

The Lands of Yotsear

a worldbook for **GURPS** Fourth Edition

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Figure 1: The Lands of Yotsear before the Third Reaver War



Figure 2: The Lands of Yotsear after the Third Reaver War

PART 1

WORLD

CHAPTER 1: HISTORICAL NOTES

The history of the Lands of Yotsear is one of expansion followed by collapse. In the distant past, before the beginning of the common period as calculated by the Celatiern, that expansion involved the elves, followed by humans and fán, expanding across the continent (other groups—notably the dwarves, goblins, orcs, and gnomes—have mostly seen their lands and influence shrink at the hands of the elves and humans).

About 2000 years before the founding of the Celatier Confederacy (YBC), the elves were the dominant group across the landscape. They were ruled by the sæbloth—pure fae who lived high in the mountains with their dragon companions. It is said that the sæbloth ‘created’ the elves, and from them all other peoples were born. Sages have no way of determining the truth of this claim.

The sæbloth influence on Yotsear dwindled over the course of the millennia. By 800 YBC there are no recorded sightings of sæbloth by humans. By 200 YBC even elves no longer interacted with them. There are rumors that they have fled this plane, but there are also rumors that they still live in their mountain fastnesses waiting for their rise back to ascendancy. It was during this time that the elven cultures separated. The ice elves rejected magic and focused their skills on perfecting magic resistance as they traveled to their new homes on the Great Northern Glacier. The cultures of the Silverwood and the Gailfen Forest grew apart, with the Gailfen elves taking a more practical approach to life and enjoying their longevity while the elves of the Silverwood focused on magical study and a quest for perfection.

This was also the time period where the fán became a distinct culture, as the human nomads of the northern plains intermarried with elves who were seeking a more peaceful, less perfectionist lifestyle than they experienced in either the Great Northern Glacier or the Silverwood.

At 500 YBC we see the growth of human cultures, notably the cultural memories of the karn and the celatiern reach back to that date, without the help of elven historians work.

The influence of the celatiern began to be felt throughout the eastern portion of Yotsear, all the way to the Arnen mountains and south to the Kelanel Ocean. Because of the different needs of each area and the disparity of cultures, these lands were combined into a confederacy, with semi-autonomous regions working together for a common good.

Between Celatiern Year (CY) 0 and CY 500, the confederacy expanded to include all of the lands surrounding the Belvantine sea, as well as the provinces of Alfarnia and Moran, in addition to the original kernel of Celatier.

Peace and prosperity dominated history for thousands of years. When celatiern are consulted regarding their mechanism of achieving this singular goal, they invariably reply that it was through “listening to all the voices to hear their harmonies.”

In CY 6412, that peace was shattered by the arrival of the Miroganti—the demon-king Kanath and his human and demonic followers from across the eastern sea. They arrived in fleet after fleet of ship, which were able to invade Celatier and gain a foothold. They continued their conquest for 144 years (CY 6412–6556), until the Celatier fell and the celatiern were pushed into the Gailfen Forest, along with the elves who already lived there. This period was known as the War of Foundation within the Mirogant Empire and the Breaking among the celatiern.

Kanath secured his domination of vast areas by forging and enchanting the Reaver Blades and linking them to the people who would become his lieutenants, the Reavers. Once the Reavers had been invested with his power, and linked to the vast power source of the well of chaos underneath the capitol city of the Mirogant Empire, Daeblon, the first Reaver war began. It spanned from CY 6601 to 6826. By the end of the

war, the Mirogant Empire covered all formerly human lands from the eastern sea to the Wyrmsteeth Mountains in the west, including Moran, Alfarnia, the entire Belvantine Sea, and the area east of the Arnen Mountains. Only the lands of the elves—the Silverwood, the Great Northern Glacier, and the Gailfen Forest—as well as the lands of the fán, the Northern Plains, were spared.

This dominion, known in the Mirogant Empire as the Great Empire, lasted until the uprising of CY 7065, when the prophet Orren began to preach a new way, a way without magic. The Reaver Cormangar was expelled from Alfarnia and the Belvantine States. The Mirogant Empire shrunk to the size of pre-confederacy Celatier for the first time since the invasion. At this point, the Kingdom of Alfarnia was founded by Godric I in the name of Orren.

The uprising kicked off what would be known as the Second Reaver War, where the remaining celatiern, along with the alfarnians, belvantines, elves, and fán fought to overthrow the Mirogant Empire. These efforts were so unsuccessful that the Kingdom of Moran broke away from Alfarnia during the course of the war. The overall result of the Second Reaver War was a conversion to a cold war, which lasted from CY 7172 until CY 7500. During this time only the celatiern, from their new home in the Gailfen Forest, along with a few fán who had been touched by chaos, made an effort to fight the Mirogant Empire. This period is known as the Second Empire among the miroganti.

In CY 7516, The celatiern managed to convince their former allies, including the Kingdom of Alfarnia and the elves of the Gailfen Forest, as well as the great mages of the land, the dwarves of the Arnen Mountains, and some belvantines, to again fight the Mirogant Empire in what would be known as the Third Reaver War. This time they were successful in destroying the Reavers and casting Kanath into the pit of chaos.

TIMELINE

Year(s)	Event
CY 0	Foundation of Confederacy of Celatier
CY 6412	Foundation of the Mirogant Empire
CY 6412-6556	War of Foundation/The Breaking
CY 6550-6601	Reaver blades forged
CY 6601-6826	First Reaver War
CY 7065	The Uprising
CY 7065	Godric I founds the Kingdom of Alfarnia
CY 7065-7172	Second Reaver War
CY 7099	Melren I founds the Kingdom of Moran
CY 7516	Third Reaver War/Restoration of Celatier

CHAPTER 2: NATIONS

KINGDOM OF AALAN

This Kingdom, ruled by Kestlan IV, was run as a companion state to the Mirogant Empire and is struggling to find its place in a changed world. Although the Imperial forces marched out of here at the time of the Uprising (CY 7065) and never returned—and the empire itself has been overthrown—these people think of themselves as the last supporting state of the Mirogant Empire. The government is feudal in structure. The capital of the Kingdom of Aalan is the city of Aalan.

KINGDOM OF ALFARNIA

The Kingdom of Alfarnia was founded by Godric I in the name of Orren, wresting power from the Reaver Cormangar in the celatiern year 7066. Its current ruler is King Godric, who has ruled since his ascension in CY 7516, after the death of his elder brother and father. King Godric's ascension was resisted by many members of the Church of Orren (see page 32) because he is a wizard trained in the Illusionists College directly under the Arch Mage Faly Sin. He was also rejected because he is a gay trans man. He was, however, selected by his father to succeed and he was able to retain the throne during the brief (but bloody) war of succession. Historically, laws were in place banning the practice and study of magic in Alfarnia, but those laws are no longer in effect—though the Church, especially the Blades of Light and the Darkseekers, still will enforce them if they are able to.

ARNEN DWARVEN KINGDOM

The Dwarven Kingdom lies deep under the Arnen Mountains. Very few non-dwarves have ever visited the vast gold-filled halls of this kingdom. The crafters of the dwarves are the best in the world at their trades, but their goods do not come cheaply. To say that the dwarves remain strictly neutral in outside politics, would be a tremendous understatement. They closed their vast stone gates centuries ago (during the First Reaver War) to keep the outside world outside. Up until recently, that is. In the Third Reaver War, the dwarves joined the fight against the Reavers, their runemages enchanting the arms and armor of their allies.

The dwarves of the Arnen Mountains are known for their reclusivity, as well as their craftsmanship. The dwarven wares that are still in existence around the nations of the known world are prized possessions. The King of the Dwarves is Halleck.

BELVANTINE STATES

The Belvantine States include the city-states of Belva, Belia, Corta, Esta, Rorn. These independent city-states that ring the Belvantine Sea are ruled by city councils and mayors, who are elected for terms ranging from one to five years. These states are mostly concerned with trade and protecting the interests of their merchants.

In addition to the city states mentioned above, the following nations are also considered Belvantine States.

KINGDOM OF HALAN

This kingdom is situated at the mouth of the River Smilne, controlling the trade between the Belvantine States and the Kingdom of Alfarnia. As the gateway to the Belvantine States, this is a very rich Kingdom. The King, Leonard II rules from the city of Halan.

KINGDOM OF LAR

This island kingdom is an important home to the pirating activity on the Belvantine Sea. There is nothing of value in the world that cannot be stolen by these pirates and in turn sold

in their markets. The King is a former pirate and usually takes the crown by killing off the strongest competition.

STORM ISLE

This is the home of the Wind Mages, the only officially sanctioned magical order on the Belvantine Sea. These mages take to the sea on the islander's ships and aid them in their sailing. No outsider's ship may port at Storm Isle, although their boats travel all around the Belvantine Sea. Many outsiders say that the islander's may be the best sailors, but they have all sold their souls to the devils for their sanctioning of magic.

KINGDOM OF CELATIER

The Kingdom of Celatier was founded in CY 7516, after the defeat of the Mirogant Empire at the hands of the unified might of the allied nations and the mages. While the Kingdom itself is young, its history dates back to the Confederacy of Celatier. The Kingdom's laws are based on fairness and compromise. Although tensions exist between the miroganti inhabitants of Celatier and the celatiern, all have equal protection under the law, and pains have been taken to incorporate miroganti into the new government, at least in lower positions. King Wareen has ruled since his ascension in CY 7516.

THE DRY PLAINS/THE BORDERLANDS

There is no official government in the dry plains, which are known by alfarnians as "the borderlands" or "the frontier." The area is made up of villages of orcs, goblins, and humans of the karn and alfarnian cultures. Among the goblins, orcs, and karn, each village is self-reliant and trade is carried out with neighboring villages of any culture. Alfarnians generally owe allegiance to the King of Alfarnia. Their colonial influence in this area is resisted by the orcs, goblins, and karn.

ESTAVAN HILLS

The Estavan Hills, on the northwest coast of the Belvantine Sea, where the gnomes and halflings live, is an area of about a hundred gnome villages and about half as many halfling towns, villages, and hamlets. Each village is independent of all of the others, although in times of war or stress, they will each send a representative to gather in a great council.

They have a democratic society in which every individual has a voice in the government of their village and each village has a say in regional matters.

Gnomes and halflings are very private and prefer to be left alone, although they do pursue a small amount of trade with the Belvantine States.

FAERIE

Faerie is not actually a nation, nor is it on the same plane as the other nations listed here, but it is worth mentioning it as a land that is both important to history. In the ancient past, the realms of Faerie and Yotsear were once conjoined. The separation of the two realms is shrouded in mystery, and it is said that only the oldest of the fae know the truth of it.

GAILFEN FOREST

This kingdom of elves is nominally an extension of the Silverwood, although communication between the two forests is so sporadic that there is sometimes a twenty to fifty year gap between messages. These elves are in open alliance with the celatiern, and have offered their forest as a semi-permanent refuge for them. The true rulers of the wood

elves of the Gailfen are the nine elves on the council of the oldest and wisest elves in the forest. There are cities and villages built into the canopy of the forest, the chief of which is Menenar.

MORAN

Moran declared its independence in CY 7099. The current king of Alfarnia is Gelfarn I. The king of Moran is Hebrar an'Nefary.

MIROGANT EMPIRE (DEFUNCT)

This is the primary area that is controlled by the forces of Chaos. The ruler of this area is Kanath, who, along with being Emperor, is worshipped as a god. The political structure of this empire is somewhere between feudal and autocracy. Kanath divides his power among his vassals, but he still retains much of the control of the Realm. The Reavers still have quite a bit of power, but they have generally lost their lands outside of the Empire proper, so at this time they are not the powerful world rulers that they were during previous eras. The capital of the Mirogant Empire is the city of Daeblon.

NORTHERN PLAINS

The fán are divided into tribes and clans. They are often in conflict with each other over rights to grazing lands and water sources, but will typically be able to avoid bloodshed in favor of compromise.

SÆBLOTH EMPIRE

Since the decline of the dragon masters' empire, fifteen thousand years ago, the sæbloth have managed to remain, in their strongholds in the Wyrmsteeth Mountains. Humankind seems to have forgotten their existence. The other elves remaining in the Wyrmsteeth Mountains are servants to the sæbloth.

SILVERWOOD

The elves of the Silverwood are ruled by a queen, Kisara, a high elf who has ruled for the past fifteen thousand years, since the fall of the Sæbloth Empire. This forest boasts both high elven cities, built of stone in clearings in the forest, and wood elven cities built in the trees. In fact, the capital, Jakorn, is a combination of the two and is rumored to be the most beautiful place on the planet.

CHAPTER 3: ORGANIZATIONS

Throughout Yotsear there are many organizations pursuing their own interests. These are a few of them.

CRIMINAL ORGANIZATIONS

A thief is only as good as their connections. After all, if they can't sell their goods, what is the point? That's where criminal organizations come in.

BELVANTINE SYNDICATE

Mission Statement. The Belvantine Syndicate makes money by selling drugs, magical items, rare and unique items, and stolen goods, as well as through the operation of gambling establishments, fight clubs, and brothels. The leaders of the syndicate, a group of experienced underworld executives, is called the Council. The Council rules the membership with a firm hand, resorting to violence whenever a message needs to be sent.

Capabilities

TL	3
Members	3,000
Wealth	Wealthy
Contacts	Business skills-15 [10]; Criminal skills-18 [15]; Streetwise-21 [20]
Member Traits	Claim to Hospitality [5]; Legal Immunity [5]; Social Stigma (criminal) [-5]
Notable Resources	There are no official records of buildings, land or enterprises owned by the syndicate. All properties are held by lieutenants (or higher) who operate the property for the betterment of the syndicate as a whole, taking a cut of the profit.
Reaction-Time Modifier	+2

Costs and Values

Startup Cost	\$126,000 000
Resource Value	\$630,000
Patron Value	20 points
Enemy Value	-30 points
Ally/Dependent Value	The Belvantine Syndicate can supply 0- to 100 point thugs as Dependents, or 100 to 150 point higher ranked operatives as allies

Social Attributes

Type	Criminal
CR	3
Loyalty	Good (14; +1)
Rank	Organized Crime Rank 0-5 [2/level]
Income Range	\$1,400 (Comfortable) to \$7,000,000 (Multimillionaire 2)
Reputation	-3 (criminal organization, among law enforcement and law abiding citizens)

Notes

The Belvantine Syndicate is the primary criminal organization operating throughout Alfarnia, Moran, and—to some extent—the Belvantine States. From their base of operations in Alfarnia's capital, Lowfort, they control the trade in illegal goods (drugs, magical items, magical creatures, stolen items, and weapons) as well as criminal activity. There are very few fences within the bounds of Alfarnia, Moran, or even in the Borderlands who operate without the sanction of the Syndicate—sanction which comes at a price of up to 30% of saleable value.

Membership has its perks. Members of the Syndicate always have someone to turn to if they need operating capital (at hefty interest rates, of course) or if they need a safehouse. Members can also use Syndicate ties to attempt to arrange for leniency for many crimes in the unfortunate event that they are caught.

Membership comes at a price. Prospective members, during their probationary period, must surrender 50% of all monies collected from the intentionally vague "Syndicate Interests." This is calculated after any costs associated with doing business, such as using Syndicate fences. After an indeterminate time—often a year or more—a prospect becomes a full member. At this time, their tithe drops to 10% and they are allowed to take on their

own prospects (and they can take 70% of their prospects tithes for themselves). Full guild members may never leave the guild. In some cases they are allowed to retire from active membership, but the only way out of the Syndicate is to die—an eventuality that the bosses will gladly assist with in the event that the member crosses Syndicate Interests.

KELREW TRADE UNION

Mission Statement. The Kelrew Trade Unions exists to serve the interests of ethnic miroganti within the Kingdom of Celatier, as well as throughout the region. In order to do this, they make money by selling drugs, magical items, rare and unique items, and stolen goods, as well as through the operation of gambling establishments, fight clubs, and brothels.

Capabilities

TL	3
Members	2,000
Wealth	Average
Contacts	Business skills-15 [10]; Criminal skills-18 [15]
Member Traits	Legal Immunity [5]; Social Stigma (criminal) [-5]
Notable Resources	There are no properties owned directly by the Union
Reaction-Time Modifier	+2

Costs and Values

Startup Cost	\$16,800 000
Resource Value	\$84,000
Patron Value	10 points
Enemy Value	-20 points
Ally/Dependent Value	The Trade Union can supply 0- to 100 point thugs as Dependents or Allies

Social Attributes

Type	Criminal
CR	1
Loyalty	Bad (6; -3)
Rank	Organized Crime Rank 0-5 [2/level]
Income Range	\$750 (Average) to \$3,500 (Wealthy)
Reputation	-3 (criminal organization, among law enforcement and law abiding citizens)

Notes

This group was modeled on the Belvantine Syndicate and has many of the same benefits and requirements. The Kelrew Trade Union is very new, however. They were formed by ethnically miroganti people looking for a way to survive in the newly reformed Celatier. Because of the youth of the organization, it is much less effective at achieving the desired result when seeking leniency or in suppressing competition with Union Interests.

RELIGIOUS ORGANIZATIONS

In cultures where the old gods are worshipped, there is little need for an overarching organization. Each temple has a priest or priestess, and they can train their own apprentice.

THE CHURCH OF ORREN

Mission Statement. The Church of Orren is tasked with spreading Orren's light to all who can hear. The main goal is to follow the teachings of the prophet Orren: improve the lives of humanity by removing magic from the lands of humans. The Church provides social services as well as religious services, working to aid the basic survival of humans.

Capabilities

TL	3
Members	50,000,000 (total church members), 50,000 actually working for the Church.
Wealth	Very Wealthy
Contacts	Religious skills-18 [15]
Member Traits	Claim to Hospitality [5]; Legal Immunity [5]
Notable Resources	The Church owns lands in every city and major town in Alfarnia, Moran, and the Belvantine States. There are even chapels in the Kingdom of Celatier. The most notable resources include the Grand Cathedral in Lowfort and its attached Hierophant's Palace, built to rival the Palace of the King of Alfarnia. The Church collects tithes from church members throughout the lands, as well as taxes from many estates.
Reaction-Time Modifier	+2

Costs and Values

Startup Cost	\$8,400,000,000
Resource Value	\$42,000,000
Patron Value	30 points
Enemy Value	-40 points
Ally/Dependent Value	The Church can supply 0- to 100 point scholars and priests as Dependents, or 100 to 150 point individuals as allies

Social Attributes

Type	Religious
CR	3
Loyalty	Very Good (16; +3)
Rank	Religious Rank 0-5 [3/level]
Income Range	\$140 (Poor) to \$3,500 (Wealthy)
Reputation	+4 (religious organization, among coreligionists), -2 (among adherents of other religions), -4 (intolerant, among non-humans)

Notes

Members of the Order of Shepherds are the officiating priests of the Church of Orren. They function as the heads of local churches, traveling priests going from village to village, as well as the administration of the Church's considerable holdings. The Church of Orren is hierarchical, with ultimate power resting in the hands of the Hierophant. Priests swear a lifetime vow of poverty, chastity, and obedience to the Church. The priests do not have the ability to cast spells.

Costs and Values

Startup Cost	\$420,000,000
Resource Value	\$2,100,000
Patron Value	15 points
Enemy Value	-15 points
Ally/Dependent Value	The Blades of Light can supply 0- to 100 point soldiers as Dependents, or 100 to 150 point individuals as allies

Social Attributes

Type	Military, Enforcement, Religious
CR	3
Loyalty	Very Good (16; +3)
Rank	Military Rank 0-5 [2/level]
Income Range	\$700 (Average) to \$1,400 (Comfortable)
Reputation	+2 (among coreligionists), -2 (among adherents of other religions), -4 (intolerant, among non-humans)

Notes

The Blades of Light are a sworn military order who have vowed to defend the Church of Orren against all threats. The Blades have posts throughout all of the lands touched by the Church, including the Kingdom of Celatier and the Dry Plains. Membership is lifelong, though members may be expelled for misconduct. The headquarters of the Blades is in Lowfort, Alfarnia.

For information about the martial art used by these warriors, see page 39.

THE ORDER OF LIGHT BRINGERS

Mission Statement. The Order of Light Bringers is tasked with rooting out magic from the lands of humans, no matter how insidious it is or how deep the roots stretch into the foundations of power. The Order has extra-judicial power to detain, interrogate, and execute heretics and non-believers.

Capabilities

TL	3
Members	1,000
Wealth	Comfortable
Contacts	Investigation skills-18 [15], Interrogation-21 [20], Theology-18 [15]
Member Traits	Claim to Hospitality [5]; Legal Immunity [5]
Notable Resources	The Light Bringers do not own any land or properties as an independent organization. They operate out of Church land throughout Alfarnia and the Belvantine States.
Reaction-Time Modifier	+2

Costs and Values

Startup Cost	\$16,800,000
Resource Value	\$84,000
Patron Value	10 points
Enemy Value	-30 points
Ally/Dependent Value	The Light Bringers can supply 50 to 100 point dependants or 100-150 point allies.

Social Attributes

Type	Enforcement, Investigative, Religious
CR	5
Loyalty	Very Good (16; +3)
Rank	Religious Rank 0-3 [3/level]
Income Range	\$700 (Average) to \$1,400 (Comfortable)
Reputation	+1 (among coreligionists), -3 (among adherents of other religions), -4 (intolerant, among non-humans)

Notes

Light Bringers are an order of witch hunters who are devoted to seeking out spellcasters throughout Yotsear and neutralizing them. They are not numerous, but they do have a very powerful reputation. Light Bringers swear a vow of obedience to the church for a term of ten years. Many Light Bringers go on to become officiating priests at the end of this term. See page ??.

THE BLADES OF LIGHT

Mission Statement. The Blades of Light are the military arm of the Church of Orren. They are tasked with bringing Orren's light to all who can hear, by force if necessary. The main goal is to follow the teachings of the prophet Orren: stamp out magic from the lands of humans.

Capabilities

TL	3
Members	10,000
Wealth	Wealthy
Contacts	Military skills-18 [15]
Member Traits	Claim to Hospitality [5]; Legal Immunity [5]
Notable Resources	The Blades of Light do not own any land or properties as an independent organization. They operate out of Church land throughout Alfarnia and the Belvantine States.
Reaction-Time Modifier	+2

THE ORDER OF MAEBEC

Mission Statement. The Order of Maebecc is a penitent religious order of the Church of Orren, devoted to caring for the sick, orphans, and those who need full time care.

Capabilities

TL	3
Members	20,000
Wealth	Poor
Contacts	healing skills-15
Member Traits	Claim to Hospitality [5]; Higher Purpose [5]; Legal Immunity [5]
Notable Resources	The Order of Maebecc not own any land or properties as an independent organization. They operate out of Church land throughout Alfarnia and the Belvantine States.
Reaction-Time Modifier	+2

Costs and Values

Startup Cost	\$48,000,000
Resource Value	\$240,000
Patron Value	10 Requires: Duty (Church of Orren; non-hazardous) [-5]
Enemy Value	-40
Ally/Dependent Value	The Order of Maebecc can supply 50 to 100 point dependants or 100-150 point allies.

Social Attributes

Type	Aid, Religious
CR	5
Loyalty	Very Good (16; +3)
Rank	Religious Rank 0-3 [3/level]
Income Range	\$140 (Poor) to \$700 (Average)
Reputation	+3 (among coreligionists), -1 (among adherents of other religions), -2 (intolerant, among non-humans)

Notes

Members swear a vow of poverty, chastity, and obedience for a term of one year to life, depending on their level of devotion. The Order is filled with skilled medical professionals and herbalists. While the herbal effects mimic magical healing, they are allowed by the Church.

MAGICAL ORGANIZATIONS

Because of the impact of the Church of Orren and the Mirogant Empire, there are not many organizations devoted to magical pursuits in Yotsear. Most magic is taught from master to apprentice, rather than within an organization. Below are some exceptions.

THE ILLUSIONIST COLLEGE

Mission Statement. The Illusionist College was founded to share the knowledge of Illusion magic from one generation to the next, and to promote the acceptance of magic by all beings in the world. All who are capable are welcome to learn, no matter where they come from or what their beliefs were beforehand.

Capabilities

TL	3
Members	1,000
Wealth	Wealthy
Contacts	Illusion Magic-15, Crafting Skills-15
Member Traits	Claim to Hospitality [5]; Enemy (Church of Orren) [-40]; Higher Purpose [5]
Notable Resources	The College itself is located in the heart of Lowfort, atop the most powerful mana node in Alfarnia (High or Very High Mana). The tower of the College dwarfs all other buildings in Alfarnia and the Belvantine states, standing 800 feet tall at its peak. Clearly it was built with magic.
Reaction-Time Modifier	-2

Costs and Values

Startup Cost	\$60,000,000
Resource Value	\$300,000
Patron Value	15
Enemy Value	-30
Ally/Dependent Value	The Illusionist College can supply 100-150 point dependants or 150-250 point allies.

Social Attributes

Type	Research, Teaching
CR	1
Loyalty	Very Good (16; +3)
Rank	Academic Rank 0-3 [3/level]
Income Range	\$1,400 (Comfortable) to \$3,500 (Wealthy)
Reputation	+3 (among mages), -2 (among adherents of the Church of Orren)

Notes

Located in Lowfort, just blocks away from the head of the Church of Orren, lies the single, impregnable tower that is the College of Illusion—all 80 floors of it. It is at this tower that the High Illusionist, Faly Sin, has taught generations and generations of new illusionists, seemingly since before time began. Wizards who are members of the College learn the School of Illusion arcane tradition.

RUNE MAGES GUILD

Mission Statement. The Rune Mages Guild was formed to ensure that the practice of rune magic is protected within the Arnen Dwarven Kingdom and that rune mages are treated fairly, as befits their station.

Capabilities

TL	3
Members	500
Wealth	Very Wealthy
Contacts	Rune Magic-15, Crafting Skills-18
Member Traits	Claim to Hospitality [5]; Higher Purpose [5]
Notable Resources	Within the Arnen Kingdom, the Rune Mages Guild has many ornately decorated chapter-houses of great value.
Reaction-Time Modifier	-2

Costs and Values

Startup Cost	\$120,000,000
Resource Value	\$600,000
Patron Value	10
Enemy Value	-30
Ally/Dependent Value	The Rune Mages Guild can supply 100-150 point dependants or 150-250 point allies.

Social Attributes

Type	Teaching, Trade
CR	1
Loyalty	Very Good (16; +3)
Rank	Guild Rank 0-3 [3/level]
Income Range	\$1,400 (Comfortable) to \$14,000 (Very Wealthy)
Reputation	+3 (among mages)

Notes

The Rune Mages of the Arnen Dwarven Kingdom are legendary throughout Yotsear. Their labor has produced some of the most legendary magical objects. The Guild operates throughout the Arnen Kingdom. Rune mages are artificers who channel magical power through runes marked on objects. Knowledge of rune magic is kept secret, passed on only to those deemed worthy by the guild.

THE MONASTERY OF THE OPEN FLOWER

Mission Statement. The Monastery of the Open Flower was created as a place to teach the Way of the Flower, and the secrets of battle magic, while providing a safe place for members to reach enlightenment.

Capabilities

TL	3
Members	120
Wealth	Average
Contacts	Battle Magic-15, Martial Arts-18
Member Traits	Claim to Hospitality [5]; Higher Purpose [5]
Notable Resources	The monastery itself is very difficult to reach and built entirely of local materials. It can house up to 150 people, and has room for training and meditation.
Reaction-Time Modifier	-2

Costs and Values

Startup Cost	\$1,440,000
Resource Value	\$7,200
Patron Value	5
Enemy Value	-30
Ally/Dependent Value	The monastery can supply 50-150 point dependants or 150-250 point allies.

Social Attributes

Type	Occult, Teaching
CR	1
Loyalty	Very Good (16; +3)
Rank	Administrative Rank 0-3 [3/level]
Income Range	\$350 (Struggling) to \$700 (Average)
Reputation	+4 (among mages), +2 (among Celatiern and Dwarves)

Notes

This mystical monastery is located high in the Arnen Mountains. Here warrior monks are trained in the way of the Open Flower. This monastery was founded very recently, near the end of the Third Reaver War. Little is known about the inner workings of the monastery. Once monks are trained they are sent out into the world to defend those who cannot defend themselves. Monks trained in the tradition of the Monastery of the Open Flower may learn the Way of the Flower martial art (see page 39).

CHAPTER 4: COMMERCE

WEALTH AND MONEY

COINS

The most common coin is the silver piece (SP). A gold piece is worth 16 silver pieces. Each silver piece is worth 16 copper pieces (CP). In addition to copper, silver, and gold coins, there are also letters of credit, provided by financiers for safely transporting the value of larger sums. These letters may be traded for cash either at a branch of the financial house or by finding a merchant willing to accept the letter in exchange for goods and currency. Prices and amounts are often represented by a series of numbers and slashes: #GP/#SP/#CP.

In terms of **GURPS** money (\$), 1 CP = \$1. The 'standard' coin weighs about a half ounce (32 to the pound), at least for silver and gold coins (copper coins typically weigh a quarter of that, or 128 per pound). These standard coins can be quickly halved, quartered, or eighthed with a chisel and hammer by many merchants and all smiths.

Each nation mints its own coins. Here are what they are called in various countries (for gameplay convenience, they are assumed to be equivalent):

Country	Local Currencies
Alfarnia and Moran	Penny (CP), Shilling (SP), Pound (GP)
Arnen Dwarves	Pfennich (CP), Floren (SP), Guilder (GP)
Belvantine States	Pica (CP), Réal (SP), Doubloon (GP)
Celatier	Piece (CP), Denier (SP), Talen (GP)
Silverwood	Forenti (CP), Silven (SP), Pound (GP)

EQUIPMENT

Weapons, Armor, and Equipment lists can be found in GURPS Basic Set, GURPS Low Tech, and GURPS Martial Arts.

MUNDANE ITEMS

	Armor	Cost	GP/SP/CP	Ref
<i>Body Armor</i>				
Cloth Armor	\$32	-/2/-	B283	
Double Mail Hauberk	\$512	2/-/-	B283	
Fur Loincloth	\$10	-/-/10	B283	
Fur Tunic	\$24	-/1/9	B283	
Heavy Steel Corselet	\$2,304	9/-/-	B283	
Leather Armor	\$96	-/6/-	B283	
Leather Jacket	\$48	-/3/-	B283	
Light Scale Armor	\$152	-/9/8	B283	
Mail Hauberk	\$232	-/14/8	B283	
Mail Shirt	\$152	-/9/8	B283	
Scale Armor	\$416	1/10/-	B283	
Steel Breastplate	\$512	2/-/-	B283	
Steel Corselet	\$1,280	5/-/-	B283	
Steel Laminate Plate	\$896	3/8/-	B283	
<i>Limb Armor</i>				
Cloth Sleeves	\$20	-/1/4	B283	
Heavy Leather Leggings	\$60	-/3/12	B283	
Heavy Leather Sleeves	\$48	-/3/-	B283	
Heavy Plate Arms	\$1,536	6/-/-	B283	
Heavy Plate Legs	\$1,600	6/8/-	B283	
Leather Leggings	\$40	-/2/8	B283	
Leather Pants	\$40	-/2/8	B283	
Mail Leggings	\$112	-/7/-	B283	
Mail Sleeves	\$72	-/4/8	B283	
Plate Arms	\$1,024	4/-/-	B283	
Plate Legs	\$1,104	4/5/-	B283	
Scale Leggings	\$256	1/-/-	B283	
Scale Sleeves	\$208	-/13/-	B283	
Studded Leather Skirt	\$60	-/3/12	B283	
<i>Headgear</i>				
Barrel Helm	\$256	1/-/-	B284	

	Clothing	Cost	GP/SP/CP	Ref
Cloth Cap	\$5	-/-/5	B284	
Face Mask	\$96	-/6/-	B284	
Greathelm	\$336	1/5/-	B284	
Leather Cap	\$32	-/2/-	B284	
Leather Helm	\$20	-/1/4	B284	
Mail Coif	\$56	-/3/8	B284	
Pot-Helm	\$96	-/6/-	B284	
<i>Gloves</i>				
Cloth Gloves	\$16	-/1/-	B284	
Gauntlets	\$96	-/6/-	B284	
Heavy Gauntlets	\$256	1/-/-	B284	
Leather Gloves	\$32	-/2/-	B284	
<i>Footwear</i>				
Boots	\$80	-/5/-	B284	
Sandals	\$24	-/1/8	B284	
Shoes	\$40	-/2/8	B284	
<i>Shield</i>				
Large Shield	\$96	-/6/-	B287	
Light Shield	\$24	-/1/8	B287	
Medium Shield	\$64	-/4/-	B287	
Small Shield	\$40	-/2/8	B287	
	Camping Equipment	Cost	GP/SP/CP	Ref
Backpack, Frame	\$96	-/6/-	B288	
Backpack, Small	\$60	-/3/12	B288	
Blanket	\$20	-/1/4	B288	
Bottle, Ceramic	\$3	-/-/3	B288	
Candle, Tallow	\$4	-/-/4	B288	
Candle, Beeswax	\$8	-/-/8	LT33	
Canteen	\$12	-/-/12	DF1:23	
Firebow	\$4	-/-/4	LT35	
Flint	\$2	-/-/2	LT35	
Hammock	\$26	-/1/8	LT33	
Lantern, Covered	\$40	-/2/8	B288	
Oil (pint)	\$2	-/-/2	B288	
Personal basic camp gear	\$8	-/-/8	B288	
Pouch	\$12	-/-/12	B288	
Sleeping Fur	\$48	-/3/-	B288	
Sulphur Matches (20)	\$8	-/-/8	LT35	
Tent (1 person)	\$48	-/3/-	B288	
Tent (20 person)	\$304	1/3/-	B288	
Tent (2 person)	\$80	-/5/-	B288	
Tent (4 person)	\$152	-/9/8	B288	
Torch	\$3	-/-/3	B288	
Traveler's Rations	\$2	-/-/2	B288	
Wineskin	\$12	-/-/12	B288	
	Climbing Gear	Cost	GP/SP/CP	Ref
Climbing Pole	\$80	-/5/-	LT125	
Climbing Spikes (4)	\$152	-/9/8	LT125	
Grappling Hook, Padded	\$32	-/2/-	LT125	
Grappling Hook, Unpadded	\$20	-/1/4	LT125	
Ladder, 6'	\$352	1/6/-	LT125	
Ladder, 10'	\$24	-/1/8	DF1:24	
Ladder, Rope, 30 feet	\$48	-/3/-	LT125	
Piton	\$4	-/-/4	LT125	
Piton Hammer	\$12	-/-/12	LT125	
Rope, 3/8 inch, 10 yd	\$4	-/-/4	B288	
	Clothing (status 0)	Cost	GP/SP/CP	Ref
Apron, Leather	\$64	-/4/-	LT99	
Boots, Leather	\$80	-/5/-	LT98	
Cloak, Freeman	\$64	-/4/-	LT99	
Cloak, Leather/Wool	\$96	-/6/-	LT99	
Clothing, Ordinary	\$120	-/7/8	LT98	
Clothing, Summer	\$60	-/3/12	LT97	
Clothing, Winter	\$176	-/11/-	LT98	
Coat, Long	\$48	-/3/-	LT99	
Coat, Long, Heavy	\$256	1/-/-	LT99	

Foot Wrappings	\$2	-/-/2	LT98	Thrusting Greatsword	\$896	3/8/-	B274
Hunting Shirt, Dyed	\$96	-/6/-	LT126	Warhammer	\$96	-/6/-	B274
Hunting Shirt, Plain	\$48	-/3/-	LT126	Whip	\$20	-/1/4	B274
Shoes, Leather	\$40	-/2/8	LT98	Wooden Stake	\$4	-/-/4	B272
Entertainment			Musical Instruments				
Board Game	\$40	-/2/8	LT39	Bagpipe	\$152	-/9/8	LT49
Deck of Cards	\$400	1/9/-	LT39	Cittern	\$152	-/9/8	DF1:24
Dice Set	\$6	-/-/6	LT39	Drum	\$40	-/2/8	B288
Firearms			Ranged Weapons				
Handgonne, .90	\$3,072	12/-/-	B279	Fife	\$96	-/6/-	LT49
Incendiaries			Cost		GP/SP/CP	Ref	
Greek Fire (pint)	\$8	-/-/8	LT84	Flute	\$60	-/3/12	LTC1:17
Naptha (pint)	\$2	-/-/2	LT84	Lute	\$152	-/9/8	DF1:24
Saltspeter	\$5	-/-/5	LT84	Lyre	\$256	1/-/-	LT49
Serpentine Black Powder	\$8	-/-/8	LT85	Oud	\$150	-/9/8	DF1:24
Medical Equipment			Cost		GP/SP/CP	Ref	
Bandages/TL3 (6)	\$12	-/-/12	B289	Panpipes	\$12	-/-/12	LTC1:17
Barber's Kit	\$100	-/6/4	LT148	Recorder	\$12	-/-/12	LTC1:17
Crash Kit/TL3	\$200	-/12/8	B289	Trumpet	\$200	-/12/8	LT49
Diagnostic Manual, Basic	\$36	-/2/4	LT145	Zither	\$256	1/-/-	DF1:24
Diagnostic Manual, Comp.	\$176	-/11/-	LT145				
First Aid Kit/TL3	\$48	-/3/-	B289				
Forceps	\$24	-/1/8	LT148				
Needle, Surgical	\$4	-/-/4	LT148				
Scalpel	\$32	-/2/-	LT148				
Surgeon Kit, Large	\$1,536	6/-/-	LT149				
Surgeon Kit, Small	\$304	1/3/-	LT149				
Tourniquet	\$2	-/-/2	LT145				
Melee Weapons			Cost		GP/SP/CP	Ref	
Axe	\$48	-/3/-	B271	Atlatl	\$20	-/1/4	B276
Bastard Sword	\$656	2/9/-	B271	Blowpipe	\$32	-/2/-	B275
Baton	\$20	-/1/4	B273	Composite Bow	\$896	3/8/-	B275
Blackjack or Sap	\$20	-/1/4	B271	Crossbow	\$152	-/9/8	B276
Brass Knuckles	\$8	-/-/8	B271	"Goat's Foot"	\$48	-/3/-	B276
Broadsword	\$512	2/-/-	B271	Harpoon	\$64	-/4/-	B276
Cavalry Saber	\$512	2/-/-	B271	Large Net	\$40	-/2/8	B276
Cutlass	\$304	1/3/-	B273	Lariat	\$40	-/2/8	B276
Dagger	\$20	-/1/4	B272	Longbow	\$200	-/12/8	B275
Flail	\$96	-/6/-	B274	Melee Net	\$20	-/1/4	B276
Glaive	\$96	-/6/-	B272	Prodd	\$152	-/9/8	B276
Great Axe	\$96	-/6/-	B274	Short Bow	\$48	-/3/-	B275
Greatsword	\$800	3/2/-	B274	Sling	\$20	-/1/4	B276
Halberd	\$152	-/9/8	B272	Staff Sling	\$20	-/1/4	B276
Hatchet	\$40	-/2/8	B271				
Javelin	\$32	-/2/-	B273				
Katana	\$656	2/9/-	B271				
Lance	\$64	-/4/-	B272				
Large Knife	\$40	-/2/8	B272				
Light Club	\$5	-/-/5	B271				
Long Spear	\$64	-/4/-	B273				
Mace	\$48	-/3/-	B271				
Maul	\$80	-/5/-	B274				
Morningstar	\$80	-/5/-	B272				
Pick	\$72	-/4/8	B271				
Poleaxe	\$120	-/7/8	B272				
Quarterstaff	\$8	-/-/8	B273				
Rapier	\$512	2/-/-	B273				
Saber	\$704	2/12/-	B273				
Scythe	\$16	-/1/-	B274				
Short Staff	\$20	-/1/4	B273				
Shortsword	\$400	1/9/-	B273				
Small Knife	\$32	-/2/-	B272				
Small Mace	\$32	-/2/-	B271				
Smallsword	\$400	1/9/-	B273				
Spear	\$40	-/2/8	B273				
Throwing Axe	\$64	-/4/-	B271				
Thrusting Bastard Sword	\$768	3/-/-	B271				
Thrusting Broadsword	\$608	2/6/-	B271				
Riding Equipment			Cost		GP/SP/CP	Ref	
Tools			Cost		GP/SP/CP	Ref	
Bit and Bridle			\$32		-/2/-	B289	
Horseshoes (set)			\$48		-/3/-	B289	
Saddle and Tack			\$152		-/9/8	B289	
Spurs			\$24		-/1/8	B289	
Stirrups			\$124		-/7/12	B289	
War Saddle			\$256		1/-/-	B289	
Astrolabe			Cost		GP/SP/CP	Ref	
Backpack Alchemy Lab			\$200		-/12/8	LT43	
Balance and Weights			\$32		-/2/-	B289	
Crowbar			\$20		-/1/4	B289	
Housebreaker's Kit			\$256		1/-/-	LT126	
Knitting Needles			\$4		-/-/4	B289	
Lockpick Set, Basic			\$48		-/3/-	LT126	
Lockpick Set, Good			\$256		1/-/-	LT126	
Metalworking Chisel			\$20		-/1/4	LT30	
Metalworking File			\$48		-/3/-	LT30	
Pickaxe			\$16		-/1/-	B289	
Plow, Iron			\$224		-/14/-	B289	
Plow, Wooden			\$48		-/3/-	B289	
Saw			\$158		-/9/8	B289	
Shovel			\$12		-/-/12	B289	
Smithing Anvil			\$1,296		5/1/-	LT30	
Smithing Draw Plate			\$48		-/3/-	LT30	
Smithing Hammer			\$32		-/2/-	LT30	
Smithing Pliers			\$16		-/1/-	LT30	
Smithing Shears			\$64		-/4/-	LT30	
Smithing Tongs			\$40		-/2/8	LT30	
Spinning Wheel			\$12		-/-/12	B289	
Surveyor's Kit			\$256		1/-/-	LT43	
Tool Kit, Armory/TL3			\$608		2/6/-	B289	
Tool Kit, Carpentry/TL3			\$304		1/3/-	B289	
Torture Kit			\$158		-/9/8	LT131	
Wheelbarrow			\$64		-/4/-	B289	
Whetstone			\$5		-/-/5	B289	
Weapon Cost Adjustments							

	Cost	Ref
Balanced	+4 CF	LT59
Poorly Balanced	-0.6 CF	LT59
Cheap Weapon	-0.6 CF	LT59
Fine Bow or Crossbow	+3 CF	LT59
Fine Crushing Weapon	+2 CF	LT59
Fine Fencing Weapon	+3 CF	LT59
Fine Impaling Weapon	+2 CF	LT59
Fine Projectile	+2 CF	LT59
Fine Sword	+3 CF	LT59
Fine Thrown Weapon	+2 CF	LT59
Meteoric	+19 CF	DF1:27
Ornate	+1-9 CF	LT59
Silver	+19 CF	LT59
Silver, Coating	+2 CF	LT59
Very Fine Fencing Weapon	+19 CF	LT59
Very Fine Sword	+19 CF	LT59

Weapon Accessories

	Cost	GP/SP/CP	Ref
Arrow or Bolt, broadhead	\$2	-/-/2	B289
Arrow or Bolt, bodkin	\$2	-/-/2	B277
Hip Quiver	\$16	-/-/-	B289
Hip Quiver, Large	\$32	-/2/-	DF1:24
Lanyard, Leather	\$1	-/-/1	B289
Shoulder Quiver	\$12	-/-/12	B289
	Cost	GP/SP/CP	Ref
Ink, pint	\$3	-/-/3	LT46
Ink Stone	\$20	-/1/4	LT46
Paper, sheets	\$1	-/-/1	LT127
Scribe's Kit	\$48	-/3/-	DF1:24
Signet Ring, Base Metal	\$32	-/2/-	LT46
Signet Ring, Gold	\$1,344	5/4/-	LT46
Vellum, Sheet	\$4	-/-/4	LT36

HIGH(ER) TECH ITEMS

Note: Generally, these items are only available in Moran. Please be aware that these weapons have a malfunction of 16.

	Cost	GP/SP/CP	Ref
Blunderbuss, 8G	\$1,504	5/14/-	B279
Breechloading Carbine	\$2,704	10/9/-	LT94
Dragoon Pistol, heavy	\$1,456	5/11/-	LT94
Dragoon Pistol, light	\$1,456	5/11/-	LT94
Flintlock Musket, .75	\$2,000	7/13/-	B279
Flintlock Pistol, .51	\$2,000	7/13/-	B278
Jäger Rifle	\$3,008	11/12/-	LT94
Matchlock Musket, .80	\$1,504	5/14/-	B279
Wheel-Lock Pistol, .60	\$2,000	7/13/-	B278

Firearm Accessories

	Cost	GP/SP/CP	Ref
Bandolier	\$48	-/3/-	LT96
Belt Hook	\$12	-/-/12	LT96
Bullet-Molding Gear	\$48	-/3/-	LT96
Gun-cleaning Kit	\$20	-/1/4	LT96
Holsters	\$128	-/8/-	LT96
Match Cover	\$12	-/-/12	LT96
Musket Rest	\$12	-/-/12	LT96
Sling, Long Arm	\$12	-/-/12	LT96

Incendiaries

	Cost	GP/SP/CP	Ref
Corned Black Powder	\$20	-/1/4	LT85
Incendiary Sphere	\$200	-/12/8	LT85
Iron Bomb	\$608	2/6/-	LT85
Paper Bomb	\$96	-/6/-	LT85
Quick Match (yard)	\$2	-/-/2	LT84
Self-lighting Matches (50)	\$80	-/5/-	LT35
Slow Match (yard)	\$2	-/-/2	LT84

Instruments

	Cost	GP/SP/CP	Ref
Spy Glass	\$96	-/6/-	LT42

Spy Glass \$96 -/6/-

MAGICAL ITEMS

These items are not legally (or generally) available in Alfarnia, Moran, or the Belvantine states, though local tolerance is increasing. Because they are illegal there, the cost in those places is 5x of the final calculated cost using the tables below.

Enchanted Weapons			
	Cost	GP/SP/CP	Ref

<i>Melee Weapons</i>			
	Cost	GP/SP/CP	Ref
graceful	+\$4,992/lb	19/8/-	M63
quick draw	+\$9,984/lb	39/-/-	M63
penetrating	+\$7,488	29/4/-	M63
extra penetrating	+\$22,528	88/-/-	M63
accuracy +1	+\$7,488	29/4/-	M65
accuracy +2	+\$29,952	117/-/-	M65
accuracy +3	+\$150,016	586/-/-	M65
puissance +1	+\$7,488	29/4/-	M65
puissance +2	+\$29,952	117/-/-	M65
puissance +3	+\$150,016	586/-/-	M65

<i>Arrow or Bolt</i>			
	Cost	GP/SP/CP	Ref
penetrating	+\$832	3/4/-	M63
extra penetrating	+\$2,240	8/12/-	M63
accuracy +1	+\$832	3/4/-	M65
accuracy +2	+\$3,008	11/12/-	M65
accuracy +3	+\$15,040	58/12/-	M65
puissance +1	+\$832	3/4/-	M65
puissance +2	+\$3,008	11/12/-	M65
puissance +3	+\$15,040	58/12/-	M65

<i>Ranged Weapons</i>			
	Cost	GP/SP/CP	Ref
penetrating	+\$15,040	58/12/-	M63
extra penetrating	+\$45,056	176/-/-	M63
accuracy +1	+\$15,040	58/12/-	M65
accuracy +2	+\$59,904	234/-/-	M65
accuracy +3	+\$300,032	1,172/-/-	M65
puissance +1	+\$15,040	58/12/-	M65
puissance +2	+\$59,904	234/-/-	M65
puissance +3	+\$300,032	1,172/-/-	M65

Enchanted Armor			
	Cost	GP/SP/CP	Ref

<i>Full Suit</i>			
	Cost	GP/SP/CP	Ref
Full Suit +1 DR	+\$1,664	6/8/-	M66
Full Suit +2 DR	+\$4,992	19/8/-	M66
<i>Torso and Vitals</i>			
Torso and Vitals +1 DR	+\$832	3/4/-	M66
Torso and Vitals +2 DR	+\$2,560	10/-/-	M66
<i>Arms</i>			
Arms +1 DR	+\$256	1/-/-	M66
Arms +2 DR	+\$768	3/-/-	M66
<i>Legs</i>			
Legs +1 DR	+\$512	2/-/-	M66
Legs +2 DR	+\$1,664	6/8/-	M66
<i>Helmet</i>			
Full Helmet +1 DR	+\$160	-/10/-	M66
Full Helmet +2 DR	+\$512	2/-/-	M66
Skull or Face +1 DR	\$100	-/6/4	M66
Skull or Face +2 DR	+\$256	1/-/-	M66
<i>Groin</i>			
Codpiece +1 DR	+\$160	-/10/-	M66
Codpiece +2 DR	+\$512	1/-/-	M66
<i>Shield</i>			
Defending Shield +1	+\$15,360	60/-/-	M67
Defending Shield +2	+\$30,720	120/-/-	M67

Magical Tools			
	Cost	GP/SP/CP	Ref

Crystal Ball	\$31,720	120/-/-	M71
Wizard's Staff	\$48	-/3/-	M13
Wizard's Wand	\$32	-/2/-	M13

Ritual Tools			
	Cost	GP/SP/CP	Ref

Grimoire (+2)	\$140		RPM31
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Grimoire (+3)	\$350	RPM31
Grimoire (+4)	\$700	RPM31
Grimoire (+5)	\$1,400	RPM31
Grimoire (+6)	\$3,500	RPM31
Workspace Kit (Basic)	\$2,600	RPM28
Workspace Kit (Fine)	\$14,000	RPM28
Workspace Kit (Good)	\$3,500	RPM28

Alchemical Elixirs

	Cost	GP/SP/CP	Ref
Attractiveness	\$608	2/6/-	M216
Awakening	\$512	2/-/-	M217
Battle	\$352	1/6/-	M214
Beast Speech	\$848	3/5/-	M213
Endurance	\$1,664	6/8/-	M214
Fire Resistance	\$512	2/-/-	M216
Flight	\$3,008	11/12/-	M216
Healing	\$120	-7/8	M217
Health	\$768	3/-/-	M217
Invisibility	\$3,008	11/12/-	M216
Invulnerability	\$2,304	9/-/-	M214
Leadership	\$1,664	6/8/-	M214
Magic Resistance	\$1,664	6/8/-	M216
Reanimation	\$4,096	16/-/-	M217
Regeneration	\$4,992	19/8/-	M218
Resurrection	\$25,600	100/-/-	M218
Sleep	\$120	-8/-	M218
Speed	\$544	2/2/-	M214
Stealth	\$512	2/-/-	M214
Strength	\$256	1/-/-	M214
Water Breathing	\$640	2/8/-	M216
Youth	\$25,600	100/-/-	M218

HERBAL ELIXIRS

Herbal Elixirs occupy a gray area in law. They are tolerated by the Church of Orren, and are generally easier to locate than alchemical elixirs and are not marked up above the below values.

Herbal Elixirs

	Cost	GP/SP/CP	Ref
Awakening	\$480	1/14/-	M217
Battle	\$272	1/1/-	M214
Beast Speech	\$704	2/12/-	M213
Drunkenness	\$78	-4/8	M219
Fertility	\$5,888	23/-/-	M217
Healing	\$96	-6/-	M217
Health	\$640	2/8/-	M217
Love	\$800	3/2/-	M219
Reanimation	\$3,968	5/8/-	M217
Regeneration	\$4,608	18/-/-	M218
Resurrection	\$25,600	100/-/-	M218
Sleep	\$96	-6/-	M218
Speed	\$480	1/14/-	M214
Stealth	\$384	1/8/-	M214
Strength	\$192	-12/-	M214
Truth	\$1,024	4/-/-	M219
Youth	\$25,600	100/-/-	M218

CHAPTER 5: JOBS

Job	Prerequisites	Roll	Monthly Pay	Wealth Level	Status
Alchemist	Alchemy-12+	Highest alchemical technique. On critical failure gain -1 Reputation for being a Charlatan	\$2,000	Comfortable	1
Architect	Administration-12; Architecture-12; Carpentry-14 or Masonry-14	Architecture. On a critical failure gain a -1 Reputation for poor work.	\$4,000, adjusted for success/failure	Wealthy	2
Armorer	Armory (any)-13+	Prerequisite. On critical failure suffer 2d injury	\$2,000	Comfortable	1
Artificer	Chemistry-14+, Engineer-14+, or Mechanic-14+	Prerequisite. On critical failure gain -1 reputation for low quality work	\$3,500	Wealthy	2
Assassin	Holdout-14+, Any attack skill-14+	Worse prerequisite. On Critical failure, wanted by law	\$2,500, adjust for success/failure	Wealthy	1
Bandit	Riding-12+, Weapon-12+	Worse prerequisite. On critical failure, suffer 1d injury	\$600, adjusted for success/failure	Average	0
Brewer	Professional Skill (Brewer)-12	Professional Skill (Brewer)	\$820, adjusted for success/failure	Average	0
Building Laborer	ST 11; Carpentry-10 or Masonry-10	Prerequisite skill	\$400	Struggling	-1
Bureaucrat	Any three of Administration-14, Diplomacy-14, Law-14, or Writing-14. Native fluency in at least one written language.	Worst prerequisite skill	\$4,100, adjusted for success/failure	Wealthy	2
Carpenter	Artist (Woodworking)-12, Carpentry-12, or Mechanic (appropriate specialty)-12	Prerequisite skill	\$790, adjusted for margin of success/failure	Average	0
Clerk	Any two of Accounting-12, Administration-12, or Writing-12; Native fluency in at least one written language.	Worse prerequisite skill	\$760, adjusted for success/failure	Average	0
Clothworker	Professional Skill (Clothmaker or Dyer)-12	Better prerequisite skill.	\$800, adjusted for success/failure	Average	0
Courier	Riding (Horse)-14 or both Hiking-12 and Running-12	Worse prerequisite skill	\$375, adjusted for success/failure	Struggling	-1
Court Bard	Literature 13+; Musical Instrument 12+; Singing 14+	Savoir-faire (high society). On critical failure lose position.	\$6,750	Wealthy	2
Drover	Animal Handling (Equines)-12; Packing-12 or Teamster-12	Worse prerequisite	\$500, adjusted for success/failure	Struggling	-1
Farmer	Farming-12	Farming	\$750, adjusted for success/failure	Average	0
Fisher	Fishing-12	Fishing	\$410, adjusted for success/failure	Struggling	-1
Glassblower	Professional Skill (Glassblower)-12	Prerequisite skill	\$610, adjusted for success/failure	Average	0

(continued on next page)

Job	Prerequisites	Roll	Monthly Pay	Wealth Level	Status
Hunter	Tracking-12; Traps or any ranged weapon at 12	Worse prerequisite	\$400, adjusted for success/failure	Struggling	-1
Jeweler	Jeweler-14.	Prerequisite skill	\$1,800, adjusted for success/failure	Comfortable	1
Knight	Status 2+; Any sword skill 12+; Riding 12+.	Worst prerequisite. On critical failure suffer 3d injury	\$3,000, adjusted for success/failure	Wealthy	2
Mason	Masonry-12	Prerequisite skill	\$900, adjusted for success/failure	Average	0
Mercenary	Weapon Skill 13+; HT 10+	Weapon Skill, on critical failure take 3d damage	\$1,300, adjusted for success/failure	Comfortable	1
Miner	ST 12	ST. On critical failure take 2d crushing damage to random hit location.	\$420	Struggling	-1
Money Lender	Accounting-14; Merchant-14 or Streetwise-14.	Worse prerequisite skill. On a critical failure gain -1 Reputation.	\$4,200, adjusted for success/failure	Wealthy	2
Priest of Orren	Clerical Investment.	Savoir-Faire (Church of Orren). On critical failure censured for heretical statements, Reputation -1.	\$1,000	Average	0
Sailor	Seamanship-12	Prerequisite Skill. On a critical failure take 1d crushing damage to a random hit location	\$390, adjusted for success/failure	Struggling	-1
Scribe	Professional Skill (Scribe)-12; Writing-12; Native fluency in at least one written language.	Worse prerequisite skill.	\$800, adjusted for success/failure	Average	0
Shipwright	Engineer (Ships)-12; Mechanic (Ships)-12.	Engineer	\$850, adjusted for success/failure	Average	0
Smith	ST 11. Smith-12.	Smith	\$900, adjusted for success/failure	Average	0
Tanner	Professional Skill (Tanner)-12	Prerequisite skill	\$800, adjusted for success/failure	Average	0
Thief	Filch 13+, Knife 13+, or Pickpocket 13+; Streetwise 11+.	Worst prerequisite. On critical failure arrested	\$300, adjusted for success/failure	Struggling	1
Town Guard	Weapon Skill 12+, HT 10+	Weapon Skill, on critical failure take 3d damage	\$340	Struggling	-1
Wandering Entertainer	Literature 12+; Musical Instrument 11+; Singing 12+	Best prerequisite.	\$1,200, adjusted for success/failure	Comfortable	1
Wise One	Minor Healing 11+, Esoteric Medicine, or Pharmacy (Herbal) 11+	Any prerequisite skill.	\$360, adjusted for success/failure	Struggling	-1

PART 2
CHARACTERS

CHAPTER 6: ANCESTRY AND CULTURES

Inspired by the work of Eugene Marshall, who wrote *Ancestry & Culture: an Alternative to Race in 5e*,¹ cultures and genetic heritage are separated in character development. This both reduces the impact of the problematic conceptualization of “race” in the game as well as makes it possible to describe characters more genuinely. For instance, it becomes easy to say that you have a character who has one elven parent and one orc parent, who grew up in a human nation, surrounded by a particular human culture.

When constructing your character make sure they have at least one culture and at least once ancestry template. Rules for having more than one are discussed on page 31.

META-TRAITS

FAE

FAE

[-31 points]

Secondary Characteristics Per+3 [15];

Advantages Magery (Ritual Path) 0 [5]; Unaging [0].

Disadvantages Cannot speak or write a falsehood [-1]; Dependency (Mana) (very common, constantly—1 HP/min) [-25]; Vulnerability (meteoric iron; wounding x4) [-20]; Weakness (meteoric iron; 1d/5 mins) [-5].

Full blooded fae can live forever. Although the fae reach physical maturity at about the same age as humans, the fae understanding of adulthood goes beyond physical growth to encompass worldly experience. A fae typically claims adulthood and an adult name around the age of 100. Once a fae reaches maturity, they no longer show age.

Available Exotic/Supernatural Traits. Catfall; Destiny; Healing; Higher Purpose; Magic Resistance; Mana Damper; Mana Enhancer; Medium; Obscure; Oracle; Precognition; Reawakened; Regeneration; Terrain Adaptation; Terror.

FAE ANCESTRY

FAE ANCESTRY

[-21 points]

Secondary Characteristics Per+1 [5].

Advantages Extended Lifespan 3 [0]; Magery (Ritual Path) 0 [5].

Disadvantages Cannot speak or write a falsehood [-1]; Dependency (Mana) (very common, Hourly—1 HP/10 min) [-20]; Vulnerability (meteoric iron; wounding x2) [-10].

Characters with mixed ancestry that includes fae blood mature to adulthood at the same rate as humans and can expect to live as much as 8 times as long as humans.

DARKSPAWN

INFERNAL ANCESTRY

[24 points]

Attributes ST+1 [10]; HT+1 [10].

Secondary Characteristics Per+3 [15].

Advantages Night Vision 9 [9]; Sorcerous Empowerment^a 1 [20]; Unaging [0].

Disadvantages Dependency (Mana) (very common, constantly—1 HP/min) [-25]; Social Stigma (minority group) [-10]; Unnatural Features (5) [-5].

Individuals with infernal ancestry—often called Darkspawn, both by themselves and others—can trace their heritage to a mating between a demon and another species. These people are common in the Kingdom of Celatier, as they used to be the ruling class of the Mirogant Empire. This option is open to players to add to another ancestry template. Typically, they are mostly human and are from the Miroganti culture. Darkspawn always have an unnatural feature, whether it is cats eyes, clawed hands, or horns. If their unusual feature can be used in any way (e.g., claws, sharp teeth, or usable wings) the appropriate advantages should be purchased as well.

Available Exotic/Supernatural Traits. Claws; Catfall; Destiny; Magic Resistance; Medium; Oracle; Precognition; Regeneration; Sharp Teeth; Striker; Terror.

^aCreatures with infernal or celestial ancestry—or fán—are the only beings who have access to sorcery in Yotsear. No one is sure of why the fán are able to access primal magic. Some suggest that early experiments by the saebloth are to blame.

¹Eugene Marshall. *Ancestry & Culture: An Alternative to Race in 5e*. Arcanist Press, 2020.

DWARVES

DWARF

[**-9 points**]

Physically, dwarves range from 4½ to 5½ feet tall and tend to have stocky builds.

Meta-Traits FAE [-31].

Secondary Characteristics FP+3 [9]; Basic Speed -1 [-5].

Advantages Damage Resistance 1 (Tough Skin, -40%) [3]; Infravision [10]; Resistant to Poison (+3) [5].

For dwarves from their home culture, use the following cultural template as well. If the dwarf originates from another culture, use that cultural template instead.

ARNEN DWARVISH CULTURE

[**10 points**]

Cultural Familiarity Dwarvish [0]; Faerie [1]

Languages Dwarvish (native/native) [0]; Elvish (broken/broken) [2]; Faerie (broken/broken) [2].

Attributes HT+1 [10].

Secondary Characteristics none.

Advantages Artificer 1 [10].

Disadvantages Stubbornness [-5]; Miserliness [-10].

Religion/Magic. The dwarves worship the old gods, especially any who protect the miners and smiths. Magic is used by the dwarven rune-mages.

Clothing/Decoration. Clothing is generally heavy and well decorated with inset metals and gold threads. Every dwarf that is seen by outsiders looks rich.

ELVES

ELF

[**19 points**]

Elves range from under 6 feet to 7 feet tall and typically have slender builds. They have pointed ears. Their hair and eye color may vary to any color of the spectrum, naturally.

Meta-Traits FAE [-31].

Advantages Appearance (Attractive) [4]; Improved Magic Resistance (+15 vs mind control) [15]; Night Vision 6 [6]; Perfect Balance [15]; Voice [10].

For elves from their home culture, use one of the following cultural templates:

GAILFEN FOREST CULTURE

[**5 points**]

Cultural Familiarity Gailfen [0]; Silverwood [1]; Celatier [1]; Faerie [1].

Languages Celatiern (native/native) [6]; Elvish (native/native) [0]; Faerie (native/native) [6].

Attributes DX +1 [20].

Disadvantages Curious [-5]; Sense of Duty (Elves) [-15]; Sense of Duty (Celatiern) [-10].

Long lived, these elves practice a variety of professions throughout their lives. Individuals are judged on character rather than their profession or social status within their society.

The elves of the Gailfen Forest value justice and honor in all of their dealings. Capability (either intellectual or artistic) in a profession is the most important aspect of status. Status is fluid throughout one's life, except for the royal family. Freedom within elven society is contingent on good behavior. The only punishment exercised by these people is exile.

Religion/Magic. Religion and magic are interwoven in the lives of these elves. They place a great emphasis upon their magic-users, relying upon them as advisers.

Clothing/Decoration. The elves of the gailfen prefer practical clothes that will not catch on their surroundings as they move through the forest. Typically, these clothes are colored in shades of green and brown.

ICE ELVISH CULTURE

[30 points]

Cultural Familiarity Ice Elvish [0]; Fán [1]

Languages Elvish (native/native) [0]; Faerie (native/native) [6]

Attributes ST+1 [10].

Advantages Damage Resistance 3 (against cold; tough skin) [3]; Improved Magic Resistance 2 [-10].

The ice elves left the elven homeland millenia ago after a terrible magical event caused a mass conversion among a group of wood elves (who later became the ice elves). This conversion prohibited them from using magic or even coming into contact with those who practice magic.

The ice elves live difficult lives on the Great Northern Glacier. They hunt and trade (with the fán, see page 28) for their food, and live relatively spartan existences. The ice elves are divided into independent, although cooperative, villages. These villages are collections of skin tents set up on top of the ice of the glacier, so that they can be moved as necessary. In the heat of summer, the ice elves move south to the tundra on the north coast of the Belvantine Sea, where they trade with the Belvantine States and the fán for their yearly supplies. Each village has a mayor and a council which decides matters according to their customs. It is very rare for a villager to move between villages, except for reasons of marriage.

Religion/Magic. Religion is an integrated part of the ice elves' lives. Magic is feared (and not used) by these elves, despite their innate imagery and reliance on mana.

Clothing/Decoration. Ice elves prefer clothing of gray or white, with very simple, or no, designs. Typically, clothing is made of fur, leather, or wool.

SILVERWOOD CULTURE

[28 points]

Cultural Familiarity Gailfen [1]; Silverwood [0]; Faerie [1].

Languages Elvish (native/native) [0]; Faerie (native/native) [6].

Attributes IQ+1 [20].

Disadvantages Intolerance of Non-elves [-1].

Skills Thaumatology (VH) IQ-3 [1].

Religion/Magic. Religion and magic are interwoven in the lives of these elves. They place a great emphasis upon their magic-users, relying upon them as advisers.

Clothing/Decoration. The elves of the silverwood prefer long, flowing robes of gray, silver, or blue. They prefer intricate designs woven into their clothes in metal threads.

FAIRY

Fairies are found throughout Yotsear in small communities. These communities were separated from their ancestral home in the lands of Faerie many years ago. There are a number of fairy species, below are a few examples.

SPRITE

[12 points]

Sprites are typically about 2½ to 3 feet tall and typically have slender builds, pointed ears, and wings. Their hair and eye color may vary to any color of the spectrum, naturally.

Meta-Traits FAE [-31].

Attributes ST-4 [-40]; DX+1 [20].

Secondary Characteristics SM-2 [0]

Advantages Appearance (Attractive) [4]; Enhanced Dodge [15]; Flight (winged) [30]; Reduced Consumption 2 [4]; Striking ST 2 [10].

PIXIE

[-17 points]

Pixies are typically about 2½ feet tall and typically have slender builds, pointed ears, and sharp teeth.

Meta-Traits textscFae [-31].

Attributes ST-4 [-40]; DX+1 [20].

Secondary Characteristics SM-2 [0].

Advantages Appearance (Attractive) [4]; Enhanced Dodge [15]; Reduced Consumption 2 [4]; Striking ST 2 [10]; Teeth (sharp) [1].

SIDHE

[30 points]

The fairy nobility, Sidhe range from 6 to 7 feet tall. They are of slender build and have sharply pointed ears.

Meta-Traits FAE [-31].

Attributes DX +1 [20].

Advantages Appearance (transcendant) [20]; Improved Magic Resistance (+15 vs mind control) [15]; Night Vision 6 [6].

Fairies originating in the realm of Faerie use the following cultural template.

FAERIE CULTURE

[6 points]

Cultural Familiarity Faerie [0]

Languages Elvish (native/native) [6]; Faerie (native/native) [0]

Religion/Magic. Religion for fairies is a respect for nature and the balance between life and death. As undying beings, the fae see themselves as the natural shepherds of the mortal world. Each fairy chooses an identity based on a part of the life-cycle of mortal beings, and also corresponding to the cycle of the seasons. This is reflected in the various courts of the land of Faerie as well as in the rituals of the fairies of the mortal realm. Magic is interwoven in the lives of fairies and is respected as a force of nature unto itself. They place a great emphasis upon their magic-users, relying upon them as advisers.

Clothing/Decoration. Fairies from the realm of Faerie prefer bright, colorful clothing, especially those colors that are reminiscent of flowers.

FÁN

The fán are the product of the first unions between the elves and humans. They have been living in the Northern Plains for several millennia. With the coming of Kanath and the Miroganti, they became some of the fiercest opponents of the Demon-King.

FÁN

[10 points]

Meta-Traits FAE ANCESTRY [-21]

Secondary Characteristics Per+2 [10]

Advantages Magery (Primal) 0 [1]; Magic Resistance (improved) 3 [15]; Night Vision 5 [5]

Available Exotic/Supernatural Traits. Sorcerous Empowerment.

Fán from their home culture use the following template.

NORTHERN PLAINS FÁN CULTURE

[16 points]

Cultural Familiarity Northern Plains Fán Culture [0].

Languages Elvish (accented/accented) [4]; Fán (native/native) [0]; Miroganti (broken/broken) [2].

Skills Bow (A) DX+2 [8]; Riding (A) DX-1 [1]; Survival (plains) (A) Per-1 [1].

Religion/Magic. These elf-kin worship the elven goddess Yalond, queen of the quiet.

Clothing/Decoration. Clothes are generally made of leather, wool, or linen. Some wealthy fán wear silk clothes imported from far off lands.

YOTSEAR FAIRY CULTURE

[3 points]

Cultural Familiarity Yotsear Fairy [0]

Languages Elvish (native/native) [6]; Faerie (native/native) [0]

Advantages Unusual Training (Invisibility Art; only in natural settings) [1]

Disadvantages Sense of Duty (fae) [-15]

Skills Camouflage (IQ/E) IQ+1 [2]; Invisibility Art (IQ/VH) IQ-3 [1]; Stealth (DX/A) DX+2 [8]

Religion/Magic. Religion for fairies is a respect for nature and the balance between life and death. As undying beings, the fae see themselves as the natural shepherds of the mortal world. Each fairy chooses an identity based on a part of the life-cycle of mortal beings, and also corresponding to the cycle of the seasons. This is reflected in the various courts of the land of Faerie as well as in the rituals of the fairies of the mortal realm. Magic is interwoven in the lives of fairies and is respected as a force of nature unto itself. They place a great emphasis upon their magic-users, relying upon them as advisers.

Clothing/Decoration. Fairies prefer earth toned clothing under normal circumstances. They tend to blend in to natural environments.

GNOMES

Gnomes are between 3 and 4 feet tall and average about 40 pounds.

GNOME

[-24 points]

Meta-Traits FAE [-31].

Attributes none.

Secondary Characteristics FP+1 [3]; SM-1; Basic Move -1 [-5].

Advantages Damage Resistance 1 (Tough Skin, -40%) [3]; Honest Face [1]; Night Vision 5 [5].

Gnomes raised within their own culture use the following cultural template:

ESTAVAN HILLS CULTURE

[9 points]

Cultural Familiarity Estavan Hills [0].

Languages Elvish (accented/accented) [4]; Faerie (accented/accented) [4]; Gnomish (native/native) [0]; Halfling (native/native) [6].

Attributes ST-2 [-20]; HT+1 [10].

Advantages Green Thumb 1 [5].

GOBLINS

GOBLIN

[-22 points]

Meta-Traits FAE [-31].

Secondary Characteristics SM-1 [0].

Advantages Night vision 9 [9].

Most goblins from yotsear are located in the dry plains.

DRY PLAINS GOBLIN CULTURE

[-33 points]

Cultural Familiarity Dry Plains [0].

Languages Goblin (native/none) [-3].

Attributes ST-2 [-20]; HT+2 [20].

Disadvantages Low Tech Level/TL2 [-5]; Impulsiveness [-10]; Innumerate [-5]; Social Stigma (minority group) [-10].

Religion/Magic. Religion is not stressed by the goblins of the dry plains. Magic is used when possible to assist in daily life of the community.

Clothing/Decoration. Goblins wear simple skins and leather clothing, in brown or tan. They do not value fashion as such and will willingly wear dirty, smelly hides to protect themselves from the elements (and in combat).

HALFLINGS

Halflings look like smaller humans with slightly pointed ears. They average about 3 feet tall.

HALFLING

[-25 points]

Meta-Traits FAE [-31].

Secondary Characteristics SM-2 [0].

Advantages Night vision 6 [6].

Most Halflings in Yotsear live in the Estavan Hills, intermixed with Gnomes. For an appropriate cultural template see page 29.

HUMANS

Humans are the youngest of the species who live in Yotsear. They are said by some to have come about as an experiment among the elves. Others say that they came to this world from another plane, one where they were the only people. That said, only the oldest of the elves would know for sure and they are not telling anyone. One thing is clear, however. They became the most populous group in a very short time due to their incredible ability to reproduce.

HUMAN

[0 points]

Traits none.

There are many human cultures in the lands of Yotsear. Below are a few:

ALFARNIAN CULTURE

[0 points]

Humans from the lands of Alfarnia and Moran fall under the alfarnian culture.

Cultural Familiarity Alfarnian [0].

Languages Alfarnian (native/native) [0].

Lens Moran [+5]

Advantages Tech Level/TL4 [5].

Clothing/Decoration. Alfarnians prefer highly decorative, loose fitting clothing, appropriate to the warm climate of their area.

Religion. Orren is worshiped by the majority alfarnians (with the exception of those carrying on the old rites in secret). Many people are distrustful of magic, especially because the position of the church is that all mages are damned and dangerous. Many magic-users are burned as witches. Clerics of Orren do not use magic. For more information on the Church of Orren, see page 36. You may choose to worship other gods, or to have no gods, of course, but it is likely that your parent(s) belong(ed) to the Church.

BELVANTINE CULTURE

[0 points]

Humans from the Belvantine States fall under the belvantine culture. Life in the Belvantine States revolves around the sea and trade.

Cultural Familiarity Belvantine [0].

Languages Belvantine (native/native) [0].

Clothing/Decoration. Heavy wools in winter, heavy cotton shorts in summer. Durability and reliability in clothing is key. Tattoos and jewelry are common among sailors.

Religion. Superstitious to a fault, these people worship Orren (see page 32) with some quirks. Magic is feared, but used, and witches and mages are not persecuted here. You may choose to worship other gods, or to have no gods, of course, but it is likely that your parent(s) belong(ed) to the Church.

CELATIERN CULTURE

[12 points]

Humans from the Kingdom of Celatiern fall under the celatiern culture. This culture is currently undergoing a revolution as the remnants of the Mirogant Empire are being merged somewhat under the relatively new, re-formed Kingdom of Celatiern.

Cultural Familiarity Celatiern [0]; Gailfen Forest [1]; Miroganti [1].

Languages Celatiern (native/native) [0]; Elvish (native/native) [6]; Miroganti (broken/broken) [2].

Skills Broadsword (A) DX-1 [1] or Bow (A) DX-1 [1]. First Aid/TL (E) IQ [1].

Clothing/Decoration. Clothing varies by environment. That means heavy wools in the northern winter and lighter linen robes in the southern areas. Tattoos are common, on older celatiern they are usually depicting one's greatest foes.

During the occupation, warriors carved the runes from the Darkspawn they have slain on their sheaths. In fact, some went so far as to skin the foreheads of the slain to make patches to sew onto their sheaths.

Religion. These people worship the old gods (see page 31, primarily the god of war (Rhal Sonl) and the goddess of nature (Lantimi). Magic is embraced and used as part of their daily lives.

MIROGANTI CULTURE

[5 points]

Cultural Familiarity Celatiern [1]; Miroganti [0].

Languages Celatiern (accented/accented) [4]; Miroganti (native/native) [0].

The most important aspect of miroganti culture is that everything has a price, and that price must be paid, whether it is paid as a purchase or as an exchange of services, or as revenge.

Clothing/Decoration. Long, heavy robes are common among the non-warriors. Warriors wear armor and short skirts.

Religion. Traditionally, miroganti are demonists, but many have turned to the old gods since the fall of the Mirogant Empire.

KARN CULTURE

[-18 points]

The Karn, an indigenous group native to the area now known as "the borderlands" or "Western Alfarnia," live on the edges of Alfarnian control, between them and the orcs and goblins of the Dry Plains.

Cultural Familiarity Karn [0]

Languages Karn (native/none) [-3]

Disadvantages Low Tech Level/TL2 [-5]; Social Stigma (minority group) [-10],

Clothing/Decoration. Clothing is plain and functional. Decoration is reserved for religious symbols.

Religion. Many karn worship the old gods. Others are members of the Church of Orren. In their lands, each village would either be dedicated to the Church of Orren or to the old gods.

DARKWOOD ORCISH CULTURE

[-28 points]

Cultural Familiarity Darkwood [0].

Languages Orcish (native/none) [-3].

Disadvantages Impulsiveness [-10]; Innumerate [-5]; Social Stigma (minority group) [-10].

Religion/Magic. Orc priests communicate with the spirits of places, asking for aid when the band enters a new area and giving offerings when the band prospers.

Clothing/Decoration. Orcs wear simple skins and leather clothing, in brown or tan. They do not value fashion as such and will willingly wear dirty, smelly hides to protect themselves from the elements (and in combat).

DRY PLAINS ORCISH CULTURE

[-13 points]

Cultural Familiarity Dry Plains [0].

Languages Orcish (native/none) [-3].

Attributes ST+2 [20].

Disadvantages Low Tech Level/TL2 [-5]; Impulsiveness [-10]; Innumerate [-5]; Social Stigma (minority group) [-10].

Religion/Magic. Religion is an important part of life in the Dry Plains. As the villages are generally agricultural in nature, offerings are often made to the old gods who ensure prosperity.

Clothing/Decoration. The orcs of the dry plains wear clothing of linen, cotton, or light wool. They prefer bright, garish colors, and silver and gold jewelry.

MIXED ANCESTRY AND DIVERSE CULTURE

The ancestry and culture options above assume that a character has a single ancestry and culture. Thus, if a character has elven ancestry, this assumes that their ancestry is primarily elven. Most commonly, this would mean that both of their parents are of elven ancestry.

Some characters have mixed ancestries, however. For example, a character can have an elven parent and a human parent, or a dwarven parent and a halfling parent. Other characters can have parents who themselves have mixed ancestry. The rules in this section provide mechanics to generate such mixed ancestries.

Finally, rules for creating diverse cultures follow the rules for mixed ancestries. Diverse cultures represent those that are a combination of several cultures, as one might find in a multicultural urban environment, or if the character's elven parents moved from the Gailfen Forest to the Kingdom of Alfarnia.

MIXED ANCESTRAL TRAITS

With the exception of the FAE Meta-Trait, most traits **can** breed true. That is, ancestry templates may be layered on top of one another. If the same trait is repeated, they do not stack (and the points are not spent). It is up to the players and GM to determine which elements of a particular character's ancestry are present, but in general anything (except FAE) that appears on either parent's ancestry template can be brought forward to the character.

If both parents have the FAE Meta-Trait, then the child does as well. If only one has the FAE Meta-Trait, the child gets the FAE ANCESTRY Meta-Trait instead. The specified meta-trait must be taken.

Characters of mixed ancestry might look almost entirely like one parent or the other, or anywhere on the continuum between them. Thus the two children of a dwarf-orc couple might both look orcish, dwarven, some combination, or one might look orcish and the other dwarven, even though they are siblings.

DIVERSE CULTURAL TRAITS

Like Ancestry Templates, Cultural Templates can stack, with any repeated traits removed. The only exceptions to this are Cultural Familiarity and Language. A character may only claim the discounted native rate for one culture and one language.

RELIGION AND MAGIC

THE OLD GODS

The Old Gods are still worshipped by all of the non-human races as well as the celatiern and some karn. Among these people—with the exception of the ice elves—magic is used in every-day life and spell-users are respected.

RHAL SONL

Rhal Sonl is the battle god of the celatiern, and now their primary god. His titles include the Protector of Celatier, the Battle-weary, the Invincible, and the Mighty Hand. He appears as a brightly shining knight mounted on a silver or white warhorse. He values ingenuity in war, fearlessness in battle, and loyalty to comrades in arms. His symbol is a kite shield crossed by a sword and arrow.

ARRA

Arra is the earth goddess, and Rhal Sonl's wife. She is called the Earth Mother. She appears as an middle-aged woman who has clearly worked hard throughout her life. Her realms are growth and decay, cooking, and family. Her symbol is a sheaf of grain.

SÆBLOTH

SÆBLOTH

[30 points]

The oldest of the peoples, sæbloth have resided in the Wyrmsteeth Mountains since before even time began. They allied themselves with dragons of all types, and used their allies to create an empire that spanned the known world. Sæbloth look like even more majestic and sleek elves, because they based the elves they created off of themselves.

Meta-Traits FAE [-31].

Attributes DX +1 [20].

Advantages Appearance (transcendent) [20]; Improved Magic Resistance (+15 vs mind control) [15]; Night Vision 6 [6].

SÆBLOTH CULTURE

[9 points]

Cultural Familiarity Sæbloth [0]; Faerie [1].

Languages Faerie (native/native) [0]; Elvish (native/native) [6].

Skills Hidden Lore (fae) IQ [2].

Religion/Magic. Magic is thought of as part of life, and is not considered any more separate than any other occupation. Religion is not stressed.

Clothing/Decoration. Sæbloth prefer bright clothing with intricate designs. Weapons are usually very ornate with engraving and bossing.

NEREN

Neren is the celatiern god of death and dying. He is called the Guardian of Souls. Neren appears as a cloaked figure that comes to guide the souls of the dead to the next life. His only concern is making sure that the souls of the dead leave the world. His symbol is a shining lantern held high.

TORR

Torr, the Trickster, is the god of the impish desire to cause difficulties for others. He appears in a variety of faces—it is said that no two are alike. He enjoys tricks, whether they are playful or serious. In times past, he was worshipped by thieves and charlatans, but now he is respected by warriors and politicians because his methods are so effective. Torr also holds sway over the realm of chance. His symbol is three cups turned down on a plank.

HELMEK

Helmek is the god of storms and the sea. He is called the Storm King. It is common knowledge that he cares not for humans—or any of the other races—but only for chaos and destruction. He is placated by his priests and priestesses through a variety of bloody rights, but no one knows exactly what would make him happy. His symbol is a wave cresting over a ship.

YALOND

The primary goddess of the elves, Yalond is worshipped by almost all elves. Her titles include Elf-mother and the Great Healer. She appears as an extremely beautiful and radiant elven woman. She values heartfelt laughter, artistic endeavors, loyalty to friends and family, and good work. Her symbol is a green tree growing to great heights.

LANANATRET

Lananatret is the primary god of the dwarves and gnomes. Initially, he was a god of craft. He appears as a dwarf (or, sometimes, as a gnome) with a hammer in his hand or belt. He encourages hard work and long hours—in an effort to make the perfect item. His symbol is a hammer.

THE CHURCH OF ORREN

The Church of Orren, founded shortly after the reputed ascension of Orren to heaven, is a monotheistic religious institution centered in Alfarnia, but extending throughout the Belvantine States and into Moran. The Church was founded on the concept that *all* magic is dangerous and corrupting.

Orren was born in Lowfort (now the capital of the Kingdom of Alfarnia), while the lands of Alfarnia were under the control of the Mirogant Empire and the Reaver Cormangar. He worked his whole (short) life to end the threat of the miroganti, finally succeeding in what has come to be known as the Great Uprising. His main philosophy was that magic destroys the souls of those who use it.

This philosophy has led the Church to declare a crusade against all ‘witches’—those who practice magic of any realm. Needless to say, the clergy of the Church of Orren are *not* spell-users (see page 36 for more information about the Priests of Orren).

DEMONISTS

Among the miroganti (both human and darkspawn), the demon-emperor Kanath may still be worshipped as a god. The cult of Kanath teaches that he was not killed at the end of the war, but merely shoved out of this plane into an infernal plane. They believe that he will come again in glory to resume his rightful place as the leader of the Mirogant Empire. Magic is employed by these people in their everyday lives.

CALENDARS AND TIME-KEEPING

The year is divided into eight lunar months of 45 days (five nine-days):

- High and Low Summer
- High and Low Autumn
- High and Low Winter
- High and Low Spring

The High months begin with a nine day long celebration of the season.

In all of the human lands, years are measured from the foundation of Celatiern (Celatiern Year or CY). This calendar is often used between cultures as well.

LANGUAGES

Language	Typical Speakers (culture)	Script
	Standard Languages	
Alfarnian	Humans (alfarnian)	Celatiern
Belvantine	Humans (belvantine)	Celatiern
Celatiern	Humans (celatier)	Celatiern
Dwarvish	Dwarves	Dwarvish
Elvish	Elves, Fán, Sæbloth	Elvish
Giant	Ogres, Giants	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Celatiern
Karn	Humans (karn)	Celatiern
Miroganti	Humans (miroganti), Darkspawn	Infernal
Orcish	Orc	Dwarvish
Exotic Languages		
Celestial	Celestials	Celestial
Draconic	Dragons	Draconic
Infernal	Demons, Devils	Infernal
Primordial	Elementals	Elvish
Faerie	Fae creatures	Elvish
Ancient/Dead Languages		
Old Celatiern	No living cultures	Celatiern

Note: Some ancient versions of modern languages are comprehensible with a roll against the Linguistic skill. If the individual is familiar with a modern descendant, they may also attempt an IQ roll at -8 (e.g., Old Celatiern may be understood by speakers of Alfarnian, Celatiern, and Belvantine). Either of these checks must be made separately for each passage read or sentence spoken.

Note: Alfarnian and Celatiern are often used as trade languages.

CHAPTER 7: CHARACTER TEMPLATES

These character templates are meant to be *adventuring* templates. They include skills necessary for adventure that are not required for a life solely taking place within the bounds of a town wall or a farming community. NPC scholars, sages, and craftspeople would not use these.

ARCHER

[140 POINTS]

Attributes ST+1 [10]; DX+2 [40]; HT+1 [10].

Secondary Characteristics Basic Speed +0.5 [10].

Advantages Heroic Archer [20]; Outdoorsman 1 [10]; and 30 points from:

- Absolute Direction [5]
- Acute Vision [2/level]
- Combat Reflexes [15]
- Danger Sense [15]
- Extra Attack 1 [25]
- Fit [5]
- High Pain Threshold [10]
- Peripheral Vision [15]
- Signature Gear [1/\$1,000]
- Weapon Bond [1]
- Weapon Master (Bow or Crossbow) [20]

Disadvantages -20 points chosen from:

- Bloodlust [-10]
- Callous [-5]
- Chummy [-5/-10]
- Greed [-15]
- Code of Honor (Soldier's) [-10]
- Duty [-2 to -15]
- Honesty [-10]
- Overconfidence [-5]
- Sense of Duty (Comrades) [-5]
- Stubbornness [-5]
- Wealth (Struggling) [-10]

Primary Skills One 12-point package chosen from the following:

- Bow (A) DX+2 [8] and Fast-Draw (Arrow) (E) DX+2 [4]
- Crossbow (E) DX+2 [4] and Fast-Draw (Arrow) (E) DX+3 [8]
- Sling (H) DX+2 [12]
- Thrown Weapon (Spear) (E) DX+4 [12]

Secondary Skills Hiking (A) HT+1 [4] or Riding (Equines) (A) DX+1 [4]; Soldier (A) IQ [2]; Stealth (A) DX [2]. One of:

- Knife (E) DX+1 [2]
- Shortsword (A) DX [2]
- Smallsword (A) DX [2]
- Shortsword (A) DX-1 [1] and Shield (E) DX [1]

Background Skills Survival (any) (A) Per [2]. Brawling (E) DX [1]. First Aid (E) IQ+1 [2]. Armoury (Missile Weapons or Small Arms) or Leadership (A) IQ-1 [1]. Observation (A) Per [2] or Tracking (A) Per [2].

ASSASSIN

[140 POINTS]

Attributes DX+3 [60]; IQ+2 [40].

Advantages Single-Minded [5]; Wealth (Comfortable) [10]; and 25 points chosen from:

- Absolute Direction [5] or 3D Spatial Sense [10]
- Claim to Hospitality (Assassins' Guild) [5]
- Contact or Contact Group (Go-Betweens) [Varies]
- Honest Face [1]
- Night Vision [1/level]
- Smooth Operator 1 [15]
- Striking ST [5/level]

Disadvantages Callous [-5] or Code of Honor (Professional) [-5]; Secret (Possible Death) [-30]; and -10 points chosen from among:

- Bad Temper [-10]
- Bloodlust [-10]
- Cowardice [-10]
- Loner [-5]
- Overconfidence [-5]
- Social Stigma (criminal record) [-5]
- Trademark [-5 or -10]

Primary Skills Holdout (A) IQ+2 [8]. Either Shadowing (A) IQ+2 [8] or Stealth (A) DX+2 [8]. One of Crossbow, Garrote, Knife, or Thrown Weapon (Knife), all (E) DX+2 [4]; Rapier or Smallsword (A) DX+1 [4]; or Blowpipe or Sleight of Hand, both (H) DX [4].

Secondary Skills Acting (A) IQ+1 [4]. Either Cloak or Main-Gauche, both (A) DX+1 [4]. Either Savoir-Faire (High Society or Servant) (E) IQ+2 [4] or Streetwise (A) IQ+1 [4]. One of

- Armoury (A) IQ+2 [8]
- Traps (A) IQ+2 [8]
- Poisons (H) IQ+1 [8]

Background Skills First Aid (E) IQ [1]; Riding (Equines) (A) DX [2]; Four of:

- Scrounging (E) Per+1 [2]
- Climbing (A) DX [2]
- Architecture (A) IQ [2]
- Disguise (A) IQ [2]
- Observation (A) Per [2]
- Cryptography (H) IQ-1 [2]
- Forgery (H) IQ-1 [2]
- Hidden Lore (Conspiracies) (H) IQ-1 [2]
- Intelligence Analysis (H) IQ-1 [2]

BANDIT

[140 POINTS]

Attributes ST+1 [20]; DX+2 [40]; HT+1 [10].

Advantages 30 points chosen from:

- Allies [Varies]
- Ambidexterity [5]
- Charisma [5/level]
- Combat Reflexes [15]
- Contacts or Contact Group (Fences) [Varies]
- Daredevil [15]
- Fearlessness [2/level]
- Social Regard (Feared) [5/level]

Disadvantages -30 points chosen from:

- Code of Honor (Highwayman's or Pirate's) [-5] or (Gentleman's) [-10]
- Compulsive Behavior (Carousing) [-5 or -10], (Generosity) [-5], or (Spendthrift) [-5]
- Enemy (Law Enforcement) [Varies]
- Impulsiveness [-10]

- Lecherousness [-15]
- Overconfidence [-5]
- Pacifism (Cannot Harm Innocents) [-10]
- Secret Identity [Varies]
- Sense of Duty (Comrades) [-5] or (Oppressed People) [-10]
- Social Stigma (Disowned) [-10]
- Trademark [-5 to -15]

Primary Skills Brawling (E) DX+2 [4]; Intimidation (A) Will+2 [8]; Fast-Draw (arrow) (E) DX+1 [2]; Riding (Horses) (A) DX+2 [8]; Streetwise (A) IQ+1 [4]; Survival (any) (A) Per+1 [4]; Teamster (A) IQ+1 [4]. Either Crossbow (E) DX+3 [8] or Bow (A) DX+2 [8]. Either Broadsword (A) DX+2 [8] or Saber (A) DX+2 [8].

Secondary Skills Camouflage (E) IQ+2 [4]; First Aid/TL (E) IQ+2 [4]; Leadership (A) IQ+1 [4]; Stealth (A) DX [2]. Either Navigation (Land) (A) IQ [2] or Area Knowledge (E) IQ+1 [2].

Background Skills Savoir-Faire (E) IQ+1 [2]; Carousing (E) HT [1]; Gambling (A) IQ-1 [1].

BATTLE MAGE

[140 POINTS]

Attributes DX+2 [40]; IQ+1 [20].

Secondary Characteristics Will+2 [20].

Advantages Chi Defenses (Parry) [5]; Chi Shield 1 [6]; Chi Strike 1 [3]; Combat Reflexes [15]; Eyes of the Cat 1 [1]; Iron Hide 1 [3]; Flea Jump 1 [9]; Keen Vision 1 [2]; Keen Hearing 1 [2]; Magical Style Familiarity (way of the flower) [1]; Martial Arts Style Familiarity (way of the flower) [1]; Trained By A Master [10]; Weapon Master (katana) [20].

Disadvantages Disciplines of Faith (asceticism) [-15]; Wealth (poor) [-15]; A total of -30 points chosen from among:

- Charitable [-15]
- Chronic Pain [var.]
- Code of Honor [var.]
- Honesty [-10]
- Light Sleeper [-5]
- Loner [-5]
- Overconfidence [-5]
- Pacifism (Cannot Harm Innocents) [-10]
- Pacifism (Cannot Kill) [-15]
- Post-Combat Shakes [-5]
- Sense of Duty [var.]
- Truthfulness [-5]
- Vow [var.]

Primary Skills Body Sense (H) DX-2 [1]; Breath Control (H) HT-2 [1]; Broadsword (A) DX+1 [4]; Broadsword Art (A) DX-1 [1]; Judo Art (H) DX-2 [1]; Judo (H) DX [4]; Karate Art (H) DX-2 [1]; Karate (H) DX [4]; Kiai (H) HT-1 [1]. Meditation (H) Will-2 [1]; Two-handed Sword (A) DX+1 [4].

Secondary Skills Acrobatics (H) DX-2 [1]; Stealth (A) DX-1 [1].

Background Skills Mental Strength (E) Will [1]; Parry Missile Weapons (H) DX-2 [1].

HEDGE WIZARD

[140 POINTS]

Attributes DX+1 [20]; IQ+2 [40].

Languages Old Celatiern (accented/accented) [4] or Faerie (accented/accented) [4].

Advantages Magery 3 (Ritual Path) [35]; Magical Style Familiarity (Craft of the Wise)[1]; and 40 points chosen from among:

- Allies (Familiar) [Varies]
- Animal Empathy [5]
- Empathy [15]
- Plant Empathy [5]
- Spirit Empathy [10]
- Unusual Background [Varies]
- Ritual Adept: Connection [10]
- Ritual Adept: Space [10]
- Ritual Adept: Time [10/level]

Disadvantages Wealth (Struggling) [-10]; and -20 points chosen from:

- Bully [-10]
- Code of Honor (Professional) [-5]
- Loner [-5]
- Pacifism (Reluctant Killer) [-5] or (Cannot Harm Innocents) [-10]
- Sense of Duty (Village) [-5]

Primary Skills Alchemy (VH) IQ-1 [4]; Herb Lore (VH) IQ-1 [4]; Thaumatology (VH) IQ [8].

Secondary Skills First Aid (E) IQ+1 [2]; Naturalist (H) IQ-1 [2]; One of:

- Diagnosis (H) IQ-1 [2]
- Pharmacy (Herbal) (H) IQ-1 [2]
- Professional Skill (Midwife) (A) [IQ] [2]

Background Skills Area Knowledge (Village or Town) (E) IQ [1]; Staff (A) DX [2].

Path Skills Path of the Body (IQ/VH) IQ-3 [1]; Path of Chance (IQ/VH) IQ-3 [1]; Path of Spirit (IQ/VH) IQ-3 [1]; and two other Path Skills at IQ-3 [1].

HOLY CLERIC

[140 POINTS]

Attributes ST+1 [10]; DX+1 [20]; IQ+2 [40].

Advantages Divine Favor 10 [70].

Disadvantages -45 points chosen from among:

- Charitable [-15]
- Disciplines of Faith [-5 to -15]
- Fanaticism [-15]
- Honesty [-10]
- Pacifism [-5 to -30]
- Selfless [-5]
- Sense of Duty [-10 to -20]
- Social Stigma (Excommunicated) [-5]
- Vow [-5 to -15]

Primary Skills Public Speaking (A) IQ+2 [2]; Teaching (A) IQ+1 [4].

Secondary Skills Religious Ritual (H) IQ [4]. Theology (H) IQ [4]. One 4-point package selected from:

- Detect Lies (H) Per [4]
- Hidden Lore (Spirit Lore) (A) IQ+1 [4]
- Mental Strength (E) Will+2 [4]
- Persuade (H) Will-1 [2] and Sway Emotions (H) Will-1 [2]

Background Skills One of:

- Administration (A) IQ-1 [1]
- Architecture (A) IQ-1 [1]
- Dancing (A) DX-1 [1]
- Musical Instrument (H) IQ-2 [1].

- Poetry (A) IQ-1 [1]
- Singing (E) HT [1]
- Writing (A) IQ-1 [1]

One of

- Thanatology (H) IQ-2 [1]
- Dreaming (H) Will-2 [1]
- Exorcism (H) Will-2 [1]
- Meditation (H) Will-2 [1]

Adventuring Skills 10 points in melee weapon, ranged weapon, and/or unarmed combat skills.

Learned Prayers (by deity)

Arra Confidence [3]; Feed the Masses [4]; Holy Touch [2]; Traveler's Blessing [6].

Helmek Final Rest [1]; Rainmaker [14].

Lananatret Fireproof (enhanced) [9]; Flesh Wounds [4]; Holy Touch [2].

Neren Final Rest [1]; Holy Touch [2]; Sense True Evil [7]; Spirit Weapon [5].

Rhal Sonl Final Rest [1]; Smite [9]; Stoicism [5].

Torr See Evil [11]; Sermonize [4].

Yalond Feed the Masses [4]; Holy Touch [2]; Protection from Evil [3]; Traveler's Blessing [6].

- Falconry (A) IQ-1 [1]
- Games (Tournament Rules) (E) IQ [1]
- Jumping (E) DX [1]
- Religious Ritual (H) IQ-2 [1]
- Singing (E) HT [1]
- Tactics (H) IQ-2 [1]
- Tracking (A) Per-1 [1]

PEASANT ADVENTURER

[140 POINTS]

Attributes ST+2 [20]; DX+2 [40]; HT+1 [10].

Secondary Characteristics Per+1 [5].

Advantages Fit [5]; Lifting Strength 2 [6]; and 35 points chosen from:

- Alcohol Tolerance [1]
- Animal Empathy [5]
- Animal Friend [5/level]
- Charisma [5/level]
- Combat Reflexes [15]
- Green Thumb [5/level]
- Hard to Kill [2/level]
- High Pain Threshold [10]
- Luck [15]
- Outdoorsman [5/level]
- Rapid Healing [5] or Very Rapid Healing [15]
- Temperature Tolerance [1/level]
- increase Fit [5] to Very Fit [15]

Disadvantages Language (Actual native language; Native/None) [-3]; Wealth (Struggling) [-10]; and -15 points chosen from among:

- Alcoholism [-15]
- Berserk [-10]
- Chummy [-5 or -10]
- Compulsive Behavior (Carousing or Generosity) [-5]
- Delusion (All men are equal) [-5]
- Gluttony [-5]
- Ham-Fisted [-5 or -10]
- Impulsiveness [-10]
- Intolerance [-5 or -10]
- Laziness [-10]
- Lecherousness [-15]
- Overconfidence [-5]
- Pacifism (Cannot Harm Innocents) [-10]
- Sense of Duty (Village) [-5] or (Poor People) [-10]
- Stubbornness [-5]

Primary Skills Brawling (E) DX+3 [8]; Knife (E) DX+3 [8]. One of:

- Axe/Mace (A) DX+2 [8]
- Spear (A) DX+2 [8]
- Staff (A) DX+2 [8]
- Two-Handed Axe/Mace (A) DX+2 [8]

Secondary Skills First Aid (E) IQ+2 [4]; Hiking (A) HT+1 [4]; Riding (Equines) (DX) DX+1 [4]; Scrounging (E) Per+1 [2]; Stealth (A) DX [2]; Teamster (A) IQ+1 [4]; . Either Farming (A) IQ+1 [4] or Boating (Sailboat or Unpowered) (A) DX [2] and Fishing (E) Per+1 [2]. One of:

- Bow (A) DX+1 [4]
- Sling (H) DX [4]
- Thrown Weapon (Axe/Mace) (E) DX+2 [4]

Background Skills One of:

- Carousing (E) HT [1]
- Dancing (A) DX-1 [1]
- Games (E) IQ [1]

KNIGHT

[140 POINTS]

Attributes ST+4 [40]; DX+1 [20].

Secondary Characteristics HP+3 [6].

Advantages Status 2 [5]; Wealth (Very Wealthy) [30] or Wealth (Wealthy) [20] and Signature Gear 10 [10]; Weapon Bond [1]; and 20 points chosen from among:

- Charisma [5/level]
- Combat Reflexes [15]
- Fearlessness [2/level]
- Higher Purpose [5]
- Independent Income [1/level]
- Legal Enforcement Powers [Varies]

Disadvantages Code of Honor (Chivalry) [-15]; and -15 points chosen from among:

- Compulsive Behavior (Carousing or Generosity) [-5]
- Debt [-1/level]
- Disciplines of Faith (Monasticism) [-10]
- Duty [-2 to -15]
- Fanaticism [-15]
- Intolerance (Commoners or Unbelievers) [-5]
- Overconfidence [-5]
- Selfish [-5]
- Sense of Duty (Vassals) [-5] or (The weak) [-10]
- Stubbornness [-5]
- Vow [-5 to -15]

Primary Skills Lance (A) DX+2 [8]; Riding (Horse) (A) DX+2 [8]; Shield (E) DX+2 [4].

Secondary Skills Either Axe/Mace or Broadsword, both (A) DX+2 [8]; Savoir-Faire (E) IQ+1 [2].

Background Skills Heraldry (A) IQ+1 [4]; Intimidation (A) Will+1 [4]; Leadership (A) IQ [2]; Strategy (H) IQ-1 [2]; First Aid/TL (E) IQ+2 [4]. Two of

- Brawling (E) DX [1]
- Carousing (E) HT [1]
- Dancing (A) DX-1 [1]

- Sports (A) DX-1 [1]

One of:

- Carpentry (E) IQ+1 [2]
- Leatherworking (E) IQ+1 [2]
- Masonry (E) IQ+1 [2]

One of:

- Meteorology (A) IQ [2]
- Naturalist (H) IQ-1 [2]
- Tracking (A) Per [2]

PRIEST OF ORREN (ORDER OF SHEPHERDS)

[140 POINTS]

Attributes IQ+3 [60]; HT+1 [10].

Advantages Charisma 2 [10]; Clerical Investment [5]; Magic Resistance 5 [10]; and 15 points chosen from among:

- Allies (Disciples) [Varies]
- Animal Empathy [5]
- Empathy [15] or Sensitive [5]
- Hard to Kill [2/level]
- Higher Purpose [5]
- Religious Rank [5/level]
- Spirit Empathy [10]
- True Faith [15]
- Voice [10]
- additional levels of Charisma [5/level]

Disadvantages Vow (Chastity) [-5].

Primary Skills Public Speaking (A) IQ+4 [8]; Teaching (A) IQ+1 [4]; Theology (H) IQ+1 [8].

Secondary Skills Religious Ritual (H) IQ+1 [8]. One 8-point package selected from:

- Detect Lies (H) Per+1 [8]
- Hidden Lore (Spirit Lore) (A) IQ+2 [8]
- Mental Strength (E) Will+3 [8]
- Persuade (H) Will [4] and Sway Emotions (H) Will [4].

Background Skills Administration (A) IQ [2]; Riding (Equines) (A) DX-1 [1]; One of:

- Architecture (A) IQ-1 [1]
- Dancing (A) DX-1 [1]
- Musical Instrument (H) IQ-2 [1].
- Poetry (A) IQ-1 [1]
- Singing (E) HT [1]
- Writing (A) IQ-1 [1]

One of:

- Dreaming (H) Will-2 [1]
- Exorcism (H) Will-2 [1]
- Meditation (H) Will-2 [1]
- Thanatology (H) IQ-2 [1]

Adventuring Skills 4 points in any melee and/or ranged weapon.

PRIEST OF ORREN (ORDER OF MAEBEC)

[140 POINTS]

Attributes ST+1 [10]; IQ+2 [40]; HT+1 [10].

Secondary Characteristics Per+1 [10].

Advantages Clerical Investment [5]; Empathy [15]; Status 1 [5].

Disadvantages Disciplines of Faith (Monasticism) [-10]; Vow (Chastity) [-5].

Primary Skills Diagnosis/TL3 (IQ/H) IQ+1 [8]; First Aid/TL3 (IQ/E) IQ+2 [4]; Naturalist (IQ/H) IQ+1 [8]; Pharmacy/TL3 (Herbal) (IQ/H) IQ+1 [8]; Physiology/TL3 (Human) (IQ/H) IQ [4]; Religious Ritual (IQ/H) IQ+1 [4]; Theology (IQ/H) IQ+1 [8].

Secondary Skills Body Language (Per/A) Per-1 [1]; Detect Lies (Per/H) Per+1* [1]; Surgery (IQ/VH) IQ-1 [4]; Veterinary/TL3 (IQ/H) IQ-1 [2].

Background Skills Knife (E) DX [1]; Poisons/TL3 (IQ/H) IQ-2 [1]; Psychology (IQ/H) IQ+2* [2].

Adventuring Skills 4 points in one melee or ranged weapon.

*includes bonus for Empathy

PRIEST OF ORREN (ORDER OF LIGHT BRINGERS)

[140 POINTS]

Attributes DX+1 [20]; IQ+3 [60].

Advantages Clerical Investment [5]; Religious Rank 1 [5]; Status 1 [5].

Disadvantages Callous [-5]; Disciplines of Faith (Monasticism) [-10]; Vow (Chastity) [-5]; -15 points from:

- Bad Temper [-10]
- Curious [-5]
- Impulsiveness [-10]
- Light Sleeper [-5]
- Nightmares [-5]
- Overconfidence [-5]
- Sadism [-15]

Primary Skills Detect Lies (Per/H) Per+1 [8]; Interrogation (IQ/A) IQ+2 [8]; Intimidation (Will/A) Will+2 [8]; Psychology (IQ/H) IQ+1 [8]; Theology (IQ/H) IQ+1 [8].

Secondary Skills Acting (IQ/A) IQ [2]; Body Language (Per/A) Per+1 [4]; Knife (DX/E) DX+1 [2]; Knot-Tying (DX/E) DX+1 [2]; Poisons/TL3 (IQ/H) IQ-2 [1]; Politics (IQ/A) IQ [2]; Propaganda/TL3 (IQ/A) IQ [2]; Religious Ritual (IQ/H) IQ [4]; Shadowing (IQ/A) IQ [2]; Stealth (DX/A) DX [2]; Surgery (IQ/VH) IQ-1 [4];

Background Skills First Aid/TL3 (IQ/E) IQ [1]; History (Alfarnia) (IQ/H) IQ-1 [2].

Adventuring Skills 10 points in weapon skills.

THIEF

[140 POINTS]

Attributes ST+1 [10]; DX+3 [60]; IQ+1 [20].

Secondary Characteristics Per+1 [5].

Advantages 20 points chosen from:

- Absolute Direction [5]
- Acute Hearing [2/level]
- Contact or Contact Group (Fences) [Varies]
- Danger Sense [15]

- High Manual Dexterity [5/level]
- Night Vision [1/level]
- Perfect Balance [15]
- Wealth (Comfortable) [10]

Disadvantages Secret (Imprisonment or Exile) [-20] and -15 points chosen from:

- Greed [-15]
- Overconfidence [-5]
- Pacifism (Cannot Kill) [-15]
- Trademark [-5 to -15]
- Wealth (Struggling) [-10]

Primary Skills Observation (A) Per+2 [8]; Search (A) Per+2 [8]; and one of the following skill sets:

Burglar Climbing (A) DX+2 [8]; either Forced Entry (E) DX+2 [4] or Lockpicking (A) DX+1 [4].

Cutpurse/Pickpocket Shadowing (A) IQ+1 [4]; either Pickpocket (A) DX+1 [8] or Knife (E) DX+3 [8].

Shoplifter Filch (A) DX+2 [8]; Holdout (A) IQ+1 [4].

Secondary Skills Fast-Talk (A) IQ [2]; Streetwise (A) IQ [2]; either Running (A) HT+2 [8] or Stealth (A) DX+2 [8].

Background Skills First Aid (E) IQ [1]. *Two* of:

- Architecture (A) IQ-1 [1]
- Connoisseur (A) IQ-1 [1]
- Jeweler (H) IQ-2 [1].
- Merchant (A) IQ-1 [1]
- Savoir-Faire (High Society or Servant) IQ [1]
- Traps (A) IQ-1 [1]
- Urban Survival (A) Per-1 [1]

One of:

- Brawling (E) DX [1]
- Knife (E) DX [1]

An additional 12 points in combat skills.

CHAPTER 8: MARTIAL ARTS STYLES

Martial Arts styles are discussed in **GURPS Martial Arts** (MA141-210). Please see that book for more information. These are some that are appropriate for Yotsear.

BELVANTINE KNIFE FIGHTING

[3 points]

Members of the Belvantine Syndicate are known to practice a very showy, and incredibly mobile, form of knife fighting. This martial art uses spins and grabs to maneuver the opponent into position before driving the blade of the knife home. The entire blade is used, both as a slashing weapon and as a thrusting weapon—in a standard grip as well as a reversed grip.

Skills. Knife; Wrestling.

Techniques. Arm Lock (Knife or Wrestling); Armed Grapple (Knife); Back Strike (Knife); Choke Hold (Knife); Feint (Knife); Retain Weapon (Knife); Reverse Grip (Knife); Spinning Strike (Knife).

Cinematic Skills. Hypnotic Hands; Power Blow.

Cinematic Techniques. Dual-Weapon Attack (Knife or Wrestling); Fighting While Seated (Knife).

Perks. Off-Hand Weapon Training (Knife); Quick-Swap (Knife).

OPTIONAL TRAITS

Advantages. Ambidexterity.

Disadvantages. Reputation (Thug).

Skills. Brawling; Fast-Draw (Knife); Main-Gauche; Thrown Weapon (Knife).

Techniques. Disarming.

BLADE OF LIGHT

[5 points]

Members of the Church of Orren's Blades of Light (see page 14) are taught a martial art involving two-handed longsword fighting in heavy armor. The sword is held in a variety of grips, including a defensive posture and a reversed hold (wielding the sword using the two-handed axe/mace skill) allowing the crosspiece to be used as a hook.

Skills. Brawling; Judo; Knife; Two-Handed Sword.

Techniques. Arm Lock (Judo); Armed Grapple (Two-Handed Sword); Bind Weapon (Two-Handed Sword); Choke Hold (Two-Handed Sword); Close Combat (Two-Handed Sword); Counterattack (Two-Handed Sword); Disarming (Judo or Two-Handed Sword); Ground Fighting (Knife); Kicking; Knee Strike; Retain Weapon (Two-Handed Sword); Roll with Blow; Targeted Attack (Two-Handed Sword Thrust/Face); Targeted Attack (Two-Handed Sword Thrust/Neck); Targeted Attack (Two-Handed Sword Thrust/Vitals Chinks); Trip.

Cinematic Skills. Mental Strength; Power Blow.

Cinematic Techniques. Dual-Weapon Defense (Two-Handed Sword); Timed Defense (Two-Handed Sword).

Perks. Armor Familiarity (Judo); Grip Mastery (Longsword); Skill Adaptation (Bind Weapon defaults to Two-Handed Sword); Sure-Footed (Uneven).

OPTIONAL TRAITS

Advantages. Enhanced Dodge; Enhanced Parry (Two-Handed Sword or All); Weapon Master (Two-Handed Sword).

Disadvantages. Obsession (Achieve certificate of mastery).

Skills. Broadsword; Fast-Draw (Knife); Two-Handed Axe/Mace; Wrestling.

Techniques. Hook (Two-Handed Axe/Mace).

Perks. Weapon Bond.

WAY OF THE FLOWER

[8 points]

High in the Arnen Mountains an ancient temple houses the Order of the Open Flower, an ascetic order reformed after the Third Reaver War by the Battle Mage Iona and her followers. At this temple they teach both magic and the non-magical martial art that combine into Battle Magery. Mages and non-mages are both welcome to begin the grueling training.

The style itself features sword and open-hand fighting, combining wrestling, kicks, unarmed strikes, and fast sword-work with curved swords with a grip long enough to be taken in two hands, but light enough to be wielded in one (e.g., katana). The style features internal control using breathing to focus power and mobility in combat.

Skills. Breath Control; Broadsword; Broadsword Art; Judo; Judo Art; Karate; Two-handed sword.

Techniques. Arm Lock; Hammer Fist; Sweep (Judo or Karate).

Cinematic Skills. Immovable Stance; Mental Strength; Pressure Points; Pressure Secrets; Push.

Cinematic Techniques. Pressure-Point Strike; Roll with Blow.

OPTIONAL TRAITS

Advantages. Forceful Chi; Inner Balance; Perfect Balance; Trained By A Master.

Skills. Autohypnosis; Knife; Knife Art; Meditation; Savoir-Faire (Dojo); Spear; Spear Art; Staff; Staff Art.

Techniques. Push Kick.

CHAPTER 9: MAGIC

In the Lands of Yotsear, there are many different kinds of magic. Arcane magic takes multiple forms depending on the tradition of the caster: dwarves uses rune magic (see below) and most humans and fae use Ritual Path Magic (as in **GURPS Thaumatology: Ritual Path Magic**) with several alterations inspired by **GURPS Dungeon Fantasy 19: Incantation Magic**, others—especially fán, demons, and darkspawn) use Chaos Magic (described below). The devotees of gods do not have magic per se, but they are able to ask their deity for assistance in the form of miracles (as in **GURPS Powers: Divine Favor**). Enchantment can be accomplished by Ritual Path Magic, Rune Magic, or clerical magic. Alchemy and Herb lore are as provided in **GURPS Magic** (M210–222), with some changes to brewing times and prerequisites (see below).

NEW AND MODIFIED ADVANTAGES

CHI CONTROL TALENT

This talent is used to control Battle Magic/Chi Control Power (see page 53). Levels in this talent are also able to add to the following skills: Autohypnosis, Blind Fighting, Body Control, Body Sense, and Zen Archery. [10/level]

CHI PROJECTION TALENT

This talent is used to control Battle Magic/Chi Projection Power (see page 54). Levels in this talent are also able to add to the following skills: Esoteric Medicine, Hypnotic Hands, Kiai, Precognitive Party, and Push. [10/level]

MAGERY

By default Magery in Yotsear is Magery (Ritual Path) and follows the rules of **GURPS Thaumatology: Ritual Path Magic**. Other forms of Magery can be purchased instead of or as an alternate ability to Magery (Ritual Path).

RITUAL PATH MAGIC

Some changes to Ritual Path Magic have been made in the interest of playability and genre expectations:

- Rather than follow the process of gathering energy and then casting the spell, Ritual Path rituals use a penalty system drawn from **Incantation Magic**, with higher cost spells taking a greater penalty to the final casting roll (see DF19:14).
- Time for casting is set by the number of effects. This time can be adjusted for either a penalty for taking less time or a bonus for taking extra time (see DF19:17—do not use the rules from B346). Additionally, **Ritual Adept: Time** significantly reduces the time listed (see p. 79).
- There are no greater or lesser effects, just effects. This significantly reduces the cost of magic, and reflects the genre expectation of flashy magic, rather than secretive, occult magic.
- Energy Reserve (Mana Reserve), FP or HP can be used to reduce casting penalties due to spell cost (see DF19:22).
- Magery (Ritual Path) has some adjustments listed on page 79.

INCANTATION MAGIC

Alternatively, these changes can be conceptualized as Incantation Magic with the paths as described in RPM. Magery (Ritual Path) acting as both **Unusual Background (Incantation Magic)** and **Incantation Gift**, and blatantly ignoring *The Limits of Power* (DF19:13).

SORCEROUS EMPOWERMENT

Primal magic is controlled by the Sorcerous Empowerment advantage and is covered in **GURPS Thaumatology: Sorcery**.

Primal magic, unlike ritual path magic, taps into the power of the underlying network of ley lines and nodes directly, channeling energy from the very fabric of the world into an effect. This magic is only available to those with infernal or celestial blood. Typically, that means it is only possible for darkspawn and fán to harness this power.

For a listing of the more common Primal Magic spells, see page 55.

SPIRIT EMPATHY

Spirit Empathy gives a bonus of +1 to the Path of Spirit skill.

TALENT

SPIRIT WORKER

This talent covers: Exorcism, Hidden Lore (Spirit Lore or Demon Lore), Mental Strength, Occultism, Ritual Magic, Symbol Drawing, Thaumatology, Path of Spirits. Reaction bonus: spirits. 10 points/ level.

MODIFIED SKILLS

ALCHEMY AND HERBAL ELIXIRS

Elixirs are brewed as described in **GURPS Magic** using the Alchemy or Herb Lore skills. The only difference between the method described there is that length of time to brew elixirs is one seventh as long (so that an Elixir of Attractiveness, for example, can be brewed in three days rather than three weeks).

Because of the required discipline for each of these skills, they each have a prerequisite. The effective Alchemy skill level is limited to the character's Thaumatology skill level. The effective Herb Lore skill level is limited to the character's Pharmacy (Herbal) skill level.

It should be noted that these are the only method of creating potions. The system described in **GURPS Thaumatology: Ritual Path Magic** does not work in Yotsear.

MAGIC STYLES

MAGIC STYLES

Each of these different groups are outlined as a magical style, for ease of description. Magical Styles are outlined in **GURPS Thaumatology: Magical Styles**, please see that for more information.

CRAFT OF THE WISE

[6 points]

Style Prerequisites: Language: Old Celatiern (accented/accented) or Language: Faerie (accented/accented); Magery (Ritual Path) 0+.

The wise, sometimes called wizards or witches, depending on who is doing the calling, are a group of ritual casters who are scattered in every town and village throughout the lands. This tradition is passed from master to apprentice through years of work and study in mastering the ways of modifying reality. They utilize slow, but powerful, ritual path magic from **GURPS Thaumatology: Ritual Path Magic**. Thematically, the work done by the wise is completed by working with spirits to effect change in reality (see **Assisting Spirits** in **GURPS Thaumatology** p. 90–94, and p. 7 of *Pyramid* 3/66). The Craft of the Wise uses Ritual Magic (Craft of the Wise) as its core skill.

The wise may “borrow” the following benefits from their spirit contracts (on a case by case basis): Magery (Ritual Path) 0, Ritual Adept, Easy Spell Access, and Energy (see *Pyramid* 3/66 p. 7). The risk, of course, is the accumulation of Spiritual Distortion.

Required Skills Herb Lore; Hidden Lore (Spirit Lore); Thaumatology.

Required Paths Path of Spirit (IQ/VH).

Required Ritual Mastery Call Spirit.

Suggested Traits Higher Purpose (Spirit Magic); Natural Caster; Ritual Adept.

Perks Easy Refill (see *Pyramid 3/66* p. 17); Elixir Resistance; Mana Compensation; Obscure True Name; Ritual Mastery; Rote Alchemy; Rule of 17; Sanctum; Secret Mage; Shortcut to Power; Spirit Contract.

OPTIONAL TRAITS

Attributes Improved IQ.

Advantages Animal Empathy; Discriminatory Taste; Empathy; Green Thumb; Healer; Medium; Oracle; Plant Empathy; Reputation; Spirit Empathy; Spirit Worker.

Disadvantages Code of Honor; Congenial; Curious; Nosy; Secret; Weirdness Magnet.

Skills Alchemy; Diagnosis; Dreaming; Esoteric Medicine; First Aid; Hidden Lore; Housekeeping; Naturalist; Observation; Occultism; Pharmacy (Herbal); Public Speaking; Symbol Drawing.

After learning the basics, the wise may learn the following path skills: Path of the Body (IQ/VH); Path of Chance (IQ/VH); Path of Crossroads (IQ/VH); Path of Energy (IQ/VH); Path of Magic (IQ/VH); Path of Matter (IQ/VH); Path of Mind (IQ/VH); Path of Undeath (IQ/VH).

Note: While the wise may gain bonuses for both willing and unwilling sacrifices, there is a strict code among practitioners to not utilize unwilling sapient creatures for magical purposes. Breaking this stricture will result in repercussions, including a change in the aura of the practitioner (which is apparent to other mages) as well as excommunication from the community of the wise.

DWARVEN RUNEMAGE STYLE

[9 points]

Style prerequisites: Magery 2+ (Symbol Magic).

Dwarven runemages use symbol magic as described in GURPS Magic (M205-209). This requires that they purchase Magery (Symbol Magic) in addition to Magery (Ritual Path) as described above. The actual casting of runic magic is only possible for dwarves, and only those dwarves who have trained for years are able to do it well. Others may learn the runes in order to activate runemagic.

This magic is slow and cumbersome to use. It is best suited to temporary or permanent enchantments, rather than combat casting.

Required Skills Artist (Body Art); Artist (Calligraphy); Metallurgy/TL3; Smith/TL3 (Iron); Symbol Drawing (Dwarven Runes).

Required Runes Gef/Food (IQ/E); At/Sound (IQ/E); Birk/Create (IQ/H).

Perks Better Magical Items; Guild Rank; Intuitive Cantrip; Thaumatological Doublespeak.

OPTIONAL TRAITS

Attributes Improved DX and IQ.

Advantages Artificer; Gadgeteer; Gizmos; High Manual Dexterity.

Disadvantages Bad Temper; Stubbornness.

Skills Alchemy; Carpentry; Engineer; Geology; Hidden Lore; Jeweler; Leatherworking; Machinist; Masonry; Prospecting; Research; Thaumatology; Weird Science.

After learning the basics, a runemage can learn any of the remaining runes: Arat/Strengthen (IQ/A); Bot/Destiny (IQ/VH); Elgol/Protect (IQ/A); Engwat/Heal (IQ/H); Ensaz/Communicate (IQ/A); Fah/Animal (IQ/H); Ishi/Image (IQ/A); Iswa/Move (IQ/A); Kanat/Fire (IQ/A); Kel/Weaken (IQ/A); Lagat/Water (IQ/A); Mannet/Body (IQ/H); Natat/Control (IQ/H); Prato/Magic (IQ/H); Redho/Sense (IQ/H); Sawelo/Spirit (IQ/H); Tagat/Light (IQ/A); Tivat/Mind (IQ/H); Turitat/Transform (IQ/H); Uhwa/Earth (IQ/H); Vunya/Air (IQ/A); Yaru/Plant (IQ/A)

ILLUSIONIST COLLEGE

[8 points]

Style prerequisites: IQ 12+; Magery (Ritual Path) 1+; ability to see and hear.

The Illusionist College in Lowfort, Alfarnia is the only magical higher education institute in Yotsear. At the college, the masters teach students the ways of illusion and creation magic.

Required Skills Thaumatology.

Required Paths Path of the Mind (IQ/VH).

Required Ritual Mastery Complex Illusion; Know Illusion; Phantom Flame; Simple Illusion; Sound.

Suggested Traits Higher Purpose (Illusion); Natural Caster; Ritual Adept.

Perks Academic Rank; No Gestures; No Incantations; Ritual Mastery; Spell Resistance; Staff Attunement; Staff Bond; Thaumatological Doublespeak; Wizardly Garb.

OPTIONAL TRAITS

Attributes Improved IQ.

Advantages Acute Vision; Eidetic Memory; Photographic Memory; Signature Gear; Tenure.

Disadvantages Curious; Dreamer; Imaginative; Trickster.

Skills Artist; History; Musical Instrument; Rule of 17; Sleight of Hand; Symbol Drawing.

RITUAL LIST

Apprentice. Apprentices must spend all of their time at the college, where they are taught the basics of illusion and creation magic. During this time they attain ritual mastery of the following rituals.

Rituals: Complex Illusion; Know Illusion; Phantom Flame; Simple Illusion; Sound.

J Journeyman. After the apprentice masters all of the rituals on their spell list they are promoted to Journeyman status. At this point they are allowed to wander the countryside and return to the college on their own schedule. While at the college they may master the following rituals.

Rituals: Control Illusion; Dispel Illusion; Perfect Illusion.

Crafter. After learning all of the Journeyman rituals, the crafter is promoted to Crafter rank. At this point they are expected to learn the following rituals, as well as at least one craft appropriate to creating physical items (in order to better learn to manipulate the creation process).

Rituals: Apportation; Copy; Create Earth; Create Object; Dye; Earth to Stone; Haste; Hinder; Independence; Phantom; Restore; Shape Earth.

Master. After learning the rituals on the Crafter list and learning at least once craft at 12+, the illusionist becomes a Master. At this point they may learn any of the following rituals.

Rituals: Control Creation; Create Animal; Create Mount; Create Servant; Create Water; Dispel Creation; Duplicate; Illusion Disguise; Inscribe; Purify Water.

Grandmaster. After learning all of the rituals on the Master list, the illusionist is given the rank of Grandmaster.

WAY OF THE FLOWER BATTLE MAGE STYLE

[7 points]

Style prerequisites: Way of the Flower Martial Arts Style.

The Way of the Flower, as taught by the Monastery of the Open Flower, is a combined magical and martial art that encompasses what have become known as *battle mages* in Yotsear. These mages are skilled with hand-to-hand and weapon fighting as well as chi powers that they use to fuel their ability to fight many enemies at once. For more information on chi powers see page 53. They are a truly mighty force on the battlefield, as evidenced by the legendary actions of the battle mage Iona.

For information on the martial arts style, see page 39.

Required Powers Body Control Talent 1 or Chi Projection Talent 1.

Required Skills Body Sense; Meditation.

Required Disadvantages Disciplines of Faith; Vow.

Perks Chi Resistance; Covenant of Rest; Immunity to Fire Spells; Obscure True Name; Rule of 17; Higher Purpose (Way of the Flower); Standard Operating Procedure.

OPTIONAL TRAITS

Attributes Improved ST, DX, or HT.

Advantages Double Jointed; Flexibility; Hard to Kill; Rapid Healing; Trained by a Master; Weapon Master.

Disadvantages Light Sleeper; Overconfidence; Sense of Duty.

Skills Autohypnosis; Blind Fighting; Body Control; Broadsword; Brawling; Diagnosis; Escape; Esoteric Medicine; Fire Eating; Housekeeping; Hypnotic Hands; Invisibility Art; Judo; Karate; Kiai; Kusuri; Naturalist; Pharmacy (Herbal); Precognitive Parry; Push; Shortsword; Spear; Strategy; Sumo Wrestling; Tactics; Wrestling; Zen Archery.

MONASTIC RANKS AND ABILITIES

Prospect. Prospective initiates are required to learn four of the following chi abilities before they may consider themselves initiates: Internal Lodestone, Elephant's Strength, Flea Jump, Hand of Chi, Iron Hide, Keen Senses.

Initiate. Upon learning four of the abilities from the Prospect list, the initiate is entitled to learn the following chi abilities: Cheetah's Speed, Chi Defenses, Chi Shield, Chi Strike, Eyes of the Cat, Far Sight.

Wanderer. Upon learning eight abilities from the initiate and/or prospect list, the initiate is promoted to the rank of Wanderer and told to wander the countryside. The Wanderer is entitled to learn any of these abilities: Chi Blast, Chi Regeneration, Feather Drop, Flea Jump, Lungs of Steel, Spider Climb, Mental Message.

Master. After learning four abilities from the Wanderer list, the Wanderer becomes a Master. Masters may learn any of the following abilities: Chi Blocking, Chi Healing, Mist of the Dawn, Reserves of Chi, Woodpecker Strikes

PART 3
LOCATIONS

CHAPTER 10: WESTLAKE

Westlake is a small town on the western edge of the Kingdom of Alfarnia. Its population is more diverse than most towns and cities in Alfarnia proper, comprised almost equally of Belvantine and Alfarnians, with about 5% of the populous being from some other ethnicity/ancestry. People of mixed heritage are more common than is typical of Alfarnia, though those with Orc and Karn ancestry are socially shunned by the dominant social groups.

The architecture reflects the dry, hot climate, with buildings made of clay bricks with thick walls and large internal courtyards. Most of the buildings in town are part of an *insula*, a grouping of multi-storey buildings built around a central courtyard, with shops and services on the ground floor and living quarters on the upper floors.

1. INSULA BETITA

1A. MICHEL THE BARBER

Michel is a middle-aged Alfarnian man (originally from Moran). He is happy to cut hair or shave people for a modest fee (-1/- for a shave or haircut, -1/4 for both). He lives upstairs with his husband Fisco.

1B. JORG THE GREENGROCER

Jorg is a half-orc greengrocer. He is absolutely obsessed with fresh fruits and vegetables and is happy to stock only the best. Any vegetables that are showing the least sign of rotting are donated to the various stables around town.

1C. BREADS BY BECCA

Becca is a half elven baker. She is cheerful and friendly. Her breads are made of the finest flour.

1D. BENJAMIN BUTCHER

Benjamin, his wife Maria, and their three children live upstairs. Benjamin will sell meat and leather, he will also butcher animals for a modest price.

2. INSULA OF BROKEN SWORDS

2A. PLOWSHARES

This blacksmith shop is run by Tori Blackwand, a half-elven woman from Moran. She adamantly refuses to make weapons, but will gladly produce tools and other metalwork. She also has an apprentice (Tick). They live upstairs with Tori's family (her wife Laura and their son Pelicat).

2B. BROKEN SWORDS STABLES

The blacksmith also runs these stables. They can house 3 dozen horses, and have enough hay and straw to last about 4 months.

3. ARTIS CONCLAVIA

3A. MOSAICS BY MOSHE

Moshe is a man who comes from "far away." He speaks with a guttural accent. His only love is producing intricate mosaics (both large and small). He lives upstairs.

3B. LETITIA'S LEATHERCRAFTS

Letitia is a middle-aged woman who produces leathercrafts (including armor and clothing). She used to partner with her husband, Chris, but he passed about ten years ago. They never had children. She lives upstairs.

3C. PORTRAITS AND THINGS

Portia is an attractive alfarnian woman in her late twenties who paints and draws portraits and landscapes. She tends to be booked for months in advance. When the siege begins she cancels all of her appointments and begins to offer locket painting services for \$200 (-12/8), including simple silver jewelry.

4. INSULA FERRARIUS

4A. THE PAIRED AXES

Brammann Firestick is a dwarf warrior and weapon smith who has traveled from the Arnen Dwarven Kingdom on an adventure. He fell in love with Ketta (see below) and decided to settle down in Westlake. He sells weapons which he has forged. Brammann has a pair of matched meteoric iron axes (treat as fine weapons). He will gladly sell the pair for \$2,400 (9/6/-). He adamantly refuses to sell just one. He also has a number of other weapons available, but no other meteoric iron ones.

4B. THE CAULDRON

Ketta the Healer is a middle-aged human woman. She is married to Brammann Firestick. She offers herbal remedies at reasonable prices and will also provide midwifery and non-magical healing services.

4C. FERRARIUS STABLES

These stables are managed by an ever changing crew of youths under the watchful eye of Megan Driscola, a human of mixed heritage (belvantine and alfarnian). Megan and all of her employees are skilled pickpockets.

5. INSULA MUSICA

5A. LUTES AND LYRES

Lira, an alfarnian bard makes and sells stringed instruments.

5B. DRUMS BY DROGO

Drogo the half orc makes drums that are sold as far away as Aalan. Though he only ever uses ethically sourced materials, there are (false) rumors that he sometimes makes them using elf skin.

5C. THE ORANGE RATTLE

Drogo's daughter, Frog (75% orc, 25% alfarnian) has a small shop where she sells gourd rattles and shakers.

6. DOMUM DE ROSIS

This family home and its associated outbuildings are the property of the de Rosis Family. The patriarch, Baldassare, is one of the major merchants who keeps Westlake on the map. He coordinates the transportation of grain and goods from the borderlands back to Alfarnia proper. He lives here with his wife Capricia, his parents Elmo and Susana, and his son Salvatore.

7. VILLA WESTLAKE

This is the home of Lord Felgin Westlake, as well as his office. The areas that are likely to come up in play are outlined below:

7A. AUDIENCE HALL

The audience hall is a long room where individuals can seek the lord's intercession on their behalf in civil matters.

7B. PRIVATE OFFICE

If the lord wishes, the players can be escorted to a private office to meet with him.

7C. LIBRARY

If the party requests it, and the Lord is willing, they may be granted access to the Library, which takes up much of the second story, and is reachable from a stair in any corner of the ground floor. The library is staffed by a sage, Winslo, who appears to be in his eighties. He is quite intelligent and able to recall facts with some prompting (Ancient History-14, Research/TL3-16).

Winslo will happily perform research, and is able to check three times per day to see if he has turned up anything.

8. BOS DEVERSORIUM CSERULUS

This inn is the finest in town, with prices to match. The front of the house is the domain of Adelina Pirlo, a matronly alfarinian woman of impeccable taste. She takes care of the guests and balances the books in her spare time. The kitchen is run by her husband Cosimo. They have the help of their son Nico and daughter Franca. Everyone who is anyone dines here often, and the best travelers stay here to be close to Villa Westlake and the Cathedral.

9. INSULA ARTECA

9A. COMMUNITY OVEN

The community oven, where people may bake their own bread or buy loaves is run by Cargone Brightflower, a high elf from the Silverwood of indeterminate gender who defies stereotypes by being strong and burly, with broad shoulders. The Community Oven is a huge affair, spanning an entire side of the insula (roughly 30 yd long by 10 yd deep).

9B. THE SILVERWOOD TEA HOUSE

Cargone's spouse Blossom, a high elven woman, runs a small tea shop next door to the oven.

9C. THE DIVING FALCON BAR

The Diving Falcon is a small dive bar (10 yd by 10 yd) where a pint may be raised with members of the working class. It is run by Carla Rudriga, an alfarinian woman.

10. INSULA ROVEGIA

10A. WAREHOUSE

Part of the ground floor of this insula is a warehouse. If inquiries are made, it becomes clear that this warehouse belongs to the Belvantine Syndicate.

10B. CARPENTER

Joanna Cartwright, a belvantine woman, runs a carpentry shop. She also will connect individuals in need of carpentry work with local workers.

10C. BRICKLAYER'S LOCAL/WAREHOUSE

This is a warehouse full of masonry and masonry supplies. It is also the union hall for the bricklayer's local union.

11. WAREHOUSE DISTRICT

This area is filled with warehouses. Many are on the ground floor, but some have taken over residences on upper floors.

12. GUARD TOWERS

Each of these towers serve as both barracks and defense platforms. Unless there is reason for heightened security, 3 can be found here at any given time during the day. At night 11 guards will be present. In times of heightened security, those numbers will double unless there is an attack in progress, in which case they will be supplemented by an additional 10 warriors from the town. During attacks, an additional 14 warriors will be posted to each of the areas of the walls between the towers as well.

13. THE CROSSED CANDLES INN

This upper class inn serves merchants and well-to-do commoners as well as adventurers who travel through Westlake. It is known for its high quality food and strong ale. The common room is large and there are often musical performances going on in the evenings. The proprietor, Rosa Lyonne, runs the place with her cook, Carol-Anne Plover.

14. TOWN SQUARE

The town square is usually bustling with activity. There are a number of peddlers who set up carts in the square:

- Severino Franco: fruits

- Egidio Girardi: cakes and breads
- Leonella Zanini: vegetables
- Adama Roma: pots and pans, odds and ends, and jewelry
- Virgilia Mazzeo: meat pies
- Sabina Ferrara: pottery and baskets

15. DOMUM DE FORTIS

The Fortis family runs a mercenary band out of Westlake. The patriarch Jeppo (a retired warrior of some reknown), along with his daughter Ophelia (who actively leads the mercenary group), run the family business. This is their manor as well as the base for their mercenaries when they are in town. During the siege they, and their employees, will come to the aid of the town.

16. CATHEDRAL OF ORREN'S LIGHT

This large, domed structure is the center of worship for the entire region. The Bishop of the Border, Guido Cecchi (a Priest of Orren, in the order of shepherds), is in charge. He has a staff of three officiating priests (shepherds), two members of the Order of Maebec, a Light Bringer, and 24 paladins of Orren. The priests (including the shepherds, healers, and light bringer) reside within the Cathedral. The paladins live in a pair of houses near the wall.

17. INSULA BOREQUO

17A. TEMPLE OF THE OLD GODS

This temple is maintained by those in the community who serve the old gods. There is no cleric posted here, though one (the half-elven Mar'icol Fetherwings, a cleric with both the Power Investiture and Faith Healing [IQ 12] advantages, as well as the spell Greater Healing-12) can be fetched from her quarters above. The interior is an open room with the walls lined with niches. Each niche houses a wooden, ceramic, or marble statue of a god. Each statue is surrounded by candles. As tensions rise, more and more candles are lit throughout the day. A bowl for coins is located near the entrance. The proceeds are used to purchase candles.

17B. BUTCHER

The butchers, Eelswright and Brunhilde, are a married belvantine couple. Before the siege begins, they sell meat at reasonable prices and will purchase animals, slaughter and process animals they have purchased and those brought in by farmers. As the siege progresses, there are fewer and fewer animals available.

17C. BANDO'S WOODWORK

A cluttered woodcarver's workshop, said to be protected by fae creatures. Bando is a 72 year old alfarinian man who is very talkative and often very drunk.

18. FORUM NAUTICUM/SHIPWRIGHT'S SQUARE

Like the town square, there are a number of vendors here.

- Keeley Simpson and Kenny Curry: fish
- Carly Bannister: ice
- Glyn Hopkinson: rope and nets
- Julian Cairns: knife sharpening and tools

19. SHIPWRIGHT

The shipwright in residence in Westlake, Klemens Riedl, has a team of 30 people who build boats that are able to navigate the lake and rivers. Currently they are working on a 50 foot long fishing vessel.

20. BEGGAR'S HILL

A ring of obsidian monoliths stands at the top of this low hill, usually attended by beggars and waifs. Anyone who stands within the ring and tosses aside a gold coin can teleport to any

location within 3 miles. Actually, any amount of gold will do but it *must* be gold.

21. VACCO MANOR

This manor house, located near beggar's hill, is the home of Vacco del Mar, a wealthy merchant with ties to the Belvantine Syndicate. He is garrulous, but dead serious about his business. He has a small team of security guards who live in the manor, along with his servants.

22. THE SMALL CHURCH

Bradley Kirk, a belvantine Priest of Orren, runs this tiny chapel. It caters to the belvantine population who live near the docks. The chapel itself can hold about a dozen worshippers.

23. THE TWISTED SERPENT INN

This modest commoner's tavern is a rowdy place. Most evenings it is packed with working class people eating dinner and enjoying each others' company. The proprietor, Colette Kerr, is friendly with everyone and happy to see new places. This is, by far, the most diverse tavern in Westlake.

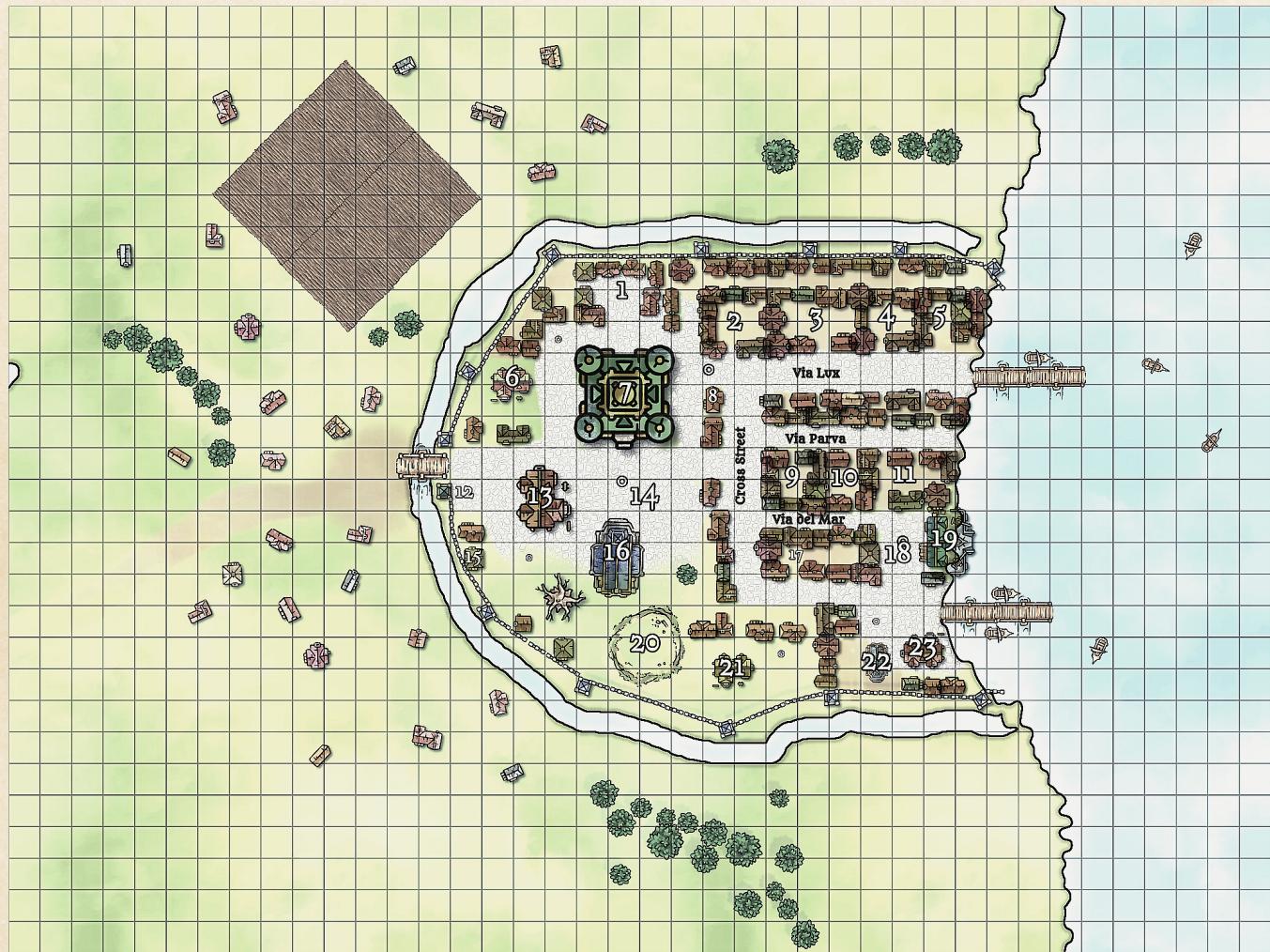


Figure 10.1: Westlake

PART 4

APPENDICES

APPENDIX A: BATTLE MAGIC/CHI POWERS

While called battle magic, the manipulation of chi is not dependant upon ambient mana like other magic available in Yotsear. It is dependant upon the internal manipulation of accumulated personal energy of the practitioner. This manipulation is represented as a set of powers with the Chi modifier. Within the cosmology of Yotsear, Chi is considered to be another source of magic, one that is internal rather than external (i.e., it does not depend on the mana level of a place or proximity to nodes or ley lines).

Chi power requires a certain amount of self discipline, represented as a required disadvantage: -10-points in Disciplines of Faith or Vow that represent a few hours of daily exercising and meditation. Failure to diligently perform these duties will result in none of the related abilities working and the character suffering an irritating condition (p. B428).

Chi powers may be purchased as alternate abilities to their relevant talent, as long as the points spent on the talent exceed the points for the ability. In these cases, the relevant talent does not add to rolls related to the chi ability, and only one of the alternate abilities may be active at any time. A **concentrate** maneuver is necessary to switch between alternate abilities.

CHI CONTROL

Source Chi

Focus the user's metabolism

Power Modifier Chi (-10%)

Talent Chi Control Talent [10 points/level]

CHEETAH'S SPEED

For each level of this ability you have, you double your top speed on the ground. This works exactly like the Enhanced Move advantage (B52).

Statistics. Enhanced Move (Ground) (Chi -10%; Costs Fatigue, 1 FP per minute -5%; Requires Will Roll -5%) [16/level]

CHI BLOCKING

This attack lets you neutralize all of your victim's chi powers. To use Chi Blocking, you must touch the subject. This requires an Attack maneuver in melee combat. On a hit, roll a Quick Contest of Will. Your victim gets a bonus equal to his best Chi Talent.

If you win, you neutralize your victim's chi powers for minutes equal to your margin of victory. If you lose or tie, there's no effect—but critical failure on your Will roll cripples this ability for 1d hours.

Once you've blocked a given subject, you can't affect him again until his powers recover. Multiple attackers can use Chi Blocking on the same target. Use only the longest duration; their abilities don't "add" in any way.

Chi Blocking only deprives the subject of chi abilities. It doesn't affect Talent, powers that don't originate from the affected source, or advantages that don't belong to powers.

Statistics. Neutralize (Chi) (Chi -10%; Costs Fatigue, 1 FP -5%; Requires Will Roll -5%) [40]

CHI DEFENSES

Your chi control enhances your active defenses. This takes three forms: Block, Dodge, and Parry. Additionally, you may add your Chi Control Talent to your DX when calculating your active defense for each of these abilities that you possess.

Statistics. Enhanced Block (Chi -10%) [5]

Statistics. Enhanced Dodge (Chi -10%) [14]

Statistics. Enhanced Parry (Chi -10%) [5 or 9]

CHI REGENERATION

Your chi gives you the ability to heal faster than others! You gain either the Regeneration (regular) or Regeneration (fast) trait (see B80).

Statistics. Regeneration (Regular or Fast) (Chi -10%) [23 or 45]

CHI STRIKE

You are able to channel your chi energy into unarmed strikes, doing significantly more damage. For each level of this ability (up to a maximum of five), you add 1d crushing damage to your attack as a follow-up.

Statistics. Innate Attack (Chi Strike) 1-5 (Crushing; Accessibility, unarmed strike only -10%; Follow-up +0%; Melee Attack, reach C -30%; Costs Fatigue, 1 FP per use -5%; Chi -10%) [2.25/level]

CHI SUSTENANCE

Your chi sustains you. You have 1-2 levels of reduced consumption.

Statistics. Reduced Consumption 1-2 (Chi -10%) [1.8/level]

ELEPHANT'S STRENGTH

Your chi gives you a greater ability to lift and carry heavy burdens. Each level of this ability, up to a maximum of 5, grants you +1 Lifting ST.

Statistics. Lifting ST 1-5 (Chi -10%) [2.7/level]

EYES OF THE CAT

Your chi grants you the ability to see better in darkness. For each level of this advantage that you have, you have +1 to reduce darkness penalties as long as there is some minimal light present.

Statistics. Night Vision 1-9 (Chi -10%; Costs Fatigue, 1 FP per minute -5%; Requires Will Roll -5%) [0.8/level]

INTERNAL LODESTONE

You always know which direction is north, and you can always retrace a path you have followed within the past month, no matter how confusing.

Statistics. Absolute Direction (Chi -10%) [5]

FEATHER DROP

Your chi allows you to land safely from falls that might otherwise harm you. You subtract 5 yards from a fall automatically (which is treated as an automatic Acrobatics success). Also, a successful DX roll halves damage from any fall. This ability requires that your limbs are free and you can maneuver.

Statistics. Catfall (Chi -10%; Costs Fatigue, 1 FP per use -5%; Requires Will Roll -5%) [8]

FLEA JUMP

Your chi grants you the ability to jump for longer distances and higher heights. For each level of this ability (to a maximum of 2) you gain the Super Jump trait, doubling your jump distance and height.

Statistics. Super Jump 1-2 (Chi -10%; Costs Fatigue, 1 FP per use -5%; Requires Will Roll -5%) [8/level]

IRON HIDE

Your chi is so strong that it acts as a defensive measure. For each level of this advantage, you gain +1 DR (Tough Skin).

Statistics. Damage Resistance 1-5 (Tough Skin -40%; Chi -10%) [2.5/level]

KEEN SENSES

You can see, hear, touch, smell, or taste more accurately than most people. You have +1 to +3 for all PER rolls involving that sense. Each sense is a different power and must be purchased separately.

Statistics. Acute Senses (any) 1-3 (Chi -10%) [1.8/level]

LUNGS OF STEEL

By tapping into your chi, you can hold your breath longer than most people. In fact you can hold it 2x, 4x, or 8x as long.

Statistics. Breath-holding 1-3 (Chi -10%; Costs Fatigue, 1 FP per minute -5%; Requires Will Roll -5%) [1.6/level]

RESERVES OF CHI

You are hard to kill. For each level of this ability you take, you have +1 to your HT rolls made to survive at -HP or below.

Statistics. Hard to Kill 1-3 (Chi -10%) [1.8/level]

SPIDER CLIMB

You have remarkable ability to climb. For each level of this ability (up to a maximum of 3), you have +1 Move for climbing or using the clinging advantage.

Statistics. Super Climbing 1-3 (Chi -10%; Costs Fatigue, 1 FP per minute -5%; Requires Will Roll -5%) [2.4/level]

WOODPECKER STRIKES

Your chi grants you the ability to make extra attacks. For each level of this ability (up to 5) you gain one level of Extra Attack with the multi-strike enhancement.

Statistics. Extra Attack 1-5 (Chi -10%; Costs Fatigue, 1 FP per minute -5%; Multi-strike +20%; Requires Will Roll -5%) [25/attack]

CHI PROJECTION

Source Chi

Focus the body's internal energy

Power Modifier Chi (-10%)

Talent Chi Projection Talent [10 points/level]

CHI BLAST

You can focus your chi to make a ranged attack. When you use this, it sends out a visible blast of energy, which does 1d toxic damage on a successful hit, which can be reduced by armor and other defenses. The attack roll is made using the Innate Attack (Beam) skill.

Statistics. Innate Attack (Chi Blast, burn; Chi -10%; Costs Fatigue, 1 FP -5%) [3.8/level]

CHI HEALING

You can use your chi to heal others, just as the Healing advantage (see B59).

Statistics. Healing (Chi -10%) [27]

CHI SHIELD

You can use your chi to generate a force field that will protect your from attacks. For each level of this ability you gain +1 DR, in the form of a force field projected a short distance from your body. This shield offers damage resistance to your entire body, including your eyes.

Statistics. Damage Resistance (Force Field, +20%; Costs Fatigue, 1 FP per minute -5%; Chi -10%) [5.25/level]

FAR SIGHT

You are able to displace your ranged senses (sight, hearing, and smell) outside of your body exactly as the Clairsentience advantage (B42).

Statistics. Clairsentience (Chi -10%; Costs Fatigue, 1 FP per minute -5%; Requires Will Roll -5%) [40]

HAND OF CHI

Your chi allows you to project a visible force which can manipulate physical objects just as the Telekinesis advantage with the visible limitation (see B92).

Statistics. Telekinesis (Chi -10%; Costs Fatigue, 1 FP per second -20%; Requires Will Roll -5%; Visible -20%) [3.25/level]

MENTAL MESSAGE

You can transmit thoughts directly to others. Your subject receives your thoughts even if he lacks this ability. Range is theoretically unlimited, but the IQ roll to use this ability takes the range penalties given under Long-Distance Modifiers (see B241). If you cannot see or otherwise sense your subject, you have an additional penalty: -1 for family, lovers, or close friends; -3 for casual friends and acquaintances; or -5 for someone met only briefly.

Statistics. Telecommunication (Telesend; Chi -10%; Costs Fatigue, 1 FP per use -5%; Requires Will Roll -5%) [24]

MIST OF THE DAWN

You produce an effect that actively "jams" vision, making it difficult to detect you and everything in your vicinity. This creates a field of blurred vision in a two-yard radius from you within which there is a -1 per level penalty to vision for others.

Statistics. Obscure (Chi -10%; Costs Fatigue, 1 FP per minute -5%; Defensive +50%; Requires Will Roll -5%) [2.9/level]

APPENDIX B: PRIMAL MAGIC (SORCERY) GRIMOIRE

BODY CONTROL SPELLS

CLAWS

Keywords Obvious.

Full Cost 5.

Casting Roll None.

Range Self.

Duration Indefinite.

You have sharp, short claws, like those of a cat. Change the damage you inflict with a punch or kick from crushing to cutting.

Statistics. Claws (Sharp Claws; Sorcery -15%) [4.25]

WINGS OF THE DEPTHS

Keywords Obvious.

Full Cost 24.

Casting Roll None.

Range Self.

Duration Indefinite.

You sprout giant bat wings from your back (with a wing span of at least twice your height). You can fly. This works at any altitude where there is still significant atmosphere—but in the upper atmosphere, you'll need a way to survive in very thin, cold air (e.g., Doesn't Breathe and Temperature Tolerance). You cannot fly in a trace atmosphere or vacuum.

Your flight Move is Basic Speed x 2 (drop all fractions). You can also “fly” at half-speed underwater. Flight includes the ability to hover at Move 0 as well.

Use Flight skill for maneuvering.

Statistics. Flight (Sorcery, -15%; Winged, -25%) [24].

FIRE SPELLS

BALOR'S EYE FIRE

Keywords Jet, Obvious.

Full Cost 7.5 points/level*.

Casting Roll None. Use Innate Attack (Gaze) to hit.

Range 10 yards.

Duration Instantaneous.

A 10-yard jet of flame erupts from your eyes, much like the long tongue of a flamethrower. Use Innate Attack (Gaze) to hit. Don't apply range penalties; treat this as a long melee weapon rather than a ranged attack. It does burning damage with dice equal to your level of this spell. The spell treats the flammability class (Making Things Burn, p. B433) of the subject as one step higher than it actually is. The GM must determine what the maximum level available in the campaign is.

Statistics. Burning Attack (Cosmic, Higher Incendiary Level, +50%; Incendiary 1, +10%; Increased 1/2D, 2x, +5%; Jet, +0%; Sorcery, -15%) [7.5/level*]. * Calculate the total cost, then round up.

BOIL BLOOD

Keywords Resisted (HT).

Full Cost 43 points.

Casting Roll Will.

Range Unlimited.

Duration 5 seconds.

This spell boils the subject's blood. A subject who fails to resist submits to the spell and is overcome with agony (p. B428). Over the 5 seconds, he can resist again each second. Victory here doesn't end the spell but merely staves off harm; each loss deals 1 point of non-incendiary burning damage.

This is also a Water spell.

Statistics. Burning Attack 1 point (Accessibility, Only on beings with blood, -10%; Based on HT, +20%; Cyclic, 1 second interval, 4 seconds, Resistible, +200%; Link, +10%; Magical, -10%; Malediction 2, +150%; No Incendiary, -10%; No Signature, +20%) [10] + Affliction 1 (HT; Accessibility, Only on beings with blood, -10%; Agony, +100%; Fixed Duration, +0%; Link, +10%; Malediction 2, +150%; No Signature, +20%; Reduced Duration, 1/20, -25%; Sorcery, -15%) [33].

BRIGHTEN FIRE

Keywords Area (Special).

Full Cost 45 points for level 1 + 4 points/additional level.

Casting Roll Will.

Range 100 yards.

Duration Indefinite.

You can make a fire with a radius up to spell level in yards burn more bright. It doubles the area of illumination and doubles the decrease of illumination penalties. This does not affect either fuel consumption or damage caused by the fire.

This is also a Light and Darkness spell.

Statistics. Control Fire 1 (Only to increase brightness, -80%; Ranged, +40%; Sorcery, -15%) [9] + Control Fire +9 (Does not increase area, -50%; Only to increase brightness, -80%; Ranged, +40%; Sorcery, -15%) [36]. Each additional level adds Control Fire +1 (Only increases area, -50%; Only to increase brightness, -80%; Ranged, +40%; Sorcery, -15%) [4].

COLD FIRE

Keywords Area (Special).

Full Cost 25 points for level 1 + 4 points/additional level.

Casting Roll Will.

Range 100 yards.

Duration Indefinite.

You can make a fire with a radius up to spell level in yards produce light without generating heat. It does half damage and consumes fuel at half the normal rate. Fuel is consumed at half the normal rate. For the duration of the spell, the flame can't set other objects on fire. Objects already set alight by the flame take half normal damage for the duration of the spell.

Since this spell makes ignition due to heat transfer impossible, explosives or weapons that are triggered by heat won't work. For example, explosives triggered by fuses or slow matches won't go off, and black powder weapons won't fire. Explosives and weapons triggered by chemical reactions (e.g., contact fuses, or modern bullet primers) will still fire, but heat damage from explosions is negated in the area of effect. For conventional explosives, the net effect is that the blast won't start secondary fires. Modern bullets are unaffected by this spell, though certain specialty rounds such as tracers or incendiaries won't function properly.

Statistics. Control Fire 1 (Only to remove heat, -80%; Ranged, +40%; Sorcery, -15%) [9] + Control Fire +4 (Does not increase area, -50%; Only to remove heat, -80%; Ranged, +40%; Sorcery, -15%) [16]. Each additional level adds Control Fire +1 (Only decreases area, -50%; Only to remove heat, -80%; Ranged, +40%; Sorcery, -15%) [4].

CONDUCTION

Keywords Resisted (HT).

Full Cost 34 points.

Casting Roll Will.

Range Unlimited.

Duration 90 minutes.

This spell improves the transfer of heat through an object improving its heat conduction properties. Use of this spell can make clothing conduct heat more efficiently in hot weather, or speed the transfer of heat through a metal object. Transfer of heat through the material is greatly improved. "Normal" heat transfer (like loss of body heat through clothing) is increased by 50% over normal.

Clothing affected by this spell is treated as if it were one level cooler. I.e., arctic clothing is treated as winter clothing, winter clothing is treated as heavy clothing, and heavy clothing is treated as light clothing.

Damage from fire or heat through a conductive material is increased. For each level of this spell, armor and clothing only provides half its normal DR against heat and flame damage. Flammable materials won't necessarily be destroyed by this heat transfer, but they will conduct heat through their material before they are completely consumed.

Statistics. Affliction 1 (HT; Accessibility, Only on objects, -10%; Disadvantage, Vulnerability (Heat/Fire, x2; Variant), +30%; Extended Duration, 30x, +60%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Sorcery, -15%) [34].

DRAGON BREATH

Keywords Obvious.

Full Cost 8 points/level.

Casting Roll None. Use Innate Attack (Breath) to hit.

Range 10 yards.

Duration Instantaneous.

You breathe a cone of flame that does 1d burning damage per level. The spell spreads to affect everyone in a cone-shaped area. Cones use special rules; see Area and Spreading Attacks (p. B413). The cone has a maximum width of 5 yards at the spell's maximum range. This spell has the 1/2D range of 2 yards.

Statistics. Burning Attack 1d (Cone 5, +100%; Increased 1/2D, x2, +5%; Reduced Range, 1/10, -30%; Sorcery, -15%) [8/level].

FIRE CHARM

Keywords Area (Leveled), Resisted (Will).

Full Cost 31 points for level 1 + 5 points/additional level.

Casting Roll Will.

Range Unlimited.

Duration 3 minutes.

This spell makes flames in the area dance in a hypnotic pattern that will mesmerize anyone looking at them. Any sapient creature that sees them must resist with IQ or become dazed for 3 minutes. You can omit any creatures from the effect. The magic does not affect anyone who is outside the area looking into it.

Statistics. Affliction 1 (Will; Accessibility, Only on sapient creatures, -10%; Area Effect, 2 yards, +50%; Based on Will, +20%; Daze, +50%; Environmental, Fire, -60%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Selective Area, +20%; Sorcery, -15%; Vision-Based, -20%) [31]. Additional levels add Area Effect (+50%) [+5].

FIRE FIST

Keywords None or Buff.

Full Cost 8 or 19 points.

Casting Roll None. Use Innate Attack (Gaze) to aim the improved version.

Range Self or 100 yards.

Duration Indefinite or 1 minute.

Subject's hands gain DR 5 vs. burning damage from heat or fire and burst into flames, emitting light equivalent to a torch. Punches deal 1 point of follow-up burning damage.

The basic (8-point) version of this spell benefits only the caster; it has an indefinite duration, which means it must be maintained. The improved (19-point) version can affect anyone, works at a distance, and does not need to be maintained; it has a fixed, lasting duration.

Statistics. The basic version is Burning Attack 1 point (Follow-Up, Punch, +0%; Magical, -10%) [2] + Damage Resistance 5 (Limited, Heat/Fire, -40%; Partial, Hands, -40%; Sorcery, -15%) [5] + Illumination (Magical, -10%) [1]. The improved version is Affliction 1 (HT; Advantage, Fire Fist, +80%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Reduced Duration, 1/3, -10%; Sorcery, -15%) [19]. Note: "Fire Fist" is Burning Attack 1 point (Follow-Up, Punch, +0%; Magical, -10%) [2] + Damage Resistance 5 (Limited, Heat/Fire, -40%; Magical, -10%; Partial, Hands, -40%) [5] + Illumination (Magical, -10%) [1].

FIRE GEM

Keywords Buff.

Full Cost 10 points.

Casting Roll None. Use DX or unarmed combat skills to hit.

Range Touch.

Duration Permanent.

This spell traps a flame inside a gem where it will burn eternally. A flame gem will glow as brightly as a candle flame and is as hot as a coal. If the gem is ever broken the flame is released and will fill a single hex with flame that burns for five minutes regardless of the presence of fuel, dealing 1d-1 burning damage per second.

The caster must have a clear, flawless gem of at least 1 carat in order to cast this spell. Colorless gems are preferred, since the light produced by a flame gem is the color of the gem itself. Gems of other colors are used to produce colored light.

Unlike most spells, this spell takes one hour to cast.

Statistics. Affliction 1 (HT; Accessibility, Only on gems, -70%; Advantage, Fire Gem, +20%; Extended Duration, Permanent, +150%; Immediate Preparation Required, 1 hour, -75%; Melee Attack, Reach C, -30%; No Signature, +20%; Sorcery, -15%) [10]. Note: "Fire Gem" is Burning Attack 1d-1 (Area Effect, 1 yard, +25%; Backlash, Instant Destruction, -400%; Extended Duration, 30x, +60%; Magical, -10%; Persistent, +40%; Single Use, x1/5) [1] + Illumination (Magical, -10%) [1].

INSULATION

Keywords Resisted (HT).

Full Cost 56 points.

Casting Roll Will.

Range Unlimited.

Duration 90 minutes.

This spell completely disrupts transfer of heat through an object improving its insulation properties. Use of this spell can make thin clothing protect against cold, or keep metal objects cool although they are in contact with heat. Transfer of heat through the material is greatly slowed. "Normal" heat transfer (like heat loss from a house or loss of body heat through clothing) is reduced by 50% over normal.

Clothing affected by this spell is treated as if it were one level warmer. I.e., thin clothing is treated as heavy clothing, heavy clothing is treated as winter clothing, and winter clothing is treated as arctic clothing.

Damage from fire or heat through an insulated material is halved. Note that this spell doesn't make the insulating material fireproof. Flammable materials will still burn, but they won't transfer heat through them until they are completely consumed.

The drawback of this spell is that some objects require some heat transfer to work properly. For example, if this spell were cast on a cooking pot, it would render the pot nearly useless, since the food in the pot wouldn't heat.

Statistics. Affliction 1 (HT; Accessibility, Only on objects, -10%; Advantage, Insulation, +250%; Extended Duration, 30x, +60%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Sorcery, -15%) [56]. Note: "Insulation" is Injury Tolerance (Damage Reduction 2, Variant; Limited, Heat/Fire, -40%; Magical, -10%) [25].

ORB OF FIRE

Keywords None.

Full Cost 9 points.

Casting Roll None.

Range Self.

Duration Indefinite.

You become surrounded by a globular wall of fire that deals 1d-1 burning damage to everything in your hex and in the adjacent hexes. You also shed light as a torch. You and your gear are not damaged by your own Orb of Fire.

Statistics. Burning Attack 1d-1 (Area Effect, 2 yards, +50%; Aura, +80%; Melee Attack, Reach C, -30%; Sorcery, -15%) [8] + Illumination (Magical, -10%) [1].

SHAPE SMOKE

Keywords None.

Full Cost 12.5 points/level.

Casting Roll Will.

Range 100 yards.

Duration Indefinite.

You can control the shape of smoke in an area, which must have an initial radius (in yards) no greater than your level of this spell. This even allows you to "walk" the smoke, with a Move equal to your spell level. You cannot split the smoke into multiple components – it must remain one continuous area – but you do not have to leave it in a circular shape. You must actively concentrate while shaping or moving the smoke, but may otherwise maintain this spell normally (no concentration required).

This is also an Air spell.

Statistics. Control Smoke (Ranged, +40%; Sorcery, -15%) [12.5/level].

WALL OF SMOKE

Keywords Area (Leveled).

Full Cost 32 points for level 1 + 10 points/additional level.

Casting Roll None. Use Innate Attack (Gaze) to aim.

Range 100 yards.

Duration 10 seconds.

You may encircle a two-yard-radius area with a 4-yard tall wall of smoke. This wall completely blocks vision and Infravision, but does nothing else. To place the wall at a distance, use Innate Attack (Gaze), with normal range penalties, but at +4 for affecting an area. The initial attack roll places the effect.

Statistics. Obscure Vision 10 (Extended, Infravision, +20%; Only around the border of the area, -0%; Ranged, +50%; Sorcery, -15%; Variable, Area, +5%) [32]. Further levels add Area Effect (+50%) to the advantage [+10].

FORCE SPELLS

ABLATIVE BARRIER

Keywords Buff.

Full Cost 15 points for level 1 + 3 points/additional level.

Casting Roll None. Use Innate Attack (Gaze) to aim.

Range 100 yards.

Duration 3 minutes.

You surround the subject with an ablative force screen. The subject gains DR 2 per level of this spell. This DR takes the form of a field projected a short distance from the subject's body. This protects his body – including the eyes – as well as anything he is carrying, and reduces the damage from attacks before armor DR. This DR is ablative – it stops damage once. Each point of DR stops one point of basic damage but is destroyed in the process. Lost DR "heals" at the same rate as lost HP (including the effects of Regeneration, p. B80).

Statistics. Affliction 1 (HT; Advantage, Ablative Barrier 1, +30%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [15]. Additional levels add further Ablative Barrier to the Advantage enhancement [+3]. Note: Each level of "Ablative Barrier" is DR 2 (Force Field, +20%; Ablative, -80%; Magical, -10%) [3].

ABSORB IMPACT

Keywords Buff.

Full Cost 15 points for level 1 + 3 points/additional level.

Casting Roll None. Use Innate Attack (Gaze) to aim.

Range 100 yards.

Duration 3 minutes.

The subject gains DR 2 per level of this spell against fall and collision damage for the duration of the spell. The velocity of a falling subject is not altered. Reduced damage will be suffered upon landing on a normal surface (spikes, etc. would still do full damage). This DR counts as innate armor, i.e. is not considered flexible when calculating blunt trauma due to collisions and falls.

Statistics. Affliction 1 (HT; Advantage, Absorb Impact 1, +30%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [15]. Additional levels add further Absorb Impact to the Advantage enhancement [+3]. Note: Each level of "Absorb Impact" is DR 2 (Force Field, +20%; Limited, Fall and Collision Damage, -80%; Magical, -10%) [3].

BATTERING BARRAGE

Keywords Missile, Obvious.

Full Cost 9.5 points/level.

Casting Roll None. Use Innate Attack (Projectile) to hit.

Range 100 yards.

Duration Instantaneous.

You launch a barrage of force missiles at a single target. Use Innate Attack (Projectile) to hit, applying normal range penalties. This attack has RoF 7 and Recoil 1. It does 1d crushing damage per level of this spell, affecting even insubstantial targets. Damage is doubled for the purpose of knockback. The missiles can be blocked.

Statistics. Crushing Attack 1d (Affects Insubstantial, +20%; Blockable, -5%; Double Knockback, +20%; Rapid Fire, RoF 7, +70%; Sorcery, -15%) [9.5/level].

HELLFIRE SPELLS

BANEFIRE

Keywords Area (Fixed), Missile, Obvious.

Full Cost 76 points.

Casting Roll None. Use Innate Attack (Projectile) to hit.

Range 100 yards.

Duration Instantaneous.

You throw a ball of sickly green fire—fire from the infernal realms—that expands to cover an area; it is not technically an explosion, but the term has long since entered common use. Banefire only affects living creatures, causing them to age rapidly. Use Innate Attack (Projectile) to hit, applying normal range penalties, but at +4 for targeting an area. Everyone within four yards of that spot takes 1d burning damage and ages 1d years. The banefire sticks to the target, damaging him again every 10 second for 4 more cycles. Each instance of damage, including the initial one, can be negated with a successful Will roll. If a victim successfully resists, the flames go out.

If your foe is within one yard of you, he may attempt to parry this attack (actually parrying your hand). If such a parry is successful, you must roll against DX to avoid dropping this at your own feet, where it detonates!

Statistics. Ageing Attack 1d (Accessibility, Only on living, -10%; Area Effect, 4 yards, +100%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Link, +10%; Nuisance Effect, Dangerous to be parried, -5%; Resistible, Will, -30%; Sorcery, -15%) [63] + Burning Attack 1d (Accessibility, Only on living, -10%; Area Effect, 4 yards, +100%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Magical, -10%; Link, +10%; Nuisance Effect, Dangerous to be parried, -5%; Resistible, Will, -30%) [13].

BANEFIRE DART

Keywords Missile, Obvious.

Full Cost 45 points.

Casting Roll None. Use Innate Attack (Projectile) to hit.

Range 100 yards.

Duration Instantaneous.

You throw a dart of sickly green banefire—fire from the infernal realm—at a single target. The dart can be blocked or dodged. Banefire only affects living creatures, causing them to age rapidly. Use Innate Attack (Projectile) to hit, applying normal range penalties. It does 1d burning damage and ages the victim 1d years. The banefire sticks to the target, damaging

him again every 10 second for 4 more cycles. The cycles can be stopped by dousing the flames with holy water. This is injury that comes right off HP—not damage that must penetrate DR again, be multiplied for damage type, and so forth. Each instance of damage, including the initial one, can be negated with a successful Will roll. If a victim successfully resists, the flames go out.

Statistics. Ageing Attack 1d (Accessibility, Only on living, -10%; Blockable, -5%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Link, +10%; Resistible, Will, -30%; Sorcery, -15%) [37] + Burning Attack 1d (Accessibility, Only on living, -10%; Blockable, -5%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Link, +10%; Magical, -10%; Resistible, Will, -30%) [8].

BANEFIRE JET

Keywords Jet, Obvious.

Full Cost 67 points.

Casting Roll None. Use Innate Attack (Beam) to hit.

Range 10 yards.

Duration One second.

A 10-yard jet of sickly green flame erupts from your hand, much like the long tongue of a flamethrower. Banefire only affects living creatures, causing them to age rapidly. Use Innate Attack (Beam) to hit. Don't apply range penalties; treat this as a long melee weapon rather than a ranged attack. It does 1d burning damage and ages the victim 1d years, but has 1/2D 5. The banefire sticks to the target, damaging him again every 10 second for 4 more cycles. The cycles can be stopped by dousing the flames with holy water. This is injury that comes right off HP—not damage that must penetrate DR again, be multiplied for damage type, and so forth. Each instance of damage, including the initial one, can be negated with a successful Will roll. If a victim successfully resists, the flames go out.

The jet lasts until the beginning of the sorcerer's next turn, allowing the user to parry incoming attacks with it. If a parry is successful, the jet automatically damages the incoming weapon or limb, much like a force sword. Though this spell cannot be maintained, if cast every turn, the acid stream is not interrupted and the caster may continue to attack with it normally.

Statistics. Ageing Attack 1d (Accessibility, Only on living, -10%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Destructive Parry, +10%; Jet, +0%; Link, +10%; Melee-Capable, Reach 1, +15%; Reflexive, +40%; Resistible, Will, -30%; Sorcery, -15%) [55] + Burning Attack 1d (Accessibility, Only on living, -10%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Destructive Parry, +10%; Jet, +0%; Link, +10%; Magical, -10%; Melee-Capable, Reach 1, +15%; Reflexive, +40%; Resistible, Will, -30%) [12]. Note: Melee-Capable and Reflexive allow a jet to parry in this particular combination despite a jet normally being unable to do so.

BANEFIRE SHIELD

Keywords Buff.

Full Cost 60 points.

Casting Roll None. Use Innate Attack (Gaze) to aim.

Range 100 yards.

Duration 3 minutes.

The subject is sheathed in banefire—sickly green fire from the infernal realm—that deals 1d-1 burning damage to enemies who touch his body and ages them 1d-1 years. Banefire only affects living creatures, causing them to age rapidly. The banefire sticks to the target, damaging him again every 10 second for 4 more cycles. The cycles can be stopped by dousing

the flames with holy water. This is injury that comes right off HP – not damage that must penetrate DR again, be multiplied for damage type, and so forth. Each instance of damage, including the initial one, can be negated with a successful Will roll. If a victim successfully resists, the flames go out.

Statistics. Affliction 1 (HT; Advantage, Banefire Shield, +480%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, 15%) [60]. Note: "Banefire Shield" is Ageing Attack 1d-1 (Accessibility, Only on living, -10%; Aura, +80%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Magical, -10%; Melee Attack, Reach C, -30%; Resistible, Will, -30%) [38] + Burning Attack 1d-1 (Accessibility, Only on living, -10%; Aura, +80%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Magical, -10%; Melee Attack, Reach C, -30%; Resistible, Will, -30%) [9] + Illumination (Magical, -10%) [1].

EXPLOSIVE HELLFIRE ORB

Keywords Area (Fixed), Missile, Obvious.

Full Cost 12.5 points/level.

Casting Roll None. Use Innate Attack (Projectile) to hit.

Range 100 yards.

Duration Instantaneous.

You throw an orb of hellfire that expands to cover an area; it is not technically an explosion, but the term has long since entered common use. Use Innate Attack (Projectile) to hit, applying normal range penalties, but at +4 for targeting an area. Everyone within four yards of that spot takes dice of burning damage equal to your level of this spell with an armor divisor of (2). In addition, hellfire can harm insubstantial beings. The GM must determine what the maximum level available in the campaign is.

If your foe is within one yard of you, he may attempt to parry this attack (actually parrying your hand). If such a parry is successful, you must roll against DX to avoid dropping this at your own feet, where it detonates!

Statistics. Burning Attack (Affects Insubstantial, +20%; Area Effect, 4 yards, +100%; Armor Divisor, (2), +50%; Nuisance Effect, Dangerous to be parried, -5%; Sorcery, -15%) [12.5/level].

HELLFIRE BREATH

Keywords Jet, Obvious.

Full Cost 8 points/level.

Casting Roll None. Use Innate Attack (Breath) to hit.

Range 10 yards.

Duration Instantaneous.

A 10-yard jet of hellfire erupts from your mouth, much like the long tongue of a flamethrower. Use Innate Attack (Breath) to hit. Don't apply range penalties; treat this as a long melee weapon rather than a ranged attack. It does burning damage with dice equal to your level of this spell with the (2) armor divisor. In addition, hellfire can harm insubstantial beings. The GM must determine what the maximum level available in the campaign is.

Statistics. Burning Attack (Affects Insubstantial, +20%; Armor Divisor, (2), +50%; Increased 1/2D, 2x, +5%; Jet, +0%; Sorcery, -15%) [8/level].

HELLFIRE JET

Keywords Jet, Obvious.

Full Cost : 11 points/level.

Casting Roll None. Use Innate Attack (Beam) to hit.

Range 10 yards.

Duration One second.

A 10-yard jet of hellfire erupts from your hand, much like the long tongue of a flamethrower. Use Innate Attack (Beam) to hit. Don't apply range penalties; treat this as a long melee weapon rather than a ranged attack. It does burning damage with dice equal to your level of this spell with the (2) armor divisor. In addition, hellfire can harm insubstantial beings. The jet has 1/2D 5. The GM must determine what the maximum level available in the campaign is.

The jet lasts until the beginning of the sorcerer's next turn, allowing the user to parry incoming attacks with it. If a parry is successful, the jet automatically damages the incoming weapon or limb, much like a force sword. Though this spell cannot be maintained, if cast every turn, the hellfire stream is not interrupted and the caster may continue to attack with it normally.

Statistics. Burning Attack (Affects Insubstantial, +20%; Armor Divisor, (2), +50%; Destructive Parry, +10%; Jet, +0%; Melee-Capable, Reach 1, +15%; Reflexive, +40%; Sorcery, -15%) [11/level].

HELLFIRE ORB

Keywords Missile, Obvious.

Full Cost 7.5 points/level.

Casting Roll None. Use Innate Attack (Projectile) to hit.

Range 100 yards.

Duration Instantaneous.

You throw an orb of hellfire at a single target. Use Innate Attack (Projectile) to hit, applying normal range penalties. It does burning damage with dice equal to your level of this spell with the (2) armor divisor. In addition, hellfire can harm insubstantial beings. The GM must determine what the maximum level available in the campaign is.

If your foe is within one yard of you, he may attempt to parry this attack (actually parrying your hand). If such a parry is successful, you must roll against DX to avoid hitting yourself with your own hellfire orb!

Statistics. Burning Attack (Affects Insubstantial, +20%; Armor Divisor, (2), +50%; Nuisance Effect, Dangerous to be parried, -5%; Sorcery, -15%) [7.5/level].

HELLFIRE RAIN

Keywords Area (Leveled).

Full Cost 12 points (or more).

Casting Roll None. Use Innate Attack (Gaze) to aim.

Range 100 yards.

Duration 30 seconds.

You cause hellfire to rain down upon an area. Use Innate Attack (Gaze), at +4, to center the area; see Scatter (p. B414) if you miss. Everyone who spends even part of their turn in the area is attacked with an effective skill of 12, modified only for their SM. Anyone hit takes 1d-1(2) burning damage. In addition, hellfire can harm insubstantial beings. Victims may raise their shields as cover, at the risk of damaging them (p. B484). You may always choose (when casting) to scale back the damage or the area affected.

The upgraded (21-point) version increases the damage to 2d-2(2). This is summarized in the table below.

Damage	1d-1	2d-2
2 yards	12 points	21 points
4 yards	14 points	25 points
8 yards	16 points	28 points
16 yards	18 points	32 points
32 yards	20 points	35 points
64 yards	22 points	39 points
128 yards	24 points	42 points

Statistics. Burning Attack 1d-1 (Affects Insubstantial, +20%; Area Effect, 2 yards, +50%; Armor Divisor, (2), +50%; Bombardment, Skill-12, -10%; Extended Duration, 3x, +20%; Overhead, +30%; Persistent, +40%; Sorcery, -15%; Variable, +5%; Variable, Area, +5%) [12]. Improved versions add Area Effect (+50%/level) and/or improve to Burning Attack 2d-2.

RAIN OF BANEFIRE

Keywords Area (Leveled).

Full Cost 65 points for level 1 + 11 points/additional level.

Casting Roll None. Use Innate Attack (Gaze) to aim.

Range 100 yards.

Duration 30 seconds.

You cause sickly green flames to rain down upon an area. Banefire only affects living creatures, causing them to age rapidly. Use Innate Attack (Gaze), at +4, to center the area; see Scatter (p. B414) if you miss. Everyone who spends even part of their turn in the area is attacked with an effective skill of 12, modified only for their SM. Anyone hit takes 1d-1 burning damage and ages 1d-1 years. Victims may raise their shields as cover, at the risk of damaging them (p. B484). You may always choose (when casting) to scale back the damage or the area affected. The banefire sticks to the target, damaging him again every 10 second for 4 more cycles. The cycles can be stopped by dousing the flames with holy water. This is injury that comes right off HP – not damage that must penetrate DR again, be multiplied for damage type, and so forth. Each instance of damage, including the initial one, can be negated with a successful Will roll. If a victim successfully resists, the flames go out.

Statistics. Ageing Attack 1d-1 (Accessibility, Only on living, -10%; Area Effect, 2 yards, +50%; Bombardment, Skill-12, -10%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Extended Duration, 3x, +20%; Link, +10%; Overhead, +30%; Persistent, +40%; Resistible, Will, -30%; Sorcery, -15%; Variable, Area, +5%) [53] + Burning Attack 1d-1 (Accessibility, Only on living, -10%; Area Effect, 2 yards, +50%; Bombardment, Skill-12, -10%; Cyclic, 4 cycles, 10 second intervals, Resistible, +100%; Extended Duration, 3x, +20%; Link, +10%; Magical, -10%; Overhead, +30%; Persistent, +40%; Resistible, Will, -30%; Variable, Area, +5%) [12]. Additional levels add more Area Effect (+50%) [+11].

LIGHTNING SPELLS

CALL LIGHTNING

Keywords Missile, Obvious.

Full Cost 11 points/level.

Casting Roll None. Use Innate Attack (Gaze) to hit.

Range 100 yards.

Duration Instantaneous.

When you have storm clouds above your head, you can cause a lightning to strike your victim, dealing 1d burning surge damage per level. Metallic armor counts as DR 1 against this attack, but nonmetallic armor protects normally. Targets stuck by this attack must make an HT roll, at -1 per 2 points of penetrating damage, or be physically stunned. On subsequent turns, they can roll HT to recover. Lightning behaves unpredictably around conductors; see Lightning (GURPS Magic, p. 196) for more details.

This spell bypasses any cover that does not provide overhead protection, and negates attack penalties to hit crouching, kneeling, sitting, or prone targets. (If you are already above or below your target, adjust this appropriately.)

Statistics. Burning Attack 1d (Environmental, Storm, -40%; Nuisance Effect, Behaves erratically around conductors, -5%; Overhead, +30%; Sorcery, -15%; Surge, Arcing, +100%; Side Effect, Stunning, +50%) [11/level].

CHAIN LIGHTNING

Keywords Missile, Obvious.

Full Cost 15 points/level.

Casting Roll None. Use Innate Attack (Beam) to hit.

Range 100 yards.

Duration Instantaneous.

You fire a coruscating discharge of electricity that does 1d burning surge damage per level. The discharge leaps to other available targets after hitting the initial target! If that attack succeeds, immediately consult your margin of success. If the margin is high enough to hit a separate target after accounting for range penalties plus -2, the next target is struck unless they make an appropriate active defense. If the target is hit then check the margin again until the attack fails to hit or seven targets (the maximum) are hit.

Metallic armor counts as DR 1 against this attack, but nonmetallic armor protects normally. Targets stuck by this attack must make an HT roll, at -1 per 2 points of penetrating damage, or be physically stunned. On subsequent turns, they can roll HT to recover. Chain Lightning behaves unpredictably around conductors; see Lightning (GURPS Magic, p. 196) for more details.

Statistics. Burning Attack 1d (Nuisance Effect, Behaves erratically around conductors, -5%; Rapid Fire, Chaining, 7 targets, +70%; Sorcery, -15%; Surge, Arcing, +100%; Side Effect, Stunning, +50%) [15/level]. Note: Rapid Fire, Chaining is taken from Ravens' Pennies blogpost.

META-MAGIC SPELLS

ARCANE SUPPRESSION

Keywords Area (Leveled).

Full Cost 55 points for level 1 + 15 points/additional level.

Casting Roll None. Use Innate Attack (Gaze) to aim.

Range 100 yards.

Duration 10 seconds.

This spell creates a zone that interferes with magic. Anyone attempting to use a magical ability that requires a roll into or through the area of Arcane Suppression immediately loses 1 FP (1d FP on a critical failure), in addition to any other effects. Creatures with passive magical abilities lose 1 FP per minute in the area of Arcane Suppression.

Statistics. Static (Magic; Area Effect, 2 yards, +100%; Doesn't provide immunity, -100%; Ranged, +40%; Sorcery, -15%; Tiring, +50%; Variable, Area, +5%) [54] + Rules Exemption (Anti-magic Static can coexist with magical abilities) [1]. Additional levels increase Area Effect (+50%) [+15].

SPIRIT SPELLS

BANISH

Keywords Resisted (Will).

Full Cost 58 points.

Casting Roll Will.

Range Unlimited.

Duration Instantaneous, the subject cannot return for 1 month.

If the subject fails to resist, they are plane shifted back to their native plane, from where they cannot return for one month.

Statistics. Affliction 1 (Will; Based on Will, +20%; Heart Attack, Variant, +300%; Malediction 2, +150%; No Signature, +20%; Sorcery, -15%) [58].

BIND SPIRIT (TYPE)

Keywords Resisted (Will).

Full Cost 48 points.

Casting Roll Will.

Range Unlimited.

Duration 3 minutes.

You can bind a spirit you can see or touch. Each class of spirits (banshees, spectres, manitous, etc.) requires its own spell. To use this ability, concentrate for one second and then roll a Quick Contest: your Will vs. your subject's Will, applying the range penalties to the subject (p. B550).

If you win, your bound subject will obey your every command for 3 minutes. In effect, he temporarily gains the Reprogrammable disadvantage (B150), with you as his master. You do not have to maintain concentration to control the spirit.

If you attempt to force the subject to act against its principles (e.g., commit suicide or harm a loved one), roll another Quick Contest. If the subject wins, it breaks free. Roll at the moment of truth – you can march him to the edge of a cliff, but it doesn't roll until it's about to leap.

If you lose, you cannot attempt to control that spirit again for 24 hours, and he feels a sense of mental coercion emanating from you.

Statistics. Mind Control (Accessibility, Class of Spirits, -60%; Fixed Duration, +0%; Independent, +70%; Sorcery, -15%) [48].

ENTRAP SPIRIT

Keywords Area (Leveled), Obvious.

Full Cost 70 points for level 1 + 25 points/additional level (or more).

Casting Roll None. Use Innate Attack (Gaze) to aim.

Range 100 yards.

Duration Indefinite.

The sorcerer conjures a ward that repels (or at least slows) all spirits. This ward must be cast on a watertight sealed container, chamber, or building, and does not extend beyond it. Thus, the affected object must be fully within the area of effect. Any spirit wishing to cross the barrier may try to force its way through it as a free action (one attempt per turn): the foe rolls thrust damage and if this overcomes the Entrap Spirit's DR, it gets through. This dispels the ward. If another creature from without opens the container or chamber, the ward dispels. Slams and collisions with the ward inflict their usual damage for the purpose of breaking through, but the collider takes no damage, as the dome absorbs kinetic force.

The ward gives DR against all attacks made by spirits.

By default, Entrap Spirit provides DR 10. However, more potent versions are available that multiply DR and full cost (actually 112.5 before rounding) by the same amount:

DR Full Cost

10	70 points for level 1 + 25 points/additional level
20	140 points for level 1 + 50 points/additional level
30	210 points for level 1 + 75 points/additional level
50	350 points for level 1 + 125 points/additional level
100	700 points for level 1 + 250 points/additional level

Statistics. Damage Resistance 10 (Accessibility, Only on watertight containers, -40%; Affects Others, +50%; Area Effect, 2 yards, +50%; Force Field, +20%; Limited, Spirits, -60%; Ranged, +40%; Sorcery, -15%; Terminal Condition, Opening the container, -10%; Variable, Area, +5%) [70]. Additional levels increase Area Effect (+50%) [+25]. More powerful versions multiply DR by 2, 3, 5, or 10. Note: "Does not damage those colliding with it" is a 0-point special effect of DR with Affects Others, Area Effect, and Force Field.

REPEL SPIRITS

Keywords Area (Leveled), Resisted (Will).

Full Cost 46 points for level 1 + 5 points/additional level.

Casting Roll Will.

Range Unlimited.

Duration 50 minutes.

Spirits become unwilling to enter the area; any already within the area leave immediately. You may exclude specific, known spirits or even broad classes of spirits from the effects; e.g., "The spell affects every spirit except for four banshees here." You may also reduce the area effect if you wish to.

While this spell is technically resisted by each spirit's Will, in practice the GM should bother only for extraordinary spirits. If so, victory allows the spirit to remain within the area for three minutes, after which it must roll again.

Statistics. Affliction 1 (Will; Accessibility, Spirits Only, -40%; Area Effect, 2 yards, +50%; Based on Will, +20%; Disadvantage, Dread, +30%; Extended Duration on Persistent, 100x, +80%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Persistent, +40%; Selective Area, +20%; Sorcery, -15%) [46]. Additional levels add Area Effect (+50%) [+5].

APPENDIX C: RPM GRIMOIRE

CASTING TIME

Casting times listed here assume that the caster does not have the **Ritual Adept (Time)** advantage. See p. 79 for more information.

AFFECT SPIRITS

Spell Effects Sense Undead, Strengthen Body

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M151

Typical Casting Sense Undead(2) + Strengthen Body(3); Duration: 10 minutes (1) + Subject Weight: 300 lbs. (3). Cost: 9

When cast on a person or object, this spell allows the subject to interact with incorporeal spirits as if they were solid. A weapon with this spell on it can harm an insubstantial spirit.

AGE

Spell Effects Transform Body; Control Crossroads

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M154

Typical Casting Transform Body(8) + Control Crossroads(5); Duration: 100 years (121) + Range: Cross-time: 3,000 days (9) + Subject Weight: 300 lbs. (3). Cost: 146

Makes the subject older! The subject ages one year for every 10 points of energy put into the spell.

APPORTATION

Spell Effects Control Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M142

Typical Casting Control Matter[5]; Duration: 10 minutes [1]; Speed: 2 yds/second [0]; Subject Weight: 10 lbs. [0]; Cost: 6

Move physical objects without touching them. This spell levitates its subject at Move 1—not fast enough to do damage with it. Living subjects get to resist with Will.

ASTRAL BLOCK

Spell Effects Control Spirits; Destroy Crossroads

Inherent Modifiers Area of Effect

Casting Time 10 minutes

Page Reference M159

Typical Casting Control Spirit(5) + Destroy Crossroads(5); Area Of Effect: 3 yds radius (2) + Duration: 10 minutes (1). Cost: 13

No spirit or insubstantial being may cross an astral block's boundaries for the duration of the spell. In addition, insubstantial creatures within an astral block cannot become substantial, and vice versa. Thus, a sorcerer could not cast Ethereal Body within the area of a spell, while a ghost would be unable to use Solidify. A ghost already in a tangible state could not become insubstantial!

ASTRAL VISION

Spell Effects Sense Crossroads; Sense Spirit

Inherent Modifiers Altered Traits

Casting Time 10 minutes

Page Reference M105

Typical Casting Sense Crossroads (2) + Sense Spirit (2) + Altered Trait, See Invisible: Astral Vision (15) + Duration, 10 minutes (1). Cost: 20

See insubstantial entities. Examples include ghosts and subjects of Ethereal Body, Projection, or Astral Trip spells.

AURA

Spell Effects Sense Magic; Sense Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M101

Typical Casting Sense Magic (2) + Sense Mind (2). Cost: 5

Creates a glowing halo, or "aura," around the subject. This aura gives the caster a general insight into the subject's personality—the better the skill roll, the better the insight. The aura also shows whether the subject has Magery, Magic Resistance, or Magic Susceptibility (and what level); whether the subject is possessed or controlled in any way; and whether the subject is in the grip of any violent emotion. A critical success will detect "secret" traits, such as lycanthropy, vampirism, and unnatural longevity.

All living beings have auras; inanimate things do not. A zombie is detectable by his faint, death-haunted aura, while a vampire retains the aura he had in life. Illusions and created beings have no aura, so a successful casting of this spell distinguishes them from real persons.

BANISH

Spell Effects Control Spirit; Destroy Crossroads

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M156

Typical Casting Control Spirit (5) + Destroy Crossroads (5); Range: Cross-dimension (10) + Subject Weight: 300 lbs. (3). Cost: 23

Sends an extradimensional visitor (e.g., a demon) back to its plane of origin. It can only be cast by a caster in his home dimension. In an alien plane, you could not "banish" yourself back home, but a native of that plane could banish you. This spell will not work on a creature that is already in its home dimension.

Resolve the Banish attempt as a Quick Contest: the caster's effective skill vs. the subject's Will. If the caster wins, the subject immediately returns to its home plane. It cannot return for one month. Anything that it brought with it when it appeared (e.g., weapons) will vanish with it. Other things it may be carrying (e.g., screaming victims) stay behind.

Note that certain powerful creatures are resistant or even immune to this spell.

BEAST SPEECH

Spell Effects Strengthen Mind

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M31

Typical Casting Strengthen Mind (3) + Altered Trait, Speak with Animals (25) + Duration, 10 minutes (1). Cost: 29

BIND SPIRIT

Spell Effects Control Spirit; Transform Mind.

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M158

Typical Casting Control Spirit(5); Transform Mind(8); Duration: 10 years (31). Cost: 44

Communicate with any animal in the creature's own "language." The amount of information exchanged depends on the animal's intelligence; no creature below the level of a bird is likely to know much of interest. An ant may crawl over gold, but it knows only that the material is hard and inedible. Each minute of the spell allows one question and answer.

BLESS

Spell Effects Strengthen Chance

Inherent Modifiers Bestow a Bonus

Casting Time 5 minutes

Page Reference M129

Typical Casting Strengthen Chance (3) + Bestow a Bonus, +1 (5) + Duration, 1 day (7) + Weight, 300 lbs (3). Cost: 18

A general spell of aid and protection. It must be cast on another; you cannot bless yourself. In some game worlds, only holy men or "good" wizards can cast this spell; this decision is the GM's to make.

The effect of a blessing is as follows: All the subject's die rolls are modified favorably by one point (or more, for a more powerful blessing). The modification will not affect critical successes and failures. This lasts indefinitely... until the subject fails some die roll (or a foe makes a good die roll) and the subject is in some serious danger. Then the blessing miraculously averts or reduces the danger – and ends. It is up to the GM to decide when the blessing has its final effect, and what form the protection takes. If an arrow is aimed at your heart, a 1-point blessing might move it to your arm, while a 2-point one would send it through your hat, and a 3-point one would let it slay a foe behind you.

BLESS PLANTS

Spell Effects Strengthen Matter

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M161

Typical Casting Strengthen Matter(3) + Area Of Effect: 3 yds radius (2) + Duration: 3 months (13) + Subject Weight: 10 lbs. (0). Cost: 18

Causes the plants within the area of effect to grow faster and stronger for the rest of their growing season. The crop yield within the area of effect is doubled.

BODY READING

Spell Effects Sense Body

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M88

Typical Casting Sense Body (2) + Duration, Momentary (0) + Subject Weight, 300 lbs. (3). Cost: 5

Creates in the mind of the caster a visual and tactile "image" of the interior of the subject's body. Useful for diagnosing pain or illness of uncertain origins, this spell reveals organ ruptures and internal bleeding, bone fractures—even the sex of an unborn child. Use Regular range modifiers. Essentially, this is the magical equivalent of a detailed series of X-rays; what the caster can do with the information gained depends on his medical skills.

The spell does not reveal the exact nature of any poisons or diseases that may be affecting the subject, but it gives a +2 to any subsequent Poisons or Diagnosis roll. The caster must touch the subject.

BOOM STICK

Spell Effects Create Energy; Control Magic

Inherent Modifiers Damage, Burning Explosive

Casting Time 10 minutes

Typical Casting Create Energy (6) + Control Magic (5) + Damage, external 10d burning explosive (16). Cost: 27

This spell is usually cast as an ammunition charm on an arrow, bolt, stone, spear, or bullet. It increases the damaging power of an individual round. This adds 10d burning explosive damage as a follow-up to the actual damage of the ammunition when fired. The subject is, of course, destroyed in the explosion.

CALL SPIRIT

Spell Effects Sense Spirit.

Inherent Modifiers Altered Traits, Bestows a Bonus, Duration, Range.

Casting Time 5 minutes

Typical Casting Sense Spirit (2) + Altered Traits, add Spirit Empathy (+2) + Bestows a Bonus, +3 (+4) + Duration, 30 minutes (+2) + Range, 1 mile (+2). Cost 12

This spell calls the nearest spirit within range matching the specifications that the caster sets at the beginning of the spell and summons it to be negotiated with and facilitates communication between the caster and spirit for the duration of negotiations. It also bestows a bonus to that negotiation, both in the form of a bonus to skills and by temporarily granting the Spirit Empathy advantage. As there is no control effect, this spell merely gives the spirit the opportunity to communicate with the caster, it does not compel them. This spell is typically used for friendly and neutral spirits who do not require a pentagram trap, though it could be combined with that ward.

CHARM

Spell Effects Control Mind; Transform Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M139

Typical Casting Control Mind(5); Transform Mind(8); Duration: 10 minutes (1); Cost: 14

The subject becomes caster's faithful slave until the spell expires, following any orders, no matter how dangerous. There is no mental link—the caster must give his orders to the subject verbally or in writing. However, the subject will protect the caster without orders. In all other respects the subject will be mentally normal and alert. He will be unable to explain (and unwilling to discuss or even think about) his loyalty to the caster.

CLEANSING

Spell Effects Restore Body; Destroy Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M94

Typical Casting Restore Body (4) + Destroy Matter (5) + Subject Weight, 300 lbs. (3). Cost: 12

Cleanses the subject of any foreign matter in his tissues, including cactus or porcupine spines, arrowheads, barbs, bullets, splinters, etc. Also eliminates external (but not internal) bacteria and parasites. Has no effect against diseases, poisons or drugs. The subject must be willing or totally helpless (e.g., bound or unconscious) and the caster must touch him.

"Foreign matter" that is somehow integral to the subject (gold teeth, steel plates or rods, glass eyes, and so on) must be excluded by the caster or it may be destroyed as well! If the caster is careless (or malicious), each item resists separately with HT+5 of the subject.

COMMAND SPIRIT

Spell Effects Control Spirit; Transform Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M153

Typical Casting Control Spirit(5); Transform Mind(8); Duration: 10 minutes (1). Cost: 14

Like Charm (p. M139), but only affects spirits. Each class of spirits (banshees, spectres, manitous, etc.) requires its own spell. No version exists for demons or elementals; use Summon Demon or Control Elemental as appropriate. Unlike the subject of a Charm spell, the spirit may try to pervert the caster's orders, like a demon (see Summon Demon, p. M155).

COMPLEX ILLUSION

Spell Effects Create Energy; Create Energy

Inherent Modifiers Area of Effect

Casting Time 10 minutes

Page Reference M96

Typical Casting Create Energy (6) + Create Energy (6) + Duration, 10 minutes (1). Cost: 13

This ritual conjures up a visual and auditory illusion of the caster's choosing that can be dispelled by damage or disbelief and lasts for the designated duration.

CONTROL CREATION

Spell Effects Control Magic, Control Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M99

Typical Casting Control Magic (5) + Control Matter (5) + Subject Weight, 300 lbs. (3). Cost: 13

This ritual serves as a means for a caster to take over a creation. It is an instantaneous effect and does not require a duration.

CONTROL ILLUSION

Spell Effects Control Energy, Control Magic

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M97

Typical Casting Control Energy (5) + Control Magic (5). Cost: 10

This ritual serves as a means for a caster to take over an illusion. It is an instantaneous effect and does not require a duration.

COPY

Spell Effects Create Matter, Sense Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M116

Typical Casting Create Matter[6]; Sense Matter[2]; Duration: 1 years [22]; Subject Weight: 10 lbs. [0]; Cost: 30

Makes one or more copies of a single page of writing. Paper or parchment must be supplied for the copies to be made on. Copies of magical scrolls, rune parchments, and so on do not have magic power.

CREATE ANIMAL

Spell Effects Create Body, Create Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M98

Typical Casting Create Body (6) + Create Mind (6) + Altered Trait (0) + Duration, 10 minutes (1) + Subject Weight, 300 lbs. (3). Cost: 16

This ritual creates an embodied animal with a base Intelligence of 3 which lasts for the designated duration.

CREATE EARTH

Spell Effect Create Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M51

Typical Casting Create Matter (6) + Area Of Effect, 3 yards (2) + Duration, 10 minutes (1) + Subject Weight, 3,000 lbs. (5). Cost: 14

This ritual creates earth equal to the designated weight within the designated area of effect and it lasts for the designated duration.

CREATE MOUNT

Spell Effects Create Body, Create Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M99

Typical Casting Create Body (6) + Create Mind (6) + Altered Trait (0) + Duration, 10 minutes (1) + Subject Weight, 3000 lbs. (5). Cost: 18

This ritual creates a embodied mount with a base Intelligence of 3 which lasts for the designated duration.

CREATE SERVANT

Spell Effects Create Body, Create Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M98

Typical Casting Create Body (6) + Create Mind (6) + Altered Trait (0) + Duration, 10 minutes (1) + Subject Weight, 300 lbs. (3). Cost: 16

This ritual creates a embodied servant with a base Intelligence of 8 which lasts for the designated duration.

CREATE SPRING

Spell Effects Control Matter; Create Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M190

Typical Casting Control Matter(5); Create Matter(6); Duration: 1 hour (3); Subject Weight: 100 lbs. (2). Cost: 16

Increases a spring's output (by the subject weight total water weight), or creates one where none exists.

CREATE OBJECT

Spell Effect Create Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M98

Typical Casting Create Matter (6) + Duration, 10 minutes (1) + Subject Weight, 10 lbs. (0). Cost: 7

This ritual creates a simple object which lasts for the designated duration.

CREATE WARRIOR

Spell Effects Create Body, Create Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M98

Typical Casting Create Body (6) + Create Mind (6) + Altered Trait (0) + Duration, 10 minutes (1) + Subject Weight, 300 lbs. (3). Cost: 16

This ritual creates a embodied warrior with a base Intelligence of 8 which lasts for the designated duration.

CREATE WATER

Spell Effects Create Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M184

Typical Casting Create Matter[6]; Duration: 10 minutes [1]; Subject Weight: 10 lbs. [0]; Cost: 7

Creates pure water out of nothing. This water may appear in any of several forms. It may appear within a container, or as a globe in midair (it falls immediately). Or it may appear as a dense mist of droplets; in this form, one gallon (i.e., 8 lbs) of water will extinguish all fires in a one-yard radius. Water cannot be created inside a foe to drown him!

CRYSTAL BALL

Spell Effects Create Magic; Sense Crossroads

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M71

Typical Casting Create Magic (6) + Sense Crossroads (2) + Duration, 100 years (121) + Range, 10,000 miles (10) + Range, 274 years (12) + Subject Weight, 10 lbs (0). Cost: 151

Used in the Crystal-Gazing variant of Divination. Requires a ball of flawless crystal at least 2" in diameter (value \$1,000). A 3" ball (value \$5,000) gives +1 to divinations. A 4" ball (value \$20,000) gives +2.

CURE DISEASE

Spell Effects Restore Body

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M91

Typical Casting Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 7

Eliminates one type of disease or infection from the body of the subject. A successful Diagnosis roll (by the caster or another) should precede the casting; if not, spell use is at -5! Does not cure any damage the illness has done to the subject; the spell just eliminates the underlying sickness.

CURSE

Spell Effects Destroy Chance

Inherent Modifiers Bestow a Penalty

Casting Time 5 minutes

Page Reference M129

Typical Casting Destroy Chance (5) + Bestow a Penalty, -1 (5) + Duration, 1 day (7) + Weight, 300 lbs (3); Cost: 20

Exactly the opposite of Bless. All the subject's die rolls are modified unfavorably, lasting until he scores some notable success despite the bad rolls—GM's decision as to exactly what this is. Then the success turns somehow to ashes, and the curse is ended.

DEATH VISION

Spell Effects Sense Chance; Destroy Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M149, TRPM41

Typical Casting Sense Chance (2) + Destroy Mind (5) + Affliction, stunning (0) + Range, 10 yds (4); Cost: 11

The subject sees a vivid apparition of his own death. This might be a vision of the future or a false vision from another possible future—but it is always chilling. If the subject fails to resist, the subject is mentally stunned until he can make his IQ roll to shake off the effects of the spell. This spell can also be useful to the subject, by pointing out a possibly deadly hazard.

DETECT MAGIC

Spell Effects Sense Magic; Sense Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M101

Typical Casting Sense Magic (2) + Sense Matter (2) + Subject Weight, 10 lbs. (0). Cost: 4

Determines whether any one object is magical. If the spell is successful, a second casting tells whether the magic is temporary or permanent. A critical success on either roll fully identifies the spell, as for Analyze Magic.

This is not the same as the ability to detect magic items that comes with Magery 0; that ability only detects permanent magic items, while Detect Magic detects items, spells, magical creatures, and any other ongoing magical effect.

DETECT POISON

Spell Effects Sense Matter

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M166

Typical Casting Sense Matter(2); Area Of Effect: 3 yds radius (2); Cost: 4

Reveals the presence of toxins and gives a +2 on any subsequent Poisons roll to identify the exact agent(s). The caster may exclude any types of poisons he wishes upon casting (to specifically search for nerve agents, for instance, or to exclude “benign” poisons like alcohol).

DISPEL CREATION

Spell Effects Control Magic, Control Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M99

Typical Casting Control Magic (5) + Control Matter (5) + Subject Weight, 300 lbs. (3). Cost: 13

This ritual serves as a means for a caster to dispel a creation. It is an instantaneous effect and does not require a duration.

DISPEL ILLUSION

Spell Effects Destroy Energy, Destroy Magic

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M97

Typical Casting Destroy Energy (5) + Destroy Magic (5). Cost: 10

This ritual serves as a means for a caster to dispel an illusion. It is an instantaneous effect and does not require a duration.

DISPEL MAGIC

Spell Effects Destroy Magic

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M126

Typical Casting Destroy Magic (5) + Area of Effect, 10 yds (8); Cost: 13

Negates other spells within the area if successful. It has no effect on enchantments, but dispels any temporary, lasting, or permanent spell (p. M10), unless the spell specifies otherwise. Each spell resists separately. Dispel Magic is not selective! The caster need not know the spell(s) being dispelled.

This only works if the energy used to power Dispel Magic exceeds that of the spell being dispelled. Extra energy is likely required.

DISPEL POSSESSION

Spell Effects Destroy Mind, Destroy Magic

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M49

Typical Casting Destroy Mind (5) + Destroy Magic (5). Cost: 10

Ends any Soul Rider, Control, or Possession spell (or their animal equivalents) affecting the subject.

DIVINATION

Spell Effects Sense Matter, Sense Crossroads

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M108

Typical Casting Sense Matter (2) + Sense Crossroads (2) + Range: Cross-time: 0-2 hrs (0). Cost: 4

Gives the caster a vision relevant to his question, or the answer to one yes- or-no question. There are many sorts of divination; each is a separate spell, and requires the appropriate materials (see below). Each has its own strengths and weaknesses. Those methods that are linked to a particular element or elements will give more detailed answers if the answer has something to do with that element—e.g., lecanomancy would work better than extispicy for a question about the sea.

DREAM PROJECTION

Spell Effects Create Crossroads, Sense Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M46

Typical Casting Create Crossroads (6) + Sense Mind (2) + Transform Mind (8) + Duration, 10 minutes (1) + Range, 0-200 yds (0). Cost: 17

Using this spell, the caster projects his presence into the subject's dreams to converse with him. Roll a Quick Contest of the spell's skill vs. the subject's Will every minute; once the subject wins, the spell is broken and no further contact is possible that night.

If the caster and subject don't know each other, there is a further -2 penalty. The subject may use his Dreaming skill (see p. B188) to help the process; roll every minute to skip the contest.

DREAM SENDING

Spell Effects Sense Mind, Transform Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M45

Typical Casting Sense Mind (2) + Transform Mind (8) + Duration, 1 hour (3) + Range, 0-200 yds (0). Cost: 13

The caster uses this spell to send a dream vision to the subject, who must be asleep at the time of the casting. The message is seen in dream-symbols by the subject, who must roll vs. IQ-5 or a skill such as Fortune-Telling (Dream Interpretation) (p. B196) to interpret it correctly. The margin of success of the roll indicates how well the message is understood. Use of the Dreaming skill by the subject could distort or obliterate the message (GM's discretion).

The caster tells the GM the exact meaning (it is a good idea to limit the length of the message to as many words as the caster has skill with the spell). The GM, in turn, tells the subject what he understood (roll in secret, as a critical failure will lead to complete misunderstanding!). If the caster and subject don't know each other, there is a further -2 penalty.

DREAM VIEWING

Spell Effects Sense Mind, Sense Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M45

Typical Casting Sense Mind (2) + Sense Mind (2) + Duration, 1 hour (3) + Range, 0-200 yds (0). Cost: 7

View a subject's dreams; they appear on any smooth surface of your choice (such as a basin of water, mirror, gem facet, etc). If the caster and subject don't know each other, there is a further -2 penalty.

DRY SPRING

Spell Effects Control Matter, Destroy Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M188

Typical Casting Control Matter (5) + Destroy Matter (5); Duration: 1 hour (3) + Subject Weight: 100 lbs. (2); Cost: 15

Dries and blocks the water flow within a spring, reducing its output by the subject weight of water.

DUPLICATE

Spell Effects Create Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M98

Typical Casting Create Matter (6) + Duration, 10 minutes (1) + Subject Weight, 10 lbs. (0). Cost: 7

This ritual creates a duplicate of an object which lasts for the designated duration.

DYE

Spell Effects Transform Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M116

Typical Casting Transform Matter[8]; Duration: 1 day [7]; Subject Weight: 10 lbs. [0]; Cost: 15

Changes the color of any unliving material, as desired by the caster (note that hair is unliving, as is a thin outer layer of skin!). The color fades in 2d days, but is unaffected by ordinary washing or application of solvents. Only a single, uniform, color can be produced—patterns are not possible, but only part of the subject may be affected if the caster desires.

ENTRAP SPIRIT

Spell Effects Strengthen Mind, Control Spirit

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M157

Typical Casting Strengthen Matter (3) + Control Spirit (5) + Duration: 10 minutes (1); Cost: 9

Enables the caster to seal a container or chamber so that a spirit within cannot get out for the duration of the spell. Getting the spirit into the trap in the first place is a separate question; usually Command Spirit is required, but trickery can be just as effective. The container can be any size, from a small bottle up to an entire building, but it must be fully, tightly closed (watertight is good enough), and the mage must touch it while casting the spell. The spirit cannot resist the spell, but the casting cost is directly proportional to its power. The total cost is equal to the spirit's ST + IQ, divided by 5 to cast and by 10 to maintain. It takes a true effort to restrain a powerful spirit! The caster is informed of the energy cost when the spell takes effect and spends the energy then; if he cannot meet the cost, the spirit is unaffected. If the caster spends half the energy cost, the spirit takes one second to break out of the trap; this is a bad deal, but sometimes buying even a second is a worthwhile thing to do. If multiple spirits are trapped in a single container, add half the others' ST and IQ to the full ST and IQ of the most powerful spirit before calculating cost.

The spirit cannot damage the container or affect anything outside of it, nor can it use shape-shifting powers to help it escape in any way. It can communicate with anyone within a yard or so of the container in the normal fashion.

FINAL REST

Spell Effects Destroy Crossroads, Destroy Undead

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M89

Typical Casting Destroy Crossroads (5) + Destroy Undead (5) + Duration, 10 years (31) + Subject Weight, 300 lbs. (3). Cost: 44

When cast on a dead body, this spell renders the subject immune to all Necromantic magic. The spirit of the deceased cannot be summoned, nor can the body be animated (or Resurrected). It has no physical effect on the body. The spell may be cast at any time after the subject dies, but there is a cumulative -1 penalty for each month that the subject has been dead, to a maximum of -10. Any given caster may attempt the spell only once per subject.

This spell has no effect on a living person, and will not affect the undead who have already risen.

In many settings, this spell is an intrinsic part of funeral rites, and may be restricted to the clergy. GMs may wish to change the prerequisite from Magery to Power Investiture or Blessed. In other settings, this spell is unnecessary; ordinary nonmagical funeral rites are sufficient to safeguard the dead from necromancy.

It is usually assumed that this spell functions by sending the soul of the deceased from the mortal plane into the presence of their deity. Some, however (usually members of one death cult or another), believe that this spell works by destroying the disembodied spirits of the dead!

FIREBALL

Spell Effect Create Energy

Inherent Modifiers Damage

Casting Time 5 minutes

Typical Casting Create Energy (5) + Damage: 9d external explosive burning (14); Cost: 19

Conjures a ball of elemental fire that may be thrown using Innate Attack or delivered by touch. Upon delivery, it explodes doing 9d burning (ex) damage. (Acc 3, Range 10/100, RoF 1, and Rcl)

FORGETFULNESS

Spell Effects Destroy Mind

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M138

Typical Casting Destroy Mind (5) + Duration: 10 years (31). Cost: 36

Causes the subject to forget one fact, skill, or spell for the duration of the spell. The skill or spell cannot be used while Forgetfulness is in effect.

GHOST WEAPON

Spell Effects Create Crossroads, Transform Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M65

Typical Casting Create Crossroads (6) + Transform Matter (8) + Duration, 10 mins (1) + Subject Weight, 10 lbs (0); Cost: 15

HAIR GROWTH

Spell Effects Control Body

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M39

Typical Casting Control Body (5) + Duration, Momentary (0) + Subject Weight, 300 lbs. (3). Cost: 8

A weapon enchanted with this spell affects ghosts (and other insubstantial beings and spirits) as if they were tangible. If the weapon itself is made intangible (through whatever means the GM deems feasible), the weapon still affects the physical world at the whim of its wielder.

HASTE

Spell Effects Strengthen Body, Strengthen Body

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M142

Typical Casting Strengthen Body[3]; Strengthen Body[3]; Altered Traits: 15 [15] (+3 Basic Move); Altered Traits: 45 [45] (Enhanced Dodge 3); Duration: 10 minutes [1]; Cost: 67

Increases the subject's Move and Dodge scores by up to 3.

HEALING SLUMBER

Spell Effects Control Body, Strengthen Body

Inherent Modifiers Altered Trait

Casting Time 10 minutes

Page Reference M94

Typical Casting Control Body (5) + Strengthen Body (3) + Altered Trait, Regeneration: Regular (Only While Asleep) (15) + Duration, 12 hours (6) + Subject Weight, 300 lbs. (3). Cost: 32

Subject falls into a deep restorative sleep, and heals 1 HP for every hour of rest. Fatigue is recovered at double the normal rate.

The subject wakes once completely healed, or after 8 hours have passed; any fatigue from lost sleep is also completely recovered after that time. Otherwise, he can only be awakened by a word from the caster, an injury or spell effect. An unwilling subject resists automatically.

IDENTIFY SPELL

Spell Effects Sense Magic

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M102

Typical Casting Sense Magic (2); Cost: 2

Identifies what spell or spells have just been cast (within the last five seconds), are being cast at the moment, or have just been activated on or by the subject. It does not identify the spells on a permanently enchanted item or charm. One casting identifies all spells cast on or by the subject. However, if any of these spells are totally unknown to the caster—not just spells he doesn't know, but spells he has never heard of—the GM should provide only a vague description; e.g., "Some kind of physical protection." Generally, wizards have heard of every spell in their tradition, and common spells from other traditions.

ILLUSION SHELL

Spell Effects Create Energy; Sense Matter

Inherent Modifiers Subject Weight

Casting Time 10 minutes

Page Reference M96

Typical Casting Create Energy (6) + Sense Matter (2) + Duration, 10 minutes (1) + Subject Weight, 10 lbs. (0). Cost: 9

This ritual conjures up an illusion to disguise an object's look, sounds, and feel for the designated duration.

ILLUSION DISGUISE

Spell Effects Create Energy; Sense Matter

Inherent Modifiers Subject Weight

Casting Time 10 minutes

Page Reference M96

Typical Casting Control Energy (5) + Sense Body (2) + Subject Weight, 300 lbs. (3). Cost: 10

This ritual disguises a subject with an already conjured illusion. It is an instantaneous effect and does not require a duration.

INDEPENDENCE

Spell Effects Control Energy, Create Mind

Inherent Modifiers Area of Effect

Casting Time 10 minutes

Page Reference M96

Typical Casting Control Energy (5) + Create Mind (6). Cost: 11

This ritual allows the caster to essentially program a controlled illusion. It is an instantaneous effect and does not require a duration.

INITIATIVE

Spell Effects Create Mind, Strengthen Mind, Transform Magic

Inherent Modifiers Area of Effect

Casting Time 30 minutes

Page Reference M97

Typical Casting Create Mind (6) + Strengthen Magic (3) + Transform Magic (8) + Area Of Effect, 3 yards (2). Cost: 19

This ritual bestows a base Intelligence of 3 of all of the caster's illusions within the designated area of effect which allows them to act on their own. It is an instantaneous effect and does not require a duration.

INSCRIBE

Spell Effects Create Energy

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M97

Typical Casting Create Energy (6) + Duration, 10 minutes (1). Cost: 7

This ritual inscribes writing or an image of the caster's choosing on any surface. It is an instantaneous effect and does not require a duration. This can also be cast with an area.

KNOW ILLUSION

Spell Effects Sense Energy

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M97

Typical Casting Sense Energy (2) + Range, 0-200 yds (0). Cost: 2

This ritual tells the caster whether the subject within the designated range and sight is an illusion or creation, and, if so, what type. It is an instantaneous effect and does not require a duration.

KNOW TRUE SHAPE

Spell Effects Sense Magic, Sense Matter, Sense Energy

Inherent Modifiers None

Casting Time 30 minutes

Page Reference M106

Typical Casting Sense Magic (2) + Sense Matter(2) + Sense Energy(2); Cost: 6

Tells if the subject is under any kind of Shapeshifting spell or similar magical effect, including Alter Visage, Alter Body, and illusions. The caster must be able to see the subject. The spell also gives a general idea of the subject's true shape; on a critical success, it identifies the subject's true nature (including a common name or description) and the magic used to disguise it. It does not reveal the nature of Hallucinations

LEND ENERGY

Spell Effects Destroy Body, Restore Body

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M89

Typical Casting Destroy Body (5) + Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 12

Restores the subject's lost Fatigue Points, at a 1:1 rate for FP cost to the caster. Cannot increase the subject's FP score above its normal maximum.

LEND VITALITY

Spell Effects Destroy Body, Restore Body

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M89

Typical Casting Destroy Body (5) + Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 12

Temporarily restores the subject's lost Hit Points, at an 1:1 FP cost to the caster. Cannot increase the subject's HP score above its normal maximum. Since restored HP vanish after one hour and the spell cannot be maintained, this spell is only a stopgap measure.

MAGE SIGHT

Spell Effects Sense Magic

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M102

Typical Casting Sense Magic (2) + Area of Effect, 10 yds (8) + Duration, 10 minutes (1). Cost: 11

Detect all magical items in your field of vision. Each such item will have a glow or “aura,” similar to the aura of a living being. This glow is visible through clothes, armor, or up to 1/2” of solid material.

The aura of a permanently enchanted item will be stronger than that of something under a temporary spell. Enchanted (or magical) beings also glow, though mages themselves do not unless they actually have spells on them at the moment. The aura may also give a clue to an item’s nature. On a good roll, for instance, fire spells will have a distinctive red glow, and evil items will somehow seem to have a “black glow” in their auras. A critical success with this spell lets the caster fully identify every magic item he sees. Note that this ability is essentially a more reliable version of the magical sense that comes with Magery 0 (p. B66).

MAGIC RESISTANCE

Spell Effects Destroy Magic

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M123 TRPM48

Typical Casting Destroy Magic (5) + Altered Traits, Magic Resistance 3 (6) + Duration, 10 minutes (1) + Subject Weight, 300 lbs. (3). Cost: 15

This spell temporarily grants the subject Magic Resistance 3 for the next 10 minutes. If the subject has the ability to use magic, it is impaired (-6 to all casting rolls) for the duration of this spell.

MALEFICE

Spell Effects Create Crossroads, Create Magic, Control Magic

Inherent Modifiers None

Casting Time 30 minutes

Page Reference M60

Typical Casting Create Crossroads (6) + Create Magic (6) + Control Magic (5) + Duration, 1 month (11) + Subject Weight, 300 lbs (3). Cost: 31

Through this foul enchantment, the caster can put a victim under his thrall. He must fashion a doll (usually out of wax, but clay, straw, and other materials may be appropriate with the GM’s permission) with something personally relevant to the target embedded in it. Parts of the body (nail clippings, hair, blood, spittle, etc.) allow a casting at base skill. Other items allow a casting at a varying penalty; for example, threads from a shirt worn for years might be worth -2, while dirt from a fresh footprint might be worth -6.

Malefice is a lasting spell that continues until its Endurance is reduced to 0, or one month passes. It starts with an Endurance equal to its caster’s effective skill.

The doll can be used by its maker (and no one else) to cast harmful spells (such as Pain) on the target, at normal energy cost, while ignoring distance penalties. The caster uses the lower of the Malefice’s Endurance and his skill with the channeled spell. The target resists all such attacks, even if the

spell is normally not Resisted (spells without normal resistance rules are Resisted by HT when cast through a Malefice doll).

If the victim resists the very first spell cast upon him through the doll, the enchantment is immediately broken. Otherwise, every successful resistance simply weakens the Malefice, reducing its Endurance by 1. Upon reaching Endurance 0, the Malefice dissipates (though the doll is still a viable item for re-enchantment, and its magical association with the target offsets one point of casting penalty). A critical failure by the channeled spell or a critical success by the subject also breaks the enchantment, reducing the doll’s Endurance to zero. Destroying the doll breaks the spell, but it also inflicts on the target a Deathtouch (p. M41) of as many dice as the Malefice’s current Endurance divided by 5 (round down, maximum of 3d). This damage occurs as long as the Malefice has any Endurance remaining. Remove Curse frees the target from the Malefice without harm to him.

MASTER

Spell Effects Control Body

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M30

Typical Casting Control Body (5) + Subject Weight, 300 lbs. (3). Cost: 8

Holds any beast motionless and quiet as long as the caster maintains eye contact and concentration. Note that darkness breaks eye contact! May be cast as a Blocking spell if the animal is entering Close Combat range with the caster—e.g., to attack.

MATERIALIZE

Spell Effects Restore Undead, Restore Body

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M150

Typical Casting Restore Undead (4) + Restore Body (4) + Duration, 10 minutes (1). Cost: 9

This spell is used by ghosts and other spirits who cannot ordinarily become visible to beings in the physical world.

The spell can also be used by a mage to force a spirit to materialize; in that case, the ghost resists with the better of its ST and IQ.

MIND READING

Spell Effects Sense Mind

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M46

Typical Casting Sense Mind (2) + Duration, 10 minutes (1). Cost: 3

Read a subject’s mind. Works on any living being, but is most useful on sapient creatures. Detects only surface thoughts (what the subject is thinking at that moment). This spell will not work on sleeping or unconscious subjects. The subject is not aware his mind is being read, except in the case of a critical failure.

MIND SEARCH

Spell Effects Sense Mind (x2)

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M46

Typical Casting Sense Mind (2) + Sense Mind (2) + Duration, 10 minutes (1). Cost: 5

Search a subject's mind to find deep thoughts and knowledge of things the subject is not thinking about at the moment. In effect, the caster may ask one simple question (answered by no more than 10 words) per minute, and get the most truthful answer the subject can give. The subject is not aware of the intrusion, except in case of a critical failure.

Language is no barrier for this spell, and the subject may even be asleep. Subjects of different races may be harder to mind-search, at the GM's discretion

MINOR HEALING

Spell Effects Restore Body

Inherent Modifiers Healing

Casting Time 5 minutes

Page Reference M91 TRPM47

Typical Casting Restore Body (4) + Healing, 1d (0) + Subject Weight, 300 lbs. (3). Cost: 7

This spell heals any living being, restoring 1d HP. It does not eliminate disease or poison. The level of healing can be varied, as usual, without this counting as a different ritual. See Restore Body (p. TRPM7) for more on how much Healing you can add before this becomes an effect (and thus a different ritual).

MYSTIC MARK

Spell Effects Create Magic, Create Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M119

Typical Casting Create Magic (6) + Create Matter (6) + Duration: 1 years (22) + Subject Weight: 300 lbs. (3). Cost: 37

Places an invisible mark on the subject. The mark is visible to the caster at will (simple concentration) and to others using Aura, See Secrets, Mage Sight, Detect Magic, or similar spells. It may be a rune, sigil, monogram, etc. (A Heraldry specialty may be learned to recognize the Mystic Marks in use in the campaign world.) Unwilling subjects resist with IQ.

Should Seeker be cast regarding a subject bearing the caster's Mystic Mark, there will be no need for "something associated with the subject sought."

The mark can be erased with Remove Curse

NEUTRALIZE POISON

Spell Effects Destroy Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M92

Typical Casting Destroy Matter (5) + Subject Weight, 300 lbs. (3). Cost: 8

Eliminates all traces of one chosen poison from the body of the subject. A successful Poisons roll (by the caster or another character) should precede the casting in order to identify the poison being treated; if not, spell use is at -5! This spell is of no use against alchemical elixirs other than those that do direct damage. Does not cure existing damage—the spell just removes the remaining poison, avoiding any further damage.

NIGHTMARE

Spell Effects Destroy Mind, Control Mind

Inherent Modifiers Altered Traits

Casting Time 10 minutes

Page Reference M140

Typical Casting Destroy Mind (5) + Control Mind (5) + Altered Traits: -5 (1) (Nightmares) + Damage: 1d fat (0). Cost: 11

When cast on a sleeping subject, this spell causes a nightmare of the caster's choice. Knowledge of the subject's fears and phobias gives a +2 to effective skill. The subject gets an IQ-4 roll to realize the nightmare was caused by hostile magic. If the spell succeeds, the subject gets no rest from the night's sleep, and instead loses 2 FP. Dispel Magic will stop the nightmare while it is occurring, preventing FP loss. This spell is also countered by the Peaceful Sleep spell.

If the spell is recast the next night, the effects are cumulative. If the subject's FP falls to zero due to this spell, he falls into a coma and will lose 1d HP each day until he dies, unless Dispel Magic is cast.

OATH

Spell Effects Control Mind, Transform Chance

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M138

Typical Casting Control Mind (5) + Transform Chance (8) + Duration: 50 years (71). Cost: 84

Similar to Great Geas, but works on a willing subject only. Although the caster casts the spell, the subject must speak the oath.

The subject may knowingly attempt to break his oath (rolling vs. Will) no more than once per day. The spell resists the attempt; if the subject overcomes the resistance, he manages to break the oath just this once. A critical success by the subject or a critical failure by the spell breaks the spell. The spell may otherwise be broken only by Remove Curse. Unknowing attempts, such as when the subject is tricked into breaking his oath, are not Resisted by the spell.

PEACEFUL SLEEP

Spell Effects Strengthen Body, Strengthen Mind

Inherent Modifiers Altered Traits

Casting Time 10 minutes

Page Reference M138

Typical Casting Strengthen Body (3) + Strengthen Mind (3) + Altered Traits: 10 (10) (Regeneration: Regular: Only While Sleeping) + Duration: 6 hours (5) + Subject Weight: 300 lbs. (3). Cost: 24

The subject gets an undisturbed night's sleep. This spell cures insomnia, allows sleep in noisy, disruptive environments, and protects against nightmares and the Nightmare spell. This period counts double in terms of HP and FP recovery. The caster can awaken the subject with a word. Otherwise, subject cannot be awakened, except by injury or with the Awaken spell.

This spell works only on a willing subject; otherwise, resistance is automatic.

PENTAGRAM

Spell Effects Control Magic, Control Spirit, Sense Spirit

Inherent Modifiers Area of Effect

Casting Time 30 minutes

Page Reference M124 TRPM47

Typical Casting Control Magic (5) + Control Spirit (5) + Sense Spirit (2) + Area of Effect, 5 yards (4) + Duration, 1 week (9). Cost: 25

This is a ward (pp. TRPM24-25) against spirits, cast as a conditional spell. It only activates if a spirit enters the warded area. Once triggered, the ward will hold the spirit in the area for a week (or until broken through).

PERFECT ILLUSION

Spell Effects Create Energy

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M96

Typical Casting Create Energy (6) + Duration, 10 minutes (1). Cost: 7

This ritual conjures up an illusion that affects all senses except touch of the caster's choosing and lasts for the designated duration.

PESTILENCE

Spell Effects Create Matter, Destroy Body

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M154

Typical Casting Create Matter (6) + Destroy Body (5) + Subject Weight: 300 lbs. (3). Cost: 14

Infects the subject with a loathsome plague of the caster's selection (though the GM may veto an inappropriate selection). The disease takes its normal course; infection will not normally be apparent for some time.

PHANTOM

Spell Effects Create Energy, Create Mind

Inherent Modifiers Area of Effect

Casting Time 10 minutes

Page Reference M97

Typical Casting Create Energy (6) + Create Mind (6) + Altered Trait (0) + Duration, 10 minutes (1). Cost: 13

This ritual conjures a phantom of perfect illusion level with a base Intelligence of 8 and can affect touch if believed and lasts for the designated duration.

PHANTOM FLAME

Spell Effect Create Energy

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M73

Typical Casting Create Energy (6) + Area Of Effect, 3 yards (2) + Duration, 10 minutes (1). Cost: 9

This ritual conjures illusory flames within the designated area which appear to act like real flames for the designated duration, but do not truly do any real damage.

PREDICT EARTH MOVEMENT

Spell Effects Sense Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M51

Typical Casting Sense Matter (2) + Range, Cross-time: 0-2 hrs (0) + Range, 0-200 yds (0). Cost: 6

Accurately predicts any landslides, earthquakes, or volcanic activity likely to occur within a given area over a given period. It gives approximate information regarding the nature, location, and severity of the impending disaster. This spell cannot forecast magically created earthquakes or volcanoes.

PREDICT WEATHER

Spell Effects Sense Energy, Sense Matter

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M193

Typical Casting Sense Energy (2) + Sense Matter (2) + Range: Cross-time: 0-2 hrs (0). Cost: 4

Forecasts the weather accurately for a given location over a given time. This forecast does not take magical meddling into account, or predict the actions of other wizards!

PROTECT ANIMAL

Spell Effects Strengthen Body

Inherent Modifiers Altered Traits, Area of Effect

Casting Time 5 minutes

Page Reference M32

Typical Casting Strengthen Body (3) + Altered Trait, Damage Resistance 5 (Only Affects One Species of Animal) (15) + Area Of Effect, 3 yards (2) + Duration, 10 minutes (1). Cost: 21

Cast on an area, this spell protects all animals of a certain kind within its borders. Attempts to harm them are warded off as if by invisible defenders; protected animals gain DB +3 and DR 5.

PURIFY EARTH

Spell Effects Restore Matter

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M54

Typical Casting Restore Matter (4) + Area Of Effect, 3 yards (2). Cost: 6

Removes foreign objects, poisons, and harmful elements from soil, rendering it fit to support growing plants. This spell also remedies any deficiencies in the soil's composition. Small foreign objects (coins, nails) underground are destroyed; medium ones (swords, artillery shells, chests, statuettes) "float" to the surface. Large objects (coffins, walls, large statues) will cause the spell to fail, but the caster gets a general idea of the reason.

PURIFY WATER

Spell Effects Restore Matter

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M184

Typical Casting Restore Matter (4) + Subject Weight: 10 lbs. (0). Cost: 4

Remove all impurities from water by pouring it through any hoop or ring (or, in a pinch, his own fingers) into a container. Only one skill roll is required, as long as the flow continues.

RAIN

Spell Effects Create Matter (x2)

Inherent Modifiers Area of Effect

Casting Time 10 minutes

Page Reference M195

Typical Casting Create Matter (6) + Create Matter (6) + Area Of Effect: 3 yds radius (2) + Duration: 1 hour (3). Cost: 17

Creates (or prevents) 1 inch of rain in a normal outdoor setting.

RECOVER ENERGY

Spell Effects Restore Body

Inherent Modifiers Healing

Casting Time 5 minutes

Page Reference M89

Typical Casting Restore Body (4) + Healing, 1d FP (0) + Subject Weight, 300 lbs. (3). Cost: 7

Restores 1d FP to the caster.

RELIEVE ADDICTION

Spell Effects Restore Body

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M92

Typical Casting Restore Body (4) + Affliction, 50% to Negated Disadvantage: Addiction (Physiological) (10) + Duration, 1 day (7) + Subject Weight, 300 lbs. (3). Cost: 24

Replaces a "daily dose" of some drug required by the subject. The subject will still feel the psychological effects of missing a dose (that is, a Will-modified HT roll is still required to count the day toward shaking off the addiction), but will not suffer any physical damage from withdrawal.

RELIEVE MADNESS

Spell Effects Restore Mind

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M92

Typical Casting Restore Mind (4) + Affliction, 50% to Negated Disadvantage: Variable (10) + Duration, 10 minutes (1). Cost: 15

Temporarily restores a subject's sanity, relieving him from a single Delusion, Phobia, Compulsion, or spell-induced Madness (caster's choice). Madness spell effects get to resist.

RELIEVE PARALYSIS

Spell Effects Restore Body (x2)

Inherent Modifiers Healing

Casting Time 10 minutes

Page Reference M93

Typical Casting Restore Body (4) + Restore Body (4) + Duration, 10 minutes (1) + Healing, 4d HP (12) + Subject Weight, 300 lbs. (3). Cost: 24

Temporarily restores a subject's use of his paralyzed or crippled limbs. The limbs must not, of course, be completely missing (that requires Regeneration). Since limbs wither with disuse, the GM should use his judgment and assess DX and ST penalties to the use of such restored limbs.

RELIEVE SICKNESS

Spell Effects Restore Body

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M90

Typical Casting Restore Body (4) + Duration, 10 minutes (1) + Subject Weight, 300 lbs. (3). Cost: 8

Temporarily relieves a subject of any sickness symptoms he may have been displaying (fever, dizziness, rash, cough, etc.). Note that only the symptoms are cured.

REMOVE CONTAGION

Spell Effects Destroy Matter

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M90

Typical Casting Destroy Matter (5) + Area Of Effect, 3 yards (2). Cost: 7

Purifies the subject area of contagious disease-causing agents—microbes, disease spirits, foul air, etc.—rendering it sterile and free from infection. This spell can be used to cleanse and sterilize anything from a disease- cult temple to an operating theatre. It will not cure or relieve disease in living creatures; it serves only to cleanse and purify objects and surfaces. Infectious areas or objects treated with Remove Contagion cannot serve as a source of contagion (see Contagion, p. B443) until reinfected.

REMOVE CURSE

Spell Effects Destroy Magic

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M126

Typical Casting Destroy Magic (5) + Extra Energy (30). Cost: 35

Nullifies any one of the following spells: Alter (any type), Curse, Enlarge Other, Ensorcelment (any type), Flesh to Ice, Geas (either type), Healing Slumber, Hex, Malefice, Mystic Mark, Oath, Partial Petrification, Plant Form (any type), Possession (any type), Shapeshift (any type), Shrink Other, Stone to Flesh, Stop Healing, Strike Barren, Suspend Magery, Suspend Time. It also negates any physical or mental impairment caused by a hostile Wish of any kind. If for any reason the skill level of the subject spell is unknown, the GM's assessment is final.

REPEL SPIRITS

Spell Effects Control Spirits

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M158

Typical Casting Control Spirit (5) + Area Of Effect: 3 yds radius (2) + Duration: 1 hour (3). Cost: 10

Repels spirits from an area. The spell resists attempts by spirits (as well as other insubstantial beings such as an Ethereal Body or Astral Trip subject) to enter it or stay in it.

Each spirit may try to enter the area once per hour, rolling a Regular Contest between its Will and the caster's effective skill (each stage of the Contest lasts a second). Once inside, the invader resists with its Will; the spirit is expelled from the area on its first failure.

RESIST DISEASE

Spell Effects Strengthen Body

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M90

Typical Casting Strengthen Body (3) + Altered Trait, Resistant: Immunity to Disease (10) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). Cost: 19

The subject is immune to diseases for the duration of the spell, as per the Immunity to Disease advantage (p. B80).

RESTORE

Spell Effects Create Energy

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M116

Typical Casting Create Energy[6]; Duration: 10 minutes [1]; Cost: 7

Temporarily makes a broken inanimate object look as good as new. Other senses will not be fooled, nor will Mage Sight.

RESTORE HEARING

Spell Effects Restore Body

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M92

Typical Casting Restore Body (4) + Affliction, 200% to Negated Disadvantage: Deafness (40) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). Cost: 50

Temporarily restores the subject's hearing, regardless of what caused the loss. The eardrums or other organs of hearing must not be completely missing.

RESTORE MEMORY

Spell Effects Restore Mind

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M92

Typical Casting Restore Mind (4). Cost: 4

Used to cure the victims of memory loss, either mundane or magical. The spell restores one forgotten fact or skill at a time. The Forgetfulness spell resists; Permanent Forgetfulness resists at +5. This spell will not permit the subject to recall something that he never actually memorized in the first place.

The spell is risky if used more than once per day on the same subject: each repeat casting is at a cumulative -3 penalty. A critical failure is very hazardous—the memory being sought is destroyed forever, and the subject is plunged into a frightening sequence of buried memories lasting 2d minutes. This causes a Fright Check at a -6 penalty.

If the caster has Psychology skill at 15 or higher, a "critical failure" on this spell counts as an ordinary failure—unless he has already tried the spell more than once that day on the same subject.

RESTORE SIGHT

Spell Effects Restore Body

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M92

Typical Casting Restore Body (4) + Affliction, 500% to Negated Disadvantage: Blindness (100) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). Cost: 110

Temporarily restores the subject's sight, regardless of what caused the loss (if the loss of sight is magical in nature, however, the responsible spell gets to resist). The eyes must not be completely missing (that requires Regeneration).

RESTORE SPEECH

Spell Effects Restore Body

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M93

Typical Casting Restore Body (4) + Affliction, 500% to Negated Disadvantage: Mute (100) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). Cost: 110

Temporarily restores the subject's ability to speak. The tongue and vocal cords cannot be completely missing.

RIDER WITHIN

Spell Effects Control Mind, Sense Mind

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M31

Typical Casting Control Mind (5) + Sense Mind (2) + Duration, 10 minutes (1). Cost: 8

Works on any type of animal (but not sapient beings). The caster becomes able to see through the subject's eyes, hear through its ears, etc, as long as he concentrates. (He also remains aware of his own body and may act normally.) The caster exerts no control whatsoever over the subject, and the subject is unaware the caster is "watching."

SEEKER

Spell Effects Sense Body, Sense Crossroads

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M105

Typical Casting Sense Body (2) + Sense Crossroads (2) + Duration, 1 hour (3) + Range, 0-200 yds (0). Cost: 7

Attunes the caster to one individual or man made object he is looking for. A success gives the caster a vision of the item's whereabouts—or leads him to it, if it is within a mile. To seek a person, the caster must either know his name or know him well enough to visualize him. For instance, you cannot use this spell to solve a murder by seeking "the murderer" if you don't know who that is—but if you do, Seeker will find him.

SENSE SPIRIT

Spell Effects Sense Undead

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M149

Typical Casting Sense Undead (2) + Area Of Effect: 3 yds radius (2). Cost: 4

Find any ghosts, spirits, undead, or similar supernatural entities within the area of effect. On a good roll, it gives a general impression of what kind of being is present. The caster may, at the time of casting, limit the spell to a specific type of entity, or exclude a given type.

SHAPE EARTH

Spell Effects Transform Matter

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M50

Typical Casting Transform Matter (8) + Area Of Effect, 3 yards (2) + Duration, 10 minutes (1) + Subject Weight, 3,000 lbs. (5). Cost: 16

This ritual allows the caster to shape earth equal to the designated weight within the designated area of effect and hold it in place for the designated duration. However, if the structure is stable, then it will last beyond the duration.

SHAPESHIFT OTHERS

Spell Effects Transform Body

Inherent Modifiers Altered Traits

Casting Time 5 minutes

Page Reference M33

Typical Casting Transform Body (8) + Altered Trait, Animal Template (0) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). Cost: 14

Change the subject to the form of an animal. Each animal form is a different ritual, to be learned separately. The caster may only learn the form of an animal with which he is familiar. Many worlds have only a limited number of animal forms available. Clothing, jewelry, and armor vanish when the beast form is taken and reappear when the human form is resumed (magical jewelry cannot be detected while "vanished"). Backpacks, carried items, etc., simply fall to the ground.

The subject retains his intelligence, but gains all the physical attributes of the new form. This means that the subject cannot cast spells unless he knows them so well that they can be performed without gestures! Note that Fatigue Points are not increased for spellcasting purposes.

If the spell is cast with a duration of longer than one hour, for each hour that the spell continues, the subject must make a roll against IQ; failure means that the subject loses a point of IQ, continuing until the normal IQ of that beast is reached. IQ is restored upon the subject returning to their normal form.

SIMPLE ILLUSION

Spell Effects Create Energy

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M95

Typical Casting Create Energy (6) + Duration, 10 minutes (1). Cost: 7

This ritual conjures up a visual illusion of the caster's choosing that can be dispelled by touch or disbelief that lasts for the designated duration.

SNIPER SHOT

Spell Effects Control Matter.

Inherent Modifiers Bestows a Bonus, to negate penalties for one specific weapon.

Casting Time 5 minutes

Typical Casting Control Matter (5) + Bestows a Bonus, +7 bonus to negating penalties for one specific weapon (64) + Subject Weight, 30 lbs. (1). Cost: 70

This spell affects one particular ranged weighing up to 30 lbs., the next shot from the weapon ignores up to -7 worth of penalties regardless of whether they are from range, targeting, a hit location, etc. This lasts for one one shot only.

SOLIDIFY

Spell Effects Create Body, Restore Body, Restore Undead, Transform Undead

Inherent Modifiers None

Casting Time 1 hour

Page Reference M151

Typical Casting Create Body (6) + Restore Body (4) + Restore Undead (4) + Transform Undead (8) + Duration: 10 minutes (1). Cost: 23

This spell is used by insubstantial spirits to become tangible and affect objects and creatures in the substantial world. A tangible spirit is in all respects like a normal physical being.

The spell can also be used by a mage to force a spirit to solidify; in that case, the ghost resists with the better of its ST and IQ.

SOUND

Spell Effect Create Energy

Inherent Modifiers None

Casting Time 5 minutes

Page Reference

Typical Casting Create Energy[6]; Cost: 6

Produces any sort of meaningless sound the caster wishes—the drone of an insect, the distant babble of voices, the clatter of something falling, or anything similar. The spell cannot produce loud noise. It requires no concentration once the spell is cast.

STEAL BEAUTY

Spell Effects Create Crossroads, Destroy Body, Strengthen Body

Inherent Modifiers Altered Traits

Casting Time 30 minutes

Page Reference M159

Typical Casting Create Crossroads (6) + Destroy Body (5) + Strengthen Body (3) + Altered Traits: -4 (1) (Appearance) + Altered Traits: 4 (4) (Appearance) + Duration: 1 day (7) + Subject Weight: 300 lbs. (3). Cost: 29

Transfers the subject's beauty to the caster. The caster gains one or more appearance levels (p. B21) while the subject loses an equal number.

Beauty can only be stolen from someone of better appearance than the caster, and the caster cannot gain better appearance than the subject's initial appearance level. The subject must be of the same species and sex as the caster. In addition, the subject must either be willing or totally helpless and must be touched for the entire casting time. A critical failure of this spell instantly makes the caster Hideous.

At the GM's option, this spell may also be used to steal Charisma and the Voice advantage. People with stolen Charisma simply become less scintillating; those with stolen Voices become mute. Critical failure on either of these applications results in muteness for the caster!

STOP BLEEDING

Spell Effects Restore Body

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M91

Typical Casting Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 7

The subject stops bleeding immediately, as if bandaged by someone with the First Aid skill (p. B195). This restores 1 HP, and prevents further HP loss from bleeding if the optional bleeding rules (p. B420) are in effect. The subject of this spell may not subsequently benefit from further bandaging of the same wounds.

STOP PARALYSIS

Spell Effects Restore Body

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M93

Typical Casting Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 7

Counters temporary paralysis (due to spell, paralysis gun, etc.). An ongoing spell (such as Paralyze Limb or Total Paralysis) gets a resistance roll.

STOP SPASM

Spell Effects Restore Body

Inherent Modifiers None

Casting Time 5 minutes

Page Reference M35

Typical Casting Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 7

Stops any seizure the subject is undergoing. This works against epilepsy, vomiting fits, etc.

STORM

Spell Effects Control Energy, Create Energy, Create Matter

Inherent Modifiers Area of Effect

Casting Time 30 minutes

Page Reference M195

Typical Casting Control Energy (5) + Create Energy (6) + Create Matter (6) + Area Of Effect: 3 yds radius (2) + Duration: 1 hour (3). Cost: 22

Creates (or dispels) a storm. Depending on ambient temperature and humidity, it may be a simple wind-storm or include rain, snow or hail—the odd lightning bolt, too. This is particularly effective at sea. The spell is unpredictable in its effects (which is to say the GM decides what the storm does).

The spell can also be used to dispel a storm; the effectiveness of the spell depends on the relative sizes of the affected area versus the natural storm's full area.

STRIKE BARREN

Spell Effects Destroy Body, Control Magic

Inherent Modifiers Subject Weight

Casting Time 10 minutes

Page Reference M41

Typical Casting Destroy Body (5) + Control Magic (5) + Duration, Until counteracted by appropriate spell (24) + Subject Weight, 300 lbs. (3). Cost: 37

Renders infertile any subject that was capable of producing offspring. Restoration or Remove Curse will undo the spell. Used on a plant, this spell prevents it from ever bearing pollen, fruit, or seed.

SUMMON SPIRIT

Spell Effects Control Crossroads, Restore Spirit, Sense Spirit

Inherent Modifiers None

Casting Time 30 minutes

Page Reference M150

Typical Casting Control Crossroads (5) + Restore Spirit (4) + Sense Spirit (2) + Duration: 10 minutes (1). Cost: 12

Talk to the spirit of a dead person. The subject resists at -5 if he was a friend of the caster. If the spell succeeds, the subject will answer one question, to the best of his knowledge as of the time he died, and one more per minute he remains.

If the spell fails, that caster (or ceremonial group) may not summon that spirit again for one year. A critical failure means the caster summoned a malign spirit, who lies deliberately.

SUSPEND ANIMATION

Spell Effects Control Body, Control Mind

Inherent Modifiers Subject Weight

Casting Time 10 minutes

Page Reference M94

Typical Casting Control Body (5) + Control Mind (5) + Affliction, 1000% (200) + Duration, Until counteracted by appropriate spell (24) + Subject Weight, 300 lbs. (3). Cost: 237

Holds the subject in apparent sleep, indefinitely. The effects of severe bleeding, disease, age, etc. are all halted while the spell is in effect. The subject requires neither food nor air, but can still be harmed by fire, weapons, and other natural hazards.

TURN SPIRIT

Spell Effects Control Undead, Sense Undead

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M151

Typical Casting Control Undead (5) + Sense Undead (2) + Duration: 10 minutes (1). Cost: 8

Causes a single subject in spirit form to retreat from the caster. The caster must be able to see the subject. The subject moves away from the caster at its current maximum Move until the spell ends or the caster loses sight of it. The subject cannot attack the caster in any way during this time; this includes the use of special powers and spells.

If the spirit possesses a living entity, Turn Spirit will not force the spirit out of its host. Instead, the spirit will flee using the host's body.

TURN ZOMBIE

Spell Effects Control Undead

Inherent Modifiers Area of Effect

Casting Time 5 minutes

Page Reference M152

Typical Casting Control Undead (5) + Area Of Effect: 3 yds radius (2) + Subject Weight: 300 lbs. (3). Cost: 10

Inflicts 1d of injury on anything in the area that was animated using the Zombie spell; DR does not protect. In addition, roll 1d for each zombie. On a 1, it turns and flees from the caster.

ZOMBIE

Spell Effects Create Undead, Restore Undead

Inherent Modifiers None

Casting Time 10 minutes

Page Reference M151

Typical Casting Create Undead (6) + Restore Undead (4) + Transform Body (8) + Duration: 10 minutes (1) + Subject Weight: 300 lbs. (3). Cost: 22

The subject of this spell must be a relatively complete dead body. The nature and condition of the corpse determines the nature of the undead creature produced. The animated corpse becomes an undead servant of the caster. Its attributes are based on those of the original body, as are its physical advantages and DX-based skills. It does not have the "soul," mental traits, IQ-based skills, or memories of the living person. The GM will determine its exact abilities, as appropriate to the campaign.

APPENDIX D: RULE CHANGES

NEW AND CHANGED ADVANTAGES HEROIC ARCHER

see MA45 and DF1-14

If a Heroic Archer takes an Aim, Committed Aim or All-Out Aim, they gain a bonus of 1d-4 (minimum 1) on a successful Aiming roll.

Heroic Archers may use the Quick Aim technique (see page 79) to aim when they use the Move and Attack maneuver.

HEROIC SLINGER

[20 points]

You can perform amazing feats with any weapon that uses the Sling skill. When you Attack or All-Out Attack with a sling, you may add a bonus to skill of +1 if you know the Sling skill at DX+1, or +2 if you know the Sling skill at DX+2 or better, without taking an Aim maneuver. If you take an Aim, Committed Aim, or All-Out Aim maneuver, you gain an additional bonus of 1d-4 (minimum 1) on a successful Aiming roll.

When you Move and Attack, you don't get your accuracy bonus but may ignore the weapon's Bulk penalty. Ignore the extra -1 or -2 to skill for a Flying Attack (MA107) or an Acrobatic Attack (MA107), too. This lets you loose stones or bullets at full skill even while running, jumping, sliding down banisters, etc.

You can also disregard Bulk in close combat (see Weapons for Close Combat, B391). You never get an Acc bonus there but you do shoot at full skill. This makes the Close Combat technique (MA69) redundant for you.

You can use Quick-Shooting (MA119-120) to improve your rate of fire when you Move and Attack as well as when you Attack or All-Out Attack. Regardless of your maneuver, halve the -6 to skill for this stunt. On an Attack or All-Out Attack, add +1 or +2 accuracy bonus (above) to your attack roll but not to the skill roll to ready your bow hastily. Similarly, halve the penalty to shoot two missiles at once (i.e., from one sling) using Dual-Weapon Attack (MA83); DWA (Sling) defaults to Sling-2 for you, not Sling-4.

Finally, when you use Fast-Draw (Arrow), total all applicable penalties from Multiple Fast-Draw (MA103), Fast-Draw from Odd Positions (MA103-104), and Move and Attack (MA107), halve the sum, and round in your favor.

You can combine Heroic Slinger with any Weapon Master specialty that covers slings. This gives you the damage bonus for Weapon Master and all of the above benefits—and makes the quick-shooting penalty a mere -1!

MAGERY (RITUAL PATH)

Your **Magery (Ritual Path)** level adds to path skill levels like **Incantation Gift**, core skill for Ritual Path Magic (e.g., **Thaumatology** or **Ritual Magic (Craft of the Wise)**) and sense rolls to detect magical items (see DF19:4). **Magery (Ritual Path)** does not provide a built in energy reserve.

RITUAL ADEPT

Ritual Adept is broken up into three components:

RITUAL ADEPT (CONNECTION)

As described in **Thaumatology: Ritual Path Magic** on p. 6.

RITUAL ADEPT (SPACE)

As described in **Thaumatology: Ritual Path Magic** on p. 6.

RITUAL ADEPT (TIME)

This advantage is available in two levels:

Ritual Adept (Time) 1. reduces casting time: minutes become seconds, hours become minutes, and days become hours. [10 points]

Ritual Adept (Time) 2. further reduces casting time by taking the time from **Ritual Adept (Time) 1** and dividing it by 5, rounding up. [20 points]

SIGNATURE GEAR

Use the rules as given in **Dungeon Fantasy RPG** (DFA53), rather than GURPS.

TRAINED BY A MASTER

see B93 and M48

This is better conceptualized as an Unusual Background. Because of this the cost should be reduced to 10 points.

WEAPON MASTER

see B99 and M48

The damage bonuses for Weapon Master should be adjusted to a flat +2 if the skill is known at DX+1 or +4 if the skill is known at DX+2 or greater. This reduces the issue of unfairly compounding swing damage bonuses.

NEW AND CHANGED TECHNIQUES

QUICK AIM (RANGED WEAPON)

Average

Default Ranged Weapon Skill-6

Prerequisite Ranged Weapon Skill; cannot exceed base skill

This technique allows an attacker to attempt to aim (All-Out Aim, Committed Aim, or Aim) as a free action by rolling vs. Quick Aim; this roll is always penalized by Bulk. Failure grants no Aim bonus, and if you still try to fire on that turn, it's at -6 + the margin of failure. Gunslinger, Heroic Archer, or similar advantage halves both these penalties, if applicable to the weapon.

NEW AND CHANGED COMBAT MANEUVERS

AIM

This maneuver focuses on maneuverability and awareness.

- Aiming Rolls (see page 80) at full skill
- Perception and arc of vision are unaffected.

Movement Up to half move. Forward movement up to two steps gives a penalty of -4 or twice the weapon's Bulk, whichever is worse. Movement of up to Move/2 is at -8 or -4xBulk, whichever is worse.

Active Defenses Any active defense spoils your aim.

ALL-OUT AIM

Your focus is on your weapon and target—nothing else. You actively tune out all distractions.

- +4 to Aiming Rolls
- an additional +2 to Aiming Rolls if the weapon is braced
- You have tunnel vision (see B151)
- Roll at Per-5 to notice distractions. You must make a Will roll to stop aiming.

Movement none

Active Defenses No active defenses available.

ALL OUT ATTACK (RANGED)

Complete focus, compatible with All-Out Aim.

- Make a single attack at +2 to hit
- You have tunnel vision and Per rolls are at -5.

Movement None

Active Defense You may make no active defense *at all*.

COMMITTED AIM

Most of your attention is given to the target and weapon, but some situational awareness is retained.

- +2 to Aiming Rolls
- An additional +1 to Aiming Rolls if the weapon is braced
- You have tunnel vision (see B151)
- Roll at Per-2 to notice distractions. You must make a Will+2 roll to stop aiming

Movement Step or two steps. A second step gives a penalty of -2 or the weapon's Bulk, whichever is worse.

Active Defenses Dodge at -2. Cannot parry or block. Any active defense spoils your aim.

COMMITTED ATTACK (RANGED)

A Committed Attack (MA99) with a ranged weapon. Most of your concentration is dedicated to the attack, but some is reserved for defense and movement.

- Make a single attack at +1 to hit
- You have Tunnel Vision and any Per rolls are at -2

Movement Step or two steps. A second step gives a penalty of -1 or half Bulk, whichever is worse. Attacks can be made before, during, or after the steps.

Active Defense All active defenses are at -2, plus any facing-related penalties.

AIMING ROLLS

Aiming rolls are made with a DX weapon skill roll made with the same modifiers as an attack roll would be made on the target (i.e., range, movement, size, darkness, etc.). On a failure, no bonus is accrued. On a success, 1d-4+Acc (minimum 1) is added in place of the full Acc bonus stipulated in the **Basic Set**. A critical failure spoils your aim and a critical success gives you the maximum (Acc+2) bonus with no roll necessary.

Characters using Heroic Archer, Gunslinger, or any similar traits that give Acc bonus without taking an aim maneuver, make aiming rolls with at +2, and gain a 1d-4 (minimum 1) when they succeed on those rolls.

HOLDING AIM

Taking repeated Aim maneuvers after an initial success is called holding aim. Each repeated successful allows the substitution of a better roll for a worse one; if the new Accuracy roll is lower than your current bonus, the old result is retained. In both cases, a failed roll gets -1, while a critical failure spoils your aim completely.

For a strength based ranged weapon that is held in a flexed position (i.e. bows) these subsequent rolls should be aiming rolls based on the lower of ST or DX. Strongbow gives a bonus for ST based aiming rolls of +1 if the relevant skill is kn wn at DX+1, or +2 if it is known at DX+2 or better (offsetting penalties for low ST).

LIGHT AND VISION

The following table gives information about how vision is affected by darkness. The base modifier is for a given condition. Additional Modifiers can only increase a base modifier to 0 or decrease it to -9. If they decrease it below -9, treat the area as Total Darkness. Light sources are modified by range from the light source using the SSRT.

Condition	Base Modifier	Additional Modifier
Daylight:	0	
Near sunset:	-1	
Overcast:	-1 or -2	
Twilight:	-2 or -3	
Moonlight:	-4 to -6	
Moonless night:	-7	
Total darkness	-10 ¹	
Candle:		+4 + SSRT
Lantern:		+7 + SSRT
Bull's-Eye Lantern:		+9 + SSRT

¹vision impossible

APPENDIX E: ALLOWED TRAITS

ADVANTAGES

Suitable advantages include:

- Absolute Direction—B34
- Academic—PU3:6
- Accent—PU2:12
- Acrobatic Feints—PU2:5
- Acrobatic Kicks—PU2:5
- Acute Senses—B35
- Akimbo—PU2:5
- Alcohol Tolerance—B100
- Allies—B36
- Allure—PU3:6
- Alternate Identity—B39
- Ambidexterity—B39
- Animal Empathy—B40
- Animal Friend—B90
- Antiquary—PU2:6
- Appearance—B21
- Armor Familiarity—MA49, PU2:5
- Artificer—B89
- Autotrance—PU2:12
- Background Knowledge—PU2:16
- Bard—PU2:6
- Base—PU2:17
- Beastmaster—PU2:6
- Better (Gear)—PU2:8
- Blessed¹—B40
- Born Entertainer—PU2:6
- Born Sailor—PU3:13
- Born Soldier—PU3:12
- Born Tactician—PU3:7
- Born War Leader—DF1:14, PU3:12
- Bow Fencer—DF11:32
- Breath-Holding—B42
- Brotherhood—PU2:17
- Business Acumen—B41
- Call of the Wild—PU2:12
- Channeling—B41
- Charisma—B41
- Cheaper (Gear)—PU2:8
- Chi Control Talent—page 41
- Chi Projection Talent—page 41
- Citizenship—PU2:17
- Claim to Hospitality—B41
- Classic Features—PU2:4
- Clerical Investment—B43
- Close to Earth—PU3:8
- Close to Heaven—PU3:8
- Close to Hell—PU3:8
- Combat Reflexes—B43
- Combat Vaulting—PU2:5
- Compact Frame—PU2:13
- Contact Group—B44
- Contacts—B44
- Courtesy Rank—B29
- Courtesy Title—PU2:18
- Covenant of Rest²—PU2:19
- Craftiness—PU3:9
- Cultural Adaptability—B46
- Cultural Chameleon—PU3:9
- Cultural Familiarity—B23
- Cunning Folk—PU3:9
- Dabbler—PU2:16
- Danger Sense—B47
- Daredevil—B47
- Deep Sleeper—PU2:13

- Destiny—B48
- Devotion—PU3:9
- Dirty Fighting—PU2:5
- Divine Favor³—PDF4
- Doodad—PU2:9
- Double-Jointed—B56
- Double-Shot—DF11:32
- Dual Ready—PU2:5
- Dungeon Artificer—PU3:10
- Efficient—PU2:16
- Eidetic Memory—B51
- Elder Gift—PU3:10
- Empath—PU3:10
- Empathy—B51
- Energy Reserve—TRPM5
- Enhanced Defenses—B51
- Exotic Equipment Training—PU2:9
- Explorer—PU3:10
- Extra Attack—B51
- Favor—B55
- Fearlessness—B55
- Fit—B55
- Flexibility—B55
- Focused (Task)—PU2:13
- Focused Aptitude—DF19:7
- Friend—PU2:18
- Gadgeteer—B57
- Gifted Artist—B90
- Gizmos—B57
- Goodwife—PU3:10
- Good with (Animal)—PU2:13
- Good with (Social Group)—PU2:13
- Green Thumb—PU3:11
- Grip Mastery—PU2:6
- Hands-Free—PU2:16
- Hard to Kill—B58
- Hard to Subdue—B59
- Healer—B89
- Heroic Archer (crossbow)—MA-YFS23
- Heroic Archer—MA45, DF1:14 (see page 79)
- Heroic Slinger—page 79
- Higher Purpose—B59
- High Manual Dexterity—B59
- High Pain Threshold—B59
- Honest Face—B101, PU2:4
- Hyper-specialization—PU2:16
- Impersonator—PU3:11
- Improvised Weapons—MA50
- Independent Income—B26
- Intuition—B63
- Intuitive Admiral—PU3:11
- Intuitive Statesman—PU3:11
- Languages—B23
- Language Talent—B65
- Less Sleep—B65
- Lifting ST—B65
- Lightning Calculator—B66
- Luck—B66
- Magery (Ritual Path)—TRPM6
- Magical School Familiarity—PU2:19
- Magic Resistance—TRPM6
- Mariner—PU3:13
- Master Builder—PU3:11
- Mathematical Ability—B89
- Medium—B68
- Merchant Rank—B29
- Methodical Ritual—DF19:7
- Military Rank—B29

¹ not available to members of the Church of Orren.

² not available to members of the Church of Orren.

³ not available to members of the Church of Orren.

- Mr. Smash—PU3:13
- Musical Ability—B89
- Named Possession—PU2:19
- Natural Athlete—PU3:13
- Natural Diver—PU3:13
- Night Vision—B71
- No Hangover—B101
- No Nuisance Rolls—PU2:16
- Obscure True Name—PU2:19
- Occultist—PU3:14
- Off-Hand Training—PU2:16
- Off-Hand Weapon Training—MA50
- Office—PU2:18
- One-Task Wonder—PU2:17
- Oracle—B72
- Outdoorsman—B91
- Passing Appearance—PU2:4
- Patrons—B72
- Penetrating Voice—B101
- Perfect Balance—B74
- Peripheral Vision—B74
- Photographic Memory—B51
- Pickaxe Pechant—PU3:14
- Plant Empathy—B75
- Poet—PU3:14
- Precognition—B77
- Purpose—PU2:19
- Quick-Sheathe—PU2:7
- Quick Shot—DF11:32
- Quick-Swap—PU2:7
- Rank—B29
- Rapid Healing—B79
- Rapier Wit—B79
- Recovery—B80
- Religious Rank—B26
- Reputation—B26
- Resistant—B80
- Ritual Adept (Connection)—TRPM7
- Ritual Adept (Space)—TRPM7
- Ritual Adept (Time)—TRPM7
- Ritual Mastery—TRPM7
- Robust (Sense)—PU2:14
- Rote Invocation—DF19:7
- Rule of 15—PU2:13
- Rule of 17 (Skill)—PU2:20
- Runecarved Possession—DtGFD11
- Sacrificial Parry—PU2:7
- Sage—PU3:15
- Seafarer—PU3:14
- Sensitive—B51
- Serendipity—B83
- Shield Wall Training—MA51, PU2:7
- Shtick—B101
- Signature Gear—DFA53
- Single-Minded—B85
- Smooth Operator—B89, PU:16
- Social Chameleon—B86
- Social Regard—B86
- Spirit Contract—PU2:20
- Spirit Empathy—B88
- Spirit-Talker—PU3:15
- Stalker—PU3:15
- Strangler—PU3:15
- Street Smarts—PU3:16
- Striking ST—B88
- Strongbow—MA51, PU2:7
- Style Familiarity—MA49, PU2:7
- Sure-footed—PU2:8
- Survivor—PU3:16
- Talker—PU3:16
- Teamwork—MA52
- Temperature Tolerance—B93
- Temporary Rank—B29

- Thanatologist—PU3:16
- Tough Guy—PU3:16
- Trademark Move—PU2:8
- Trained by a Master—B93
- Trivial Destiny—PU2:20
- Unfazeable—B95
- Very Fit—B55
- Very Rapid Healing—B79
- Voice—B97
- Wealth—B25
- Weapon Bond—DF1:14, MA53, PU2:9
- Weapon Master—B99, MA48 (see page 79)
- Wild Talent—B99

DISADVANTAGES

The following Disadvantages are available for any character in Yotsear:

- Absent-Mindedness—B122
- Addiction—B122
- Alcoholism—B122
- Appearance—B21
- Bad Sight—B123
- Bad Temper—B124
- Bloodlust—B125
- Bowlegged—B165
- Bully—B125
- Callous—B125
- Charitable—B125
- Chronic Depression—B126
- Chronic Pain—B126
- Chummy—B126
- Clueless—B126
- Code of Honor—B127
- Colorblindness—B127
- Combat Paralysis—B127
- Compulsive Behavior—B128
- Cowardice—B129
- Curious—B129
- Cursed—B129
- Deafness—B129
- Delusions—B130
- Dependents—B131
- Destiny—B131
- Disciplines of Faith—B132
- Distinctive Features—B165
- Disturbing Voice—B132
- Divine Curse—B132
- Duty—B133
- Dwarfism—B19
- Dyslexia—B134
- Easy to Kill—B134
- Easy to Read—B134
- Enemies—B137
- Extra Sleep—B136
- Fanaticism—B136
- Fat—B19
- Fearfulness—B136
- Flashbacks—B136
- Frightens Animals—B137
- Gigantism—B20
- Gluttony—B137
- Greed—B137
- Gregarious—B126
- Gullibility—B137
- Ham-Fisted—B138
- Hard of Hearing—B138
- Honesty—B138
- Horrible Hangovers—B165
- Hunchback—B139
- Impulsiveness—B139
- Incompetence—B164
- Increased Consumption —B139

- Incurious—B140
- Indecisive—B140
- Innumerate—B140
- Insomniac—B140
- Intolerance—B140
- Jealousy—B140
- Kleptomania—B141
- Klutz—B141
- Laziness—B142
- Lecherousness—B142
- Light Sleeper—B142
- Loner—B142
- Low Empathy—B142
- Low Pain Threshold—B142
- Magic Susceptibility—B143
- Megalomania—B144
- Minor Handicaps—B165
- Miserliness—B144
- Missing Digit—BB144
- Mistaken Identity—B144
- Nervous Stomach—B165
- Night Blindness—B144
- Nightmares—B144
- No Depth Perception—B145
- No Sense of Humor—B146
- No Sense of Smell/Taste —B146
- Oblivious—B146
- Obsession—B146
- Odious Personal Habits —B22
- One Arm—B147
- One Eye—B147
- One Hand—B147
- On the Edge—B146
- Overconfidence—B148
- Overweight—B19
- Pacifism—B148
- Paranoia—B148
- Phantom Voices—B148
- Phobias—B148
- Post-Combat Shakes—B150
- Pyromania—B150
- Reputation—B26
- Sadism—B152
- Secret—B152
- Secret Identity—B153
- Selfish—B153
- Selfless—B153
- Sense of Duty—B
- Short Attention Span—B153
- Shyness—B154
- Skinny—B18
- Slow Eater—B155
- Slow Healing—B155
- Slow Riser—B155
- Social Disease—B155
- Social Stigma—B155
- Squeamish—B156
- Stubbornness—B157
- Stuttering—B157
- Susceptible—B158
- Total Klutz—B141
- Trademark—B159
- Trickster—B159
- Truthfulness—B159
- Unfit—B160
- Unluckiness—B160
- Unnatural Features—B22
- Very Fat—B19
- Very Unfit—B160
- Vow—B160
- Wealth—B25
- Weirdness Magnet—B161
- Wounded—B162

- Xenophilia—B162

SKILLS

The following skills are available in Yotsear. Easily overlooked, but recommended skills are in bold. Skills which require a specific background are marked with an asterisk (*).

- Accounting (IQ/H)—B174
- Acrobatics (DX/H)—B174
- **Acting** (IQ/A)—B174
- Administration (IQ/A)—B174
- Aerobatics (DX/H)—B174
- Alchemy/TL (IQ/VH)—B174
- **Animal Handling** (IQ/A)—B175
- Aquabatics (DX/H)—B174
- Architecture/TL (IQ/A)—B176
- **Area Knowledge** (IQ/E)—B176
- Armoury/TL (IQ/A)—B178
- Artillery/TL (IQ/A)—B178
- Artist (Pottery) (IQ/H)—B179
- Artist (Sculpting) (IQ/H)—B179
- Artist (Woodworking) (IQ/H)—B179
- Astronomy (Observational)/TL (IQ/H)—B179
- Autohypnosis (Will/H)—B179
- Axe/Mace (DX/A)—B208
- Blind Fighting* (Per/VH)—B180
- Blowpipe (DX/H)—B180
- Boating/TL (DX/A)—B180
- Body Control* (HT/VH)—B181
- Body Language (Per/A)—B181
- Body Sense (DX/H)—B181
- Bolas (DX/A)—B181
- Bow (DX/A)—B182
- Boxing (DX/A)—B182
- Brawling (DX/E)—B182
- Breaking Blow* (IQ/H)—B182
- Breath Control (HT/H)—B182
- Broadsword (DX/A)—B208
- Camouflage (IQ/E)—B183
- Captivate (Will/H)—B191
- Carousing (HT/E)—B183
- Carpentry (IQ/E)—B183
- Cartography/TL (IQ/A)—B183
- Climbing (DX/A)—B183
- Cloak (DX/A)—B184
- Combat Art or Sport (DX/Varies)—B184
- Connoisseur (IQ/A)—B185
- Cooking (IQ/A)—B185
- Counterfeiting/TL (IQ/H)—B185
- Crewman/TL (IQ/E)—B185
- Crossbow (DX/E)—B186
- Cryptography/TL (IQ/H)—B186
- **Current Affairs/TL** (IQ/E)—B186
- Dancing (DX/A)—B187
- Detect Lies (Per/H)—B187
- Diagnosis/TL (IQ/H)—B187
- Diplomacy (IQ/H)—B187
- Dreaming (Will/H)—B188
- Dropping (DX/A)—B189
- Engineer/TL (IQ/H)—B190
- Enthrallment (Will/H)—B191
- Erotic Art (DX/A)—B192
- Escape (DX/H)—B192
- Esoteric Medicine (Per/H)—B192
- Exorcism (Will/H)—B193
- Expert Skill (IQ/H)—B193
- Expert Skill (Natural Philosophy) (IQ/H)—B193
- Expert Skill (Political Science) (IQ/H)—B193
- Expert Skill (Thanatology) (IQ/H)—B193
- Explosives/TL* (IQ/A)—B194
- Falconry (IQ/A)—B194
- Farming/TL (IQ/A)—B194
- Fast-Draw (DX/E)—B194

- Fast-Talk (IQ/A)—B195
- Filch (DX/A)—B195
- Finance (IQ/H)—B195
- Fire Eating (DX/A)—B195
- **First Aid/TL** (IQ/E)—B195
- Fishing (Per/E)—B195
- Flail (DX/H)—B208
- Flight (HT/A)—B195
- Flying Leap* (IQ/H)—B196
- **Forced Entry** (DX/E)—B196
- Forgery/TL (IQ/H)—B196
- Fortune-Telling (IQ/A)—B196
- Freight Handling/TL (IQ/A)—B197
- Gambling (IQ/A)—B197
- Games (IQ/E)—B197
- Gardening (IQ/E)—B197
- Garrote (DX/E)—B197
- Geography/TL (IQ/H)—B198
- Geology/TL (IQ/H)—B198
- **Gesture** (IQ/E)—B198
- Group Performance (IQ/A)—B198
- Gunner/TL* (DX/E)—B198
- Guns/TL* (DX/E)—B198
- Heraldry (IQ/A)—B199
- Herb Lore/TL (IQ/VH)—B199
- Hidden Lore (Demon Lore) (IQ/A)—B199
- Hidden Lore (Faerie Lore) (IQ/A)—B199
- Hidden Lore (IQ/A)—B199
- Hidden Lore (Spirit Lore) (IQ/A)—B199
- **Hiking** (HT/A)—B200
- History (IQ/H)—B200
- Hobby Skill (DX or IQ/E)—B200
- Holdout (IQ/A)—B200
- **Housekeeping** (IQ/E)—B200
- Hypnotic Hands* (IQ/H)—MA61
- Hypnotism (IQ/H)—B201
- Immovable Stance* (DX/H)—B201
- Innate Attack (DX/E)—B201
- Intelligence Analysis/TL (IQ/H)—B201
- Interrogation (IQ/A)—B202
- Intimidation (Will/A)—B202
- Invisibility Art* (IQ/VH)—B202
- Jeweler/TL (IQ/H)—B203
- Jitte/Sai (DX/A)—B208
- Judo (DX/H)—B203
- Jumping (DX/E)—B203
- Karate (DX/H)—B203
- Kiai* (HT/H)—B203
- Knife (DX/E)—B208
- Knot-Tying (DX/E)—B203
- Kusari (DX/H)—B209
- Lance (DX/A)—B204
- Lasso (DX/A)—B204
- Law (IQ/H)—B204
- Leadership (IQ/A)—B204
- Leatherworking (DX/E)—B205
- Lifting (HT/A)—B205
- Light Walk* (DX/H)—B205
- Linguistics (IQ/H)—B205
- Lip Reading (Per/A)—B205
- Literature (IQ/H)—B205
- Lockpicking/TL (IQ/A)—B206
- Main-Gauche (DX/A)—B208
- Makeup/TL (IQ/E)—B206
- Masonry (IQ/E)—B207
- Mathematics/TL (Applied) (IQ/H)—B207
- Mathematics/TL (Pure) (IQ/H)—B207
- Mathematics/TL (Surveying) (IQ/H)—B207
- Meditation (Will/H)—B207
- Melee Weapon (DX/Varies)—B208
- Mental Strength* (Will/E)—B209
- Merchant (IQ/A)—B209
- Metallurgy/TL (IQ/H)—B209
- Mimicry (Animal Sounds or Bird Calls) (IQ/H)—B210
- Mimicry (IQ/H)—B210
- Mind Block (Will/A)—B210
- Mount (DX/A)—B210
- Musical Composition (IQ/H)—B210
- Musical Influence (IQ/VH)—B210
- Musical Instrument (IQ/H)—B211
- Naturalist (IQ/H)—B211
- Navigation/TL (IQ/A)—B211
- Net (DX/H)—B211
- **Observation** (Per/A)—B211
- Occultism (IQ/A)—B212
- **Packing** (IQ/A)—B212
- Panhandling (IQ/E)—B212
- Parry Missile Weapons (DX/H)—B212
- Performance (IQ/A)—B212
- Persuade (Will/H)—B191
- Pharmacy/TL (Herbal) (IQ/H)—B213
- Philosophy (IQ/H)—B213
- Physics/TL (IQ/VH)—B213
- Physiology/TL (IQ/H)—B213
- Pickpocket (DX/H)—B213
- Poetry (IQ/A)—B214
- Poisons/TL (IQ/H)—B214
- Polearm (DX/A)—B208
- Politics (IQ/A)—B215
- Power Blow* (Will/H)—B215
- Precognitive Parry* (IQ/H)—MA62
- Pressure Points* (IQ/H)—B215
- Pressure Secrets* (IQ/VH)—B215
- Professional Skill (DX or IQ/A)—B215
- Propaganda/TL (IQ/A)—B216
- Prospecting/TL (IQ/A)—B216
- Psychology (Applied) (IQ/H)—B216
- Public Speaking (IQ/A)—B216
- Push* (DX/H)—B216
- Rapier (DX/A)—B208
- Religious Ritual (IQ/H)—B217
- **Research/TL** (IQ/A)—B217
- **Riding** (DX/A)—B217
- Running (HT/A)—B218
- Saber (DX/A)—B208
- Savoir-Faire (Dojo) (IQ/E)—B218
- Savoir-Faire (High Society) (IQ/E)—B218
- Savoir-Faire (Mafia) (IQ/E)—B218
- Savoir-Faire (Military) (IQ/E)—B218
- Savoir-Faire (Police) (IQ/E)—B218
- Savoir-Faire (Servant) (IQ/E)—B218
- Scrounging (Per/E)—B218
- Seamanship/TL (IQ/E)—B185
- **Search** (Per/A)—B219
- Sensitivity* (Per/VH)—MA62
- Sewing/TL (DX/E)—B219
- Sex Appeal (HT/A)—B219
- Shadowing (IQ/A)—B219
- Shield (DX/E)—B220
- Shiphandling/TL (IQ/H)—B220
- Shortsword (DX/A)—B209
- Singing (HT/E)—B220
- Skating (HT/H)—B220
- Skiing (HT/H)—B221
- Sleight of Hand (DX/H)—B221
- Sling (DX/H)—B221
- Smallsword (DX/A)—B208
- Smith/TL (IQ/A)—B221
- Smuggling (IQ/A)—B221
- Soldier/TL* (IQ/A)—B221
- Spear (DX/A)—B208
- Spear Thrower (DX/A)—B222
- Speed-Reading (IQ/A)—B222
- Sports (DX/A)—B222
- Staff (DX/A)—B208
- Stage Combat (DX/A)—B222

- Stealth (DX/A)—B222
- Strategy (IQ/H)—B222
- Streetwise (IQ/A)—B223
- Suggest (Will/H)—B191
- Sumo Wrestling (DX/A)—B223
- Surgery/TL (IQ/VH)—B223
- **Survival** (Per/A)—B223
- Sway Emotions (Will/H)—B192
- Swimming (HT/E)—B224
- Symbol Drawing (IQ/H)—B224
- Tactics (IQ/H)—B224
- Teaching (IQ/A)—B224
- **Teamster** (IQ/A)—B225
- Thaumatology (IQ/VH)—B225
- Theology (IQ/H)—B226
- Throwing Art* (DX/H)—B226
- Throwing (DX/A)—B226
- Thrown Weapon (DX/E)—B226
- Tonfa (DX/A)—B209
- Tracking (Per/A)—B226
- Traps/TL (IQ/A)—B226
- Two-Handed Axe/Mace (DX/A)—B208
- Two-Handed Flail (DX/H)—B208
- Two-Handed Sword (DX/A)—B209
- Urban Survival (Per/A)—B228
- Ventriloquism (IQ/H)—B228
- Weather Sense (IQ/A)—B209
- Weird Science* (IQ/VH)—B228
- Whip (DX/A)—B209
- Wrestling (DX/A)—B228
- Writing (IQ/A)—B228
- Zen Archery* (IQ/VH)—B228

TECHNIQUES

The following techniques are available.

- Acrobatic Stand—MA65
- Aggressive Parry—MA65
- Arm Lock—B230, MA65
- Armed Grapple—MA67
- Attack from Above—MA67
- Axe Kick—MA67
- Back Kick—B230, MA67
- Back Strike—MA67
- Bind Weapon—MA67
- Breakfall—MA68
- Cavalry Training—MA69
- Choke Hold—B230, MA69
- Close Combat—MA69
- Combat Riding—MA69
- Counterattack—MA70
- Crack—MA70
- Cutting Out—SE81
- Disarming—B230, MA70
- Drop Kick—MA70
- Dual-Weapon Attack—B230, MA83
- Dual-Weapon Defense—MA83
- Ear Clap—MA70
- Elbow Drop—MA70
- Elbow Strike—B230, MA71
- Entangle—MA71
- Evade—MA71
- Eye-Gouging—MA71
- Eye-Poke—MA72
- Eye-Rake—MA72
- Feint—B231, MA73
- Fighting While Seated—MA83
- Finger Lock—B231, MA73
- Flying Jump Kick—MA83
- Flying Lunge—MA83
- Going Viral—SE81
- Ground Fighting—B231, MA73
- Hammer Fist—MA73

- Hand Catch—MA84
- Hand-Clap Parry—MA84
- Hands-Free Riding—MA73
- Head Butt—MA74
- Head Lock—MA74
- Hinting—SE81
- Hook—MA74
- Horse Archery/Mounted Shooting—B231, MA74, MA77
- Impersonate—B233
- Irony—SE81
- Initial Carving—MA85
- Jam—MA74
- Judo Throw—MA75
- Jump Kick—B231, MA75
- Kicking—B231, MA75
- Knee Drop—MA76
- Knee Strike—B232, MA76
- Leg Grapple—MA76
- Low Fighting—MA77
- Low-line Defense—MA77
- Neck Snap—B232, MA77
- Off-Hand Weapon Training—B232
- Pole-Vault Kick—MA87
- Pressure-Point Strike—MA87
- Push Kick—MA78
- Quick Aim—P3:77-27 (see page 79)
- Quick Mount—MA78
- Retain Weapon—B232, MA78
- Return Strike—MA78
- Reverse Grip—MA78
- Roll with Blow—MA87
- Rope Up—B233
- Sacrifice Throw—MA78
- Scaling—B233
- Scissors Hold—MA79
- Snap Weapon—MA87
- Spinning (Attack)—MA79
- Springing Attack—MA87
- Stamp Kick—MA80
- Staying Seated—MA81
- Sweep—B232, MA81
- Timed Defense—MA89
- Trip—MA81
- Two-handed Punch—MA81
- Uppercut—MA81
- Wrench (Limb)—MA82
- Wrench Spine—MA82
- Work by Touch—B233
- Wrist Lock—MA65

APPENDIX F: COMBAT EXAMPLE

THE SETUP

Zailyn the gnome assassin is trying to slay a dragon before the dragon notices them. It's after dark (-5 darkness penalty) and the dragon is flying back and forth 50 yards away (-8 range penalty) at a speed of 6 (which is slow enough that we can ignore it). The dragon is about 10 yards long (+4 size modifier), but Zailyn wants to hit it in the eye (-9 penalty, but DR 0 and special wounding rules) because legend says that a dragon has an incredibly thick hide, and they want to kill it in one shot. The total modifiers on the shot, so far sum to -18.

EXAMPLE 1

Zailyn has Night Vision 5, negating the darkness penalty completely (bringing the situational modifiers to -13). They have a Bow skill of 20, as well as Weapon Bond (Zailyn's Bow), giving them a +1 to their skill level (making it 21). At this point their effective skill level is 8. Not a great shot.

Zailyn takes a moment to get ready. They have not been noticed so they can take their time drawing an arrow.

Because they are unobserved, they are not worried about the dragon defending, but they still want to improve their odds by aiming. They take an All-out Aim, and roll against 12 (the 8 from above plus the +4 for All-Out Aim).

They roll—10! A success! They make an accuracy roll ($1d - 4 + Acc$) The roll results in 0 ($2 - 4 + 2 = 0$), but there's a minimum of 1 on this roll. If they shoot next turn with an All-Out Attack (Ranged) they would roll against 11 (8 plus 1 for aiming and plus 2 for the AoA maneuver). That's a fair shot (62.5% chance of success), but they don't like their odds yet because they are concerned about missing and becoming dragon-bait.

Another turn of All-out Aim. This time they make a ST-based roll, so their effective skill for aiming is 11 with the bonus for AoAim. They succeed on the Aim roll, and roll accuracy: 4! The best possible score, which they substitute for the previous result of 1, bringing their total effective skill to 12.

Zailyn take's an All-Out Attack (Ranged) maneuver, which gives them a +2 bonus at the cost of severe movement and defensive restrictions. They roll against an effective skill of 14, succeeding by 2! Good enough!

The dragon cannot defend—it was unaware of the attack. Zailyn rolls damage: $1d+2$ imp (they get 5 damage!). The wounding modifier for a hit to the eye is x4, bringing us to 20 injury, a blinded eye (injury over the Dragon's HP/10), and a knockdown roll at -10. The dragon has 23 HP, which brings it to 3 HP.

The dragon needs to make a HT-10 roll to avoid knockdown. The dragon has HT 11. There's a good chance that Zailyn has brought it down to the ground (inflicting falling damage!), but it may still be able to act. It's either time to start running or to attack it again as quickly as possible—Fast Draw (arrow) and Quick Aim (Bow) are going to come in handy here. The dragon will probably end up being stunned, but it can still recover and it has powerful weapons!

EXAMPLE 2

Zailyn has Night Vision 5, negating the darkness penalty completely (bringing the situational modifiers to -13). They have a Bow skill of 20, as well as Weapon Bond (Zailyn's Bow), giving them a +1 to their skill level (making it 21). They also benefit from Heroic Archer, Weapon Master (Bow), and Strongbow. The bow they are using is 2-ST higher than their own, which would give them a -2 penalty, but because of Strongbow and the fact that they know Bow at DX+7 (which is DX+2 or greater) they can ignore that. At this point their effective skill level is 8. Not a great shot.

Zailyn takes a moment to get ready (they have not been noticed so they can take their time drawing an arrow). Because

of Heroic Archer, they gain the Acc bonus of their bow (+2) if they are taking an Attack maneuver. (We are at 10 now. That's a 50% chance to hit.)

Because they are unobserved, they are not worried about the dragon defending, but they still want to improve their odds by aiming. They take an All-out Aim, and roll against 14 (the 10 from above plus the +4 for All-Out Aim).

They roll—10! A success! They make an accuracy roll (for them it's 1d-4 because they already added their Acc. The roll results in -2 ($2 - 4 = -2$), but there's a minimum of 1 on this roll. If they shoot next turn with an All-Out Attack (Ranged) they would roll against 13 (10 plus 1 for aiming and plus 2 for the AoA maneuver). That's actually pretty good (83.8% chance of success), but they don't like their odds yet because they are concerned about missing and becoming dragon-bait.

Another turn of All-out Aim. Because Strongbow gives them a ST+2 bonus their DX is actually lower for this combination. They do not need to substitute ST for DX while holding aim. They roll against the same 14 from last time. They succeed on the Aim roll, and roll accuracy: 2! The best possible score, bringing their total effective skill to 12.

Zailyn take's an All-Out Attack (Ranged) maneuver, which gives them a +2 bonus at the cost of severe movement and defensive restrictions. They roll against an effective skill of 14, succeeding by 2! Good enough!

The dragon cannot defend—it was unaware of the attack. Zailyn rolls damage: with weapon master and a 14-ST bow, that's $2d+6$ imp (13 damage!). The wounding modifier for a hit to the eye is x4, bringing us to 52 injury, a blinded eye (injury over the Dragon's HP/10), and a knockdown roll at -10. The dragon has 23 HP, which brings it to -29.

The dragon needs to make a HT roll (at -1) to avoid unconsciousness, and another (unmodified) to avoid dying immediately. It also needs to make a HT-10 roll to avoid knockdown. The dragon has HT 11. There's a good chance that Zailyn has brought it down to the ground (inflicting falling damage!) and disabled it for long enough to get another shot in the eye—or killed it outright.