rituals.

At Rank 10, should the Adept have a sample of blood, hair, or nail clippings etc. from an entity they wish to target as prey, they may include this in the Ritual. In this case, instead of the above, the animal and sentient's bodies will writhe together and merge to form an anthropomorphised version of the animal with each characteristic being the higher of the two. The hybrid is imbued with an irresistible hunger for the targeted entity. They will always know in which direction their target is, and will be unable to perform any action except hunting for and eating their prey. They will not sleep or eat (except for their target) and will die in 8 hours (+8 / Rank). The sentient will be aware of their actions, but will have no control. At Rank 20 the Adept may use this ritual to make a chimera from any two non-fantastical living creatures. The exact effects are up to the GM. Some obvious examples are a minotaur from a human and a bull, a gryphon from a eagle and a horse, etc. Should both creatures be sentient it will retain both heads.

27 The College of Witchcraft (Ver 1.1)

The College of Witchcraft is concerned with natural magics, the rhythms of the world, and especially with blessings and curses. Practitioners of the College of Witchcraft are commonly known as Witches if female, Warlocks if male, or collectively as Wicca. This College is without doubt the most primitive and least formal in its approach to magic. The Wicca generally feel themselves to be more in tune with the world than the various Elemental Colleges, who dedicate themselves to only part of the whole, and certainly more than the Thaumaturgists who practise a sterile and scientific magic. The widespread use of Witchcraft predates the present renaissance of magic on Alusia and Wicca are much more often found practising their trade in small towns and villages than in cities. Novice Wicca will usually have been apprenticed to a local Witch or Warlock rather than having attended any form of Magical Academy.

The College's magic touches on alchemy, herbalism and astrology, and many Wicca possess some of these skills. The other Colleges often treat Wicca with a degree of contempt as they view this dabbling with "quasi-magic" to be less than worthwhile. This is not to say that the Wicca are without power, as experienced Adepts of Witchcraft have available to them powerful magics, fully the equal of any other College. In these destructive and powerful magics there lies danger however, and some Wicca become so obsessed with the "darker" side of natural magic that they begin to follow the Dark Path of magic and make agreements with the Powers of Darkness so as to further their material goals. These Adepts are often known as "Black Mages" and are greatly feared. Many "Black Mages" view the other members of the College as weak or foolish for failing to exploit the powers they possess. At the other extreme, some Wicca follow a path of pacifism, and eschew the curses and destructive side of Witchcraft. These Adepts are sometimes referred to as "White Mages" or "White Witches", in contrast to their darker brethren. Most Wicca view both of these extremes as unfortunate deviations from the College's holistic path. Many of the Agents of the Powers are Wicca as the College's general and undivided outlook does not conflict often with a Power's interests.

Being highly in tune with magic as a whole, Wicca are more sensitive to changes in the "mana flow" than other Colleges. The Wicca's magic is somewhat affected by the presence of large amounts of spirit such as from proximity to many entities, or from a lessening of the "mana flow", such as on the certain "mana poor" days of the year, which have universally become known as "High Holidays" of the Elohim, the spirit Powers. Conversely, a Wicca's powers increase when away from sources of spirit and on certain "magic rich" days, sometimes referred to as "Faerie days". Finally, due to the ancient nature of the College and the equally ancient association between the elements of light and spirit,

a Wicca's powers are slightly decreased during the hours of daylight, whether the Wicca is in light or not, and are slightly enhanced during the hours of darkness.

Traditional Colours

Wicca usually wear clothing in the colours of nature itself, in much the same way as the Elemental mages, but often in combination that the Elementals do not use. Blues and greens reminiscent of sky and sea are worn with the light browns of the earth, and with the warm golds and oranges of autumn or fire. "Black Mages" traditionally cloak themselves in midnight robes sometimes embroidered with pentagrams and other Daemon associated symbols, whilst "White Mages" often wear robes of bleached or unbleached wool or linen.

Traditional Symbols

Animals are most commonly associated with the Wicca as many Adepts of this College keep animal familiars with cats, ravens, toads and owls being the most usual. There is only one symbol that is often connected with the Wicca, the Great Wheel of Being, representing light and darkness, earth and air, water and fire, spirit and mana. This symbol sometimes appears as an eight pointed star or eight arrows radiating from a central point, and at other times as two circles passing through each other at right angles, or even simply, as two intersecting circles. Black Mages often use and wear Daemonic symbols, but very seldom use the Great Wheel. White Wicca seldom use any symbols, but when they do, the Great Wheel is the most common.

27.1 Restrictions

Adepts of the College of Witchcraft may practice their arts without restriction.

The MA requirement for this College is 18.

27.2 Base Chance Modifiers

The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

- 5 From sunrise to sunset
- +5 From sunset to sunrise
- 5 In large town or city (pop. greater than 2000)
- 0 In small town or village (pop. 500 to 2000)
- +5 In hamlet or rural (pop. less than 500)
- 5 Mana poor day
- +5 Mana rich (Faerie) day
- +5 In a high mana area
- 5 In a low mana area

All modifiers are cumulative. Those modifiers pertaining to sunrise and sunset are applied depending on the hour of day, and not on whether the Wicca is standing in light or darkness. A Wiccan underground with no light during the day still receives the negative modifier. Modifiers pertaining to population, refer to the population of sentient beings, within 1 mile of the

Wicca.

27.3 Talents

Farsensing (T-1)

Range: 15 feet + 15 / Rank

Duration: Active concentration

Experience Multiple: 150

Target: Familiar

Effects: The Adept can, by remaining stationary and actively concentrating for the duration of the talent's workings, see, hear, taste, smell and feel the same things as their familiar, provided that their familiar is within 15 feet (+ 15 feet / Rank) of their position. This talent allows no special communication with the familiar, merely the ability to utilise their senses. The Adept must have already acquired a familiar through the use of Finding Familiar Ritual (Q-1) for this talent to be effective.

It takes about 10 seconds (-1 / Rank) for the Adept to tune in to the familiar's senses. If the familiar is killed while the Adept is using this talent the magical backlash is harsher, due to the tighter link, and the amount of magical damage incurred is increased by 5 points, see Q-1.

Special Alchemy (T-2)

Effects: The Adept gains certain knowledge of Alchemy. The specific benefits accruing to the Adept are:

Distilling Venoms The ability to distill venoms from such plants as belladonna. The Adept functions as a Rank 1 Alchemist for this purpose. See the Alchemist Skill.

Distilling Toad's Sweat The ability to distill a dose of a potion of Toad Sweat that will remove blemishes, warts, corns, pimples, etc., at the rate of 1 disfigurement (wart, corn, etc.) (+ 1 / Rank) per dose. The Experience Multiple for this potion is 100 and its cost is 50 Silver Pennies. The Base Chance of effectively preparing it is 60% (+ 2 / Rank).

Making Amulets The ability to make the following amulets:

Amethyst Wards bad dreams and assists the wearer in achieving a restful sleep. Increases the wearer's Fatigue recovery during sleep periods by 10% (round down). Cost: 3000 SP.

Aquilegius The wearer subtracts 10 from all rolls on the Fear Table. Cost: 2400 SP.

Beryl Increases the wearer's ability to detect traps and ambushes by 5. Cost: 4000 SP.

Betony Decreases the Base Chance of infection by 15. Cost: 2200 SP.

Bloodstone Prevents miscarriage and decreases Base Chance of infection by 20. Cost: 3000 SP.

Carbuncle Decreases damage done by poison by 2 points of damage per pulse or day. Cost: 9600 SP.

Chalcedony No undead will willingly approach closer than 10 feet to the wearer in most cases. Cost: 4800 SP.

Diamonds Increases all of the wearer's Strike Chances by 2. Cost: 8000 SP.

Elder Flowers Makes the wearer proof against the Evil Eye. Cost: 400 SP.

Hypericum Increases the wearer's Magical Resistance by 10 to any magical act performed by a Demon or Daemonic being. Cost: 800 SP.

Iron No Demon or Daemonic being will willingly approach closer than 10 feet to the wearer in most cases. Cost: 4000 SP.

Jade No undead will willingly approach closer than 30 feet to the wearer in most cases. Cost: 4000 SP.

Jet No Demon or Daemonic being will willingly approach closer than 50 feet to the wearer in most cases. Cost: 4800 SP.

Luck Made from tiger's or alligator's teeth. It increases the wearer's Magical Resistance by 3 and adds 2 to the wearer's defence. Cost: 2400 SP.

Note that the "cost" is the cost of material necessary to manufacture the amulet. Each amulet requires 3 days to manufacture once the necessary materials have been gathered or purchased. Amulets are usually sold at (cost + 25%). The time taken to prepare an Amulet is full-time work, and no training may be undertaken at the same time. Those Amulets that prevent the "willing approach" of certain creatures create a "circle of protection" around the wearer. The creatures protected against will not willingly cross the circle's boundary, but if forced across it, for instance by the approach of the wearer, are no longer inconvenienced by the protection.

Love Philtre The ability to distill from a variety of substances a Love Philtre which will cause the imbiber to fall in love with the first entity upon whom he or she sets eyes after drinking it (regardless of species or sex). The Base Chance to prepare the Philtre is 30% (+ 3 / Rank) and the Experience Multiple is 200. The cost of the materials will average 600 silver pieces. The effects of the substance will last for 1 week (+ 1 week / Rank), unless dispelled by the casting of the General Knowledge Counterspell of the College of Witchcraft by the creator of the Love Philtre, or by the successful use of the Curse Removal Ritual. In the latter case, the curse is treated as Minor.

Fertility / Infertility Potion The ability to distill from a variety of substances a Potion of Fertility or Infertility that increases or decreases the chances of conception by 5% (+ 5 / Rank). It has a 30% (+ 3 / Rank) chance of working and may be passively resisted by the imbiber. The effects of the Potion of Fertility last 1 day (+1 per 3 or fraction Ranks) whilst that of the Potion of Infertility last 1 week (+1 per 3 or fraction Ranks), unless dispelled by the casting of the General Knowledge Counterspell of the College of Witchcraft by the creator of the Potion or a Ritual of Remove Curse is employed.

If the latter option is taken, the curse is considered a Minor Curse. The Experience Multiple for this potion is 200 and its cost is 100 Silver Pennies. See Conception (§4.8) for conception chances.

Witchsight (T-3)

Experience Multiple: 200

Effects: The Adept may see objects or entities which are invisible and they appear to have a slight blue sheen around them. If the invisibility effect (excluding Walking Unseen) is of a higher Rank than the Witchsight, the object or entity may not be clearly identified or directly magically targeted. The Adept may also see in the dark as a Human does on a cloudy day, with an effective range of vision of 150 feet under the open sky, and 75 feet elsewhere.

27.4 General Knowledge Spells

Damnum Minatum (G-1)

Range: 15 feet + 15 / Rank

Duration: Special

Experience Multiple: 200

Base Chance: 40%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The Adept curses any one target within range with a particular unpleasantness as listed below. Some of the effects are identical to backfire results; such effects are cross referenced to the backfire table (§53). If the effects of the curse are doubled or tripled, the Adept may inflict 2 or 3 different results. The curse is permanent until a General Knowledge Counterspell of the College of Witchcraft is cast over the afflicted entity, a Ritual of Remove Curse is employed, the duration expires, or the effect is cured by a healer of the appropriate Rank. Curses that have a duration, or may be cured by a Healer are indicated in their descriptions. If a Ritual of Remove Curse is employed, the Damnum Minatum is considered a Minor Curse. A separate Counterspell or Ritual of Remove Curse must be used on each separate curse. Identical Damnum Minatum effects are not cumulative. Note that the Adept may always choose to inflict a curse of lesser Rank than their actual Rank. The Curses that the Adept may inflict are dependent on the Rank of the spell:

0-3 Boils 1 (+ 1 / Rank); Warts 1 (+1 / Rank).

4-6 Clumsiness (-1 AG); Maladroitness (-1 MD).

7-9 Weakness (-2 PS); Poor health (-3 EN).

10-11 Cowardice (-3 WP & +5 Fright/Awe rolls); Lose Smell & Taste (B:73).

12-13 Deafness (B:67); Lose Tactile Sense (B:75); Virulent Skin Disease (B:79-80).

14-15 Insomnia (B:77); Wasting Disease (B:81); Periodic Hallucinations (B:88).

16-17 Periodic Muscle Spasms (B:82-83); Asthma (B:93); Migraines (B:86-87).

18-19 Creeping Senility (B:94-95); Struck Mute (B:71); Arthritis (B:89-90); Enfeeblement (B:91-92).

20 Blindness (B:63); Amnesia [Roll D10]:

1-2 Partial — Magic (B:96)

3-5 Partial — Skills (B:97)

6-7 Partial — Recent (B:98)

8-10 Total (B:99)

Darkness (G-2)

Range: 15 feet + 15 / Rank

Duration: 15 minutes + 15 / Rank

Experience Multiple: 100

Base Chance: 60%

Resist: None

Storage: Investment, Ward

Target: Volume

Effects: The Adept creates a volume in which non-magical light is partially suppressed. The volume will be 1000 (+ 500 / Rank) cubic feet, and may be in any one contiguous area the Adept desires, provided that no dimension is smaller than one foot. The entire volume must be visible and within range at time of casting, and may not be moved. For visibility purposes, the Spell will increase Darkness levels within the volume to 60% + 2% / Rank. Rank 20 Darkness may not be seen through. It will not aid in providing bonuses for casting purposes, though it will neutralise penalties due to natural light, to a maximum of 5% + 1% / Rank. The volume counts as direct shadow for Star & Shadow Mages. If the lighting conditions are lower than that provided by the spell, no effect will be apparent. Note that because light is only being suppressed, it may still pass through, and no shadows are generated outside the volume. If it is possible to see through a Darkness, everything beyond it is normally visible. This spell can engender silhouettes of lit objects against the darkness, though not create shadows. Any of this volume may be overridden by a higher ranked Spell of Light, or neutralised (back to original conditions) by an equal rank.

Decay (G-3)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: The Adept may cause an amount of food, produce or beverage to quickly age, moulder, spoil and rot. Upon casting the spell the targeted matter will decay, causing parasitic fungi to spring forth, and an odour of decay to prevail. The spell may ruin up to 1 cubic foot of food and drink (+ 1 cubic foot / Rank). If a double or triple effect is achieved the amount of food that is spoiled may be doubled or trebled. Once affected by the spell the food and drink will thereafter be inedible.

Fear (G-4)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 20%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: The Adept instills in the target an uncontrollable fear. Unless the target successfully resists they must roll on the Fright Table (§54.1). If a double effect is achieved, the Adept may choose to modify the Fright Table roll up or down by an amount equal to the rank of the spell. If a triple effect is achieved the Adept may modify the Fright Table roll by twice the rank of the spell. See the Fright Table for the exact results of the Fear.

Harming Entity (G-5)

Range: 15 feet + 15 / Rank

Duration: 10 second + 10 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: Unless successfully resisted, the Adept causes the target intense pain for the duration of the spell. The target must check to see if their concentration is broken and must subtract 10 (+ 3 / Rank) from their Strike Chances whilst suffering the pain. The difficulty multiplier for the Concentration Check is dependent on the Rank of the spell:

Rank	Multiplier
0–5	3.0
6–10	2.5
11–15	2.0
16–19	1.0
20	0.5

No actual damage is inflicted as a result of this spell. Note that Mind Mages will be somewhat unaffected by this spell, and may halve the reduction to their Strike Chances.

Hypnotism (G-6)

Range: 15 feet

Duration: Concentration: maximum 5 minutes + 5 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: Active, Passive

Storage: Investment

Target: Entity

Effects: The Adept may lull an entity that is within range into a trance-like state in which they will be subject to suggestion. The spell may not be cast over a totally hostile entity. Once the subject has been hypnotised, the Adept may make suggestions (provided that they can communicate verbally with the subject) that will be readily accepted unless they directly conflict with the subject's best interests. The subject will remain suggestible so long as the Adept maintains concentration and the subject remains in range. The subject will continue to implement implanted suggestions for 3 hours (+ 3 / Rank) after the suggestions have been made, even when no longer hypnotised. The subject will never have any idea where the suggestion that it is implementing came from.

Igniting Flammables (G-7)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 150

Base Chance: 20%

Resist: Passive

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: The Adept may call forth fire and cause flammable material (cloth, paper wood, and similar items, but not flesh) to burst into flames. The material will thereafter burn normally and the flames may be extinguished by normal means.

Mind Cloak (G-8)

Range: Self

Duration: 1 hour + 2 / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept creates a cloak around their own mind so that their thoughts cannot be detected or read. This spell does not prevent the Adept's presence or emotions from being detected, but their mind will simply not appear to be there when an attempt is made to "read" it.

Protection Against Were-Creatures (G-9)

Range: 15 feet

Duration: 30 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Area

Effects: The spell creates an invisible Circle of Protection with a radius of 15 feet (+ 1 / Rank) which will not willingly be crossed by any Were-creature or Shapechanger in beast form unless they successfully resist the circle's effects upon first encountering it. Even if the Circle's effects are resisted, the Were-creature or Shapechanger will be discomforted while within the Circle, and will have their Strike Chances reduced by 10. If the circle is seen with the use of Witchsight, it will appear as a glowing red circle, similar to a ring of fire.

Storm Calling (G-10)

Range: Works at any range

Duration: 60 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Investment, Magical Trap

Target: Special

Effects: The Adept may summon any storm front which may exist anywhere in sight. Upon reaching the spot occupied by the Adept at the time of casting, the storm front will slow and finally cease moving and begin a downpour (snow, rain, hail, sleet, or whatever else that the GM feels the clouds may contain). Generally a storm front can be seen for 20 to 30 miles. If no front can be seen the spell may still be cast, but the Base Chance is reduced by 20. The storm front will take $[D \times 3 - 1 / \text{Rank}]$ minutes to arrive. Once the duration has expired, the weather will gradually return to normal over a

similar amount of time.

Summoning Enchanted Creatures (G-11)

Range: 5 miles + 1 / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Investment, Magical Trap

Target: Entity

Effects: The Adept may summon 1 enchanted fantastical creature (+ 1 per 5 or fraction Ranks). Only creatures that are native to the area may be summoned. It will take them D10 minutes (15 seconds / Rank), minimum 1 minute, to arrive and they will be uncontrolled when they do arrive. If more than 1 creature is summoned, all must be of the same type.

Walking Unseen (G-12)

Range: 1 foot + 1 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 60%

Resist: None

Storage: Potion, Investment, Ward, Magical Trap

Target: Entity

Effects: The target of this spell may move unnoticed, not invisible. This means that it will not transmit light. As a consequence the target will cast a shadow, which may or may not be noticed, depending on the lighting conditions, etc, and will have a reflection in a mirror or other reflective surface. However, the target may not be noticed even if another entity is looking directly at them. An entity will get a Perception check to notice the target if the target becomes invasive on the entity's senses (e.g. standing next to the entity and putting their hands over the entity's eyes). Note that a Crystal of Vision or similar means of viewing is considered direct viewing and is affected by this spell. If the target, or the target's possessions, are touched by another entity, or an entity's possessions, then the spell is broken. Although not truly invisible, the target may be detected by using magical means to detect invisible entities (e.g. Witchsight).

Wind Whistle (G-13)

Range: Self

Duration: D10 hours

Experience Multiple: 100

Base Chance: 40%

Resist: None

Storage: Investment, Potion

Target: Self

Effects: The Adept is able to create a wind over an open space of up to 100 feet (+ 100 / Rank) in diameter, centred upon themselves. Outside of this area the wind will fade back to the prevailing wind over half again the distance. The wind will build up over $[D - 2]$ minutes and the Adept must choose before that time which direction the wind will blow. The speed of the wind is determined by a D100 roll as follows:

Dice	Velocity
01–10	35 mph
11–25	15 mph
26–50	10 mph
51–75	25 mph
76–90	35 mph
91–100	45 mph

The Adept may add or subtract a number equal to the Rank of the spell from the dice roll used to determine velocity. This need not be done until after the dice have been rolled and the result ascertained. If a double or triple effect is achieved the Adept may add or subtract double or treble the Rank of the spell. If the resulting wind is over 30 mph missile fire will be affected, reducing Base Chances by the (wind speed / 2) but extending ranges by a similar number of hexes if firing with the wind, or reducing them respectively if firing into the wind.

27.5 General Knowledge Rituals

Finding Familiar (Q-1)

Duration: Special
Experience Multiple: 250
Base Chance: 40% + 4% / Rank
Resist: None
Target: Animal
Cast Time: 1 hour
Material: A piece of food acceptable to the type of animal being summoned
Actions: Concentration
Concentration Check: Standard
Effects: The Adept may attempt to summon a small animal that will serve them as a familiar. The type of animal is chosen by the Adept and may be any natural, unenchanted, small animal such as a cat, dog, bat, rat, toad, weasel, falcon, owl, goat, monkey, trout, etc, and must be native to the area in which the summoning is performed. If the summoning is successful, an animal of the chosen sort will arrive at the Adept's location in (25 - Rank) minutes. The ritual allows the Adept to communicate with the animal when it first arrives. The Adept must promise to feed and protect the animal. The GM should roll a reaction check for the animal. If the result is Enraged, the animal attacks, if Belligerent it leaves immediately. If neither of these results are achieved, the animal agrees to serve the Adept as a familiar. Regardless of the result, the Ritual confers no further ability to communicate with the animal. If the Adept fails to feed the familiar on a regular basis, or mistreats it in any way, the familiar may run away, and a new familiar must be found. The familiar will serve the Adept to the best of its ability, warning them of danger, and so forth. If the Adept is unable to communicate with the familiar magically it will attempt to warn them by tugging at their cloak, whimpering, or whatever, as appropriate. If the familiar is killed, the Adept suffers [D + 5] points of damage in the form of a magical backlash. This damage may not be resisted. An Adept may only have one familiar at any one time. A familiar is not an enchanted creature. The range of the summoning caused by this ritual is 1 mile (+1 / Rank).

Tarot Reading (Q-2)

Duration: Immediate
Experience Multiple: 500
Base Chance: Special + 3% / Rank
Resist: Special
Target: Special
Cast Time: 30 minutes
Material: 78 card Tarot deck
Actions: Laying out & reading Tarot cards
Concentration Check: None
Effects: The Adept may read the tarot to gain insight and information. The Tarot may be used in one of four ways, and only one of these four options may be chosen per reading. Once one of these options has been successfully implemented, a new reading must be begun in order to implement another. There is no Backfire except as specifically noted. The four options are:

Divining Aspects The Adept may use the Tarot to attempt to divine the Aspect or Aspects of an entity that is present for the entire ritual and within 5 feet (+1 / Rank). The entity may actively but not passively resist the reading. The Base Chance of the reading is 40% and if successful, the Tarot will tell the Adept the entity's basic Aspect (autumn air, lunar, death, etc), and whether the entity is light or dark aspected. Failure will result in no sensible answer and Backfire in an incorrect reading.

Divining Enchantment The Adept may use the Tarot to attempt to determine if an entity or object is currently, or had been recently, under the effects of a spell. The object or entity must be present for the entire duration of the ritual, and be within 5 feet (+ 1 / Rank). The ritual may not be resisted. The Base Chance of the ritual being successful is 45%. The Base Chance is reduced by 5 for every week or part thereof since the spell that is being divined was cast. Permanent magic (e.g. invested items still with charges) or spells currently in effect carry no modifier. The Adept gains knowledge of those spells that fall within their cast chance.

If the Adept can divine the spell, its exact name and college are revealed. If the spell is non-colleged in origin, its general effects are revealed.

Divining the Future The Adept may use the Tarot to attempt to learn something about future events. The Adept must decide on a question to be posed or a general course of action being considered before attempting this divination. The GM may make the reading as simple or as complex as they desire, but in all cases the information gained should be vague.

The Base Chance of successfully Divining the Future is 20%. If the Adept fails this option, the reading will be gibberish and obviously a failure, but if a Backfire occurs, a sensible but otherwise false, reading will be gained.

Questioning the Dead The Adept may attempt to communicate with the spirit of a deceased entity provided that they occupy the place that the entity died or was buried. The Adept may only attempt this if they are aware that the place they occupy was the site of the entity's death or burial. The Base Chance of the

spirit responding to the Adept's questioning is 10%. If the spirit responds the Adept may ask it questions and interpret its answers by turning over cards. Only questions that can be answered with yes or no should be asked, and the spirit's answer is indicated by the orientation of the card turned. The dead can only provide knowledge of events that transpired while they were alive. Once the dead initially respond they will continue to answer all questions until dismissed, or the entire deck has been used.

27.6 Special Knowledge Spells

Blessing Crops (S-1)

Range: Sight
Duration: 1 year + 1 / Rank
Experience Multiple: 125
Base Chance: 40%
Resist: None
Storage: Investment
Target: Area
Effects: The spell increases the richness of the soil of 1 acre (+ 1 acre / Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters. This spell will also dissipate the effects of a Spell of Blighting Crops which has previously been cast on the target area of this spell.

Blessing/Curse on Unborn Child (S-2)

Range: Sight
Duration: Until birth of target's child
Experience Multiple: 200
Base Chance: 20%
Resist: Active, Passive
Storage: Investment, Magical Trap, Potion
Target: Entity
Effects: The Adept may mar or bless any unborn child whose mother is in sight while she is pregnant. The Adept may increase or decrease any one characteristic of the child by 1 (+ 1 per 3 or fraction Ranks). This spell may only be cast on the same unborn child more than once if it is cast by different Adepts, and is used on different characteristics. The spell may raise characteristics above normal racial maximums. If cast so as to curse, it is a Major Curse and may only be removed before the child is born. Note that if this spell is made into a potion, the target of the spell is the imbiber. The imbiber may only passively resist the effects of the potion's magic.

Blessing Livestock (S-3)

Range: Sight
Duration: 1 month + 1 / Rank
Experience Multiple: 150
Base Chance: 45%
Resist: None
Storage: Investment
Target: Livestock
Effects: The spell may be cast on up to 5 (+ 1 / Rank) livestock that are within sight. These animals will then be resistant to natural disorders, such as rabies, dysentery, worms, and hoof and mouth disease for the duration of the spell. This spell will also dissipate the effects of a Spell of Pestilence which has previously been cast on the targets of the spell.

Blighting Crops (S-4)*Range:* Sight*Duration:* 1 year + 1 / Rank*Experience Multiple:* 125*Base Chance:* 45%*Resist:* None*Storage:* Investment*Target:* Area

Effects: The spell causes 1 acre + 1 / Rank of land within sight to become sour and lose fertility. There is a 20% (+ 1 / Rank) chance of future crops failing while this spell is in effect. Those years that the crops do not fail, they will be stunted and approximately half a normal yield will be obtained. This spell is a minor curse. This spell will also dissipate the effects of a Spell of Blessing Crops which has previously been cast on the target area of this spell.

Cat Vision (S-5)*Range:* 15 feet + 15 / Rank*Duration:* 1 hour + 1 / Rank*Experience Multiple:* 100*Base Chance:* 60%*Resist:* None*Storage:* Investment, Ward, Potion*Target:* Entity

Effects: The Adept causes the target to develop vision similar to that of a cat. Everything will appear monochromatic (i.e. shades of grey) and it is difficult to accurately estimate distance. The higher the Rank, the less of a problem this will be. Some amount of light must be present for this vision to operate. The range of the vision is 50 feet (+ 10 / Rank).

Controlling Animals (S-6)*Range:* 15 feet + 15 / Rank*Duration:* Concentration: maximum 1 hour + 1 / Rank*Experience Multiple:* 100*Base Chance:* 20%*Resist:* Passive*Storage:* Investment*Target:* Animal

Effects: The Adept controls the actions of one normal and unenchanted animal, bird or aquatic, that does not successfully resist. The creature will serve the Adept as long as they maintain their concentration. If the Adept chooses to release the animal or has their concentration broken, the creature may attack them or flee. The chance to cast this spell is reduced by 5 if the Adept cannot Communicate with the creature. If the Adept cannot make eye contact, the Base Chance is also reduced by 5.

Converse With Animals (S-7)*Range:* Self*Duration:* 1 hour + 3 / Rank*Experience Multiple:* 50*Base Chance:* 60%*Resist:* None*Storage:* Investment, Potion*Target:* Self

Effects: The Adept may communicate with any natural and unenchanted, animal, bird, or aquatic. Whether this communication is verbal or symbolic, and to what extent the communication may be carried is left up to the GM's discretion.

The Adept must specify at the time of casting what particular type of animal, bird or aquatic is to be conversed with. The spell must be re-cast to speak to another type of animal, bird, or aquatic.

Creating Plague (S-8)*Range:* 15 feet*Duration:* 1 day + 1 / Rank*Experience Multiple:* 200*Base Chance:* 20%*Resist:* Active, Passive*Storage:* Investment, Ward, Magical Trap, Potion*Target:* Entity

Effects: The spell infects any one target with any of the following diseases:

Rank	Disease
0–5	Measles
6–10	Consumption
11–15	Typhoid
16–18	Bubonic Plague
19–20	Pneumonic Plague

The target will not die of the disease, but will become habitually ill and all who come in contact with them (except the Adept who cast the spell) may contract a potentially fatal dose of the disease. In effect, the target becomes a carrier. This spell is a major curse. Note that if this spell is made into a potion, the target of the spell is the imbiber. The imbiber may only passively resist the effects of the potion's magic.

Creating Restorative (S-9)*Range:* Touch*Duration:* Immediate*Experience Multiple:* 200*Base Chance:* 30%*Resist:* None*Storage:* Potion*Target:* Water

Effects: The spell creates out of drinkable water a potion which, when imbibed, subtracts 2 from Endurance and repairs 4 lost Fatigue. The amount subtracted from Endurance is increased by 1 and the amount of Fatigue repaired is increased by 2 per Rank. The fatigue so restored may have been lost through damage or tiredness, including spell casting. The potion will only restore lost Fatigue. This spell can be prepared in two ways:

- The Adept can turn water into a restorative potion that will last 2 minutes (+2 / rank).
- The Adept may spend an hour and burn oils costing 500sp to make a potion with the same effects that will last indefinitely.

The effects of drinking the potion may be resisted. The Endurance damage caused by this potion may be healed by normal means.

Damnum Magnatum (S-10)*Range:* 20 feet + 15 / Rank*Duration:* Special*Experience Multiple:* 600*Base Chance:* 5%*Resist:* Active, Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity

Effects: The Damnum Magnatum is a Major Curse and may take one of three forms, as chosen by the Adept. The Damnum Magnatum may normally only be removed by the use of a Remove Curse Ritual, by a Counterspell cast by the Adept that laid the curse, or by the death of the target. This spell may not be dissipated.

Affliction The Adept may choose to torment or kill their target. If the effects of the Affliction are intended to be deadly, the target may not die as a result of the curse before (24 - Rank) hours have passed. The Adept's player states what the Affliction is to do, and then the exact effects and results must be decided by the GM. In addition to the normal ways of lifting a curse, afflictions may have durations or conditions worded into them, in which case the curse is lifted when the duration expires or the condition is met. Players should note that Afflictions are particularly capricious, and can never be relied upon to operate in precisely the same manner twice. Some sample Afflictions are:

- Target begins to age at 10 years per day. Target may die of old age. Once the curse is lifted the target will age backwards to their correct age, at the same rate.
- Target contracts a deadly disease (including open running sores) that may not be cured by the arts of a Healer.
- Target is transformed into a frog or other small creature (but retain their own mind). Condition: the Curse may be lifted by the kiss of a member of royalty of the opposite gender.
- Target is cursed with Lycanthropy (random species).
- Target will fall into a century long sleep (see Hibernation, College of Ice Magics S-6).

Ill Luck Add two times the Rank of the Adept with this spell to any percentile dice roll involving the target's use of their abilities. This may never be applied favourably. Note that this is an addition to the dice roll, not a subtraction from Base Chances.

Doom A Doom is a pronouncement, by the Adept, upon an event that will occur in the target's future, such as: "You will die by the hand of a loved one." The statement, which must be indefinite, will come true in not less than (24 - Rank) weeks. The Doom remains until it is fulfilled, and may not be removed by a Remove Curse Ritual, or even by the death of the target, unless that death fulfils the Doom. The target is immediately aware of the nature of the Doom, and its wording. A Doom may be modified, so as to decrease the severity, make the time factor longer, etc., by the casting of a modified Doom on the same target, by an Adept with Rank in this spell at least equal to the Rank at which the original Doom was cast. The exact effects of the Doom must be decided by the GM, and players should note that two Dooms, even if worded the same, need not have precisely the same effects.

Earth Tremor (S-11)*Range:* 15 feet + 15 / Rank*Duration:* 5 seconds + 5 / Rank*Experience Multiple:* 350*Base Chance:* 20%*Resist:* None*Storage:* Investment, Ward, Magical Trap*Target:* Area

Effects: By the use of this spell the Adept causes the very earth to pitch and roll uncontrollably as though in a tremendous earthquake. The area that may be affected is a one hex area of ground (+ 1 / Rank). Any Entities within the Area must roll less than or equal to 1 × AG to retain their footing.

Those who fail to remain standing fall prone immediately and may not rise for the duration of the tremor. Objects within the Area will tend to topple and roll around. If the spell is cast under part of, or all of, a building, wall, or other such construction, significant structural damage will occur, probably causing partial or total collapse.

Hex (S-12)*Range:* 15 feet + 15 / Rank*Duration:* 1 day + 1 / Rank*Experience Multiple:* 300*Base Chance:* 20%*Resist:* Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity

Effects: By use of this spell, the Adept curses the target with ill-fortune. Unless the target resists, all their Base Chances, Strike Chances, and their Magic Resistance are reduced by the Rank of the spell (1 if unranked). This spell is a minor curse.

Hellfire (S-13)*Range:* 10 feet + 5 / Rank*Duration:* Immediate*Experience Multiple:* 650*Base Chance:* 5%*Resist:* Active, Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity

Effects: This sulphurous fire attacks 1 human-sized target for every 3 (or fraction) Ranks. The target's Magical Resistance is reduced by 5 (+ 1 / Rank). The spell does D10 (+ 2 / Rank) damage to each target. If a target successfully resists, they suffer only half damage (round up). Double damage add an additional 1 / Rank damage and triple damage adds an additional 2 / Rank damage.

Instilling Flight (S-14)*Range:* Touch*Duration:* Concentration: maximum 30 minutes + 30 / Rank*Experience Multiple:* 350*Base Chance:* 20%*Resist:* None*Storage:* None*Target:* Object

Effects: This spell enables the Adept to instill a possession of up to 5 lbs (+5 / Rank) with the power of flight. The spell will dissipate if the

object stops being a possession of the Adept, the Adept loses concentration, or if the object is broken. The Adept may cause the object to fly at 20 miles per hour (+ 2 / Rank). It will take off and accelerate up to full speed, or halt and land, in a single pulse. The object may support 150 lbs (+ 50 / Rank) in addition to its own weight. Naturally flexible or fragile items gain sufficient strength and rigidity to support the load. Any object or entity that falls from the flying object will move off in a random direction. If the object is about to crash into a surface, it will attempt to land, although some surfaces may be inappropriate for this (lava, sheer walls, etc.).

Mass Fear (S-15)*Range:* 10 feet + 15 / Rank*Duration:* 30 seconds + 10 / Rank*Experience Multiple:* 400*Base Chance:* 10%*Resist:* Passive*Storage:* Investment, Ward, Magical Trap*Target:* Area

Effects: The spell instills in all entities within range, other than the Adept, and those who successfully resist, an unreasoning and uncontrollable fear. All entities that fail to resist must roll on the Fright Table (see §54.1).

Pestilence (S-16)*Range:* Sight*Duration:* 1 month + 1 / Rank*Experience Multiple:* 150*Base Chance:* 45%*Resist:* Special*Storage:* Investment*Target:* Livestock

Effects: The spell may be cast on up to 5 (+ 1 / Rank) livestock that are within sight. All livestock so cursed that do not resist (individually) are infected (see §4.7). Any new stock which comes into contact with the infected stock while the curse is in effect must also resist (individually) or become infected. This spell is a minor curse on each individual. This spell will also dissipate the effects of a Spell of Blessing Livestock which has previously been cast on the targets of this spell.

Skin Change (S-17)*Range:* Touch*Duration:* Until dispelled by the appropriate counterspell*Experience Multiple:* 350*Base Chance:* 30%*Resist:* Passive*Storage:* Special*Target:* Entity

Effects: The Adept may enchant an animal pelt or skin so that anyone who touches, or is touched by the "inside" will turn into the type of animal to whom the pelt originally belonged, but will retain their own mind and memories. The spell is, in effect, stored in the pelt or skin, and may be re-tained unused for an length of time dependent upon the Rank of the spell:

Rank	Duration
0–6	1 week (+ 1 / Rank)
7–12	2 weeks (+ 2 / Rank)
13–19	1 month (+ 1 / Rank)
20	permanent until used

The wearer of the pelt may only resume their own form by having the Special Knowledge Counterspell of the College of Witchcraft cast over them. The pelt is destroyed by the process of returning the wearer to their original form. This spell may be used to enchant the pelts or skins of sentient entities, but if used for that purpose its Base Chance is reduced by 20%. Note that if a backfire result is achieved when casting this spell, the pelt or skin is destroyed in addition to any other backfire effects. The Skin Change spell itself may be stored by Investment (so that it may later be triggered on a pelt) but not by other means. The "inside" of a pelt is the side that was closest to the animal's body.

The skin must be applied to the target for at least 30 seconds before they will change, where upon the target gets to resist its effects.

Virility (S-18)*Range:* 5 feet + 5 / Rank*Duration:* 2 hours + 1 / Rank*Experience Multiple:* 100*Base Chance:* 30%*Resist:* None*Storage:* Investment, Ward, Magical Trap, Potion*Target:* Male Entity

Effects: The spell is cast over a male entity and greatly increases the target's virility. In addition the chance of the target's female partner conceiving is increased by 5 (+ 5 / Rank). Note that if this spell is made into a potion, the target of the spell is the imbiber.

Wall of Thorns (S-19)*Range:* 15 feet + 15 / Rank*Duration:* 30 minutes + 30 / Rank*Experience Multiple:* 150*Base Chance:* 20%*Resist:* None*Storage:* Investment, Ward, Magical Trap*Target:* Area

Effects: The Adept causes a wall of tangled briars and thorns to spring forth from the ground. The wall is 10 feet high × 20 feet long × 2 feet thick. The Adept may increase the length or height by 1 foot per Rank. The wall may not be cast on top of an entity. A human-sized hole may be made in the wall by causing 20 points of damage in one area. This damage need not come from a single attack. All "A" class weapons and most "C" class will have little effect on the tough springy vines. An entity forcibly pressed against the wall, or attempting to force their way through it will suffer [D + 2] damage for every Pulse they are so engaged. This damage is entirely physical, and armour may protect against it. An entity can normally force its way through the wall in 6 Pulses. The wall is very dense, and may not be seen through.

27.7 Special Knowledge Rituals

Controlling Weather (R-1)

Duration: 8 hours × Rank (minimum 1)

Experience Multiple: 300

Base Chance: 30% + 3% / Rank

Resist: None

Target: Area

Cast Time: 1 hour

Material: None

Actions: Dance

Concentration Check: None

Effects: The Adept may change one or more of the three components that make up the weather by performing a ritual dance. The three components of weather are: Precipitation / Cloud Cover, Temperature, and Wind. The GM should consult the Weather Table and advise the player of the current level of each of the three components before they start dancing. The Adept may change one component by Rank / 2 (round down), or two components by Rank / 3 (round down) levels each, or all three components by Rank / 4 (round down) levels each. The changes are independent and may be in any direction. The weather will change gradually over 30 minutes (1 / Rank) per level shifted, and all three components will change simultaneously. The area of the effect is circular and the diameter is 2 miles / Rank (minimum 2). This ritual counts as Strenuous activity and the Adept will lose Fatigue. This ritual may not Backfire.

Creeping Doom (R-2)

Duration: Special

Experience Multiple: 450

Base Chance: 20% + 4% / Rank

Resist: Special

Target: Entity

Cast Time: 2 hour

Material: 13 bones

Actions: Carving bones

Concentration Check: None

Effects: The Adept creates 13 Rune-bones by carving the appropriate maledictions into bones from an entity of the same race as the target. The Adept then buries the bones beneath the dwelling of the entity that they wish to curse. It is best if the victim's name is carved in the bones as well. If the intended victim's name is

not carved on the bones, and there are 1 or more other entities inhabiting the dwelling, there is a 20% (- 1 per Rank) chance that the curse will settle on someone other than the intended victim. For each month that the bones remain in or under the victim's dwelling, they must make a Resistance Check, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Multiplier of the resistance. The Difficulty Ratings are:

Rank	Multiplier
0–5	4.0
6–10	3.0
11–15	2.5
16–18	2.0
19–20	1.5

If the victim fails to resist, they suffer a wasting disease and lose [D - 4] Endurance for purposes of future resistance (only). If they fail to resist for three straight months they die.

Dead Man's Candle (R-3)

Duration: Special

Experience Multiple: None

Base Chance: Automatic

Resist: None

Target: Materials

Cast Time: Variable

Material: As detailed

Actions: As detailed

Concentration Check: None

Effects: By means of this ritual the Adept creates an horrific and evil candle. Only the darkest of the Wicca would ever perform this Ritual. The Adept makes a Dead Man's candle by severing the left hand of a convicted murderer who has been hung. The hand must be severed during a full moon and wrapped in a burial shroud. It must then be dried in the sun until desiccated. The Adept must render the fats and oils from the body of a stillborn baby, so that the hand can be coated with them and a candle made. The wick of the candle is then made from the hair of the same murderer. The Adept says words of darkest power over the candle. Thereafter, it may be lit as part of any spell or ritual of this College and will increase the chance that the spell or ritual is successful by 20, provided that the ritual is being performed with

malign intent. This Ritual may not be Ranked, and it always works, if it is correctly performed. A Dead Man's Candle will burn for about 10 hours before it is no longer usable, and may be extinguished and relit an indefinite number of times.

Hand of Glory (R-4)

Duration: Permanent

Experience Multiple: None

Base Chance: Automatic

Resist: None

Target: Severed hand

Cast Time: Variable

Material: Murderer's hand

Actions: As detailed

Concentration Check: None

Effects: This gruesome ritual creates an amulet of great and malign potency. Many Wicca consider this ritual to be evil and it would certainly never be studied or performed by a "White Mage". To successfully perform the ritual, the Adept must sever the right hand of a convicted murderer who has been hung. The hand may only be severed during the new moon and must be wrapped in a winding sheet. It must then be dried in the sun and the blood entirely removed. When the desiccated hand is worn as an amulet, thereafter, it will subtract 10 from the Cast Check of creating any Plague, Blight, or Curse. This Ritual may not be Ranked, and it always works if it is correctly performed.

Summoning Animals (R-5)

Duration: Immediate

Experience Multiple: 150

Base Chance: MA + 5% / Rank

Resist: None

Target: Animals

Cast Time: 1 hour

Material: None

Actions: Concentration

Concentration Check: Standard

Effects: The Adept may summon a number of small animals equal to the Rank of the ritual (1 if unranked). The animals that the Adept attempts to summon must be native to the area. The animals are not controlled in any way when they arrive.

28 Skills

A character may acquire and refine skills during a campaign. They can hone their talents in a series of interrelated non-magical and quasi-magical abilities, which combine to form a single skill. A character's degree of talent is measured by their Rank in a skill. They begin with the simplest abilities at the lowest Ranks, and gain the more difficult ones as they progress through the Ranks. Their percentage chance of successfully performing tasks associated with a skill will increase as their Rank becomes higher.

The possession of a skill does not necessarily imply any character traits associated with that skill.

28.1 Acquiring and Using Skills

The rudiments of a skill are learned by dint of hard practice and diligent study. A character must spend a good deal of time and effort before they can use a skill at novice level (Rank 0). The character's ability with a skill can improve only if they continue to work with it during and between adventures.

Any skill may be acquired at Rank 0 at a variable cost of Experience Points and 8 weeks of game time.

All eight weeks must fall within a period of six game months. Time spent on adventure may not count toward the necessary eight weeks.

The method by which a character learns a skill affects the Experience Point cost to acquire that skill or to increase the character's Rank.

If the character is taught by someone of greater Rank in the skill, decrease any Experience Point cost by 10%. If the character learns from a book, verbal descriptions, or practises with someone of equal or lesser Rank in the skill, any Experience Point cost is unmodified. If the character practices with no useful outside assistance, any Experience Point cost is increased by 25%. The availability of qualified teachers, and the fees they charge the character for their services, are left to the discretion of the GM. Some skills have additional requirements (e.g. literacy) before learning some ranks. Check each skill for details.

A character may attempt to employ a skill any number of times during a day.

The use of a skill does not, in and of itself, prevent a character from using the same or any

other skill immediately afterwards. However, a character might suffer adverse effects (for example, lose Fatigue Points) while executing a skill, which would inhibit their ability to act.

The use of a skill is rarely automatic

A character usually has a chance of failure when using a non-magical skill. Unless the ability is described as an exception to this rule, the maximum chance to succeed with it is never greater than 90 (+ Rank)%. A character always fails to use an ability if the roll is greater than the modified chance or 100 (regardless of Rank).

Some of the abilities associated with the various skills are quasi-magical.

The following are the only quasi-magical abilities to be found in the skills section: Alchemist, Astrologer, Healer, Herbalist, Ranger Bump of North.

Supervision of subordinates

The possessor of a Skill, other than an Adventuring skill, is able to supervise the work of subordinates in that Skill. The supervisor may instruct and supervise a number of subordinates equal to their Rank. Subordinates must be practising the same Skill as their supervisor and may themselves be supervising underlings, thus creating a "chain of command". A subordinate may be replaced by a work-gang. A work-gang is a group of up to ten labourers working as a team. Labourers may not supervise others. A character need not supervise their maximum number of subordinates or labourers, and may work in proportion to their unused supervision capacity.

Example

A character with Rank 6 in Artisan (Carpenter), may instruct up to 6 other Carpenters or 6 work-gangs (up to 60 labourers), or some combination thereof. If they were supervising 2 Carpenters and 1 work-gang, they would only be using half their supervision capacity, and could themselves work about half of the time.

Expert Knowledge

The possessor of a skill, other than an Adventuring skill, also gains an in-depth knowledge of the field associated with their skill. This is equivalent to having Knowledge in that skill

28.2 Knowledge (area)

This is a skill that can be taken many times — once for each area of knowledge. A character with this skill knows most of the common lore and traditions concerning their chosen area. An area may include: a particular city or territory, a culture, an historical period, or a race, or species. In addition, an area of knowledge may be taken from the Philosopher skill. If this is done, the area is equivalent in size to a Sub-field, and any Subfields except Advanced, Experimental or Ancient are available as areas of knowledge.

A character is limited to the knowledge available to their culture. The knowledge held by the character may not be entirely factual, and may contain certain popular misconceptions or superstitions. This skill mostly gives the character a much wider general knowledge about their area, some history of it, and perhaps some biographical knowledge of famous figures associated with it, both historical and contemporary. This skill is entirely one of knowledge, and confers no special ability to perform a craft or trade.

Generally there is no success percentage; the GM simply gives far more information regarding a certain topic to a character who has knowledge of that area. If there is doubt as to whether or not a character should know something from their specific area, the Base Chances are:

Rarity of Information	Base Chance
Common	WP + 70%
Uncommon	WP + 40%
Rare or Obscure	WP + 10%

These chances may be further modified by the GM to reflect the individual rarity of the knowledge. A character will not know the theories behind the lore.

If a character learns an area of Knowledge that is also a Philosopher Sub-field, and that character is, or becomes, a Philosopher, the area of Knowledge may be used as the appropriate Sub-field. See the EP cost table note A (§55.2) for details on Ranking.

29 Adventuring Skills (Ver 1.2)

These skills may be ranked as with any other skill. The only differences are that all characters start with swimming, climbing, stealth and horsemanship at Rank 0, and if the skill is used conspicuously during an adventure it can be ranked once without the need for training time, but there must be a tutor with a similar skill who is present to advise the character on the technique they should employ.

29.1 Climbing

This skill allows a character to climb anything from walls to mountains without the aid of specialised equipment, if this is at all possible. The Base Chance to use this skill is $(4 \times MD + 8 \times Rank - \lceil \text{structure height in feet} / 10 \rceil)\%$. A character using this skill should make a roll at approximately 20' intervals, but if the climb is especially difficult, every 10'. Note that the GM may modify the formula in certain instances.

A climber suffers $(\text{Height of fall (in feet)} / 10)^2$ Endurance Points when they fall.

Various items of equipment may be used to improve a character's chance of climbing as follows:

- Climbing Claws add 15% to BC but have no use for rock climbing where hands are more use.
- Rope allows the user to climb the structure making only one roll but are only useful where ropes may be practically used.

29.2 Horsemanship

A character will use horsemanship to direct animals which they ride. A character may use their horsemanship with any animal or monster which they would ordinarily ride (such as horses, donkeys, camels, elephants, etc.). Enchanted or Fantastical monsters do not necessarily fall into this category, and the GM must make rulings governing these situations.

The character's player will roll percentile dice whenever their horsemanship is called into play. A character's horsemanship is equal to $\lceil (\text{modified AG} + WP) / 2 + Rank \times 8 \rceil$, round down.

The type of mount a character is riding will modify their horsemanship as follows:

Donkey	-10	Palfrey	+15
Mustang †	-12	Warhorse †	-5
Quarterhorse	-10	Camel	-10
Dire Wolf	-10	Mule	-8
Draft Horse	-5	Pony	+10
Elephant	-10		

†Rating unless trained by rider; in that case, 0.

The GM should also take into account the familiarity the character has with the individual animal type and apply modifiers thereby (i.e. the first time a character finds themselves atop a camel should be worth at least an additional -15).

A character's horsemanship is called into play whenever they wish their mount to perform an

unusual or difficult action. Any mount can be directed into moving at a walking pace or even a brisk trot; an unusual or difficult action would be to break into a gallop or charge, jump an obstacle, etc. During combat, horsemanship is called into play during every Pulse to a) keep the mount controlled, b) regain control if it is lost, and c) direct the mount to take any specific Action. Remember only a Warhorse can be directed to enter into Close Combat by its rider, and all other mounts will only attack if directly assaulted.

A successful roll will result in the mount obeying the directions of the rider. A roll above the modified percentage but less than the modified percentage plus the rider's WP indicates the mount either does nothing or continues to do whatever it was doing. A roll above both of these indicates the mount will either disobey the rider, buck, attempt to throw the rider, or some other unpleasant result.

The actual occurrence must be decided by the GM and should become worse the farther the roll is above the modified percentage.

If the GM judges the rider has totally lost control of their mount, the rider may take no other action until they have regained control (presuming they manage to stay mounted).

Using horsemanship while in combat may be done in combination with any other Action. A trained rider receives certain abilities as they rise in Rank:

Rank 3 May use two-handed weapons

Rank 5 May fire a missile weapon or cast a spell while moving

Rank 7 May use two one-handed weapons at once

29.3 Flying

Flying is the skill of performing aerial manoeuvres using magical flying. As a rule aerial combat is difficult. Flying is an adventuring skill.

A character may always take off, fly, or land in an appropriate manner and reasonable conditions, and under such circumstances no roll is necessary. Note that landing appropriately is not precise. The success chance to perform a complex aerial manoeuvre with precision is $(3 \times AG + 10 \times Rank)$. This base chance may be modified by the following:

Environmental conditions	0 to -50
Type of flight used	+10 to -50
Speed	0 to -% MPH

Flying into an obstacle causes up to $[D + (\text{relative speed in miles per hour} / 10)^2]$ endurance damage. The nature of the obstacle may reduce the damage. Specific Grievous injuries (normally C class) may also be incurred. See Climbing (§29.1) for falling (as opposed to flying) damage.

As a rule of thumb, an airborne clothed humanoid who falls through the air drops 350ft in

the first pulse, 650ft in the second, and 1000ft in each subsequent pulse.

Note that a speed of one mile per hour is equal to 30 yards per minute in the chase sequence and 1.5 hexes per pulse in combat.

A trained magical flier receives certain combat abilities as they rise in rank.

Rank 3 May use two-handed weapons

Rank 5 May fire a missile weapon or cast a spell while moving

Rank 7 May use two one-handed weapons at once

29.4 Stealth

A character can use stealth to move as soundlessly and unobtrusively as possible.

A character may use their stealth ability only if they have adequate cover (i.e. space in which to conceal or obscure themselves) in the area they wish to traverse, they are appropriately clad (e.g. not in plate armour or luminescent clothing), and they are not currently under observation by the entities from whom they are attempting to conceal their presence.

The GM will roll percentile dice to determine if a character is able to use their stealth ability successfully. The GM only makes such a check if there is a reasonable possibility that the character could be detected. The GM makes one check each time the character attempts one continuous action, or each time an unexpected change of condition has a significant effect upon the character's chance of remaining hidden (e.g. one of the entities under surveillance heads for a room which happens to be through the doorway in which the character is hidden). The GM may modify the success percentage.

A character's base chance of using their stealth ability is $(3 \times Agility + 5 \times Rank + Thief Rank + 2 \times Spy Rank + 2 \times Assassin Rank)\%$. The greatest Perception value of the entities who may be able to discover the character using the stealth ability is subtracted if those entities are unaware of the character's presence, or three times that Perception value if they are.

29.5 Swimming

This skill is required in order to perform any actions in the water. All player characters start off with Rank 0. This, under good conditions, will allow the character to tread water in order to stay afloat. The higher the rank, the more the character will be able to do until they are at the stage where they can swim like a fish and survive even in adverse conditions.

Base Chance

The base chance for swimming is $PS + AG + EN + 8 \times Rank$ and is modified by the following (all adjustments cumulative):

Wearing no or little clothing	+10
Encumbered (per pound)	-1
Water Temperature	+5 to -25
Water Conditions	+10 to -25
May not swim freely	-10 to -50

Other modifiers may be applied by GM as appropriate. An unsuccessful skill roll does not imply drowning (yet) but the character could be in serious trouble. If they are trying to float and the roll is failed then they need to make another successful skill roll in order to stay afloat. Two failed skill rolls implies they are underwater, holding their breath, without preparation.

If an Adept is attempting to cast then they can do so, within the restrictions of their College, if breathing water or if they make a successful skill roll. A concentration check (3 × WP) may also be required in adverse conditions.

Breath Holding

The base time a character can hold their breath is (current EN / 3 + swimming Rank / 2) pulses

rounded up. This time is doubled if a Pass Action is used in the previous pulse to prepare.

Drowning

Once that time is expired then the character must make a 5 × WP check in order to continue holding their breath. At the end of subsequent pulses, the WP factor is reduced by 1 until the roll fails.

At that point the character starts drowning, taking physical damage at a rate of D10 EN per pulse until death or rescue. A drowning character needs to make a 2 × (WP + swimming rank) check before being able to perform useful activity as above.

Sight and Communication

The character can see PC hexes in clear water. This is halved in lakes and rivers because of algae and silt.

Communication is by sign language, or a range of one hex if speaking.

Movement Rates

Swimming TMR = (Land TMR + Rank) / 3. Walking on the bottom (if weighted) = Land TMR / 3. Swimming is generally a hard or strenuous activity unless the entity concerned is an aquatic.

Characters that are encumbered by non-buoyant materials descend at the following rates:

Unencumbered to 5 lbs	0 ft per pulse
5–10 lbs encumbrance	1 ft per pulse
10–15 lbs	2 ft per pulse
15–20 lbs	3 ft per pulse
20–25 lbs	4 ft per pulse
25+	5 ft per pulse

Unencumbered characters floating to the surface (e.g. if unconscious) do so at 1 ft per pulse.

30 Alchemist (Ver 1.1)

Almost all natural chemicals can be combined into a variety of useful mixtures by expert hands. The potions which will be in most demand by characters will be those that affect the bodily functions of humanoids. The effects of these potions range from stimulation and depression of emotions to deadly poisons. In a sense, alchemy is a “poor man’s magic”; it is more cost-efficient in affecting the actions of beings than the use of mana, albeit not as easily applied to the victim.

There are five main areas of study within alchemy. The first is that of chemical analysis, the ability to determine the effects of ingestion or application of a given liquid substance. The others are: standard chemicals, medicines and antidotes, poisons (including venoms) and potions. The creation of a potion requires the aid of an Adept or a Healer.

As a character gains experience in the field of alchemy, they will increase the efficacy of the mixtures they produce. The character will also decrease the cost of goods (to manufacture).

30.1 Restrictions

An alchemist must know how to read and write in one language if they wish to advance beyond Rank 0.

30.2 Benefits

An alchemist gains the ability to analyse chemicals at Rank 0.

An alchemist may identify a liquid by its type (e.g. medicine, poison). If the liquid is not a common one, the alchemist must spend $(110 - 10 \times \text{Rank})$ minutes using the proper equipment to analyse the liquid’s type.

If a liquid to be analysed is particularly well-known to the alchemist (e.g. water or wine), they will recognise it almost immediately. If an alchemist wishes to determine the exact nature of a not readily identifiable substance, the GM rolls D100. If the roll is equal to or less than $(\text{Perception} + 8 \times \text{Rank})$, the alchemist is told the common name of the substance in question (e.g. hemlock, quicksilver). If the roll is greater than the success percentage, the GM either informs the alchemist that they are not sure or gives an incorrect answer. The greater the roll, the more likely the GM is to give false information.

An alchemist can injure themselves while working with dangerous chemicals.

Whenever an alchemist uses or analyses a potentially dangerous liquid, there is a chance that they will come in contact with some of the substance. The GM incorporates the accident chance into any other alchemy-related percentile roll; should there not be one, they roll D100. The chance of no accident is $(70 + 2 \times \text{Rank} + \text{Manual Dexterity})\%$. If the roll is within the span of numbers for accident, the alchemist suffers from the chemical. A roll of 100 always causes an accident.

Example

An alchemist character with a Manual Dexterity of 17 and of Rank 3 would have a 7% chance of failure. Any roll from 94 to 100 will cause the alchemist to have an accident.

The GM will determine the exact effects upon the unfortunate character. The minimum damage will be from formaldehyde type chemicals, which will cause about 1 Damage Point and causes blisters. The maximum damage from a non-magical liquid will be from something on the order of non-dilute hydrochloric acid, which will cause about 12 Damage Points per pulse, and possibly permanent bone and tissue damage. The effects of certain chemicals are described in the following sections. Unless either the GM or the player have a fair knowledge of chemistry, the alchemist should restrict themselves to common liquids.

If the alchemist is dabbling with dangerous chemicals without using the proper equipment (see §30.3), double the chance of accident. If an alchemist is working in their lab they may prevent damage due to chemicals after the first pulse (unless they are incapacitated during the first pulse) by pouring the appropriate counter-agent upon the affected area.

If a combination of chemicals forms a gas or a solid, the character’s Agility value is substituted for their Manual Dexterity when rolling for accident.

An alchemist can mix standard chemicals at Rank 3, and may add one additional ability to their repertoire at Ranks 5, 7 and 9.

An alchemist chooses their additional ability from the following: medicines and antidotes, poisons (including venoms) and potions.

The ability to mix standard chemicals allows the alchemist to produce mixtures which can prove useful on expeditions.

An alchemist may produce well-known chemical combinations (e.g. oil and vinegar, water and anything) at any Rank. The standard chemicals ability allows the alchemist to perform most distillations and extractions, and mix the simplest of compounds.

For example, an alchemist can produce Greek Fire and methane with the standard chemicals ability. The components for 12 ounces of Greek Fire (enough to fill a grenade) cost 600 Silver Pennies. Enough methane to fill a grenade can be manufactured at a cost of 300 Silver Pennies. If a creature is directly hit by a grenade filled with Greek Fire, that creature will suffer $[D + 7]$ Damage Points per Pulse until the flames are extinguished (the virtue of Greek Fire as a weapon is that it sticks to the target). A partial hit will cause $[D - 3]$ Damage Points per Pulse; if a shield is interposed between target and grenade, the shield catches fire, though the intended target suffers no more than 2 Damage Points. A methane grenade creates a ball of fire in the hex in which it detonates and the adjacent six hexes. Any creature in one of those hexes will suffer $[D - 3]$ Damage Points, but

will be able to avoid further damage by exiting the fire hexes (methane is not a persistent inflammable).

Whenever an alchemist wishes to manufacture standard chemicals, they must spend $[D + 7]$ hours in a laboratory and pay for the components. The quantity mixed does not affect the time required, but an alchemist is limited to the manufacture of one end product during a given laboratory session.

An alchemist can produce standard chemicals for the use of local businessmen (e.g. embalming fluid for the undertaker), and earn between 50 and 75 Silver Pennies per full week of labour. Alternately, they may produce chemicals which are likely to be put to illegal uses (e.g. a corrosive for iron) or manufacture additives (e.g. cocaine, heroin). The alchemist must discover an outlet to sell such chemicals, and the return on the goods is up to the GM’s discretion.

The cost for a standard chemical will range from 1 Silver Penny for a quart of flammable oil to 2000 Silver Pennies for a fluid ounce of non-dilute hydrochloric acid. The GM should scale the costs of other chemicals appropriately.

Medicines and antidotes are used to cure a being suffering from either disease, fever or poison.

An alchemist may manufacture three types of medicine:

- bactericide (remedy for disease)
- antipyretic (remedy for fever)
- salve (remedy for skin inflammation)

A bactericide or antipyretic must be ingested, while one dose of salve can cover up to two square feet of skin. Salves will cure minor skin inflammations, irritations (eg sunburn, rashes & insect bites) and may cure severe burns.

Whenever a being uses a medicine to counteract an affliction from which they are suffering, the GM rolls percentile dice. If the roll is equal to or less than $(8 \times \text{Alchemist’s Rank} + \text{User’s Endurance})$, the user is completely cured. If the roll is above the success percentage, the user subtracts 10 from their next dice-roll to see if they naturally recover from their infection (see §4.7). The failure of one medicine to work has no effect upon any subsequent medicines used by a being.

A medicine costs $(150 - 10 \times \text{Rank})$ Silver Pennies. An alchemist can produce up to three doses per day.

When an alchemist manufactures an antidote, they must specify the type of poison they are negating. Natural poisons are classified by their source. Thus, a snake antidote will cure all poison from snakes, and so on. Synthetic poisons (those manufactured by alchemists) are cured by an antidote from an alchemist of equal or higher Rank than the alchemist who created the poison. When a being ingests the proper antidote, the poison in their system will no longer affect them.

An antidote costs $(250 - 15 \times \text{Rank})$ Silver Pennies. An alchemist can produce up to three doses per day.

Poisons cause damage when introduced into the blood stream of a being.

Poisons come from two sources: those which occur in nature (venoms from animals and plants) and those which are created in a laboratory (synthetic poisons). An alchemist may distill venoms and synthesise poisons. A venom is distilled from either the poison sacs of a poisonous animal (the most common being a snake), or from certain plants. An alchemist may distill $[D - 1]$ doses of poison from poison sacs. The amount they may distill from plants depends on the type of plant (GM's discretion). An alchemist requires $(11 - \text{Rank})$ hours to distill one dose of venom from either source. The cost of a poison plant or sac is $(750 + 150 \times \text{average damage per Pulse})$ Silver Pennies, and there is no cost for the distillation process.

Venoms come in two forms: nerve agents and blood agents. Nerve agents work quickly (doing damage every Pulse) while blood agents (such as arsenic) work over a long period of time. The effects of slow acting (blood agent) poisons function in the same manner as infections except there is no roll for cure. The damage a being will suffer from a dose of nerve agent venom is equal to the damage it would suffer from the venom of the source animal or plant.

An alchemist may also manufacture synthetic poisons (both venoms and paralyzants) in their laboratory. A synthetic venom will do $[D + \text{Rank} - 5]$ damage points per Pulse and costs $(1000 - 75 \times \text{Rank})$ Silver Pennies to manufacture. If a synthetic paralyzant is used to affect a being, the Willpower Check of the victim is $(4 \times \text{Willpower} + 20 - 5 \times \text{Rank})$. A synthetic

paralyzant costs $1750 - (60 \times \text{Rank})$ Silver Pennies to manufacture. An alchemist can produce up to three doses of synthetic poison per day.

Potions are created by an alchemist with the aid of either an Adept or a Healer.

Potions are designed to create a specific effect when imbibed by a being. They are manufactured in one-use doses and the entire dose must be swallowed for the effect.

Magical potions are created by the concerted efforts of an Adept and the alchemist (who may be the same person). Any spell or talent which the Adept knows and which is designed to affect only the Adept or some facet of their own person may be imbued into a potion. It takes two whole days of continuous combined effort to create the potion. It is successfully created if at the end of the time the player rolls less than $(10 \times \text{Alchemist's Rank} + \text{Adept's Rank with the spell or talent})$. A roll above this indicates the potion is useless and the process must be repeated with new ingredients. The effect of a successful potion for the imbiber is as if the Adept had already made a successful Cast Check and the spell had taken effect. The workings of magical potions are immediate. The cost to manufacture a magical potion is equal to $[(\text{Experience Multiple of spell or talent} \times 20) - (\text{Alchemist's Rank} \times 10)]$.

An alchemist and a healer working together may create a healing potion (again, they may be the same person). The potions possible and their Base Value are:

Base Healer Ability	Value
Cure Disease	600
Cure Fever	600
(Graft) Skin Salve	650
Neutralise Poison (specify type)	700
Cure Endurance Points	1500
Prolong Life	2500

The time required to produce the potion is the same as a magical one, and the equation to see if the process was successful is $(10 \times \text{Alchemist's Rank} + 3 \times \text{Healer's Rank})$. If successfully created, the potion will act on the imbiber as if a healer of the healer's Rank was attempting to heal them (any success rolls must still be attempted). The cost to manufacture a healing potion is $(\text{Base Value} - 50 \times \text{Alchemist's Rank})$ Silver Pennies.

The duration of a potioned talent, once imbibed, is $1 \text{ hour} \times \text{Rank of Talent}$ (minimum 1).

30.3 Costs

An alchemist will be able to better perform their skill when using the proper equipment or when working in a laboratory.

It costs 2500 Silver Pennies to construct a lab, and 1000 Silver Pennies per year to maintain it. An alchemist can only manufacture medicines, antidotes, poisons, or potions or distill venoms in a lab. A laboratory may be rented at a cost of 15 Silver Pennies per day.

The chance of an alchemist correctly analysing a chemical (see §30.2) is increased by 10 when they perform the analysis in a laboratory.

The GM and an alchemist player should scale costs and effects of improved alchemical support material to the above rules.

An alchemist must purchase the components necessary to manufacture each product.

The costs for poisons and potions are given with their rules. All costs given are for one creation attempt; if that attempt fails, new ingredients must be purchased.

31 Armourer (Ver 1.3)

31.1 Restrictions

The skill is related to that of weaponsmith, and an armourer who is a more skilled weaponsmith expends only three-quarters of the necessary Experience Points to acquire or improve this skill. The reverse is also true.

An armourer's progress in their skill is inhibited by a low Manual Dexterity, and aided by a high Manual Dexterity. An armourer has an increased Experience Point cost of 5% for each point of Manual Dexterity less than 16. An armourer decreases their Experience Point cost by 5% for each point of Manual Dexterity greater than 20.

31.2 Benefits

An armourer acquires the ability to make one category of armour every two ranks.

Some categories require other categories as prerequisites and cannot be learned before their prerequisites. All armourers begin with the cloth category at rank 0.

Categories	Prerequisites
Cloth	None
Leather (leather, soft leather and furs)	Cloth
Scale (scale and full scale)	Cloth
Chain mail	Cloth
Partial plate	Chain
Plate I (full plate and heavy plate)	Chain
Plate II (improved plate, jousting armour)	Plate I
Dragon skin	Scale, Leather
Mithril	Chain

Additional categories may be gained without increasing in rank by spending 5,000 Experience Points and 4 weeks training time per category. These costs are discounted by 25% if the armourer has reached rank 8, or by 50% if they have reached rank 10.

An armourer can make increasingly effective armour as their rank increases.

An armourer may positively affect any of the 4 attributes of armour (Weight factor, Protection, Agility Modifier and Stealth Modifier) or any combination thereof. Some of the attributes

are harder to affect, and this is reflected in the number of ranks an armourer must have to do so. Also, some of the attributes have maximums (e.g. the Agility Modifier may not be decreased beyond 0). The ranks required and the attribute maximums are:

Weight 1/2 a factor per 3 full ranks. Never lighter than WT 1. This attribute may not be affected for the cloth, leather or mithril categories.

Protection +1 per 4 full ranks. This attribute may not be affected for cloth, furs or soft leather, and no more than 1 additional point of protection may be added to hard leather.

Agility Modifier 1 per 6 full ranks. Never better than 0.

Stealth Modifier +1% per rank. Never better than +5%.

Note: These effects are not cumulative. For example a rank 7 armourer could make a suit of armour with 1 less weight factor and 1% better stealth, or 1/2 a weight factor less and 1 point more protection, or any of the other non-cumulative combinations. An armourer may always make a suit of armour at a lower effective rank than their true rank.

Armour statistics shown on the Alusian Armour Chart are for armours manufactured with an effective rank of 0, i.e. of the mass-produced, off the peg variety. The armourer who made them may have been of greater rank but the level of skill used was elementary.

The time and cost required for an armourer to construct a suit of armour is dependent on the effective Rank used and the category of armour.

Time The number of days required to construct a suit of armour in a properly equipped and staffed workshop is effective rank plus the base number for the armour listed below:

Categories	Time
Cloth or leather	5 days
Scale	10 days
Mail	20 days
Partial plate	25 days
Plate I	30 days
Plate II	35 days
Dragon skin	20 days
Mithril	30 days

An Armourer with greater rank than the effective rank being applied may reduce the construction time by (Rank - Effective Rank) days (minimum 1 day).

The fitting time for the armour (the time spent with the armourer by the wearer-to-be) is a number of hours equal to the base number of days (e.g. 20 hours to fit a suit of mail). The hours are not consecutive and may be reduced by (Rank - Effective Rank) hours (min. 1).

Cost 80% of the Base Cost as shown on the Armour Chart x (Effective Rank + 1) silver pennies. Note that this is the cost to the armourer, not the sale price.

Fixing and Modifying Armour

The time taken to repair a suit of armour damaged by a Grievous blow, or to modify a suit to fit a new (but appropriately sized) wearer, is usually the same as the original fitting time.

An armourer is treated as a merchant of their armour rank when attempting to buy or value armour from categories with which they are familiar.

If the armourer is not familiar with an armour category they act as a merchant of half their rank (rounded down).

31.3 Costs

An armourer can only perform their skill in a properly maintained workshop.

It costs 2000 silver pennies to construct a workshop and 500 silver pennies per year to maintain it with tools and materials. A basic tool kit will cost (100 + 100 x Rank) silver pennies. It costs only 20% of the above amount to add to a weaponsmith's workshop so as to make it usable by an armourer as well. The reverse is also true. A workshop may be rented at the rate of 10 silver pennies a day.

32 Artisan (Ver 2.0)

Artisan is not a skill in itself. It is a heading under which many craft, trade and service skills may be grouped, as they all function in a similar manner within the rules. Any, or indeed all, of the skills listed below may be learned, but each is learned and ranked as a separate skill. Knowledge of any of the artisan skills confers no benefit with regard to learning or ranking another.

32.1 Artisan Skills

The most common skills under the heading of artisan are:

Apiarist bee breeder, keeper, honey collector.

Artist, Painter formal, perspective painting.

Artist, Sculptor sculpture design and construction.

Barber / coiffeur simple hairstyling through to massive structures of hair, wire and glue, made to resemble ships in full sail, castles, etc.

Basketmaker basket weaving, making wicker.

Blacksmith iron smelting and fashioning, simple founding.

Brewer brewing beer, ale, stout, mead, creating new recipes.

Brickmaker / bricklayer mixing the ingredients for bricks, using brick moulds, checking integrity, making brick constructions, designing paving stones.

Butcher killing, butchering and preparation of animals.

Carpenter / cabinetmaker joints and wood-joining, woodworking, making basic wooden constructions, wooden furniture.

Calligrapher / illuminator fancy script, book illustration, drafting official documents.

Cartographer / chart maker map and sea chart making and copying.

Cartwright / wheelwright basic wagon and cart design, wagon, cart and wheel construction.

Carver / bone / etching / wood carving, engraving, woodcuts, plates for printing.

Caster / pewterer / tinsmith complex and intricate casting by sand, mould or "lost wax" methods. Making and casting pewter and smelting and fashioning of soft base metals.

Chandler / lampmaker design and construction of lamps and lanterns.

Charcoaler making charcoal from partially burnt wood and bones.

Cheesemaker turning milk into curds and whey, pressing curd to form cheese, creating new recipes.

Clothmaker / fuller / weaver material collection, cleaning, spinning, weaving, hammering in dirt to soften, cloth design and creation.

Cobbler / cordwainer shoe and boot design and construction.

Cook / baker food preparation and cooking, baking, pastry making, creating new recipes.

Cooper design and construction of barrels and casks.

Dyer / inkmaker extraction of natural dyes, mixing of mineral compounds to make inks and dyes.

Farmer / gardener ploughing, planting, tending, harvesting, food crops or ornamental plants.

Fisher fishing, basic net repair, fish identification.

Glass-blower glass mixing, blowing, window construction, staining.

Gold / silversmith smelting and fashioning of gold, silver, platinum and other precious metals.

Hatter / milliner design and construction of men's and women's hats.

Hunter / trapper use of gin, or other animal traps, skinning, animal collection.

Husbander breeding, raising, tending of animals.

Lapidary gem and semi-precious stone cutting, polishing, finishing.

Leatherworker making of leather into garments and articles such as saddles.

Locksmith design and construction of simple locks.

Lumberjack tree felling, hewing, sawing for planks, replanting.

Mason stone quarrying, cutting, finishing and fitting.

Miller milling grains into flour, millwheel use.

Miner quarrying, prospecting, tunnelling, not mine design. Musical instrument maker design and construction.

Papermaker plant collection, pulping, screening, drying, grading, creating new recipes.

Perfumer extraction of scents, perfume recipe creation, perfume mixing.

Plasterer mixing and application of plaster.

Potter clay collection and mixing, pottery design and construction, firing, glazing.

Printer / bookbinder setting printing type and plates, press operation, binding books.

Roofer / thatcher material collection, bundling, binding, attaching roofs of thatch, sod, or tile.

Rope / netmaker plant collection, unraveling, winding and braiding, net design and construction.

Rug / carpetmaker pattern design, material collection, weaving, and finishing.

Sail / tentmaker sail construction, sewing tents, tarring and waterproofing.

Sailor operating small boats and crewing ships. Basic sail repair and knots.

Salter salt collection from inland sources or by evaporating seawater.

Shipwright boat and ship construction from standard designs, not creating new designs.

Tailor / seamstress cutting, fitting, designing and constructing, men's or women's clothing.

Tanner / hideworker / furrier cleaning, scraping, preserving, grading, leather or pelts, making of preserved pelts into garments, or garment trims.

Tattooist tattoo design, pigment mixing and implementation.

Taxidermist pithing, preserving, stuffing and mounting of animals and trophies.

Tinker basic metal implement repair, knife grinding.

Toymaker design and construction of puppets, dolls and simple mechanical toys.

Undertaker / embalmer funeral preparation and celebration, body preservation and reconstruction, mixing embalming fluids.

Vintner manufacture of wine, sherry, port, brandy and other fermented or distilled beverages, creating new recipes.

32.2 Benefits

An artisan becomes increasingly more effective at their skill as their rank increases. An artisan may always work at an effective Rank lower than their true rank. Standard items, as shown on the DQ Equipment List, are manufactured with an effective Rank of 0. The artisan creating the item may have had a higher rank than this, but the skill used was elementary. Generally, work produced at a higher effective Rank will appear better, be more aesthetically pleasing, be more durable, taste better, or result in a higher yield, as appropriate.

Applicable chance	base	+1% / Rank applied
Applicable characteristic	charac-	+ 1 / 5 full Ranks applied
Difficulty modifier		-0.5 / 5 full Ranks applied
Yield	+5% / Rank applied	

These effects are not cumulative, but the effective Rank used may be spread between these aspects. The benefits of the improved quality will only accrue if the skill (or item created) is used correctly and in appropriate circumstances.

Example A seamstress with Rank 8 in her skill creates a ball gown at an effective Rank of 8 for a courtesan. She must make the gown out of very high quality cloth (of an appropriate

type) and can either create a gown which confers +8% on reaction rolls or one that gives +1 PB and +3% on reaction rolls, provided that the courtesan wears it both correctly and in a situation for which it was designed.

Example A carpenter with Rank 7 may build a door (to resist the gentle ministrations of adventurers) that either reduces their chance of kicking it down by 7% or is half a difficulty factor harder to kick in and further reduces their chances by 2%.

Example A fisher with Rank 10 may catch 150% ($100 + (\text{Rank } 10 \times 5\%)$) of the normal amount of fish, in a day's fishing.

No more than one artisan bonus may applied to a specific Base Chance or Difficulty Modifier, be gained to any one characteristic, or be added to a Yield. If there is a conflict the better of the bonuses may be employed.

Example If the courtesan in the example above were to wear her Rank 8 (+1 PB, +3%)

ballgown in conjunction with a tiara she had made at Rank 5 that also grants +1 PB, she would still only gain +1 to PB.

If the skill (or item created) is used incorrectly or in inappropriate circumstances then no bonus will be gained and negative modifiers may apply.

32.3 Time & Cost

The time and cost for an artisan to perform their skill is dependent on the effective Rank used and the Base Time required for that skill.

The time required is: $(\text{Base Time} \times ((\text{effective Rank} / 2) + 1))$.

Example If the base time to make a Rank 0 ball gown is 1 week, then an Rank 7 one will take $1 \text{ week} \times ((7 / 2) + 1) = 4.5 \text{ weeks}$. The Cost is $(80\% \text{ of Base Cost} \times (\text{effective Rank} + 1))$ silver pennies. Note: This is the cost to the artisan, not the sale price.

Exceptions

Those Ranks used to gain extra yield do not count in the time calculation. Also, half of any Ranks possessed by the artisan above the rank being used may be subtracted from the effective Rank in the time calculation, to a minimum of the base time.

32.4 Artisan as Merchant

An artisan is treated as a merchant of half their Rank (rounded down) when attempting to buy or value equipment or materials with which someone with their skill would be familiar.

32.5 Requirements

An artisan will usually require a workshop, or at least a toolkit to perform their skill properly. The cost of tools and basic materials will vary, but will usually be $(100 + (50 \times \text{Rank}))$ silver pennies. An artisan may not perform their skill at a higher rank than that of their workshop or tool kit.

33 Assassin (Ver 1.0)

Assassin is not a skill which should be carelessly chosen, as the skill is not looked upon with great favour by members of society (at least until they need one). Assassins will vary in philosophy and methods; they may be cold-hearted but not necessarily evil. The GM must allow assassins to practice their art as they wish, and this may result in solo adventures.

33.1 Restrictions

An assassin must be able to use the sap or garotte at a minimum of Rank 1 before advancing past Rank 2.

33.2 Benefits

An assassin is trained in using envenomed weapons.

An Assassin may envenom weapons and use them in combat without making the $3 \times \text{MD}$ check required by others (§6.13 Envenomed Weapons).

An assassin increases their chance of causing a Grievous Injury as their Rank increases.

If the assassin is attacking in a surprise situation, their chance of causing a Grievous Injury is increased by 2% per Rank. If an assassin attacks a victim through a rear hexside during combat, their chance of causing a Grievous Injury is increased by 1% per Rank. If an assassin attacks a victim through a front hexside during combat, their chance of causing a Grievous In-

jury is increased by 1% per three full Ranks. An assassin does not gain the above bonuses when engaging in Ranged Combat.

An assassin may gain information from a victim through torture.

The assassin must torture their victim for a period equal to $(\text{Victim's Willpower} / \text{Assassin's Rank})$ hours to try to gain an important secret. The assassin's chance of forcing the victim to reveal the secret is $(10 \times \text{Assassin's Rank} - 4 \times \text{Victim's Willpower})\%$. If the GM's roll on percentile dice is equal to or less than the success percentage, the assassin gains the exact information they require. If the assassin fails to gain the desired information, they may try another torture attempt. A victim can withstand a number of torture attempts equal to one-fifth their Endurance (round down) before they die.

If the information an assassin seeks is not of great importance to the victim, the GM should decrease the time required to gain it and increase the assassin's success chance appropriately.

An assassin is trained to improve their memory.

Whenever an assassin wishes to recall the details of a place or routine they have surveyed, the GM rolls percentile dice. If the roll is equal to or less than $(5 \times \text{Perception} + 2 \times \text{Rank})$, the assassin has a perfect memory of the place or routine. If the roll is greater than the assas-

sin's success percentage, the GM should include more and more erroneous information into their description as the roll approaches 100.

The GM may decrease the success percentage for difficult feats of memory.

An assassin is able to buy poisons, distilled venoms and acids at cost (i.e. no mark-up) from an alchemist.

An assassin inflicts increased damage on their target when attacking through a rear hexside in Melee Combat.

Increase the damage caused by a blow from an assassin by 1 per Rank when they strike their target through a rear hex in Melee Combat.

An assassin increases their chance of knocking out a target.

An assassin may attempt to automatically knockout a target when using a sap. They must make a successful strike while attacking from behind or surprise against an unhelmeted opponent.

In addition their chance of knocking out a target (see §6.9) with a sap is increased by 2% for each Rank they have achieved in assassin.

An assassin increases their chance of performing any action involving stealth.

An assassin increases stealth (see §29.4) by 2% per Rank.

34 Astrologer (Ver 1.0)

The celestial bodies have a definite, if not entirely understood, effect upon the lives of the inhabitants of a DragonQuest world. These Great Powers seem to impose predestination upon all but the strongwilled, and determine the aspect of each being. The Sun, the Moon, and the Planets regularly cause perturbations in the flow of mana; the mighty Stars affect a world across the vast reaches of space by their positions relative to it. The study of the purpose and method of the Powers is the science of astrology.

An astrologer's main talent is a limited ability to predict and shape the future. An astrologer will be able to make clear, general assertions, but will only be able to give obscure clues when asked for specific details.

34.1 Restrictions

An astrologer must be able to read and write in one language at Rank 8 if they wish to advance beyond Rank 0.

An astrologer may not make a general prediction or ask a specific question concerning only themselves.

One must consult another astrologer in these weighty matters.

An astrologer may only try once to answer a particular question or to forecast the outcome of an event.

Once an astrologer has made a reading (i.e. a determination about the future), they may not seek to change or influence the reading through their art. Other astrologers who attempt to read the same future will receive the same information that the first astrologer did. A second astrologer may, however, receive some clarification about the first's reading.

The results of a reading will affect the pertinent course of events.

The GM is expected to modify the outcome of an adventure or happening in their world to

conform with a determination made by an astrologer or by an astrologer at the behest of a character. The determination does not preclude the characters' actions from affecting the outcome of the adventure or event: to the contrary, the GM must interpret the reading as they see fit, and alter a few of the random dice-rolls engendered by the characters' actions accordingly.

A prophecy cannot be avoided by the affected character(s) changing their plans. The doom (which may be good) will follow them to the undertaking they substitute for that which was predicted. However, if a character asks a specific question predicated upon a given action, the prophecy need not come to pass unless and until that action is taken.

34.2 Benefits

An astrologer's Rank determines how many beings they can directly affect with a single prediction.

A being is directly affected by an astrologer's art when the GM modifies the result of an action taken by the being due to a prophecy.

An astrologer can directly affect up to $(5 + 10 \times \text{Rank})$ beings with a single prophecy. If an astrologer attempts a prediction which would directly affect more beings than their Rank allows, they receive no answer.

An astrologer may make (and possibly modify) a general prediction during a reading.

When an astrologer wishes to make a general prediction about a particular venture or being, the player (or the GM) actually uses a divinatory technique at their disposal. Such a technique could be reading the tarot, casting the I Ching, or any mutually agreed upon method.

The result of the divination becomes the astrologer's prediction. If the astrologer does not wish to make the prediction, they may immedi-

ately attempt to change it. The GM rolls percentile dice, and if the roll is less than or equal to $(5 \times \text{Willpower} + 4 \times \text{Rank} - 30)$, the astrologer makes a second divination (which may not be changed). If the roll is greater than the success percentage, the astrologer is stuck with their first prediction.

An astrologer may seek to answer up to Rank specific questions per month.

When a being poses a specific question to an astrologer willing to attempt an answer, the GM rolls percentile dice. If the roll is equal to or less than $(6 \times \text{Rank} + 4 \times \text{Perception})$, the astrologer is able to give a correct answer. If the roll is greater than the success percentage, they mutter meaningless gibberish.

All answers given to specific questions must be, at the very least, obscure. The GM may respond with cryptic poetry, much like the Oracle at Delphi, or may choose to have the astrologer supply a riddle (though the Player of the astrologer does not know the answer themselves).

An astrologer can determine the aspect of a being after observing them.

After an astrologer has spent $(60 - \text{Rank})$ consecutive minutes observing a being, the GM informs the astrologer of the being's aspect.

An astrologer expends Fatigue points when practicing their art.

Action	Fatigue
Make general prediction	10
Try to change general prediction	10
Try to answer specific question	17
Determine being's aspect	5

35 Beast Master (Ver 1.1)

A loyal animal or monster is likely to serve its master far better than adventuring comrades ever will. A beast master is one who trains these creatures to obedience. They take a wild animal and, from an adversarial relationship, develop a rapport with it. They train young animals from birth until they heed their every command. A beast master will, in almost all cases, become very fond of animals. They will defend them against wanton cruelty and slaughter, and will treat their personal charges as family.

A beast master will encounter three kinds of animals: the easily domesticated (such as the horse), the naturally wild (such as the pegasus) and the intelligent or rebellious creature (such as the unicorn). The latter can never be steadfastly loyal to the beast master; such creatures always have at least a subconscious desire to escape. A beast master can be a slaver if they specialise in training humanoids.

35.1 Restrictions

A beast master must have at least 15 Willpower.

A beast master will normally use their skill to train or domesticate animals for their own use. Animals which spend their lives with a beast master and are trained by them will be loyal to their master and serve and protect them as much as possible. If necessary, an animal can be trained to temporarily serve another master (if one week of mutual training is undergone), but the animal will always obey the original master before any new one.

If a beast master's Rank is 5 or greater, they may train animals for other people. The being who is acquiring the trained creature must spend $(12 - \text{Rank})$ weeks before it will accept them as its new master, during which the beast master must be present at least one day per week. The creature will heed the beast master's commands before those of its new owner for as many years as the beast master's Rank at the time the creature's ownership is transferred.

A beast master of any Rank may domesticate, rather than train, animals. Such animals can be commanded by any other person, but will tend to wander off or revert to their wild state if not supervised, tied up, or stabled. Note that

horses and dogs, the most common domestic animals, are governed by this rule.

35.2 Benefits

A beast master acquires the ability to train one type of animal or monster at Ranks 0, 5 and 10.

A beast master may acquire the ability to train additional types of creatures without increasing in rank by spending 5,000 Experience Points and 4 weeks training per type. These costs are discounted by 25% if the beast master has reached rank 8, or by 50% if they have reached rank 10.

A type consists of all creatures listed within one subsection of the bestiary (e.g. avians). A beast master may choose, instead, all creatures subsumed under a single animal family (e.g. canines).

A beast master must spend $(12 - \text{Rank})$ months to train an animal or monster, or a like number of weeks to domesticate one.

Creature to be trained is	Time
Easily domesticated	$\times 0.5$
Naturally wild	$\times 1.0$
Intelligent or rebellious	$\times 3.0$
Raised by beast master from adolescence	$\times 0.5$
Domesticated by another beast master	$\times 1.0$
Caught in wilderness	$\times 1.5$

The unmodified number of months required is multiplied by all applicable modifiers. The time to train a monster or animal is always dependent on the beast master's Rank when they begin the process. Any increases in Rank during the training or domestication period have no effect on the time required.

Loyalty Checks

A trained animal or monster must make a loyalty check whenever it recognises that its master is endangering it, or whenever its master commands an action that runs counter to its instincts. Whenever a loyalty check is required, the GM rolls percentile dice. The base chance is $2 \times \text{beast master's WP} + (4 \times \text{Rank if the creature is intelligent or rebellious, } 6 \times \text{Rank if the creature is naturally wild, and } 8 \times \text{Rank$

if the creature is easily domesticated). If the owner is not a beast master, use their WP and the Rank of the beast master when they trained the creature. If the roll is less than or equal to this success percentage, the trained creature will do as its master commands. If the roll is greater than the success percentage, the creature's reactions will range from balking to fleeing to turning on its master, as the roll increases (GM's discretion).

A domesticated creature must make a loyalty check if the circumstances described above arise. The GM rolls D100. If the resulting number is less than or equal to current master's WP + beast master's Rank, the domesticated creature will perform the action. If the roll is greater than the success percentage, but less than or equal to twice that percentage, the creature will balk. If the roll is greater than two times the success percentage, but less than three times that percentage, the creature will take flight. If the roll is greater than three times the success percentage, the creature will turn on its master. A roll of 100 always indicates that a domesticated creature turns on its master. A roll of 96 through 99 indicates that the creature takes flight if the success percentage is 47 or greater.

A beast master who intimidates their animals adds one to their Rank when calculating training or domestication time, but the GM adds 10 to any loyalty check dice-roll for one of their animals.

A beast master may train or domesticate as many creatures as their Rank at one time.

All creatures being trained or domesticated concurrently must be of the same type.

35.3 Cost

A beast master must pay 100 Silver Pennies per creature trained and 25 Silver Pennies per creature domesticated.

They may halve the cost for upkeep of creatures if they build a stable. A horse-sized stable costs $(500 + 150 \times \text{Stalls})$ Silver Pennies to construct, and costs (Stalls) Silver Pennies for repairs after the first year.

36 Courtier (Ver 2.1)

A courtier may be an attendant at and frequenter of courts and palaces, or merely a most civilised student of polished and refined manners. Courtiers learn to survive in the Machiavellian political situation prevalent in most courts and places of high estate, and to be obsequious and intimidating by turns. They may learn musical or creative skills to enhance their status, and may indulge in manipulation and seduction.

36.1 Restrictions

A courtier pays 10% more EP to increase their rank if:

- their AG is less than 12,
- their PB is less than 15.

A courtier pays 10% less EP to increase their rank if:

- their AG is more than 22,
- their PB is more than 20.

All modifiers are cumulative.

36.2 Benefits

A courtier gains 2 abilities at Rank 0, and 1 further ability per Rank. All abilities are usually performed at the overall Rank of the courtier. However, a courtier may choose to specialise. If, upon gaining a new Rank (or an additional ability without increasing in rank), the courtier wishes to forego gaining a new ability, they may specialise in one of the abilities that they already possess. That ability then operates at (courtier's Rank + 1), maximum 10. A courtier may specialise more than once with the same ability, gaining Rank + 2, Rank + 3, etc.

Additional abilities may be gained without increasing in rank by the expenditure of 1,000 Experience Points and 4 weeks of training per ability. These costs are discounted by 25% if the courtier has reached rank 8, or by 50% if they have reached rank 10.

Individual Base Chances are not provided for the various courtier skills; rather, there is a generic Base Chance of $3 \times$ appropriate characteristic (+ 5 / Rank), modified by the GM to reflect the difficulty of the feat being attempted.

The abilities available to a courtier are:

Bureaucracy an understanding of organisations and hierarchies, how to get information, which wheels to oil, and which palms to grease.

Carousing the ability to socialise informally with persons of all social classes, without being seen as an outsider. Also includes the ability to drink considerably less than most observers would think.

Compose Music the ability to create musical works, using instruments that the composer is familiar with.

Dress sense the knowledge of what to wear, how to wear it, and when. This skill includes dressing formally, seductively, or ridiculously, as the occasion and culture require. Also includes what cosmetics and scents to wear, what accessories, and even when to not wear things.

Entertaining the ability to organise events, ranging from intimate parties, to state dinners, grand fetes, and balls. The courtier may supervise caterers, and menials, arrange the entertainments, and will know whom not to seat next to the Duke.

Etiquette the knowledge of what to do, how to do it, and when. This skill includes courtly graces, correct forms of address, and which fork to use for the fish. Etiquette must be learnt separately for different cultures.

Formal dance a good grounding in formal courtly dances, particularly suitable for fetes and balls.

Gaming an understanding of the rules of such recreational pursuits as backgammon, chess, go, fox-and-geese, nine-mens-morris, and tafl, as well as various card and dice games.

Hunting & Hawking a familiarity with the practice and styles of falconry, riding to hounds, and similar courtly sports.

Intimidation the ability to rule subordinates through terror, and knowing character flaws and weaknesses. Also includes a good general grounding in methods of personal manipulation, such as blackmail.

Oratory presenting a point of view or a set of information in a formal and forceful manner,

to an audience. Includes rhetoric and declamation, and also the ability to handle interjection and questioning.

Play an instrument the ability to play one musical instrument; the music taught will tend to be mostly formal and structured. This ability may be taken several times with different instruments. A courtier can usually play similar instruments to the ones they have chosen at (Rank / 2). A Singer is one who selects Voice as their instrument.

Poetry creating poetry, often of formal and highly complex structure.

Seduction see below.

Simulate emotions the ability to keep careful check on the emotions being displayed, so as to deny observers information (such as when playing poker), or to give false information (feigned surprise, apparent pleasure).

36.3 Seduction

Whilst seduction may be used to entice an entity who is compatible with the seducer into a sexual relationship, it may also be used to create a sense of friendship and trust, even with a being not sexually compatible with the seducer. The skill mostly consists of flattery and gentle coaxing, and a seducer will greatly benefit from being skilled at etiquette, dress sense, dance, playing music, or whatever is appropriate to the type of seduction undertaken. Seduction is not a rapid skill, requiring hours or even days to achieve the desired result.

Often there is no skill check made since the GM will decide the results of the seduction based on the character's Rank and the way the Player describes the attempted seduction. If a Base Chance is used, it is seducer's PB (+ 10 / Rank), modified by the GM to reflect the difficulty of the seduction. If the attempt succeeds the seduction is generally successful. If the attempt fails but is close to the Base Chance the seduction may be attempted again, at a later time. A particularly high roll indicates that the target is unimpressed or repulsed by the seducer. Player Characters are not bound by the result of seduction attempted on them, but the GM should give them strong hints as to how their character feels about the seducer.

37 Healer (Ver 1.4)

The healer skill is pseudo-magical and healers are able to cure all physical ills and perform miracles. It is a highly skilled profession and healers are not common. However their existence means the health and life span of people in the DQ world are considerably better than their medieval counterparts.

A healer's empathy often gives them a distaste for causing pain to others.

A healer will charge whatever their client can afford for their lower Ranked abilities. The charge for a miracle (the performance of an ability Rank 8 or greater) will normally exceed 2000 Silver Pennies.

For the purposes of the Healer skill, an entity's body parts are the head, torso, and each limb. Vital Organs are the heart, stomach, viscera (liver, small and large intestines and kidneys), genitalia, brain, and eyes.

A healer may also use their abilities upon animals which they have Beastmaster (§35) familiarity. However non-sentients cannot be resurrected.

The section §4 Health and Fitness details the effects of injury and illness on patients.

Field Operations

Once a healer begins work on curing a patient the condition of the patient is "stabilised" while that curing is continuing. This means that no Endurance or Fatigue loss will occur for the condition that is being cured. Other afflictions will be unaffected. After each healing attempt a pulse effectively passes prior to any other attempt beginning.

Potions & Unconscious Patients

An entity cannot drink a healing potion when they are unconscious or below zero endurance but one can be massaged down their throat. The chance of doing this is equal to the Manual Dexterity + Perception of the person administering the potion, or if a healer, 90 + Healer Rank. If successful then D10 per 10 points of the healing potion's curing (round down) will be received. If the person fails the roll, the potion is wasted, but no harmful effects occur to the patient.

37.1 Benefits

A healer gains specific abilities at each Rank as per the following table:

0. Empathy, Ranged Empathy (optional)
1. Cure Infection, Disease, Headaches, Fever
2. Soothe Pain, Prolong Life
3. Heal Endurance, Transfer Fatigue
4. Neutralise Poison, Cure Burns and Repair Scars
5. Repair Muscle, Preserve Dead
6. Repair Bones
7. Repair Tissues and Organs
8. Resurrect the Dead
9. Regenerate Limbs and Joints

10. Regenerate Trunk, Head and Vital Organs

NB. A healer must choose at Rank 0 whether or not to learn Ranged Empathy.

37.2 Restrictions

A healer must expend as many Fatigue Points as the Rank at which they acquired the ability they are using (except Empathy, Ranged Empathy).

A healer may use any of their abilities (with the exception of resurrection) upon themselves.

A healer must "lay hands" (place their hands) on an entity on whom they are to use any of their abilities (except Ranged Empathy).

A healer has the following modifications to their combat strike chances:

Tactile Empathy (only):

- | | |
|--------------|----------------------------|
| -1 / 2 Ranks | Close Combat strike chance |
| -1 / 5 Ranks | Melee Combat strike chance |

Ranged Empathy:

- | | |
|--------------|----------------------------|
| -1 / Rank | Close Combat strike chance |
| -1 / 2 Ranks | Melee Combat strike chance |

37.3 Ability Descriptions

Empathy

Base Chance: automatic

Time: 5 seconds

When a healer lays on hands they immediately invoke empathy.

A healer uses empathy to identify which of the healing abilities is required to heal the patient.

The healer automatically detects the surface emotions of the entity being healed. An entity's surface emotions are those which currently occupy their conscious mind. The GM informs the healer of the general feelings of the being with which they have empathy.

Ranged Empathy

Base Chance: Perception + 10 / Rank

Time: 5 seconds

If the healer has learnt Ranged empathy they may attempt to detect the surface emotions of an entity no more than (2 × Rank) feet away from them at a cost of 1 Fatigue Point. If the entity actively resists then subtract twice the target's Willpower from this success chance.

Cure Infection, Disease, Headaches and Fever

Base Chance: 15 × Rank + Patient's Endurance

Time: 30 minutes - 2 / Rank

A healer neutralises poisons and cures fevers and diseases in much the same manner that medicines and antidotes (see §30.2) do.

If the healing attempt is unsuccessful the patient subtracts 10 from their next die roll to see if they naturally recover from their affliction.

Soothe Pain

Base Chance: 90 + Rank

Time: 60 seconds - 5 / Rank

Duration: Rank squared hours

When a healer uses their soothe pain ability, they numb their patient's nervous system so that it will not transmit pain sensations to their brain. The ability also has a soporific effect upon the patient, so that they will not inadvertently injure themselves while unable to distinguish hurtful actions. The GM may, at their discretion, permit the healer to use this ability as if they had fed or injected their patient with a local or general anaesthetic, tranquilliser, etc.

Prolong Life

Base Chance: 90 + Rank

Time: 60 seconds - 5 / Rank

When a healer uses the prolong life ability add D10 × (Healer's Rank + Patient's Endurance) days to the life of their patient. A patient's life may not be prolonged to over three times their natural life. An entity with a prolonged life has a reduced chance of resurrection.

Heal Endurance and Transfer Fatigue

Base Chance: 90 + Rank

Time: 11 minutes - 1 / Rank

Heal Endurance will cure the patient of [D + Rank - 5] Endurance points. It will not heal damage associated with a specific grievous injury.

When a healer transfers fatigue the patient gains one Fatigue point for each point the healer expends (above the fatigue cost to use the ability).

An entity may never have more Fatigue or Endurance Points than the value of the relevant characteristic and excess points cured have no effect upon the patient.

Neutralise Poison

Base Chance: 90 + Rank (natural) or 50 - 5 × difference in Rank (synthetic)

Time: 5 seconds

A healer may neutralise the effects of a natural venom or the effects of a synthetic poison created by an alchemist of equal or lesser Rank. If a synthetic poison is produced by an alchemist of greater Rank they must roll the second Base Chance above.

Cure Burns and Repair Scars

Base Chance: 90 + Rank

Time: 30 minutes - 2 / Rank

A healer may immediately halt ongoing burning damage, and prevent scarring from a fresh burn. They may also reduce the effects of old scars; minor scars can be completely removed, but major scars would take (2 × PB Modifier) successful cures to be removed.

Repair Damage

Base Chance: 90 + Rank

Time: 50 hours - 3 / Rank

A healer may repair torn, damaged, or broken muscles, bone, tissues and organs. Generally these abilities will be used to repair the effects of Grievous Injuries.

A Healer may repair all injuries to one body part at the same time. To use Repair, a body part

must be mostly intact and no more than half damaged. Regeneration is required for more significant healing.

A healer can act as a cosmetic surgeon. First, they sedate their patient with the soothe pain ability. They then slice and reshape the skin, muscles, and bones which are deemed unsightly, and make them whole with the appropriate repair ability. Unless the healer has also learnt regeneration, it is best that they work with a partner.

Preserve Dead

Base Chance: 90 + Rank
Time: 60 minutes - 5 / Rank

A healer can suspend the time limit on resurrection by preserving the dead body of a being. Each time a healer uses the preserve dead ability, the body will not "age" for a number of days equal to the healer's Rank. This ability may be repeated by the same healer on the same body.

Reattach Body Parts

Base Chance: 90 + Rank
Time: 30 minutes - 2 / Rank

A Healer able to Repair Muscle may reattach a severed body part. The reattached body part may be Repaired to full functionality provided the wound meets the requirements of repair and it was severed for no more than Rank minutes. Or it may be Regenerated to full functionality provided it was severed for no more than Rank hours.

Resurrection

Time: 60 minutes - 5 / Rank
Base Chance: Patient's Endurance + 8 / Rank, minimum = Rank & maximum = 90 + Rank regardless of the total modifiers

Base Chance Modifiers:

Healer is life aspected	+5
Patient is life aspected	+5
Healer is death aspected	-5
Patient is death aspected	-5
Per year (or fraction) the patient's life has been prolonged	-1
Per day of regeneration it would normally require to make the body whole	-1
Body is whole but has suffered Damage points equal to or greater than twice its Endurance (including after death damage)	-10
Per unsuccessful resurrection attempt since patient died	-10

A resurrection will cure the body of all ills and damage done to it provided that Rank 8 healing or below would have been sufficient had the patient been alive. For example, poison and non-specific wounds will be cured automatically.

If the resurrection is successful, the patient is resurrected with their body whole. Their Endurance characteristic is decreased by one, although all of their other characteristics remain as before they died.

After a resurrection the patient will have 1 Endurance point and 0 Fatigue. The Endurance is considered to be grievous damage and the Fatigue loss is deemed to be due to tiredness. This means that the Fatigue loss may only be recovered by sleep, rest, hot meals or some form of fatigue transfer and the Endurance loss may be cured by a healer, magic, or by letting the body heal itself naturally.

If the resurrection is unsuccessful the patient is not resurrected and their Endurance characteristic is decreased by one. The body is preserved for one full day after the attempt. When an entity's Endurance is reduced to zero or less, that entity may no longer be resurrected.

If the roll for resurrection is equal to or greater than (90 + Rank), the healer has summoned a malignant spirit, rather than the patient's life force. The spirit will drain the healer's Endurance characteristic by [D - 5]. The spirit will then return to the netherworld.

Restrictions:

- A healer may attempt the resurrection of an entity who is less than 10 × Rank hours dead.
- A healer must have a body part at least the size of a torso to attempt the resurrection of an entity. A healer will not succeed if they attempt the resurrection of a living being from a severed body part (there is only one life force). If a body is completely destroyed (perhaps burned), which prevents the resurrection of the entity, the entity may become a revenant.
- If the patient has wounds that require regeneration (Rank 9 or 10) healing, these need to be healed separately.
- Most vital organs will need to be healed prior to the resurrection otherwise the body will die again immediately (the notable exception being the eyes).
- The healer need not know what the patient

looked like since the healing of the body is governed by its own characteristics. Hence any changes that had been made to the body (for example facial changes or embedding of items) will be gone after the resurrection.

- A player may take no action with their character's dead body.
- In rare instances a healer may be able to resurrect a life force into a different body. The resurrected entity has the physical characteristics of the new body and the mental characteristics from the life force. It will take some months for the entity to get used to the new body and this will affect base chances of physical abilities. The GM will advise the specifics.
- A body that has been animated (e.g. Zombie) may still be resurrected provided it is no longer animated and all the other conditions have been met (for example length of death, condition, etc.). Note that the Healer Preserve Dead will not affect Zombies.

Regeneration

Base Chance: 90 + Rank
Time: 50 hours - 3 / Rank (refer below)

A healer can regenerate every portion of an entity's body including vital organs and severely damaged or severed body parts. A healer must regenerate each vital organ or body part separately.

Regeneration will regenerate [Healer Rank] percent of a missing body part or vital organ per day costing the target [Healer Rank] FT per day. A Healer must initiate the Regeneration of a body part or vital organ, the regeneration will then continue unattended until the regrowth is complete or the healing area sustains further significant damage.

Aregenerated vital organ will immediately begin to function if enough of the rest of the entity's body is in working order. Otherwise, the vital organ will be dormant until the healer can repair or regenerate the necessary body parts. The regeneration time does not need to be consecutive, but the damaged part will not function nor continue growing until the regeneration time is complete.

37.4 Potions

A healer can manufacture certain potions in conjunction with an alchemist. See Alchemist (§30.2) for more details.

37.5 Healer Summary Chart

Ability	Base Chance	Time
Empathy	Automatic	5 seconds
Ranged Empathy	PC + 10 / Rank	5 seconds
Cure Infection, Disease, Headaches & Fever	$(15 \times \text{Rank}) + \text{Patient's EN}$	30 minutes - 2 / Rank
Soothe Pain	90 + Rank	60 seconds - 5 / Rank
Prolong Life	90 + Rank	60 seconds - 5 / Rank
Heal Endurance	90 + Rank	11 minutes - 1 / Rank
Transfer Fatigue	90 + Rank	11 minutes - 1 / Rank
Neutralise Poison	90 + Rank or $50 - 5 \times \text{difference in Rank}$	5 seconds
Cure Burns and Repair Scars	90 + Rank	30 minutes - 2 / Rank
Repair Muscle, Bones, Tissues and Organs	90 + Rank	50 hours - 3 / Rank
Preserve Dead	90 + Rank	60 minutes - 5 / Rank
Reattach Body Parts	90 + Rank	30 minutes - 2 / Rank
Resurrection	special	60 minutes - 5 / Rank
Regeneration	90 + Rank	1 week

38 Herbalist (Ver 1.1)

Herbalism is an old profession, and herbalists of varying quality can be found throughout the land. Whilst most of the magical power of this skill is derived from the herbs themselves, herbalists will have quasi-magical abilities to derive the greatest benefit from the herb. To some extent the ranger's healing herbs are a simple aspect of the herbalist's skill. Through the use of special herbal mixtures the herbalist can mimic some of the abilities of other skills, in particular those of the healer and of the alchemist. In general a herbalist cannot perform their skills at short notice since the number of herbs and preparations required to meet all needs would be too large to carry, and many preparations have a limited life. But given enough time a competent herbalist can usually find and prepare a herbal mixture to deal with most problems.

A herbalist may make some potions in advance but these potions will only last for a limited time. Potions are always roughly a quarter of a pint per dose and weigh, with their container, ½ pound. Salves with their container weigh ¼ pound. A herbalist may make up to Rank / 3 (round up) batches (a single batch may produce multiple doses if enough herbs are used) of potion or salve simultaneously. Should they attempt to make more potions at once then there is a 50% chance for each extra batch that all potions being made will fail. Should the batches being made fail there is a further 30% chance that some form of accident will occur (GM's discretion). While the herbalist is producing potions to their full capacity no other actions are permitted, but if the herbalist is working at less than full capacity then they can interrupt their work for training, meeting visitors etc., providing they tend the potions at least every hour.

38.1 Herbs

Locate and Identify Herbs

A herbalist will learn how to locate and identify herbs and spices growing in any terrain. Their chance of finding fresh herbs suitable for performing a given skill is (Perception × 2 + Rank × 15 - 10 × the minimal rank at which they would be able to perform that skill) + the following modifiers

Rarity

common	0
uncommon	-20
rare	-70
very rare	-100

Season

spring	-20
summer	-5
autumn	0
winter	-25

Search Area

Less than ¼ of a square mile (roughly 1 hour of searching per ¼ of a square mile)	-30
Between ¼ and ½ square miles	-20
Between ½ and 1 square mile	-10
Between 1 and 1½ square miles	+0
Over 1½ square miles	+10
each subsequent hour or ¼ square mile	+5

Other

For rare and very rare herbs, area is high mana	+25
Area is wilderness	+10
Area is settled	-15
Area is civilised	-30
For each rank of ranger skill	+1
or for each rank of ranger skill if the environment is the ranger's specialty as per rule §45.2	+2

In some environments (for example off plane or tropical jungle) the GM may choose to add extra modifiers. Also some environments are simply unsuited to plant growth and a herbalist will not be able to find herbs.

The herbalist must state that they are looking for herbs required for a particular ability before setting out to search. If the herbalist then rolls over their modified chance, they will find no useful herbs. A herbalist may search the same area a number of times, providing that they search for herbs required for a different ability each time.

Common and uncommon herbs may be found in quantities larger than a single dose depending on conditions, but it would be rare to find sufficient for more than three or four doses at once.

In general, rare and very rare herbs are found in small quantities sufficient for a single application, and these magical herbs are more frequently found associated with places of mana.

After harvesting herbs there, the herbalist cannot return at a later date to harvest more, since the original harvest will almost certainly kill the plant. If the herbalist does not harvest the herbs and returns at a later time to harvest the herbs, there is a 5% cumulative chance per days delay that the herb will have died or been consumed.

A herbalist may always successfully identify herbs (in fresh or prepared form) used in abilities which the herbalist can perform. If the herbalist does not have the ability for which the herbs are used they still have a Perception + 5% / Rank chance of knowing what the herb is used for providing that the herb is the usual one used for that ability, and not one of the rarer substitutes.

If the herbalist is so far from the environment in which they learned their skill (for example off plane) that the plants and herbs are unknown, then they will not know what abilities the unknown herbs could be used for.

Herbal Garden

A herbalist may establish a garden where common and uncommon herbs and spices are grown. Such a garden will require tending by a herbalist for 1 week every month. If left untended for 2 months uncommon plants will die or be overgrown and if left untended for 6 or more months such a garden will be only as fruitful as wilderness (see above) for finding herbs.

Preserving Herbs

A herbalist will learn how to preserve herbs and spices and how to prepare them for maximum efficacy. Such preparation is simple and will only take a few minutes. Only common herbs will last for any length of time. For common herbs preservation is Rank / 2 months, for uncommon herbs Rank /

3 weeks, for rare herbs Rank / 2 days and for very rare herbs Rank × 2 hours. The herbs will last at full efficacy for the time indicated but after that time will decay at a rate proportional to the time of preservation.

38.2 Benefits

A herbalist gains specific abilities at each Rank as per the following table:

0. Herbs, Cooking

1. Restorative Meal; Cure Infections, Headaches and Fevers; Relaxation Tea
2. Cure warts, boils and pimples; Healing Sleep; Sleep Draught; Animal Perfume; Mild Poison
3. Enhance Endurance Healing; Fertility Brew
4. Cure Disease; Sentient Perfume; Strong Poison
5. Enhance Organ Healing
6. Enhance Bone Healing; Hallucination Libation; Fantastical Perfume; Multi-part Deadly Poison
7. Enhance Characteristic Potion; Spirit Travel
8. –
9. Restore Life

38.3 Cooking

A herbalist, should they choose to take the artisan cooking skill, gains a reduction of 25% to their experience for ranking that artisan skill. In addition they will be able to use their knowledge of herbs to enhance their cooking skill and prepare an invigorating broth. As their rank increases a herbalist who is also an artisan Cook, or acting in concert with an artisan Cook, will be able to prepare superb food, providing there are sufficient ingredients, common herbs and spices available. Even with limited ingredients a herbalist will enhance the art of preparing enjoyable food.

Restorative Meal or Broth

At Rank 1 and above the herbalist may include common herbs that will turn a normal hot meal into an invigorating restorative meal (capable of restoring fatigue loss due to damage or spell use) that will add $2 + (\text{Rank} / 4, \text{round up})$ lost fatigue points, or the herbalist may make a broth or tea that will restore $1 + (\text{Rank} / 2, \text{round up})$ fatigue points. The restorative meal or the broth/tea replace a normal hot meal and if taken in addition to a hot meal no extra fatigue will be restored. Like a hot meal, the restorative meal or the broth / tea can be taken once every 4 hours.

38.4 Healing

A herbalist will be able to prepare herbal mixtures, and salves that will heal, or enhance the normal healing processes.

Cure Infections, Headaches and Fevers

At Rank 1 a herbalist may prepare, using common herbs, antiseptic salves that will disinfect wounds and cure infections, and potions that will cure headaches and fevers. These salves and potions will last Rank months, and it will take 24 hours to prepare Rank / 2 (round up) doses.

Cure Warts, Boils and Pimples

At Rank 2 a herbalist may prepare, using common herbs, salves that will cure warts, boils and pimples. These salves will last Rank months, and it will take 24 hours to prepare Rank / 2 (round up) doses.

Healing Sleep

At Rank 2 a herbalist may prepare, using common herbs, a potion that will cause the drinker to fall into a healing sleep that will heal fatigue or endurance damage at the rate of 4 fatigue per hour or 1 endurance per hour if the sleeper has lost endurance. Note that if the sleeper is recovering endurance they will recover no fatigue. The sleeper can be woken at any time but must sleep at least 4 hours to receive any benefit at all. These potions will last Rank months, and it will take 24 hours to prepare Rank / 3 (round up) doses.

Enhance Endurance Healing

At Rank 3 a herbalist may prepare, using uncommon herbs, healing salves that will enhance the healing time of wounds. Divide the normal rate by their rank. For example a Rank 10 herbalist treating a deep sword cut that would normally take 20 days to heal would cause it to heal in 2 days. This healing will include repair of muscle, ligament, tendon and skin, all without scarring provided the wound is open and the salve can be applied directly to the wound. Note that one preparation of salve will heal one serious wound or a number of minor wounds. If the herbalist uses uncommon herbs these salves will last for Rank days, and it will take 6 hours to prepare Rank / 3 (round up) doses. If the herbalist uses rare herbs these salves will last for Rank weeks, and it will take 12 hours to prepare Rank / 4 (round up) doses.

Cure Disease

At Rank 4 a herbalist may prepare, using uncommon herbs, potions that will cure diseases (note a specific disease will require a specific position). These potions will last for Rank weeks, and it will take 12 hours to prepare Rank / 3 (round up) doses.

Enhance Organ Healing

At Rank 5 a herbalist may prepare, using uncommon herbs, potions that will enhance the healing of bruising and internal injuries to Rank \times the normal rate. If the herbalist uses uncommon herbs these potions will last for Rank days, and it will take 30 minutes to prepare one dose. If the herbalist uses rare herbs then these potions will last for Rank weeks, and it will take 12 hours to prepare Rank / 4 (round up) doses.

Enhance Bone Healing

At Rank 6 a herbalist may prepare, using rare herbs, potions that will enhance the healing of broken bones to Rank \times the normal rate. These potions will last for Rank weeks, and it will take 12 hours to prepare Rank / 5 (round up) doses.

Restore Life Elixir

At Rank 9 a herbalist may prepare, using the very rarest of herbs, a potion that will restore life to a sentient being providing that the being died not more than 12 hours previously or if the body was preserved as per the healer skill within 12 hours of death, and the body is capable of supporting life. Thus the body must be substantially whole (ie no more than an arm or a leg lost) and any fatal wounds (for example sword thrust through the heart) must have the appropriate healing salves or potions applied immediately prior to the restoration of life. After life has been restored, the being will be too weak to move for a number of days equal to the number of hours which they were dead after which they will regain one point of endurance as per the healer skill. This potion will last Rank \times 3 hours and it will take 30 minutes to prepare a single drop, which is then placed on the tongue of the patient to restore life.

38.5 After Natural Rhythms

A herbalist may prepare herbal mixtures that alter the normal rhythms of a sentient being's body.

Relaxation Tea

At Rank 1 a herbalist may prepare, using common herbs, a potion that will reduce tension and promote relaxation. This effect will last for Rank \times 4 hours. This potion will last for Rank weeks, and it will take 24 hours to prepare Rank / 2 (round up) doses.

Sleep Draught

At Rank 2 a herbalist may prepare, using uncommon herbs, a potion that will induce sleep for up to Rank \times 2 hours unless the drinker strongly resists (rolls under $4 \times$ willpower every 10 minutes). This potion will last for Rank weeks, and it will take 24 hours to prepare Rank / 3 (round up) doses.

Fertility Brew

At Rank 3 a herbalist may prepare, using common herbs, a potion that will increase the likelihood of fertilisation by $1 + 1\%$ per Rank for a period of Rank days, or reduce the likelihood of becoming pregnant by $2 + 2\%$ per Rank, for a period of Rank weeks. These potions will last for Rank months, and it will take 24 hours to prepare Rank / 3 (round up) doses. Note these potions will be gender and race specific.

Hallucination Libation

At Rank 6 a herbalist may prepare, using uncommon herbs, a potion that will cause the drinker to hallucinate, unless they roll less than $(2 \times \text{Willpower} - 3 \times \text{herbalist's Rank})$, for up to Rank hours. The herbalist can usually (75% chance) control the extent (i.e. subtle, with only a slight dreamlike character to reality, mild, with reality moderately distorted, or total, with no limits at all) and the general nature (i.e. pleasant or unpleasant) of the hallucination. If the herbalist uses uncommon herbs these potions will last for Rank days, and it will take 6 hours to prepare Rank / 3 (round up) doses. If the herbalist uses rare herbs these potions will last for Rank weeks, and it will take 12 hours to prepare Rank / 4 (round up) doses.

Enhance Characteristic Potion

At Rank 7 a herbalist may prepare, using very rare herbs, a potion that will allow the drinker to enhance any one characteristic by $2 \times (\text{Rank} - 6)$ points. This has a duration of (Rank 6) hours. Only one Herbalist characteristic increasing potion may be in effect on an entity at any one time. There is no reduction of characteristics or sleep period required after the duration of the positive effects — i.e. no down-side. These potions will last for Rank \times 2 weeks, and it will take 48 hours to prepare Rank / 4 (round up) doses.

38.6 Perfumes and Odours

A herbalist may prepare perfumes that will attract or repel animals or sentients. Such perfumes will only mildly modify (plus or minus Rank \times 4% to reaction roll) the reactions of the creature being affected (except that in this case a low roll indicates the degree of repulsion rather than hostility). These perfumes are subtle and only if the being makes the appropriate willpower roll will they consciously notice the perfume.

The perfumes will not change the basic nature of the creature (i.e. no matter how nice you smell a dragon will still kill and eat you, although she may recommend the herbalist to other dragons as a supplier of fine condiments). All perfumes will last (in the bottle) for Rank weeks. Thorough washing will reduce the duration of a perfume by 10 fold. A clean cantrip will remove the perfume.

Animal Perfume

At Rank 2 a herbalist may prepare, using uncommon herbs, a perfume that will attract or repel a given animal, the animal must roll under (WP - herbalist's Rank) to resist the effects

of the perfume. The perfume will continue to act for Rank days once applied. It will take 12 hours to prepare Rank / 3 (round up) doses.

Sentient Perfume

At Rank 4 a herbalist may prepare, using rare herbs, a perfume that will attract or repel a given sentient creature (including character races), the creature must roll under $(2 \times \text{WP} - \text{herbalist's Rank})$ to resist the effects of the perfume. The perfume will continue to act for Rank $\times 3$ hours once applied. It will take 24 hours to prepare Rank / 4 (round up) doses.

Fantastical Perfume

At Rank 6 a herbalist may prepare, using very rare herbs, a perfume that will attract or repel fantastical or magical creatures, the creature must roll under $(3 \times \text{WP} - \text{herbalist's Rank})$ to resist the effects of the perfume. The perfume will continue to act for Rank hours once applied. It will take 48 hours to prepare Rank / 3 (round up) doses.

38.7 Poisons

A herbalist may prepare toxic mixtures of herbs that may harm and ultimately kill animals and sentients that ingest them. All poisons will last (in the bottle) for Rank weeks.

Mild Poison

At Rank 2 a herbalist may prepare, using uncommon herbs, a poison that will cause $[D - 6] + (\text{Rank} / 4, \text{round up})$ damage per minute for

Rank $\times 2$ minutes (damage is applied at the end of each minute). It will take 24 hours to prepare Rank / 3 (round up) doses.

Strong Poison

At Rank 4 a herbalist may prepare, using uncommon herbs, a poison that will cause $[D - 6] + (\text{Rank} / 3, \text{round up})$ damage per pulse, for Rank $\times 2$ pulses. Or using rare herbs a poison that will cause $[D - 3] + (\text{Rank} / 2, \text{round up})$ damage per pulse, for Rank $\times 2$ pulses. If the herbalist uses uncommon herbs it will take 24 hours to prepare Rank / 3 (round up) doses. If the herbalist uses rare herbs it will take 36 hours to prepare Rank / 4 (round up) doses.

Multi-part Deadly Poison

At Rank 6 a herbalist may prepare, using rare herbs, a poison in multiple parts (2 or more) that will cause $[D - 4] + \text{Rank}$ damage per pulse, for Rank pulses. The time between application of first and last part must be no more than 24 hours. Using very rare herbs, the herbalist may prepare a poison that will kill a human sized creature in 3 pulses.

Larger creatures have a percentage chance of dying in proportion to their body size e.g. a creature four times the size of a human has a 25% chance of dying. If the creature does not die then it takes $[D - 4] + \text{Rank}$ damage per pulse, for Rank pulses. It will take 72 hours to prepare Rank / 4 (round up) doses of multi-part poison. It will take 48 hours to prepare Rank / 4 (round

up) doses of instant kill poison.

38.8 Spirit Travel

A herbalist can prepare herbal mixtures that can free the mind from the body.

At Rank 7 a herbalist may prepare, using very rare herbs, a potion that will allow them to separate their spirit from their body and travel in spirit anywhere within 10 miles of the body for up to Rank hours at a cost of 3 endurance points per hour. After such spirit travel the herbalist may regain lost endurance by healing or normal recovery except for 1 point per hour travelled which can only be regained by expenditure of experience (2500 EP per point lost). While in spirit form the herbalist may, move at normal walking or running speed, pass through any solid objects, see as they would normally see (i.e. racial talents apply), hear as they would normally hear, use any talent (including magical), cast any spell that affects only the Adept, and fly at normal walking speed. The spirit form cannot touch nor move any object by non-magical means, nor can it speak. The spirit form is insubstantial and cannot be touched or harmed in any way (magically or physically). The spirit form is unseen but may be detected by Witch-sight as per the spell of Walking Unseen. An entity that loses their last point of endurance as a result of this potion will become a spectre. This potion will last for Rank $\times 2$ days, and it will take 48 hours to prepare Rank / 4 (round up) doses.

39 Languages (Ver 2.1)

The campaign has many languages. Each sentient race usually has one language intrinsic to itself, or more if that race is split into various populations. There is no universal language, but Common is the first language of several nations.

39.1 Restrictions

A language may not be known above its maximum rank. Characters may not speak a tongue for which they do not have the vocal apparatus. Characters may not learn a language without instruction from a source of at least the same rank as that being learnt.

39.2 Structure

Family Each language belongs to one particular Family of intrinsically related tongues (see §39.6).

Group History, geography, and custom all transform languages. Languages with a common history or interaction share the same language Group (see §39.7). A language may belong to several Groups, and a Group may link languages from different Families.

Learning a language is easier if one already knows a related or similar language at a higher rank. The EP discount is:

- 20% if in the same Family or Group,
- 30% if in both the same Group and the same Family.

39.3 Benefits

Languages vary in their complexity; a low maximum rank may indicate less versatility, vocabulary, or foreignisms.

At Rank 0 in a language, you cannot speak it, but can usually sense the general mood of plain statements: a threat, a greeting, etc. Thereafter, with increasing rank, your competency and vocabulary progressively increase, as compared to humans using a typical human language to talk about everyday things in their village.

Rank	Effect (& approximate Vocabulary)
1	Some of the simple, common words (2%)
2	A few simple statements (5%)
3	Common phrases, including basic directions; several tenses; effectively rank 0 in all other languages of that Group (20%)
4	Common idioms; more tenses; can give passable descriptions of events or people; effectively rank 0 in all other languages of the same Family (70%)
5	Rarer idioms; most tenses; sufficient to use most professional skills (90%)
6	Normal, every-day fluency & usage; can give clear & accurate descriptions of events or people; effectively rank 1 in all other languages of that Group (100%)
7	Courtly or professional speaker (120%+)
8	Can express any conceivable thought; may cast college magic; effectively rank 1 in all others of the same Family (200%+)
9	Effectively rank 2 in all other languages of that Group (400%+)
10	Maximum mastery of the language (500%+)

Note that some languages are very limited. For example, many concepts or emotions cannot be articulated in Troll.

39.4 Literacy

Literacy in a language is distinct from the skill of speaking. It is easily learnt if the written form is alphabetic. Most cultures have a large proportion of the population that is illiterate.

Not all languages have a written form. It is not possible to attain literacy in a language that does not have an established written form. One may attempt to transcribe that language, adapting a known script, but the “writing” produced is ineffectual for communicating with others.

Phonetic Reading & Writing

Most Alusian languages are written using a phonetic alphabet — a set of signs representing, one-to-one, all the sounds of that language. Historically, a recently literate language usually re-uses an established alphabet with minor variations. Therefore there are many languages, but few alphabets.

For each alphabet, the cost is 1000 EP and 4 weeks the first time you learn literacy using it; literacy in a subsequent language, using the same alphabet, is only 500 EP and 2 weeks. Sometimes, for different cultures, one language is written in different phonetic alphabets. If so, you must pay the time and EP for each one you learn.

Table of known Alusian alphabets

b	Bedouin script (human, flowing, cursive)
d	Drakonic
e	Elvish script
i	Island (used near the land-locked ocean)
k	Kingdom (used near the Azurian Empire)
m	Mer (suited to underwater use)
n	Nagan (elaborate, but versatile)
o	Ogham (human, rune-like)
r	Dwarvish runes
w	Westron (usual Western human alphabet, also adopted by many newly literate societies)

Orthographic languages

A literate language not using a truly phonetic alphabet is orthographic (e.g. it uses pictograms, or an elaborate spelling structure). The written form is so complex that it must be learned as if it were, in effect, another language of the same language family (e.g. written and spoken Erehleine are treated as two separate members of the Eldar Family). Hence one often speaks and writes an orthographic language at different ranks. Orthographic languages are indicated in §39.6 by an asterisk (*). Each orthographic system is functionally unique to its particular language.

39.5 Special Rules

Common It is easy to learn Common. Knowledge of any other language at a higher rank gives a 50% EP discount.

Accent Every speaker has an accent which reflects a mixture of their native language and the tutors from whom they learnt the language. At Rank 6 or higher, any speaker may gain a particular accent by spending 500 EP and 1–3 weeks studying or being tutored (the GM decrees how much time is necessary).

Unpronounceable Tongues All languages of the Dragon Family (except Saurime) require unusual vocal apparatus. No humanoid race may normally speak these tongues. However, you may rank the language at twice normal cost, to gain comprehension. Alphabetic literacy in an unpronounceable language costs 2000 EP and 8 weeks. If you do have the physiological or magical ability to speak such languages, you may rank them without penalty.

Immersion If character spends a number of weeks listening to a particular language being spoken daily and frequently by speakers who use it at a rank higher than the character knows it, the GM may allow that character to use those weeks as ranking time for that language in addition to any other activity undertaken (e.g. going on adventure, other training, etc). The EP must still be paid. A character may only rank one language by immersion at any one time.

New Languages

When a new language is introduced into the campaign, the GM concerned must determine the following:

- Family and any language Groups.
- Written forms, if any. Are they phonetic or orthographic? If alphabetic, what alphabet is used?
- Its maximum rank.

39.6 Language Families

The figure within [] represents the maximum rank that can be achieved with the language; the letter(s) represent the phonetic alphabet(s) used, and * identifies orthographic languages. If no letter or asterisk is given, the language does not have an established written form.

Common Common [9i,k,w].

Western-Human Alman[9o,w], Brett[9o,e], Destinian[8w], Ebolan[9w], Folksprach[9w], Lalange[10w], Raniterranean[9e], Reichspiel [9w], Saxony[9w].

Central-Human Arabiq[9b], Domani[9w], Draknrbger[9w], Ellenic[10i], Kipchak[8], Kravonian[9*], Panjari[9*], Pasifikan[8], Sanddweller[9e], Sea-of-Grass[9], Themiskryan [9i,*].

Eastern-Human Five-Sisters [10*], Hindian [9b], Lunar Empire[9*], Ruskan [9k].

Bestial Dawon [7], Dimasa [10b,n], Gnoll [7], Karbi [9] Rabari [8b], Sasquatch[3], Sora [6], Vanaran [9b].

Bhasa Mylae[10i], Jhavanese[9i], Madyrese[8i].

Dragon Old-High-Draconic[10d], Culhuan[10*], Draconic[10d], Nagan[10n], Saurime[7d], Wyvern[4].

Eldar Drow[9e], Eldaran[10d], Eloran[9e,w], Elvish[10e], Erehleine[10*], Quenchan[10*], Terranovan-Drow[9*], Tenochan[8*].

Faerie Brownie[7], Centaur[9i], Dryad[6], Fossegrim[6], Leprechaun[6], Nixie[6], Nymph[7], Pixie[7], Satyr[7], Sylphine[6].

False-Fey Harpy[7], Medusa[6]. Doppelganger[8], Gargoyle[6],

Earth-Dweller Gnomish[9r], Goblin[8w], Halfling[9r], Hobgoblin[8w], Kobold[8], Dwarvish[9r], Ogre[6w], Orcish[9w], Troll[4].

Giant Cloud[9w], Fire[9w], Frost[9w], Hill[8w], Stone[8w], Storm[9w], Titan[10i].

Merfolk [8m].

Signing Silent-Tongue[6], Bandito [5].

39.7 Language Groups

Archaic Eldaran, Quenchan, Tenochan.

Austronesian Jhavanese, Madyrese, Mylae.

Draconic Culhuan, Draconic, Nagan, Old-Draconic, Wyvern.

Dravidic Drow, Five-Sisters, Raniterranean, Sanddweller.

Dwarvic Dwarvish, Gnomish, Halfling.

Dwarvidic Alman, Brett, Ebolan, Reichspiel, Folksprach, Ruskan, Saxony.

Ellenic Centaur, Ellenic.

Elvic Drow, Eldaran, Elvish, Erehleine, Terrano- van-Drow.

Elvidic Elvish, Lalange, Eloran.

Gnomic Fossegrim, Gnomish.

Herpetetic Culhuan, Saurime.

Hiin Dawon, Dimasa, Doppleganger, Gnoll, Hindian, Karbi, Rabari, Sora, Vanaran.

Littoral Destinian, Ebolan.

Low Gigantic Hill-Giant, Ogre, Stone-Giant.

Nomadic Domani, Draknrbger, Kipchak, Kravonian, Sea-of-Grass.

Orcal Goblin, Hobgoblin, Kobold, Ogre, Orcish.

Panic Centaur, Dryad, Nymph, Satyr, Sylphine.

Perfidic Fossegrim, Merfolk, Nixie, Pixie.

Protonic Eldaran, Old-Draconic, Draconic.

Rustic Brownie, Leprechaun.

Titanic Cloud-Giant, Lunar-Empire, Storm-Giant, Titan.

40 Mechanician (Ver 2.2)

Mechanicians are a blend of engineer and builder who possess both design knowledge and crafting ability so that they may plan and personally manufacture devices. Even without modern power sources and techniques, mechanicians can still build quite sophisticated devices using systems such as springs, hydraulics and wind-based motor systems to drive well greased moving parts. Mechanicians may also be called on to devise locks and traps to foil the efforts of thieves. They often practice a particular trade and are called locksmiths, shipwrights, architects, etc. A skilled mechanician may master several such professions. Mechanicians often build overly large and complex devices that are frequently non-functional and occasionally dangerous. Their profession is usually considered more of an art than a science.

40.1 Restrictions

A character must be literate in at least one language at Rank 6 or above to acquire the mechanician skill.

MD affects a mechanician's Experience costs. A mechanician pays 10% extra EP if their MD is less than 15 and pays 10% less if their MD is more than 22.

A mechanician must pay money for the upkeep of a studio or workshop, tools, work-in-progress, and possibly guild fees.

The more complex, dangerous and experimental a mechanician's project is, the more likely that it is to be temperamental, expensive to upkeep and prone to breakdowns.

40.2 Benefits

Drafting A mechanician may draft and use plans accurately. A mechanician may draw freehand sketches and may draft, read and use plans and diagrams, provided that they relate to an ability with which the mechanician is familiar and that the mechanician is literate in the language used.

Supervision Many projects will require the assistance of artisans and labourers, as well as other mechanicians. Mechanicians gain the ability to supervise subordinates who are practising either the mechanician skill or an artisan skill necessary to the mechanician's project.

Artisan discount Many of the mechanician abilities give the character a grounding in an artisan skill. A character may rank artisan skills that are listed under abilities they have learned, at half of the normal experience cost and time (round up), up to the same Rank as mechanician. Artisan skills are shown in the mechanician ability listings as [craft].

Combinations A mechanician may combine known abilities. A mechanician may combine any or all of their areas of expertise in the design and execution of a project. A mechanician may also combine their skills with other crafters to produce items. The GM must decide, based on the abilities possessed by the mechanician and other assistants, whether or not they

may design and build a certain project.

Example

A mechanician who knew bridge building, stoneworking, earthworks and hydro engineering, could design and build an aqueduct that spanned a gorge. A mechanician who knew chronometrical engineering, fine materials and spell containment, might design and build a "magical trap" that has a time delay in the trigger mechanism. A mechanician, an armourer and a weaponsmith could combine abilities to build a suit of plate armour with retractable blades at various locations. A mechanician wishing to build a waterwheel-powered mill would need architecture, complex mechanics, stoneworking, and woodworking. A mechanician who knew boat building and animal and textile products could design and build a sail-powered coracle made of leather, but not a wooden dinghy.

40.3 Abilities

All mechanicians have certain rudimentary abilities. At Rank 0 a mechanician gains an in-depth knowledge of basic mechanics (including levers, wedges, simple gears and pulleys, balances and use of ropes) and basic foundations (including simple earthworks, digging and shoring pits, piled stone walls and brick making and laying). [Brick maker / layer].

After Rank 0 a mechanician acquires one new ability per Rank. Additional abilities may be gained without increasing in rank by the expenditure of 2,500 Experience Points and 4 weeks of training per ability. These costs are discounted by 25% if the mechanician has reached rank 8, or by 50% if they have reached rank 10.

Some mechanician abilities give abstract comprehension of the theory, design and construction techniques involved in crafting different projects. Others offer an understanding of materials along with a basic practical knowledge and ability in crafting those substances. Each ability lists the particular crafts or substances with which knowledge is gained. Special abilities are fully explained in later sections of this skill.

Mechanician knowledge is of a more practical and less esoteric nature than that gained through equivalent philosopher fields and may be complemented by the acquisition of philosophical knowledge.

The abilities available are:

Animal and textile products includes material such as horn, furs and leather, natural fibres and other non-wooden plant products, heavy cloth and ropes. Does not include venoms and alchemical extracts. [Rope / Netmaker], [Sail / Tentmaker], [Leatherworker], [Tanner / Hideworker / Furrier].

Architecture unfortified buildings of any size.

Bridges includes suspension, span, swing, humpback and floating bridges.

Carriages wagons, carriages and coaches. [Cartwright / Wheelwright].

Chronometers clocks, time-pieces and other timing devices. Complex locks special ability. (See below). [Locksmith]. Complex mechanics includes stresses, valves, pumps, power transmission (complex gears, compound pulleys, pistons, hydraulics, etc.) and power generation (springs, wind, water, etc.).

Earthworks complex earthworks, foundations and landscaping. Civil engineering (including road, ramp and town square building, as well as town planning). Earthworks will be required to build most large structures. [Lumberjack].

Fine materials fine and delicate materials, wirepulling and small component manufacture. [Gold/Silversmith].

Fortifications defensive military works. Includes a basic knowledge of siege warfare.

Glassworking glass mixing, blowing, window construction and staining. [Glass-blower].

Hydro-mechanics devices (pumps, pistons, valves, waterscrews, etc.), canals, sealocks, drainage, irrigation, sewage systems and plumbing.

Metalworking the forging and casting of base metals. [Blacksmith], [Caster / Pewterer / Tin-smith].

Mines mine design & construction, pneumatic devices (air pumps, fans, ventilators, etc.), knowledge of air shafts, ventilation and basic geology. [Miner].

Optics optical devices (telescopes, magnifying glasses, spectacles, mirrors, etc.), knowledge of light, optics, and lens making, grinding and finishing.

Prosthetics articulated artificial limbs.

Traps special ability. (See §40.5).

Ships new designs for boats and ships. [Shipwright].

Siege engines offensive military machines. Includes a basic knowledge of siege warfare.

Spell containment special ability. (See §40.6).

Stoneworking quarrying, cutting, finishing and fitting. [Mason].

Woodworking carpentry, joints and wood-joining. Also making basic wooden constructions. [ter / Cabinetmaker].

Experimental engineering this ability may be learnt any number of times with different experimental areas. It may first be learnt when acquiring Rank 8. Experimental engineering areas may include: aeronautics, steam, geothermal, gases, explosions, perpetual motion, vacuum, sub-marine and advanced versions of any other mechanician ability they already possess.

40.4 Complex Locks

Rank A Complex Lock is considered to have a Rank, which is the Effective Rank that the mechanic used in the construction of the lock. The Rank of a lock may be less than or equal to the Rank of the mechanic constructing it.

Time & cost The time to construct a Complex Lock is $(11 + \text{Lock Rank} - \text{mechanician Rank})$ hours.

The cost is $(25 \times \text{Lock Rank} [\text{minimum } 10])$ sp.

A mechanic may always open one of their own Locks in $(12 - \text{mechanician Rank})$ minutes.

40.5 Trap Construction

Rank A trap is considered to have a Rank, which is the Effective Rank that the mechanic used in the construction of the trap. The Rank of a trap may be less than or equal to the Rank of the mechanic constructing it.

Time & cost The time and cost to create a trap will vary greatly, depending on the complexity, size and nature of the trap.

The most commonly encountered type of mechanic trap is the precision trap. This is the type of small needle or blade trap that may be set into or adjacent to locks or other precision devices.

A lock or similar device may have up to Rank / 3 (round up) traps on or adjacent to it.

The time to build each trap is $(11 + \text{Trap Rank} - \text{mechanician Rank})$ hours.

The cost is $(125 \times \text{Trap Rank})$ sp, minimum of 50, plus the cost of poisons, alchemical materials.

A triggered trap may be reset by any Mechanician whose Rank is at least half that of the trap. This will take $(11 - \text{mechanician Rank})$ hours. A trap may need refuelling.

A mechanic may disable or re-enable one of their own traps in $(12 - \text{mechanician Rank})$ minutes.

Triggering The precise actions that will trigger a trap must be specified at the time that the trap is constructed. Traps on a lock or other precision device are automatically triggered if the device is operated in the pre-specified manner and the traps have not been removed or disabled.

Damage A trap may be built that causes physical damage or explosively discharges its contents in a cone up to $(\text{Trap Rank} + 1)$ feet wide and $(10 + \text{Trap Rank})$ long, or activates the mechanical trigger of a “spell container”.

A precision trap that causes physical damage may cause up to $[\text{D}10 + \text{Trap Rank}]$ Damage Points. It may also be poisoned, coated with acid, etc., so as to cause additional damage.

40.6 Spell Containment

A mechanic may use this ability to create a spell container, or magical trap, with a mechanical trigger.

Construction A mechanic with the “spell containment” and “fine materials” abilities can build a mechanical device into which a spell can be stored. The device is usually referred to as a magical trap, or a spell container. The device is made out of silver, truesilver or starsilver. Often the device is built inside or incorporating

other materials with which the mechanic is familiar.

Spell Storage A single charge of a suitable spell may be stored in the trap or container by an Adept successfully casting a spell into the device after performing Ritual Spell Preparation. A double or triple effect stores an enhanced spell as specified by the Adept. A failure has no effect. A backfire affects the Adept as normal, and also results in the device being damaged so that 20% more time and materials are required before another try at storing a spell may be attempted. The spell to be stored must include a Storage type of “Magical Trap”.

Triggering The precise actions that will trigger the device must be specified at the time that the device is constructed. When these actions are performed the spell is released. The spell stored must either affect only the entity or object that triggered the release of the spell, or affect an area in relation to the device. All variable spell effects, such as direction and volume affected, must be defined at the time of storage. Once the spell has been triggered the device is useless, although metal equal to 10% of the cost may be recovered. If the spell is dissipated, then 20% of the cost may be recovered.

Time to construct $25 - (2 \times \text{mechanician Rank})$ hours.

Time to store spell $(\text{Spell Rank} - \text{mechanician Rank})$ hours (minimum 1, maximum 10).

Cost $(\text{Spell Rank} (\text{minimum } 1) \times \text{Spell EM}) + 100$ sp.

Minimum Weight $(16 - \text{mechanician Rank})$ ounces.

41 Merchant (Ver 1.1)

Since adventurers are highly talented individuals who often risk their lives, and a person is usually compensated for the value of the work they do, the player characters will fare better than most economically. A merchant character, blessed with the ability to earn even more Silver Pennies, has the best of all worlds. Their business acumen enables them to command a stiff price for those goods they vend, and to acquire that which they covet at bargain rates. The merchant is not often fooled in monetary matters, for they can be an expert in evaluating the worth of rare and costly goods.

The economies of most DragonQuest worlds do not promote the growth of capitalism. Basically, the nobility has a vested interest in all rural lands, which comprise the vast majority of human-settled areas. An ambitious, dynamic merchant could perhaps own the entirety of a large town, but it is quite likely that a jealous duke or prince would twist justice to break the merchant's power. Therefore, it behooves a merchant to cultivate powerful allies when their holdings burgeon.

41.1 Restrictions

A merchant must be able to read and write in at least three languages at Rank 6 in order to use their assaying ability.

41.2 Benefits

The merchant's ability to buy and sell a particular item is dependent upon its type.

Any item will be classified as one of three types: common, uncommon, and rare or costly. Items listed in the Players' Handbook are of the common type. Jewellery set with semiprecious stones, spices from another continent, and fine paintings are examples of the uncommon type. Rare and costly items include magic-invested objects, diamonds, roc's eggs, giant slaves, etc. The GM must classify each item with which a merchant wishes to deal.

A merchant can purchase items at a cost cheaper than the asking price.

If the result is odd, the quote is below the actual asking price; if even, it is above.

Item Type	Discount to Merchant
Common	$[5 \times \text{Rank}] \%$
Uncommon	$[2 \times \text{Rank}] \%$
Costly or Rare	$[1 \times \text{Rank}] \%$

If the GM is actively playing the role of the seller, or another player is the seller, the merchant must do their own haggling. There will also be those items which the vendor cannot afford to sell at the usual discount to the merchant. The GM should use their discretion here.

A merchant may mark up the price of an uncommon or rare item.

A merchant can gain $(1.5 \times \text{Rank}) \%$ above the value of an uncommon item they are selling. They can gain $(0.5 \times \text{Rank}) \%$ above the value of a costly or rare item they are selling.

A merchant can assay an item to determine its exact worth.

The player characters will generally receive a fair quote on the price of basic goods, but must accept the word of the being with whom they are dealing when conducting a transaction involving uncommon, rare or costly items. The odds of the player characters being bilked increase as they venture forth from their native land(s). However, if a merchant is amongst them, they can assay the value of any item after $(11 - \text{Rank})$ minutes.

The success percentage for assaying a common item is equal to the merchant's $(\text{Perception} + 12 \times \text{Rank}) \%$, to assay an uncommon item equal to $(\text{Perception} + 9 \times \text{Rank}) \%$, and to assay a rare or costly item equal to $(\text{Perception} + 6 \times \text{Rank}) \%$. If the GM's roll is equal to or less than the success percentage the merchant is told the exact value of the item in question. If the roll is greater than the success percentage, the GM's quote increasingly diverges from reality as the

result approaches 100.

A merchant may use their skill to affect transactions involving up to $(250 + 50 \times \text{Rank Squared})$ Silver Pennies per month, or a single transaction of any amount.

The merchant must buy and sell at the asking price for any transactions over their monthly limit.

A merchant can specialise in a specific category of item assaying for every three full ranks.

The merchant chooses their speciality from the following list (and any the GM should add):

1. Ancient Writings
2. Antiques
3. Archaeological Finds
4. Art
5. Books
6. Gems
7. Jewellery
8. Land
9. Magic Items
10. Monster and Animal Products (e.g. furs, eggs)
11. Precious Metals
12. Slaves

When a merchant assays an item of a category in which they specialise, they add $(2 \times \text{Rank}) \%$ to their success percentages. It is possible for a merchant to attain a 100% chance of accurately pricing a speciality item (exception to 90% + Rank limit).

If a merchant wishes to add additional specialities without increasing in rank, they must expend 4,000 Experience Points and 4 weeks of training per speciality. These costs are discounted by 25% if the merchant has reached rank 8, or by 50% if they have reached rank 10.

42 Military Scientist (Ver 2.1)

A military scientist can capably lead an increasing number of troops as they improve their skill. They can prevent their troops from fleeing after they have gained their confidence. The main ability of a military scientist is to anticipate and react to enemy manoeuvres quickly because of their knowledge of tactics.

42.1 Restrictions

A military scientist must be able to read and write in at least one language at Rank 6 or above if they wish to advance beyond Rank 2.

42.2 Specialised Fields

This skill has a number of specialised fields. One is gained at each of Rank 0, 3, 6, 8, and 10.

Additional fields may be learnt without increasing in rank by an expenditure of 3,000 EP and 4 weeks of training per field. These costs are discounted by 25% if the military scientist has reached rank 8, or by 50% if they have reached rank 10.

The fields are:

Aerial planning for or against magically or naturally flying troops.

Battlefield formulating and implementing battlefield level tactics, involving from hundreds to tens of thousands of troops.

Logistics the ability to organise and control a military organisation.

Naval tactics involving from one ship up to fleet actions.

Siege conducting or defending against siege actions.

Skirmish tactics involving from one to fifty troops, includes guerrilla and resistance tactics, and operating behind enemy lines.

Strategy overall campaign level command of a military force.

42.3 Benefits

Command

A military scientist may control a much larger number of subordinates than is possible with most skills. Also, a military scientist's subordinates need not be practising this skill, nor need all be using the same skill. A military scientist could thus command a mechanician, who was in turn in charge of building siege engines,

and a healer who was supervising other healers and teams of stretcher-bearers. Any subordinate may be replaced by a unit of up to 10 labourers or soldiers. A military scientist may have up to $(WP / 2 [+ 1 / Rank])$ subordinates. A military scientist with the Battlefield specialisation may have up to $(WP + 2 / Rank)$ subordinates.

Personal guard

After drilling for $(12 - Rank)$ months, or being in combat situations for a like number of weeks, a military scientist may form a personal guard of $(WP + 5 + [2 \times Rank])$ troops. These troops will be steadfastly loyal to the military scientist. The military scientist gains a $(2 \times Rank)\%$ bonus when attempting to command, rally, etc. their personal guard. A personal guard will automatically follow all rational commands from the military scientist in all but the most stressful situations. In addition, a personal guard may be commanded as a single unit, replacing only one subordinate, even if there are more than 10 individuals in the guard.

Rally troops

A Military Scientist may attempt to rally fleeing troops that have been fleeing for less than $30 (+ 5 / Rank)$ seconds. The military scientist must declare how many troops are being rallied during one pulse. If the military scientist is on the Tactical Display, a rally attempt requires a Pass Action. The Base Chance of rallying is $(2 \times WP) + (10 / Rank) - \text{number of troops to be rallied}$. If the roll is within the Base Chance the troops rally, and will begin to follow orders again; if the roll is greater than the Base Chance, the troops continue to flee. The chance of a being rallying is decreased by 25% for each time after the first that it has broken during the battle. Because of this it is possible for a successful rally attempt to affect only some of the fleeing troops.

Raise morale

A military scientist may temporarily increase each of their direct subordinates' WP values by $(Rank / 2)$ round down, provided that the military scientist takes a Pass action every second pulse. To use this ability, the military scientist may not be engaged, stunned, or otherwise incapacitated.

Perceive tactics

A military scientist may be able to perceive the tactics being employed by the enemy as they are put into use, but before they come to fruition. To use this ability, the military scientist must

be unengaged, in a position to see the majority of the combat, and the combat must be of a type with which they are specialized. In addition, if the Combat is on the Tactical Display, the military scientist must take a Pass action to implement this ability. The Base Chance of Perceiving Tactics is $PC (+ 7 / Rank)$. The GM rolls D100; if the roll is within the Base Chance, the GM informs the player of the enemy's plan in general terms. If the roll is greater than the Base Chance but less than twice the Base Chance, the military scientist is unsure of the enemy plan. If the roll is greater than twice the Base Chance, the GM should mislead the player as to the enemy's plan, with the information becoming completely false as the roll approaches 100.

Initiative

If a group involved in combat on the Tactical Display are led in combat by a military scientist with the Skirmish field, the Military Scientist may add $(2 \times Rank)$, minimum 1, to the group's initiative die roll, provided that they are not stunned or otherwise incapacitated, or engaged in melee or close combat.

Time out

If a group involved in combat on the Tactical Display have a military scientist with the Skirmish field leading them, they may have more time to plan their actions between rounds of combat. The Military Scientist may request a break period of up to 20 seconds $(+ 10 / Rank)$ between each and every pulse, in which to plan their actions and those of their companions. This time simulates the orders and pre-arranged battle plans of the military scientist. The players may speak with the military scientist, and with each other, but should limit their conversation to the matters at hand. Only the military scientist leading the group in combat may use this ability.

Logistics

If the military scientist learns the Logistics field, they gain knowledge of logistics management, billeting and supplying troops, organising foraging parties, posting watches, running patrols, and the general day-to-day smooth running of a complex organisation. The number of people that may be effectively controlled by one organiser is $100 \times ((WP / 2) + Rank)$. This need not be an army, but could also be an exploratory expedition, merchant caravan, etc. If the military scientist has the Naval field they may also control the logistics for $(Rank + 1)$ ships.

43 Navigator (Ver 1.1)

The art of piloting a sea-going vessel and that of ascertaining one's location are inextricably linked. Humanoids must venture across the waters in awkward ships, and are unable to survive immersion in the sea except for relatively short periods of time. Yet there are many beings who dwell beneath the surface of the ocean, and it is profitable for land-bound peoples to engage in commerce with them. Adventurers, with the assistance of an Adept, will probably choose to try to despoil some of the treasures of the deep.

A navigator can manage ships of increasing size as they become more experienced. There is a limit to the size of ships constructed, because of their relative fragility (sea creatures are wont to destroy those vessels they consider overly large). The navigator's other chief ability allows them to locate directions with instruments and read maps.

43.1 Benefits

A navigator can determine all compass directions if they can view the stars.

If the night is cloudy, or during the day, the navigator's chance of correctly locating the compass direction is equal to $(25 + 7 \times \text{Rank})\%$. If the roll is less than or equal to the success percentage, the navigator has an exact reading on the compass directions. If the roll is greater than the success percentage, the reading is off by one degree for each percentage point by which exceeds the success percentage (the GM must decide in which direction the error is made).

A navigator may always determine the compass direction of a landmark relative to their position.

A landmark is defined as any object which can be seen or to which a being can precisely point. A navigator may also judge the distance between their position and a visible landmark. Their chance to precisely gauge the distance is

equal to $(\text{PC} + 10 \times \text{Rank})\%$. When the roll exceeds the success chance, the estimate is off by the percentage difference between the roll and the chance to accurately judge, randomly long or short.

A navigator can read a map if they can relate their physical surroundings to the symbols on that map.

This skill allows a navigator to read a map, chart or rutter if they can relate their physical surroundings to the symbols on that document. Even the best quality maps are not particularly accurate or standardised. Interpreting each new map is a challenge of the navigator's wits and experience. If a character does not have a map-reading skill, they may not read maps.

If a navigator tries to read a map which is of the area in which they are presently located or is of an area with which they are quite familiar, they clearly understand at least $(2 \times \text{PC} + 8 \times \text{Rank})\%$ of the map. Further, they are baffled by up to $(2 \times \text{PC} + 2 \times \text{Rank})\%$ of the map. They may misinterpret the remainder of the map. If a navigator tries to read a map of an area with which they are not familiar, they clearly understand only $(\text{PC} + 4 \times \text{Rank})\%$ of what they would have had they known the area. If the map is inaccurate, it is unlikely that the character will detect the flaw unless it was relatively major.

The navigator may place themselves on a map if they can determine the direction of two marked landmarks.

Map Creating

The navigator may draw a map or chart or which shows the major landmarks and features of the area in which they are presently located or of an area with which they are quite familiar, or write a rutter describing a route that they are travelling or are familiar with. At least $(2 \times \text{PC} + 8 \times \text{Rank})\%$ of the map will be accurate, a

further $(2 \times \text{PC} + 2 \times \text{Rank})\%$ will be confusing and unclear, and the rest will be inaccurate and misleading.

A navigator can competently pilot a ship of up to $(25 + 25 \times \text{Rank})$ feet in length.

A competent pilot of a ship has a negligible chance of damaging or sinking a ship when faced with normal weather and sea conditions. When a ship is not steered by a competent pilot, it is in very real danger of experiencing an accident in choppy seas or during a storm.

A navigator can consistently maintain a ship's speed at $(50 + 5 \times \text{Rank})\%$ of its optimum speed.

If the ship is undercrewed, the optimum speed is calculated for the ship with its current crew complement.

A navigator can predict weather at sea with $(\text{PC} + 5 \times \text{Rank})\%$ chance of accuracy.

The GM rolls percentile dice; if the roll is equal to or less than the success percentage, a navigator can correctly predict the weather for the following $(4 + 2 \times \text{Rank})$ hours. If the roll is greater than the success percentage, the navigator's version of the upcoming weather becomes more and more inaccurate as the roll approaches 100.

A navigator can sometimes recognise non-magical danger at sea before subjecting the ship to it.

A navigator's success percentage to use their perceive danger ability is $(3 \times \text{Perception} + 7 \times \text{Rank})\%$. If the GM's roll is equal to or less than half the success percentage (rounded down), the GM informs the navigator character of the precise danger the ship is facing. If the roll is between one-half and the full success percentage, the navigator intuitively senses the direction and distance of the danger. If the roll is greater than the success percentage, the navigator is unaware of impending doom.

44 Philosopher (Ver 2.0)

Philosophers become familiar with the general characteristics of their world, within the limits of the knowledge available to their culture, discarding many popular misconceptions. They acquire extensive knowledge on a wide range of subjects, and are, in many ways, the encyclopaedias and expert opinions of the medieval world. Philosophers are also well versed in using the unusual and obscure indexing methods employed in medieval libraries, and so may research and answer enquiries that they do not immediately know the answers to.

44.1 Library

Any place with 50 or more books may be considered a library, for the purposes of study. Libraries are rated for the number of days that a philosopher may study in them to answer any particular question. This rating is usually equal to Books divided by 50. Once a philosopher has exhausted the possibilities of a library they must either find another and continue their study or attempt to answer the question anyway. A day of study is 10 hours, and is full-time work. Some libraries with specific collections may be rated higher for some Realms than others. GMs should bear in mind that the books in some libraries will be predominately in particular languages, and that if the philosopher is not literate in those languages, the library may be of reduced usefulness.

44.2 Requirements

Language restriction

A character may not become a philosopher unless they possess at least one language at Rank 8, and are literate in that language.

Books

A philosopher must possess (or have frequent access to) at least Rank times 10 books, written in languages that they are literate in.

44.3 Structure

The philosopher skill is designed as a tree-like structure, with several separate Realms of knowledge, each of which has its own Fields, which in turn, have Sub-fields.

Realms

These are the largest and least detailed divisions of knowledge. There are 5 Realms of knowledge: the Social World, the Material World, the Magical World, the Animal World, and the Plant World.

Fields

Realms are divided into large blocks of knowledge, called Fields. GMs should not need to add new Fields to the Realms, but may do so if they wish.

Sub-fields

Small, and quite specific divisions of a Field, these are not limited to only those suggested below. A philosopher may learn almost any sub-

division of a Field as a Sub-field, with the GM as the final arbiter. The most common Sub-fields concern a particular race or area within a Field.

44.4 Language Benefits

Philosophers gain a reduction in the EP costs to learn languages, in addition to any other reductions available to the character.

Provided that the Rank of language being learnt is not greater than their Rank of philosopher, philosophers may learn to speak the language or to read an orthographic language at a 10% discount. If the philosopher has chosen the Field of Linguistics, the discount is 20% instead, increasing to 30% if the philosopher has chosen the appropriate Language Group sub-field (see §44.3).

44.5 Knowledge Benefits

Realms

At Ranks 0, 4, 7, and 10, the philosopher may learn a Realm of knowledge. Each Realm provides a thorough grounding in the basics associated with it (see the individual Realms for more details). If a philosopher wishes to forego learning a Realm, they receive an extra 8 Sub-fields (which may be traded for Fields as below).

Fields & Sub-fields

At each Rank above 0, the philosopher receives a number of Sub-fields. They receive: at Ranks 1 to 4, 3 Sub-fields; at Ranks 5 to 7, 5 Sub-fields; and at Ranks 8 to 10, 7 Sub-fields.

3 Sub-fields may be traded for 1 Field. Any part of the Subfield allotment may be retained and used in conjunction with the allotment received for further Ranks. Once a philosopher has achieved Rank 10 they may not Rank their Skill further, but may acquire new areas of knowledge. A new Realm costs 8 weeks and 4000ep, a new Field 3 weeks and 1500ep, and a new Sub-field 1 week and 500ep.

Field Restrictions

A philosopher may not learn a Sub-field if they have not already learned the Field that it is part of. They may not learn a Field if they have not already learned the Realm that it is part of.

Overlaps & Connections

In some cases it is possible to reach the same Sub-fields by different routes. These duplicated Fields may be treated as identical and no benefit accrues from having the same Subfield more than once.

44.6 Research Benefits

Philosophers may attempt to answer questions put to them. These questions may be posed by themselves, or by other characters. If the philosopher does not already know the answer, their chance of success depends on the difficulty of the question and the relevant Realms and Fields of the philosopher.

Difficulty

Questions that may be answered by a philosopher fall into one of seven categories: Automatic, Very Easy, Easy, Standard, Hard, Very Hard, and Impossible. The first step in determining the difficulty of answering the question is for the GM to determine which Realm(s) the question pertains to, and the level of difficulty of the question.

A Standard question is one of average difficulty, relative to a given Realm, as determined by the GM. They usually deal with a reasonably large sub-set of the knowledge of the Realm. If the philosopher possesses the Realm to which the question pertains, but has no more in-depth knowledge applicable to the question, the difficulty is as set by the GM. If the philosopher has a Field within that Realm that the GM determines is relevant to the question, the difficulty decreases by one step. If the philosopher has a Sub-field within that Field, and the GM determines that it is relevant to the question, the difficulty decreases by another step. If a philosopher does not even possess the Realm of the question, it becomes two steps harder. A philosopher will immediately know the answer to an Automatic question. A philosopher may not answer an Impossible question.

Answers

The accuracy of the answer that a philosopher can offer is dependent on Rank and the difficulty of the question. To increase their accuracy, a philosopher may also undertake a course of study. For each study period (the length of which is determined by difficulty), +1% is added to the philosopher's Base Chance. A philosopher may, at any time, attempt to answer the question. The base Accuracy, Rank bonus, and length of study period is shown on the Answer Table (§44.8).

Even though philosophers keep notes during their course of study, an extended interruption may prove a setback. If a philosopher ceases a course of study but resumes it within Rank weeks there are no adverse effects. If the interruption is longer than this, then half of the percentage amount that they had achieved from study is lost.

Final Result

If the question is of a yes/no nature, the Accuracy is the Base Chance that the philosopher will arrive at the correct answer. If the question is more open, the Accuracy is the amount of relevant information that the philosopher will come up with. It is also possible that some questions (as determined by the GM) are simply unanswerable. If this is the case, the Accuracy becomes the Base Chance that the philosopher will become aware of this fact.

44.7 Realms & Fields

Each of the five Realms is listed below, along with its associated Fields. Some Fields are followed by a list of suggested Sub-fields.

The Social World

Standard Sub-fields include: Area, Race, History. The Fields of this Realm are:

- Art & Music — Style
- Ethnology
- Heraldry & Genealogy — Tinctures, Furs
- History — Ancient
- Legends & Folklore
- Linguistics — Language Group
- Philosophy & Ethics
- Politics & Customs
- Theology & Mythology

The Material World

Standard Sub-fields include: Area, Race, History, Advanced. The Fields of this Realm are:

- Alchemy — Experimental
- Architecture — Experimental, Ancient
- Astronomy
- Cartography
- Engineering — Experimental
- Geography
- Geology & Mineralogy — Group of Minerals
- Mathematics
- Metallurgy — Experimental
- Oceanography

The Magical World

Standard Sub-fields include: Area, History. The Fields of this Realm are:

- Artefacts & Magical Items — Shaper, Legends
- (Any College) — Politics, Famous People
- Demi-Powers — Groups, Races
- Deities — Pantheon, Religion
- Dragons — Type, Genealogy, Behaviour
- Elements — Any element or amalgam
- Fantastical Beings — Any group
- History & Theory — College Divisions, Backfires
- Naming — Structure
- Magical Animals — Type
- Magical Plants — Type
- Mana Zones — Places of Power
- Other Planes — Plane
- The Powers — Pacts, Invocations, Agency, Factions
- Undead — Lesser, Greater

The Animal World

Standard Sub-fields include: Area, Type. The Fields of this Realm are:

- Amphibians
- Aquatics
- Avians

- Insects & Spiders
- Land Animals
- Magical Animals

The Plant World

Standard Sub-fields include: Area, Type. The Fields of this Realm are:

- Aquatic Plants
- Flowers
- Grasses & Cereals
- Herbs
- Magical Plants
- Root Plants
- Shrubs & Bushes
- Trees

44.8 Answer Table

Difficulty	Accuracy	Per rank	Period
Very Easy	90%	+1%	1 minute
Easy	70%	+2%	5 minutes
Standard	40%	+3%	15 minutes
Hard	20%	+3%	30 minutes
Very Hard	0%	+3%	1 hour

45 Ranger (Ver 2.1)

Rangers are trained to survive, and perhaps thrive, in wilderness. They can feed themselves, shelter from the elements, choose the best way to travel and identify natural dangers. Rangers' general training is useful in any outdoors environment but they benefit further from learning the specifics of particular environments.

45.1 Benefits

Primary Environment

A ranger knows far more about the environment with which they are most familiar. While in this primary environment the ranger's base chances and formulas should be calculated as if they were 2 Ranks higher. A ranger's initial primary environment is that in which they learnt the skill. A ranger may later choose to change their primary environment during ranking.

The ranger must train in the new environment, the ranking time is increased by 1 week and the EP cost for this rank is increased by 50% (to maximum of +3000 EP). To return to a previously learnt primary environment the ranger must spend 500 EP and 2 weeks in the environment. After rank 10 a ranger may learn a new environment by training for 4 weeks in the new environment and spending 3000 EP.

Stealth Bonus

While using any of the abilities in this skill a ranger gains a bonus to stealth of + 3 / Rank. No other skill bonuses to stealth may be applied at the same time as this bonus.

Finding Food

Foraging A ranger knows how to find water, edible plants, and animals suitable for the pot. Foraging includes finding plants, setting snares, hunting small animals, fishing etc. Snares should be left overnight (or even days) to be successful. A ranger does not need to make an attack roll but may automatically kill small animals that were caught during foraging.

In an average area in one hour a ranger can find enough food to feed one person for a day (+ 30 minutes per extra person). The volume of food available is dependent on fertility and season so the GM should adjust the time to suit the environment. If a ranger wants to hunt larger animals they should use the Tracking ability to locate game and then use an appropriate hunting weapon to kill it (i.e. ranged weapons, spear). If they make a successful attack then their quarry is immediately killed. If they miss the animal will flee. If a ranger is hunting predators, extremely large animals or sentients they must use the combat rules to kill their quarry. A ranger and mechanician may combine their abilities to build and conceal large traps, pit falls, etc at the GM's discretion.

Identify and Find Plants and Animals A ranger can recognise common plants and animals. They have a (Perception + 10 / Rank)% chance of re- solving whether a strange plant or animal is suitable for food. If they roll

10% or less than their success chance they may also notice other properties of the item (e.g. poisonous, valuable etc).

A ranger can identify the types of entities living in an area from the traces they leave behind (tracks, game paths, grazing signs, prey remains etc). This takes about 15 minutes and gives them an idea of the variety of animals in the area (e.g. the primary carnivore is a wolf pack; there is a large herd of red deer and a flock of pigeons).

A ranger may search for a specific plant or animal (including herbs required in the First Aid ability), provided it is native to the region. The base chance is $2 \times PC + 5 / \text{Rank}$ (- 0 if common, - 25 if uncommon and - 75 if rare). This roll should be made once per hour of searching.

Tracking A ranger can follow the tracks left by entities moving on the ground. In calm weather, tracks normally last around 10 days but the clarity and duration of tracks will be enhanced by the number of entities, or soft ground, and reduced by hard ground, rough weather, or if the entity is trying to hide their tracks. The base chance of following tracks is $\text{Perception} (+ 5 / \text{Rank}) (+ 2 / \text{entity in group}) - (4 / \text{Rank of quarry's ability to hide tracks})$. If a ranger is following a fresh track they will be aware when they are close enough to be detected. They may then use stealth to sneak up on their quarry and they will be able to get 25% closer than a non-ranger before there is a possibility of being detected.

Camping

Preparing Food A ranger knows how to get a fire going, gut and skin animals, and cook simple meals over an open fire.

Campsites A ranger knows where to set up camp so that they are sheltered from the elements, close to water, or other by criteria they may choose (e.g. hidden or defensible).

A ranger can easily erect tents, they can add extra comfort to a campsite by setting up tarps to protect from wind or water, and they can take advantage of nearby resources to build a crude shelter.

Travelling

Orientation A ranger has a sensitivity towards north. They are able to pinpoint true north to within $(10 - \text{Rank})$ degrees and from this they can work out the other compass directions.

Map Reading A ranger can read a simple map if they can relate their physical surroundings to the symbols on that map. There are no standard symbols or keys so interpreting a new map is a challenge of the Ranger's wits and experience. A ranger may place themselves on a map if they can determine the direction of two marked landmarks.

Route Finding A ranger is rarely lost and can normally back track to a known point. They

learn to recognise landmarks from unfamiliar directions and estimate the time and effort required to travel through various terrain. A ranger can pick a route through unknown terrain based on ease of travel, speed, stealth, or safety etc. The base chance of the ranger picking the best route for their purpose is $2 \times \text{Perception} (+5 / \text{rank})\%$. The roll should be made by the GM and if the ranger fails then the route travelled should be hard or longer or dangerous as appropriate. This roll should only be made once per day.

After a ranger has travelled through an area several times they do not need to use known routes but can freely take shortcuts or choose better routes.

Distance Estimates A ranger can estimate distance travelled overland to within $(90 + \text{Rank})\%$ accuracy.

Safety

Detect Hidden In a natural setting a ranger may notice hidden entities, or recognise an ambush or trap before they walk into it. The base chance is $3 \times \text{Perception} (+ 5 / \text{Rank}) (-5 / \text{Rank of person who did the hiding or set the ambush or trap})$.

Hide Tracks A ranger can obscure the tracks of $1 (+ 1 / \text{Rank})$ entities moving in the same direction. It takes $30 (1 / \text{Rank})$ minutes to obscure 100 yards of track. This time may be reduced if the ground is rocky or naturally hard.

Hide Entities A ranger can attempt to hide $1 (+ 1 / \text{Rank})$ entities in natural cover. The ease of hiding someone is dependent on the available terrain. The GM should advise a modifier based on the terrain of 1 (e.g. flat open ground) to 10 (e.g. thick bushes or jungle). The base chance of hiding is $(\text{modifier} \times \text{Rank}) - 5$. (NB this ability does not imply that the ranger can set up ambushes).

First Aid A ranger knows simple first aid to prevent minor accidents in the wilderness becoming severe. They know how to:

- Stop external bleeding
- Splint broken bones
- Treat minor burns
- Recognise the effects of common natural poisons

They also know how to brew tisanes (herbal teas) which help reduce the effects of headaches, nausea, fevers and food poisoning. To make tisanes the ranger requires fresh common herbs (which have been picked within 24 hours of use).

The First Aid abilities cannot be used in combat.

45.2 Environments

The environments a ranger may choose as their primary environment are dominated by similarities of climate, terrain and fertility. These environments cover lightly populated areas eg.

45.3 Ranger Summary Chart

Ability	Base Chance		
Brew Tisanes	90 + 1 / Rank	Reduces effects of headaches, nausea, fevers and stomach upsets	
Choosing campsites	90 + 1 / Rank		
Detect hidden & traps	3 × PC + 5 / Rank (-5 / Rank of opposing ability)	incl. hidden entities, ambushes	
Distance Estimates	90 + 1 / Rank		
Find specific plant/animal	2 × PC + 5 / Rank (- 25 if uncommon / -75 if rare)	Roll per hour	
First Aid	90 + 1 / Rank	Stop external bleeding, treat burns, splint bones, recognise poison	
Foraging	90 + 1 / Rank	Modified by season and fertility	60 mins + 30 per extra person
Hide Entities	(Modifier × rank) - 5	Hides 1 + 1 / Rank entities. Modifier based on available cover	
Hide Tracks	90 + 1 / Rank	Obscures tracks of 1 + 1 / Rank entities	30 - 1 / Rank minutes
Identify Local Inhabitants	90 + 1 / Rank		15 minutes
Map Reading	90 + 1 / Rank		
Orientation	90 + 1 / Rank		
Preparing Food	90 + 1 / Rank		
Recognise plants/animals	PC + 10 / Rank		
Route Finding	2 × PC + 5 / Rank	Rolled by GM	Roll per day
Tracking	PC + 5 / Rank (+ 2 / entity) (- 4 / Rank opposing ranger)	Tracks last 7 - 10 days	

open farmland, moors, but do not include towns, cities, etc. Some environments overlap.

Arctic Includes tundra, steppes, permafrost and ice caps and other infertile lowlands in cold climates. Fertility: Infertile, Seasons: standard, note that winter has no daylight & summer has no night time.

Caverns Includes all caves, tunnels, natural caverns, and other substantial underground areas. Fertility: Infertile, Seasons: always low season.

Coastal Includes land adjacent to saltwater, estuaries, coastal marshes etc. Fertility: Average or poor, Seasons: standard.

Highlands Includes hills and mountains, moors, high plateaus. Also includes evergreen forests on steep ground. These areas are fertile in summer but snow or ice covered and hostile in winter. Fertility: Poor, Seasons: standard.

Jungle Includes hot climate forests of any sort. They are particularly characterised by heavy undergrowth and high rainfall. Fertility: Rich, Seasons: wet/dry.

Plains Includes grasslands, plains, pampas, savannah, prairie, veldt, and other more or less open and flat or rolling terrain. May include low hills where the land is open and not wooded. Fertility: Poor, Seasons: standard.

Rural Generally mild climate cultivated terrain, lightly inhabited. Includes cultivated

fields, grazing lands, vineyards, heaths, etc. Fertility: Average, Seasons: standard.

Waste Includes all deserts, wastelands, salt flats, and other infertile lowlands in mild to hot climates. Fertility: Infertile, Seasons: Reversed in hot regions as the most fertile period is autumn and the least fertile summer.

Wetlands(freshwater) Includes marshes & swamps, and land adjacent to freshwater rivers, lakes & ponds, etc. Fertility: Rich, Seasons: standard.

Woods Includes mild climate deciduous and evergreen forests or large wooded areas with few sentient inhabitants, in mild to cold climates. Fertility: Average, Seasons: standard.

46 Spy (Ver 2.0)

Amongst the many professionals encountered in everyday life, there will be a scattering of those with the covert skill of Spy. This is a profession dealing with obtaining and distributing information. There are basic information gathering and remembering abilities in common with all spies, but the methods of operation, and spheres of influence vary from the court ambassador to the military scout to the pub minstrel. A spy may specialise in a particular field of operation and if they have the accompanying skills appropriate for their cover, will perform better, with less chance of their actions being discovered and their cover blown.

46.1 Restrictions

There are no restrictions on learning the spy ability, or to using it, except perhaps the fear of being discovered. Note that having learnt the Spy skill is not the same as actually spying.

Discovery

If the spy catastrophically fails in their skill by rolling greater than 30% over the base chance for the ability, or 90% + Rank (whichever is the lesser BC), then they may have been discovered. The repercussions of this discovery is based on their situation: what exactly they were attempting, who the discoverer is, the difficulty of the task compared to their rank in the skill, whether the spy has other skills to back up their cover etc. The repercussions may range from a slap in the face, being given disinformation, expulsion from an inn/town, a beating in the back alley, through to the traditional punishment for an exposed traitor: to be drawn and quartered, (although nobles are sometimes beheaded). Thus, a good spy is the one least likely to be discovered.

46.2 Benefits

All spies gain grounding in basic spy craft, including memory enhancement, moving quietly, observing closely and communicating with their peers.

Enhanced Memory

- A spy may memorise and recall visual details, such as those of a room, a person, or a piece of parchment, etc. Memorisation requires $(120 - 10 \times \text{Rank})$ seconds of undisturbed concentration, studying the object.
- A spy's chance to recall a memorised image accurately is $(2 \times \text{Perception} + 12 \times \text{Rank})\%$ rolled by the GM. If the failed recall attempt occurs within $1 + (1 \times \text{Rank})$ days of the memorisation, the spy merely cannot remember. After this period, their effective rank for recall reduces by one per subsequent day, and with a failed roll, erroneous information may be remembered instead. If a spy fails to recall an object or place, they may not attempt to recall it again until they study it again.
- A spy may also use this ability to recall spoken phrases and combination of sounds.

Even if a spy does not know the language used, they can reproduce the phrases phonetically.

- A spy's enhanced memory gives them an effective understanding of any spoken language that they have at Ranks 0-3 as if one rank higher.

Stealth

A spy increases their chance of acting stealthily by 2% per Rank.

Fieldcraft

A spy is trained to notice, recognise, and appropriately interact with other spies. This includes handing off messages discretely, the use of dead-drops, safe-houses and identification phrases, as well as foiling the less subtle attempts to interfere with such exchanges. Also, they may identify the weak willed, manipulable, morally suspect or gullible individuals that a spy prefers to associate with, and has a greater chance of enticing them to a course of action by coaxing, flattery, wheedling, blackmail or other enticement.

Optional Abilities

In addition, a spy gains an ability chosen from the list below with each Rank (including Rank 0). Additional abilities may be gained without increasing in rank by the expenditure of 2,500 Experience Points and 4 weeks of training. These costs are discounted by 25% if the Spy has reached rank 8, or by 50% if they have reached rank 10. Individual Base Chances are provided for some of the various spy abilities; for the other skills there is a generic Base Chance of $3 \times \text{appropriate characteristic} + 5 / \text{Rank}$, modified by difficulty.

Assess a spy can infer some information from observing the grouping and activities of people. The level of information gained is logistical, rather than the in depth knowledge that knowing the associated skill would give. Example uses include:

- Estimate Entourage ascertain the likely social ranking of the target based on the size, quality, snootiness etc of accompanying servants. Evaluation of who they are or the implications of the household makeup would require Courtier.
- Estimate Goods estimate the number of boxes, and the people, wagons, time and other logistics required to move them. Evaluation of quality or value would require Merchant.
- Troop Estimation estimate size, equipment and quality of a military force or navy. Inferring the tactics this represents would require Military Scientist.

Befriend over a period of days or weeks, a spy may target individuals to engender trust in themselves, and possibly distrust in others. The

"friend" begins to willingly and unknowingly reveal information to the spy.

Bribery a spy may recognise appropriate people and which "gifts" they prefer, to gain information or access. They may also recognise situations when bribing will not work, before making the attempt.

Codes a spy can recognise and use simple codes. They may attempt to break others' codes and ciphers. The length of study required to do this depends on the familiarity of the code's style and the difficulty set by the code maker.

Counterspy a spy may perceive other current spying activity and recognise the other spies. Also, a spy may create convincing artifices that fit with available information, to spread disinformation, misunderstanding or confusion.

Disguise with the use of physical props and resources, the spy can apply makeup, dyes, false hair etc to convincingly alter the appearance of people. The success of disguising race and gender depends on the physical similarity of the person, and how closely the disguised entity is inspected. A spy may only attempt to imitate a specific person's appearance after prolonged study of the target. Animals the spy is familiar with may also be disguised.

Forgery With the right materials to hand, a spy can create convincing replicas of personal letters, official documents and the like. This includes the ability to open and re-seal letters, produce false seals, or move real ones to a forgery. The chance for this is $\text{MD} + \text{PC} + (4 \times \text{Rank})$. If a spy is literate with the language of the document, then the language rank can be added to the base chance for forgery.

Hiding a spy can find unlikely hiding places and conceal themselves for long periods of time, keeping still and quiet. The spy must roll $\text{WP} + \text{EN} + (5 \times \text{Rank})$ to maintain this for extended periods of time.

Imitation the spy can study and copy behaviour, mannerisms, and accents. This will allow the spy to maintain the roles of ordinary people and not stand out as a foreigner. As a guide, this takes $6 - (\text{Rank}/2)$ hours of exposure to the society, with modifiers based on the apparent familiarity or strangeness of the society.

Information by using other skills and knowledge a spy has an increased chance of getting the most relevant information they are seeking. They have an increased chance of noticing disinformation about their area of knowledge, and distinguishing fabrication and pretence from fact and reality. The spy may recognise information as having worth to other individuals or spies in their network, even though it is not useful to them.

Lip Reading a spy may understand spoken conversations outside of their hearing range. A clear line of sight to the targets' face and knowledge of the language being spoken (min rank 6) is required. The spy may garner fragments but

not all of the conversation if they are not fluent with the language, can only see one of the participants, or an unlikely topic is being discussed.

Pick Locks while using appropriate tools, a spy can spend $(240 - (20 \times \text{Rank}))$ seconds to attempt to pick a lock to either unlock or lock it. The base chance of the attempt is $(\text{MD} + (4 \times \text{Rank})) - (6 \times \text{Lock Rank})$. If the attempt fails, the lock resists the attempt. A catastrophic failure may damage the lock.

Resist Torture being familiar with extraction techniques, a spy may add their Rank to their effective WP for resisting torture attempts. They may also choose to apparently

lower their WP by up to Rank to release false information.

Shadowing a spy learns the skills of following individuals at a distance without being observed. In addition they have an increased chance of noticing when they themselves are being followed, and may attempt to lose their followers if the appropriate terrain is available. To spot a tail the Spy must roll under $(2 \times \text{PC}) + (5 \times \text{Rank}) - 5$ times opposing Spy's rank. To successfully tail another spy requires a roll of $\text{PC} + \text{AG} + (5 \times \text{Rank}) - 5$ times opposing Spy's rank.

Sleight of Hand a spy can palm, swap or place small objects, without attracting notice. Removing objects from people requires the Pick

Pockets skill from Thief.

A GM may give the following abilities to a Spy over the course of play, or they may be requested by a player as part of their character knowledge and backgrounds.

Network (area) the spy has joined a spy ring in a specific area, and knows the specific field craft routines used by that ring.

Spy Master (area) the spy has set up a spy ring in a specific area, and knows where to place spies, how to store information for later reference, and how to manage other spies. This ability requires Rank 8 plus.

47 Thief (Ver 1.2)

Thieves practice their trades covertly, in order to avail themselves of the well-guarded wealth of the powerful. The thief has a task to accomplish: the (hopefully) undisturbed removal of property from a supposedly secure place of storage. A thief usually seeks monetary rewards for their efforts, and a thief cultivates contacts in the underworld of their area of operations. These contacts will enable them to discover where the choicest items are stored, and aid them in disposing of their ill-gotten gains.

If a thief character wishes to use their skill while not accompanied by the rest of the party, the GM should run a solo adventure (unless the task the thief sets themselves is very easy). A thief who is caught in the act of burglary is liable to the stiff penalties of medieval times: a hand is removed for the first (known) offence, a second time merits the removal of the other hand or the eye opposite the missing hand, with a greater degree of dismemberment for each succeeding offence.

47.1 Restrictions

A thief must be able to read and write in one language at Rank 3 if they want to advance beyond Rank 3.

When a character is both a spy and a thief, the player may use the better of the two percentages to perform a given ability.

47.2 Benefits

A thief can pick locks or open safes with the aid of tools.

The time a thief must spend to implement the pick lock ability is $(120 - 10 \times \text{Rank})$ seconds, and $(15 - \text{Rank})$ minutes to use the open safe ability.

If the GM's roll on percentile dice is equal to or less than the success percentage the thief has opened the safe or picked the lock. If the roll is greater than the success percentage, the safe or lock resists the thief's best efforts. If any trap remains in place when a thief attempts to open a safe or pick a lock, it is triggered by that action.

For Thief to Pick Lock	$(2 \times \text{MD} + 6 \times \text{Rank}) - (6 \times \text{Lock Rank})$
For Thief to Open Safe	$(2 \times \text{MD} + 5 \times \text{Rank}) - (7 \times \text{Safe Rank})$

A thief may attempt to detect traps and should the thief succeed, may try to remove them.

A thief may make one attempt to detect traps (which requires 10 seconds) in a particular location per day. A thief must spend $(12 - \text{Rank})$ minutes to use their remove trap ability.

The GM must make one percentile roll for each trap to see if the thief detects it. If the roll is less than or equal to the success percentage, the

thief notices the location of the trap. If the roll is above the success percentage, they remain blissfully unaware of the trap's presence.

For Thief to Detect Trap	$(\text{Perception} + 11 \times \text{Rank})$
For Thief to Remove Trap	$(2 \times \text{MD} + 11 \times \text{Rank}) - (5 \times \text{Trap Rank})$

When a thief attempts to remove a trap, the GM rolls percentile dice. If the roll is less than or equal to the success percentage the thief has removed the trap without triggering it. If the thief has a trap container, they may store the removed trap. If the GM's roll is greater than the success percentage, the trap is triggered (see §40.5).

A thief can sometimes detect a secret or hidden aperture.

Any thief can try to find a secret or hidden aperture if they spend time sounding and searching the appropriate wall, floor, or ceiling. A thief has a $(2 \times \text{Perception} + 5 \times \text{Rank})\%$ chance of noticing that a secret or hidden aperture is within $(5 + \text{Rank})$ feet of them.

If the GM's roll on percentile dice is equal to or less than the success percentage, the thief senses that at least one hidden or secret door is in their detection area (but is not told how many). If the roll is greater than the success percentage, the thief does not notice the aperture(s).

A thief can attempt to pick the pocket of another being without being detected.

A thief has a base success percentage equal to $(3 \times \text{Manual Dexterity} + 6 \times \text{Rank})\%$ to pickpocket a being. The following modifiers are applied to the success percentage:

The victim is unconscious	+50%
The victim is sleeping or stunned	+25%
The victim cannot see well in current circumstances (e.g. human at night)	+10%
The victim is inebriated	+5%
The pickpocket attempt is made in an uncrowded area and the victim has at least a slight suspicion of the thief's intentions	-15%
The object to be pickpocketed is in a sealed pocket, pouch or compartment	-20%
The object to be pickpocketed is affixed to the victim's person or is something used constantly during the day by the victim	-30%
The object to be pickpocketed makes noise when removed	-25%
The victim wears metal armour or garments	-5%
The victim is an assassin, thief or spy: $-5 \times \text{Victim's Rank}\%$	

It is assumed that the thief attempting to pick-

pocket is not handicapped by their physical condition; if they are, the GM should modify the success percentage accordingly.

If the GM's roll of percentile dice is equal to or less than the success percentage, the thief filches the object they desire without their victim noticing. If the roll is between one and two the success percentage, the thief is detected by the victim just after the object has been removed from its storage place. If the roll is equal to or greater than twice the success percentage, the thief is caught with their hand in the victim's pocket.

A thief will develop a photographic memory as they gain experience.

A thief's success percentage is $(\text{Perception} + 10 \times \text{Rank})\%$. A thief may use the ability without error for up to $(1 + \text{Rank})$ days. When a thief uses the ability after the error-free time limit is expired, reduce the Rank for success percentage calculation (only) by one for each day over that time limit.

If the GM's roll on percentile dice is equal to or less than the success percentage, the thief can recall visual details, such as those of a room or a piece of parchment, etc., if they observed it for the requisite length of time. A thief must have observed the object in question for $(240 - 20 \times \text{Rank})$ seconds to use the ability. If the roll is greater than the success percentage, the thief's memory has more and more gaps in it as the roll approaches 100. If the thief is attempting to recall past their error-free time limit, the GM introduces erroneous information into the memory gaps as the roll approaches 100.

A thief tests their photographic memory ability whenever they try to verbally describe an object or place, whenever they call on their memory to gain a mental image of the object or place, or whenever they record it in writing. If a thief fails to recall an object or place once, they may not use the ability again to try to recall the image of that object or place.

A thief increases their chance to perform an action involving stealth by 1% per Rank.

A thief can, as long as they may find a purchase sufficient to bear their weight, climb any structure.

The success chance when climbing on a structure not made for that purpose is $(4 \times \text{MD} + 10 \times \text{Rank}) - (\text{Structure Height in Feet} / 10)\%$. Round the structure height down. If the GM's roll is greater than the success percentage, the thief has fallen in climbing the structure. To determine the height at which the thief falls, roll D100. Round the number off to the nearest 10% (a roll of 5 is rounded down), and multiply the height the thief sought to attain by that percentage. See §29.1 for falling damage.

48 Troubadour (Ver 2.1)

A troubadour is a multi-talented entertainer and performer, and a well skilled troubadour may be an actor, poet, mimic and musician. The most powerful ability that a troubadour can gain is the Bardic Voice, which enables them to influence all but the deaf.

48.1 Benefits

All troubadours gain a grounding in stagecraft. They become able to size up an audience and determine what form of entertainment will be the best to perform, and how to handle interjection and ridicule.

In addition, a troubadour gains 3 abilities at Rank 0, and one further ability per Rank. All abilities are usually performed at the overall Rank of the troubadour. However, a troubadour may choose to specialise. If, upon gaining a new Rank (or an additional ability without increasing in rank), the troubadour wishes to forego gaining a new ability, they may specialise in one of the abilities that they already possess. That ability then operates at (troubadour's Rank + 1), to a maximum of (Rank + specialisation) of 10. A troubadour may specialise more than once with the same ability, gaining Rank + 2, Rank + 3, etc. Additional abilities may be gained without increasing in rank by the expenditure of 1,000 Experience Points and 4 weeks of training per ability. These costs are discounted by 25% if the troubadour has reached rank 8, or by 50% if they have reached rank 10.

Individual Base Chances are not provided for the various troubadour skills; rather, there is a generic Base Chance of $3 \times$ appropriate characteristic (+ 5 / Rank), modified by the GM to reflect the difficulty of the feat being attempted. The abilities available to a troubadour are:

Acrobatics Mostly involves tumbling across the ground, but also performing manoeuvres after swinging from a trapeze, rope, or bar; jumping from a springboard, or high ledge.

Acting Portraying fictitious personalities and devising rationales for assumed identities. Usually involves accentuated and exaggerated actions and emotions.

Bardic Voice (see below). Note: A troubadour may not specialise in Bardic Voice.

Comedy The use of timing, inflection and language to cause merriment or laughter. Also writing both jokes and skits. Comedy may

also be combined or included in many other art forms.

Dance Mostly traditional, often rural dances, performed for an audience; also includes creating new dances.

Fire Eating Appearing to swallow and/or produce flame, usually, from the mouth. To do this, a fire eater requires a special liquid, which may be purchased from an Alchemist for a modest fee.

Juggling Throwing and catching objects. A juggler is able to keep up to $1 (+ 1 / \text{Rank})$ items, of equal weight and size, in the air at the same time. If the items juggled are of a different size and/or weight, each difference counts as another item juggled.

Make-up Using props, stage makeup, and items such as wigs, fake beards, and wax noses, a troubadour can portray a character of a different age, race, sex, or profession to their own.

Mime Using only the performer's body, and its movements, to convey an idea, describe a scene, tell a tale, or entertain.

Mimicry Imitating sounds and voices accurately and believably.

Patter Talking interestingly, seemingly non-stop, either as advertising for a show or as a misdirecting part of a performance.

Play an Instrument This ability may be taken several times with different instruments. A singer is one who has play instrument (voice). A troubadour can usually play similar instruments to the ones they have chosen at (Rank / 2).

Poetry Creating and reciting poetry, including lengthy epics running to hundreds of lines.

Prestidigitation Manipulation of small articles such as coins, eggs, or pebbles to make them move, disappear and reappear in unusual and entertaining ways. This ability also gives a bonus to the casting of all Cantrips of $2\% (+ 2 / \text{Rank})$.

Production Play writing and turning a play into a successful production. Includes set design and sound effects. The higher the Rank, the less likely it is that a major catastrophe will befall the production through something having been forgotten or overlooked.

Puppetry Writing a story to be performed by puppeteers, and performing a story or play with puppets.

Stilt Walking Balancing and walking on stilts of up to $50\% (+ 20\% / \text{Rank})$ of the troubadour's height.

Storytelling Creating and reciting stories for an audience.

Sword Swallowing Controlling the mouth, tongue and throat such as to be able to allow long, rigid props to pass into the throat.

Tightrope Walking, balancing, and turning on a taut raised rope, or narrow beam.

Ventriloquism The ability to speak without moving the lips and make the voice seem to come from any location up to (Rank / 2) feet away.

48.2 Bardic Voice

A troubadour may use their Bardic Voice in an attempt to influence an audience. Beings who are affected will see the troubadour as their friend, and the troubadour's words as wise and well meant. Bardic Voice may be used, for example, to calm a lynch mob, or to begin a riot against a cruel tyrant.

The troubadour begins speaking to key elements in the crowd, stirring their emotions and playing upon their beliefs and feelings. All beings to be affected must be within earshot, and capable of understanding the language used by the troubadour. When the troubadour begins to use this ability they may enthrall up to $(4 + 6 / \text{Rank})$ beings, with $(15 - \text{Rank})$ minutes being required to work their skill. Once they have spent the required time, the troubadour makes a Check to see if they are having the desired effect. If successful, the troubadour may elect to use their voice again on the same crowd. By doing this they may double the number of beings whose attention they have captured.

Using Bardic Voice is tiring, and a troubadour must expend 4 F'T each time that they use this ability. A troubadour may use their voice continuously upon a crowd until they exhaust their F'T, they reach the limit of the size of audience, they fail a Bardic Voice roll or they have doubled (Rank / 2, round down) times. The Base Chance is $50\% (+ 5 / \text{Rank})$, modified by the GM for the reasonableness of the troubadour's suggestions and the audience's predisposition to certain actions.

49 Warrior (Ver 3.0)

Warriors train in advanced combat and weapon techniques, and practice the art of melee combat until it becomes a series of finely honed instincts. They practise on all terrains with all types of weapons against different configurations and tactics, so that they may always respond optimally without the need for thought.

Warriors usually join and train within one Warrior Guild (or school), most guilds are exclusive and will not train those of other guilds, many have strong ethical codes such as Chivalry and training is often only available after indoctrination in the code.

49.1 Restrictions

A Warrior may never train in the Warrior skill without a training partner of at least equal Warrior rank.

Assassin teaches a method of fighting that does not stack with Warrior. The benefits of Warrior OR Assassin (not both) may be applied to any specific attack or defence.

A Warrior must have at least 3 weapons at rank 4 or higher including 1 melee rated weapon and 1 close rated weapon.

A Warrior requires various minimum weapons skills per Rank. Before being able to achieve any new Rank in the warrior skill, a Warrior must achieve the Ranks summarised in table 49.5 below.

49.2 Benefits

A Warrior gains a bonus to defence in melee and close combat of 2% (+2% per rank).

When using ranked melee or close rated weapons, or weapons from a category where they have a higher ranked weapon, a Warrior:

- Gains +1 Engaged IV per rank (no benefit at rank 0).
- Gains +2% (+2% per rank) to Strike Chance.
- Gains +1 damage at ranks 5 & 10.
- Gains +1 effective weapon rank for the Parry/Riposte Calculation at ranks 4 & 8.

For categories where the Warrior has a ranked weapon, they:

- may use any weapon from the category at half the Rank of their maximum Ranked weapon in that category or at half their warrior Rank, whichever is lower.
- may Rank weapons in the category without a tutor for an additional 10% EP cost.

- is treated as a merchant of their warrior Rank when attempting to buy or value non-magical weapons, with which they have ranks. If they have a passing familiarity with the weapon (i.e. has Ranks in the same category but not the actual weapon) they will act as a merchant of half their warrior Rank.

A Rank 5 Warrior may start to acquire Warrior Special Abilities.

While some abilities are general combat abilities and only need to be learned once, most are weapon specific and must be learned once per weapon. A warrior gains one special ability at ranks 5, 6, & 7, two at ranks 8, 9, & 10.

Additional special abilities may be gained without increasing in rank by the expenditure of 10,000 Experience Points and 8 weeks of training per ability. These costs are discounted by 25% if the warrior has reached rank 8, or by 50% if they have reached rank 10.

49.3 Warrior Special Abilities

Close-Evasion (General) May Evade while in close combat. Standard defence bonuses for evasion and potential Parry.

Close-Withdraw (General) May add their Warrior Rank to their Strength for the purposes of Withdraw from Close.

Pre-Engage (General) May choose to act on their Engaged IV provided they are within half Warrior rank hexes of an engagement and they are joining the engagement as their action.

Two Step (Weapon) May move an additional 1 TMR before executing a Melee Attack, Special Attack, or Charge.

Advanced Multi-Hex (Weapon) Advanced training in striking multiple opponents. Reduces Multi-Hex Strike SC% penalty by 2% per rank.

Double-Hex Strike (Weapon) May make a Special Attack (as per Multi-Hex Strike) against 2 adjacent opponents with a 1-handed B or C Class weapon. May be combined with Advanced Multi-Hex to reduce the SC penalty.

Multi-Hex Bash (Weapon) May make a Special Attack (as per Multi-Hex Strike) with a 2-handed C Class weapon. May be combined with Advanced Multi-Hex to reduce the SC penalty.

Draw and Strike (Weapon) May combine a Prepare Weapon Pass Action and Melee Attack as a Special Attack.

Off-hand (Weapon) Special training in using the weapon in either hand, treated as ambidextrous when using this weapon.

Overstrike (Weapon) May apply damage bonuses for both skill and strength as a Special Attack.

Repulse (Weapon) Add 2 to effective weapon rank when attempting to repulse a closing figure.

Advanced Disarm (Weapon) Advanced training in disarming opponents. Reduces Disarm SC% penalty by 2% per rank. In addition if the Disarm attempt is an EN hit then the chance of retaining the weapon is halved, on a Specific Grievous the target may not attempt to retain the weapon.

Strong Guard (Weapon) Add 2 to effective weapon rank when defending against a Parry/Riposte. And may add 2% per Warrior Rank to chance of resisting a Disarm.

True Riposte (Weapon) May add 1 per 2 full ranks in Warrior to the Parry/Riposte Calculation when evading.

Shield Block Shield an adjacent figure as a free action. Lose all defence from their shield and contribute half of it to an adjacent target for the remainder of the pulse.

Quasi-Magical Warrior Abilities

These abilities cost Fatigue to use (exertion/tiredness FT, not damage). They may only be performed if the FT cost can be paid.

Fortitude Costs 2 FT, must be declared at the start of the pulse. Adds Warrior Rank to the amount of damage required to be Stunned and 2% per rank bonus to fear checks for the remainder of the pulse.

Unstoppable Costs 2 FT. May re-roll a failed Consciousness or Stun Recovery check. Or, may make a 1 × WP check each pulse to stay conscious when between 0 and - Rank Endurance.

Quick Stand Costs 2 FT. May leap to their feet from a Prone position as a free action.

Solid Strike (Weapon) Costs 1 FT per damage D10 rolled, must be declared before making the attack roll. Any roll of less than half Warrior rank is increased to half Warrior rank, i.e. a damage dice roll of 2 by a rank 7 Warrior becomes 4.

Lightning Strike (Weapon) Costs 1 FT, must be declared at the start of the pulse. May add twice Warrior Rank to engaged initiative for a pulse.

Full Defence (Weapon) Costs 1 FT, must be declared at the start of the pulse. Add Warrior rank to defence, or twice Warrior rank when evading.

49.4 Weapon Categories

Note: These definitions only apply to the warrior skill, not combat in general.

1. Shortswords <ul style="list-style-type: none"> Dagger Main Gauche Shortsword Sai 	4. A Class Swords <ul style="list-style-type: none"> Rapier Estoc 	7. Blunt <ul style="list-style-type: none"> War Club Mace War Hammer War Pick Mattock 	10. B Class Pole <ul style="list-style-type: none"> Halberd Poleaxe Glaive Quarterstaff
2. Single Edged <ul style="list-style-type: none"> Tulwar Falchion Scimitar Sabre 	5. Oriental Swords <ul style="list-style-type: none"> Katana/Wakizashi O-Dachi Ninjato 	8. Entangling / Chain <ul style="list-style-type: none"> Flail Morningstar Manriki Kusari Bola Net Nunchaku 	11. Unarmed <ul style="list-style-type: none"> Unarmed Cestus
3. Double Edged <ul style="list-style-type: none"> Hand & a half Two-Handed Sword Claymore Broadsword 	6. Axes <ul style="list-style-type: none"> Hand Axe Battle Axe Great Axe 	9. A Class Pole <ul style="list-style-type: none"> Javelin Spear Pike Lance Trident 	12. Shield <ul style="list-style-type: none"> Tower Kite Large Round Small Round Buckler

49.5 Ranking Requirements

Warrior Rank	# Categories	Minimum Rank	# weapons \geq Rank 4	# weapons \geq Rank 5	# weapons \geq Rank 6	# weapons \geq Rank 7
0	4	0	1			
1	4	1		1		
2	7	1		1		
3	4	2		2		
4	7	2		2		
5	4	3			1	
6	7	3			2	
7	4	4				1
8	7	4				2
9	4	5				3
10	7	5				4

50 Weaponsmith (Ver 1.1)

50.1 Restrictions

The skill is related to that of armorer, and a weaponsmith who is a more skilled armorer expends only three-quarters of the necessary Experience Points to acquire or improve this skill. The reverse is also true.

A weaponsmith's progress in their skill is inhibited by a low Manual Dexterity, and aided by a high Manual Dexterity. A weaponsmith has an increased Experience Point cost of 5% for each point of Manual Dexterity less than 16. A weaponsmith decreases their Experience point cost by 5% for each point of Manual Dexterity greater than 20. A weaponsmith will have great difficulty passing their apprenticeship if their Manual Dexterity is less than 10.

50.2 Benefits

A weaponsmith acquires one ability every two Ranks. The character begins with one of the following abilities at Rank

0. All abilities can be performed skillfully.
1. Make and maintain swords including daggers.
2. Make and maintain hafted weapons.
3. Make and maintain thrown weapons.
4. Make and maintain pole weapons.
5. Make and maintain missile weapons.
6. Make and maintain entangling weapons.
7. Make and maintain experimental weapons.
8. Make and maintain siege engines.
9. Make and maintain shields.

Additional abilities may be gained without increasing in rank by the expenditure of 5,000 Ex-

perience Points and 4 weeks of training per ability. These costs are discounted by 25% if the weaponsmith has reached rank 8, or by 50% if they have reached rank 10.

A weaponsmith can build increasingly more effective weapons as their Rank increases.

For every Rank that a weaponsmith achieves, they may create weapons that have an increased base chance of 1%. For every Rank divisible by five that a weaponsmith achieves, they may create weapons that cause an extra point of damage. These two effects are not cumulative.

For example, a Rank 8 weaponsmith may construct a weapon with a Base Chance increased by 3% and a Damage Modifier increased by 1, or a weapon with a BC increased by 8% and no increase in DM.

Note: The weapons statistics as shown in the weapons chart are manufactured at an effective Rank of 0 i.e. they are the mass-produced variety. They may have been manufactured by a weaponsmith of greater Rank than this, but the skill level used was elementary.

The time and cost required for a weaponsmith to construct a weapon is dependent on the Rank that is used, and the type of weapon.

A Weapon may be manufactured at any Rank up to the weaponsmith's Rank.

1. The time required is $(10 \times (\text{Effective Rank} + \text{DM}))$ hours, with a minimum of 10 hours.
2. The cost is 80% of the Base Cost as shown in the weapons table $\times (1 + \text{effective Rank} + \text{DM increase})$ silver pennies.
3. For every rank that a Weaponsmith has beyond the effective rank of the of the weapon, they reduce the time required, as given above, by 5%. For example, a Rank 8

weaponsmith churns out a Rank 0 weapon in only 6 hours, or produces a +1 Damage sword, no BC modifier, in 51 hours rather than 60.

A weaponsmith is treated as a merchant of their weaponsmith Rank when attempting to buy or value weapons which are part of their abilities.

If the equipment concerned is unfamiliar, then they operate as a merchant of half their Rank (rounded down).

50.3 Costs

A weaponsmith, with the exception of some missile weapons, can only perform their skill in a properly maintained workshop.

It costs 2000 silver pennies to construct a workshop and 500 silver pennies per year to maintain it with tools and materials. A basic tool kit will cost $100 + (100 \times \text{Rank})$ silver pennies. A workshop may be rented at a cost of 10 silver pennies per day.

50.4 Silvering Weapons

A weaponsmith may incorporate an additional metal during the manufacture of a weapon. This improves the appearance of the weapon, and may provide other benefits as given elsewhere in the rules.

Cost is 80% of Base Cost as shown in the weapons table $\times (\text{metal factor} + \text{effective rank} + \text{DM increase})$. The metal factor is 1 for cold iron weapons, 10 for silvered, 120 for gilded, and 180 for truesilvered.

For example: a truesilvered rank 10 Hand & a half with +2 DM costs $(80\% \times 85) \times (180 + 10 + 2) = 13,056\text{sp}$ or a gilded Rank 6 Great Axe with +1 DM and +1% SC costs $(80\% \times 30) \times (120 + 6 + 1) = 3,048\text{sp}$.

51 Grievous Injury Table

1. A class weapons do grievous injuries on rolls of 01 through 20.
2. B class weapons do grievous injuries on rolls of 21 through 80.
3. C class weapons do grievous injuries on rolls of 70 through 00.

01–05 Congratulations! It's a bleeder in your primary arm! Take 1 Damage Point from Endurance immediately and 1 per pulse thereafter until the flow is staunched by a Healer of Rank 0 or above or you die.

06–07 Oh no! Your opponent's weapon has entered your secondary arm's elbow joint and the tip has broken off. Take 2 Damage Points immediately from Endurance and that arm is useless until the sliver has been removed by a Healer of Rank 3 or above. Also, increase the chance of infection by 30.

08 A vicious puncture wound in your groin! Take 3 Damage Points immediately from Endurance and reduce your TMR by 2 until fully recovered, which will take two months. In addition, add 30 to your chance of being infected (assuming you live long enough for such things to matter).

09–10 You have been stabbed in your secondary arm. Drop whatever you were holding in it and take 2 Damage Points immediately from Endurance. It will take a full week for the arm to be of any use to you whatsoever.

11 Your aorta is severed and you are quite dead. Rest assured your companions will do their best to console your widow(er).

12 A stomach puncture. Nasty. You suffer 3 Damage Points immediately from Endurance and lose 2 from your TMR until fully recovered, which will take two months. Also, you are automatically stunned for the next pulse (if you aren't already), after which you may recover. Add 20 to the chance to be infected.

13 Your opponent's weapon has entered your eye. Roll D10. On a roll of 1, the weapon has entered your brain and you are dead. On a roll of 2–5, your left eye is blinded. On a roll of 6–10, your right eye is blinded. If you are lucky enough to be blinded instead of killed, you have suffered 2 Damage Points to Endurance. In addition, a figure who is blind in one eye suffers the following subtractions: -1 from MD, -2 from PB, -4 from Perception. A figure blinded in one eye reduces their base chance with any missile or thrown weapon by 30.

14–18 Tsk, tsk. A wound of the solid viscera. Usually fatal. Take 3 Damage Points to Endurance immediately and 1 per pulse thereafter until the bleeding is stopped by a Healer of Rank 2 or above or you die. Add 30 to the chance of infection.

19–20 Take a stab in the leg (your choice as to which one) resulting in a deep puncture of the thigh muscle. Suffer 1 Damage Point to Endurance immediately and reduce your TMR by 1 until you heal, which will take 4 weeks.

21–25 A chest wound. Take 2 Damage Points to Endurance immediately and reduce your TMR by 1 until recovered (about 2 months). Look on the bright side, though. Your attacker's weapon is caught in your rib cage and has been wrenched from their grasp.

26–27 Bad luck! Your secondary hand has been severed at the wrist. Take 2 Damage Points to Endurance immediately and 1 point per pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 0 or above. If you live, reduce your MD by 2.

28–30 Worst luck! Your primary hand has been severed. See result 26–27 for effects.

31–34 A minor wound. Your face is slashed open, ruining your boyish good looks and causing blood to spurt into your eyes. Reduce your PB by 4 permanently.

35 Your secondary arm is sliced off at the shoulder. Take 5 Damage Points immediately from Endurance and 1 per pulse thereafter from Fatigue (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 1 or above. Reduce your MD by 2 and your AG by 1.

36 The same as 35, except it's your good primary arm that has been lopped off.

37–40 You have been eviscerated! Take 4 Damage Points immediately from Endurance and 1 point per pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are unconscious. Increase your chance of infection by 40.

41–42 A glancing blow lays open your scalp and severs one ear (your choice as to which one). Take 2 Damage Points immediately from Endurance. Reduce your Perception by 2.

43 A savage slash rips open your cheek and jaw. Take an automatic pass action next pulse due to the shock of the blow. Your PB is increased by 1, since your disfigurement will bring out the maternal/paternal instincts in the opposite gender.

44–50 A slash along one arm, and it's a bleeder! Take 2 Damage Points immediately from Endurance and lose 1 point from Fatigue (Endurance when Fatigue is exhausted) each pulse until the bleeding is stopped by a Healer of Rank 1 or above or you die.

51–52 Hamstrung! Roll D10. On a roll of 1–4, it is your left leg. On a roll of 5–10 it is your right. Take 4 Damage Points immediately from Endurance and fall prone. You may not stand unassisted until the wound is healed (which should take three months). Reduce your AG by 3 permanently.

53–60 Your primary arm is crippled by a wicked slash! Take 2 damage Points immediately to Endurance and drop anything you have in your primary hand. The arm is unusable until healed, which should take 2 months.

61–67 Your secondary arm is crippled; see 53–60 for details.

68–69 A nasty slash in the region of the shoulder and neck. Roll D10. On a roll of 1–3, your head is severed and your corpse tumbles to the ground. On a roll of 4–6, your secondary collar bone is crushed; on a roll of 7–10 your primary collar bone is crushed. If your collar bone is crushed, the results are identical to 53–60, except you suffer 4 Damage Points to Endurance.

70–74 A crushing blow smashes your helmet and causes a concussion. Take 3 Damage Points from Endurance and suffer a reduction of 4 in both MD and AG lasting for 3 days.

75–80 A massive chest wound accompanied by broken ribs and crushed tissues. Very ugly, this. Take 5 Damage Points immediately from Endurance. Reduce your MD and AG by 3 each until this wound heals (which should take about 4 months). Increase your chance of infection by 10.

81–84 A crushing blow smashes tissue and produces internal injuries. You suffer 2 Damage Points immediately to Endurance and 1 per pulse thereafter to Fatigue (Endurance when Fatigue is exhausted) until unconscious or you receive the attention of a Healer of Rank 2 or above.

85–87 A jarring blow to your primary shoulder inflicts 2 Damage Points immediately to Endurance. Roll D10; the result is the number of pulses the arm is useless. You immediately drop anything held in that hand.

88–89 Similar to 85–87 except it is your secondary shoulder.

90–92 Your right hip is smashed horribly. Take 5 Damage Points immediately to Endurance and fall prone. You will be unable to walk until the damage has healed (which should take about 6 months). Good fun. When healed, you will still have a limp which will reduce your TMR by 1 and your AG by 2.

93–94 The same as 90–92 except it is your left hip that is smashed.

95–97 Your opponent's weapon has come crashing down on your head and fractured your skull. You fall prone and are unconscious, and take 8 Damage Points to Endurance. If you survive, you lose 2 from AG, 2 from MD and 2 from Perception. It will take a year in bed to recover.

98–100 Crushing blow to your pelvis breaks bone and tears tissue. Take 7 Damage Points immediately to Endurance and fall prone. Make a WP check to avoid falling unconscious. If you survive, you will be unable to move for D10 months.

Notes

The suggested recovery times are a guideline for the GM to use in determining how long characters should be kept out of action. The actions of a competent Healer may alter these times in

some instances.

These Grievous Injuries are designed for combat between human-sized opponents; any injuries sustained involving larger monsters should be applied judiciously by the GM, taking

into account size and mass differences, etc. In some situations, the GM may have to disallow the Grievous Injury or change its effects.

52 Fumble Tables

When an attacker fumbles, they lose 10 from their Initiative Value until the end of the next pulse. Then they make a totally unmodified D100 roll. If that roll is under their current Initiative Value, they suffer no further penalty for their slight fumble; if it is not under their current Initiative Value, apply the corresponding result from the appropriate table below. See (§6.10).

52.1 Consequences

A broken weapon is useless until repaired; a shattered weapon is useless until reforged. Any combat spell on a broken or shattered weapon is dissipated.

A damaged weapon is bent, dented, nicked, or similarly flawed. You may still use the damaged weapon but it does 1–2 points less damage and has 0–20 penalty to its strike chance (GM decides these figures), until repaired.

A damaged magical weapon must be repaired by a Weaponsmith of at least Rank 6. A damaged weaponsmithed weapon loses all its weaponsmith bonuses to Strike chance and/or Damage, until repaired.

Any self-inflicted damage ignores your armour (including magic); it usually represents bruising, minor strains, etc. Naturally, take EN damage if you have no FT available. If a specific injury is stated (e.g. pulled groin muscle, or broken bones), then healing requires a lot of time or the appropriate minimum rank of Healer.

52.2 Special cases

An innately magical weapon

- ignores asterisked results (*).
- does not break.
- may shatter or be damaged, but less often.
- does not include any non-magical weapon merely under the effects of magic.

Unarmed Combat

- “Shattered” = broken bone(s); lose 2 EN; useless in combat until healed.
- “Broken” = Seriously bruised; lose 2 FT; may be used in combat, but (until healed) each successful blow does 2 damage points less to opponent and 2 FT to yourself.
- “Damaged” = Ouch! Lose 2 FT; no further effect.

Strike Chance over 100

If the fumble indicates a broken or damaged weapon, but your modified Strike Chance was over 100, you have also struck your opponent; roll [Fatigue] damage as normal.

52.3 Bows and Crossbows only

01–12 Bowstring snaps and lashes you; lose 2 EN.

13 Bowstring snaps and lashes you in the eye; lose 2 EN; you are blinded in one eye for 3 weeks or until cured by a Rank 7 Healer. A figure who is blind in one eye suffers the following subtractions: 1 from MD, 2 from PB, 4 from Perception and reduces their base chance with any missile or thrown weapon by 30.

14–29 Bowstring snaps; no further penalty.

30 Traditional Hunting accident. Clumsy release causes arrow / quarrel to fly towards a random “friendly” back in approximately the same direction as you were aiming: Strike Chance = Weapon BC + weapon bonuses + 30 - target’s defence.

31–33 Clumsy release; bolt/arrow flies wide missing friends and foes.

34–36 Brief twinge of pain in your arm or back; Lose 1 EN.

37–39 as per 34–36, but lose 2 EN.

40–59 Dropped bolt or quarrel.

60–99 Bowstring snaps; no further damage.

00 Bowstring snaps and lashes you; lose 2 EN.

52.4 All Other Weapons

The following results are generalised. Therefore the GM is free to ignore or downgrade any result which is inapplicable to a specific case. Some outcomes are avoidable through a successful characteristic check.

01–09 Shattered weapon.

10 Shattered weapon; some slivers fly at you, potentially causing you a grievous injury — roll on the Grievous Injury Table (§51), but ignore any result over 13.

11–12 Shattered weapon, flying splinters; you and your opponent(s) lose 1 EN each.

13 Playing the Roman fool? You just did yourself an Endurance blow; fortunately you rolled minimum damage (but don’t forget the extra damage from poison, magic, etc).

14–16 Your wild swing possibly connects with someone other than your intended target or yourself – immediately make a strike check at your new victim, the nearest being in range other than you or your intended target. Hope you weren’t mounted.

17–18 Lose 1 EN. Feels as if you pulled something.

19 Lose 2 EN. You really pulled something.

20 Oops! You’ve flung your weapon in a high parabolic arc. Normally a flung or dropped weapon falls without hurting anyone — however, in this case, it falls on a random target, possibly even you, and maybe hurts them: Strike Chance = [Weapon’s BC] + [magical / weaponsmith bonuses] - [random target’s defence].

21–26 Butterfingers! Make 3 × MD to avoid your weapon flying 2–3 hexes in a random direction.

27–28 Klutz! Make 3 × MD to avoid dropping your weapon in your hex.

29 Whoops! You’ve caught your weapon in your own armour or gear. You may choose to automatically free it in the next pulse, in which case you may not attack or cast magic until after the end of the next pulse. Or else you may wish to prepare another weapon in your next action.

30 Overly enthusiastic lunge. GM moves you to an unoccupied forward hex (make 3 × AG to choose your new facing) — but if no empty hex is available, you just tried to close on an opponent, who gets a free chance to keep you out of close. If you did close, you don’t have to drop any non-close weapon, but it may not be used to attack effectively.

31–32 Poor balance; make 3 × AG or no offensive action until after the end of the next pulse.

33 Stumble; make 3 × AG or fall prone.

34–35 as per 31–32, but make 2 × AG.

36 as per 33, but make 2 × AG.

37–38 as per 31–32, but make 1 × AG.

39 as per 33, but make 1 × AG.

40 Broken weapon.

41–49 Damaged weapon.

50 Momentary dizziness; make 3 × EN or you may not attack or cast magic until after the end of next pulse.

51–52 Your vigorous swing causes a slight twinge. Make 3 × EN or lose 2 FT.

53 Make 3 × EN or pull a groin muscle, lose 2 FT and have half Base TMR until healed.

54–55 as per 51–52, but make 2 × EN.

56 as per 53, but make 2 × EN.

57–58 as per 51–52, but make 1 × EN.

59 as per 53, but make 1 × EN.

60 No effect unless you used a A or B-class melee weapon against an opponent with a non-magical shield. In which case, you have spectacularly wedged your weapon into their shield. Make 1 × PS to immediately wrench your weapon out, or it will be torn from your grasp in the fracas. Don’t worry if you fail — perhaps their shield is now useless?

61–62 Your melee weapon is stuck, caught, or entangled in your opponent’s armour or gear (and you didn’t even hurt them). Make 3 × PS to immediately disengage your weapon, or it will be yanked from your grasp in the fracas.

63 You palpably hit a tree, rock, wall-hanging, furniture, or some other adjacent “scenery”. Make 3 × PS to immediately disengage/extract your weapon. You may try again, as a future action; but perhaps you should prepare a new weapon instead.

64–65 as per 61–62, but make 2 × PS.

66 as per 63, but make 2 × PS.

67–68 as per 61–62, but make 1 × PS.

69 as per 63, but make 1 × PS.

70* Shattered weapon, if it is not at least Rank 1 weaponsmithed.

71–73* Your weapon breaks unless you roll under its weaponsmith rank on D10. Indeed it shattered if you failed the roll by 5 or more.

74–77 Twinge of pain. Take (D10 - rank in weapon) FT damage.

78–79 as per 74–77, but also you may not attack or cast magic for remainder of the pulse.

80 Your weapon flies from your grasp. You may choose to drop whatever is in your other hand; in which case, make $3 \times \text{MD}$ to catch the weapon in that other hand.

81–82 Butterfingers! Make $3 \times \text{MD}$ to avoid your weapon flying 2–3 hexes in a random direction.

83 Klutz! Make $3 \times \text{MD}$ to avoid dropping your weapon in your hex.

84–85 as per 81–82, but make $2 \times \text{MD}$.

86 as per 83, but make $2 \times \text{MD}$.

87–88 as per 81–82, but make $1 \times \text{MD}$.

89 as per 83, but make $1 \times \text{MD}$.

90 Broken weapon.

91–99 Damaged weapon.

00 Your bizarre but highly spectacular fumble is mistaken for an obscure martial technique. All engaged melee opponents hastily elect to neither attack or cast magic as their next action. If you have another action before they actually perform their next action, you may choose to run away (retreat up to full TMR) as your action without the need for a Withdrawal manoeuvre — you are no longer engaged with those particular opponents.

53 Backfire Table

Extra Fatigue The following effects result in the Adept losing extra Fatigue in order to contain the Backfire effect. If no Fatigue was expended during the cast then there will be no apparent effect. If the Adept has insufficient Fatigue, then they lose all remaining Fatigue and re-roll on this table for each Fatigue point they were unable to expend, with any further rolls of Fatigue loss taken as damage due to internal injuries.

01-09 Fatigue loss equal to that already expended.

10-16 Fatigue loss equal to twice that already expended.

17-21 Fatigue loss equal to 3 times that already expended.

22-24 Fatigue loss equal to 4 times that already expended.

25 Fatigue loss equal to 5 times that already expended.

Spell Awry The following effects result in the spell working in a manner that was not intended by the Adept. The spell may still be resisted by the eventual target, if the spell is resistible. Note that the Adept will not necessarily be aware of the outcome, since in many cases there will be no apparent effect.

26-30 The Adept becomes the target of the spell.

31-32 The Adept becomes the target of the spell with some or all effects doubled.

33 The Adept becomes the target of the spell with some or all effects tripled.

34-35 The Adept becomes the target of the spell and the spell is delayed by D10 pulses.

36 The Adept becomes the target of the spell and the spell is delayed by D100 pulses.

37-39 The spell has opposite or different effect to that which it was designed.

40-41 The spell's effects are delayed by D10 pulses.

42 The spell's effects are delayed by D100 pulses.

43-45 The spell's effects are intermittent with D10 pulses or minutes on, followed by D10 pulses or minutes off.

46-48 The spell affects a random target or area within range, or goes in a random direction.

49 The spell affects a random target or area within twice range.

50 The spell affects a random target or area within three times range.

51 The spell is cast at random as though the caster is a random entity within D10 hexes.

52-53 The spell affects a random target or area within range with some or all effects doubled.

54 The spell's effects are delayed by D10 pulses and affects a random target or area.

55 The spell's effects are delayed by D100 pulses and affects a random target or area.

56-57 The spell works with some or all effects halved.

58 The spell works as normal.

59 The spell works with some or all effects doubled.

60 The spell works with some or all effects tripled.

Minor Curses The following effects result in the Adept being afflicted by a minor curse. The Adept may resist the curse by using their Magical Resistance against non-College Magic. Some curses can be cured by healing skills, and all may be dispelled by a curse removal. Any result specifying a gradual loss of statistics will also cause an immediate loss.

61 Blind for D10 pulses.

62 Blind for D10 × D10 minutes.

63 Blind for D10 × D10 hours.

64 Blind for D10 days.

65 Deaf for D10 pulses.

66 Deaf for D10 × D10 minutes.

67 Deaf for D10 × D10 hours.

68 Deaf for D10 days.

69 Mute for D10 pulses.

70 Mute for D10 × D10 minutes.

71 Mute for D10 × D10 hours.

72 Mute for D10 days.

73 Lose smell and taste for D10 days.

74 Lose smell and taste for D10 × D10 days.

75 Lose tactile sense for D10 days.

76 Lose tactile sense for D10 × D10 days.

77 Insomnia such that only 1 Fatigue is recovered for each hour of sleep for D10 days.

78 Insomnia such that only 1 Fatigue is recovered for each hour of sleep for D10 × D10 days.

79-80 A virulent skin disease halves Physical Beauty and causes intense itching which will increase the difficulty of concentration checks by 1, until stopped by Cure Disease.

81 Wasting disease causes -1 Strength and -1 Endurance per day until stopped by Cure Disease. The Strength and Endurance lost will be recovered at 1 point per day, or by being treated by Repair Muscles.

82-83 Periodic muscle spasms lasting D10 pulses cause a loss of 1 Fatigue each pulse. There is D10 × D10 minutes between spasms. This can be cured by Repair Muscles.

84 A deep sleep for D10 pulses.

85 A deep sleep for D10 × D10 minutes.

86-87 Recurring migraines cause a loss of 2 Magical Aptitude and 2 Willpower. Each minute of concentration requires a 4 × Willpower concentration check. The effects can be treated by Soothe Pain and cured by Repair Vital Organs.

88 Periodic hallucinations for D10 hours. Each hallucination lasts D10 pulses and there is D10 × D10 minutes between them. Can be cured by Repair Vital Organs.

89-90 Arthritis causes -4 Dexterity, -4 Agility and increases by 1 per hour the Fatigue loss due to exercise, until treated by Repair Tissues.

91-92 Enfeeblement causes -4 Strength, -4 Endurance and doubles the Fatigue loss due to exercise, until treated by Repair Muscles.

93 Asthma causes TMR to be halved, doubles the Fatigue loss due to exercise, and the Adept cannot perform strenuous exercise until treated by Repair Vital Organs.

94-95 Creeping senility will cause a loss of 1 Magical Aptitude every two days until treated by Regenerate Vital Organs.

96 Partial Amnesia causes the loss of all Magical abilities for D10 days.

97 Partial Amnesia causes the loss of all Skills (excluding Magic and Weapons) for D10 days.

98 Partial Amnesia causes the loss of all memories from the past 2D10 months. The Adept will operate at lower ranks in the abilities that have been ranked during this period. The memories will return at a rate of 1 month each day.

99 Total Amnesia causes the loss of all memories for D5 × D5 days. All magic and skills other than the primary language will be lost, and all weapon ranks will be halved (round down) or lost if Rank 0. The Adept's original personality will come to the fore and they may need to make a reaction roll to determine their initial feelings towards each person.

00 Roll two more times and apply both effects.

54 Fright & Awe Tables

Rolls against these tables can be made as the result of magic, when meeting entities who are extremely ugly or beautiful, and in other surprising situations.

Modifiers

All modifiers are cumulative lasting 24 hours or until 8 hours sleep, but each division only counts once. For example, a target gets feared 3 times. The first is a hysterical which adds 10%; second is catatonic which adds 10%. Total so far is 20%. The third, however, is another hysterical but as a hysterical component is already included in the 20%, the total remains at 20%. A minor heart attack within 24 hours would push the total to 30%.

Familiarity

In both the cases of extremely low and high beauty, the effects are reduced with familiarity with the creature causing the fear or awe. Once a character has successfully made their Willpower check, or has recovered from a failed check, they need not check again (for an effect from the same creature) for the remainder of the encounter. If the same creature is encountered again another Willpower check must be made, but the GM may add 1 or more to the difficulty

factor, thus making it easier to succeed. This bonus should not be applied to encounters with other similar creatures, only to the same ones (it is not true to say that when you have seen one Troll, you have seen them all).

PB Fright Checks

Whenever characters encounter a creature whose Physical Beauty is less than 5, and whose description states a Fear causing ability, they must make a Willpower check to determine if they are frightened. The difficulty factor for this test is equal to the creature's PB (use a factor of 1 if PB is 0). If this test is failed, the character must then roll on the Fright Table (see §54.1) and apply any results before they take another action. They may attempt to recover every pulse, by trying to succeed at the same Willpower check. Until that time they will act as the Fright Table indicates.

PB Awe Checks

Whenever characters encounter a creature whose Physical Beauty is above 26, and whose description states an Awe causing ability, they must make a Willpower check to determine if they are awed.

If this Willpower check is failed the character

must then roll on the Awe Table (see §54.2) and apply any results before they take another action. Recovery from awe effects is as indicated on the Awe Table. Awe can be caused by a creature with a Physical Beauty greater than 26. The range of the effect is line of sight to the creature. The character will only be affected if the creature is within their line of sight, and they are facing towards it. Once seen, however, facing becomes irrelevant, i.e. if the Target turns away, so as to run, they do not lose the Awe effect simply because they are no longer facing the source. The effect will remain until the Target is out of line of sight of the source. Should the character return into line of sight of the source, the same result as before will be applied, unless their Willpower has increased, in which case, they receive another Willpower check to resist the effect of the Awe.

The difficulty factor of the Willpower check is dependent on the creature's PB:

PB	Difficulty Factor	PB	Difficulty Factor
27–28	4.0	32	2.0
29	3.5	33	1.5
30	3.0	34	1.0
31	2.0	35+	0.5

54.1 Fright Table (Ver 1.1)

< 20 Wary The target will not voluntarily approach the source of their fear. If they are not aware of the source they will be very cautious and seek to optimise safety.

21–25 Berserk They immediately charge to attack the object of their rage. If the source is not apparent they will charge about noisily looking for it. Add +10 to Strike Chance and -10 to Defence.

26–75 Panic They will attempt to maximise their safety in relation to the source of their fear. This usually involves fleeing as rapidly as possible, but could also include cowering in the centre of the party, curling up in a small ball, hiding under a bed, etc. While a state of panic prevails, some sanity is present and the target would not normally do anything suicidal (e.g. running over the edge of a cliff) but they might use abilities to increase their safety (e.g. flying away). If the target wishes to use an ability, (e.g. casting a spell) the GM should give a suitable negative modifier to their base chance (e.g. -20).

76–90 Frozen They may take no action until snapped out of it (e.g. slapped on the face, attacked, etc). The target can attempt to break out of it themselves by making a 1 × WP check per pulse. On recovery, the target rolls again at -30 (with no other modifiers) to determine their next action. Add +10 to subsequent rolls on the fright table.

91–95 Hysterical They stand and scream and may take no other action until snapped out of it (as for 76–90). On recovery, roll again at -20 (with no other modifiers). Add +10 to subsequent rolls on the fright table.

96–100 Catatonic Target becomes catatonic. Their hair turns white and they may take no other action until snapped out of it (as for 76–90). On recovery, roll again at -20 (with no other modifiers). Add +10 to subsequent rolls on the fright table.

101–110 Faints The target faints into unconsciousness and loses 5 Fatigue. At the end of each minute they roll 1 × WP in order to regain consciousness. Add +10 to subsequent rolls on the fright table.

111–115 Collapses The target collapses into unconsciousness and loses all of their Fatigue. After (30 - Endurance) minutes, or being tended by a Healer, they will regain consciousness. All their Characteristics and Ranks will be reduced by 2, and they will not be able to recover Fatigue, until they have had comfortable bed rest for (40 - Endurance - tending Healer Rank) hours. Add +10 to subsequent rolls on the fright table.

116+ Heart Attack The target suffers a heart attack and must receive the attention of a Healer of at least Rank 3 within Endurance pulses or they are dead. If they survive they will be on 0 Endurance and 0 Fatigue, and will be unconsciousness for (30 - Endurance) minutes. All their Characteristics and Ranks will be reduced by 5, and they will not be able to recover Fatigue or more than half their Endurance, until they have had comfortable bed rest for (60 - Endurance - tending Healer Rank) hours. Add +10 to subsequent rolls on the fright table.

54.2 Awe Table

01–20 Awe Target is slightly awed. Will not voluntarily approach the source of the Awe, unless requested to do so by the source. If not aware of the source, will be slightly cautious.

21–25 Enamoured Target is completely enamoured of the source. Will do anything that the source requests, to the extent of attacking comrades and friends, but not to the extent of killing themselves if so requested. If the source is not apparent they will rush around noisily looking for it.

26–76 Panic Target is panicked by the Awe. They will attempt to maximise their safety, as they perceive it. This may involve fleeing, cowering, hiding, pleading and whimpering. They will not usually further endanger themselves in their attempt to escape, by running off a cliff for example. Add +5 to subsequent Awe Table rolls.

77–90 Humble Target is completely humbled and prostrates themselves before the source of the Awe. They may take no other actions until they are snapped out of their grovelling by an outside agency, or by rolling less than or equal to their Willpower on D100. They may attempt this roll every second Pulse after being affected. Add +10 to subsequent Awe Table rolls.

91–95 Hysterical Target becomes hysterical and falls to the ground, weeping, laughing, singing and/or praying as appropriate until snapped out of it by an outside agency. They may attempt to break out of it by themselves, by rolling less than or equal to their Willpower on D100, at the end of each minute following the affect. On recovery, roll D100: 1–50 slightly awed (as for 1–20, this table), 51–55 enamoured (as for 21–25), 56–100 panic (as for 26–76). Add +10 to subsequent Awe Table rolls.

96–100 Catatonic Target collapses, becomes catatonic and may take no further action until snapped out of it by an outside agency. Upon recovery, roll D100: 1–26 slightly awed, 27–31 enamoured, 32–95 panic, 96–100 hysterical. Add +15 to subsequent Awe Table rolls.

101–106 Faints Target faints dead away and will remain unconscious for [D + 6] minutes. Add +15 to all subsequent Awe Table rolls.

107–110 Mild Heart Attack Target suffer a mild heart seizure. The result is the same as for 101–106 except that the Target may not move about under their own power for the remainder of the day and suffers a decrease of 2 to PS, MD, AG, EN, and FT, until either they spend one month resting in bed, or their heart is repaired using the Healer ability “Repair Tissues and Organs”. Add +15 to subsequent Awe Table rolls.

111+ Severe Heart Attack Target suffers a severe heart attack and must have the attention of a Healer of at least Rank 2 within one minute (12 pulses) or they will die. Otherwise this result is the same as for 107–110, except that +20 is added to subsequent Awe Table rolls.

Spell Effects

1. Wall of Bones (Necromancy): A target is not affected by the wall until they touch it. If they fail to resist they are affected any time they are in line of sight of the wall but facing is not important (if a target turns to flee the wall then they do not lose the fear because they are no longer facing it). If the target touches the same wall again they make another resistance check. Duration is that of the spell; once the wall is gone, so is the fear.

2. Fear (Necromancy, Wicca, Celestial): single target spell.

If duration is immediate then after (Rank of spell / 5) pulses, rounded up, the target may make a 3 ×

WP check each pulse to recover from fear, other-

wise the fear lasts the duration of the spell. A further check may be required to recover from the secondary effects of 76–90, 91–95 and 96–100. Once recovered from, the spell has no further effect. The range of the spell only determines the possible targets, so the target being more than this distance from the Adept will not affect the duration.

3. Mass Fear (Necromancy, Wicca): has set range and duration. Range is a sphere around the Adept. Targets going out of range of the spell are no longer affected. Each time they re-enter the area of effect of the spell they make another magic resistance (and roll on the Fright Table if they fail).

A group of adventurers are in the middle of Ex-ample a forest. Rolf the Harrier gets struck by

a Fear spell from Nasty the Necro, and fails to resist. A roll of 45 indicates panic. Rolf's player thinks Rolf has 3 options:

1. Run back to a clearing just left by the party.
2. Feeling no direction to be safe, Rolf clings to Hu'ug the giant's leg and trembles.
3. Being a “If I can't see them they can't see me” believer, Rolf puts a sack over his head.

Rolf's player and the GM decide on percentages for the options and one is determined. In this case Rolf flees. The spell is Rank 7 so Rolf gets to attempt to snap out of the fear each pulse after the first two. Six pulses after the spell is cast, on his third try, Rolf succeeds his 1 × WP check and may turn around and attack Nasty the Necro.

55 Experience Point Costs

55.1 Weapons

Sword	0	1	2	3	4	5	6	7	8	9	10
Dagger	25	25	50	100	200	400	700	1500	3000	4000	
Main gauche	50	50	100	200	400	1100	1500	3000	3000	3000	4000
Short sword	100	100	200	400	700	1500	3000				
Falchion	25	25	50	100	200	400	700	1500	3000		
Scimitar	100	100	200	400	700	1500	3000	3000	3000		
Tulwar	100	100	200	400	700	1500	3000	3000	3000		
Rapier	200	200	200	200	200	500	500	2000	4000	4000	3000
Sabre	150	150	200	500	1000	2000	2000	2000			
Broadsword	50	50	100	200	400	700	1500				
Estoc	75	75	200	500	1000	2000	4000	4000	3000		
Hand & a half	100	100	200	400	500	900	1700	2000			
Claymore	50	50	100	200	400	700	1500	1800			
Two-handed sword	50	50	100	200	400	700					
Hafted weapons	0	1	2	3	4	5	6	7	8	9	10
Hand axe	100	100	200	500	1500						
Battle axe	75	75	150	200	500	1000	2000	4000			
Giant axe	75	75	150	200	500	1000	2000	4000			
Great axe	150	50	100	200	500	1000	3000	5000			
Crude club	25	25	50								
War club	25	75	150	300	500	700					
Giant club	25	75	150	300	500	700					
Mace	50	50	100	200	400	700					
Giant mace	50	50	100	200	400	700					
War hammer	50	50	100	200	400	700					
War pick	75	75	150	200	500	1000					
Flail	25	25	50	100	200	400					
Morningstar	100	100	200	400	700	1800					
Mattock	50	50	100	200	400	700					
Quarterstaff	75	75	150	200	500	1000	2000	4000	4000	3000	
Pole arms	0	1	2	3	4	5	6	7	8	9	10
Javelin	50	50	100	200	400	800	1400	2000	2000	2000	3000
Spear	100	100	200	400	700	1800					
Giant spear	100	100	200	400	700	1800					
Pike	200	200	400	700	1400	3000					
Lance	250	400	700	1000	1700	3500					
Halberd	100	100	200	400	700	1500					
Poleaxe	100	100	200	400	700	1500					
Trident	200	200	400	800	1400	3000					
Glaive	50	50	100	200	200	500	800	1500	3000		
Giant glaive	50	50	100	200	200	500	800	1500	3000		
Missile weapons	0	1	2	3	4	5	6	7	8	9	10
Sling	100	200	400	700	1500	3000	3000	3000	3000		
Self bow	100	100	200	400	700	1500	3000	3000	3000		
Short bow	100	100	200	400	700	1500	3000	3000	3000		
Long bow	300	200	500	1000	2000	2000	3000	3000	3000		
Giant bow	300	200	500	1000	2000	2000	3000	3000	3000		
Composite bow	200	200	400	700	1500	3000	3000	3000	3000		
Crossbow	100	100	200	400	800	1000					
Heavy crossbow	100	100	200	400	800	1000					
Spear thrower	25	25	50	100	200	400	700	1500	3000	4000	5000
Blowgun	25	25	50	100	200	400	700	1500	3000	4000	5000
Thrown weapons	0	1	2	3	4	5	6	7	8	9	10
Throwing dart	200	100	200	500	1000	2000	2000	2000	2000	2000	2000
Boomerang	100	300	500	1000	1200	1500	1500	1500			
Grenado	25	50	75	100	150						
Entangling weapons	0	1	2	3	4	5	6	7	8	9	10
Net	150	150	300	600	1300						
Bola	200	200	400	700	1500	2000	5000				
Whip	150	150	500	900	1400	2000	3500	4000	5000	5000	6000
Lasso	150	150	500	900	1400	2000	3500				
Special weapons	0	1	2	3	4	5	6	7	8	9	10
Rock	25	25	100	150	200	300	500				
Cestus	30	40	50	100	200	400	700	1500	3000	6000	
Garotte	100	200	300	600							
Sap	25	75	150	250							
Shield	25	25	50	100	200						
Unarmed	0	1	2	3	4	5	6	7	8	9	10
Unarmed	150	300	450	600	800	900	1500	3000	4000	5000	4000

55.2 Skills

		0	1	2	3	4	5	6	7	8	9	10	extra
§29	Adventuring ^A	0	125	250	375	500	675	750	875	1000	1125	1250	
§30	Alchemist	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000	
§31	Armourer ^C	600	300	800	1600	3000	5500	6200	7300	8800	10800	14000	5000
§32	Artisan	250	100	150	350	700	950	1500	1850	2500	3200	4000	
§33	Assassin	600	250	750	1700	2900	4200	5750	7550	9500	11700	14100	
§34	Astrologer	400	150	500	1150	2050	3100	4400	5900	7500	9400	11500	
§35	Beast Master	600	250	750	1650	2800	4300	5600	7350	9300	11400	13750	
§36	Courtier ^C	250	100	200	500	950	1450	2050	2800	3600	6300	8000	1000
§37	Healer	1000	400	1600	3500	5800	8400	11400	14700	18500	22500	26750	
§38	Herbalist	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000	
§39	Languages	200	75	125	300	550	850	1350	1700	2250	2900	3500	
§40	Mechanician ^C	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000	2500
§41	Merchant	300	125	300	850	1400	2200	3400	4200	5300	6800	9500	4000
§42	Military Scientist	300	125	350	950	1500	2350	3100	4150	5400	6750	10000	3000
§43	Navigator	400	150	400	900	1550	2400	3350	4450	5750	7100	10500	
§44	Philosopher	1400	700	1400	2100	2800	3500	4200	4900	5600	6300	7000	
§45	Ranger	600	250	800	1650	2750	4100	5650	7350	9300	11400	13250	
§46	Spy ^C	500	200	600	1400	2400	3600	5000	6600	8400	10400	12600	2500
§29.4	Stealth	0	500	1000	1500	2000	2500	3000	3500	4000	4500	5000	
§47	Thief	750	300	1050	2350	4000	5750	7900	10250	12900	14850	16000	
§48	Troubadour	250	100	200	500	1050	1450	2100	2800	3900	4600	7000	1000
§49	Warrior	600	250	750	1700	2900	4200	5750	7550	9500	11700	14100	
§50	Weaponsmith ^C	600	300	800	1600	3000	5500	6200	7300	8800	10800	14000	5000

Notes

A Adventuring skills includes Horsemanship, Climbing, Flying, and Swimming. See the above table for Stealth.

B Some skills have subskills which may be gained at any rank for the EP cost given and 4 weeks. These costs are discounted by 25% if the character has reached rank 8 in the given skill, or by 50% if they have reached rank 10. Sub-skills gained in this way are in addition to any gained by an increase in the rank of the skill. See each skill for details.

C Depending on the character's personal characteristics, they may pay more or less EP to rise in Rank. See each skill for details.

D Knowledge (§28.2) is a skill which takes 4 weeks and 500ep to learn Rank 0. It cannot be Ranked beyond Rank 0.

55.3 Characteristics

Stat	First Point	Extra Points
Fatigue	2500	2500
Endurance	5000	2500
Perception	1000	750
All others	5000	5000

56 Weapons, Shields and Armour Charts

56.1 Weapons

Special Notes for Weapons

Weapons are normally wielded one-handed, and the exceptions are noted with a (2) after the name of the weapon. Some may be used either one or two-handed, and these are noted with a (1–2). When weapons of this type are wielded two handed, increase their Damage Modifier by 1.

- indicates that a weapon has no Class for purposes of Grievous Injuries; when a possible Grievous Injury is rolled, only damage affecting Endurance results.

V indicates that the characteristic is variable.

A When attacking a foe whose modified AG is between 12 and 9 (inclusive) the weapon may be used to attack twice in one pulse without penalty; if the modified AG is 8 or less, the weapon may attack three times in a pulse.

B Only giants can use giant weapons.

C A torch is not actually a weapon, but may be used as such in emergencies. Also, brandishing a burning torch in the face of an animal may cause it to flee. Any animal whose WP is 10 or less may be scared off if it fails a roll of $4 \times \text{WP}$. A successful roll indicates the animal is not impressed. No Rank may ever be achieved with a torch.

D The sap may only be used to knock out targets wearing only leather, cloth or no armour. Used by an assassin, any hit knocks out the target; for anyone else, any hit stuns and 4 or more points of effective damage knocks out the target. This will not work on targets larger than human size.

E The following weapons also function as thrown weapons: dagger, hand axe, battle axe, giant axe, crude club, war club, giant club, mace, war hammer, javelin, spear, giant spear, net, bola and rock.

F Up to three throwing darts may be thrown at one, two, or three targets in one action with no penalty.

G A boomerang returns to the thrower if it does not hit anything during its flight.

H A grenade is filled with any substance (manufactured by an alchemist) designed to burst into flames on impact. These substances include greek fire, methane, and anything else the GM will allow. It bursts on landing (it need not be thrown at a particular figure), and its effects are determined by the substance contained within. If a “miss” is rolled for the strike check, the GM should randomly determine whether the grenade landed short, long, left, or right of the target (or any combination thereof).

I A javelin functions as a thrown weapon unless it is launched by a spear thrower, in which case the spear thrower’s characteristics are used and it functions as a missile weapon.

J A pike may be used to melee attack any figure within two hexes; its melee zone extends into what would normally be the first hexes of the figure’s ranged zone.

K A lance may be used only by a mounted figure.

L All missile weapons must be loaded before firing; this action is in addition to preparing the weapon itself. A pass action must be taken in order to load the sling, any draw bow, the spear thrower, and the blowgun. Two consecutive pass actions must be taken to load a crossbow (three if using a cranequin).

M Longbows may not be used while mounted, nor by small figures, including Dwarves & Halflings.

N An entangling weapon may be used as a garotte in Close Combat.

O The whip may be used to entangle and do damage in the same pulse to the same target in melee combat. In close combat, it functions as a garotte. Once the target is entangled, the attacker may choose to leave them entangled (thus letting go of the whip), or disentangle the target themselves, and retain possession of the weapon.

P Cesti are worn on the hands and need not be prepared in order to be used.

Q The garotte is used to strangle the target and may only be used against human-sized or smaller victims. When used by a trained assassin, once a successful hit has been scored, it will continue to do damage every pulse from then on until the victim is dead or the assassin has taken effective damage from either the victim or an outside source. If the victim’s PS is greater than the assassin’s the GM may permit them to attempt to break the hold, similar to the attempt to restrain. If the attempt is successful, the hold is broken and the assassin will have to make another successful strike check to continue the strangulation. Some types of plate armour may, at the GM’s discretion, prevent the successful use of this weapon due to protection around the neck area. A non-assassin has to roll a strike check every pulse to see if any damage can be done.

R Unarmed has a base chance of $2 \times \text{AG} + \text{PS}$ over 15. The damage modifier is -4 (+ 1 for every 3 full points of PS over 15).

S All shot, darts, arrows, and quarrels come in appropriate pouches or quivers of 20; the weight and cost of the pouch or quiver is not included in the information given for the accessory.

T A cranequin is used to cock crossbows; it requires a PS of 11 and two free hands.

U If a blowgun dart does any effective damage, the damage is not scored against their victim but rather they suffer the effects of the substance which coats the tip (poison, for instance; see Alchemist §30).

Swords	Wt	PS	MD	BC	DM	Range	Class	Use	Cost	Rk
Dagger ^A	10oz	7	10	40	+0	8	A	RMC	10	9
Main gauche	1	8	15	45	+1	P	A	MC	20	10
Shortsword	2	10	12	45	+3	P	A	M	40	6
Falchion	4	12	11	50	+2	P	B	M	35	8
Scimitar	4	11	15	50	+3	P	B	M	60	8
Tulwar	4	13	15	50	+4	P	B	M	65	8
Rapier	2	11	18	45	+3	P	A	M	35	10
Sabre	3	14	15	60	+3	P	B	M	40	7
Broadsword	3	15	15	55	+4	P	B	M	50	6
Estoc	2	15	17	45	+5	P	A	M	65	9
Hand & a half (1-2)	6	17	16	60	+5	P	B	M	85	7
Claymore (1-2)	5	16	13	50	+4	P	B	M	800	7
Two-handed sword (2)	9	22	14	55	+7	P	B	M	100	5
Hafted weapons	Wt	PS	MD	BC	DM	Range	Class	Use	Cost	Rk
Hand axe	2	8	11	40	+1	8	B	RMC	15	4
Battle axe (1-2)	5	14	14	60	+4	6	B	RM	20	7
Great axe (2)	6	19	17	65	+6	P	B	M	30	7
Giant axe ^B	25	29	12	65	+10	6	B	RM	50	7
Crude club	4	16	10	45	+2	6	C	RM	3	2
War club	3	14	10	50	+2	7	C	RM	5	5
Giant club	10	25	9	50	+8	9	C	RM	10	5
Torch ^C	3	8	12	40	+1	P	C	M	1	-
Mace	5	16	9	50	+4	5	C	RM	15	5
Giant mace ^B	25	27	10	50	+7	8	C	RM	40	5
War hammer	5	15	13	45	+3	6	C	RM	15	5
War pick (1-2)	4	17	13	45	+4	P	C	M	20	5
Flail	4	14	15	50	+2	P	C	M	15	5
Morningstar (1-2)	5	18	15	60	+4	P	C	M	20	5
Mattock (2)	6	19	14	55	+6	P	C	M	18	5
Quarterstaff (2)	3	12	16	55	+2	P	C	M	3	9
Thrown weapons ^E	Wt	PS	MD	BC	DM	Range	Class	Use	Cost	Rk
Throwing dart ^F	3oz	9	15	40	+0	12	A	R	1	10
Boomerang ^G	1	11	15	40	+0	20	C	R	2	7
Grenado ^H	2	99	15	40	V	15	-	R	V	4
Pole weapons	Wt	PS	MD	BC	DM	Range	Class	Use	Cost	Rk
Javelin ^I	3	12	15	45	+2	12	A	RM	4	10
Spear (1-2)	5	15	14	50	+3	6	A	RM	10	5
Giant spear(1-2) ^B	15	22	16	55	+7	12	A	RM	20	5
Pike (2) ^J	8	18	16	45	+5	P	A	M	15	5
Lance ^K	7	16	18	45	+6	P	A	M	4	5
Halberd (2)	6	16	16	55	+3	P	N	M	15	5
Poleaxe (2)	6	18	15	55	+4	P	N	M	20	5
Trident (1-2)	5	14	16	45	+2	5	A	RM	8	5
Glaive (2)	7	16	18	55	+5	P	B	M	15	9
Giant glaive (2) ^B	14	22	18	65	+9	P	B	M	30	9
Missile weapons ^L	Wt	PS	MD	BC	DM	Range	Class	Use	Cost	Rk
Sling (2)	1	7	15	40	+1	60	C	R	1	8
Self bow (2)	2	10	15	45	+0	30	A	R	20	8
Short bow (2)	4	14	15	45	+2	60	A	R	20	8
Long bow (2) ^M	6	16	15	55	+4	180	A	R	25	8
Composite bow (2)	8	17	15	55	+4	225	A	R	80	8
Giant bow (2) ^B	14	25	17	55	+7	45	A	R	80	8
Crossbow (2)	7	14	14	60	+3	80	A	R	15	5
Heavy crossbow (2)	10	20	14	60	+5	90	A	R	20	5
Spear thrower (2)	4	11	14	50	+2	15	A	R	5	10
Blowgun (2) ^U	1	7	16	30	-3	7	-	R	3	10
Entangling weapons	Wt	PS	MD	BC	DM	Range	Class	Use	Cost	Rk
Net ^N	2	11	16	30	-5	5	-	RM	4	4
Bola ^N	2	11	15	35	-3	10	-	R	5	6
Whip ^N ^O	3	10	16	40	-3	P	-	M	6	10
Lasso (2)	4	12	18	40	-4	6	-	RM	5	6
Special weapons	Wt	PS	MD	BC	DM	Range	Class	Use	Cost	Rk
Rock	V	5	10	30	-1	8	C	RMC	-	6
Cestus ^P	3	12	14	35	-1	P	C	MC	15	9
Garotte (2) ^Q	1	12	15	30	+3	P	-	C	3	3
Sap ^D	1	9	11	40	+1	P	C	MC	2	3
Shield	V	10	12	40	-2	P	C	M	V	4
Unarmed	Wt	PS	MD	BC	DM	Range	Class	Use	Cost	Rk
Unarmed ^R				V	-4	P	C	MC		10

AccessoriesS	Qty	Wt	Cost	Notes
Shot	20	4	1	Use in sling
Dart	20	2	5	Use in blowgun
Arrows	20	2	10	Use in draw bows
Quarrels	20	7	15	Use in crossbows
Cranequin	1	3	10	Use with crossbows

56.2 Shields

Shield type	Wt	Def / Rank	MD loss	Cost
Buckler	3	2%	-	5
Small round	5	3%	-2	8
Large round	10	4%	-3	10
Kite	15	5%	-4	15
Tower	25	6%	-6	20
Main gauche†	1	2%	-	20

Weight The weight of the shield in pounds.

Defence / Rank The percentage by which the figure's defence is increased per Rank while the shield is prepared (Rank 0 is counted as a Rank†).

Manual Dexterity Loss The number of points the figure's MD is reduced by for all purposes while that shield is prepared.

Cost The cost in Silver Pennies for a shield of average workmanship.

When a shield is not prepared, it is considered slung on the back of the figure carrying it. All shields except the tower shield and main gauche are constructed of wood and hides and do not affect the flow of mana in regard to Adepts.

†The main gauche does not subtract its defence from any fire attack, and cannot make a shield rush attack. The main gauche functions both as a weapon and a shield, and only one EP expenditure is used to rise in Rank in both. No defence bonus is gained at Rank 0.

56.3 Armour Chart with Guild Prices

Armour Type	Wt	Prot	AG mod	Cost	Stealth
Cloth	1	1	0	30	+5
Heavy Furs	2	2	0	40	+5
Soft Leather	3	3	0	50	0
Leather	3	4	-1	50	0
Scale†	4	5	-3	600	-5
Full Scale†	6	5	-2	750	-10
Chainmail†	7	6	-2	1,200	-10
Partial Plate†	6	6	-2	1,500	-15
Full Plate†	8	7	-2	2,000	-20
Improved Plate†	7	8	-3	2,850	-20
Heavy Plate†	8	9	-3	3,500	-25
Jousting Armour†	9	10	-4	5,000	-30
Heavy Jousting Armour†	15	15	-8	12,000	-50
Mithril	2	10	-2	Quest	-10
Dragon Skin	4	‡	-1	Quest	0

†Cold Iron

‡As per Dragon - 3

Weight The number by which a figure's size is multiplied to find the weight of the armour in pounds. Size number for the character races are: Halfling (3), Dwarf (4), Elf (5), Orc (6), Human (6), Hill Giant (9). For all others, the multiple is their height in feet (round up). Females should subtract 0.5 from the multiples.

Protection The number of Damage Points the armour absorbs.

Agility Loss The number of points the figure's AG is reduced for all purposes when the armour is worn. Does not include possible additional AG loss for the weight of the armour.

Cost The cost in Silver Pennies for the armour. Costs assumes average workmanship and mansized armour; larger or smaller armour should cost proportionally more or less.

Stealth Adjustment The amount by which a figure wearing that type of armour has their stealth percentage adjusted.

Note Cloth armour is worn underneath all other armours and its protection and weight are factored into those armours.

- Silvered Armour has the same protection – cost is + 30,000 sp. Permits magic at -10% to Base Chance.
- Truesilvered Armour has the same protection – cost is + 180,000 sp. Permits magic at no modification to Base Chance.
- Bronze Armour has 2 points less protection – cost is the same. Permits magic at no modification to Base Chance.

57 Combat Tables

57.1 Strike Chance Modifiers Summary

Close Combat Modifiers	
+1	each point attacker's PS is greater than target's PS
+20	target has no Fatigue
+20	target is stunned
-1	each point target's PS is greater than attacker's PS
-20	attacker has no Fatigue
Melee Combat Modifiers	
+10	target has no Fatigue
+10	target is being attacked though a flank hex
+15	target is stunned
+20	target is kneeling or prone
+20	attacker is charging with pole weapon or shield
+30	target is being attacked through rear hex
-4	each Rank the target has with prepared weapon if evading
-10	target is evading
-10	attacker has no Fatigue
-15	attacker is charging with non-pole weapon
-20	attack is Melee attacking while withdrawing
Visibility Condition Modifiers	
-10	starry night or shadowy interior
-20	cloudy night
-30	cave or unlit interior
-40	pitch blackness
-50	target is invisible or undetectable
Ranged Combat Modifiers	
+10	target being attacked through a flank hex
+10	target is stunned
+10	attacker is kneeling
+20	target is being attacked through rear hex
+20	aim (also chances of Endurance or Specific Grievous damage are increased to 10% and 20%, see §6.9)
-3	every hex through which a thrown weapon travels
-3	each 5 hexes (or fraction) after the first 5 through which a missile travels
-15	snapshot
-5	target is currently moving
-10	target is kneeling or prone
-20	target is evading
-20	target occupies a sheltered hex
Miscellaneous Modifiers	
-20	striking weapon held in attacker's secondary hand
-10	multiple strike; attack with weapon in primary hand
-30	multiple strike; attack with weapon in secondary hand
-10	multiple strike; attack with each weapon if ambidextrous
-20	multiple strike with B class two-handed weapon
-20	attacking an airborne figure
-15	airborne figure attacking ground figure
-10	airborne figure attacking another avian

Each modifier is added to the Strike Chance of the attacker in each instance where it applies; all modifications are cumulative.

57.2 Combat Equation Summary

Engaged Initiative	PC + modified AG + weapon Rank + warrior Rank.
Unengaged Initiative	D10 + (PC + 2 × Military Scientist).
Strike Chance with ranked weapon	Weapon Base Chance + attacker's modified Manual Dexterity + (4 × Rank with weapon) + Magic.
Modified Strike Chance	Strike Chance + Modifiers (§57.1) - opponent's Defence.
Defence	Modified AG + Shield defence + Modifiers (§57.1) + Magic.
Repulse a charge attack	D10 ≥ prepared weapon Rank.
Withdraw from close combat	(D10 + total friendly Physical Strength - total hostile Physical Strength) ≥ 10.
Strike chance to trip	40% + attacker's modified Manual Dexterity + (4 × Rank with weapon) - opponent's Defence (Damage: D10).
Restrain	3 × ((PS+AG of attacker) - (PS+AG of defender)).
Shield Rush	40% + attacker's modified MD + (4 × Rank with shield) - opponent's Defence (Damage: [D - 2]).
Disarm	-20 to strike chance.
Entangle	Same as normal strike chance with weapon (Damage: [D - 4]).
Knockout	Must roll under (15% × Modified Strike Chance).
Fumble	Reduce Initiative by 10. Roll under Initiative on D100 or roll on the Fumble Table (§52.4).
Avoid Disarm	MD + Rank on D100. Chance doubled if two handed.
Stun recovery	(2 × WP) + current Fatigue.
Parry result	D10 + evader's Rank - attacker's Rank.
	3 or less: Successful parry; evader must pass next action.
	4-7: Disarm, 1 EN damage.
	8 or greater: Disarm plus a riposte; evader may melee attack, 1 EN damage.

57.3 Action Summary

Engaged figures

- Melee Attack
- Close and Grapple
- Evade
- Offensive Withdraw
- Defensive Withdraw
- Flee
- Pass
- Cast
- Throw
- Recover from Stun

Close figures

- Grapple
- Withdraw
- Pass
- Recover from Stun

Unengaged figures

- Move up to full TMR
- Step and Melee Attack
- Charge
- Charge with Polearm or Shield
- Charge and Close
- Evade
- Retreat
- Pass
- Cast
- Throw
- Fire
- Recover from Stun

57.4 Special Damage Chart

Success	Triple	Double
01 - 09	-	01
10 - 16	01	01 - 02
17 - 23	01	01 - 03
24 - 29	01	01 - 04
30 - 36	01 - 02	01 - 05
37 - 43	01 - 02	01 - 06
44 - 49	01 - 02	01 - 07
50 - 56	01 - 03	01 - 08
57 - 63	01 - 03	01 - 09
64 - 69	01 - 03	01 - 10
70 - 76	01 - 04	01 - 11
77 - 83	01 - 04	01 - 12
84 - 89	01 - 04	01 - 13
90 - 96	01 - 05	01 - 14
97 - 103	01 - 05	01 - 15
104 - 109	01 - 05	01 - 16
110 - 116	01 - 06	01 - 17
117 - 123	01 - 06	01 - 18
124 - 129	01 - 06	01 - 19
130+	01 - 07	01 - 20

58 Miscellaneous Tables

58.1 Fatigue, Encumbrance and Movement Charts

PS	Weight of Load (lbs)								Max
3-5	0	0	5	14	21	30	37	45	50
6-8	0	5	12	17	25	40	55	67	75
9-12	5	12	17	25	40	60	75	90	100
13-17	12	17	25	50	60	80	95	112	125
18-20	17	25	35	50	75	105	125	140	150
21-23	25	40	55	70	100	140	165	185	200
24-27	35	50	65	85	120	160	185	202	225
28-32	45	65	85	105	140	180	205	230	250
33-36	55	80	110	140	180	220	245	262	275
37-40	65	85	135	170	207	247	280	307	325
Fatigue loss from Exercise									
Light	0	0	0	1/2	1/2	1	2	3	5
Medium	0	0	1/2	1/2	1	1	3	4	6
Hard	1/2	1/2	1	1	2	3	5	6	8
Strenuous	2	2	3	3	4	5	6	7	9
Agility Loss in Combat									
Loss	0	1	2	3	5	7	9	10	12

Weight of Load (lbs) The mximum weight, in pounds, that a character can carry (excluding clothing worn), to fall into that category. Note: A mount can carry weight for a character while they are riding.

Max The maximum load, in pounds, that a character can carry for a sustained period of time.

Fatigue loss from Exercise Tiredness Fatigue loss per hour of encumbered exercise, see §4.4.

Agility Points Lost The temporary Agility Point loss suffered by a character toting the given weight in combat. Use the procedure in rule §4.4 to use this chart.

58.2 Tactical Movement Rate

Modified Agility	TMR	
< 1	0	The number before the slash indicates movement in miles per day on foot; the number following the slash indicates mounted movement (assuming horses). Rates for other animal types must be adjusted by the GM. The day assumes a total of 8 hours marching. Effects of adverse weather must be adjudicated by the GM. Any paths or roads negative the effect of other terrain, and the Plain movement rates are used. (-): Movement type impossible at this exercise rate. * In these exercise rate categories, horses’ maximum rates will deteriorate 33% per day. They can travel at these rates for approximately 4 consecutive days and then they will die.
1 – 2	1	
3 – 4	2	
5 – 8	3	
9 – 12	4	
13 – 17	5	
18 – 21	6	
22 – 25	7	
26 – 27	8	
> 27	†	

† TMR = 9 + 1 for every two points of AG over 28, e.g. AG 32 gives 11 TMR

58.3 Overland Movement Rate

	Rate of Exercise			
Terrain	Light	Medium	Heavy	Strenuous
Cavern	5/-	10/-	15/-	20/-
Field	15/15	25/25	30/40*	35/50*
Marsh	-/-	5/5	10/10*	15/15*
Plain	15/15	25/25	30/40*	40/50*
Rough	10/5	15/10	20/15*	25/-
Waste	10/5	15/10	20/10*	-/-
Woods	10/5	15/10	20/15*	25/-

59 Version History

History of Edition 2.0

September 2014 Blowgun damage added and note changed to similar to venomous snakes. Counterspell of other college clarified as being special knowledge. Spy stealth bonus changed back to 2%/rank to match stealth skill.

May 2014 Jono's version of Evil Eye (E&E G-9). Rename Wicca Evil Eye to Hex. Remove requirement to cast 5 times per when ranking. Remove the 100 charge rule from investment. Warrior 3.0 basic and special abilities. Rewording of Spirit Vision (Rune T-2) re visibility restriction. Change the Background Experience in Character Generation from 250 experience to 2,500. Add decreasing Racial Modifiers to Character Gen: Race. Interrupted Ranking: replace completed with resumed. Reworded E&E and Illusion invisibility. Moved damage by burning to end of fire college. Add adventuring skill combo summary. In Heritage change Baronies to Western Kingdom and Cazarla. Change to Armourer to V1.3. Removed base chance from wizardsight.

History of Edition 1.8

January 2013 EPub Edition. Spelling and grammar edits. College intro hierarchy rearrangement in Mind, Namer, Fire, Necro, Celestial. Removed first level heading as inconsistent and had orphans. Removed cytogenesis. Changed non-tactile empathy to ranged empathy. Changed collegiate to college. Checked semi-colons.

Moved sap from hafted weapons to special weapons in 56.1.

Changed wording of spirit vision removing sentence "This vision is blocked by material objects (even if invisible) and magical darkness of Rank 20.", adding "as though they were normally visible. Fixed Detect Enchantment (T-2) binding college "Range: 1. 30 feet (+ 5 / Rank) 2. Touch "Base Chance: 1. PC + 3% / Rank 2. PC + 5" If the Adept is in contact with the target then the base chance of this talent is higher."

The Ice elemental has AG 15-2. Assumed that it should be 15-20.

Removed non-magical from these two lines as otherwise it implies that the it doesn't apply to the quasi-magical abilities mentioned just below them. "A character may attempt to employ a *non-magical* skill any number of times during a day." "The use of a *non-magical* skill is rarely automatic."

6.10 Fumbles If the weapon is not Magical, or made of cold iron, or a Bow, or a Crossbow, increase this chance of fumbling by: any silver or truesilver alloy of iron 1% etc changed to: This chance of fumbling is increased if the weapon is made of a material other than cold iron, as listed below, unless it is magical, or a Bow or Crossbow. Removed reference in Ice College spell Refrigera- tion (G-5) to fire college temperature alteration spell.

Corrected Wiccan Damnum Minatum reference to Ice College from Air College.

History of Edition 1.7

July 11, 2010 Large Print Edition.

June 10, 2010 Enhance Indexes. Move Combat section to before Magic. Reorder character-related sections. Move change log to end of Rulebook. Add ToC to Combat, Magic.

June 9, 2010 Miscellaneous edits for greater clarity and readability. Allow Courtier and Troubadour specialisation when taking sub-skill. Adjust bonus for rank in Stone Golems. Re-order Binder Golem info. Add back clothing exemption to Encumbrance.

June 8, 2010 Changes to Healer Regeneration, Graft Skin to Cure Burns, adjust and correct summary table. Update Languages. Waters of Healing neutralise venom if present. More info gained from Detect Poisons. Standardise to 'Shapechanger'. Masterwork exceptions for Adventuring and Language Skills. Move Knowledge Skill from Adventuring Skills to Skill Intro. Add Salve details to Alchemist, and time to make Medicines/Antidotes. Clarify Combat Equation Summary. Add Compose Music to Courtier.

June 7, 2010 Repeat lost June 1-7, 2006 miscellaneous edits.

History of Edition 1.6

June 7, 2006 Miscellaneous edits for clarity and readability.

May 25, 2006 Move Conception from Character Generation to Health and Fitness. Added 6 month limit and Subskills to Ranking. Permanency changes to Binder and Illusion Colleges. Weather table rationalised. Rune v2.2 in playtest and available for new characters. Modified Sub-skill rules for all applicable skills. Remove Ropes cost and Orienteering from Adventuring skills. Move Healer potion costs to Alchemist. Cost formula clarifications in Armourer. Added new Alphabet and Languages to Languages. Removed Spy discount from Thief. Cost formula changes in Weaponsmith. Added EP costs for Lasso and removed Katana. Rationalised Skill notes.

January 11, 2006 Add Spy 2.0

December 6, 2005 Include Subskill costs in the EP table.

History of Edition 1.5

June 3, 2004 Miscellaneous edits for greater clarity and readability. Acknowledge contributors for the August 13, 2001 Mind College revision. Remove partial contributors list from the cover.

May 26, 2004 College Magic: The Investment Ritual (Ver 1.2). New Version of the E&E Ritual of Greater Enchantment. Geas changed to max rank 20 and Full Geas at rank 15. Mind College

spell of Undetectability removed. Necromancy spell of Necrosis: limitation of only affecting living restored. Remove Probation tags from the colleges of Binder, Namer, Mind, and Fire. Add Shields to Weaponsmith.

History of Edition 1.4

December 19, 2001 All files revised to version 5.10 in RCS.

September 28, 2001 Ranger version 2.1 added. This is a complete replacement for the current ranger. Thanks to Rosemary Mansfield for this.

September 17, 2001 More changes to stun in combat to fix editor's misunderstanding about the free recovery at the end the pulse. Fix typo in Namer probation paragraph and copy it to the Mind College.

September 3, 2001 Change wording in restrictions on magic to enforce the limitation of cold iron on casting. Fix wording in Unarmed combat for kick so that the wording is now Rank 3 or above. Fix reference to DA in Namer. Fix wording under Encumbrance in Adventure. Try to fix Recover from Stun so that figures get a Recover from Stun action at the end of the pulse they were stunned in. Text of Mind Speech tightened up. The Ranking of Names modified to reflect new Namer. The section on Namer Ranking has been modified accordingly. The cost of a trainer for Ranking a weapon to Rank 0 has been included (10sp).

The sections Auras and Names merged into a new section "Auras & Names". Names wasn't really significant to have its own section and adding it threw out all the section numbering. Text of Scry Shield tightened up thanks to Terry Spencer. Minor corrections of Mind by Ian Wood.

August 30, 2001 Minor corrections to combat suggested by Errol Cavit. Order credits by alphabetical order and add Errol Cavit to it. Celestial Light and Dark aspect rewritten by Errol Cavit. This had previously been munged by Ross Alexander from the GM's Guide. Fix logic error in Name ranking in Namer spotted by Terry Spencer and fixed by Martin Dickson. Resistance on Wall of Darkness corrected from None to Passive.

August 13, 2001 The Mind College revision 1.6 done by Struan Judd, Jacqui Smith and Ian Wood. Detect Aura rewritten and a new section on True Names added. The Counterspell subsection of general magic rewritten with respect to the changes to Namer. The College of Naming Incantations completely rewritten by Martin Dickson and is version 2.0.

July 11, 2001 Change EM of Fireball from 500 to 550. Check duration of Weapon of Flames is 5 minutes + 1 / Rank. Add duration to Speak to Fire Creatures of 20 minutes + 10 / Rank. Duration of Alchemist's potion of Talents is now based on Rank of Talent, not Rank of Alchemist. Change text of reference of Health and Fitness

in Healer. Significant changes to Recovery from Stun introduced into Combat. Add Recover from Stun to combat actions table.

June 13, 2001 Fix typo in history. Fix problem with section headings in character generation and conception. Add note to Aspect about Celestial college affecting light/dark aspect.

History of Edition 1.3

August 31, 2000 Looking at Fire, the EM of Fireball is 500, which is what was agreed by Paul Schmidt just be the final release. Duration of Weapon of Flames corrected to 5 minutes + 1 / Rank. Duration of potioned talents changed from Rank of alchemist to Rank of talent.

June 8, 2000 Final checkin for version 1.3. Last minute change to EM of Fireball from 350 to 550 as a preventive measure. Requested by Jim Arona and put in by the editor on the principle that it is easier to refund overspend EP than to increase the EM of a spell and try to sort out the deficit.

June 6, 2000 Change warrior initiative to +1/Rank (except Rank 0). Healer and adventure retypeset. Minor magic replaced with Cantrips. All weapon spells (except Runeweapon) to have duration 5 minutes + 1 / Rank. Weapons of Flames toned down.

May 23, 2000 Lots of minor corrections. Conception added to race descriptions.

May 19, 2000 Notes on grievous injury moved into adventure under the new subsection of Health and Fitness. The addendum of Healer has been merged into the text of healer where possible. The notes about the Guild healing services have been removed and should be in the Players Guide.

March 29, 2000 Illusion Talent of Enhanced Vision changed (Andrew Withy). The description for Wizard Sight changed (Andrew Withy). Range and EM of Witchcraft Hellfire changed to match new Fire college.

March 2, 2000 Language bonus for Namers changed to fit new language document. Celestial Witchesight description changed. E&E Witchesight renamed to Wizard Sight. Fire College rewritten (Paul Schmidt) and updated to version 2.0 and probationary notice added. Wiccan Hellfire and Instilling Flight changed to match Fire and Binder respectively. Expert changed to Knowledge in EP table notes. Symbols of power for curse removal are now portable. Version 2.0 removed from title of Explanation of Characteristics. Orienteering removed and artisan cartographer added instead (Andrew Withy).

October 1, 1996 Tidy up files in general. Targeting in magic changed so that an Adept can attempt to cast at a target that is potentially out of range in the hope of a multiple effect. Notes on magical storage (not approved at this time) added to magic. Distract removed from minor magic.

September 26, 1996 Greater Summonings altered. The descriptions of imps, devils, succubi and incubi removed and put into the mon-

ster manual, while the descriptions of the special rituals (summoning Dukes, Princes, Presidents, Earls, Marquis and Kings) added. Half devils also added to monster manual, under summonables.

September 16, 1996 Add two new combat spells to Air (Jon McSpadden), and change version to 2.1. Fix resistance in Damnum Magnatum. Add notes on magical storage to introduction to magic. Add note that learning a college for the first time takes 6500 ep and six months. Dragon Flames and Necrosis now actively resistible.

September 12, 1996 Changes to Celestial Lighting modifiers and the spells of Light and Darkness added. Version updated to 1.2.

August 12, 1996 Add new bow rules. Missile weapons before unarmed combat in combat section and tables updated.

August 9, 1996 Change the description of orcs and their racial multiplier to 1.1. Change hill giants size multiplier to 11 (rather than 15). This has to be verified. Be able to target outside normal range in the hope of a double or triple.

July 11, 1996 Add Monsters section introduction and notes on aspects.

March 27, 1996 Add Name list of Namer. Add holidays and sunrise / sunset table. Add combat equation summary to tables.

March 25, 1996 Rework coinage table to make clearer. Make first reprint.

February 22, 1996 Change weight of coins and remove personal names from colleges.

February 17, 1996 Parameters tweaked for formatting, and tables moved to back of book, after skills.

January 12, 1996 Initial release for players and GMs. Release document does not contain combat.

January 5, 1996 E & E and Mind revised by Ross Alexander and Brent Jackson.

October 14, 1995 Air rewritten by Jono Bean, Carl Reynolds, Phil Judd and Rosemary Mansfield. Version 2.0 released.

October 14, 1995 Illusion rewritten by Andrew Withy to version 1.3.

October 1, 1995 General magic revised by Ross Alexander, Andrew Withy and Brent Jackson.

June 8, 1995 Water revised by Clare West to version 1.2.

June 6, 1995 First draft is released to GMs for comments and corrections.

June 4, 1995 Earth revised by Ross Alexander to version 1.2.

February 29, 2000 Languages skill updated to version 2.0. Change languages in ranking section of adventuring. The Talent of Speaking to Creatures of Dark/Light, Bardic College and Philosopher changed to fit in with new Languages document. Healers can now use limited abilities on non-sentient animals. Runeweapons made from yew are to be treated as natural poisons. Mechanician changed to

version 2.1 and spell containment rewritten (Martin Dickson).

The Bardic spell Great Shout replaced with a new spell Shout of Thunder. Bardic and Ice now made full colleges with Binder still probationary.

October 20, 1999 Add new fumble rules to combat and fumble table.

October 18, 1999 Fix rules where the term "round" appears and should be pulse. Changes from Kelsie.

October 8, 1999 Delete Spell of Echosense and cascade reference numbers down.

October 7, 1999 Change to ritual description in general magic. Rituals now backfire on BC + 30% and can double and triple effect. The description to Ritual of Water Elemental (R-1) and Ritual of Summoning Creatures of Light and Dark (Q-2) modified. Add note that Purification cannot backfire. Add note of backfire of Investment ritual and add note that Remove Curse does not backfire normally. Probation note removed from Bardic and Ice colleges. Backfire description on Ritual of Resounding Instrument (R-2) changed. Binding and Animating Ritual of Divination (R-3) changed so it no longer backfires. Ritual of Fire Elemental (R-1) description changed. Description of Ritual of Illusory Fog (Q-2) changed. Active Talents now require a pass action rather than one pulse to use.

August 18, 1999 Banishing demons summoned by a Greater Summoner using Special Counterspell can now only be done by the Adept. Counterspelling multiple instances of a spell clarified.

August 2, 1999 Conjuring the Controlling Air Element (R-2) modified.

History of Edition 1.2

June 4, 1998 Various editing changes before final print.

May 11, 1998 Add aquatic adventuring changes from Keith Smith. Fix e.g. and i.e. problems. Change descriptions of Greater Enchantment, Sleep, Purification, Strength of Stone and Damnum Minatum. Herbalist stat increase potions changed. Namer encounter method removed and generic names now teachable.

May 7, 1998 Alter navigator find landmark back to DQII original rule (Michael Parkinson). Change Sinking Doom, Whitefire and Incinerate to no longer be irresurrectable. (Stephen Martin).

May 6, 1998 New combat section by Andrew Withy.

May 5, 1998 New character generation from Rosemary Mansfield. Major typographical changes in magic.

April 15, 1998 Artisan and Mechanician completely rewritten (Martin Dickson).

March 30, 1998 Expert Knowledge and Supervisor added to skills (Martin Dickson). Courtier, Philosopher, Military Scientist and

Troubadour completely rewritten (Martin Dickson).

September 3, 1997 Add minor typographical changes to Ice, Water and corrections from Keith Smith.

June 23, 1997 Typesetting changes to force Binder and Ice to put in an empty page if end on odd page.

History of Edition 1.1

6 June, 1997 Final print for 1997 rulebook.

5 June, 1997 Witchcraft control weather modified. Initial stat generation modified so player can choose 90 points rather than rolling. Bardic 1.1 added (Jacqui Smith and Martin Dickson).

22 May, 1997 Parts of Stephen Martin's document on eating, recovery and infection added. Infection removed from combat. Falling removed from Thief and put into Adventure. Binder 1.1 from Stephen Martin added.

15 May, 1997 Aquatic Affinity talent added to Water (Keith Smith). Paragraph about Bardic and Ice being probationary until June 1999. Skills imply knowledge of the subject area added (Martin Dickson). Skills do not necessarily imply traits added (Ian Wood). Notes on blood agents moved from infection in combat. Infection removed from combat.

7 May, 1997 Walls of Darkness and Walls of Starlight changed so that BC/EM switched for Solar/Star (Andrew Withy). Version changed to

1.3. Necro and Witchcraft Darkness modified to Celestial Darkness. Ice 1.5 from Carl Reynolds introduced (May Gods meeting).

29 April, 1997 Numerous minor changes. Damage on heavy crossbows changed from +4 to +5.

22 April, 1997 Weight of invested items changed to minimum of one ounce (April Gods meeting).

9 April, 1997 Weight table modified so that values represent maximums rather than median values. This should make it simpler to use. Mages now cannot cast while prone. Gilding removed from restrictions on magic and cold iron.

6 April, 1997 Ice College 1.3 added by Carl Reynolds 12/1/96. Bardic 1.0 by Jacqui Smith added.

April 1, 1997 Typo in Waters of Vision and Crystal of Vision fixed.

March 20, 1997 Notes on shaped items added to introduction to magic.

March 19, 1997 Monsters introduction and aspect moved to GM's Guide.

[March 14, 1997 DQ Swimming Skill Ver 2.3 by Keith Smith added. Flying added and EP added to EP table (as 125 / Rank). Notes on Ranking added to adventuring section.

March 13, 1997 Extended rituals and notes on possessions moved from Binder to general magic. Counterspells made wardable and trapable. Storages on Namer spells fixed.

February 28, 1997 Guild banking removed from adventure section and appending to player's guide.

February 25, 1997 Spelling mistake in combat summary fixed. Invisibility added to modifiers (- 50). Water fixed by Clare West, with new version (1.3).

February 11, 1997 Giants changed to weight multiple 9 (to be confirmed). Notes of other creatures added. Minor fixes to Illusion 1.4.

February 7, 1997 Change maximum Rank of Silent Tongue to six.

January 15, 1997 Spelling mistakes corrected in Namer Name List, Light and Dark Aspect and Minor Magics. Additional indices added to Introduction to Magic.

December 17, 1996 New version of the Investment ritual (v1.0) added. Extra indices added to college and non college ritual section.

November 5, 1996 Awe table appended to fright table. Fright from low PB now minimum 1 × WP.

November 1, 1996 Additional indexes added and notes on orienteering changed in the skills cost tables. Ordering of tables changed. Daylight time and holiday times moved to Player's Guide.

October 8, 1996 Map reading added to ranger. Map reading and drawing maps changed in navigator.