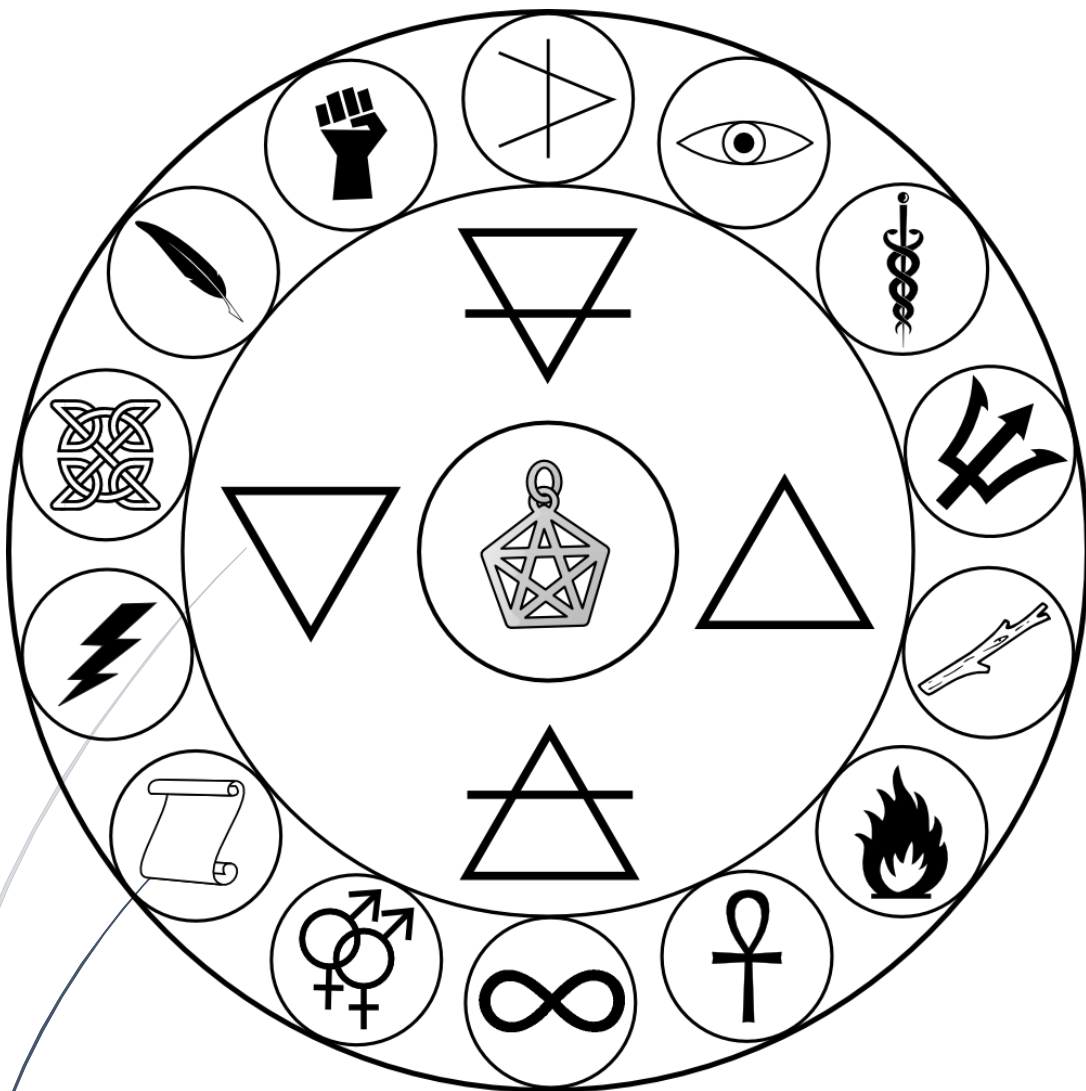


AQ: Jaern

A Fantasy Role-playing System

Last Modified: November 20, 2014



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This manual is based on the Adventure Quest: Jaern manual published by Daniel M. Lawrence and Robert J. Blake in 1989 and is dedicated to them both as their vision has resulted in hundreds of students at Purdue University taking part in a new and exciting role playing experience. The copyright for the original manual is owned by Greg Mowczko and all text from the original manual has been used with permission from the copyright holder. The original manual can be found at <http://www.aquest.com>.

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Contents

1	Creating an Adventurer.....	15
1.1	Random Numbers	15
1.2	Physical Statistics	15
1.3	Placed Rolls	16
1.4	Race.....	16
1.5	Sex.....	17
1.6	Age	18
1.7	Body Build	18
1.8	Height and Weight	18
1.9	Eye Color	19
1.10	Hair Color	19
1.11	Motivation.....	20
1.12	Patron Gods	20
1.13	Adventurer Background.....	21
1.14	Languages.....	22
1.15	Perks.....	22
1.16	Rating	24
1.17	Date.....	25
1.18	Nomadic Prefix Names.....	25
1.19	Name.....	25
1.20	Adventurer Models	25
1.21	Experience Points.....	38
1.22	Buying.....	38
1.23	Stats.....	39
1.24	Damage Points	39
1.25	Attack Modifiers.....	40
1.26	Spells	40
1.27	Incants.....	41
1.28	Languages.....	42
1.29	Skills.....	42
1.30	Money	46

1.31	Equipment.....	46
1.32	Defense Values.....	48
2	Playing an Adventurer.....	51
2.1	Your Job as a Player	51
2.2	Use of Dice	51
2.3	Playing Modes.....	51
2.4	Encounters and Combat.....	52
2.5	Actions	53
2.6	Using Skills.....	56
2.7	Defaulting a skill.....	56
2.8	Resistance Checks	56
2.9	Dying and Falling Unconscious.....	56
2.10	Weapons and Their Effects	57
2.11	Weapon Specialization Skills.....	60
2.12	Using Magic.....	60
2.13	Targeting.....	64
2.14	Areas of Effect.....	65
2.15	Objects	66
2.16	Groups of Objects	66
2.17	Incants.....	67
2.18	Stressing Stats.....	67
2.19	Intervention of the Deities.....	68
2.20	Between Adventures.....	69
2.21	Extended Leave from Adventuring	69
2.22	Aging	70
2.23	Diseases.....	70
3	Life on the High Seas.....	73
3.1	Ocean Creatures	73
3.2	Ocean going vessels	74
3.3	Building and Buying Ships	76
3.4	Maintaining and Operating a Ship	81
3.5	Combat at Sea	82

4	Skills.....	87
4.1	Standard Skills	87
4.2	Weapon and Maneuver Skills	107
5	Jaern: The Planet.....	117
5.1	Cosmology.....	117
5.2	The Onra System	117
5.3	Geography of Jaern	120
5.4	Climate	121
5.5	Environments.....	121
5.6	Distances and Locations.....	122
5.7	Jaernian Time Cycles.....	122
6	The Onivero.....	124
6.1	Technology.....	124
6.2	Transportation	124
6.3	Town and Architecture	125
6.4	Agriculture	125
6.5	Life Cycle.....	125
6.6	Medicine	126
6.7	Language.....	126
6.8	Art	127
6.9	Sports.....	127
6.10	Religion.....	128
6.11	Economy.....	128
6.12	Government	128
6.13	Psionic Ability of Onivero.....	128
7	Jaernian Humanoids.....	129
7.1	Humans	129
7.2	Elves	129
7.3	Dwarves.....	131
7.4	Orcs	133
7.5	Lizards	135
8	Marines for Hire	138

8.1	Organization.....	138
8.2	Work at Sea.....	138
8.3	Combat at Sea.....	138
8.4	Requirements.....	139
8.5	Apprenticeship.....	139
8.6	Initiation.....	139
8.7	Duties.....	139
8.8	Advancement.....	139
8.9	Discipline.....	140
8.10	Traditions.....	140
8.11	Religion.....	140
9	Rogues.....	141
9.1	Creating Poisons.....	141
9.2	Traps.....	142
10	Nomads.....	144
10.1	History.....	144
10.2	Social Structure.....	144
10.3	Training.....	144
10.4	Induction.....	145
10.5	Nomadic Missions.....	145
10.6	Guardian Spirits.....	146
10.7	At Sea.....	146
10.8	On Land.....	146
10.9	Clothing.....	147
10.10	Music and Dance.....	147
10.11	The Gathering.....	147
10.12	Purchasing and Preparing Incants.....	147
10.13	Using an Incant.....	148
10.14	Disenchanting Incants.....	148
10.15	Types of Incants.....	148
10.16	Incants.....	150
11	Psionics.....	179

11.1	What are Psionics?	179
11.2	Using Psionics	179
11.3	Activating and Ending Psionic Abilities	179
11.4	Recovering Psionic Units	179
11.5	Restrictions on Activating Abilities	179
11.6	Finessing and Overloading Psionics	180
11.7	Powerful Abilities	180
11.8	Resisting Psionics	180
11.9	Where are all the Psions?	180
11.10	Creating Psionic Items	181
11.11	Psionic Meta Disciplines	181
12	Elemental Magic	208
12.1	Elemental Core Spells	208
13	Earth Magic	223
13.1	Earth	223
14	Fire Magic	241
14.1	Fire	241
15	Air Magic	253
15.1	Air	253
16	Water Magic	269
16.1	Water	269
17	Divine Magic	279
17.1	Divine Core Spells	280
18	Anubis – Lord of the Dead	293
18.1	Domain	293
18.2	History	293
18.3	Motivation	293
18.4	Aspects	293
18.5	Structure of the priesthood/Temple	294
18.6	Worship	296
18.7	Holidays & Feast Days	296
18.8	Relationship to Other Deities	297

18.9	Magical Abilities	298
19	At'ena – Mistress of Wisdom	309
19.1	Domain	309
19.2	History	309
19.3	Motivation.....	309
19.4	Aspects	309
19.5	Structure of the Priesthood/Temple.....	309
19.6	Worship.....	311
19.7	Holidays & Feast Days	312
19.8	Relationship to Other Deities	312
19.9	Magical Abilities	312
20	Isis – The Mistress of Life	313
20.1	Domain	313
20.2	History	313
20.3	Motivation.....	314
20.4	Aspects	314
20.5	Structure of the Priesthood/Temple.....	314
20.6	Worship.....	317
20.7	Holidays & Feast Days	317
20.8	Relationship to Other Deities	317
20.9	Magical Abilities	318
21	Neptune – Dweller of the Water	326
21.1	Domain	326
21.2	History	326
21.3	Motivation.....	326
21.4	Aspects	326
21.5	Structure of the Priesthood/Temple.....	326
21.6	Worship.....	328
21.7	Holidays & Feast Days	329
21.8	Relationship to Other Deities	329
21.9	Magical Abilities	330
22	Orus – The Flame of Zeal	338

22.1	Domain.....	338
22.2	History.....	338
22.3	Motivation.....	338
22.4	Aspects.....	338
22.5	Structure of the Priesthood/Temple.....	338
22.6	Worship.....	340
22.7	Holidays & Feast Days.....	340
22.8	Relationship to Other Deities.....	340
22.9	Magical Abilities.....	341
23	Osiris – Protector of Nature.....	352
23.1	Domain.....	352
23.2	History.....	352
23.3	Motivation.....	352
23.4	Aspects.....	352
23.5	Structure of the Priesthood/Temple.....	352
23.6	Worship.....	354
23.7	Holidays & Feast Days.....	354
23.8	Relationship to Other Deities.....	354
23.9	Magical Abilities.....	355
24	Ra – The Bearer of Light.....	363
24.1	Domain.....	363
24.2	History.....	363
24.3	Motivation.....	363
24.4	Aspects.....	363
24.5	Structure of the Priesthood/Temple.....	363
24.6	Worship.....	365
24.7	Holidays & Feast Days.....	366
24.8	Relationship to Other Deities.....	366
24.9	Magical Abilities.....	367
25	Rudri – Dweller of the Dark.....	377
25.1	Domain.....	377
25.2	History.....	377

25.3	Motivation.....	377
25.4	Aspects.....	377
25.5	Structure of the Priesthood/Temple.....	377
25.6	Worship.....	380
25.7	Relationship to Other Deities.....	381
25.8	Magical Abilities.....	382
26	Scrogg – Lord of Sensual Pleasure.....	390
26.1	Domain.....	390
26.2	History.....	390
26.3	Motivation.....	390
26.4	Aspects.....	390
26.5	Places of Worship.....	390
26.6	Structure of the Priesthood/Temple.....	390
26.7	Worship.....	392
26.8	Holidays & Feast Days.....	393
26.9	Relationship to Other Deities.....	393
26.10	Magical Abilities.....	394
27	Tarus – Librarian of the Gods.....	403
27.1	Domain.....	403
27.2	History.....	403
27.3	Motivation.....	403
27.4	Aspects.....	404
27.5	Structure of the Priesthood/Temple.....	404
27.6	Worship.....	407
27.7	Holidays & Feast Days.....	408
27.8	Worship.....	408
27.9	Magical Abilities.....	409
28	Tor – Champion of Justice.....	418
28.1	Domain.....	418
28.2	History.....	418
28.3	Motivation.....	418
28.4	Aspects.....	418

28.5	Structure of the Priesthood/Temple.....	418
28.6	Holidays and Feast Days.....	421
28.7	Ceremonies	422
28.8	Magical Abilities	423
29	Almar – God of the Soul	436
29.1	Domain	436
29.2	History	436
29.3	Motivation.....	436
29.4	Aspects	436
29.5	Structure of the Priesthood/Temple.....	436
29.6	Worship.....	437
29.7	Holidays and Feast Days.....	437
29.8	Relationship to other Deities	437
29.9	Priesthood Skills	438
29.10	Magical Abilities	439
30	Vormaxia – Goddess of the Mind	448
30.1	Domain	448
30.2	History	448
30.3	Motivation.....	448
30.4	Aspects	448
30.5	Structure of the Priesthood/Temple.....	448
30.6	Worship.....	449
30.7	Holidays and Feast Days.....	450
30.8	Relationship to Other Deities.....	450
30.9	Priesthood Skills	450
30.10	Magical Abilities	451
31	Zepherin – God of the Body	460
31.1	Domain	460
31.2	History	460
31.3	Motivation.....	460
31.4	Aspects	460
31.5	Structure of the Priesthood/Temple.....	460

31.6	Worship.....	462
31.7	Holidays and Feast Days.....	462
31.8	Relationship to Other Deities.....	462
31.9	Priesthood Skills.....	462
31.10	Magical Abilities.....	463
32	Advanced Magic.....	472
32.1	Terisium.....	472
32.2	Creation of Enchanted Items.....	473
32.3	Researching New Spell Groups.....	475
33	Magical Items and Artifacts.....	477
33.1	Enchanted Items.....	477
33.2	Artifacts.....	489
34	Creating and Playing Actors.....	492
34.1	Creating Actors.....	492
34.2	Bit Actors.....	492
34.3	Lead Actors.....	493
35	Creating Creatures.....	495
35.1	Rating the Creature.....	495
35.2	Physical Stats.....	495
35.3	Damage Points.....	495
35.4	Movement Rate.....	496
35.5	Damage.....	496
35.6	Combat Modifiers.....	496
35.7	Defense Values.....	496
35.8	Abilities and Disabilities.....	497
35.9	Adventurer Skills.....	498
35.10	Using Elemental Magic.....	498
35.11	Physical Appearance and Description.....	498
35.12	Calculating the Creature's Rating.....	498
35.13	Creature Ability Descriptions.....	499
35.14	Creature Disability Descriptions.....	510
36	Creatures.....	513

36.1	Random Encounter Tables	513
36.2	Creature Stats	513
36.3	Classifications of Living Creatures.....	514
36.4	Creatures Using Magic	514
36.5	Creatures.....	515
37	Creating Adventures	543
37.1	Determining the Goal.....	543
37.2	Choose the Environment	543
37.3	Actors	543
37.4	Determine the Plot Line	543
37.5	Motivation.....	545
37.6	Setup	546
37.7	Scheduling Scenes	546
37.8	Design Scene details.....	546
37.9	Balancing Combats.....	546
37.10	Choosing and Placing Magical Items.....	547
37.11	Placing Treasure.....	547
37.12	Assigning Adventure Experience.....	547
37.13	Adventure Approval and Redesign	548
38	Judging Adventures.....	549
38.1	Your Job as a Game Master	549
38.2	Credibility	549
38.3	Running the Adventure.....	549
38.4	Carrying Things.....	555
38.5	Nomadic Guardian Spirits	555
38.6	Divine Intervention Attempts	556
38.7	Predictions of the Future	556
38.8	Time Travel.....	557
38.9	Secrecy	557
38.10	Playing.....	557
38.11	Solving Problems.....	557
38.12	Summary:Dan's Rules of Game Mastering	560

39	Running Campaigns.....	561
39.1	Introduction	561
39.2	Adventurer Card.....	561
39.3	Magical Item Log Book.....	562
39.4	Adventure Briefs	562
39.5	Assistant Game Masters	562
39.6	Multiple Game Masters	562
39.7	Player Synopsis.....	562
39.8	Wills.....	563
39.9	Spell Code Books.....	563
39.10	Secret Notes	563
39.11	Adventurer Name Plates.....	564
39.12	Using the Chalkboard	564
39.13	Recycling of Dead Adventurers.....	564
39.14	Actor Backgrounds	565
40	Designer Notes.....	566
40.1	Dodging Complexity.....	566
40.2	How we use these	567
40.3	Magic Effects.....	568
40.4	Magic.....	568
41	Critical Hit Charts	571
42	Appendix A: Spell Clarifications	575
42.1	Mutate	575
42.2	Transmogrify	575
42.3	Reassemble	575
42.4	Rebound.....	575
42.5	Conversion	576
42.6	Soul Home.....	576
42.7	Retreat Time	576
42.8	Phantasmal Fire/Air/Water/Earth	576
42.9	Invisibility	576
42.10	Pause/Suspend/Halt Time.....	577

1 Creating an Adventurer

To play, you must first create an **adventurer** to control during the game. All adventurers start out as young people just leaving home, seeking fame, fortune and yet more adventure. Keep track of your adventurer's attributes and skills by using a provided character sheet, or keep tracking of your character using a computer based spreadsheet. Both are available from the website at <http://centrala.quest.com>.

1.1 Random Numbers

When people are born, they do not get to choose to be male or female, tall or short, or clever or daft. To simulate this in AQ, these attributes (and other uncontrollable random events) are determined by rolling dice. Later, you may freely choose the skills, languages, etc. your adventurer learns as he grows.

Dice come in many different sizes, and when a die roll is required, the type and number are expressed like this:

<# of dice> d <sides of dice>

Thus, "3d6" means to roll three six-sided dice and add up the results of each die to get the total result. Always assume six-sided dice if the number of sides per die is not specified.

1.2 Physical Statistics

Each adventurer has several measurable attributes. The most important (from a gaming perspective) are the nine Adventurer Statistics or, as they are commonly known, stats. These stats are listed on the adventurer's card. Initially they will range from 3-18 and generating these stats is the first step in creating an adventurer. Each stat has an abbreviation which is used throughout the manual.

Strength	STR	Overall Physical Prowess
Intelligence	INT	Reasoning and Problem Solving Ability
Perception	PER	Situational Awareness and ability to spot details.
Common Sense	CSE	Sound practical judgment
Health	HEA	Physical Well-being, resistance to disease, healing ability
Agility	AGI	Physical Coordination, body awareness and kinesthesia
Power	PWR	Magical Potential
Comeliness	COM	Physical Beauty
Willpower	WIL	Mental Strength

There are several method of generating the initial stats, each with its own advantages. The method you should choose is based entirely on personal preference and the type of adventurer you wish to play.

1.2.1 Random Stat Generation

This method allows you to have statistics that are random giving you a unique playing challenge as your stats may not lend themselves to your initial vision for your adventurer. A lot of fun can be had overcoming these adversities.

Roll 3d6 and write the result next to STR. Roll again and write that result for INT. Continue until you have generated a result for each stat. After all stats are generated make an additional roll of 4d6 and throw away the lowest roll. Total the three remaining dice. You may substitute this result for one previous stat roll. If this new roll isn't to your liking you don't have to use it.

1.2.2 Randomly Generated Placed Rolls

This method uses random rolls like the previous method but lets you choose which stat to place the rolls on. This allows you to tailor stats around your adventurer vision.

Roll 3d6 a total of nine times and record the individual totals. When you have generated nine results place each result next to your choice of stat. After all stats are generated make an additional roll of 4d6 and throw away the lowest roll. Total the three

remaining dice. You may substitute this result for one previous stat roll. If this new roll isn't to your liking you don't have to use it.

1.2.3 Point Buying

This is a point buy system and avoids all randomness in stat generation. It ensures an average distribution of the stats, but gives the player maximum flexibility.

All of the characters stats begin at 8 and they are given a pool of 42 points to purchase them up with. Buying a stat point up one costs the following:

9 -12	1 point
13-16	2 points
17-18	3 points
19+	5 points

1.3 Placed Rolls

After rolling the stats, you may change them somewhat to fit the kind of adventurer you wish to play. Roll 4d6 and throw any one die out, totaling the remaining three. Use this total to replace the value of any of your nine original stats. If the roll is unsatisfactory, ignore it and leave your stats unchanged. You do not get a placed roll if you use the point buying method, the placed roll is figured into the number of points allocated to you.

1.4 Race

Your adventurer may start as one of the five recognized races of intelligent creatures on Jaern. Each race has differing appearances and abilities. There are two methods of deciding your adventurer race. You may simply choose whatever fits your vision or use the random race section below. Racial appearance and tradition are described later in the manual, however their main abilities and disadvantages are listed here to help you decide on race at this point.

Human	Elf	Dwarf	Orc	Lizard
Above Average Stats	Exceptional PER	Exceptional HEA	Exceptional WIL	Exceptional AGI
NOTHING	+4 to Missile Mod	+4 to Combat Mod	+4 to Grapple Mod	Quickness
Above Average Stats	Distance Judgment and Enhanced Vision and Hearing	Resist Poison 1, Material Sense	Mental Stubbornness, Enhanced Smell	Water Breathing, Homing
NOTHING	Slight Claustrophobia	Dislikes being off of solid ground	Must eat 1 pound of fresh meat per day	Must immerse in water once per day

Most of these are explained in the section of the manual about that race. Two items bear explanation here: Humans are known for their adaptability and this is reflected in their above average stats. If you generated your adventurer using a random roll method then you may make two additional placed rolls (roll 4d6, total the three highest dice and use that result to replace an existing stat). If you used the point system you may take an additional 7 points to buy your stats higher.

Lastly, full elves do not possess souls. A soul is required to touch the divine and hence elves without souls cannot be magically endowed priests. If you wish to play an elven priest then you may wish to posit that you had some other race in your ancestry and ended up with a soul.

1.4.1 Randomly Choosing a Race

Roll 1d20 and check on the following table:

d20 Roll	Race
1-14	Human
15	Dwarf
16	Elf
17	Lizard
18	Orc
19-20	Half-breed

If you roll half-breed this means the parents were of different races. Roll again to find the race of each parent. Each must be a different race so if you roll the same, ignore the roll and roll again. The parents may also be half breed so follow this process until your adventurer's racial makeup is fully determined. Once the racial makeup is determined roll randomly among these races to determine which abilities your adventurer has inherited. For example if you are half human, quarter orc and quarter dwarf you would roll 1d4. On 1-2 you'd take the human attributed, on 3 you'd take the orc attribute and on a 4 you'd take the dwarf attribute. Repeat 4 times until you've done all 4 attribute categories. Then use the chart below to calculate any extra racial starting experience points.

1.4.2 Racial Experience Points

Experience points are covered in more detail on page 38. If you choose to use one of the models (pre-created adventurer prototypes) then all of your experience points have been used for the model. Generally, models have a bonus of about 1,000 XP in addition to the standard 7,500 starting XP. If you don't use a model then you start with 7,500 XP. Some races start with additional experience points. The chart below gives the amount and the breakdown so that starting experience points (XP) for partial races can be calculated. All races are targeted at having 15,000 XP in advantages. If they have less than that then the difference is given to the player in XP to buy skills, spells, etc. If the race exceeds 15,000 (which is doable with some half-race combinations) then the amount in excess of 15,000 is subtracted from your starting points.

	Dwarf	Elf	Human	Lizard	Orc
#1 (STAT)	5000 Exc HEA	5000 Exc PER	7500 Placed Roll	5000 Exc AGI	5000 Exc WIL
#2 (Combat)	5000 +4 Combat Mod	5000 +4 Missile Mod	NONE	5000 Quickness	5000 +4 Grapple Mod
#3 (Racial)	4000 Resist Poison 1 Material Sense	8000 Distance Jdgmnt Enh Vision Enh Hearing	7500 Placed Roll	7500 Water Breathing Homing	6000 Mental Stubbornness Enh Smell
#4 (Quirk)	-500 Like Solid Ground	-3000 Claustrophobia	NONE	-3000 Req. Immersion	-2000 Req Fresh Meat
TOTAL	13,500	15,000	15,000	14,500	14,000
+ Racial XP	1,500	0	0	500	1,000

1.5 Sex

Choose a sex for your adventurer, or roll 1d6 and check against the following table:

1-3	Male
4-6	Female

1.6 Age

Determine how old your adventurer is at the start of his or her career by rolling one die of the appropriate type (from the following table) for each grandparent, and add 10 to the result. You may also choose an age that fits within the minimum and maximum possible rolls.

Race	Age Die
Orc	4
Human	6
Lizards	8
Dwarf	10
Elf	20

If your adventurer is pure human, obviously all four of his grandparents are human. Roll 4d6, total them and add 10 to find out his age. If, for example, he is half-elf, quarter-human and quarter-dwarf, roll $2d20 + 1d6 + 1d10 + 10$. Aging is covered in detail in Jaernian Humanoids on page 129.

1.7 Body Build

If your adventurer is not purebred, roll 1d4 to randomly select a grandparent's race. Now roll 1d20 to determine your adventurer's body build using the appropriate race column on the following table. If your adventurer is female, her body build is one category smaller than the chart result. You may also choose a body build appropriate for your adventurer instead of rolling.

	Orc	Elf	Human	Dwarf	Lizard
A	-	-	-	-	-
B	1	1-2	-	-	-
C	2-5	3-6	1-2	-	-
D	6-16	7-14	3-6	1	1-2
E	17-19	15-18	7-14	2-5	3-6
F	20	19-20	15-18	6-16	7-14
G	-	-	19-20	17-19	15-18
H	-	-	-	20	19-20

1.8 Height and Weight

Height and weight are determined by rolling 4d6 and totaling them. Add the number shown below for the race of each grandparent and find the resulting number in the table below that corresponds to your body build. Instead of rolling you can select one within range for your race.

Dwarves	+0
Orcs	+2
Humans	+4
Elves	+5
Lizards	+6

Height and Weight Table																			
										Weight									
ROLL	height	A	B	C	D	E	F	G	H	ROLL	height	A	B	C	D	E	F	G	H
4	3' 7"	29	35	42	51	62	74	89	108	25	5' 5"	68	82	99	119	144	173	209	251
5	3' 8"	31	37	44	54	65	78	94	113	26	5' 6"	70	85	102	123	148	179	215	259
6	3' 9"	32	39	47	56	68	81	98	118	27	5' 7"	73	88	105	127	153	184	222	268
7	3' 10"	34	40	49	59	71	85	103	124	28	5' 8"	75	90	109	131	158	190	229	276
8	3' 11"	35	42	51	61	74	89	107	129	29	5' 9"	77	93	112	135	163	196	236	285
9	4' 0"	37	44	53	64	77	93	112	135	30	5' 10"	80	96	115	139	168	202	243	293
10	4' 1"	38	46	55	67	80	97	117	141	31	5' 11"	82	99	119	143	173	208	251	302
11	4' 2"	40	48	58	70	84	101	122	146	32	6' 0"	84	102	122	148	178	214	258	311
12	4' 3"	41	50	60	72	87	105	127	153	33	6' 1"	87	105	126	152	183	220	266	320
13	4' 4"	43	52	63	75	91	109	132	159	34	6' 2"	89	108	130	156	188	227	273	329
14	4' 5"	45	54	65	78	94	114	137	165	35	6' 3"	92	111	133	161	194	233	281	339
15	4' 6"	47	56	68	81	98	118	142	171	36	6' 4"	94	114	137	165	199	240	289	348
16	4' 7"	48	58	70	85	102	123	148	178	37	6' 5"	97	117	141	170	205	246	297	358
17	4' 8"	50	60	73	88	106	127	153	185	38	6' 6"	100	120	145	174	210	253	305	368
18	4' 9"	52	63	75	91	110	132	159	192	39	6' 7"	102	123	149	179	216	260	313	377
19	4' 10"	54	65	78	94	114	137	165	199	40	6' 8"	105	127	153	184	222	267	322	388
20	4' 11"	56	67	81	98	118	142	171	206	41	6' 9"	108	130	157	189	227	274	330	398
21	5' 0"	58	70	84	101	122	147	177	213	42	6' 10"	111	133	161	194	233	281	339	408
22	5' 1"	60	72	87	105	126	152	183	220	43	6' 11"	114	137	165	199	239	288	348	419
23	5' 2"	62	75	90	108	130	157	189	228	44	7' 0"	117	140	169	204	246	296	356	429
24	5' 3"	64	77	93	112	135	162	196	236	45	7' 1"	119	144	173	209	252	303	365	440
25	5' 4"	66	80	96	116	139	168	202	243	46	7' 2"	122	148	178	214	258	311	374	451
										47	7' 3"	125	151	182	219	264	318	384	462

1.9 Eye Color

You may choose a value from the below chart for your race or if your adventurer is not purebred, roll 1d4 to randomly select a grandparent's race. Now roll 1d20 to find your adventurer's eye color, using the appropriate race column on this table:

Color	Human	Elf	Dwarf	Orc	Lizard
Black	1	1-2	1-10	1-4	1-12
Brown	2-8	--	11-18	5-6	--
Blue	9-14	3-10	--	--	13-15
Green	15-16	11-14	19-20	7-12	16
Red	--	15-17	--	13-18	17-19
Silver	--	18-19	--	--	20
Hazel	17-20	--	--	19-20	--
White	--	20	--	--	--

1.10 Hair Color

You may choose a value from the below chart for your race or if your adventurer is not purebred, roll 1d4 to randomly select a grandparent's race. Now roll 1d20 to find the adventurer's hair color, using the appropriate race column on this table:

Color	Human	Elf	Dwarf	Orc	Lizard
Brown	1-7	--	1-10	1-2	--
Black	8-11	1-6	11-16	3-16	--
Blond	12-15	7-8	--	--	--
Red	16-17	9-13	17	17-18	--
Green	--	14-15	--	19	--
Grey	18	--	18	--	--
White	19	16-18	--	20	--
None	20	--	19-20	--	1-20
Silver	--	19-20	--	--	--

1.11 Motivation

That takes care of the random elements of adventurer creation; now you have a free hand in developing your adventurer's inner-self. Evolving his personality takes some thought, but it is a rewarding aspect of roleplaying. A good way to start is to create an event that occurred early in his life that now defines his basic motivation. Once you have a starting point it is easier to describe more about his personality.

Below are some possible motivations from which to choose, but you are free to make up others as best fits your needs and concepts. Now mentally describe an event or condition to explain why it is your adventurer's primary motivation. Write this motive down on the Adventurer Card after "Motive." Here are some suggestions:

Duty	Allegiance to a higher authority
Fame	Gaining recognition from others
Justice	Maintaining balance
Knowledge	Learning for learning's sake
Passion	Serving a cause with intense emotional fervor
Pleasure	Seeking pleasures of the flesh
Power	Forcing the submission of others
Religion	Devoting his life to a higher authority
Righteousness	Striving to help mankind
Romance	Earning the love and/or respect of others

The motive you choose is not meant to be a "straight jacket" to force you to play the adventurer within narrow bounds. It is meant to be used, by you, to help set a direction for your adventurer's actions and a start for his personality. You always have the freedom to write down what you believe is your adventurer's driving force on your card. Also realize that there is magic which can be used to determine your motive, and the results of this magic will be what is perceived by the GM as your motive, which may disagree with what you have written.

To learn more about creating your adventurer's personality, read *Creating Actors* on page 492 to see how the GM creates personalities for actors. These methods are applicable to your adventurer's personality as well.

1.12 Patron Gods

You may select one deity as your adventurer's patron god. Adventurers aligning themselves to a deity this way are expected to assist the causes of the god, and especially to follow that god's precepts and laws. In return, they are often assisted by the priests and followers of that deity. Worshipping more than one god is possible, but can become difficult if the different deities conflict in any way. Write down the name(s) of the deity(s) on the adventurer card after "Deity." Here is a list of available deities; each is covered in detail in its own chapter.

	God	Sphere of Influence	Sex
1.	Ra	Bearer of Light	M
2.	Isis	Mistress of Life	F
3.	T'or	The Thunder of Righteousness	M
4.	At'ena	Mistress of Wisdom	F
5.	Osiris	Protector of Nature	F
6.	Tarus	Master Archivist	M
7.	Neptune	Dweller of the Waters	M
8.	Orus	The Flame of Zeal	M
9.	Anubis	Lord of the Dead	M
10.	Rudri	Dweller of the Dark	M/F
11.	Scrogg	Master of Fornication	M
12.	Zepheryn	God of the Body	M
13.	Vormaxia	God of the Mind	F
14.	Almar	God of the Soul	M

1.13 Adventurer Background

Backgrounds determine that a particular adventurer is good at doing. They determine the cost of various skills, spells, and modifiers that your adventurer will want to purchase.

Each background has one or more stats that is very important to the successful practice of the profession, as given in the above table. If your adventurer's highest stat is STR, he probably would fare best as a Warrior. If he has a high PER, you probably should consider making him a Nomad, etc.

Adventurer Background	Most Important Stats
Warrior	CSE and STR
Priest	PWR and CSE
Magician	PWR and INT
Nomad	PER and HEA
Rogue	INT and AGI
Marine	AGI and STR
Psion	INT and WIL

You must now choose an available background for your adventurer. Consider not only the stats, but also what you envision your persona becoming, or what you want to role-play. You are not forced to pick the background that matches the highest stat. In fact, successfully roleplaying (for example) an adventurer with a high STR and a mediocre INT as a Rogue rather than a Warrior is very rewarding, not to mention entertaining, to you, the GM, and other players.

Here are descriptions of the available backgrounds to further help you make a selection:

A **Warrior** relies upon his skill at arms. He is proficient at fighting and confident in his ability to succeed with force. While he might serve in an army, a warrior prefers individual combat and is more likely found employed as a bodyguard, mercenary, constable, or a guard.

A **Priest** is devoted to the service of a deity, forever at that deity's disposal to spread his faith and worship throughout the world. A priest is willing to fight for his deity's cause, but can also use god-given magical powers to further his goals.

A **Magician** is a practitioner of one of four types of elemental magics, using his magics to affect the world and gain wealth, recognition and influence. A magician is often consulted and employed by others to accomplish their goals. The spells available in each element give a definite flavor to the personality and style of play of a magician. Fire and Air magicians tend to have more offensive spells, whereas Earth and Water mages are more defense oriented. Fire and Earth magic tends to be more individual in nature, while many Air and Water spells are useful to support and maintain a group of adventurers. If your adventurer is going to become a magician, bear these generalities in mind to select the elemental style that matches your adventurer's personality.

A **Rogue** is skilled in the art of deception and remaining in the background. They are sneaky and agile and rely mainly on stealth and cunning to get through most situations.

Born to the seas, a **Marine** is a member of the traveling armies that ply the seas of Jaern. Ready with a quick story of marine heroes of the past, today's marine attempts to make a name for himself and his shipmates. He adventures for fame, and is always ready for a good fight and a large tankard of ale.

Members of a tight-knit group of families, **Nomads** mistrust all other Jaernians and rarely travel among them. They are rumored to have various mystical and magical powers, so most people shun them, unsure of their intentions.

Psions use the power of their mind to create their magical abilities. Psions have six disciplines from which they can learn. Each discipline is based on a different attribute and a psion picks two disciplines as primary disciplines.

After choosing one of these, place it on the adventurer card after "Background." If you're still uncertain, scan the list of Model Adventurers beginning on page 25 for ideas and suggestions.

If it appears your adventurer suffers from hopelessly inadequate stats, he would probably not become an adventurer in a fantasy world. Ask the GM; he may allow you to discard this would-be adventurer and start over.

1.14 Languages

You need to know which languages (if any) your adventurer speaks to know how he can communicate with actors and other adventurers. Knowledge of languages is an intelligence-based skill, and beginning adventurers may know zero, one or two languages.

Intelligence	Initial Languages
3 - 5	0
6 - 8	1
9 - 11	2
12 - 14	2
15 - 17	2
18 - 20	2
21 - 23	2
24+	2

Adventurers having an INT of less than 6 cannot speak coherently. They may know how to say isolated words or phrases, and can generally understand simple sentences. Playing adventurers with a low INT is very challenging, because the player must communicate through actions rather than words.

The first language an adventurer with an INT greater than 6 learns is generally their racial language. This is **Paroli** for all human adventurers. All adventurers may pick any language they wish to be their native language. Picking something outside of the normal starting language should be accompanied with some back story as to how the adventurer came to speak the language natively. The first language is always known at a skill rank of 9 or the adventurer's INT, whichever is lower.

With an INT above 8, the player may choose a second language. For non-human adventurers, it would be prudent to pick the common tongue of the area to simplify communications. This second language is initially known at a skill rank of 6.

The available languages are:

Breziak	human tongue
Dwarvish	race tongue of dwarves
Elvish	race tongue of most elves
Entish	spoken by intelligent forest creatures
Ferric	human tongue
Geleik	tongue of the elves of Silvan Isle
Haoog	speech of the southern pirates
Orcish	race tongue of orcs
Paroli	race tongue for humans and common tongue
Sel'ict	race tongue of the lizard men
Trejon	ancient human tongue

1.15 Perks

You may choose a single perk to give to your character. This perk represents something special about your character either in ability or background. Some perks are more useful to certain backgrounds, but there is no restriction on which perk your character may choose.

Perk	Description
Ambidextrous	This character has no dominant hand and can use each other without any penalties. The character receives 4 dice off any check against the Ambidextrous skill (effectively making the penalties for using the offhand zero).
Apprentice	This character had begun training in a profession. You get 6 ranks in any profession skill (Barber, Armor Smithing, Brewing, etc.) and may purchase it at base cost.

Assassin	This character was taught from a young age the art of assassination. Once per week when he scores a critical hit on an opponent, he may make them roll on the assassination column of the appropriate critical hit chart.
Athlete	This character is very physically fit and works out nearly every day. When attempting a physical STR based skill, they gain a +3 bonus to it.
Brutal	This character strikes with vicious force when using melee weapons. On each hit with a melee weapon, the character adds 1 to the damage roll.
Calm under Pressure	This character seems to be able to handle stressful situations in a calm and collected manner. They can stress a single attribute score, for the purpose of making a resistance check, without losing a rank in it once per day.
Calming	This character has a calming demeanor to them which causes opponent to get a -4 on the first initiative roll of a combat. (Cumulative with other penalties.) In addition, reactions from intelligent creatures to this character always gain a positive bonus.
Confident	This character is very confident in their abilities even after a failure. As a result, they receive a +2 bonus to a skill after a failure.
Determined	This character has a difficult time accepting failure. If they attempt a skill check and fail, they can reattempt the skill check the next round ignoring any negative effects from the first failure. If they fail a second time they take the worst result.
Double Jointed	This character is double jointed making it easier for them to escape when being held. The character gets an extra 2 dice when attempting to escape grapples and bindings.
Drunk	This character always drinks too much. Because of their built up resistance, they get 4 dice off resistance checks against alcohol and one dice off resistance checks against poison.
Dual Background	This character has the ability to select two background and purchase background skills and spells for those two backgrounds at double cost. The cost of modifiers is averaged between the two chosen backgrounds.
Famous	This character is famous and many people will know them on sight. They are much more likely to get special treatment from others and gain +4 to their COM attribute.
Fast Recovery	This character does not require the standard amount of sleep and can regain in 6 hours what normal people require 8 hours to regain.
Fast Worker	This character is able to work quickly on jobs. They can perform all actions, including spell casting, which take more than 2 minutes in half the normal time.
Highly Educated	This character had a more formal education than most. They get a +1 bonus to their INT attribute and gain a bonus 2,500 XP for INT based skills and languages.
Homeowner	This character inherited a sizable house from a family member. They may pick a town on Jaern in which to have a house.
Immunity	This character has a heightened immune system which makes them significantly more immune to poisons, disease, and other toxins. They automatically take half damage from all damage effects from these sources and resisting a damage effect will result in no damage. In addition, they can reduce any resistance checks on these effects by 2 dice.
Insane	This character isn't quite right in the head. As a result, they get a -3 penalty to CSE resistance effects, but get a +6 bonus to WIL resistance checks.
Junk Collector	This character seems to have something for any situation. They can spend 2 minutes searching their pockets and find any small item valued new at 10 silver or less in very used condition.
Know It All	This character is an avid reader and has picked up many random facts in their life. Whenever a knowledge based skill would provide them information, they may default that skill at 3 extra against INT, for up to a 2 die check.
Linguist	This character was around many people with many languages growing up. They start with 3 extra languages at 6 or their INT, whichever is lower.
Lucky	This character is blessed with additional luck. They have a single point of luck (like a nomadic luck amulet) that they can use once each day.
Magically Inclined	This character has significant magical talents; they get a 1 bonus to all overload checks and can finesse spells 1 past their PWR attribute. They also get a permanent +1 bonus to their PWR attribute.
Marksmen	The character may take 1 dice off a single bow or linear weapon skill check. The skill must be chosen when the character is created and this perk will only apply to the chosen skill.

Mentally Sound	This character has a strong grasp on his mind and may take 2 dice off any attempt to alter or control their mind.
Non-descript	This character has a very common face and it takes 2 extra dice to remember details. In addition, disguise checks are 1 die easier.
Pain Resistant	This character has developed a certain level of pain resistance. The character may take 2 dice off of resistance checks and damage from pain based effects. Most forms of torture are also of little use on this character.
Paranoid	This character always thinks there is someone out to get them. As a result, this character gets a +2 bonus to surprise rolls and can only be ambushed with a 4 die or greater ambush.
Photographic Memory	This character remembers details that would escape others. They can memlock people and places instantly and can remember twice their INT of memlocks.
Psionically Inclined	This character seems to be inclined toward psionics. They can pay 1 less psionic unit to maintain a psionic ability (minimum of 1) and can purchase psionic spells even if they aren't background Psion. In addition, they get a permanent +1 to their WIL attribute.
Risk Taker	This character gets a thrill out of danger. When this character is in danger, they receive a +1 bonus to all physical attributes and a +1 bonus to skills based on those attributes.
Small/Big	This character is either below minimum of above maximum height of their race. Roll 1d6 and either add or subtract that from the minimum or maximum height.
Sniper	When using a ranged (missile or linear) weapon, this character reduces all range penalties by 5.
Speedster	This character can move faster than a normal person. Their land movement rate is increased by 20' per round.
Spell Resistant	This character is slightly more resistant to spells than the normal person. They get a +2 bonus to non-physical attributes for the purposes of resisting spell effects.
Spiritual	This character has an extensive grasp on the spiritual realm. They are able to keep 10% more incants recharged than normal and get a +1 bonus to all skills used while recharging incants.
Stealthy	This character has a knack for being stealthy. All attempts to detect this character when they are being stealthy require an extra die.
Strong Willed	This character is unwilling to let his mind yield and can attempt any WIL resistance check twice and then take either result. In addition, they gain a +2 bonus to grapple defense.
Team Player	This character is used to working with a team. When making a skill or attribute check as a group, this character gets a +3 bonus to the skill or attribute.
Unhittable	This character has a knack for dodging incoming attacks. They gain +2 to all of their defense values as long as they are mobile.
Wealthy	This character comes from a wealthy family and starts with an extra 10,000 silver. They also gain 1d10 times 100 silver per month.

1.16 Rating

Your GM must be able to balance your adventuring party against some opponents it might meet. Your adventurer's **Rating** is how many adventures he has experienced. Set this at three now, and each time he finishes a gaming session, add one. A starting rating of three represents the skills that you choose in creating your adventurer. Your GM may ask for this number from all the players at the beginning of a gaming session.

1.16.1 Effective Rating

Often times the amount of experience you receive in an adventure is significantly above or below average. It is often useful to calculate all of your experience points gained so far (as well as any free skills or abilities bestowed upon your adventurer) and divide that amount by the average adventure experience (recommended is around 2,500) to determine your Effective Rating.

1.17 Date

At the beginning and end of each adventure, the Game Master will tell you the current game date. The amount of time elapsed between adventures is important for curing damage, doing research, being pregnant, etc. The date is in the normal form, Month/Day/Year, such as 6/15/9983 SF (Since Founding). Record the current date minus your age on your card as your date of birth (**DOB**).

1.18 Nomadic Prefix Names

If your adventurer is a nomad, then he must know his own prefix name, or **Epokonon**. Roll 1d20 and look at this table:

Roll	Epokonon	Roll	Epokonon
1 – 5	Raz-	16	Ald-
6 – 9	Car-	17	Edo-
10 - 12	Oka-	18	Ijo-
13 - 14	Vem-	19	Bez-
15	Lar-	20	Sag-

Put this prefix before your adventurer's name.

1.19 Name

Each adventurer must have a name of some sort. Choose a name for your adventurer and place it in the upper left-hand corner of the card. After this, put your real name in parenthesis. This will help the Game Master to remember whose adventurer is whose.

1.20 Adventurer Models

Players buy attributes for their adventurers using experience points. Physical equipment is bought with silver pieces. This buying allows you to make your adventurer's abilities fit your perception of her personality.

To simplify making a new adventurer, several different Model Adventurers are reproduced here. If you wish to pick one of these, just copy the information from the chosen model that matches your adventurer's background onto an adventurer sheet. For each defense value listed in the model, plug in the appropriate stats from your adventurer (dividing them by 5 and rounding down as shown) and add the results to find the your adventurer's defense values. If he is an elf, add one on his MDV for Exceptional PER. If he is an orc, add one to his GDV for Exceptional WIL. Your adventurer is ready to play.

Each model allows you 20% more attributes than if you had bought all the attributes separately. This extra does not make the adventurer more powerful; it is used to buy attributes that give added flavor and a direction for further development. Once selected, models cannot be modified or changed except to buy new attributes (or upgrade current ones) with earned experience points (see *Buying* on page 38).

If none of the models fit your idea of your adventurer's personality, and your GM is allowing custom adventurer creation, skip this section and read *Buying* to learn how to complete your adventurer's creation.

Each adventurer prototype specifies the values for the following attributes:

Requirements	Required attributes and perk to use the model
Damage Points (DP)	Relative health
Silver	Silver remaining after purchasing equipment
Combat Modifier (CM)	Ability using hand-to-hand weapons
Missile Modifier (MM)	Ability using bows, slings, and crossbows
Grapple Modifier (GM)	Ability to grapple
Linear Modifier (LM)	Ability using firearms
Skills	Purchased skills, spells, and incants
Equipment	Equipment purchased with silver

1.20.1 Warrior Models

Axe-Man - Warrior

He uses an axe and he hits hard. There isn't much else to be said...

Requirements: Brutal (Perk), STR ≥ 12

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 18
Silver: 100
Skills: Axes 5

Equipment: iron war axe, helmet, iron shield, iron scale armor, boots, backpack, 1 torch, 1 dagger, gloves, hooded cloak

Ranger - Warrior

Preferring to stay at a distance, the ranger is quite skilled with a bow.

Requirements: Marksmen, Longbow (Perk)

Combat Modifier: 0
Missile Modifier: 1
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 75
Skills: Bows 6, Hunting 2

Equipment: longbow, 20 iron arrows, boots, backpack, dagger, helmet, hardened leather armor

Hero - Warrior

Ever ready to fight the forces opposed to him, the hero strikes a fearful image in the hearts of his foes. The hero will boldly place himself in danger to benefit those less fortunate than himself.

Requirements: Unhittable (Perk)

Combat Modifier: 3
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 20
Skills: Swords 5, Sprinting 3, Swimming 3

Equipment: bastard sword, iron chain mail, belt, boots, pants, shirt, cloak, water skin, backpack, helmet

Brute - Warrior

Not known for their intelligence, the brute is known for ripping his enemies head off their bodies with a single lucky strike.

Requirements: Assassin (Perk), STR ≥ 16

Combat Modifier: 4
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 0
Skills: Swords 3, Heavy Armor 2, Tactics 3

Equipment: great sword, iron banded mail, helmet, belt, boots, pants, shirt, water skin, backpack

1.20.2 Rogue Models

Assassin - Rogue

This Rogue learned the art of assassination from an early age and has strived to become better at it. At certain times he seems to have an uncanny ability to find his opponents weak points.

Requirements: Assassin (Perk)

Combat Modifier: 2
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 120
Skills: Precision Weapons 3, Assassination 1, Shadows 6, Moving Silently 2, Stalking 2, Bartending 2

Equipment: iron dagger, helmet, backpack, boots, belt, pants, shirt, cloak

Thief - Rogue

The thief makes his living stealing from others. Darkness and staying in the shadows keeps him from being spotted while he finds his target.

Requirements: Stealthy (Perk)

Combat Modifier: 0
Missile Modifier: 2
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 50
Skills: Shadows 8, Moving Silently 4, Open Locks 4, Climbing 2

Equipment: 4 throwing daggers, helmet, backpack, loot sack, 20' rope, grappling hook, pants, shirt, cloak, lock picking kit

Con Artist - Rogue

Very charismatic, the con artist attempts to befriend others in order to rob them out of house and home.

Requirements: Calming (Perk)

Combat Modifier: 1
Missile Modifier: 0
Grapple Modifier: 1
Linear Modifier: 0

Damage Points: 12
Silver: 80
Skills: Acting 6, Body Language 3, Forgery 2, Lip Reading 6, Seduction 4

Equipment: iron dagger, backpack, pants, shirt, cloak, formal clothes, silver amulet

Dirty Fighter - Rogue

This rogue is most prepared for combat and is not afraid to employ every dirty fighting trick in the book.

Requirements: Risk Taker (Perk)

Combat Modifier: 3
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 75
Skills: Backstab 2, Create Poison 2, Bludgeon 2, Blind Fighting 2

Equipment: short sword, helmet, chain mail, pants, shirt, backpack, cloak, 4 doses (1d6 poison, 3d6 vs HEA for half)

1.20.3 Marine Models

Wrestler - Marine

The stereotypical marine. Loud mouthed and willing to take on anyone in a wrestling match.

Requirements: STR ≥ 15, Athlete (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 4
Linear Modifier: 0

Damage Points: 15
Silver: 75
Skills: Wrestling 5, Swimming 4, Sailing 4

Equipment: helmet, backpack, fishing rod, shirt, pants, boots, iron chain mail

Pirate - Marine

Preferring life on the seas to the only the land, the pirate makes his living boarding ships and stealing their cargo. Their life expectancy is not high, but it is worth it for the riches they may obtain.

Requirements: Calm under Pressure (Perk)

Combat Modifier: 3
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 75
Skills: Swords 4, Boarding 4, Swimming 4

Equipment: maroglave, helmet, iron chain mail, shirt, pants, boots, belt, belt pouch

Navigator - Marine

Every ship needs a good navigator which can save time and lives.

Requirements: Determined OR Confident (Perk)

Combat Modifier: 0
Missile Modifier: 1
Grapple Modifier: 3
Linear Modifier: 0

Damage Points: 12
Silver: 75
Skills: Navigation 4, Cartography 3, Astronomy 4, Orienteering 6, Swimming 6, Tackling 2

Equipment: compass, navigational charts, helmet, shirt, pants, backpack, gloves, spyglass

Artillery - Marine

This marine has been trained in handling ship-to-ship artillery weapons.

Requirements: Marksmen, Artillery (Perk)

Combat Modifier: 0
Missile Modifier: 3
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 13
Silver: 60
Skills: Artillery 4, Repair 2, Swimming 6

Equipment: iron chain mail, helmet, shirt, pants, boots, 20' rope, backpack, belt

1.20.4 Nomad Models

Exorcist - Nomad

This nomad deals with exorcising spirits that have possessed the living. This nomad is of the **Preserver** mission and attempts to seek out and rid the world of second lifer spirits.

Requirements: Strong Willed (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 20
Skills: Luck Amulet 1, Luck Amulet 1,
Container of Spirit Deprivation 2,
Eviction Ritual 1, Spirit Snare 1,
Channeling 1

Equipment: iron dagger, necklace, robe, belt, belt pouch, sandals, helmet

Bard - Nomad

His mission that of a **Troubadour**, this nomad always has a song on his lips. The bard lives for the joy of people hearing his music. Using songs to set the mood, he sings of comedy, of past and present heroes. He sings to ridicule his enemies and to give courage to his allies. The bard memorizes the songs of the nomads, preserving their past and preparing their future.

Requirements: Famous (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 85
Skills: Instrumental Music 4, Singing 6,
Coordination Jig 1, Heart of
Courage 2, Sleep Bombard 1, Stone
Song 2

Equipment: iron dagger, helmet, jacket, pants, boots, hat, lute

Mystic - Nomad

Of the **Seeker** mission, this nomad is always in contact the spirits of the dead, the mystic consults them for answers to the living. Mystics are sought out by many to seek the guidance of the spirits from Kurago.

Requirements: Spiritual (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 60
Skills: Spirit Call 2, Spirit Barricade 1,
Spirit Exchange 1, Spirit View 2,
Channeling 3

Equipment: quarter staff, robe, belt, belt pouch, helmet, candle, silver
amulet, sandals, water skin

Shaman - Nomad

Tending to the wounded of body and the wounded of mind, the shaman mixes potions and powders to cure the ill. He make potions to manipulate the mind. He is knowledgeable in natural remedies and cures. This nomad is of the **Preserver** mission. *When the nomad recharges incants, the Determined perk allows them to attempt the skill twice before declaring it a failure.*

Requirements: Determined (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 75
Skills: Raz-Beri's Berry Tonic 2 (2), Dram of Energy 1, Suppress Pain 2, Courage Draught 1, Life Light 1, First Aid 3

Equipment: quarter staff, helmet, robe, boots, necklace, pipe, dagger, bandages (3)

1.20.5 Mage Models

Fire Mage - Mage

Live by fire and die by fire seems to be the motto of the fire mage. Be careful because if their aim is off, you could quite literally get burnt.

Requirements: Magically Inclined (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 60
Skills: Fire Magics 3, Common 2, Conjurations 3, Mind Twisters 1

Equipment: quarter staff, robes, helmet, boots, tinder box, oil (2)

Air Mage - Mage

Using the forces of air as his ally, the air mage is commonly employed on ships for their use of wind magic and also their ability to power an acceler when needed.

Requirements: Photographic Memory (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 14
Silver: 75
Skills: Air Magics 3, Vision 3, Movement 3

Equipment: quarter staff, robes, helmet, boots, belt, belt pouch, parchment, quill, tent

Earth Mage - Mage

The earth mage has control over life and death and time itself, in addition, to using earth against his enemies.

Requirements: Immunity OR Pain Resistant (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 75
Skills: Necromancy/Time 2, War Magics 2,
Magnetism 3, Earth Magics 2, Spell
Plugging 3

Equipment: iron dagger, rock (10 pounds), robe, helmet, boots, backpack

Water Mage - Mage

The water mage can create wardings to protect himself and others and also has the ability to change objects and control water.

Requirements: Spell Resistant (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 50
Skills: Water Magics 2, Wardings 3,
Changings 3, Spell Plugging 3

Equipment: quarter staff, robe, belt, belt pouch, backpack, helmet,
boots, hardened leather armor

1.20.6 Priest Models

Anubis - Priest

Ever conscious of the true path to paradise, these priests tread the way of truth carefully. Precise in word and deed, they expect this perfection from those they meet.

Requirements: CSE $\geq$ 12, STR $\geq$ 12, Know It All (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 30
Skills: Ceremonies 1, Influences 2,
Tomboloko 1, Animotusi 2,
Trovisavi 1, Kadavros 3, Verbal
Casting 2, Scribing 2

Equipment: iron long sword, iron chain mail, boots, robe, silver holy
symbol, iron dagger, cape, backpack

Neptune - Priest

Ever faithful to the waters from whence life sprang, the priests of Neptune nurture and protect the seas and sea life of Jaern.

Requirements: CSE $\geq$ 12, Know It All (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 13
Silver: 60
Skills: Fabrications 2, Influences 1,
Underwater 1, Sea Form 1, Aquatic
Life 3, Hydromorph 2, Swimming 6

Equipment: iron dagger, loin cloth, money belt, robe, slippers, towel,
helmet, hardened leather armor

Orus - Priest

Pursuing his objective with the single mindedness that only a fanatic is capable of, the priest of Orus believes that his emotions form the only true reality.

Requirements: CSE $\geq$ 10, Junk Collector (Perk)

Combat Modifier: 1
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 13
Silver: 40
Skills: Influences 2, Love 2, Hate 2,
Courage 2, Fear 2, Disinterest 2

Equipment: iron short sword, hardened leather armor, helmet,
headband, colorful robes, sandals, megaphone, wineskin,
chalk

Osiris - Priest

Guarding the environment against the carelessness and brutality of humanoid creatures, the priest of Osiris stands vigilantly for the causes of nature. It is the sacred duty of the priest of Osiris to preserve and enrich the land.

Requirements: CSE $\geq$ 10, Fast Worker OR Fast Recovery (Perk)

Combat Modifier: 1
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 75
Skills: Ceremonies 1, Influences 1,
Wilderness 1, Animal Form 3, Land
Life 3, LandMorph 2, Spell Plugging
3

Equipment: quarter staff, helmet, leather scale armor, robe, sandals,
acorns (6)

Ra - Priest

Upholding the tenants that Ra the Creator set for them, a priest of Ra seeks to create rather than destroy and to hold at bay the forces of chaos. *The Fast Worker Perk allows a Raite to recover divine units twice as fast using Encorporate.*

Requirements: CSE $\geq$ 10, Fast Worker (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 14
Silver: 85
Skills: Fabrications 1, Compile 1,
Decompile 2, Discorporate 2,
Encorporate 3, Swimming 4

Equipment: iron short sword, silver holy symbol, leather harness, loin cloth, sandals, skin oil

Scrogg - Priest

A pursuer of the sensual arts, priests of Scrogg seek the height in pleasure. They accomplish this using their enhanced skills of seduction, along with their spells designed for this purpose.

Requirements: CSE $\geq$ 10, Double Jointed OR Pain Resistant (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 75
Skills: Ceremonies 1, Influences 1,
Physical 3, Emotional 1, Mental 2,
Spiritual 2, Seduction 3

Equipment: manacles, dress robe, robe, formal dress, loin cloth, cape, belt, duct tape, wood holy symbol, bag

T'or - Priest

Charged by T'or himself to maintain his peace on Jaern, the priest of T'or has prepared himself in mind, body and spirit to carry out his holy task. A priest of T'or is one with his creed and his weapon. *This model is based on using the Long Sword skill is a holy weapon. The player must also choose a faction (Righteousness or True Justice).*

Requirements: STR $\geq$ 12, CSE $\geq$ 10, Strong Willed (Perk)

Combat Modifier: 1
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 10
Skills: Body 1, Shield/Defense 2,
Weapon/Offensive 3, Mind 2, Long
Sword 2, Swimming 2

Equipment: iron long sword (holy weapon), helmet, T'or war harness, iron shield, shirt, pants, boots, belt pouch, iron dagger

Zepheryn - Priest

Focusing on the body, the priest of Zepherin is known for their excellent physical attributes and not for their intelligence. *Priests of Zepherin get an additional placed roll that must be put into a physical stat (STR, AGI, HEA, or COM).*

Requirements: Two Physical Stats ≥ 14 , CSE ≥ 10 , Athlete (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 15
Silver: 60
Skills: Strength 2, Health 2, Appearance 2,
Speed 2, Fabrications 2, First Aid 2

Equipment: iron long sword, helmet, scale leather armor, silver necklace,
silver bracelet, boot, pants, shirt, bandages (3)

Vormaxia - Priest

A researcher by upbringing, the priest of Vormaxia generally find their place in an adventuring party to discover new creations and exercise her mind. *Priests of Vormaxia gets an extra language at rank 7. This model includes extra XP that was obtained via the Highly Educated Perk.*

Requirements: INT ≥ 14 , CSE ≥ 12 , Highly Educated (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 13
Silver: 75
Skills: Memory 1, Wisdom 3, Language 2,
Thought 1, Influences 2, Detections
1, Archeology 4, Writing 14, Poetry
5

Equipment: iron dagger, helmet hardened leather armor, shirt, pants,
belt, boots, parchment (10), quill, ink, journal

Almar - Priest

Priests of Almar are very spiritual in nature and value the soul above all things physical. They lack the bureaucracy of the Anubians and the zealousness of the Orusians, but find a way to combine the worship of the soul and emotion into a much more friendly priesthood.

Requirements: CSE ≥ 12 , Spell Resistant (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12
Silver: 75
Skills: Soul 3, Emotion 2, Energy 1, Power
2, Influences 3, Sculpting 4

Equipment: iron short sword, helmet, iron chain mail, shirt, shoes, boots,
sculpting tools, journal, quill, pen, backpack

1.20.7 Psion Models

Telepath - Psion

Using the power of the mind, the telepath can read and affect the minds of other creature in addition to being able to move object through space and time.

Requirements: Strong Willed (Perk)

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 14

Silver: 60

Skills: Telepathy: Daze(1), Detect Lie(1),
Missive(2), Day Dream(3), Share
Memory(4)
Psychoportation: Float(1), Feather
Fall(2), Fleet Foot(2)
Hyphosis 2

Equipment: iron short sword, helmet, scale leather armor, shirt, shoes,
boots, backpack

Matter Manipulator - Psion

The psion can create objects out of thin air and can create impressive effect using matter and energy.

Requirements: Psionically Inclined (Perk)

Combat Modifier: 1
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Damage Points: 12

Silver: 60

Skills: Metacreativity: Create Light(1),
Create Ammo(1), Firefall(1),
Ectoplasmic Barrier(2), Ectoplasmic
Shield(3), Minor Creation(4)
Psychokinesis: Ballistic Attack(1),
Animate Shadow(1), Negate Lesser
Psionics(2)
Identify Psionics 3

Equipment: iron short sword, helmet, scale leather armor, shirt, shoes,
boots, backpack, small rocks (5)

This psion has great control over their own body allowing them to alter their own appearance and abilities.

Requirements: Immunity (Perk)

Combat Modifier: 1 Damage Points: 12

Missile Modifier: 0 Silver: 60

Grapple Modifier: 0 Skills: Psychometabolism: Talons(1), Hear

Linear Modifier: 0 Light(1), See Sound(1), Enhanced

Combat Modifier: 1 Damage Points: 12

Missile Modifier: 0 Silver: 60

Grapple Modifier: 0 Skills: Psychometabolism: Talons(1), Hear
 Linear Modifier: 0 Light(1), See Sound(1), Enhanced
 Vigor(2), Cannibalize(3),
 Biofeedback(4)
 Clairvoyance: Know Direction(1),
 Combat Precognition(2),
 Clairaudience(3)
 Stabilize Self 4

Equipment: iron short sword, helmet, scale leather armor, shirt, shoes, boots, backpack

1.21 Experience Points

Experience Points (**XP**) are the currency used to buy such **attributes** as skills, stats, spells groups, damage points, and melee modifiers. Your adventurer is awarded EP during and after an adventure in several ways, depending on the method chosen by your GM. Using experience points in this way simulates any training or study that might be required to acquire or improve an ability without actually going through the tedium and boredom of doing so during a gaming session. By the way, when an adventure ends, don't forget to add one to the **Rating** entry on the adventurer's card. Your GM uses the Rating to get a rough idea of how much experience your adventurer has had so that he may balance the difficulty of an adventure against the power of the adventurers.

You may specify that a portion of awarded experience be set aside and used later to buy attributes. There is no limit to the amount of experience your adventurer may hold, but it makes little sense to hold it longer than needed to buy the attributes sought.

1.22 Buying

If you have not chosen an **Adventurer Model**, your adventurer is given 7,500 EP with which to buy:

STATS	such as STR, INT, etc.
DAMAGE POINTS	the ability to survive injury
ATTACK MODS	that determine success in combat
SPELLS	magician and priest magic
INCANTS	nomadic incantations
LANGUAGES	spoken languages
SKILLS	knowledge and the ability to do activities skillfully

All buying must be done either when creating an adventurer or between adventures, and must be witnessed by the GM or his representative. The majority of the time this will be done when the adventurer has returned to a civilized setting, where the resources for training are most likely to be found. If an adventure is one in a series, and no game time has passed since the previous adventure, your GM may disallow buying attributes until after the entire sequence of adventures has been completed. All **attributes** start at an initial rank of zero and may be bought upward one point at a time. To buy new attributes, or increase the value of an old one, multiply the base cost of the attribute by the point value you wish your adventurer to gain.

If the priestess Marna attempts to raise her slave handling attribute (base cost 50 EP) from 8 to 9, she must expend 50×9 or 450 EP to do so.

If George the Magnificent wants to raise his disguise attribute (base cost 150 EP) from 11 to 12, it will cost him 12×150 or 1800 EP.

1.22.1 Buying up from zero

While attributes are usually bought one point at a time, sometimes it is necessary to buy one from zero up to a high value. To do this, we use a little bit of math . . .

To buy something from zero to an arbitrary value, call that value N,

$$\text{Total Cost} = \frac{N \times (N + 1)}{2} \times \text{Base Cost}$$

For example, to buy damage points (base cost 25 EP) from zero up to 16 would cost as follows:

$$\begin{aligned} \frac{16 \times (16 + 1)}{2} \times 25 &= \frac{16}{2} \times 17 \times 25 \\ &= 8 \times 17 \times 25 = 136 \times 25 = 3,400 \text{ XP} \end{aligned}$$

Note that N or (N + 1) will always be even, making it convenient to divide it by 2.

If the formula above is too intimidating, use the following table. Cross reference your adventurer's current rank in the attribute against the desired rank, then multiply the number from the table by the base cost of the attribute to find the experience point cost.

Old Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171	190	210
1	-	2	5	9	14	20	27	35	44	54	65	77	90	104	119	135	152	170	189	209
2	-	-	3	7	12	18	25	33	42	52	63	75	88	102	117	133	150	168	187	207
3	-	-	-	4	9	15	22	30	39	49	60	72	85	99	114	130	147	165	184	204
4	-	-	-	-	5	11	18	26	35	45	56	68	81	95	110	126	143	161	180	200
5	-	-	-	-	-	6	13	21	30	40	51	63	76	90	105	121	138	156	175	185
6	-	-	-	-	-	-	7	15	24	34	45	57	70	84	99	115	132	150	169	189
7	-	-	-	-	-	-	-	8	17	27	38	50	63	77	92	108	125	143	162	182
8	-	-	-	-	-	-	-	-	9	19	30	42	55	69	84	100	117	135	154	174
9	-	-	-	-	-	-	-	-	-	10	21	33	46	60	75	91	108	126	145	165
10	-	-	-	-	-	-	-	-	-	-	11	23	36	50	65	81	98	116	135	155
11	-	-	-	-	-	-	-	-	-	-	-	12	25	39	54	70	87	105	124	144
12	-	-	-	-	-	-	-	-	-	-	-	-	13	27	42	58	75	93	112	132
13	-	-	-	-	-	-	-	-	-	-	-	-	-	14	29	45	62	80	99	119
14	-	-	-	-	-	-	-	-	-	-	-	-	-	-	15	31	48	66	85	105
15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	16	33	51	70	90
16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	17	35	54	74
17	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	18	37	57
18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	19	39

1.23 Stats

Of all the attributes, **stats** are arguably the most important. Stats are the basis for most resistance checks (the avoidance of effects), and determine the maximum value for most other attributes (skills, languages, spell groups, etc.). At a base cost of 500, they are also very expensive to increase. For example, to buy STR from 14 to 15 would cost $500 \times 15 = 7,500$ experience points.

1.23.1 Exceptional and Inferior Stats

By and large exceptional and inferior stats for adventurers are treated the same as the 'Exceptional STAT' and 'Inferior STAT' creature abilities.

1.24 Damage Points

Damage points (DP) indicate your adventurer's ability to avoid damage during combat. As you buy this total higher, your adventurer becomes more skillful at dodging, moving and twisting to avoid being damaged while fighting. If he is injured, damage points are temporarily subtracted from his total DP; the new total indicates his relative condition.

Lost DP may be regained by resting. A full night's rest (at least eight hours; twelve for an elf) restores a number of DP equal to the adventurer's HEA divided by five, rounded down. Damage points may not be restored beyond the original maximum DP total.

The base cost for DPs is 25. Your adventurer must have DPs to survive, so here is a chart of the total cost of buying damage points up from zero.

DP	Cost	DP	Cost	DP	Cost
1	25	8	900	15	3000
2	75	9	1125	16	3400
3	150	10	1375	17	3825
4	250	11	1650	18	4275
5	375	12	1950	19	4750
6	525	13	2275	20	5250
7	700	14	2625	21	5775

Buying damage points with experience actually simulates additional training to avoid being wounded. This could be handled as another defensive modification, but being able to take more damage yields the same effect, is easier to keep track of, balances quite nicely, and is more fun to play.

When buying damage points, you are only increasing your adventurer's maximum DP, not his current DP total. New DPs are only gained after resting, according to the DP recovery rule above.

1.25 Attack Modifiers

Every adventurer has four modifiers, or **Mods**, that help determine success in combat. The **Combat Modifier (CM)** is added to all 1d20 "to strike" rolls you make when your adventurer attacks using a hand-to-hand weapon. The **Missile Modifier (MM)** is added to all "to hit" rolls from bows, crossbows and thrown objects. The **Grapple Modifier (GM)** is used when wrestling or boxing an opponent. The **Linear Modifier (LM)** is added to all "to hit" rolls involving firearms or other very fast projectile (non- or low-arching) weapons.

Mods start at rank zero and are bought upward like any other attribute. The base cost depends on your adventurer's background:

Background	Combat	Missile	Grapple	Linear
Warrior	200	200	200	200
Priest	300	300	400	300
Mage	400	500	600	500
Nomad	500	600	500	600
Rogue	400	400	400	400
Marine	300	400	200	400
Psion	400	600	500	600

Subtract the calculated XP from your adventurer's expendable XP total, then place the values for these on the Adventurer Card after Combat, Missile, Grapple, and Linear.

1.26 Spells

There is more to using magic in **AQ/Jaern** than is given here, but you need to understand experience point costs and stat limitations to decide whether your adventurer is suited to magic use. Spell casting mechanics are discussed on page 60.

Spells are of three varieties: Divine, Elemental, and Psionic. **Divine magic** is the magic used by priests, granted them by their deities. **Elemental magic** is used by magicians to harness the raw power of the elements. **Psionic magic** is used by psions to harness the pure power of the mind. All styles of magic are bought in similar ways.

Adventurers buying elemental magic must declare which one of the four elements (Earth, Fire, Air, or Water) they will use as the source of their power. List this choice on the **Adventurer Card** under "Spell Type."

If an adventurer wants to purchase priestly magic, he must declare **allegiance** to a specific deity, who will serve as the source of his magic. This is listed on the card under "Deity" as the primary god or goddess to whom the adventurer owes allegiance.

If an adventurer starts as a background Psion, they must pick two disciplines to be their **primary disciplines**, these groups should be denoted on the Adventurer Card.

Spell effects for elemental, divine, and psionic magic are divided into groups. The spells in each group are related in some fashion, and are ranked in ascending order of power. Spells in a group must be acquired in ascending order, as the ability to cast the more powerful spells is built on the knowledge learned from casting the less powerful spells in the group.

Elemental spells are divided into **core** spells, usable by all magicians, and **element-specific** spells that may only be used by the appropriate mages.

Priestly **spell groups** are also divided into two types: **core** spells that are common to all devout casters, and **deity-specific** spell groups that manifest the particular sphere of influence of each deity.

The base cost for each spell group varies and is listed in the spell descriptions. Most spell groups have a base cost of 300 XP; one spell group in each element has a base cost of 600 XP. Background Psions have two primary disciplines they can purchase at 300 XP, while all other disciplines cost them 600 XP.

1.26.1 Acquiring Spells from Other Elements

Besides their chosen element, adventurers may purchase spells in the element they dominate at double the base cost. They may not purchase spells in any other element. Fire dominates Air, Air dominates Water, Water dominates Earth, and Earth dominates Fire. Thus an earth magician could also learn fire spells, but not air or water spells.

1.26.2 Stat Limitations

Your adventurer's **INT**, divided by 2 and rounded down, dictates how many elemental spell groups he may buy; **CSE** is the limiter for divine magic. Psions can purchase a total of INT divided by 4 disciplines. Thus if your adventurer has an INT of 12 and a CSE of 15, he may not buy into more than 12/2 or 6 elemental spell groups, 15/2=7.5 (round down to 7) divine spell groups, and 12/4=3 psionic disciplines.

Your adventurer's **PWR** stat determines the highest rank that may be bought within any elemental or divine spell group, e.g., someone with a PWR of 13 may not buy above rank 13 in any spell group. Also, your adventurer may not buy a spell group's rank higher than it has listed spells. In addition, a spell caster cannot overload or finesse a spell to use more units than their PWR stat. This means that the most spell units that can be used on a spell is limited by PWR. An exceptional PWR has no effect on this limit. Psionic disciplines have a stat limit defined by each individual discipline.

1.26.3 Buying of Spells by Other Backgrounds

Normally only magician or priest adventurers buy spells, but those in other backgrounds may desire at some point in their careers to dabble in magic. Like any magician or priest they must choose an element and/or declare devotion to a deity. Spell groups are purchased at **triple** the base cost; buying into the subservient element costs **sextuple** the base cost. Non-background Psions have no primary disciplines and must buy all disciplines at **triple** cost.

Cost Factors (Read ACROSS Rows) Buying into					
Buyer	Earth	Fire	Air	Water	Divine
Earth	1	2	-	-	3
Fire	-	1	2	-	3
Air	-	-	1	2	3
Water	2	-	-	1	3
NM/Earth	3	6	-	-	3
NM/Fire	-	3	6	-	3
NM/Air	-	-	3	6	3
NM/Water	6	-	-	3	3
Priest/Earth	3	6	-	-	1
Priest/Fire	-	3	6	-	1
Priest/Air	-	-	3	6	1
Priest/Water	6	-	-	3	1

1.27 Incants

Incants are prepared magics used by nomads. Preparing and using Incants is similar to preparing and using enchanted items. Each incant is prepared using a skill that the nomad must purchase similar to any other skill. An incant cannot be created at a rank higher than one-third the adventurer's **PER** stat, rounded down. Once used, the incant is in effect and must be recharged to be used again. For additional information on Incants, see page 147.

1.27.1 Preparing Incants by Other Backgrounds

If an adventurer from another background wishes to delve into the arcane, he must seek out a nomadic **rondo**, be accepted by the nomads, and inducted into their ranks before he can learn any spiritual magic. Even then, he must pay **triple** the normal experience cost since he does not have the same background in spiritualism as those brought up within the rondo.

1.28 Languages

The key to increasing your adventurer's ability in a **language** is to find someone with a rank in that language at least four higher than the rank your adventurer wishes to obtain. He may buy the language skill to the desired rank at a base cost of 100 EP, besides the teacher's fee (monetary or service), if any. The rank of a language may never exceed the INT value. Language rank definitions are as follows:

1 - 2	Knows individual words, no sentences
3 - 4	Can speak common phrases
5 - 6	Can be understood, but speaks w/accents
7 - 8	Can hold conversations, read, and write
9 - 10	Speaks like a native
11 - 15	Can speak persuasively . . . as an entertainer or politician
16+	Can use speech as a weapon . . . as a poet or bard

1.29 Skills

Skills allow your adventurer to be more than his basic background permits. Each skill has a rank starting at one and going upward. An adventurer possessing a skill at rank 1 is a complete novice at that skill, while holding a rank 18 shows an almost godlike command of the craft.

1 - 2	Beginner
3 - 4	Novice
5 - 6	Apprentice
7 - 8	Journeyman
9 - 10	Professional
11 - 12	Craftsman
13 - 15	Master
16+	Guildmaster

All skills are specific to a particular background. These skills are most applicable to adventures raised with that background. The base cost applies only to these adventurers; others must pay **triple** the cost to learn them. This simulates the difficulty of learning a new discipline. Non-background skills must be purchased a triple cost by all backgrounds.

Furthermore, some skills are restricted. This means that the knowledge to learn them is not readily available outside of the background for which they are associated and requires a special arrangement with an actor or your GM if you are not of the proper background (or they are non-background skills). Your adventurer's initial skills must be unrestricted or within your background.

1.29.1 Learning Skills

Skills may be taught by an actor, or by one adventurer to another. The teacher must rank at least four higher than the student's desired rank; the minimum learning time is one week times the skill rank the student is attempting to learn. The student must spend the required XP, plus a teacher's fee (monetary or service), if any. *Once a character reaches rank 13 in a skill, they are considered a master and from that point on they are able to teach themselves further to improve the quality of their craft/skill.*

Each skill's **associated stat** governs the maximum rank your adventurer may purchase, e.g., INT based skills may not be bought higher than your adventurer's INT rank.

Following is a listing of available skills. Those listed as "res" cannot be bought without being in the proper background or consulting the GM. All the others can be bought by a beginning adventurer. The number listed in the "Extra Dice" column is the number of extra dice used to **default** that skill. Skills labeled with "non" cannot be defaulted. Full descriptions of each skill are located in the *Skills* chapter starting on page 87.

Non-background Skills must be purchased at triple cost for ALL backgrounds. All other skills have a background associated with them that can purchase them at base cost.

Non-background Skills	Base	Stat	Default				
Accounting	130	INT	4	Hunting	70	PER	2
Architecture	65	INT	3	Identify Minerals	15	INT	2
Armor Smithing	65	INT	2	Identify Plant	20	INT	2
Barber	15	AGI	2	Innkeeping	50	CSE	2
Barristry	115	INT	res	Jeweler	50	INT	non
Bartending	150	CSE	2	Knitting	30	AGI	non
Blacksmithing	65	STR	3	Landscaping	30	INT	2
Brewing	80	INT	res	Leather Working	80	INT	2
Butchering	30	CSE	2	Locksmithing	80	INT	non
Candlemaking	15	INT	2	Masonry	50	STR	2
Carpentry	50	INT	2	Metal Smithing	150	INT	3
Cobbling	50	INT	2	Military Construction	80	CSE	non
Cooking	15	INT	2	Mining	30	STR	2
Coopering	65	INT	2	Money Changing	65	INT	3
Courtesan	115	COM	2	Pottery	15	CSE	2
Diagnosis	80	INT	res	Saddlemaking	30	INT	2
Dyeing	50	INT	2	Tailoring	50	INT	2
Farming	30	CSE	2	Tanning	30	INT	2
Fishing	50	CSE	2	Tent Making	80	INT	2
Fletching	50	INT	2	Toy Making	65	INT	2
Forestry	30	INT	2	Veterinary	150	CSE	res
Gardening	15	INT	2	Weapon Smithing	50	INT	2
Glassblowing	50	INT	non	Weaving	30	INT	3
Heraldry	50	INT	non	Wheelwright	50	CSE	2
Herding	30	CSE	1	Writing	15	INT	res
Horse Training	150	WIL	non	Zoology	50	INT	3
Horsemanship	100	CSE	2				
Rogue Skills	Base	Stat	Default	Create Poison	300	CSE	res
Acrobatics	150	AGI	2	Cyphering	115	INT	non
Acting	100	INT	2	Disguise	50	INT	3
Alertness	100	PER	non	Dodging	200	AGI	3
Ambush	150	INT	2	Escape	250	INT	4
Archeology	100	INT	non	Fencing/Merchant	80	CSE	4
Arson	50	INT	2	Forgery	250	INT	4
Assassination	500	AGI	non	Gambling	50	CSE	2
Backstab (Maneuver)	300	AGI	non	Hiding	50	AGI	3
Balance	50	AGI	2	Jumping	50	STR	2
Binding	50	CSE	3	Lip Reading	50	PER	non
Blind Fighting	200	PER	4	Listen	50	PER	2
Bludgeon	200	AGI	non	Moving Silently	100	AGI	4
Body Language	200	PER	4	Opening Locks	100	INT	non
Camouflage	50	CSE	2	Pickpocketing	100	AGI	4
Climbing	100	STR	2	Pimping	100	CSE	3
				Seduction	100	COM	3

Set Traps/Snares	250	INT	3
Shadows	50	AGI	4
Slave Handling	35	CSE	3
Sleight of Hand	30	AGI	3
Smuggling	200	CSE	4
Sprinting	50	STR	2

Marine Skills	Base	Stat	Default
Acrobatics	150	AGI	2
Artillery	200	INT	2
Astronomy	115	INT	non
Balance	50	AGI	2
Belching	100	HEA	2
Binding	50	CSE	3
Boarding	100	AGI	2
Brawling (Weapon)	200	CSE	non
Cartography	100	INT	3
Climbing	100	STR	2
Diving	50	STR	2
Dodging	200	AGI	3
Dolphin Speech	300	INT	non
Dolphin Training	400	CSE	res
Dolphinship	200	AGI	3
Flagging	100	INT	non
Immobilize (Maneuver)	400	STR	non
Jumping	50	STR	2
Marathon Running	65	HEA	2
Mountain Climbing	80	AGI	3
Navigation	150	INT	4

Warrior Skills	Base	Stat	Default
Aiming (Maneuver)	100	PER	non
Ambidextrous	150	AGI	2
Assassination	500	AGI	non
Automatic Weapons (Weapon)	250	CSE	non
Axes (Weapon)	300	CSE	non
Bloodshed (Maneuver)	100	STR	non
Bolt Action Weapons (Weapon)	200	CSE	non
Bows (Weapon)	300	CSE	non
Brawling (Weapon)	200	CSE	non
Defensive Weapons (Weapon)	200	CSE	non
Fencing (Maneuver)	300	PER	non
Hammers (Weapon)	300	CSE	non
Handguns (Weapon)	200	CSE	non
Heavy Armor	250	STR	3
Impaling Weapons (Weapon)	200	CSE	non
Kung Fu (Maneuver)	150	STR	non
Lever Action Weapons (Weapon)	200	CSE	non
Long Arms (Weapon)	300	CSE	non

Nomad Skills	Base	Stat	Default
Acting	100	INT	2

Stalking	150	CSE	2
Torture	75	CSE	3
Tracking	150	PER	2
Trapping	50	CSE	2
Traps	400	INT/PER	non
Tumbling	100	AGI	2

Oar Mastery	200	INT	2
Orienteering	30	CSE	2
Painting	50	INT	2
Precision Weapons (Weapon)	200	CSE	non
Repair	250	CSE	non
Rigging Running	100	AGI	2
Rope Making	50	INT	2
Rowing	100	STR	2
Sail Falling	150	AGI	2
Sail Making	50	INT	non
Sailing	50	CSE	2
Ship Building	300	INT	res
Skating	30	AGI	2
Spelunking	150	AGI	3
Surfing	50	AGI	2
Swimming	20	STR	2
Swords (Weapon)	300	CSE	non
Tackling (Maneuver)	120	AGI	2
Tumbling	100	AGI	2
Water Skiing	50	AGI	2
Wrestling	180	CSE	non

Medium Armor	200	STR	2
Muzzle Loaded Weapons (Weapon)	100	CSE	non
Oversized Weapons (Weapon)	600	CSE	non
Parry (Maneuver)	400	PER	non
Precision Weapons (Weapon)	200	CSE	non
Revolver Weapons (Weapon)	200	CSE	non
Rope Weapons (Weapon)	200	CSE	non
Semi-automatic Weapons (Weapon)	250	CSE	non
Shotguns (Weapon)	250	CSE	non
Single Shot Weapons (Weapon)	150	CSE	non
Snipe (Maneuver)	300	PER	non
Swords (Weapon)	300	CSE	non
Tactics	100	INT	non
Thrown Weapons (Weapon)	200	CSE	non
Two Weapon Fighting (Maneuver)	100	AGI	non
Whirlwind (Maneuver))	200	STR	non

Animal Calling	80	HEA	2
Animal Husbandry	120	CSE	3

Animal Training	200	WIL	non
Artistry	80	CSE	4
Astrology	250	INT	res
Botany	30	INT	non
Channeling	250	PWR	rea
Dancing	100	AGI	1
Drum Speak	150	INT	non
Falconry	350	WIL	non
Herbology	250	INT	res
Hypnosis	300	WIL	non
Instrumental Music	100	CSE	non
Instrumental Smithing	200	INT	res

Mage Skills	Base	Stat	Default
Identify Spell	200	PER	3
Non-verbal Casting	300	CSE	non
One-handed Casting	150	AGI	non
Spell Plugging	100	PWR	non
Target Magic	200	AGI	non

Jesting	100	CSE	2
Juggling	100	AGI	2
Mimicry	250	PER	4
Musical Composition	250	INT	non
Poetry	65	CSE	3
Pottery	65	CSE	2
Puppeteering	150	INT	2
Pyrotechnics	100	INT	non
Sculpting	65	CSE	3
Singing	50	COM	2
Tattooing	150	CSE	3
Ventriloquism	200	CSE	non

Priest Skills	Base	Stat	Default
First Aid	75	CSE	4
Revive	200	CSE	res
Scribing	200	INT	non
Sound Mind	300	CSE	res
Spell Plugging	100	PWR	non
Subdue (Maneuver)	200	AGI	non
Verbal Casting	300	CSE	non
Wine Making	250	INT	non

Psion Skills	Base	Stat	Default
Hypnosis	300	WIL	non
Identify Psionics	200	PER	2*
Stabilize Self	100	WIL	non

1.30 Money

Each adventurer has a small initial supply of **silver** pieces to spend on equipment. If you did not pick an adventurer model, roll 3d6 and multiply the total by 10 then add 100 to determine your adventurer's starting money in silver pieces.

1.31 Equipment

Silver is used to buy adventuring equipment. Items on the following table may be bought or sold when in a town and between adventures, without consulting the GM. Equipment may be sold back to the merchants in town for one half of the listed price. Place any equipment bought under "Equipment" on the **Adventurer Card** and subtract the proper amount of silver.

All prices are in **silver**. The exchange rate is 100 copper coins = 10 silver coins = 1 gold coin. Any item that is iron or steel may be silvered by quadrupling the cost. Items may also be made of other materials, if feasible.

Wood	½ cost
Iron	Base cost
Silver Plated	4 times
Solid Silver	10 times
Gold Plated	16 times
Platinum Plated	64 times
Solid Gold	100 times
Steel	200 times
Solid Platinum	1,000 times
Solid Adamantite	2,000 times

Equipment Costs:

1	acorns (6)
12	ahnk (silver)
0.5	ale (tankard)
240	amulet (gold)
30	amulet (silver)
1	animal skin
5	anklet (silver)
12	apron (leather)
8	armband (silver)
20	arrows (20)
5	backpack
50	bandages
15	banner
45	bastard sword
50	battle axe
2	belt
12	belt (silk rope)
0.4	belt pouch
3	beret
5	bird cage
1	blank scroll
4	blanket (4'x6')
0.5	bookmark
10	boots
105	bow
0.5	bow string (spare)
4	bracelet (silver)
2	brooch (silver)
0.3	broom
1	brush

0.4	bucket
10	buckler
1	canary
0.3	candle
4	cane
5	canteen
4	cape
2	cards (deck)
10	chain (20')
85	chain mail
2	chalk (8 sticks)
15	chest (2'x3'x1')
15	chicken (live)
4	chisel
12	cloak
15	cloak (hooded)
2	club
0.5	comb
150	crossbow
4	crowbar
4	dagger
3	dice
11	dress
19	dress (formal)
21	dress robe
2	dried meat
5	drums
8	duct tape (100')
3	earrings (copper)
4000	earrings (diamond)

2000	earrings (emerald)
300	earrings (gold)
1000	earrings (ruby)
500	earrings (sapphire)
30	earrings (silver)
1	eating utensils
8	fishing gear
34	flail
4	flask
3	flute
125	foil
30	formal dress
4	fresh meat
0.8	fruit
0.5	gloves
6	grappling hook
55	great sword
15	hair dye
3	hair gel
10	hammer
5	hammock
5	hamster
5	hat
5	hatchet
6	haversack
0.4	headband
20	heeled shoes (formal)
40	helmet
80	holy symbol (gold)
32	holy symbol (silver)

8	holy symbol (wood)
10	hooded robe
7	horn
220	horse
12	hour glass
23	hunting net
2	ink (bottle)
13	jacket
9	javelin
31	jeweler's loupe
0.4	jug (4 pints)
14	juggling balls (5)
3	knapsack
12	knee high boots
3	knife
2	knit cap
4	ladder (10')
15	lance
8	lantern
0.5	lantern fuel
40	leather armor
3	leather gloves
15	leather harness
6	leather vest
8	ledger book
9	leg irons
15	lock
30	lockpick
0.5	loincloth
40	long sword
30	lute
19	mace
4	make-up
8	manacles
2	mapping tools
60	maroglave
14	megaphone
3	moccasins
12	money belt
3	mouse
8	necklace
32	necklace (silver)
12	necklace (tooth)

6	net
5	nosing (silver)
2	oil (1 flask)
7	pants
1	parchment (5 sheets)
6	pendant
60	pendant (silver)
8	pick
12	pipe
200	plate mail
120	pliers
25	quarrels (20)
20	quarter staff
1	quill (writing)
5	quiver
8	rabbit
2	razor
5	riding cape (hooded)
3	ring (iron)
7	ring (silver)
8	robe
8	robe (cotton)
12	robe (cowled)
60	robe (fur)
13	rod bar
10	rope 100'
0.8	sack
1	salt (1 lb)
0.5	sand (10 lbs)
2	sandals
35	scimitar
0.8	scroll case (leather)
2	scroll case (metal)
12	sea sandals
450	sextant
30	shield
1.5	shirt (cotton)
3	shirt (net)
8	shirt (silk)
6	shoes
30	short sword
2	shorts
6	shovel

2	silk scarf
4	silver arrow
2	skin oil
5	skullcap (leather)
4	slave collar
4	sling
0.2	sling stone
1	slippers
18	sneakers
1	socks
18	spear
11	staff
25	surfboard
5	sweat pants
6	sweat shirt
2	tank top
3	tarp (6x6')
17	tent (for 2)
32	tent (for 6)
0.5	thread (900')
5	tights
2	tinder box
50	toolkit, poison making
0.2	torch
2	towel
0.3	trail mix
10	trap (bear)
6	trap (rabbit)
4	trejoner (hat)
30	trident
10	trunk
0.5	twine (300')
8	umbrella
0.5	vegetable
2	water skin
1	whetstone
8	whip (10')
8	wig
9	wine (bottle)
0.6	wine (glass)
4	wineskin

1.32 Defense Values

Once your adventurer is equipped, you can calculate the three defense values, which determine how difficult it is to wound your adventurer in combat. There is a separate defense value for each type of melee: using hand-to-hand weapons (to strike), missiles (to hit), grappling (to grapple), and linear weapons (to hit). Add up the factors for each defensive component to calculate your adventurer's three defense values. They only need to be recalculated if any of the component values change.

If the adventurer is bound or unconscious, skip the sections on Mobility, Agility, and Stat Modifiers. Set your adventurer's defense values at zero and start at the section on Armor.

1.32.1 Mobility

If your adventurer is standing and alert, he starts each defense value with 3.

1.32.2 Agility

If your adventurer is alert and able to move, add 1 point to each defense value for each 5 points of AGI (rounded down) that your adventurer has. Add an additional one point to each defense value if your adventurer has **Exceptional AGI** (That is if he is a lizard).

1.32.3 Stat Modifiers

Each defense value is dependent on one additional stat. Take the related stat for each defense value, divide it by five and round down. Add this to the appropriate defense value.

Combat	CDV	STR
Missile	MDV	PER
Grapple	GDV	WIL
Linear	LDV	CSE

Elves gain an additional one on their MDV for **Exceptional PER** and orcs gain one on their GDV for **Exceptional WIL**.

1.32.4 Armor

Different types of armor increase your adventurer's defense. Armor also determines how fast he can move each round during combat. Look up the type of armor he is wearing on the following table and add the modifier to each defense value:

Armor Type	CDV	MDV	GDV	LDV	Move	Cost	AGI	PWR	STR	Check ¹	Avail ²
Adamantite											
Banded	7	7	2	3	1/3	340,000	x	x	x	5	7
Brigandine	6	6	2	3	1/2	190,000	x	x		4	6
Chain	6	5	2	3	1/2	170,000	x	x		6	7
Full Plate	12	12	2	6	1/2	2,000,000	x	x	x	6	7
Plate Mail	10	6	2	3	1/3	400,000	x	x	x	5	7
Scale	7	6	2	3	1/3	300,000	x	x	x	5	6
Shield	5	5	1	3	n/a	60,000				4	6
Iron											
Helmet	1	1	0	0	n/a	40				2	2
Buff Coat	1	1	1	0	5/6	20				2	1
Gambeson	1	1	1	0	5/6	20				2	1
Iron											
Banded	5	5	2	1	1/3	170	x	x	x	3	4
Brigandine	4	4	2	1	1/2	95	x	x		2	2
Chain	4	3	2	1	1/2	85	x	x		2	2
Full Plate	8	8	2	2	1/2	1,000	x	x	x	4	5
Plate Mail	6	4	2	1	1/3	200	x	x	x	3	4
Scale	5	4	2	1	1/3	150	x	x	x	3	3
Buckler	1	0	0	0	n/a	10				2	1
Shield	3	3	1	1	n/a	30				2	2
Leather											
Hardened	2	2	2	0	2/3	40	x			2	1
Studded	3	2	2	0	2/3	60	x			3	3
Scale	4	3	2	1	1/2	85	x			3	3
Steel											
Banded	6	6	2	2	1/3	34,000	x	x	x	4	5
Brigandine	5	5	2	2	1/2	19,000	x	x		3	5
Chain	5	4	2	2	1/2	17,000	x	x		3	5
Full Plate	10	10	2	4	1/2	200,000	x	x	x	5	6
Plate Mail	8	5	2	2	1/3	40,000	x	x	x	4	5
Scale	6	5	2	2	1/3	30,000	x	x	x	4	5
Shield	4	4	1	2	n/a	6000				3	4

Armor, natural or worn, does not stack with each other. If multiple pieces of armor are worn, the highest DV of each type is used when calculating a character's defense values. For example, if a character is wearing steel chain mail armor and also has 3 points of creature armor which gives them 3 DVs to each type. They would get 5 CDV, 4 MDV, and 3 GDV (instead of 2 from the chain mail), 3 LDV (instead of 1 from the chain mail).

¹ This is the number of dice in skill required to make this armor.

² This is the difficulty in obtaining an item under normal circumstances. Starting at 5, these items should be extremely rare, with items at 7 appearing in no shops.

1.32.5 Defensive Devices

Different kinds of shielding devices affect defense values. Of course, they must be worn or properly used to be effective. Their defense values are detailed in the previous armor table.

1.32.6 Weapons

Many weapons may be used defensively as well as offensively. If your adventurer is currently using such a weapon, look up its defense value adjustment on the **Weapon Information Table** chart and add it to your **CDV** and your **GDV**.



2 Playing an Adventurer

An **AQ** game session revolves about the interaction between you, other players, actors, and your **Game Master** as events unfold during play. This chapter presents the rules you and the GM need for a smooth running game. Once learned, you'll find them so simple and natural that they fade into the background, allowing everyone to immerse themselves in the excitement of the adventure without being distracted by constantly consulting tables and charts.

2.1 Your Job as a Player

You must bear one thought in mind when playing **AQ**: your GM has gone to much effort to learn and adjudicate the adventure. All his decisions are final and should not be challenged during the game. If you disagree with any of these decisions, take the GM aside **after** the game and talk it over. He may have acted on information you don't know, or slightly changed some rules to make the game different, more exciting, or less predictable. Your GM is under no obligation to explain any result, as the explanation could reveal information that your adventurer should not have.

2.2 Use of Dice

Dice with different numbers of sides are required to play **AQ**. At a minimum you'll need a d4, a d6, a d8, a d12, and a d20. A d10 is available, but a d20 can be used in its place. Percentile rolls (d100) can be rolled with 2d20; one die represents the tens digit and the other the ones digit. A d100 and a d30 are commercially available, but they are not needed to play **AQ**. Since it is quicker to roll three dice at once rather than the same die three times, expand your dice collection as needed.

Adopting these simple conventions will prevent confusion and misunderstandings about dice rolls:

- ✓ Make sure someone witnesses all rolls.
- ✓ Don't roll dice until the GM asks you.
- ✓ If any dice fall off the rolling surface, reroll them all.
- ✓ For percentage rolls the darker die is always the ten's digit.

2.3 Playing Modes

Play occurs in one of three **modes**, which are mainly defined by their time-keeping requirements during play.

2.3.1 Summarized Actions Mode

When adventurers must perform a series of mundane actions that are not pertinent to the plot or enjoyment of the adventure, the GM may simply state these things are occurring, thus briefly summarizing a long time passage. If a player feels it's important to clarify an action during this time, he should notify the GM to switch to Free Action Mode.

Having conquered the evil Jhelonian prince and rescued the fair Felicia from his clutches, you and your companions procure passage back to your home city of Rougtero. Four uneventful days at sea do not prepare you for the large celebration that takes place when you step foot on the docks.

2.3.2 Free Actions Mode

For most of an adventure session you will play in near real time. The GM freely accepts actions stated by the players and gives the results of those actions. This mode of play is suspended only when the GM decides to summarize a long time period or when melee is initiated.

2.3.3 Melee Actions Mode

When adventurers, creatures and actors come into conflict with each other, the GM places the game into melee mode. Time is broken down into 4 second combat rounds. Each round, the GM hands out information about the combat, asks for adventurer actions, and reports the results. This cycle is repeated until the melee ends, at which point the GM switches to Free Action Mode.

2.4 Encounters and Combat

When adventurers encounter an actor, a group of actors, or creatures, combat may be the only alternative. The GM accepts and resolves melee actions as follows:

2.4.1 Distance

When the opportunity exists for adventurers to encounter other creatures or actors, your GM will determine at what distance you are from them. Your adventurer must have **Line of Sight**, i.e., an unobstructed viewing path, to see his opponents. Indoors or underground this generally means he must be in the same room or corridor. Outdoors, the prevailing light conditions, the type of plant life, and the general terrain are all factors that the GM must consider.

2.4.2 Order of Melee

A **Round** is an exchange of blows between two or more opponents. A round lasts 4 seconds (15 rounds per minute) and is the time unit of combat. The following Order of Actions imposes order on an inherently chaotic situation:

- 1) Determine initiative.
- 2) Each group, in order of initiative, gets an Action Phase.
 - a. Informational questions
 - b. Action preparation
 - c. Statement of actions
 - d. Results of actions
- 3) Outcome Phase

2.4.2.1 Initiative

Initiative indicates the order in which each side plans and performs its actions. A representative from each group rolls 2d6 and the results determine the order, highest to lowest, in which actions are taken. There is no simultaneous combat. If a tie results, the player character party wins, unless there are multiple player character parties rolling separate initiatives, in which case all sides that tied must roll again until one wins.

For each **Round** a side does not win initiative, it gets to add a cumulative +1 to its roll for each succeeding roll. When a side wins initiative, it gets no such bonus the next round.

Creatures possessing the 'Quickness' ability may go first followed by the winner of the initiative roll. If opposing parties have Quickness then the order would be Quickness on the initiative winning side, Quickness on the initiative losing side, the initiative winning side and finally the initiative losing side.

2.4.2.2 Informational Questions

The GM starts the adventurers' action phase by taking questions from the players about the current situation and answering them according to the adventurers' knowledge at the time. Players may talk with each other about the situation, about playing style and rules questions, but **MAY NOT** tell each other what they plan to do or exchange information between adventurers. When all questions have been answered, the GM continues with . . .

2.4.2.3 Action Preparation

The GM asks all players to prepare actions. Each player must decide what one action his adventurer will do during the upcoming round. Players **MAY NOT** talk with each other during this time. If play becomes very intense or important, the GM may ask for actions in writing. When all actions are ready, play continues with . . .

2.4.2.4 Statement of Actions

One at a time, in the order chosen by the party, each player announces to the GM what his adventurer's action is for the round. Players have the option of modifying their action if it is obvious that another character's action will interfere with their own. For example, it may be obvious that a character is going to cast a damage spell into the area, a player going later in the round can avoid the area. In general terms, the action that was prepared in the previous phase must be the action your character performs unless there are obvious reasons to change it. Remember, all of these actions are happening at the same time, but they are still take 4 seconds to complete. As each action is revealed, the GM asks the player to make any needed rolls. The player should roll the requested dice and announce the results (if it is a roll "to strike" or "to hit," he instead announces the best defense value which that roll hits). The GM records any results during this phase.

2.4.2.5 Results of Actions

After all actions have been stated and resolved, the GM announces the results of the Action Phase. This includes creatures or people falling to the ground, incidental movement, noise, or visions. The players may ask questions here if the results are unclear. (Remember, sometimes this is intentional and the GM may refuse to answer.)

2.4.2.6 Outcome Phase

After all combatants have had their Action Phase, the GM also announces the outcome of any occurrences that are not the direct result of adventurers, actors, or creatures involved in the combat. This includes things like large falling objects, timed explosions, natural disasters, collapsing buildings and disintegrating planets.

2.4.3 Surprise

When two groups of adventures, actors or creatures first meet, one group may not notice the other immediately. If this is true, and the non-surprised group attempts a combat action, the GM will change to Free Action mode allow them a **Free Round** to perform actions. The GM will continue to allow the Free Rounds until the other party notices their presence. Then the GM will start normal combat.

2.5 Actions

Of course, there are many different actions an adventurer may take during a round, but usually they fall into a few different classes. Each of these is described below to give you an idea of what your adventurer may do during melee.

2.5.1 Movement

It is often necessary to maneuver during combat. Each adventurer has a **Movement Rate** that is the distance he may move in a round when not in direct melee. This distance may be modified by your GM according to terrain, obstacles, or circumstances.

You cannot make any attacks or cast spells and move more than one-fifth your movement rate in the same round. You can ready weapons, talk, observe the situation or ready actions while moving your full movement rate.

2.5.2 Striking

When two opponents are within 5 feet of each other, they are normally considered "in melee," trading attacks with intent to harm. To determine if a hand-to-hand attack is successful, the attacker rolls 1d20, adds his **Combat Modifier (CM)**, plus any other appropriate bonuses, to the result, and compares the total to the **Combat Defense Value (CDV)** of the opponent. The total must equal or exceed the opponent's CDV to hit.

Valken the Warrior attacks a poor, helpless orc with his once enchanted (+1) long sword. Valken's player rolls a 10 on 1d20. Valken's CM is 1, and the magical sword has a bonus of 1, for a total of $10+1+1 = 12$.

The poor orc is lying supine on the ground (with Valken's foot on his stomach), so it has a CDV of 5. Valken's player announces he has struck CDV 12. Since 12 is greater than 5, Valken strikes the orc with his long sword. The GM tells Valken's player that he has struck and directs him to roll damage. The player rolls 1d10 (for long sword damage), getting a 5. He adds 1 (for the magic sword) and announces that Valken has done 6 points of damage. At the end of the round, since the poor orc only started with 4 DP, the GM announces the orc is slain.

2.5.2.1 Impaling

Impaling your opponent with your weapon is a style of attack that uses the same attack roll and defense value as striking, but can cause considerably more damage. Charging an opponent with a set weapon or setting a weapon and allowing an opponent to run himself through are both examples of impaling. Impaling is only effective when the target or the impaler have been moving at their maximum movement rate **for at least one full round** and the other is stationary or moving closer. Impaling is accomplished with a standard roll to strike, but modifiers and skills are not applicable.

2.5.3 Hitting (Missile and Linear)

Missile and linear weapons are used very much like hand-to-hand weapons, except you use the attacker's **Missile Modifier (MM)** or **Linear Modifier (LM)** and the defender's **Missile Defense Value (MDV)** or **Linear Defense Value (LDV)**. If the attacker's 1d20 roll plus his MM or LM, plus other bonuses equal or exceeds the defender's MDV or LDV, he has hit and the player rolls the weapon's damage. Each missile and linear weapon has a range increment listed along with it. Using the weapon past the range increment results in a penalty to hit of -2 equal to the number of times the range increment is exceeded. For example, if a bow has a range increment of 30 and you would like to shoot a target that is 70 feet away, you would have a -4 penalty to hit because you exceeded the range increment twice. A range increment can only be exceeded ten times (for a -20 penalty) otherwise a target is considered out of range (unless skill is used to increase a weapons range).

2.5.4 Critical Hits and Misses

When your adventurer is attempting to attack in any way, examine the result of the attack roll before any bonuses or mods are added. If the die roll is one, it is an automatic miss, no hit happens, no grapple succeeds, no damage is done. If the die roll is twenty, it is successful automatically. In addition, if your adventurer needed less than a twenty on the die roll, taking your bonuses and mods into account, it is considered a **Critical Hit**. *The GM will roll the result of your hit, and announce its severity.*

2.5.5 Grappling

Whenever an adventurer is within melee range of an opponent, he may attempt to grapple rather than strike at the opponent with a weapon. The adventurer must drop anything he is holding at the beginning of the round so that both hands are free. Shields take a full round to drop, your adventurer's arm is in a couple of straps.

The player states which grappling option will be used (hold or throw), then rolls 1d20 and adds the adventurer's **Grapple Modifier (GM)**. If the total is equal to or greater than the opponent's **Grapple Defense Value (GDV)**, the grapple option succeeds, the defender is held, or thrown. If the grapple fails the attacker and defender are still grappling, and must wait until the next round for another attempt.

All this happens during the attacker's portion of the round, so the defender may become the attacker in his portion of the round. Once an adventurer is grappling he may not withdraw unless he is not held, and has the initiative.

2.5.5.1 Hold

When a person is held, they can attempt break free of the hold. The held person and the holder make opposing rolls (each rolls dice and they compare their total) of $(STR/3 + 1/\text{exceptional})d6$. If the held person's total is higher, they break. If the holder's total is higher, they maintain the grapple and the held person must subtract a die from their next attempt to break. In the event

of a tie, the grapple is maintained, but the grappled person does not lose a die on the next attempt. For each additional person holding the target, the holder may add one die to this roll. The first person to grapple the target in a round is the one to roll the dice.

If the person breaking free wins by 10 it only takes them one-fifth move to break free and they can move or do an action. If the person breaking free wins by 20 the grapple doesn't even slow them down and they can act freely for the entire round.

2.5.5.2 Throw

When a throw attempt succeeds, the thrower may determine the direction of the throw. However, the distance thrown and what, if any, damage or other results occur must be adjudicated by the GM at the time of the throw.

2.5.6 Withdrawal from Melee and Grappling

To successfully withdraw from melee, the adventurer must not be held when it is his round to take an action. It will take one-fifth movement to get up from the ground, so his opponent may be able to attempt further opportunities to grapple before he can fully escape. If an adventurer has gotten up and run from a grapple, his opponent is free to chase and tackle him.

2.5.7 Multiple Combatants

Situations occur where more than one person wants to strike or grapple the same target. If the target and the attackers are relatively the same size, no more than four may attack the same target. A standing target backed up against a wall may only be attacked by two combatants; if in a doorway or tight corridor, only one. If more than the allowed number attempt to attack a single target, all attackers must make a check of 3d6, plus 1d6 for each extra attacker, vs. their AGI or trip and fall to the floor, losing their attack that round.

A possible exception to this might arise if adventurers behind the attackers want to thrust polearms or spears at the target between the attackers. This might be perfectly feasible; it is up the GM to decide based on the circumstances.

2.5.8 Shooting into Melee

Shooting a missile weapon at an opponent who is in melee with adventurers from your party is a dangerous and possibly fatal action. If you attempt to hit an opponent in melee, and miss, the GM will determine if any others in the combat are potential targets. If so, he will ask you to roll to hit the alternate target, damaging him if you succeed. Shooting your friends in the back is a sure way to earn a quick and violent death.

2.5.9 Defending

During a round a player may choose to 'defend.' In order to defend, the character must be holding either a shield or a weapon (a shield for MDV or LDV). Between this round and his next round, he will receive a bonus to the DV of his choice of one-half his modifier. The player can move up to 1/5th movement and 'defend' at the same time.

2.5.10 Other Common Actions

It is impossible to list all the actions that might occur during an Action Phase. During play, the GM must adjudicate any unusual actions and assign durations for them. Some common actions and their duration in rounds are given below:

Action	Duration
Climb 10' of rope	2
Dropping a shield	1
Finding something in backpack	1-4
Getting up from the ground	1/5 move
Lighting a torch	2-10
Mount a horse or dolphin	2
Readying weapon	1
Remove chain armor	4

Remove leather armor	2
Remove plate armor	8
Removing backpack	1
Searching a body	5-20
Survey a situation	1
Switching weapons	1

2.6 Using Skills

When your adventurer must perform a specific task during play, success or failure is determined by a skill check or a stat check. Having an applicable skill gives him a better chance of succeeding, and the higher the skill value, the greater the chance for success.

To check skill use, your Game Master will ask you to roll some six-sided dice. If you roll your adventurer's skill value or less, you have successfully applied that skill.

Simple tasks require a roll equal to or below your adventurer's skill value on 1d6; moderately difficult tasks require a roll of 2d6, and very difficult tasks 3d6 or more. Remember, your GM is the final authority on needed rolls and can and will apply appropriate modifiers.

2.7 Defaulting a skill

If your adventurer attempts to use a skill he doesn't have, or fails at an acquired skill, he may still try, but the check is against that skill's associated stat, this is called defaulting. The total number of six-sided dice to be rolled is that given by the GM, plus the number of dice shown as extra dice for that skill. Restricted skills are so complex that they may not be attempted by those who have not been taught the skill. Also some skills are based on acquired knowledge, and cannot be defaulted. An entry of "res" or "non" in the extra dice column indicates that skill cannot be defaulted.

Alene has bought mountain climbing up to rank 8, and has an AGI of 15. While adventuring she must climb a steep rockface. The rock is damp from rain and somewhat slippery, so the GM asks Alene's player to roll 8 or less on 2d6. The player rolls a 7, so the skill check succeeds.

Let's say the player rolled a 10, meaning the skill check failed. The GM allows another chance, using mountain climbing's associated stat (AGI). The player must roll Alene's AGI or less on 4d6 (the 2 dictated by the GM, plus 2 from the extra dice column opposite mountain climbing). The result is a 12, meaning success this time.

2.8 Resistance Checks

Resistance Checks (or **RC**) are a measure of your adventurer's resistance to physical and spell effects. When you are subject to such an effect, your GM will state what the effect is, which stat to check against, and how strong the effect is by announcing how many dice you need to roll to resist that effect. Roll that many dice, and if you roll equal to or lower than your rank in the appropriate stat, you succeed the resistance check and the effect is weakened or negated.

2.8.1 Armor Effects of Resistance Checks

Different types of armor can diminish your ability to resist certain magical and physical effects. Leather armor restricts mobility, automatically adding 1d6 to any **RC (Resistance Check)** against **AGI**. Chain mail has, in addition, a large mass of metal that attracts magical energies. An adventurer in chain must add 1d6 to any RC against **AGI** and **PWR**. A set of plate mail is extremely heavy and takes considerable strength to wear. An adventurer in plate mail must add 1d6 to any RC against **AGI**, **PWR**, or **STR**. See the Armor Chart and page 49 for details on the armor penalties of the particular armor your character is wearing.

2.9 Dying and Falling Unconscious

If you fight you just might get hurt! When an adventurer is damaged he must temporarily subtract that number of damage points from his damage point total. If the total goes below zero, the adventurer dies immediately. (Since all actions are simultaneous in an action phase, a cure in the same round may prevent the total from going below zero).

If an adventurer's DP total is between 0 and 5, the player must roll his adventurer's current **DP** total (after damage) or less on 1d6 to remain conscious. If he fails this roll, the adventurer immediately falls **unconscious**. When (and if) an unconscious adventurer recovers damage points through natural or magical healing, he may reroll to wake up. (This is automatic once 6 DP is reached). Instead of rolling for consciousness, an adventurer may choose to go unconscious prior to rolling. This is the same as failing the consciousness roll.

2.10 Weapons and Their Effects

Adventurers may employ many different weapons in combat. Each weapon is unique in the amount of damage it can do and who may use it.

Type is the broad classification of each weapon as Edged, Piercing, or Blunt. If a critical hit is rolled, these tell you which Critical Hit Table to consult. **Category** is the weapon categorization for weapon skill purposes.

STR is the minimum STR value required to effectively use the weapon. DV column is the Defensive Value adjustment for that particular weapon; this value is added to the adventurer's CDV and GDV when that weapon is in use. Note that one-handed weapons are worth 1 DV, two-handed weapons are worth 2 DV, and most defensive weapons are worth 3 DV. Two-handed weapons (those listed with a DV of 2) must be used two-handed. Weapons listed as 2/1 can be used one or two handed.

The value in the **Rate** column specifies how many rounds are needed to use and then ready a weapon, already in hand, for another attack. **Strike** Damage is the damage inflicted on a successful "to strike" roll. **Impale** Damage is the damage potential if the weapon is set and braced against a charge, a falling body, etc. **Background** is either Warrior, Marine, or Rogue and can have multiple backgrounds. **Handedness** is the number of hands required to wield the weapon, some weapons can be wield either 1 or 2 handed. **Check** is the skill check required to craft the weapon out of iron. **Availability** is the ease of finding the weapon in a town. **Weight** is now much the weapon weighs in pounds.

Type	Category	Str	DV	Rate	Weapon	Strk	Impale	Reach	Bkg	Hd	Chk	BC	Avail	Wgt
E	Sword	14	2/1	1	Bastard Sword	d10	d12+8	M	W	2/1	2	300	3	10
E	Axe	12	2	1	Battle Axe	d12	---	M	W	2	2	360	2	20
B	Hammer	14	2	1	Battle Hammer	d10	---	M	W	2	2	300	3	8
P	Impaling/Defensive	13	2	1*	Bec-de-Corbin-Chop	d12	d8+4	10/15	W	2	3	390	4	17
P	Precision/Defensive	13	2	1	Bec-de-Corbin-Thrust	d6	d8+4	10/15	W	2	3			17
E	Sword	12	1	1	Broad Sword	d10	d12+4	M	W	1	2	300	2	6
B	Defensive	10	1	1	Buckler	1	---	M	W	1	1	30	2	4
B	Brawling/Defensive	8	-	1	Cestus	d4	---	M	M	1	1	120	3	2
E	Sword	15	2	1	Claymore	d12	d12+8	M	W	2	2	360	4	13
B	Hammer	6	1	1	Club	d4	---	M	W	1	1	120	1	3+
E	Sword	12	1	1	Cutlass	d8	---	M	M	1	2	240	3	4
P	Precision	6	1	1	Dagger	d4	---	M	M	1	1	120	2	1
P	Sword	15	2	1	Estoc	d10	d8+4	M	W	2	3	330	4	14
E	Sword	11	1	1	Falchion	d10	---	M	W	1	2	300	3	6
B	Brawling	4	-	1	Fist	d2	---	M	W	-	-	60		
B	Rope	10	1	1	Flail	d8	---	M	W	1	2	240	2	5
E	Sword	16	2	1	Flamberge	d12	d12+9	M	W	2	5	390	4	15
P	Sword	6	1	1	Foil	d2	1	M	M	1	3	60	3	2
P	Impaling	8	-	1	Gaff Hook	d3	---	M	M	1	1	90	2	1
E	Sword/Defensive	14	2	1	Glaive-Slash	d10	d12+8	M	W	2	2	330	4	15
P	Impaling/Defensive	14	2	1	Glaive-Thrust	d8	d12+8	M	W	2	2	15		
E	Oversized	18	2	1	Great Axe	d14	---	M	W	2	5	---	5	30
B	Rope	13	2	1	Great Flail	d10	---	M	W	2	3	300	4	20
B	Hammer	15	2	1	Great Mace	d12	---	M	W	2	3	360	4	20
E	Sword	16	2	1	Great Sword	d12	d12+10	M	W	2	3	360	4	15
E	Axe/Defensive	15	2	1*	Halberd-Chop	d12	---	M/15	W	2	3	390	4	15

P	Impaling/Defensive	15	2	1	Halberd-Thrust	d8	d12+5	M/15	W	2					15
E	Axe	10	1	1	Hand Axe	d8	---	M	W	1	2	240	1	7	
P	Impaling	10	1	1	Harpoon	d6	d12+5	M	M	1	2	240	1	4	
E	Axe	9	1	1	Hatchet	d6	---	M	W	1	2	180	1	5	
E	Sword	12	2/1	1	Katana	d10	d8+4	M	W	2/1	5	300	5	8	
B	Brawling	5	-	1	Kick	d3	---	M	W	-	-				
P	Impaling	12	1	1	Lance	d6	d20+4	10/15	W	1*	2	360	2	10	
E	Axe	14	2	1*	Lochaber Axe	d12	---	10/15	W	2	3	360	3	15	
E	Sword	12	1	1	Long Sword	d10	d12+5	M	W	1	2	300	3	5	
B	Hammer	9	1	1	Mace	d6	---	M	W	1	2	180	3	6	
E	Sword	10	1	1	Machete	d6	d4+4	M	W	1	1	180	1	3	
P	Precision/Defensive	9	1	1	Main-Gauche	d3	d3	M	M	1	3	90	4	1.5	
E	Sword	8	1	1	Maroglave-Cut	d8	---	M	M	1	2	270	4	3	
P	Precision	10	1	1	Maroglave-Thrust	d6	d6	M	M	1	3				
B	Hammer	14	2	1	Maul	d8	---	M	W	2	2	240	2	15	
P	Impaling	12	1	1	Military Pick	d8	---	M	W	1	2	270	3	6	
B	Rope	13	1	1	Morning Star	d10	---	M	W	1	2	300	3	8	
E	Sword/Defensive	14	2	1	Naginata	d10	d8+5	M	W	2	3	300	5	15	
B	Rope	8	1	1	Nunchaku	d4	---	M	W	1	1	120	5	2	
E	Sword	16	2	1	No-Dachi	d12	d8+8	M	W	2	4	360	5	15	
P	Impaling	8	2	1	Pick	d6	---	M	W	2	1	180	2	12	
P	Impaling/Defensive	14	2	1*	Pike	d6	d12+4	15/20	W	2	2	210	2	22	
B	Defensive	6	3	1	Quarter Staff	d4	d2	M	W	2	1	120	1	4	
P	Sword/Defensive	10	1	1	Rapier	d6	d6+4	M	M	1	3	180	4	3	
E	Sword	10	1	1	Sabre	d8	d8+5	M	M	1	3	240	4	4	
E	Sword	10	1	1	Scimitar	d8	---	M	W	1	2	240	3	4	
E	Impaling	10	2	1	Scythe	d8	---	M	W	2	1	240	1	12	
E	Sword	15	2	1	Shamshir	d12	---	M	W	2	3	360	4	15	
P	Precision	4	-	1	Shank	d2	1	M	W	1	1	60	1	.5	
B	Defensive	8	3*	1	Shield	d2	---	M	W	1	2	60	1	15	
P	Sword	8	1	1	Short Sword	d6	d10	M	W	1	2	180	2	3	
E	Impaling	8	1	1	Sickle	d6	---	M	W	1	1	180	1	3	
B	Hammer	14	2	1	Sledge Hammer	d8	---	M	W	2	1	240	2	20	
P	Impaling/Defensive	6	2/1	1	Spear	d6		M	W	2/1	1	180	1	5	
P	Precision	6	1	1	Stiletto	d4	d4	M	W	1	1	120	4	1	
E	Precision	6	1	1	Tanto	d4	d4	M	W	1	1	120	5	1	
P	Impaling/Defensive	7	2/1	1	Trident	d6	d20	M	M	2/1	2	180	3	5	
E	Sword	12	1	1	Tulwar	d10	---	M	W	1	1	300	3	4	
E	Sword	10	1	1	Wakizashi	d6	d6+2	M	W	1	1	180	5	3	
E	Axe	12	1	1	War Axe	d10	---	M	W	1	1	300	3	10	
B	Hammer	9	1	1	War Hammer	d4		M	W	1	1	120	3	4	
B	Rope	8	1	1*	Whip	d4	---	M/10	W	1	1	120	1	2	

Type	Category	Str	DV	Rate	Weapon	Dmg	Range	Bkg	Hnds
P	Bow	8	1	2	Self Bow	d6	30	W	2
P	Bow	10	1	2	Horse Bow	d6	40	W	2
P	Bow	12	1	2	Longbow	d8	60	W	2
P	Bow	14	1	2	Geleian Longbow	d10	60	W	2
P	Bow	16	1	2	Kieron Greatbow	d10	80	W	2
P	Crossbow	10	1	3	Crossbow	d8	40	W	2
P	Crossbow	12	1	5	Liston Crossbow	d10	60	W	2
P	Crossbow	16	1	8	Gramshire Crossbow	d12	80	W	2
P	Thrown	8	1	2	Atlatl	d8	20	W	1
P	Thrown	10	1	2	Chakram	d3	15	W	1

P	Precision/Thrown	12	1	2	Dagger	d3	10	W	1
P	Thrown	14	1	2	Dart	d4	10	W	1
P	Impaling/Thrown	16	1	2	Harpoon	d8	15	W	1
E	Axe/Thrown	10	1	2	Hatchet	d3	10	W	1
P	Thrown	12	1	2	Javelin	d6	20	W	1
P	Thrown	16	1	2	Shuriken	d2	10	W	1
B	Thrown	12	1	2	Sling (bullet)	d4	20	W	1
B	Thrown	14	1	2	Sling (stone)	d3	15	W	1
P	Impaling/Thrown	16	1	2	Spear	d6	10	W	2/1
P	Precision/Thrown	10	1	2	Stiletto	d4	10	W	1
P	Impaling/Thrown	12	1	2	Trident	d6	10	W	2/1
B	Hammer/Thrown	16	1	2	War Hammer	d4	10	W	1

Muzzle Loaded		Dmg	Range Inc.	Rate	Capacity
<i>Handgun, Smooth Bore</i>					
	Light	d4	10	8	1
	Heavy	d6	10	8	1
<i>Handgun, Rifled</i>					
	Light	d6	15	9	1
	Heavy	d8	15	9	1
<i>Long Arm, Smooth Bore</i>					
	Carbine	d8	40	15	1
	Standard	d10	50	15	1
<i>Long Arm, Rifled</i>					
	Carbine	d10	100	17	1
	Standard	d12	120	17	1
<i>Shotgun</i>					
	Buckshot	d10	20	15	1

Cartridge Loaded Handgun		Dmg	Range Inc.	Rate*	Capacity
<i>Handgun, Single Shot</i>					
	Light	d8	15	2	1
	Heavy	d10	20	2	1
<i>Handgun, Revolver</i>					
	Light	d8	15	1, 2 reload*	6
	Heavy	d10	20	1, 2 reload*	6
<i>Handgun, Semi-Automatic</i>					
	Light	d8	15	1, 2 reload*	6
	Heavy	d10	20	1, 2 reload*	6
<i>Handgun, Automatic</i>					
	Light	d8	15	1, 2 reload*	20
	Heavy	d10	20	1, 2 reload*	20

Cartridge Loaded Long Arm	Dmg	Range Inc.	Rate*	Capacity
<i>Long Arm, Single Shot</i>				
Light	d10	120	2	1
Heavy	d12	140	2	1
<i>Long Arm, Revolver</i>				
Light	d10	120	1, 2 reload*	5
Heavy	d12	140	1, 2 reload*	5
<i>Long Arm, Lever Action</i>				
Light	d10	120	1, 2 reload	8
Heavy	d12	140	1, 2 reload	5
<i>Long Arm, Bolt Action</i>				
Light	d10	120	1, 2 reload*	8
Heavy	d12	140	1, 2 reload*	8
<i>Long Arm, Semi-Automatic</i>				
Light	d10	120	1, 2 reload*	8
Heavy	d12	140	1, 2 reload*	8
<i>Long Arm, Automatic</i>				
Light	d10	120	1, 2 reload*	20
Heavy	d12	140	1, 2 reload*	20

Cartridge Loaded Shotgun	Dmg	Range Inc.	Rate*	Capacity
<i>Shotgun, Single Shot</i>				
Buckshot	d12	30	2	1
Rifled Slug	d12	50	2	1
<i>Shotgun, Lever Action</i>				
Buckshot	d12	30	1, 2 reload	4
Rifled Slug	d12	50	1, 2 reload	4
<i>Shotgun, Semi-Automatic</i>				
Buckshot	d12	30	1, 2 reload	4
Rifled Slug	d12	50	1, 2 reload	4
<i>Shotgun, Automatic</i>				
Buckshot	d12	30	1, 2 reload*	10
Rifled Slug	d12	50	1, 2 reload*	10

Reloading: If the reload rate has a * next to it, this is the time it takes to fully reload the weapon with the proper quick loading device. Otherwise, it takes the reload time to reload a single shot into the weapon. Skill can be used to reduce reload times.

2.11 Weapon Specialization Skills

You may increase your adventurer's ability to use specific types of weapons by buying the appropriate weapon specialization skill. You buy this skill separately for each type of weapon you wish to specialize in. Skill in each weapon type gives you additional options during combat, such as multiple attacks, better accuracy, higher damage and the ability to get difficult shots with missile and linear weapons. These abilities are given in detail under the entries for **Weapon and Maneuver Skills** starting on page 107.

2.12 Using Magic

There are three broad classes of magic: elemental, divine, and psionic. Elemental power is derived from the four elements present in the physical environment: Earth, Fire, Air, and Water. The adventurer chooses one element in which to specialize and serves as a conduit for the power of that element. Magical effects are manifested by calling forth, manipulating, and controlling raw elemental power. The caster's expertise in his craft is measured in **Elemental Units (EU)**.

Each time a caster buys a rank in a spell group, he gains one Elemental Unit (EU). This power may be applied to any Spell Group the caster has purchased the knowledge to use; it is not limited to any specific spell group. Thus a caster who has purchased up through the third rank spells in five spell groups has 15 EU, and may use them to cast any spell he has acquired, even the same spell requiring three EU five times. Elemental Unit and Divine Unit totals must be kept separate as elemental power cannot activate divine spells and vice versa.

Divine magical power derives directly from the Jaernian deities. The adventurer is beholden to a specific deity and must perform the duties of his office and serve the cause of his god to receive the power to invoke magical effects. Priests perform their magical effects by manipulating the divine power granted them by their gods. Their mastery of their calling is also measured in Divine Units (DU).

Psionic magical power is derived from the mind of the caster. A background Psion has two primary disciplines that they have specialized in, all other disciplines are secondary disciplines and take more time and training for the psion to learn.

2.12.1 Casting and Terminating Spells

To use a spell, declare to the GM which spell your adventurer intends to cast. Your adventurer then begins to gesture, with a single hand if the casting time of the spell is a single round, or both hands for longer spells. He also speaks out the key word or words that activate the spell.

Any spell may be terminated by the caster before the normal end of its duration by expending one unit. This can be done as a free action during the round, but only a single spell may be terminated in a round.

2.12.2 Recovering Spell Units

When a spell is cast, the required units are temporarily deducted from the caster's total. Expended units may be recovered by resting. Elemental and divine units regenerate at a rate of the caster's **PWR** stat in units for each eight hours rest. While psionic unit recovery is based on the caster's **WIL** stat. For example, a caster with a PWR of 13 recovers units at the rate of 13 units/8 hours rest (12 hours for an elf). Divine, elemental, and psionic unit totals are kept separate, and an adventurer recovers units for all types if he has purchased each style of magic. Priests of Ra and Rudri recover spell units in unusual ways, look at the section on your deity for details.

2.12.3 Restrictions on Spell Casting

If your adventurer's hands are damaged or restricted, he may be prevented from casting spells. One impaired hand prevents casting any spell with a casting time greater than one round; two impaired hands prevents any casting. A damaged or non-functional voice also prevents casting, but a magical silence does **not**, as the vocal component of a spell is more a concentration device than a method of summoning magical power. Psionic spells do not have a verbal or hand based component to them and are described in more detail in the Psionic Magic section.

The properties of the metal **Terisium**, consume spell energy. If a caster is encircled by this metal, his current **EU**, **DU**, and **PU** totals eventually drops to zero; the adventurer may recover the units, by resting, once the metal is removed. **Slave handlers** often make manacles, collars, and leg irons of this metal to use on spell-casting slaves.

2.12.4 Spell Interruption

All spells have a fixed casting time. If your adventurer begins a spell and then becomes the target of an attack before the spell is completed, the spell is disrupted and must be started again. Spells with a one round casting time may not be interrupted, except by your adventurer's companions. Of course, if a fellow adventurer disrupts the spell, he may no longer be a friend, and from then on he determines his initiative separately until the dispute is settled.

2.12.5 Spell Duration

Once a spell has been cast and is active, the caster only needs to concentrate on it when he desires to change the spell effect. For example, an **Arise** spell requires no concentration to hover, but does to lower or raise the target. A **Fly** spell requires no concentration to move straight at a constant velocity, but does to turn, slow down, or speed up. A conjuration takes no concentration to maintain, but the caster must concentrate on it to make any changes within the conjuration.

Concentrating on the spell restricts the caster's actions to a slow walk (1/5 normal movement rate) for any non-movement spell, and the appropriate movement for movement spells. Also he must maintain line-of-sight (**LOS**) on the spell effect to be changed. The caster may not speak, nor perform other actions while concentrating.

2.12.6 Spell Stacking

The concept of stacking spells is to put multiple spells (either the same spell or different spells) on a target that have the same effect, thus creating a more powerful effect. In general, spells that have the same or very similar effects do not stack. When two spells that have the same or similar effect are active on a target, the highest bonus (or penalty) always takes precedence. The duration of the individual spell should still be tracked because if one spell runs out the other spell may still be active. *For example, if a spell effect gives a person +1 bonus to their strength score and another spell is cast on them that gives a +3 bonus to their strength score, they will get a +3 bonus to their strength for the duration of the second spell. If the second spell goes down and the first spell is still active, they will continue to get a +1 bonus to their strength.*

2.12.7 Stressing PWR for Units

An adventurer may sacrifice one point of **PWR** for four EU or DU by **stressing** the stat. Psions can stress their **WIL** in the same manner for four PU. This may be done at any time and does not count as an action. The caster may use these newly acquired units as he sees fit. The experience cost to replace a point of PWR is quite high, so this is not an action to be taken lightly.

2.12.8 Overloading the Spell Group

Normally you state your adventurer is casting an acquired spell, expend the necessary unit (deducting them from his current total), and the spell effect is adjudicated by the GM. If the caster lacks the required number of units, the spell may not be cast and he loses all remaining units. However, there are instances where an adventurer can stretch his ability to (and beyond) the limit.

This happens when the total cost of a spell is higher than the caster's rank in a spell group, and he has sufficient units to cast that spell. The caster is extrapolating his knowledge of the gestures and control that may be required by trying to skip one or more necessary steps (spells) in the training process. The adventurer may cast spells above what is allowed normally by overloading. He may not cast any spell 7 or more ranks higher than his highest purchased rank in the spell group; attempting to do so only drains his unit total to zero and no spell effect occurs. *Psionic spells cannot be overloaded to cast higher ranking spells, but they can be overloaded for finessing past the caster's maximum rank.*

If the overload attempt is from 1 to 6 ranks above the caster's highest purchased rank, the attempted spell may work, but other effects are possible considering the uncertainties of the power involved. The required units are deducted from the caster's total despite what happens. Subtract the caster's rank in the spell group from the rank of the attempted spell and add 6 to the result. This is the number the player must roll or exceed on 2d6 for the overload to work.

The spell fails if the roll comes up short; check the roll against the Overload Table for additional effects. The table only goes up to 11 because if the required roll is 12 and a 12 is rolled, the overload is successful.

Roll	Effect
2	Caster suffers (units)d4 DP
3	Caster drained of all remaining units
4	Random spell (from ANY group) fall on caster
5	Caster loses consciousness for 1d4 hours
6	Caster suffers 1d10 DP
7	No other effects
8	Lose one rank in spell group
9	Lose two ranks in spell group
10	Lose one INT/CSE point permanently*
11	Lose two INT/CSE points permanently*
*INT for elemental and psionic/CSE for divine	

*Malvern has bought up to rank four in the **Fire Magics** group, but wishes to cast the eighth ranked spell, Fireball. He expends 8 EU to cast the spell, and the player must roll a 10 or higher ($8-4+6=10$) on 2d6 for the Fireball to succeed. The roll comes up as 11, meaning the Fireball functions as normal.*

*Gondo has bought up to sixth rank in the **Water Magics** group, but wants to cast **Ocean Cold**, the twelfth ranked spell. He expends 12 EU and needs to roll a 12 ($12-6+6=12$) on 2d6 for the overload to work. Unfortunately he rolls an 11, meaning that the spell*

fails, and he loses two points of INT. He may buy his INT back, but it cannot regenerate on its own. One must be cautious when using spells...

2.12.9 Finessing Spells

The spells any caster learns have been developed over centuries of trial and much error. What has been learned is that when “x” amount of power is called forth and, through specific gestures and words manipulated in such a way, a certain effect happens. Magic is thus more an art than a science due to the vagaries of the raw power, elemental or divine, with which the caster must work.

This is not to say that experimentation is dead; on the contrary, most spells were serendipitously discovered when magicians and priests attempted to refine, or **finesse**, a known spell effect by judiciously applying a little more power to alter the range, duration, area of effect, or the effect itself. The EU or DU cost required to alter a spell component is always one, and no spell or spell component may be finessed more than four times.

Finessable parameters within the spell descriptions are denoted by giving their values in two parts. The first part is the base number, followed by a plus sign, and then the amount that the base number may be modified by each finesse. For example, the area of effect of a spell could be given as **20 + 10/F' radius**. This means the spell normally occupies a 20 foot radius sphere, but each finesse can add or subtract up to 10 feet to this radius. No number may be modified to less than zero by finessing.

To determine if the finesse is successful, add one unit for each spell parameter the caster wishes to alter to the base cost of the spell. If the total cost does not exceed the caster's rank in that spell group, the finesse works. If the total cost exceeds the caster's rank, he is overloading the spell group (see above); subtract the caster's rank in the group from the total cost of the spell and add 6 to find the number or more to be rolled on 2d6.

Tolfirion wishes to finesse two parameters of a 2 EU spell. The total cost is 4 EU (2+1+1=4), but the caster has only bought up to the second spell. He therefore is overloading the spell group and must roll 8 or more (4-2+6=8) on 2d6 for the finessed spell to work. If the roll is 7 or less, check the Overload Table for the result.

If the caster finds he lacks the required units to meet the total cost (pay attention to the costs and your adventurer's current unit totals), the spell never gets started and the caster loses all remaining units.

Malvern has bought up to the fourth rank in a spell group and wishes to finesse two parameters of a 2 EU spell. The total cost is 4 EU, but he only has 2 EU left. The spell fizzles and the caster loses his remaining 2 EU, unless he stresses his PWR to gain EU.

2.12.10 Limitations of Finessing

How much may a spell be altered before it, in essence, becomes a new spell effect that must be researched? No spell, or single parameter of a spell, may be finessed more than 4 times. This could be 1 parameter 4 times, 2 parameters twice, 2 parameters once and 1 parameter twice, etc. Each spell description shows which parameters may be finessed and the change per finesse.

For example, an adventurer wishes to increase the range of a spell by 2 steps, the duration by 1 step. This is a total of 3 finessses and is possible. If he wished to increase the range twice and the duration twice, it would be possible, as well. But if he wanted to increase the range 3 times and the duration 3 times that is a total of 6 finessses and is beyond the capabilities of the spell.

2.12.11 Simultaneous Finessing and Overloading

This is possible, but obviously very chancy. This occurs when the adventurer wants to cast a spell above his rank in a group, and finessses it. The deleterious effects of lacking the basic spell ability and finesse ability are additive.

For example, a caster wishes to alter a fifth ranked spell so that it is 2 steps larger and targets a location two steps further away. The finesse cost for this would be 4 EU (increase the area twice (2 EU) and increase the target distance twice (2 EU). This is a total of 4 finessses (within the limit) and 9 EU (5+2+2=9). But the caster only has rank 4 in this group. The total cost for this spell exceeds the caster's rank by 5. He must roll 11 or more on 2d6 (9-4+6=11) for the finessed spell to succeed; if he rolls 10 or less, check the Overload Table for the grizzly results.

2.12.12 Powerful Spells

If a spell caster casts a spell above rank 12, they must pay for it using experience points. For elemental and divine spells, the cost is equal to the background base cost (typically 300) times the rank of the spell in experience points. For Psionic spells, the cost is listed with the spell. If the caster does not have the required number of experience points, they lose points of PWR greater than or equal in experience cost to the amount required. A Psion cannot use these abilities unless they have the XP to cast them, they simply fail.

2.12.13 Finessing to Damage Non-physical Creatures

A spell that normally does physical damage can be finessed 4 times to allow the effect to "bleed" into the magical realm. This will damage creatures that cannot normally be damaged by physical effects (i.e. ethereal creatures) in addition to creatures the spell would normally affect. All resistances are not affected by this change and act as normal against the spell.

2.12.14 Objects dropped by someone under a spell effect

When an object leaves the possession of a creature under a spell effect (or ability), the effect on this object will expire at the end of the round. The means one will be affected by this object on the round it leaves the creatures possession with the spell effect still on it.

2.13 Targeting

Targeting is the directing of magical spell energy, and is as important as the spell itself. There are seven **targeting methods** which determine what the spell target is. Some affect an object, entitling that object to a resistance check to reduce or eliminate the spell effect. Other methods affect an area and are always successful. Each spell description lists the targeting method for that spell

2.13.1 Caster

Spells which specify **caster** as a target can only affect the person or creature casting the spell. When someone is the target of a caster only spell, they have the option of attempting a 3d6 vs. WIL resistance check to avoid the spell. Examples of methods someone could be targeted by a caster only spell include the use of defers or spell redirecting items.

2.13.2 Touch

Spells labeled touch require the caster to actually touch the intended target. Only a single object, person, or creature can be affected by this type of spell. In order to gain touch on an opponent for the purposes of spell casting, the caster must intentionally touch the target with one of their casting hands, or either hand for the purposes of verbal casting. The mechanic for this action is to roll "to strike" against the target discounting the target's armor, helmet, as well as magical or physical protections that would not prevent touching. The target's stat, movement, shield, weapon, as well as magical or physical protections that would prevent touching still apply.

If the caster attempts to touch and fails, the spell is never cast and the spell energy is not expended. If the target is an unwilling person or creature, or any object, it is entitled to a resistance check against the spell if one is listed.

2.13.3 Multitouch

While a spell labeled MultiTouch is being cast, the caster touches each target he wants to affect, during the rounds used to cast the spell. Thus a spell with a target of MultiTouch, which takes three rounds to cast, indicates the caster touches as many targets as he can (or wishes) to in those three rounds, and when the casting time is complete, all those touched are affected. If the targets are unwilling persons or creatures, or any objects, they are entitled to a resistance check against the spell if one is listed. The caster can move their fifth movement rate and touch any number of creatures in the casting time. If the creature does not want to be touched, the caster must roll a touch attack without modifier. If the caster wishes to use modifier, that must be their action for the round. This could reduce the number of targets they can touch during the casting time.

2.13.4 Hearing

This targeting method involves an audible casting magic, which affects any creatures or persons capable of hearing it. In a large, open area with no other sounds, creatures or people within a distance of 240 feet of the caster can be affected. Other sound, wind, and obstructions may modify this distance, as adjudicated by the GM. Simply covering the ears does not stop the sound. The targets must have effective earplugs, which stop all other noises as well, to avoid being affected by the spell. If the targets are unwilling persons or creatures, they are entitled to a resistance check against the spell if one is listed. Hearing spells cannot be amplified via technology or magical means and also cannot be transmitted through technology or magic. They can be amplified by a physical megaphone though.

2.13.5 Memorized Location / Person / Object (MemLoc)

This targeting method is generally used for spells which move the caster or an object to a distant place, or let the caster scry or communicate at a distance. To memorize a location, person, or object the player must state that his adventurer is specifically memorizing it. The adventurer must spend at least 10 minutes to complete the memorization, and may not memorize more locations, persons, or objects than his INT attribute. The adventurer can only remember the fine details needed to target to the memorized location, person, or location for a period of four weeks. Since there is no target object, just a memory, no resistance checks are needed for these spells.

2.13.6 Direction / Distance

Spells using this method contain only a distance in the Target: field (such as 100 + 50/F'). The caster specifies the direction the spell is to travel, and the distance at which it will activate. The spell then travels in that direction and activates at the stated distance. Since there is no intended target object, there is no resistance check which could prevent the spell from activating. However, there may be a resistance check against the spell effect.

2.13.7 Line-of-sight (LOS)

LOS stands for **Line of Sight**. These spells are cast at an object. The object must be within the listed distance, and there must be an unobstructed, straight path from the caster to the object. The distance limitation is based on the details needed for the caster to successfully target the spell. LOS spells may not be cast through scrying spells unless the spell specifically states otherwise.

These spells can be banked off of well-formed mirrors and other optics. This requires a Target Magic check equal to the number of surfaces the caster is trying to bank a spell off of. If the Target Magic check is failed, the spell misses its target, as adjudicated by the GM. Spells which affect vision (but not spells that allow remote vision) also affect the ability to cast LOS spells. For example, Long Eyes increases LOS spell ranges proportionally. Heat Vision allows LOS spells to function in the dark. There are no resistance checks against the activation of these spells, but any listed RC applies to the resulting spell effect.

2.14 Areas of Effect

As well as understanding how to target a spell, you also need to know how to define what is affected by the spell. In general, spells affect areas, objects, or groups of objects.

Let's deal with areas first. An area is defined by giving a specific size to the spell effect. If the effect is meant to occur to objects within the area, then every object within it is entitled to the resistance check listed in the spell description. If the area itself is to be affected, there is no resistance check. Areas can be expressed as:

2.14.1 Radius

A spell that works with in radius functions by sending magic to a point where it magically extends out to the full radius. LOS spells will not go through solid objects, but will fill in an area if there is a reasonably sized opening to enter the area (big enough to fit ones arm through). After filling the area, the spell activates and any appropriate resistance checks can be attempted.

2.14.2 Volume

This spell affects a particular volume, whose shape is specified by the caster. No single dimension of this volume may be more than four times larger than any other dimension. All objects within the volume can be affected by the spell, and resistance checks may be listed, if appropriate.

2.14.3 Cone

This area of effect, like a 10' x 30' cone, affects a conical area 30 feet long with a 10 foot diameter base. The point of the cone is at the caster's fingertip. Intervening objects within the area may partially or fully shield other objects from the spell effect (GM's discretion).

2.14.4 Line

This area of effect, like a 5 x 20' line, is defined by drawing a line from the caster's fingertip 20 feet toward the spell target. All objects 2.5 feet on either side of this line (5 feet total distance) can be affected by the spell. Intervening objects within the area may partially or fully shield other objects from the spell effect (GM's discretion).

2.15 Objects

An object is a person, a creature or a thing. When a spell affects an object, further restrictions limit what kind or type of object can be affected by the spell. For example:

2.15.1.1 Caster

This limits the spell effect to the caster.

2.15.1.2 Single Creature

This limits the target of the spell to one creature or person.

2.15.1.3 Single Marine Creature

This type of area further restricts the target to a creature which primarily lives beneath the sea. Many other restrictions, such as *living*, *dead*, *humanoid* or *non-intelligent*, can be applied in this way.

2.15.1.4 Single Plant

Yes, plants can be affected by some spells as well.

2.15.1.5 130lb

This limits the spell effect to a single object of no more than 130 pounds.

2.15.1.6 3' radius

This limits the spell to affecting that portion of an object which is within three feet of the target point of the spell.

2.15.1.7 Ferromagnetic object

The target of this spell is only effected if it can be magnetized. Other classifications, such as *transparent*, *non-metallic*, *frozen* or *red* can be used in this way.

2.16 Groups of Objects

Often a group of several objects can and will be considered as a single object. If all the objects in the group fit within the limits and restrictions of the spell being cast, and they are all physically touching, the spell will affect the group of objects as though they are one.

An adventurer, his clothes, backpack, and enclosed objects within the backpack, is considered a single object. A wall, with all of its boards, nails, enclosed wiring, and paint is considered a single object. A brick wall, with bricks and mortar is considered a single

object. A ship's hull, with its enclosed superstructure, decking and rigging is considered a single object. A group of more than one persons, creatures, or plants is generally not considered a single object.

In short, anything constructed as a permanent structure, and any creature and the objects they are carrying, are considered as a single object when examining the area of effect of spells.

An addition, creatures that are held by an affected creature that he could carry are included as his equipment if they are non-intelligent or fail a 2d6 vs. PWR resistance check with the option to automatically fail this check. If the creature weighs more than the affected individuals STR x 10, then they cannot be included in the object grouping. In order to be included, the creature must be in full possession of the affected individual and cannot be held by another creature nor attached to another non free-standing object, such as a wall.

2.17 Incants

Like spells, incants involve the release of magical energies. Unlike spells, the process is slow and involved. The power behind incantations is that of the spirits of the **Kurago**. The incantor and his spirit guardian open a conduit to the Kurago, channeling energy from there, concentrating it in a charm, potion, or ward.

The nature of incants is such that they may not usually show their power or effect immediately. The magic is concentrated in some physical form and remains quiescent until activated by drinking, breaking or brandishing it appropriately.

2.17.1 Charging Incants

To prepare an incant, you should create a list of all incants that you will keep charged during a day. You should also make a note of how many dice in skill you are using to prepare the incant; the skill doesn't have to be rolled until the incant is actually used though. Incants are charged during a rest period of 8 hours (12 hours for an elf). It is possible to spend an hour to recharge a single incant outside of a rest period, but the character must be doing nothing else during this time.

2.17.2 Stressing HEA for Incants

A nomad may sacrifice 1 point of **HEA** to immediately recharge any incant they can make as long as it doesn't exceed that maximum number of ranks they can have charged at one time. They may use the incant on the same round they recharge it.

2.17.3 Ceremonial Incants

Some of the incants manifest themselves as ceremonies, such as dances or songs. More than one nomad can conduct such an incant at the same time. While multiple incanters will not increase the effect of such a ceremony, it will multiply the number of resistance checks needed to resist. If the target of such an incant must make a 4d6 RC vs WIL to resist, with three nomads singing, the target must make three RCs to resist the effects.

2.18 Stressing Stats

If desired, adventurers can push themselves beyond the normal limits of their stats by **stressing**. This means that one point of the stressed stat is expended **permanently** to gain some effect. A single stat may not be stressed more than once in a combat, and two stats may not be stressed at the same time. Stressing may be done in any playing mode, but occurs most often during combat and doesn't count as an action. Though the stressed stat can never recover naturally, it can be bought back to its previous rank, or beyond, by spending experience points.

Stressing cannot be used for any skill checks. Even though defaulted skills are rolled against a stat, this is not considered a stat check for the sake of stressing. A defaulted skill roll is a skill attempted without the proper training or knowledge, so no amount of stressing will improve your adventurer's chance of success.

To stress a stat, state to the GM at the beginning of your action which stat your adventurer is stressing. Some stats may be stressed in response to the GM asking for an RC. This table summarizes the results of stressing.

Attribute	RC bonus	First Effect	Second Effect
STR	-2 dice	+10 to hit, +10 to damage on a single melee attack	
INT	-2 dice		
PER	-2 dice		
CSE	NONE	1 extra DI die	
HEA	-2 dice	recharge 1 incant instantly	stay conscious
AGI	-2 dice		
PWR	-2 dice	+4 EU or DU	
COM	NONE		
WIL	-2 dice	+4 PU	

A few of the entries in this table deserve some more explanation.

2.18.1 Strength

Stressing **STR** during a combat round means your adventurer is making a heroic effort against his opponent. He gains a +10 modifier to his “to strike” roll and, if he strikes successfully, inflicts an additional 10 damage points on his target.

2.18.2 Common Sense

When a priest feels deserted by his deity during desperate times, he may elect to set common sense aside and put his faith in being delivered from his predicament by his god. Stressing a point of **CSE** gives him one extra die when calling forth intervention from his deity. No other background gains this ability.

2.18.3 Power

Caught in a deadly situation, a caster may stress one point of **PWR** to regain 4 lost units, which must be used in the same round of the stress. These units can be elemental or divine units.

2.18.4 Health

When near death, the slightest damage can cause your adventurer to black out, leaving him at his opponent’s mercy. By an enormous effort of will, he can stay conscious, but this places his body and health at great risk. Stressing one point of **HEA** allows the adventurer to automatically succeed one unconsciousness check.

Nomads may stress one point of health to immediately recharge any incant they can make as long as it doesn’t exceed the maximum number of ranks they can have charged at one time. They may use the incant on the same round they recharge it.

2.18.5 Comeliness

Unfortunately, physical attractiveness is not something that can be improved in times of stress. If anything, the opposite is likely to occur. Stressing your adventurer’s **COM** doesn’t result in any perceptible boon, and may actually make the adventurer seem more frantic to his companions.

2.19 Intervention of the Deities

Gods and goddesses are much like humans in their likes and dislikes. They enjoy heroism and abhor cowardice. They live to be worshipped, reward their faithful followers, and punish wrongdoers. Manipulating the creatures of their world is both a pleasure and a duty.

When your adventurer seems to be up against impossible odds, or when death is imminent, he may call upon a deity for aid. To try this, announce your adventurer is calling for divine aid, roll 3d6, and call out the name of a deity. If all three dice come up as ones or twos, the deity may intervene.

A call for **Divine Intervention (DI)** may be made during your action phase whenever your adventurer is conscious. Also, at the time of death, one call may be made after the GM announces your adventurer's demise in the result phase of your round. If you forget to name a deity when making the roll, the GM will choose a random deity who may respond. The GM may allow priests to stress their **CSE**, allowing them extra dice in their attempt to roll 3 ones or twos.

A result of three sixes automatically signals the deity's immense displeasure at being disturbed, and results in the instant and irrevocable death of the adventurer, usually at the end of an enormous bolt of lightning. If your adventurer is granted extra dice for a divine intervention call, while the first three must be rolled, you may stop at any point past them to avoid such a fate.

Repeated, spurious calls to the gods do little but annoy them. Each time they do not respond to your adventurer's call, and he survives without their aid, they will be less inclined to be helpful in the future. They recognize and appreciate those who survive and flourish on their own talents and abilities.

2.20 Between Adventures

Your adventurer does not disappear from existence at the end of an adventure, and then reappear at the beginning of the next. While there are many things he may do which are of little consequence to the ongoing adventures, your GM may allow you to specify some of his actions between adventures. Here are a few of the activities in which he may be involved.

2.20.1 Employment: Getting a Job

There are many opportunities for using your adventurer's skills in the employ of some shop, business or nobleman. You may pick one such skill to consider as your adventurer's **Profession**. Your adventurer earns silver in this employment which both pays his living expenses and provides him some extra cash. Only skills that make sense as a profession can be chosen (GM's choice). To be hired to a position using a skill, which must first be bought to a rank high enough to be profitable, 7 is considered the minimum. For each game week between adventures, the adventurer profits silver pieces equal to the base cost of the skill, divided by ten, times the adventurer's rank in that skill.

2.20.2 Being your own Boss

With a sufficient amount of capital, you can buy the property and equipment to become your own boss, running a business. Pick a skill which your adventurer has at rank 9 or higher and ask your GM the cost of setting up a storefront, shop or warehouse. If you can meet or exceed that amount, and he determines there is space available, and a market for your product or service, you may invest silver to establish this business.

The GM will then roll 1d6 to find out how many months your adventurer will have to spend out of play to acquire land, outfit or build the building, purchase stock or supplies and hire and train employees. Once you are in business, you normally earn 1/20 of your original investment back each game month with no further attention on your part. You may invest additional silver at any time, raising the earnings and worth of your business. If at any time after you have started, you decide to disband your business, you may recover up to one half of your total investment.

The economy of the village, town or city you are based in may change. The GM may alter your earnings to reflect times of boom, or economic hardship. Also, the GM can base adventures around your business and its employees.

2.21 Extended Leave from Adventuring

If you want to take an adventurer out of play for an extended period, inform your GM that you wish to place your adventure out of play and record the current game date on your adventurer card. You can do this to allow your adventure to take a long trip, to recover from too much action, to enter an institution of learning or to join a monastery or temple. Your adventurer will earn 1d6 times 100 experience points per game month he is out of play. You can apply this to any attributes as you feel appropriate for the activities the adventurer pursued while out of play. *You can only have a single adventurer in study at one time.*

For example, if Yazin, a warrior, suddenly acquired religion and decided to present himself at the Solarium to the priests of Ra, if he is accepted, he informs the GM that he is out of play. The GM records the game date that this occurred. If the GM then determines that Yazin spends 10 months inside the Solarium until his **Day of Awakening**, Yazin's player would roll 10d6. If the total was 37, Yazin would receive 3,700 experience points, which he probably should spend on divine magic (which is, of course, triple cost because Yazin has a warrior's background).

2.22 Aging

Very successful adventures may live to a ripe old age, but eventually Time catches up with everyone. To find out when your adventurer could pass on from natural causes, add the numbers on the table below for each of his four grandparents.

Race	Years
Orc	10
Human	15
Lizard	20
Dwarf	35
Elf	50

A full human's **Minimum Life Span** is 60 (4×15). A half-human, half-elf's minimum life span would be $2 \times 15 + 2 \times 50 = 130$ years. A check needs to be made on each of your character's birthdays past his minimum life span. To make the check, subtract your adventurer's minimum life span from his age. Then roll the die shown on the next table for each grandparent and total the results. If it is less than the difference in ages, your character has passed on due to natural causes.

Race	Die
Orc	4
Human	6
Lizard	8
Dwarf	10
Elf	20

Feldnor is one quarter dwarf and three quarters human (minimum life span is $35 + 3 \times 15 = 80$ years). Suppose he has reached his 95th birthday. He must roll 15 or more ($95 - 80$) on 3d6 (human grandparents) + 1d10 (dwarf grandparent) to avoid death from old age.

This check is made once a year for convenience. This means that your adventurer's death is not always a sudden, catastrophic event that might have been prevented. The only way to preserve your adventurer's life is to use magic or some other means to physically reduce his age, or to allow him to live after death (as in the undead). Your adventurer is entitled to a divine intervention call when he dies in this way.

2.23 Diseases

Adventures encounter many strange places and are subjected to a lot of questionable health risks. Here is a list of some of the more common Jaernian diseases and illnesses and their effects:

2.23.1 Granjuke

Transmitted from person to person by close and prolonged bodily contact, this disease manifests itself as a rash on the skin. The affected area becomes inflamed and the victim has an intense desire to itch. This helps spread the disease to other areas of the body. *Each day the afflicted must make a 4d6 check vs WIL or lose one DP from damage of the infected area*

While not usually fatal, this is a very annoying condition. It is normally treated with an extract of the **Horust** tree being spread on the afflicted areas just prior to a long soak in hot waters. This treatment will, over the course of 4 to 6 days, force the disease into a dormant state. However, heavy stress or physical activity can cause a reoccurrence at a later date.

2.23.2 Maldormi

Believed to be caused by a fungus which grows on overripe fruits, this illness robs its victim of the ability to sleep. As tired as the victim gets, his body is unable to fall into unconsciousness unless injured, and even then, none of the normal healing and recuperative effects of sleep occur. Eventually, this results in death. *Each day this illness robs its victim of 1d8 DP, causing him to grow more tired, irritable and confused. When the victim reaches zero DP, he dies.*

The priestesses of Isis sedate victims of maldormi with herbal mixtures to calm and dull their senses and minds, and restrain them to help them conserve their dwindling reserves. *Each day of this treatment, the victim may attempt a 5d6 check vs HEA. If successful, he breaks the disease, and falls into a normal sleep. Upon waking, he is functional, but needs to heal up to full normally.*

2.23.3 Malibro

Leading healers are in disagreement as to the cause of this malady, but its symptoms are very recognizable. When its victim has been at sea for some great length of time, a sudden inability to hold his balance causes him to be unable to stand, walk or even sit. The surface below him seems to be swinging and spinning wildly. The constant movement makes it difficult for the victim to concentrate, speak coherently, or perform any task. *The victim must make a 6d6 check vs WIL to take any voluntary action, or make a 5d6 check VS WIL to talk coherently for up to a minute.*

The best treatment for such an individual is to restrain them in a bunk to keep them from injuring themselves, and then setting course for the nearest land. Once on land, the victim slowly comes back to normal over the next two to four days *roll 3d6 vs health after 24 hours of rest to return to normal.* The disease is never actually cured, and will remanifest itself within one to two hours if its unfortunate victim sets foot on any floating or flying vessel.

2.23.4 Putrihaut

Caused by a fungus which normally grows on certain underground mushrooms, this disease causes the skin to dry, flake and fall off. This process occurs faster than the body can regenerate new layers of skin. About a week after this is first notices, layers of muscle tissue are exposed. This leads to blood loss and a lot of pain. Victims will tightly wrap their exposed muscle in oil cloth to try to prevent blood loss.

Each day from the third on, the victim loses 1d8 DP and must make an RC of 4d6 vs WIL to perform any volentary actions while in great pain.

2.23.5 Siritmenso

The origin and transmission method of this disease are still unknown. But its symptoms are devastating. It attacks the brain, forcing it to use more and more of its reasoning power to combat the effects of the disease. This manifests itself first as short dropouts, where the victim stops moving, and is unaware of the passage of time. These can be as short as a few seconds, but get longer as the disease progresses until the victim never comes out of this state again.

*In any new situation, scene or location (GM's discretion), the player rolls 1d6 for each week he has been infected. If this RC vs WIL fails, he has a dropout of 1 round times the **product** of the dice of his roll. At the end of this time, he must succeed at this roll to come out of the dropout.*

While not in a mindless state, the victim can be aware that the dropouts are occurring by the sudden shifts occurring around him. This gets more pronounced and frantic as the dropouts increase, until near the end, time seems to be rushing to a final end. This is extremely frightening.

2.23.6 Sondikapto

An inherited condition, the unfortunate victim goes into a violent seizure triggered by the combination and sequence of certain tones. This seizure can last up to five minutes, during which the victim is likely to injure himself. *When triggered, make a 5d6 check vs HEA or suffer 1d10 DP.*

Many troubadours have studied this condition in depth, and have categorized the kinds of sounds leading to these seizures. They avoid these combinations in their music. Some of the more knowledgeable nomads have discovered other sequences of sound which can bring the victim out of the seizure quickly, before he damages himself.

2.23.7 Sorcofin

This can only affect those who cast magic, either divine or elemental. This airborne spore enters the body and attaches itself to the mucous membranes of the nose, mouth and throat. There it begins to grow, using any existing magical energy on which to feed. Quickly it victim loses any accumulated spell energies and any regenerated energy is feed on by the spores.

These spores are most often found in humid dark regions rich in magical energies. These spores will feed for four to eight weeks until they reach a magical saturation level and reproduce, leaving the current host behind. The only known method of treating this infection involves the use of the metal **Terisium** to create an area completely devoid of magic. The spores will die within four hours in such an area.

2.23.8 Steliforto

This disease affects all the muscle tissue in its victim. It lodges within the muscles, and feeds of the energy and nutrients which would have operated the muscles. Its symptoms start with a weakening of the limbs and progress in two days to a difficulty in walking. At four days the victim can no longer walk and can barely use his arms. At six he is unable to make any voluntary movement, and generally at eight days his heart stops beating and he dies. *Effectively, the unfortunate adventurer afflicted with this loses 2 pts of STR each day.*

Treated carefully by informed and well equipped priests of Isis, this disease can be halted and it effects slowly reserved in one half of most cases if they are caught while the victim can still walk. The earlier it is treated, the better the chances of living and eventual recovery. *STR will recover at 1 point for every two days of rest after being cured.*

2.23.9 Vortoperdi

This very unusual and rare disease can only affect those of human stock, and mostly just those with red hair.

When afflicted, the victim loses the ability to associate words with ideas, objects and places. This process takes about a day, and after this, they cannot communicate verbally or telepathically with anyone else. The only known method of treating this disease involves magically removing all knowledge of language from the victim's brain, and then re-teaching it language, from the ground up. The scrambled brain pathways relearn speech, and eventually the victim can communicate once again.

3 Life on the High Seas

A very mature planet, the land masses of Jaern have been slowly eroded away, leaving most of its surface covered in a relatively shallow ocean. Thousands of small islands poke above the surface, leading to a proliferation of very diverse biologies and cultures. The ocean itself has a very low salt content and is home to the majority of Jaernian life. Humans and their kin ply the surface of the ocean with a plethora of different vessels, traveling from island to island, or even living at sea.

3.1 Ocean Creatures

3.1.1 Fish

The variety of fish swimming the seas of Jaern seems endless. Cold blooded, finned, spined, colored, poisonous and not, there is no end to their sizes shapes and appearances. Fish form the diet staple of most people, and employment for over one fifth of all humanoids in their harvesting. Dangerous fish include vicious sarko, and the very poisonous quezl.

3.1.2 Coelenterates

Almost as numerous as all the other life in the seas, Jaern supports a bewildering variety of these creatures. Small **Atomo**, each less than a hundredth of an inch in size, form the food for most of the grazing fish. Larger jellyfish in myriads of colors float in the top twenty feet of the water, slowly converting light to food by different chemical processes. The largest of these creatures, the **Flugofiso** can grow up to 60 feet in radius, and generate gases that allow it to escape the waters and float high in the air. Many superstitions surround the sighting of these strange coelenterates.

3.1.3 Dolphins

These creatures, descendant of dolphins of today, have evolved into highly intelligent creatures. Because of their environment and lack of manipulative limbs they are not tool builders; however they have developed a diverse and complex culture.

Physically they are very similar to today's dolphins, but they differ in a few important ways. A dorsal stripe of color, blue for females, and yellow for males, assists in their communications by changing shade subtly, indicating general mood and inclinations. A slightly larger skull is protected by thicker bone and fleshy bumps which protect the dolphin's brain from blows and the extreme temperature found in ocean currents. A larger tailfin and a more sleek body allow these creatures to move through waters at speeds approaching 40 mets per hour. The life expectancy of these dolphins average from 30 to 40 years.

Dolphins communicate with each other in a highly developed language consisting of whistles, clicks and guttural stops. Some of these are outside the range of human (but not lizard) hearing. Their language itself is weak in complex verbs and time based tenses, but very extensive in descriptive terms describing water and the objects found in the oceans. Some humans can, after extensive training, understand and speak some of this speech, but the dolphin must make a conscious effort to slow its speaking speed.

Forming small groups of 8 to 16 based around social needs and friendship, dolphins are rarely seen alone. They will pair once, making a lifetime commitment to a mate. If they are capable, each pair will bear young live, in pairs and triples, once every 5-10 years. These young are raised by the group until they are old enough to interact with others close to their age, at which time they leave and form new groups.

The dolphins consider Jaern their world, and land based creatures as strange aliens. Generally they do not concern themselves in events on land; however they will relentlessly hunt down those who damage or poison the seas and those whom would capture and enslave dolphins for their own ends. The dolphins will seek a way to punish these humans for these crimes. As for others living beneath the sea, dolphins live in peace with lizardkind, and while they cannot ordinarily communicate well, will often be seen in lizard's company.

Occasionally, a young dolphin will meet one outside his own race and form a friendship. If the other wins the dolphin's trust and affection, the dolphin may decide to pair outside his race. This kind of relationship remains one of emotion and friendship. Maraujos often seek out places where many young dolphins swim, looking to find those whom would pair with its youngest

marines. The dolphins and the marines, over time, have learned the benefits of such a pairing, which has resulted in the dolphins tolerating the nearby presence of these humans.

Once paired in this way, the dolphin will expect nearly daily attention from his partner. In return, he will devote his time, energies and abilities to help his partner. Over time, the two develop an almost telepathic sense of the other's needs and desires. Many dolphins and dolphineers have sacrificed even their own lives to help save their partner from harm.

3.1.4 Lizards

Evolved in the deeps of the oceans, these intelligent creatures group together forming gatherings. They communicate verbally and sense objects and motion mainly via sound, which travels well under water. Finding dry land uncomfortable, they largely avoid interacting with the humans and humanoids above the water.

3.1.5 Balenoigajos

Mammalian creatures of large size, these herbivorous sea dwellers subsist on Atomo strained through their bodies as they swim. While it is very profitable to hunt and slay these creatures for their meat and other body products, this profession has been virtually eliminated by the Onivero whom consider these creatures close friends and allies.

3.1.6 Oorn

Evolved from land trees, these plants grow branches along the water's surface and thrust large leafy growths upward toward the light. A single floater can reach sizes of up to a few hundred feet in length. Posing a navigational hazard to ships, standard shipping lanes in the southern waters that the Oorn usually grow, are regularly swept clean of these plants. Especially large Oorn are sometimes used as the base of small villages inhabited by the Onivero, or by some nomads whom have emulated them.

3.2 Ocean going vessels

The seas of Jaern are plied by innumerable vessels of many different sizes. Ocean going transportation ranges from that for the single person, to entire ocean dwelling communities.

3.2.1 Sail Boards

Only suitable for short journeys between nearby islands, these boards are about 6 feet long and 2 foot wide. In the center, 2 feet from the front is a socket which accepts a 7 foot tall mast, bearing a single cross spur and a triangular sail, 6 foot wide at the base, coming to a point at the top of the mast. The user of this device stands behind the sail and holds the cross spur at the proper angle to catch the waves. He uses his body to steer the board.

This very active and athletic way of travel restricts the journey time to about two to three hours for even the most ambitious athlete. At a speed of up to 10 mets/hour, this restricts the normal range of this device to 30 mets.

Marines, trained in sailboarding, will use sailboards as a last resort when their **Maraujo** has sunk. Carrying several days food, they can often go up to a week, travelling 20-40 mets a day, to attempt to find a place to land. Navigating while using a sailboard is particularly difficult since they will only keep a course when they are held steady by their riders.

Sailboards without mast and sail are called **Surfboards** and are often used by marines to land during amphibious assaults. A maraujo will sit just over the horizon from its target, and its dolphineers will ride these surfboards to shore to catch their target by surprise. Then the maraujo will close and disgorge attack boats to pick up the marines after the assault.

3.2.2 Dolphins

Dolphins will rarely concede to being used like steeds by humanoids. Normally only dolphineers and a few scattered nomads spend enough time at sea have an opportunity to meet and pair with a dolphin. Even these people must treat their dolphin as a partner rather than a mount.

While riding a dolphin, the human lies above the dolphin and wraps his arms and legs around the dolphin. Since his arms will rarely reach, he will hold on to a length of leather in each hand, or tied about his wrists. Dolphineers will often have a suitable leather thong attached to his maroglave for this purpose. As the dolphin swims, the rider must match his body movements to the flexing of the dolphin as its tail and back arc up and down. A dolphin and rider traveling like this can achieve speeds approaching 35 mets per hour. Dolphins have good senses about currents, depths and direction. They will be able to find land with little effort.

More barbaric and oppressive riders have been known to use a leather harness on the dolphin. Such a rider places his feet in stirrups and attaches his harness to the dolphins. Such a harness is uncomfortable for the dolphin and will injure it in time.

3.2.3 Skiffs

These small boats are generally about ten to twelve feet long and 3 to four feet wide. They are generally constructed of wood planking and have a rudder operated manually at the rear. A mast with a single spur sports a 10 foot high triangular sail. A skiff can generally hold 6 to 8 people and can travel at speeds of ten mets per hour under sail, or 4 mets per hour rowed.

Skiffs are generally used for line of sight travel between nearby islands, and as auxiliary craft aboard larger crafts. They handle only relatively calm seas and will swamp easily with waves larger than a couple of feet tall.

3.2.4 Attack Boats

Larger than skiffs, these boats are generally 25 to 30 feet long, 8 to 10 feet wide, and hold up to 30 men. These boats are generally constructed of wood planking, pegged to form, and covered in many layers of a heavy shellac to water seal and reduce friction. With no mast, they are driven by six sets of oars mounted amidships. At capacity, these boats can be rowed at speeds of up to 8 mets per hour.

They are generally used by larger vessels to aid in debarking and boarding. A Maraujo will often have up to four of these to transport non dolphin riding warriors. Merchant vessels will use these boats as life boats, and to land in places not equipped with a proper dock.

3.2.5 Kurujo

Used mainly as couriers and light cargo and passengers, these vessels are generally 35 to 50 feet long and displace 3,000 to 6,000 tons. With a crew of 10 to 20 sailors, they can carry a few passengers, or a limited amount of cargo. Two masts hoist large triangular sails, with a few smaller sails for maneuverability. An unladen Kurujo can travel at speeds of up to 15 mets per hour.

3.2.6 Metioujo

These wooden vessels are deep sea ships capable of traveling long distances with large cargos. Used generally by merchants, these carry the majority of traffic at sea. Metioujo are sail driven, and are normally armed to ward off attacks by privateers.

A metioujo's displacement varies from 10,000 to 20,000 tons, and their length from 80 to 120 feet. Width, at the center, is usually one third of the vessel's length. There is normally a large cargo deck accessible from one or more cargo hatches on the main deck. Above the cargo deck is the crew deck, containing quarters for the crew, storage for food and operating equipment, and the crew's mess. Above this is the main deck, open to the sea in the middle. At the front of the ship is the forecastle, housing the officer's quarters. At the rear is the aftcastle, containing the chart room and the weapons locker. Above the aftcastle is the pilot's deck, where the rudder wheel is manned, and the aft ballista is usually located. Above the forecastle is the captain's deck, from where the ship is normally commanded, and the fore ballista or catapult is manned.

Three masts carry a variety of square and triangular sails, and a crow's nest tops the center mast. An intricate webbing of rigging allows the ship's rigger's to control the trim of the sails. The sails allow these vessels to travel as fast as 12 mets per hour.

Mounted at the port and starboard rails at center ship, two to four skiffs serve as lifeboats in emergencies.

3.2.7 Maraujo

These are the vessels inhabited by groups of **Marines**. Similar to metioujos, these ships are usually narrower, lighter and faster than their mercantile counterparts. Like the Kurujo, these vessels can travel as fast as 15 mets per hour. Much of what would be cargo space in a metioujo is used in the Maraujo for supply storage, ammunition storage and dolphin tanks.

Usually sporting two or three large ship to ship weapons on the deck, Maraujos are rigged for speed and maneuverability. Two attack boats can be lowered from their stowage position near the rear of the ship. Boarding ramps are hinged into the port and starboard decking.

A 30' long and 10' wide tank at the very keel allows the ships complement of dolphins to ride within the maraujo. A waterlock with two interlocked doors, slightly left of the keel, allows the dolphins access to the ocean. A third safety door can be lowered from ropes at three places on the ship, protecting the ship against sinking should the waterlock be damaged. Closing this safety door also protects the ship against boarders during a battle.

Crews of these vessels are proud, well trained warriors whom are honor bound to protect their crewmates, and their ship. Most marines will scuttle their maraujo rather than let it fall into enemy hands. More information about these marines can be found in chapter 10: *Marines for Hire*.

3.2.8 Onivero Skim Boats

Built and crewed by the Onivero, these small boats are very unique. Only about 50' long and 10' wide, these boats have four masts using over one hundred and eighty sails. At first, the rigging seems inhabited by hords of small sea creatures, but on closer examination it appears that the creatures ARE the rigging! The Onivero communicate with them telepathically, and together they control the skim boat. One or more groups of dolphins also travel with each skim boat.

Two hydrofoils are attached to the hull, a few feet under the waterline at each side. When the skim boat is in the open water, the dolphins form a bow wave, pulling the ship, and the sails delicately take best advantage of each gust of wind, speeding the skim boat forward. At a crucial speed, the boat leaps above the water, rising on its hydrofoils, and increases speed to 80 to 150 mets per hour. Once skimming, the dolphins no longer need to pull it forward, and simply trail the boat, catching up to it as they can.

The Onivero will rarely allow others on board, as they have little space, and little patience for humans.

3.2.9 Platforms

Land is a rare commodity. With the largest and most farmable isles being well populated in recent times, many people have turned to living off of some of the smaller and less desirable lands. In the last century, a new kind of migratory farmer has emerged. Rather than being tied to one plot, he has taken his entire household, established it on a large barge like raft, and moves from isle to isle. Tending different crops with different growing seasons, he maximizes his ability to produce foodstuffs.

At first small groups of these farmers banded together, lashing their barges to each other, and traveling, en masse, from one site to another. As these groups grew, they started needing specialized services, people to build and service tools, people to process the raw crops, merchants and traders to sell the results to others. Eventually these grew into entire towns and cities. Today many of these cities lay claim to a number of home sites, traveling from one to another as the growing season progresses.

3.3 Building and Buying Ships

3.3.1 Design

Before the first beam can be laid, a complete plan of the craft must be made. **Shipwrights** have the knowledge to create such plans and direct the construction. The average fee for hiring a shipwright is approximately 10 times his *Ship Building* skill in silver pieces per day. The size of the ship will determine the time needed to draw the designs.

Ship Type	Days to Design
Sail Board	1
Skiff	5
Attack Boat	8
Kurujo	14
Metioujo	30
Maraujo	45

3.3.2 Drydock Fees

With the initial design complete, the next step is to rent drydock space, and hire the workers to begin construction of the ship's hull. Drydocks are usually owned by the municipality where the construction is to take place. Most drydocks must be scheduled six months to two years in advance of its usage. Penalties are levied on construction time overruns, as others ahead on the schedule must delay their construction. Drydocks are located in the prime docking areas, are reasonably expensive to build, and take a certain staff to maintain. All these factors go into their rather steep rental fees.

Sail boards are usually made in the shipwright's workspace, and do not require drydock fees. Skiffs and attack boats are made in smaller drydocks, usually requiring a fee of 40 silver per day. Metioujos and Maraujos are made in full size drydocks, and require a fee of 400 silver per day of construction.

3.3.3 Workers

Long experience has taught the shipwright the proper number of workers to accomplish his task most expediently. Less workers slows down the job, while more will simply get in each other's way. Ship workers have long since had their wages fixed at 25 silver pieces per day. Adventurers with a *Ship Building* skill of at least 7 can replace these workers, bringing down the total ship cost by volunteering their labor.

Hull Style	Number of workers	Days to complete	Average total labor cost
Sail Board	1	2	50
Skiff	4	8	800
Attack Boat	10	12	3,000
Kurujo	14	40	14,000
Metioujo	30	80	60,000
Maraujo	40	120	120,000

3.3.4 Hull

The first element of the ship to choose is its hull. Hulls can be built in a variety of different sizes and styles. The quality of the construction material also will affect the cost of this phase.

Hull Style	Days to build	Costs of Materials	Cargo Tonnage
Sail Board	1	200	none
Skiff	6	500	none
Attack Boat	8	2,000	none
Kurujo	32	30,000	150
Metioujo	60	120,000	500
Maraujo	90	150,000	200

Modifications to the basic hull will affect the price. Adding copper sheathing reduces the wear and maintenance, and affords some additional protection against weapons, but increases the price by a factor of 2. The cost of maintaining such a ship is one third the normal cost.

Extra internal reinforcements can be placed within the hull to strengthen it. This makes it better able to withstand weapon fire and stressed placed on the hull from sandbars, storms and bad piloting. Hull bracing adds one half of the hulls original cost, and reduces its cargo space by one third.

3.3.5 Masts

Masts must be made from a hard wood like oak or walnut. The trees for these are specially cultivated over a period of years. The trees are bound with growing frames and protected from insects and animals. Then they are cut, stripped of bark and planed to smoothness. Circular bands of iron are bound around the wood every few feet to increase its resistance to bending and cracking. The wood is then varnished with several different layers to protect it from the water, wind and sun.

Then, the potential mast is fitted with the metal fixtures for mounting booms and stays. A metal cap which must be custom fitted to the deck and supports of the target ship is placed on the end. Fitting and initial rigging is then done at drydock.

A sailmaker is called in after the initial design is complete and he and his staff begin the task of preparing sails for the vessel. Generally, two identical custom sets are created, one to fit and a second for repairs. When the masts are up, the sailmaster works with the rigging crew to fit and retailor the original sails. The times and costs below include the preparation, placement, rigging and fitting of sails.

Hull Style	Days to fit mast	Costs of Materials
Sail Board	1/5	100
Skiff	3	500
Attack Boat	0	0
Kurujo	10	10,000
Metioujo	25	40,000
Maraujo	30	50,000

3.3.6 Rowing Deck

The installation of rowing decks on large ships allows them the flexibility of moving under power in windless or other adverse conditions. This also causes a corresponding loss in cargo space or living quarters. Only Metioujo and Maraujo hulls have sufficient space for rowing decks. Each of the two possible decks cost an additional 25,000 sp and reduces the cargo space by 100 tons.

3.3.7 Weapons

Most weapons on a ship are deck mounted engines which project missiles of different types. These weapons vary in size (tonnage), damage inflicted, rate of fire and range. Each weapon is designed for particular ammunition and cannot be used with a different ammunition unless specifically noted.

A **Ballista** is a device which projects large wooden bolts at high velocities. These bolts are of short range, since the must stay fairly level in flight and hit point first. The bolts generally have fins of stiff cloth or leather to help stabilize them in flight.

A ballista is generally 8 to 10 feet in length and breadth. A non-torsion ballista consists of a wooden track where the bolt is placed, a bow at right angles to the track which propels the bolt, a bowstring connected to the ends of the bow, and a trigger which holds the bolt and bowstring until fired. Other ballistas, called torsion ballistas, employ two arms connected to a box containing wound sinew or hair to propel the bolt instead of a bow. Both styles of ballistas are mounted on a swivel base for easy targeting.

A **Catapult** throws large (5 – 10lb) stones at high velocities. Because these stones cause damage just by impacting, they can be thrown in optimal arcs, allowing them to be used at longer ranges. Also mounted on swivel bases, this weapon has a long throwing arm which has a large weight at on end providing the propelling force. An attached winch is used to raise the weight to prepare the catapult for firing.

An **Onager** is a catapult like device with one throwing arm which is powered by a twisted spring of sinew and hair, similar to a torsion ballista. The ability of this device to deliver large targets to great distances makes it a good choice for larger ships. Its solid framework is braced directly to the ship's deck, and it is aimed by turning the ship. Normally throwing large (20-30lb) stones, it

can also be used to deliver other ammunition. Some favorites include fire bombs, made of bales of burning oil soaked hay, glass jars filled with poisonous snakes, and small *Terisium* pellets embedded in an iron sphere to use to target different kinds of magic.

An **Acceler** is a six foot long and one foot wide tube of nickel or other non-conducting metal. The inner surface of the tube is covered with a tightly wound spiral of copper draw into a thin wire. The engineer opens an access panel on the read end and dumps in an amount of metallic shot. Closing the panel, a mage casts a **Lightning Bolt** spell at the copper terminal at the rear end of the machine. The power of the lightning flows up the tube, attracting the jagged shot, and finally gives its charge to the now quickly moving ammunition. The shot travels to its target, wildly spinning, physically tearing and damaging what it hits, as well as releasing a portion of the energy used to propel it. Human beings in the way are generally torn to bits.

Hull Style	Available Weapon mounts	Weapon	Cost	Days to mount
Sail Board	0	ballista (non-torsion)	2,000	4
Skiff	0	ballista (torsion)	2,000	4
Attack Boat	0	catapult	3,000	5
Kurujo	1	onager	10,000	6
Metioujo	2	acceler	15,000	8
Maraujo	4			

3.3.8 Auxiliary Craft

Larger vessels usually mount small boats to act as lifeboats, and to give access to coasts where there is no dock. Kurujo generally carry one skiff, while Metioujo carry two. A Maraujo will normally carry two large attack boats. Doubling capacity during an emergency, each skiff can carry 16 to safety, while an attack boat could potentially carry 50 men in a smooth sea. These boats are mounted near the rear of the ship, on either side, a few feet above the waterline. A canvas chute runs from the deck down into the boat, and the rigging allows it to be dropped into the water with a single pull. A well drilled Maraujo crew can assemble, board and cast off in less than a minute.

3.3.9 Defense Value

Any constructed ship needs to have assigned to it an **Artillery Defense Value** or ADV for short to determine how well it can void enemy fire. To do this follow each of these steps, and then record the ship's ADV.

3.3.9.1 Mobility

If your ship is operational, and not fettered or restricted from moving, start with an ADV of 3.

3.3.9.2 Maneuverability

If your helm is manned, and riggers or rowers in place, each ship then adds to this ADV according to the maneuverability of that hull.

Ship	Maneuvering Bonus
Sail Board	6
Skiff (rowed)	4
Skiff (sailed)	3
Attack Boat	4
Kurujo	2
Metioujo	1
Maraujo	2

3.3.9.3 Hull Condition

A fully undamaged hull counts as an additional 6 to that ship's ADV. Using the ship's DP total as a guide to its condition, this gets reduced when the ship loses DP. A ship starting with 80 DP which has been reduced to 42 DP gets $(6 \times (42 / 80))$ rounded down to 3 to be added to its ADV.

3.3.9.4 Hull Reinforcements

A reinforced hull has extra bracing to strengthen the structure of the ship's hull, making it more able to withstand impact damage. If your ship's hull is reinforced, add 3 to your ship's ADV.

3.3.9.5 Armor

Copper sheathing increases your ship's defense. If your ship's hull is sheathed in copper, add 1 to your ship's ADV.

3.3.10 Initial Supplies

When the ship is constructed, it needs to be stocked with the supplies and equipment needed by its crew. On the average, for each crewmember, 200 sp must be spent for this initial equipment. This does not include any consumables like food or lamp oil or replacement equipment.

3.3.11 Construction Costs

Construction costs on a new ship are the sum of all the various steps. For example, if you wish to construct a maraujo, it might cost out like this:

- ✓ Initial design assuming a shipwright with shipbuilding at rank 15 would take 45 days at 150 sp/day = 6,750 sp
- ✓ Drydock fees would cost 400 sp/day and construction would take 120 days for a total drydock cost of 48,000 sp.
- ✓ A maraujo takes 40 workers being paid 25 sp per day and working for 120 days. This totals to 120,000 sp.
- ✓ The hull cost for a maraujo is 150,000 sp. The mast costs for a maraujo is 50,000 sp.
- ✓ If we decide to have one rowing deck, we add an additional 25,000 sp.
- ✓ Four weapons, 2 ballistas, a flamer and an accelerator are to be mounted on our maraujo: 2 x ballista 2,000 = 4,000 sp; 1 x flamer 8,000 = 8,000 sp; 1 x accelerator 15,000 = 15,000 sp; total = 27,000 sp
- ✓ We need two attack boats. These also need to have all their steps summed, but we get to save by making both attack boats to the same design.
 - design: 8 x 150sp / day = 1,200 sp
 - Drydock: 2 x 10 days x 40 sp / day = 800 sp
 - Workers: 2 x 10 workers x 25 sp / day = 500 sp
 - Hulls: 2 x 2,000 sp = 4,000 sp
 - Total: 6,500 sp
- ✓ And lastly, the original equipment for the maraujo. This includes any non-expendable equipment and supplies. Assume a crew of 80, at a cost of 200 sp per crew member, this totals to 16,000 sp.

So, summing all the various costs reveals the cost of building a new maraujo:

6,750	Ship Design
48,000	Drydock Fees
120,000	Workers
150,000	Hull Cost
50,000	Mast Cost
25,000	Rowing Deck
27,000	Weapons
6,500	Attack Boats
16,000	Initial Supplies
449,250	Total Cost

We will have to remember to figure the expendable costs of food, ammunition and replacement equipment when we want to go and actually use this ship.

3.3.12 Used Ships

Commissioning and building a new ship is both costly and time consuming. A much better option for many is purchasing an already existing vessel. Since the usable lifetime of most ships ranges from eight to twenty years, the quality and price will be largely determined by the age of the vessel, and the current availability of ships of its type. Prices vary from 20% to 80% of the original construction price. Initial repairs for a newly bought used ship can cost up to 30% of the vessel's original construction price.

3.3.13 Running Costs

Supplies must be periodically replaced. Sails last only a year or two. Onboard supplies of repair materials are consumed. Broken tools and damaged weapons must be serviced or replaced. In general, it costs one percent of the original construction cost per month to maintain the condition of a ship.

3.3.14 Cargo Profits

While operating a merchant vessel can be quite lucrative, much is dependent on the business sense of the owner and the skill of the ship's officers in acquiring and disposing of the proper cargoes at the correct times. Most common bulk cargoes are grains, foodstuffs, ale, lumber, livestock, slaves, and manufactured items. While the costs of these cargoes will vary according to demand and the negotiating skills of the trader, here are the average selling prices, per ton, of cargoes entering Karfelon at this time.

Cargo	Price / Ton
Ale	1,200
Cloth	2,000
Fish	1,600
Grain	1,000
Livestock	1,600
Lumber	5,000
Oil	1,800
Spices	3,000

Transporting slaves usually requires one ton of space per slave transported. Since the selling price of these human chattels varies so wildly, profitability depends more on the selling skills of the merchant.

3.4 Maintaining and Operating a Ship

3.4.1 Navigation

Any crew should include at least one sailor, preferably two, with a well developed skill at navigation. Sailing from port to visible destination takes no navigation check. Sailing to a different port on the same island requires a 1d6 check VS navigation. Sailing across the ocean to a nearby island requires a 2d6 check, and to a faraway island, a 3d6 check.

3.4.2 Porting

Any port city will charge per day fees for docked ships. These fees pay the salaries of the port cargo handlers, pay for the harbormaster's office, and for periodic dredging of the docks to allow large ships to dock. These fees are based on hull size and run about one hundred silver per day for the largest vessels.

3.4.3 Repairs

Major repairs to a vessel's hull require it to be drydocked. Drydocking fees (like those charged during building) are applicable, as well as a 2000 silver fee to pull large ships into drydock, mounting them in a work frame. The number of laborers and materials needed to accomplish repair work is dependent on the severity of the damage.

3.4.4 Crew Management

While a vessel's captain or cefto is the ultimate responsibility for all things, the hiring, firing and management of the crew is usually left to the ship's first trader. Often on a merchant vessel, this will be the ship's owner as well. The first trader handles payment at each port of call, and checks on the status and performance of each crew member. If there is a difficulty, the first trader collects information and then presents it to the captain for any needed disciplinary actions.

3.5 Combat at Sea

Most modern warfare takes place on Jaern's oceans. Land is generally considered too valued by any participants in a dispute to risk its ruination during combat. Nations and city states have in the past fielded large fleets of ships to protect their land and expand their interests. Supporting and maintaining these fleets proved a large expense to these resource poor nations. Over time this forced other alternatives to appear.

In the early 79th century, the emergence of the independent maraujos as the major maritime force have helped make combat more personal. Each maraujo is an independent force of 30 to 200 marine warriors whom contract their services to nations, guilds, and individuals. For small towns and villages, employing a maraujo when needed is a much more economical way to provide for defense needs. Larger cities and nations will often negotiate long term contracts for one or more maraujos for defense, or hire a large number when they wish to engage in war. Merchants and guilds often will hire these maraujos to protect and guard shipments of goods. All have learned to rely on the honor of these marines to fulfill their contractual obligations.

This codifying of warfare has resulted in a personalization of combat. Large conflicts of fleet versus fleet are much rarer than two vessels facing of against each other. Other players in this game are armed merchants, lawless privateers, and the Onivero. The preponderance of those who would take what they wish from others has caused even the smallest merchant to consider arming their vessels. And with the number of captured merchant vessels used as privateer craft, today's sailor will find the seas of Jaern a very dangerous place.

3.5.1 Ship to ship combat

When two or more ships decide to enter combat, it is handled much like combat between two individuals. Your GM will determine the distance between the involved ships, and usually draw a map, or setup a table with models to show the position of each combatant. Few spells and no ship to ship weapons exceed 1000 feet in range, so this is generally the largest range set for most combats.

Generally, one of the combatants starts by performing a combat action. A weapon shot, a spell being cast, a course change or a shouted challenge. Any action which clearly indicates the start of a combat is considered a **surprise round**, and those on the instigator's ship are the only ones allowed to take an action during this round.

Rounds in ship combat are the same length as hand to hand combat, four seconds each. After the surprise round is resolved, each following round starts with an **initiative check** to see which ship acts first. Like normal combat, a representative from each ship rolls 2d6, and the results determine the order, lowest to highest, in which actions are taken. The same rules on ties and cumulative bonuses effecting individual combat also apply here.

The same phases of combat, *Informational Questions, Action Preparation, Statement of Actions, Results of Actions and Outcome Phase*, are used in ship battles. In generally, if there is any uncovered questions about ship combat, treat it like individual combat.

3.5.1.1 Moving the Ship

Ships will find it necessary to maneuver during combat. Each ship has a movement rate that states the distance it can move, each round. This distance is then modified by your GM according to wind strength and direction, ship conditions, and crew status.

Every ship can turn as well. The calling player calls out the turn direction, and amount. The GM may also modify the turn angle considering the conditions on the ship.

Ship	Maximum Feet	Turn Angle (degrees)
Sail Board	30	60
Skiff (rowed)	10	45
Skiff (sailed)	30	30
Dolphin/rider	120	180
Attack Boat	30	45
Kurujo	50	20
Metioujo	40	15
Maraujo	50	20

Given they are properly staffed, vessels under sail require 10 rounds to go from a full stop to their maximum movement rate, if the wind is available and the crew ready. A rowed vessel can come to speed in three rounds. Stopping times are the same. A Maraujo, for example, in the first round after the ceft has given the raise sails call, will accelerate from a stop to 5 feet per round, increasing its speed by 5 feet per round for ten rounds, until it is traveling 50 feet per round.

3.5.1.2 Firing Weapons

Shipboard weapons are handled much the same way as missile weapons in normal melee combat. A ship may fire any of its weapons at and target in its line of site, and its firing arc. (Weapons can't fire through the ship's own rigging). After a missile fires, it takes a fixed number of rounds to reload. Thus a catapult can be fired once every four rounds, or 16 seconds, the weapon is fired, and then the throwing arm is pulled back and a new stone is placed in the cup.

Weapon	Ammo	Reload Time	Range	Damage	Fire Damage
ballista	non-torsion bolts	3	200	15	--
ballista	torsion bolts	2	300	20	--
catapult	stone	3	400	30	--
onager	stone	4	600	60	--
onager	firebomb	6	300	10	20
acceler	metal	4	200	100	10

When the ship fires its weapon, roll one twenty sided die, add the firing crew's artillery mod and compare the result to the defense value of the target ship. If the result is equal to or higher than the defense value, the shot succeeds in striking the target. The engineer manning the weapon can apply one option of his personal artillery skill if he wishes.

3.5.1.3 Critical Hits and Misses

When a ship attempts to fire one of its weapons, examine the result of the attack roll before any bonuses or mods are added. If the die roll is one, it is an automatic miss, no hit happens, no damage is done. If the die roll is twenty, it is successful automatically. In addition, if the ship needed less than a twenty on the die roll, taking any modifications into account, it is considered a **Critical Hit**. The GM will roll the result of your hit, and announce its severity. He will ignore any results that make no sense for the target vessel and reroll until he gets an appropriate result. If a ship gets a *sinks immediately* result, all hands aboard are killed.

3.5.1.4 Individual Missiles

Standard bows and crossbows hold little danger for the structure and equipment on an enemy ship. The constantly rolling deck, and movement of both bowman and target render conventional techniques for shooting virtually useless. However, a hail of missile fire can cause opponents to seek cover, and hamper their ability to fight. And the occasional arrow or quarrel may kill or crewman, or foul rigging, or jam a weapon.

When an adventurer (or any non-occupied crewmen) fires a bow or crossbow, roll 1d20. On a 20 such a random hit occurs, doing normal damage for that weapon to the target ship (representing loss of crew or damage to rigging). The normal time must elapse for reloading these weapons before they may be used again.

3.5.1.5 Individual Spells

Area effect spells which cause damage can be used on an enemy ship if all the proper range and targeting requirements are met. Fireballs and other fire based damage spells do **fire damage** to the vessel, while lightning bolt and any percussive spells do **impact damage**. The amount of damage done to the ship is the same as if they were used against a human target.

3.5.1.6 Boarding Actions

If two vessels come within 15 feet of each other, they may drop boarding ramps to attempt to board the other vessel. Dropping these ramps takes one round, and locks the two vessels together. When this happens, the GM will diagram the two ships and place the actors and adventurers in appropriate or random places. Combat continues as before, but the GM will then be asking everyone for actions, not just the player controlling the vessel.

3.5.2 Sink and Burn

3.5.2.1 Damage Points

Each vessel, like each adventurer, has a damage point total. This total represents a combination of the physical condition of the vessel's hull, the state of its rigging and sails, and the condition of the crew manning the vessel. As damage is done to the vessel, the number of living crew, the ship's ability to defend itself (its ADV), its ability to remain afloat and its maximum movement rate are all affected.

The initial number of damage points for a non-damaged completed vessel is based on its hull size.

Hull	DP
Sail Board	25
Skiff (rowed)	40
Skiff (sailed)	50
Attack Boat	80
Kurujo	300
Metioujo	500
Maraujo	800

Each time a vessel is damaged, each of the components making up its DP are changed. If you express the damage done to the vessel as a fraction, with the current DP on top and the initial DP on the bottom, this fraction is multiplied with each component.

If a Kurujo with 18 crew members starts with 300 DP and is currently at 150 DP. It originally had a value of 2 added into its ADV for its hull, but now this becomes $150/300 * 2$ or 1, so its ADV decreases by 1.

With 18 original crew members, the Kurujo now has only 9 remaining. Normally, the GM would give any adventurers on board the target ship a 150/300 chance of having been struck and killed in artillery fire. The GM will assign the roll of a particular size die, and announce what is needed to survive, and then let the player make the roll. The GM may, at his option, decide to handle this in more detail, taking into account the adventurer's position and actions.

This ship would normally move up to 50 feet in one round. In its damaged condition, it now has a maximum movement of $150/300 \times 50 = 25$ feet per round.

3.5.2.2 Impact Damage

When a weapon strikes a ship, the player or GM directing the firing ship rolls a die to generate a random amount of damage from one to the listed damage for the weapon which has fired. If the weapon damage does not exactly fit the size of a die, choose the next biggest die, and ignore any rolls above the maximum. *Never use multiple dice to make this roll, as this changes the resulting distribution of results!*

The impact damage indicated by this roll is then immediately subtracted from the ship's current DP total. This represents a hole in the hull, or structural damage, or broken masts and spars.

3.5.2.3 Fire Damage

A flaming weapon can do more than just cause impact damage. When a weapon has flame damage listed, and a strike with such a weapon succeeds, part of the target vessel is set afire. This has no immediate effect, but adds to the ship's **fire damage**, its potential damage done to the vessel from fire. Each round a ship is in flames, its player rolls one die to generate a random amount of damage from one to the current **fire damage** and subtracts the total from the ship's current DP. Fire fighting by the crew or via spells can lower a ship's **fire damage** value.

3.5.2.4 Combat Repairs

In the height of combat, repairs are rarely able to be executed quickly enough to make a large difference. But in the case where a particular part of the ship ceases functioning due to damage, an engineer can attempt to rig a replacement. For example, if a critical hit takes out the helm, an engineer can attempt to rig a temporary replacement locating the ropes leading to the destroyed wheel, positioning men to pull them and shouting instructions.

To succeed, the engineer must have two rounds to give instructions to his assistance, spend two rounds as they place themselves, and then make a check against his repair skill. The GM will determine the difficulty of the repair, in this case it would be 3d6 versus repair to keep the helm operational until after the battle is over. This approach requires the proper number of engineers for the particular repair, and the proper materials to be at hand. Only one engineer can attempt any one repair at one time.

3.5.2.5 Fire Fighting

During combat, the ship's riggers and unengaged dolphineers provide one important function. They lower buckets over the side, and bring up water to throw on fires. From the round following the one where a rigger or dolphineer begins to fire fight, they take one point of **fire damage** off of their ship's fire damage each round. Marines occupied fighting fires cannot perform other duties.

Magicians can also play an important role in abating the burning of their ship. Casting an appropriate spell to quench the fires will lower the ship's fire damage by one for each rank of the spell. This reduction happens each round for the spells duration. These spells include *Akrovoki*, *Change Temperature*, *Condense*, *Create Water*, *Dowse*, *Elemental Mastery*, *Extinguish*, *Ice Ball*, *Quench*, *Torrent*, and *Water Stream*.

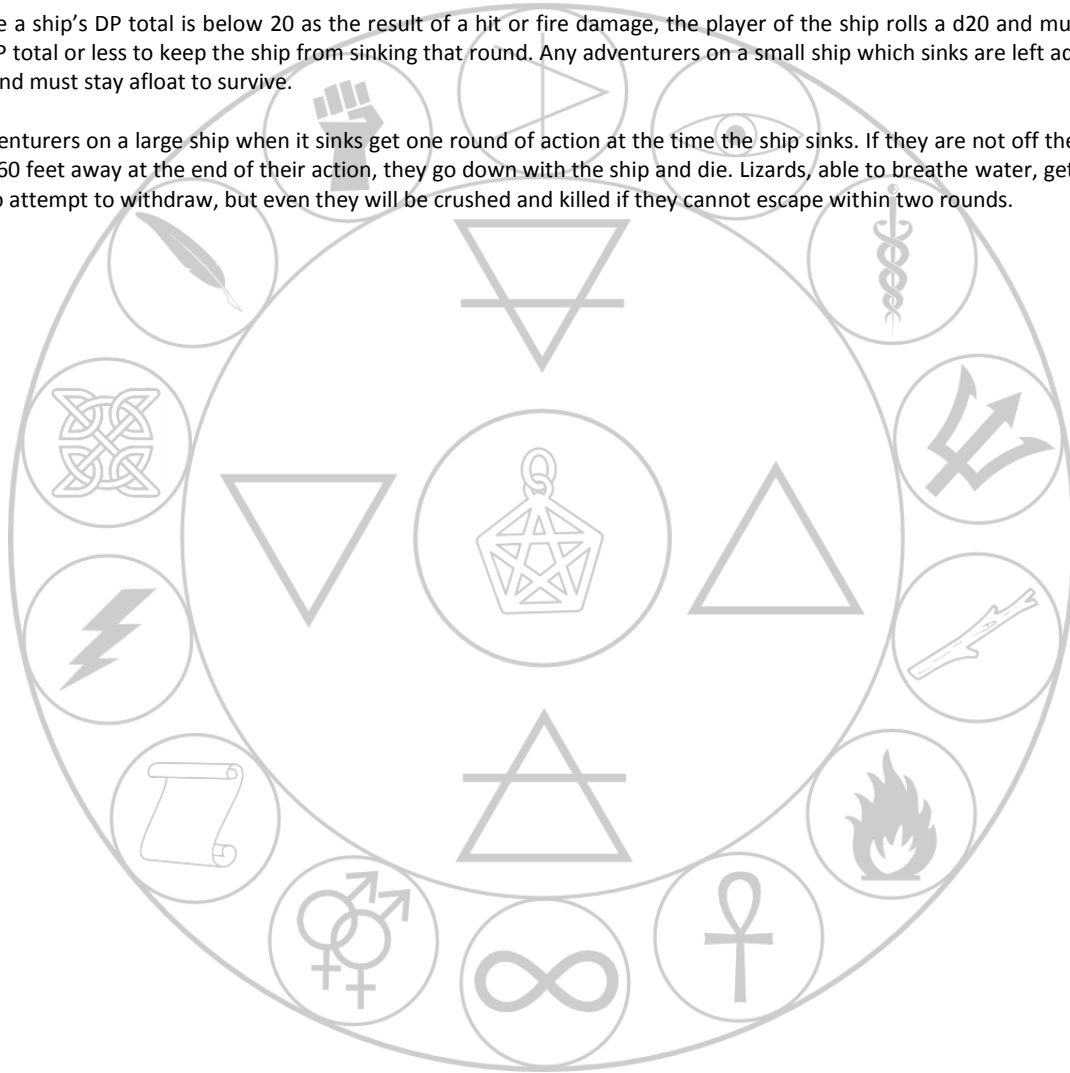
3.5.2.6 Sinking

When a vessel is damaged, there is always the chance that it may sink. When small vessels sink, they leave those carried floating on the surface of the sea, at the mercy of the waves and any passing sea creatures, or enemy warriors.

A larger sinking vessel, anything larger than an attack boat, creates a suction which pulls anything on the ship, and near the ship, into the water and down to the bottom. Collapsing decks, sheared timbers, intruding walls of water, upended rooms and heavy furniture combine to make survival during sinking unlikely. Even if the unfortunate crew member was not immediately crushed, and somehow managed to work free of the vessel, the suction of the ships passing would pull him to his death at the bottom of the sea. Being in such a ship during the round it sinks, results in death.

Any time a ship's DP total is below 20 as the result of a hit or fire damage, the player of the ship rolls a d20 and must get the ship's DP total or less to keep the ship from sinking that round. Any adventurers on a small ship which sinks are left adrift in the water, and must stay afloat to survive.

Any adventurers on a large ship when it sinks get one round of action at the time the ship sinks. If they are not off the ship and at least 60 feet away at the end of their action, they go down with the ship and die. Lizards, able to breathe water, get a second round to attempt to withdraw, but even they will be crushed and killed if they cannot escape within two rounds.



4 Skills

4.1 Standard Skills

This chapter contains a list of all the standard skills, where they are applicable, and how they are adjudicated. Please be aware that the GM may modify any check as he sees fit depending on the circumstances. If a skill does not list a specific die roll, the GM will assign an appropriate number of dice to check against the skill.

Accounting

Base Cost: 130

Attribute: INT

Skill Type: Non

Extra Dice: 4

Keeping track of accounts and expenditures is important to the merchants and the larger establishments on Jaern. Creative accounting also can be profitably employed among the less ethical.

Acrobatics

Base Cost: 200

Attribute: AGI

Skill Type: Marine/Rogue

Extra Dice: 2

This skill is useful for gymnastic flips, jumps, leaps, and swings. An adventurer can jump into, or backflip out of, melee. He could jump from a second story window into the street and gain a free round on an opponent. Acrobatics cannot be performed in any sort of metal armor.

Acting

Base Cost: 100

Attribute: INT

Skill Type: Nomad

Extra Dice: 2

An adventurer with acting skill has some understanding of how to assume a role and stay in character. The GM must assign difficulties and appropriate checks for this skill based on circumstances.

Alertness

Base Cost: 100

Attribute: PER

Skill Type: Rogue

Extra Dice: non

This skill represents the alertness and paranoia of the Rogue. When the Rogue's party is on the defensive side of a surprise roll, he may roll a number of dice against this skill. For each dice made, he adds 1 to the party's surprise roll. Multiple Rogues using this skill does not stack, the higher modifier is used in these situations.

Ambidextrous

Base Cost: 150

Attribute: AGI

Skill Type: Warrior

Extra Dice: 2

An adventurer can use either hand as his primary attack hand. Adventurers, by default, have the same "handedness" as their player. If the adventurer's primary hand is incapacitated or damaged, this skill will let him fight using his secondary hand as if it were his primary hand. Normally, using a weapon in the secondary hand causes the adventurer to suffer a -4 penalty on any to "to strike" roll. Roll 1d6 for each minus you wish to cancel against the skill rank. If successful, subtract the number of dice rolled from the -4 penalty.

Ambush

Base Cost: 150

Attribute: INT

Skill Type: Rogue

Extra Dice: 2

This skill gives the Rogue the ability to create and set up an ambush. The actual ambush layout should be role played and based on the layout, the GM should assign a difficulty level to the attempt. The Rogue then rolls a number dice equal to the difficulty plus the number of dice he wishes to make against the skill. If successful and the opponent is completely unaware of the parties presence, a surprise roll is made against the other party. The Rogue's party gets an additional number of dice on the surprise roll equal to the number of dice made while preparing the Ambush.

Animal Calling

Base Cost: 80

Attribute: CSE

Skill Type: Nomad

Extra Dice: 3

Ever needful of quick gratification, this skill has been the boon to many lonely travelers. Out in the forests or fields, the sound of the skill user's voice lures unsuspecting woodland and field animals to the side of the caller, ready to become target practice, dinner, a new floor rug, or to meet even a more distasteful fate.

Animal Husbandry

Base Cost: 120 Attribute: CSE
Skill Type: Nomad Extra Dice: 3

Domesticated animals (horses, cows, sheep, pigs, jkarr'n, ichitle, etc.) are needed in large numbers for food, transportation and work. Understanding how to raise these creatures successfully is a profitable profession.

Animal Training

Base Cost: 200 Attribute: WIL
Skill Type: Nomad Extra Dice: non

The ability to train mammals to perform on command is regulated by the rank of this skill. It is useful in adventuring, or as a profession.

Archeology

Base Cost: 100 Attribute: INT
Skill Type: Rogue Extra Dice: non

This skill lets your adventurer use archeological methods and techniques, but does not give any historical information. Studying days or months on a site, he can determine patterns of lifestyle, diet, wealth, and other generalizations about the ancient inhabitants. On a spot examination, if you succeed the check against this skill, the race, time era, and other simple elementary data about the ancient inhabitants can be learned.

Architecture

Base Cost: 65 Attribute: INT
Skill Type: Non Extra Dice: 3

Architecture involves the planning and design of buildings. An architect can also give advice on structural weaknesses and suggest repair options, if feasible. Architects always keep building plans as references for future work.

Armor Smithing

Base Cost: 65 Attribute: INT
Skill Type: Non Extra Dice: 2

This skill is necessary to create and repair armor of all types. This includes some knowledge of working leather, iron, copper, fabrics, sewing and fastenings. Creating good quality armor of normal manufacture usually requires a two dice check, though temporarily repairing damaged armor in the field usually requires a one die check (GM discretion).

Arson

Base Cost: 50 Attribute: INT
Skill Type: Rogue Extra Dice: 2

This is the ability to set fire to something and make it appear to have occurred naturally. The GM sets the number of d6 for the player to roll against the skill. If successful, anyone investigating the scene of the fire must make a PER check at 2d6 more than usual to detect the arson.

Artillery

Base Cost: 200 Attribute: INT
Skill Type: Marine Extra Dice: 2

Ballistas, catapults and other artillery weapons are complex to load, aim and fire. An engineer or other adventurer may increase his skill using these weapons. This skill is a combination of different loading and firing styles that gives the artilleryman flexibility. Any ONE of these options can be used in one round. Since most of these weapons are very similar to use, this one skill can be applied to using any of artillery piece.

The **Quickload** option lets the artilleryman load his weapon faster. Each round he is loading an artillery piece, or directing a team loading the weapon, if he can roll 2d6 and get his artillery rank or less, that counts as two rounds of loading. He cannot load and fire in the same round using this option.

Knowing just how much to overwind, change aperture sizes or otherwise stress his weapon, the experienced artilleryman can make a **Long Shot**. He chooses the number of dice for an attempted shot, and rolls them. If the total matches or is less than his artillery skill, then his range increases 25% of the original range for each die rolled. But this is not without danger. Any "roll to hit" of one indicates that he has overstressed his artillery piece, and it falls to pieces, possibly injuring those about it.

A steady hand and a good eye help the artilleryman make a difficult **Lethal Attack**. Choosing a number of dice, the player rolls those dice. Getting a total of his artillery skill or less makes the number he needs to get a **Critical Hit** on his "roll to strike" one less for each die he rolled. If he rolls three dice and succeeds, he will score a critical hit on a 17 or better on his "roll to strike".

Being able to very carefully set the angle and elevation of his weapon relative to the target, and in spite of the rolling deck, is what allows an artilleryman to make a **Precise Attack**. The player picks a number of dice, making the check against his weapon skill. If this succeeds he may add 2 for each dice used in the check to the value of his "roll to strike" during this round.

Artistry

Base Cost: 80 Attribute: CSE
Skill Type: Nomad Extra Dice: 4

Painting, sculpting, dancing, or executing any form of artistic expression requires this skill to avoid being laughed out of town as a rube or charlatan.

Assassination

Base Cost: 500 Attribute: AGI
Skill Type: Warrior/Rogue Extra Dice: non

This skill represents an organized and prepared attempt to kill a target. The preparations must be arranged at least one hour prior to the attack. Guards, security precautions, disguises, access to the site before the attempt and the accessibility of the target will all influence the number of dice which the GM will assign to the attempt.

For physical melee attacks, if successful, the attacker rolls on the assassination column of the appropriate critical wound table. If the check fails, the attacker makes a normal melee roll instead.

For other styles of killings, like poisonings and “arranged” accidents, the GM will determine the results of a success or a failure.

Astrology

Base Cost: 250 Attribute: INT
Skill Type: Nomad Extra Dice: res

The trained astrologer looks at the position of the stars and the planets in the night sky. Some believe that future events can be divined by someone with this skill. The astrologer states what he is attempting to divine, and the GM assigns a number of d6 to roll against the skill rank for him to convince onlookers that what he says will come to pass.

Astronomy

Base Cost: 115 Attribute: INT
Skill Type: Marine Extra Dice: non

Looking at the skies and cataloging the movements of the stars and planets is the province of the astronomer. This skill is needed to understand the movements of the heavens, and is often learned by sages, navigators, and nomad fortune readers.

Balance

Base Cost: 50 Attribute: AGI
Skill Type: Marine Extra Dice: 2

This ability is used to walk thin ledges, ropes, narrow walkways, etc. without falling. The GM may also ask for a check against balance when an adventurer tries many physical maneuvers that would test the balance of a normal person.

Barber

Base Cost: 15 Attribute: AGI
Skill Type: Non Extra Dice: 2

Barbers cut hair and perform other personal grooming services. Wealthy citizens frequently train their own barber, or hire one skilled in these duties. Many free-lance barbers work out of the Natatorium.

Barristry

Base Cost: 115 Attribute: INT
Skill Type: Non Extra Dice: res

The barristry skill is useful if legal representation is needed, or if proper legal documents must be executed and filed. Such services can be quite costly, and many barristers grow rich from the legal woes of others.

Bartending

Base Cost: 150 Attribute: CSE
Skill Type: Non Extra Dice: 2

The art of mixing palatable combinations of liquors and listening endlessly to repetitive conversation is important to those who must tend bars at various inns and taverns over the whole of Jaern.

Binding

Base Cost: 50 Attribute: CSE
Skill Type: Marine/Rogue Extra Dice: 3

When binding a target, choose how many more dice to add to the check for escape. Roll that many d6; if you get your adventurer’s skill rank or less, the bound person must add that many dice to a 2d6 check against the escape skill to break free.

Blacksmithing

Base Cost: 65 Attribute: STR
Skill Type: Non Extra Dice: 3

A blacksmith is skilled in forming utilitarian items from iron, such as nails, horseshoes, chains, etc. He is also experienced at attaching iron fittings to leather, and thus can fabricate and adjust horse tack and dolphin harnesses.

Blind Fighting

Base Cost: 200 Attribute: PER
Skill Type: Rogue Extra Dice: 4

This skill allows the rogue to fight without his sense of sight. For each dice the Rogue makes versus this skill, he may subtract 2 from the penalty for not being able to see an opponent. So, on a 4 die check, the rogue can fight blind with no penalty.

Bludgeon

Base Cost: 200 Attribute: AGI
Skill Type: Rogue Extra Dice: Non

This skill allows the Rogue to knock an unsuspecting target unconscious by striking them from behind with a blunt object. The Rogue must be positioned behind the target and the target must not be in any way aware that the Rogue is there. It is a standard 2 die check against this skill, but the GM may add or subtract dice based on the alertness of the target, the lighting, the target wearing a helmet, or other factors.

If the Rogue succeeds at the skill check, the target rolls on the Bludgeon table to determine the result. If the target is wearing a helmet, the target subtracts 15% from the result. The Rogue may add additional dice to the skill check to increase the target's roll by 5% for each dice rolled.

Boarding

Base Cost: 100 Attribute: AGI
Skill Type: Marine Extra Dice: 2

This is the ability to move safely and quickly from one ship to another, especially to a hostile vessel. This may involve lots of rope swinging, careful jumping, and rigging running, which are all encompassed in this skill.

Body Language

Base Cost: 200 Attribute: PER
Skill Type: Rogue Extra Dice: 4

This allows the Rogue to read the body language of someone he is speaking with. He may be able to use this information to determine if the person is trying to deceive him, for example. Creatures of a different species or different culture that the Rogue is unfamiliar with will make this check more difficult or even impossible.

Botany

Base Cost: 30 Attribute: INT
Skill Type: Nomad Extra Dice: non

Botany is necessary to understand and implement the requirements for healthy plant growth. A botanist can advise on proper fertilization, watering, pruning, etc., as well as diagnose and perhaps cure plant diseases.

Brewing

Base Cost: 80 Attribute: INT
Skill Type: Non Extra Dice: res

This skill has been carefully handed down, father to son, since antiquity. The secrets of using just the right materials to assure the proper fermentation of the grains have been closely held by those in the brewer's guild. This profession is highly profitable to one who can find a way to gain admittance to its ranks.

Butchering

Base Cost: 30 Attribute: CSE
Skill Type: Non Extra Dice: 2

This skill is necessary for the efficient cutting of an animal carcass into usable meat. A butcher (i.e., one who uses this skill as a profession) can identify spoiled meat before others can, and is an expert at putting a razor sharp edge on a knife.

Camouflage

Base Cost: 50 Attribute: CSE
Skill Type: Rogue Extra Dice: 2

This skill is the deliberate and specific concealment of one or more persons in the wild. A substantial amount of time may be required to gather and prepare all the needed materials. As a guide, allow 3d6+3 minutes per person to be concealed.

Candlemaking

Base Cost: 15 Attribute: INT
Skill Type: Non Extra Dice: 2

Basic candlemaking involves the repetitive dipping of a fabric wick in tallow to create a long-lasting light source.

Carpentry

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: 2

This skill is crucial to the construction of wooden objects, buildings, or vehicles. The proper use of tools, materials and knowledge of their joinings allow the hard working carpenter to make a reasonable living from his craft. Attempts to create or repair wooden items can be adjudicated by checks against this skill.

Cartography

Base Cost: 100 Attribute: INT
Skill Type: Marine Extra Dice: 3

Cartography is the making, care, reading, copying, and interpretation of maps. A successful 1d6 skill check is required to read the basics of a map well enough to follow established paths and roadways. Without this skill, a 4d6 check versus INT is required. To travel off the beaten path with the aid of a map, a player needs to make a successful 2d6 skill check. (As well as a successful Orienteering check to keep from getting lost.)

Channeling

Base Cost: 250 Attribute: PER
Skill Type: Nomad Extra Dice: res

This skill is used by the Nomad to help channel their ancestor spirit and energy from the Kurago. This skill can be used to contact one's guardian spirit. It also allows the nomad to channel energy into their incants thus making them stronger. This skill is used when recharging various nomadic incants to make them more powerful, which is described in the incant itself.

Climbing

Base Cost: 100 Attribute: STR
Skill Type: Marine Extra Dice: 2

This skill is used for climbing ropes, scaling rough walls, etc. The GM will set the difficulty of the check based on the circumstances of the climb.

Cobbling

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: 2

Cobbling involves the construction and repair of leather footwear. The amount of time required and the difficulty of the check depends on the type of footwear. A pair of rope-soled sandals takes about one day, whereas a pair of thigh length, jacer hide boots with secret compartments in the heels and soles could take two weeks or more.

Cooking

Base Cost: 15 Attribute: INT
Skill Type: Non Extra Dice: 2

This skill allows the preparation of edible and attractive foods and drinks. A check of 2d6 is reasonable to prepare a plain but tasty meal. A check of 4d6 is appropriate to prepare a successful feast for a large crowd, or to make a very exotic dish.

Coopering

Base Cost: 65 Attribute: INT
Skill Type: Non Extra Dice: 2

A cooper fashions watertight wooden containers, such as barrels, kegs, buckets, etc. The skill includes the ability to select the proper wood, make beveled joints, and use metal bands to clamp and reinforce the item.

Courtesan

Base Cost: 115 Attribute: COM
Skill Type: Non Extra Dice: 2

This skill is used to please other people in various physical and sexual ways. Skill as an evening companion and also the well-directed use of lust are included within. A check of 2d6 is considered when attempting to please a companion. A check of 3d6 vs this skill is usual for attempting to entice someone into a situation, but remember the circumstances can cause the GM to modify this check.

Create Poison

Base Cost: 115 Attribute: INT
Skill Type: Rogue Extra Dice: non

This skill allows the Rogue to create poisons out of various components. The complexity and strength of the poison is based on the number of dice rolled. For each dice rolled against the skill, the rogue can create poison that either does that number of dice in damage and/or adds that number of dice to resist the poison. A poison normally has a 3d6 vs HEA resistance for half damage. See the Creating Poisons section for more uses for this skill.

Cyphering

Base Cost: 115 Attribute: INT
Skill Type: Rogue Extra Dice: non

Cyphering is encoded writing. It is frequently used in business correspondence, communication with the Assassins Guild, and between maraujo captains. Cyphering can be used to create or break codes. To create a code, the player selects a number of d6 to roll against the skill rank. If he gets his adventurer's skill rank or less the code is useable, and the number of d6 rolled becomes the code's difficulty rating. If the check is failed, the code is flawed and will yield gibberish or misleading statements if used.

To break a code, the player rolls a number of d6 equal to his adventurer's cyphering rank. The GM rolls a number of d6 equal to the code's difficulty. The higher total wins, i.e., if the player is higher he breaks the code, and if the GM is higher, the code remains insoluble. If the player knows the key word or phrase used to construct the code, the player rolls a number of d6 equal to one less than the code's difficulty (if the code is difficulty 6, the player rolls 5d6 and the GM 6d6) regardless of his adventurer's cyphering rank. The role of player and GM can of course be reversed in the above examples if an actor is trying to break a player-created code.

Dancing

Base Cost: 100 Attribute: AGI
Skill Type: Nomad Extra Dice: 1

The dancing skill is used to execute pleasing footwork patterns and body motions, usually to musical accompaniment. Success at this skill indicates the dancer has enjoyed the activity and has appeared to be competent at the appropriate level of difficulty depending on the assigned skill check (GM discretion, considering the intricacy of the dance).

Diagnosis

Base Cost: 80 Attribute: INT
Skill Type: Non Extra Dice: res

Someone adept at diagnosis can determine what is physically wrong with a person, though a remedy or treatment suggestion is outside the scope of this skill. Diagnosis can be developed into a very lucrative profession when used in conjunction with the nomadic Herbology skill.

Disguise

Base Cost: 50 Attribute: INT
Skill Type: Rogue Extra Dice: 3

This is the ability to skillfully apply makeup, false beards, etc., and select and wear clothing to change one's outward appearance. The GM will determine the difficulty of the check based on how much the desired result varies from the physical characteristics of the adventurer. Simply adding a beard is very easy, but to disguise a human as another race can be exceedingly difficult.

Diving

Base Cost: 50 Attribute: STR
Skill Type: Marine Extra Dice: 2

Diving allows an adventurer to properly dive into water from greater heights, or into shallow water, with less chance of injury than someone without it. As a base, an unskilled person cannot dive into less than 10 feet of water safely, and will likely be injured if diving from a height of more than 10 feet. The GM determines the difficulty of the skill check. A dive from 30 feet into 10 feet of water would be a 2d6 check against the skill; dives from greater heights or into shallower water increases the difficulty.

The depth of the dive may also be adjusted with this skill. Normal dive depth is 10 feet, regardless of height. If the adventurer wishes he may have the depth of the dive equal the height of the dive to a maximum of 30 feet; minimum depth is two feet. Such depth changes add 1d6 to the skill check.

Dodging

Base Cost: 200 Attribute: AGI
Skill Type: Marine/Rogue Extra Dice: 3

This skill allows a Marine or Rogue to dodge incoming ranged attacks. When an opponent declares that they are attempting to hit the Rogue with a ranged attack, he rolls a number of dice against this skill. If the skill is successful, for each dice made, the Rogue adds 1 to his ranged defense value for that attack. There is no penalty for failure, but only a single opponent's attacks can be dodged per round.

Dolphin Speech

Base Cost: 300 Attribute: INT
Skill Type: Marine Extra Dice: non

Some believe dolphins are as intelligent as humans, but most think of them more like children. Dolphins communicate among themselves with a series of clicks, whistles, and grunts. Over time people can learn to understand and even “speak” some of the simpler “words.” Trying to convey a simple idea, or understand one spoken by a dolphin, requires a successful 2d6 check against this skill. Your GM will modify this roll depending on the complexity of the communication, and the current circumstances.

Dolphin Training

Base Cost: 400 Attribute: CSE
Skill Type: Marine Extra Dice: res

Dolphins can become very intelligent and loyal mounts if skillfully trained. Dolphin trainers are highly prized and sought by **Maraujo** cefos to train their cavalries, and can demand and get high fees for their services.

Dolphinship

Base Cost: 200 Attribute: AGI
Skill Type: Marine Extra Dice: 3

This skill allows an adventurer to control and ride a properly trained and harnessed dolphin. Riding a dolphin at half the creature’s speed through a calm sea is a 2d6 check. Faster speeds, rough seas, or high speed maneuvers increase the difficulty of the check.

Drum Speak

Base Cost: 150 Attribute: INT
Skill Type: Nomad Extra Dice: non

Small, specially formed drums are crafted by nomads to project sound up to three mets in fair weather (humid conditions can increase the distance carried to five mets, but heavy precipitation can cut the distance to a half a met.) This skill is used to create and translate messages and inflections via drum noises. The GM will assign a skill check based on the complexity of the message. Loud noises at the source or destination of the sound obliterate the message and cannot be overcome with this skill.

Dyeing

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: 2

Dyeing is the infusion of color or colors into cloth. A dyer will know where to obtain specific dyestuffs, and can also aid in bleaching cloth.

Escape

Base Cost: 400 Attribute: INT
Skill Type: Rogue Extra Dice: 4

This skill is used to escape after being tied up. The player rolls 2d6 against his adventurer’s skill rank to work free from an average set of ropes. This roll may be modified by rope type, chains, locks and the adventurer’s physical condition (GM discretion). If the check fails, more escapes may be tried, but subsequent checks are made with one additional d6 per failure.

Falconry

Base Cost: 350 Attribute: WIL
Skill Type: Nomad Extra Dice: non

Training and controlling small birds of prey are delicate and difficult tasks. This skill measures the ability to train such birds over a time period, and the ability to instruct a trained bird to perform a task. A 2d6 check against the skill is usual; the GM will adjust this depending on the bird’s tractability, the difficulty of the task, etc.

Farming

Base Cost: 30 Attribute: CSE
Skill Type: Non Extra Dice: 2

Farmers supply about one-third the food used by Jaernian towns and cities, so this skill can be useful as a profession. Farming encompasses knowledge about planting, cultivation, and harvesting of crop plants. An adventurer with this skill might use the condition of crops as a clue to soil, weather, or unnatural conditions in a given area.

Fencing/Merchant

Base Cost: 80 Attribute: CSE
Skill Type: Rogue Extra Dice: 4

This skill is necessary to avoid detection while buying or reselling stolen goods. A 2d6 skill check is normal, but the GM will adjust this based on such factors as uniqueness of the item, its recognizability, T’orite activity in the vicinity, T’orite suspicion of the fencer, etc.

First Aid

Base Cost: 75 Attribute: CSE
Skill Type: Priest(Isis) Extra Dice: 4

This skill allows the user to stop the bleeding of the victim of a nasty hit. This action takes around 2 minutes to complete. A 1d6 check allows the user to stop major bleeding. For each die after the first, the player is able to heal the victim 1 DP per extra die. This will only work on wounds that are minutes old.

Fishing

Base Cost: 50 Attribute: CSE
Skill Type: Non Extra Dice: 2

A hobby for many, fishing supplies at least half of the foodstuffs for most Jaernian cities and towns and therefore the skill can be used as a profession. This skill includes knowledge of small boats, nets, bait, location and movements of fish, and the storage and transport of caught fish.

Flagging

Base Cost: 100 Attribute: INT
Skill Type: Marine Extra Dice: non

Ship-to-ship and ship-to-shore communications are often accomplished with flags. A flagger holds a flag in each hand, and moves them in patterns to signify words or concepts. Red flags are used on clear days, and white flags on overcast days for best visibility.

Concepts are often abbreviated to make flagging concise and quick, but are limited in vocabulary. If a message cannot be expressed ordinarily, **Paroli** alphabet characters can be flagged one by one. Succeeding a 2d6 check against this skill conveys most ordinary messages within the standard flagging vocabulary (GM discretion). Simple concepts are flagged twice as fast as ordinary speech, while spelling words is four times slower than speech.

Fletching

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: 2

Technically speaking, fletching allows an adventurer to finish arrows by adding flight control feathers to the shaft. Fletchers work closely with arrow makers, and it is not unusual to find one or the other with the ability to completely fashion arrows from scratch. A 2d6 skill check is usual to successfully manufacture arrows (checked in lots of five or ten). Manufacture of unusual missiles (larger than normal, made from non-standard materials, etc.) increases the difficulty.

Forestry

Base Cost: 30 Attribute: INT
Skill Type: Non Extra Dice: 2

Forestry involves the nurturing and management of trees, including the cutting of appropriate trees for lumber to make room for new growth. A basic knowledge of different tree species, their requirements, and uses are subsumed in this skill.

Forgery

Base Cost: 250 Attribute: INT
Skill Type: Rogue Extra Dice: 4

A skilled forger can duplicate signatures, papers, paper currency, or documents. Attempts at forging are made at a number of dice against the skill rank. Forging a signature is perhaps the easiest (2d6 check), while documents might be 3d6 and currency 5d6 (GM's discretion).

Gambling

Base Cost: 50 Attribute: CSE
Skill Type: Rogue Extra Dice: 2

The gambling skill allows an adventurer to have a better chance at beating the odds in games of chance. Gambling is simulated by the GM (the "house") and the adventurer's player rolling dice against each other, the higher total winning the wager. The GM usually rolls 5d6. An adventurer with no gambling skill rolls 1d6; each rank in the skill adds a d6. Some games of chance are far more difficult (or highly rigged in favor of the house), so the GM may roll upwards of 10d6. Also, if the GM is portraying an actor with gambling skill, he would roll twice, once for the "house" and once for the actor. Under specific roleplaying circumstances, either the player or the GM may ask to roleplay the game of chance rather than relying on dice for the outcome.

Gardening

Base Cost: 15 Attribute: INT
Skill Type: Non Extra Dice: 2

Gardening is similar to farming, though on a smaller scale and dealing with vegetables, herbs, shrubberies, flowers, and the like rather than field crops. The skill subsumes knowledge of garden plants, their growth requirements, and uses. Gardening can be used as trade, from selling produce to tending the private gardens of the wealthy.

Glassblowing

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: non

A glassblower creates glass containers by blowing air through a hollow pipe into a blob of molten glass, then twirling or rolling the glass until it hardens. The skill can be a lucrative profession.

Heavy Armor

Base Cost: 250 Attribute: STR
Skill Type: Warrior Extra Dice: 3

This skill allows the wearer to reduce the number of dice to perform difficult maneuvers in heavy-weight armor. The wearer can use this skill in one of four ways: to increase movement rate, to reduce the number of physical penalty dice associated with a particular type of armor, to be able to stand up as a 1/5 movement action, or to perform basic acrobatic maneuvers such as somersaults and rolls. The associated checks are as follows:

Increase movement rate - 1d6 per extra 10 feet of movement

Decrease physical dice - 2d6 per die to reduce

Stand up quickly - 2d6

Basic acrobatic maneuvers - GM discretion

Heavy-weight armors include banded mail, plate mail, and full plate mail.

Heraldry

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: non

Heraldry involves the recording and awarding of coats of arms for nobles. Heralds are often consulted to settle disputes over royal bloodlines and to decide who is entitled to display a coat of arms. Thus they are quite knowledgeable about noble ancestry, including the black sheep and closeted skeletons the nobility would just as soon forget.

The skill is used to ferret out and verify information that will prove a given bloodline. The GM will set the difficulty of the check based on such factors as the availability and accessibility of written documents, living witnesses, etc.

Herbology

Base Cost: 250 Attribute: INT
Skill Type: Nomad Extra Dice: res

Herbologists collect, classify, purify, and sell reagents derived from plants. The work is delicate and exacting; done improperly a potentially beneficial reagent can become a deadly poison. An herbologist can serve as a physician (of sorts) to cure minor ailments (dyspepsia, headache, diarrhea, etc.), though he cannot restore lost DP with his nostrums and extracts.

Herding

Base Cost: 30 Attribute: CSE
Skill Type: Non Extra Dice: 1

The herding skill is used to control groups of domesticated animals, such as cattle, sheep, etc.

Hiding

Base Cost: 50 Attribute: AGI
Skill Type: Rogue Extra Dice: 3

The adventurer can use available cover (walls, corners, rubbish, furniture) to avoid being seen, or to conceal an object. A 2d6 check against the skill is usual, but the GM will modify this based on the size of the person or object to be hidden versus the type and amount of cover available. It is possible that the result will be something less than full concealment.

A 2d6 check against PER is normal to notice something. The GM may adjust PER rolls if the person or object is quarter concealed (+1d6); half concealed (+2d6), or fully concealed (+3d6). This skill can be used under any lighting conditions.

Horse Training

Base Cost: 150 Attribute: WIL
Skill Type: Non Extra Dice: non

A horse trainer attempts to curb the wildness of a horse to make it comfortable around people, but breaking and training wild horses for riding and farming duties can be hazardous if you don't know what you're doing. This skill is in great demand around any large village or town.

A 2d6 check is normal, though the GM will adjust this based on the fractiousness of the beast in question. Failure might result in injury to the adventurer (GM discretion).

Horsemanship

Base Cost: 100 Attribute: CSE
Skill Type: Non Extra Dice: 2

This is the ability to ride a horse, or to handle a team of horses. A standard check of 1d6 applies to riding a horse at a trot, or driving a wagon pulled by two horses at a walk, for an hour. Your GM will set checks for any other actions your adventurer attempts on horseback.

Hunting

Base Cost: 70 Attribute: PER
Skill Type: Non Extra Dice: 2

This ability allows its possessor to find, capture or kill small animals in the wild. A hunter can find animal spoor and trace it to their current location. For a hunter to find enough food for one day, he must roll one d6 for each person to feed against his rank in this skill.

Hypnosis

Base Cost: 300 Attribute: WIL
Skill Type: Nomad/Psion Extra Dice: non

This is the ability to use some object or technique to place a willing target into a hypnotic trance. The hypnotist can cause the target to recall events clearly, perform any short, non-combat action, or implant subliminal suggestions about actions to be taken up to one week in the future. While the subject can be instructed not to remember questions or actions, he cannot be forced to do anything to which he would strongly object in his normal mental state. The GM must set the skill check based on the circumstances and the difficulty of the request. Simple actions might be a 2d6 check, whereas implanting suggestions could be a 3d6 or 4d6 check. A psion knows their own mind so well that they can use this skill on themselves by adding one dice to the difficulty.

Identify Minerals

Base Cost: 15 Attribute: INT
Skill Type: Non Extra Dice: 2

Someone with this skill can look at a rock sample and identify any minerals or metal ores it contains (1d6 check). Determining quality and quantity raises the difficulty of the skill check (GM discretion).

Identify Plant

Base Cost: 20 Attribute: INT
Skill Type: Non Extra Dice: 2

Identify plant is used to determine what a plant is (1d6 check for common plants; 2d6 and higher for rarer flora). Whether the adventurer can recognize the use of a given plant is a 3d6 check. A use check can be ignored if the adventurer has previous experience with the plant in question (GM discretion).

Identify Psionics

Base Cost: 200 Attribute: PER
Skill Type: Psion Extra Dice: 2

A psion may use this skill to sense the magic being activated by another psion. This skill cannot be purchased unless the character has at least one PU. The character rolls a graduated check against this skill until they fail to determine the results. One success reveals the Discipline being used. Two successes reveal the rank of the ability being used. Three successes reveal the name of the ability being used. Four successes reveal the number of finesses.

A character can only default this skill if the ability has a visual or audible effect. Many psionic abilities have no obvious effects and require no words or gestures so only a trained psion can attempt to identify them.

Identify Spell

Base Cost: 200 Attribute: PER
Skill Type: Mage Extra Dice: 3

This skill enables an adventurer or actor to identify certain parameters of any spell he sees cast. It in no way gives him any specific information about how that spell is cast or used.

Roll 1d6; if the roll is equal to or less than the skill rank the spell type is discovered. Now roll another d6 and add it to the first roll. If the total is equal to or less than the skill rank, the spell group name is revealed. Now roll another d6 and add it to the total of the first two rolls; the spell rank can be discovered if the total of the three dice are equal to or less than the skill rank. The fourth d6 is rolled and added to the first three to reveal the number of finesses used, as long as the total of the four dice do not exceed the skill rank. The identification process ends whenever the dice total exceeds the skill rank.

- 1 Identify type (elemental type or specific deity)
- 2 Spell group name
- 3 Rank of spell
- 4 Exact finesses in use

Innkeeping

Base Cost: 50 Attribute: CSE
Skill Type: Non Extra Dice: 2

Innkeeping is necessary to the successful management of an inn, or in any situation requiring someone to provide food and lodging for a large group of people.

Instrumental Music

Base Cost: 100 Attribute: CSE
Skill Type: Nomad Extra Dice: non

This skill allows its possessor to use one musical instrument; it must be rebought for each additional instrument. The difficulty of the music being played, and the audience it is played to, are considered by the GM when assigning dice for checks against this skill.

Instrumental Smithing

Base Cost: 200 Attribute: INT
Skill Type: Nomad Extra Dice: res

This skill allows one to create musical instrumentals. Working with leather, metal, hide, and wood are all common to the instrument smith. The smith has knowledge of musical theory and the crafting of sounds from natural material. This skill cannot be purchased at any rank higher than 3 above the possessor's highest instrumental music skill.

Jesting

Base Cost: 100 Attribute: CSE
Skill Type: Nomad Extra Dice: 2

Jesting is the ability to make other people laugh. It can involve slap-stick, sarcasm, abuse, or singing. This skill is complemented by the Juggling, Acrobatics, Singing, and the Instrumental Music skill. The GM may ask for ranks in these other skills to adjust the success of Jesting.

Jeweler

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: non

A jeweler is adept at fashioning adornments of precious metals and also the setting of gemstones in such jewelry.

Juggling

Base Cost: 100 Attribute: AGI
Skill Type: Nomad Extra Dice: 2

Throwing and tossing objects into the air and retrieving them is always an amusing skill. The distance of the toss, the number of objects, and the danger of what is being thrown are all considered by the GM when he sets a difficulty for a check against this skill.

Jumping

Base Cost: 50 Attribute: STR
Skill Type: Marine Extra Dice: 2

This skill is used for performing physical jumps of more than ordinary distance, height, or speed.

Knitting

Base Cost: 30 Attribute: AGI
Skill Type: Non Extra Dice: non

Knitting is the looping of thread or yarn with special needles to make garments. The more intricate or fine the work, the more difficult the skill check.

Landscaping

Base Cost: 30 Attribute: INT
Skill Type: Non Extra Dice: 2

A landscaper can design and implement a formal garden or any pre-planned planting area.

Leather Working

Base Cost: 80 Attribute: INT
Skill Type: Non Extra Dice: 2

This skill involves the sewing of clothing or items from pieces of leather.

Lip Reading

Base Cost: 50 Attribute: PER
Skill Type: Rogue Extra Dice: non

This skill allows the Rogue to understand what someone is saying without having to hear them. The Rogue must have a skill of at least 7 in the language to be able to lip read the spoken language. At speaking distance, a 2 die check will allow the Rogue to fully understand the speaker. Distance and other factors can increase the difficulty of the check. *People that have become permanently deafened can purchase this skill at base cost even if they aren't of the Rogue background.*

Listen

Base Cost: 50 Attribute: PER
Skill Type: Rogue Extra Dice: 2

This reflects the extra training required to notice, and perhaps recognize, faint noises that would normally go unheard.

Locksmithing

Base Cost: 80 Attribute: INT
Skill Type: Non Extra Dice: non

This skill is used to craft locks and make or duplicate keys.

Marathon Running

Base Cost: 65 Attribute: HEA
Skill Type: Marine Extra Dice: 2

This skill allows an adventurer to run at a measured pace for a great length of time without fatigue. The GM asks for a 1d6 check against the skill at the end of the first hour of running. At the end of the second hour the check is 2d6, etc. As soon as a check is failed, the runner must stop and rest one hour before continuing.

Masonry

Base Cost: 50 Attribute: STR
Skill Type: Non Extra Dice: 2

A mason is skilled at building structures from cut stone and bricks. He is knowledgeable about the types of stone suitable for such work, and the proper mortar mix to bind them together.

Medium Armor

Base Cost: 200 Attribute: STR
Skill Type: Warrior Extra Dice: 2

This skill allows the wearer to reduce the number of dice to perform difficult maneuvers in medium-weight armor. The wearer can use this skill in one of four ways: to increase movement rate, to reduce the number of physical penalty dice associated with a particular type of armor, to be able to stand up as a 1/5 movement action, or to perform basic acrobatic maneuvers such as somersaults and rolls. The associated checks are as follows:

Increase movement rate - 1d6 per extra 10 feet of movement

Decrease physical dice - 2d6 per die to reduce

Stand up quickly - 2d6

Basic acrobatic maneuvers - GM discretion

Medium-weight armors include chain mail, brigandine, and scale mail.

Metal Smithing

Base Cost: 150 Attribute: INT
Skill Type: Non Extra Dice: 3

Metal smithing is the ability to manipulate and build things out of silver, gold, copper, bronze, tin and lead. Fastenings, jewelry, nails, fixtures and parts for other craftsmen's projects are some of the obvious things produced by the metal smith.

Military Construction

Base Cost: 80 Attribute: CSE
Skill Type: Non Extra Dice: Non

This skill is necessary for the proper construction of siege engines (catapults, ballistas, etc.) and effective defensive positions.

Mimicry

Base Cost: 250 Attribute: PER
Skill Type: Nomad Extra Dice: 4

This skill is used to reproduce the sound of any human voice that its user has heard and memorized. Success is normally achieved with a 2d6 check against this skill.

Mining

Base Cost: 30 Attribute: STR
Skill Type: Non Extra Dice: 2

Someone with mining skill knows the proper procedure to dig a shaft into earth or stone and construct the necessary shoring to prevent collapse of the mine shaft.

Money Changing

Base Cost: 65 Attribute: INT
Skill Type: Non Extra Dice: 3

Knowledge of foreign coinage, the ability to translate values, calculate interest and fees, and the ability to interact with other money changers all go into this skill. Being able to identify a foreign coin could be a 2d6 check, while calculating compound interest on an overdue loan might be a 3d6 check.

Mountain Climbing

Base Cost: 80 Attribute: AGI
Skill Type: Marine Extra Dice: 3

This is the skill to use to climb up and down the cliffs, hills, and mountains. Climbing alone, without equipment, up a 45 degree slope requires a 2d6 check once per hour. Equipment, slope, and weather conditions can modify the difficulty and frequency of a check.

Moving Silently

Base Cost: 100 Attribute: AGI
Skill Type: Rogue Extra Dice: 4

An adventurer with this skill has a better chance of approaching without being heard. The noisier the terrain underfoot, the more difficult the check.

Musical Composition

Base Cost: 250 Attribute: INT
Skill Type: Nomad Extra Dice: non

Creating new music is a difficult skill. This skill should be combined with the instrumental music skill for a greater chance of success. The test of a new piece of music is how well it is received by its first audience. When a new piece is presented, a 2d6 check against this skill is normal.

Navigation

Base Cost: 300 Attribute: INT
Skill Type: Marine Extra Dice: 4

Navigation involves being able to read sea charts, determine location by the position of Onra and the stars, understand the effects of wind and currents on plotting a course, etc.

Non-verbal Casting

Base Cost: 300 Attribute: CSE
Skill Type: Mage Extra Dice: non

Spell casting normally requires the use of hand motions and words to focus and target the magical energies. Making a check of 2d6 against this skill allows the caster to cast his spell without the use of his voice. A mage who has lost the use voice, or is gagged, would find this skill very useful.

Oar Mastery

Base Cost: 200 Attribute: INT
Skill Type: Marine Extra Dice: 2

This skill allows your adventurer to control and command banks of galley slaves. This includes the ability to correctly power the ship, knowledge of how to maintain the short and long term health of the rowers, and how to control and restrain the rowers. While not the most glamorous job on board, everyone knows a ship without a good oar master is useless in combat.

One-handed Casting

Base Cost: 150 Attribute: AGI
Skill Type: Mage Extra Dice: non

Normally any spell with a casting time of over one melee requires the use of both hands. Making a check of 2d6 allows the caster to cast his spell with one hand. A mage who has lost the use of one hand would find this skill very useful.

Opening Locks

Base Cost: 65 Attribute: INT
Skill Type: Rogue Extra Dice: non

An adventurer with this skill may be able to open a lock without the key.

Orienteering

Base Cost: 30 Attribute: CSE
Skill Type: Marine Extra Dice: 2

This skill is very useful to prevent becoming lost. An adventurer with orienteering can always find due north, and thus know which way to travel to his destination.

Painting

Base Cost: 50 Attribute: INT
Skill Type: Marine Extra Dice: 2

This skill is the ability to use painting tools and paint to coat large objects such as ship hulls and exterior or interior walls.

Pickpocketing

Base Cost: 50 Attribute: INT
Skill Type: Rogue Extra Dice: 4

Pickpocketing is necessary to remove objects from a person's clothing without being caught. The GM will determine how many dice to use based on the circumstances of the encounter, size and location of the item to be filched, etc.

Pimping

Base Cost: 80 Attribute: CSE
Skill Type: Rogue Extra Dice: 3

A judge of good looking women and men, the pimp is considered a "lay priest" of the Erektion of Scrogg, and is generally tolerated, if not accepted in any town or city if they wish not to excite the wrath of Scrogg. This skill allows the pimp to judge the potential attraction of his current and future employees, and to train them to their task. A variety of tasks will be assigned difficulties by the GM and an appropriate number of d6 can then be rolled against this skill.

Poetry

Base Cost: 65 Attribute: CSE
Skill Type: Nomad Extra Dice: 3

A poet is able to craft words into rhymes capable of evoking any mood, or perhaps a scathing political commentary. The poet must state what he is writing about, and what force he wants his poetry to have, so the GM can determine the difficulty of the check.

Pottery

Base Cost: 15 Attribute: CSE
Skill Type: Nomad Extra Dice: 2

The pottery skill allows the creation of pots or other containers from molded clay hardened in a kiln.

Pummeling

Base Cost: 100 Attribute: STR
Skill Type: Marine Extra Dice: 2

This skill is used to repeatedly punch a standing opponent in melee. Making a 2d6 check vs. this skill inflicts 1d4 damage points on your opponent and knocks him to the ground.

Puppeteering

Base Cost: 150 Attribute: INT
Skill Type: Nomad Extra Dice: 2

Creating and using small hand puppets to stage plays to entertain both children and adults is a common skill among many nomads. These plays are often used to teach morals to young people. Nomads often ask for donations after a play is complete.

Pyrotechnics

Base Cost: 100 Attribute: INT
Skill Type: Nomad Extra Dice: non

The handling of flammable powders and devices to produce sparks, flames, sounds, and smoke is a delicate and dangerous skill. The pyrotechnist explains what he wishes to do, and the GM determines the materials cost and assigns a skill. These powders cannot cause great explosions, and are very hard to trigger precisely.

Repair

Base Cost: 250 Attribute: CSE
Skill Type: Marine Extra Dice: non

This skill enables an actor or adventurer to fix such things as mechanical linkages, complex rigging, water clocks, devices with pulleys, ropes and wheels, or items based on a similar technology.

Revive

Base Cost: 200 Attribute: CSE
Skill Type: Priest(Isis) Extra Dice: res

If a humanoid creature dies, the user of this skill has a chance to revive them a few minutes after death. The user rolls a number of against their skill. If made, multiply the number dice rolled by 3. If the dead creature has negative DP no less than this total, they may attempt a 3d6 WIL check against their normal, non-magical WIL.

If the WIL check is successful, their DP total is raised to 0. The creature will require a number of days equal to their negative DP total times 5 to fully recover, regardless of any healing. This skill normally works on creatures killed from physical wounds, the GM should decide if it can be used for other forms of death. In addition, the target of this skill may be wounded in such a way that they cannot be revived using this skill (dying from blood loss, for example). The GM will decide on a case-by-case basis if this skill can revive a creature.

Rigging Running

Base Cost: 100 Attribute: AGI
Skill Type: Marine Extra Dice: 2

This skill allows an actor or adventurer to move quickly through a ship's rigging by jumping, climbing, and sliding. It also encompasses adjusting knots, rope tensions and sail positions to properly trim a ship.

Rope Making

Base Cost: 50 Attribute: INT
Skill Type: Marine Extra Dice: 2

This skill allows an adventurer to make proper rope from any suitable material (e.g., plant fibers, hair, yarn, etc.).

Rowing

Base Cost: 100 Attribute: STR
Skill Type: Marine Extra Dice: 2

This skill is required to properly row a boat with two oars. It might also be applied to rowing in unison with others.

Saddlemaking

Base Cost: 30 Attribute: INT
Skill Type: Non Extra Dice: 2

Saddlemaking is the skill needed to meld wood, leather, and metal fittings into a seat comfortable to both man and mount.

Sail Falling

Base Cost: 150 Attribute: AGI
Skill Type: Marine Extra Dice: 2

This skill allows your adventurer to safely fall 100 feet or less to the deck in one round. The adventurer jumps in the direction of the nearest sail with knife in hand. Thrusting the knife into the material of the sail, he hangs from it and executes a controlled fall as the knife slices the rough canvas. The check is 1d6 for each 20 feet of height. If the check fails, your adventurer suffers 1d6 damage points per 20 feet fallen and loses one round of action. For that round he lies flat on the deck. He may get up the next round, which is his action for the round.

Sail Making

Base Cost: 50 Attribute: INT
Skill Type: Marine Extra Dice: non

A sailmaker has the skill to design sails to the proper size for a vessel, then transfer the patterns to canvas, cut the panels, and assemble them. This is a very lucrative profession on a planet where the main means of transportation is by ship.

Sailing

Base Cost: 50 Attribute: CSE
Skill Type: Marine Extra Dice: 2

Sailing involves holding a course with the rudder and trimming the sails to catch the prevailing wind, to in turn drive a ship at an optimum speed. This skill is useful for long journeys, passage through rough waters or storms, or handling damaged ships.

Scribing

Base Cost: 200 Attribute: INT
Skill Type: Priest Extra Dice: non

This ability is used to copy manuscripts, take dictation, and record happenings. It involves much more than simply writing down the appropriate words in the correct language. Proper fonting, illustrations, indexing, and cross-referencing are crucial to historical, professional, and technical scribing.

Sculpting

Base Cost: 65 Attribute: CSE
Skill Type: Nomad Extra Dice: 3

This skill allows someone to chisel statuary or other objects from stone, or craft such items in clay or wax.

Seduction

Base Cost: 100 Attribute: COM
Skill Type: Rogue Extra Dice: 3

Attracting other people for use as sexual toys has long been an art practiced by the followers of Scrogg. The proper clothing, the right walk, the correct affected accent and the appropriate scent are all parts of this skill. The ability to attract any specific person will be assigned a difficulty and dice roll by the GM.

Set Traps/Snares

Base Cost: 250 Attribute: INT
Skill Type: Rogue Extra Dice: 3

This gives the ability to set a trap or snare to capture or injure something or someone. The GM will assign the difficulty based on such things as size, intricacy, how well hidden it's to be, damage it can do, etc.

Shadows

Base Cost: 50 Attribute: AGI
Skill Type: Rogue Extra Dice: 4

This skill can be used to attempt to hide in moonlight, very poor lighting conditions, and underground. The actor or adventurer must be at least 20 feet away from those he is hiding from, and they must be unaware of his presence. A 2d6 check will normally allow him to remain hidden. Any movement will likely reveal his presence, or the GM may require a 3d6 or 4d6 check to maintain the cover. This skill cannot be used in daylight.

Ship Building

Base Cost: 300 Attribute: INT
Skill Type: Marine Extra Dice: res

Directing the construction of ships, from the smallest dinghy to the largest merchant ship, takes a keen knowledge of specialized construction techniques, materials, labor management, accounting, and finance management. The building of seaworthy ships can only be learned from experienced shipwrights, and is a very profitable profession.

Singing

Base Cost: 50 Attribute: COM
Skill Type: Nomad Extra Dice: 2

Pleasing others with song can save an adventurer from the most difficult situations. The difficulty of the song and the difficulty of the audience are both considered when assigning a skill check.

Skating

Base Cost: 30 Attribute: AGI
Skill Type: Marine Extra Dice: 2

Skating gives an adventurer the ability to move swiftly over frozen water on ice skates. The movement rate is doubled if a 1d6 check is made. Changes in direction while moving also require a 1d6 check. Fancy maneuvers or attempts to go faster require more difficult checks.

Slave Handling

Base Cost: 35 Attribute: CSE
Skill Type: Rogue Extra Dice: 3

Knowing how to evaluate slaves, how to buy and sell them, how to keep them healthy and strong, and how to manage and control them are all facets of this skill. Slave handlers are in great demand by the merchant class, by the rich, and by the large temples for managing their necessary staffs of slaves.

Sleight of Hand

Base Cost: 30 Attribute: AGI
Skill Type: Rogue Extra Dice: 4

This is used to perform minor feats of "magic," usually prefaced by the phrase, "The hand is quicker than the eye . . ."

Smuggling

Base Cost: 200 Attribute: CSE
Skill Type: Rogue Extra Dice: 4

This is the ability to bring goods or people into an area undetected, usually for illegal purposes.

Sound Mind

Base Cost: 300 Attribute: CSE
Skill Type: Priest (Isis) Extra Dice: res

This skill shows the priests dedication to having a calm and collected mental state. Priests with this skill tend to remain calm in any situation and never reach out in anger or hate and try to see the good in all people. If the priest does not fit the above requirements either through lack of role-playing, or because of the effect of a spell, this skill is unusable. **Players should ALWAYS announce their use of this skill to the GM before rolling against it.**

Anytime a WIL check is called for and is failed, the priest may reroll the check, subtracting one dice, against this skill. If the skill check is made, it is treated the same as succeeding at the WIL check.

Spell Plugging

Base Cost: 100 Attribute: PWR
Skill Type: Mage/Priest Extra Dice: non

Spell Plugging allows a caster to "plug" a spell affect into a spell unit pool. When the spell reaches the end of its duration it will pull enough units from the pool to extend the duration by the original spell duration (modified by any relevant finesses), thus allowing its duration to be extended. A spell caster can have several spells plugged at once as long as the combined ranks of the spells do not exceed the PWR of the pool (e.g. the caster). The caster must make a 1d6 vs. this skill to plug the spell into their own spell unit pool. A 2d6 roll is required to plug the spell into another casters pool (and that party must be in line of sight and fully willing). Spells will remain plugged until they are unplugged (by original caster or the proxy caster), the spell unit pool is exhausted or the spell is dropped or revoked per normal rules.

Spelunking

Base Cost: 150 Attribute: AGI
Skill Type: Marine Extra Dice: 3

This is a climbing ability usually used in underground caverns. It is useful for climbing in any situation involving wet rock and darkness.

Sprinting

Base Cost: 50 Attribute: STR
Skill Type: Rogue Extra Dice: 2

This is your adventurer's ability to run at a much faster pace for a short duration. Normally, you roll 1d6 versus this skill for each 10 foot per round increase in movement rate he attempts. This roll is automatically modified by the same number of dice that his AGI is modified, according to his armor. Repeat the check each minute; if failed the adventurer cannot attempt this skill again until after they have rested for ten minutes. Sprinting cannot be combined with **Marathon Running**.

Stabilize Self

Base Cost: 100 Attribute: WIL
Skill Type: Psion Extra Dice: non

This skill is used to by a dying character to keep themselves alive at the brink of death. When the character's DP are reduced below 0 the character automatically gets a chance to roll this skill. The number of dice rolled is equal to the number of damage the character has taken past 0. If the roll fails the character dies as normal. If the roll succeeds, the character's DP is restored to 0. If they take damage again before recovering, they may attempt this skill again. If the character has Mental Stubbornness, the character takes 3 dice off of any rolls made against this skill.

Stalking

Base Cost: 150 Attribute: CSE
Skill Type: Rogue Extra Dice: 4

This skill allows the stalker to be able to follow a target through a crowd with the intent of gathering information or possible malevolent interception. It allows a user to be able to blend himself into a crowd but still observe his target. This skill does not allow the stalker to Move Silently or Hide; it just allows them to follow or approach someone unnoticed. This skill is intended for use in an urban setting more than rural.

Another use of this skill is to detect whether you are being followed by a stalker. This is done via an opposed die roll; if the stalked target has the higher roll they have noticed the stalker.

If a stalked target does not have the stalking skill, they must make a Perception check in dice equal to 2 plus the number of dice the stalker used for his stalking check.

Surfing

Base Cost: 50 Attribute: AGI
Skill Type: Marine Extra Dice: 2

Riding the wave crests to shore while standing on wooden boards is a favorite marine tactic to land in force from ships anchored just off shore. More recently it has become a sport practiced by adolescents and young adults at beaches everywhere.

Swimming

Base Cost: 20 Attribute: STR
Skill Type: Marine Extra Dice: 2

Swimming forward in calm water normally requires a 1d6 check against this skill to succeed. Water temperature, flow, roughness, armor, and carried equipment can affect the difficulty of this check. Water Breathing makes this check two dice easier.

Tactics

Base Cost: 100 Attribute: INT
Skill Type: Warrior Extra Dice: non

A warrior with this skill has trained in the use of group tactics. This allows him to coordinate his actions with others around him through the use of verbal and hand signals and gives him the ability to predict the movement of others within his group. A one die check allows two people with the tactics skill to coordinate their actions if they are within seeing and/or hearing range. It takes one extra dice to coordinate the actions of each extra person with the tactics skill.

Tailoring

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: 2

Tailoring involves the sewing of fabric to make clothing, or items such as bags, from cloth.

Tanning

Base Cost: 30 Attribute: INT
Skill Type: Non Extra Dice: 2

This skill is needed to turn raw animal hides into leather. The better the tanning, the suppler and better quality the leather will be.

Target Magic

Base Cost: 200 Attribute: AGI
Skill Type: Mage Extra Dice: non

Target Magic allows the caster of elemental or divine spell to maneuver for line of sight and finish casting in one round. The spell must be a one round spell, or be in its last round of casting, and if the player succeeds at a two dice check against this skill, his adventurer jostles about and he gets an additional roll to determine line of sight. The roll will be at the same odds as a requested line of sight roll during the informational questions portion of the round. The player does not appreciable change position, but is just jostling to obtain a shot. If the player fails the roll, he aborts the casting of the spell, not consuming the appropriate units.

Tattooing

Base Cost: 150 Attribute: CSE
Skill Type: Nomad Extra Dice: 3

This skill is needed to design and apply tattoos, without the recipient becoming infected.

Tent Making

Base Cost: 80 Attribute: INT
Skill Type: Non Extra Dice: 2

Tent making is the fabrication of portable shelters from animal hides or heavy fabric.

Torture

Base Cost: 65 Attribute: CSE
Skill Type: Rogue Extra Dice: 4

Causing pain is a fine skill to reduce the strongest man to a state of submission. Talented torturers can cause captives to divulge knowledge or confess crimes, even those not actually committed. Truth is valuable to many, and one with this skill can always find gainful employment.

Toy Making

Base Cost: 65 Attribute: INT
Skill Type: Non Extra Dice: 2

Toy making is primarily the working of wood (though other materials may be used) into shapes to amuse children. Toys capable of complex movements require more difficult skill checks.

Tracking

Base Cost: 150 Attribute: PER
Skill Type: Rogue Extra Dice: 2

Following the spoor of animals and the tracks of man is a useful skill in the wild. Fresh tracks can usually be followed by making a 2d6 check. Time, rain, and conscious efforts to mask a trail can make these checks more difficult.

Trapping

Base Cost: 50 Attribute: CSE
Skill Type: Rogue Extra Dice: 2

Trapping is the setting of snares or metal spring traps to capture small animals, generally for their fur. It can be a lucrative profession.

Traps

Base Cost: 400 Attribute: INT/PER
Skill Type: Rogue Extra Dice: 2

This skill will assist the Rogue in detecting, disarming, and building traps. The GM will decide the difficulty of finding a trap and disarming it. Some traps may be easy to spot, but nearly impossible to disarm, while some may be the other way around. When building trap, the player will role play the building of the trap and the GM will assign dice based on the difficulty of the built trap to determine if it works. *The default for this skill (which should be PER for finding traps) can only be used to find traps, not to disarm or build them. This skill is based on two different attributes, it can be purchased as high as the highest associated attribute.*

Tumbling

Base Cost: 100 Attribute: AGI
Skill Type: Marine Extra Dice: 2

This skill allows your adventurer to reduce the amount of damage taken in a fall. Subtract his rank in this skill from any damage taken from a fall.

Ventriloquism

Base Cost: 200 Attribute: CSE
Skill Type: Nomad Extra Dice: non

Throwing your voice to appear to come from another place is a strange skill which is often combined with Puppeteering to give puppets an apparent voice.

Verbal Casting

Base Cost: 300 Attribute: CSE
Skill Type: Priest Extra Dice: non

Normally spell casting requires hand motions to focus and target the magical energies. Making a check of 2d6 vs this skill allows the caster to cast his spell with just his voice. A mage who has lost the use of his hands, or is bound, would find this skill very useful.

Veterinary

Base Cost: 150 Attribute: CSE
Skill Type: Non Extra Dice: non

A veterinarian is skilled in the care of animals and the diagnoses and treatment of animal diseases.

Water Skiing

Base Cost: 50 Attribute: AGI
Skill Type: Marine Extra Dice: 2

This ability is needed to travel behind Jaernian hydro-sails or dolphins, on water, skis.

Weapon Smithing

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: 2

Weapon smithing is the ability to craft any weapon from metal and wood. The GM must set the difficulty, depending on how complex or difficult the weapon would be to make.

Weaving

Base Cost: 30 Attribute: INT
Skill Type: Non Extra Dice: 3

Weaving involves the tedious process of interlocking numerous strands of yarn together on a loom to make cloth, rugs, wall hangings, etc. The more intricate the design, or the tighter the weave, the more difficult the check.

Wheelwright

Base Cost: 50 Attribute: CSE
Skill Type: Non Extra Dice: 2

A wheelwright is expert in the crafting of wheels for carts, carriages, or wagons. These can be simple wooden disks (1d6 check) or carriage wheels of fancy design (3d6 or more). Wheelwrights also know how to apply iron rims to wheels to prolong a wheel's life.

Wine Making

Base Cost: 250 Attribute: INT
Skill Type: Priest Extra Dice: non

The production of wine has always been the province of the priesthood. Some of the best wines come from the priesthood of Isis, because of their knowledge of living things, and its uses in deadening the senses of their patients. Others claim the best wines come from the cellars of the Solarium, where secret fermentation techniques involving the sun and much glassware give the wines a sweeter flavor.

Wrestling

Base Cost: 180 Attribute: CSE
Skill Type: Marine Extra Dice: non

This skill combines several different styles of unarmed hand to hand combat which can aid an adventurer when grappling an opponent. Any **one** of these options may be used in a single combat round.

Clobbering is using your fists and feet to knock an opponent to the ground, increasing an adventurer's chance to succeed at "grapple to hold" and opponent. When the player has decided to "grapple to hold", he may at the same time roll 1d6 for each bonus of 2 that he wants to add to his grapple roll. If he succeeds the roll, he adds the sought number to his d20 roll to grapple, and uses the sum to determine the success of the "grapple to hold".

When an adventurer attempts to "grapple to throw" an opponent, he may use this skill to **Heave** the opponent farther than would be originally adjudicated by the game master. The player rolls 1d6 for each additional 5' of distance he wishes his adventurer to heave his opponent. The GM still adjudicates the resulting distance and damage (probably adding damage from a fall from a successful heave).

Pummel can only be used after an opponent has been successfully "grappled to hold" in a previous round, and while that opponent is still held. The player decides how many d6 of damage he wishes his adventurer to do to his opponent by kneeling, punching, slapping and jabbing him. Then the player rolls twice that number of d6. If he matches or gets less than the rank in this skill, he does the desired number of d6 of damage to his opponent.

Like a pummel, a **Cosh** can only be performed after the opponent is still being held. The adventurer attempts to knock the opponent unconscious by hitting him in the head, or hitting his head against the ground. The Player rolls 4d6 vs. this skill, and if successful, the opponent is dazed or unconscious for 1d6 rounds (rolled by the GM).

A skillful wrestler knows a number of holds which make it more difficult for his opponent to break free. To **Pin** his opponent, the player rolls one d6 for each dice he wants to increase his opponent's attempts to break free. If he succeeds, the opponent attempts to break the hold are that many dice more difficult until the next time the adventure has a round. The player needs to recheck this hold every round for it to stay in effect.

When an adventurer has been held by being the target of a successful "grapple to hold", and then attempts to break free, he can **Struggle** to make the attempt easier. For each die he wishes to reduce the check by, he must roll a d6. If the check succeeds, he can lower how many dice he rolls to break free by the same number of dice.

Writing

Base Cost: 15 Attribute: INT
Skill Type: Non Extra Dice: res

This is creative writing, not writing a grocery list. The writer must state what he is writing about, and what force he wants his writing to have so the GM can determine the difficulty of the check.

Zoology

Base Cost: 50 Attribute: INT
Skill Type: Non Extra Dice: 3

This skill is used to identify and care for animals. It encompasses such things as knowledge of a creature's life cycle, breeding habits, food preferences, etc.

4.2 Weapon and Maneuver Skills

Characters can use 1 Weapon Skill per round and 1 Maneuver Skill per round. However, only 1 of these skill uses can be an attack action. For example, the character can use Lethal from Weapon Skill and Bloodshed Skill as their Maneuver Skill since neither are Attacks, or they could use Whirlwind Attack as their Maneuver Skill and Lethal with Weapon Skill, but not any Attack from Weapon Skill like Multiattack.

Any Weapon Skill or Maneuver Skill that contains multiple options can have its dice split between those options as long as only 1 Attack action is made per round. For example, a character can make 4d6 vs Weapon Skill for 2d6 Lethal and 2d6 Precise while using 4d6 vs Whirlwind Skill to make a 2d6 Whirlwind Attack and 2d6 to increase the range of the Whirlwind Attack.

Weapon Skills apply to broad categories of weapons and do not need to be purchased for each individual weapon. Some weapons fall in multiple categories and any of those skills can be used with the weapon, but if you use more than 1 of those skills in the same round the dice must be split among the skills and your roll fails if your roll is higher than any of the skills.

Some skills have prerequisites to buy them, once you meet the prerequisite you can buy the skill up to your stat. Other skills have limitations, you can only buy these skills up to the rank you have in the limiting skill. Some skills require spending units, these are spent if the skill check is made and not spent if the check fails, but they are still spent on a missed attack.

For natural attack skills like claws and bite, any creature born with that sort of attack can buy the skill at base cost. Being mutated for claws does not allow you to buy claws at base cost unless you are a warrior. Usually a creature needs to be sentient to buy the skills, non-sentient creatures could have the skill as a racial skill but they cannot improve the skill. Any natural attacks d13 or higher use Oversized Natural Attacks skill.

Axes (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Poor Multiattack: For each 2d6 vs this skill the character gets an extra attack. Their first attack is at full CMOD, their CMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Lethal: For each d6 vs this skill the character adds +4 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Head Split Attack: If the character succeeds 5d6 vs this skill they make an attack that is automatically a critical hit if it hits and is a regular hit if it misses but hits their touch DV. For each additional d6 made, 5% is added to the critical hit roll. *Attack Action.*

Bows (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior/Rogue Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Quickload: 1d6 vs this skill reduces the use rate of the Bow to 1.

Average Multiattack: For each d6 vs this skill in addition to the 1d6 for Quickload the character gets an extra attack. The first attack is at full MMOD, their MMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Increased Range: For each d6 vs this skill, increase the range increment (and decrease the appropriate penalties) of the weapon by 50% for one attack.

Aimed Attack: The character spends 1 round Aiming at their target. They can move a fifth but not attack or cast spells. The next round they make this attack. For each d6 vs this skill the character adds +2 to their natural roll on this attack. The skill check is made on the second round, so the first round is wasted on a failed skill check. *Attack Action.*

Multiarrow Attack: The character knocks an extra arrow to their bow per 2d6 vs this skill. All of the arrows use the same attack roll. *Attack Action.*

Brawling (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior/Maine Extra Dice: non

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Multiattack: For each d6 vs this skill the character gets an extra attack. Their first attack is at full CMOD, their CMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Increased Damage: For this round, increase the damage of all punches and kicks done by the character. 1d6 vs this skill increases it to 1d4, 2d6 increases it to 1d8, and 3d6 increases it to 1d12. Reduce this by one die if using an unarmed weapon like Cestus.

Grappling Attack: If the character makes 2d6 vs this skill, they may make a brawling attack and automatically grapple the target as well as doing damage if it hits. *Attack Action.*

Tripping Attack: If the character makes 2d6 vs this skill, they may make a brawling attack and knock the target prone as well as doing damage if it hits. If this check is increased to 4d6, the character may also attempt a free grapple attack against the target after they are knocked prone. *Attack Action.*

Defensive Weapons (Weapon)

Base Cost: 250 Attribute: CSE
Skill Type: Warrior/Marine Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Parry: For each d6 vs this skill, the character adds their CMOD to their DV for 1 melee or grapple attack against them before their next turn. *Attack Action.*

Defend: For each d6 vs this skill the character adds +2 to either all of their DVs or all of the DVs of another character in melee range.

Hammers (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Lethal: For each d6 vs this skill the character adds +4 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Bad Multiattack: For each 2d6 vs this skill the character gets an extra attack. Their CMOD is split between all their attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Rending Attack: The character makes a regular attack against an opponent. If it hits, for each 2d6 vs this skill reduce the DVs of the armor the target is wearing by 1 in addition to doing regular damage to the target. If it misses by the amount of CDV the armor provides or less, the armor is still damaged but the target takes no damage. *Attack Action.*

Stunning Attack: The character makes a regular attack against an opponent. If it hits, for each 3d6 vs this skill the target loses an action. They can move a fifth during those rounds, but not anything else. *Attack Action.*

Impaling Weapons (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Good Multiattack: For each 2d6 vs this skill the character gets an extra attack. Each of their attacks is at full CMOD. Missing does not stop further attacks. *Attack Action.*

Armor Piercing Attack: If the character makes 3d6 vs this skill, they make a regular attack that ignores all armor DVs. *Attack Action.*

Pinning Attack: The character makes a regular attack against an opponent. If it hits the target takes normal damage and is pinned and cannot move, but can take actions. The target can attempt to break free as a fifth by making an RC of the number of dice made against this skill plus one vs STR. If they cannot break free, they can take off or destroy their armor and clothing to break free. If they have no armor or clothing and cannot break free, they can eventually work their way loose after 5 minutes. *Attack Action.*

Oversized Weapons (Weapon)

Base Cost: 600 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes 3d6 vs this skill they can draw their weapon without spending an action on it.

Lethal: For each d6 vs this skill the character adds +5 to damage for one attack.

Unstoppable Attack: The character rolls 3d6 vs this skill and makes an attack roll with +2 to the natural roll for each additional d6 made vs this skill. The attack is made against the target's touch DV. *Attack Action.*

Obliterating Attack: The character spends one round winding up, they can move a fifth but not attack or cast spells on this round. The next round the character must make 5d6 vs this skill. The character makes an attack roll against the target. If it hits, the target makes an RC of 4d6 vs AGI or be cut in half and die, if they succeed the RC the attack is a critical hit. If the attack misses, but hits the target's touch DV then it is a regular hit. Each additional d6 made vs this skill beyond 5 adds 5% to the critical hit roll on a hit or +4 damage if it is not a critical hit. *Attack Action.*

Precision Weapons (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior/Rogue/
Marine Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Good Multiattack: For each 2d6 vs this skill the character gets an extra attack. Each of their attacks is at full CMOD. Missing does not stop further attacks. *Attack Action.*

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +4 to their attack roll for one attack.

Very Deadly: For each d6 vs this skill the character adds +1 to their natural roll for one attack. If the attack is a critical hit, 5% is added to the critical hit roll per die as well.

Crippling Attack: If the character makes at least 2d6 vs this skill, they may make an attack against a specific limb of the target. If the attack hits, the target must make a WIL check equal to the number of dice rolled against this skill to use that limb for a number of rounds equal to the damage dealt. If a crit has an effect that could not be applied to that limb, ignore the effect but keep the damage multiplier. *Attack Action.*

Rope Weapons (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.
Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Increased Range: For each d6 vs this skill, increase the range of the weapon by 5.

Trip Attack: For each 2d6 vs this skill the character can make 1 trip attack against a creature that is not prone. If it hits the target falls prone and takes 1d6 falling damage from being yanked to the ground. Missing does not stop further attacks and the character can attack the same target again if they miss and have more attacks. *Attack Action.*

Disarm Attack: The character must make at least 2d6 vs this skill. If they succeed an attack roll their weapon wraps up the target's weapon and they can attempt to disarm. They roll contested STR with the attacker getting +1 die for each die they made against this skill for having better leverage with their weapon. If the attacker wins, they disarm the target and can fling the weapon anywhere within weapon range. *Attack Action.*

Swords (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior/Marine Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Average Multiattack: For each d6 vs this skill the character gets an extra attack. Their first attack is at full CMOD, their CMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Deadly: For each d6 vs this skill the character adds +1 to their natural roll for one attack.

Thrown Weapons (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes d6 vs this skill they can draw their weapon without spending an action on it.

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Multiattack: For each d6 vs this skill the character gets an extra attack, they must also make Quickdraw for each weapon they do not have readied that they want to multi with. Their first attack is at full MMOD, their MMOD is additionally split between all their extra attacks as they see fit. *Attack Action.*

Bounceback: If the character makes 3d6 vs this skill when making a thrown attack and the attack hits, the weapon bounces back off the target into the character's hand. They may immediately make another regular attack with the weapon if they want. This reduces the weapon range by half. You can roll Bounceback multiple times on your first attack action of the round, if you do then the weapon bounces back to your hand after the attack from the previous bounce and you can make another attack. *Attack Action.*

Catch Thrown Weapons: For each d6 vs this skill the character can attempt to catch 1 weapon thrown at them or a creature adjacent to them before their next round. They roll d20 + MMOD and if it is higher than the attack roll, the attack does not hit and they catch the weapon.

Automatic Weapons (Weapon)

Base Cost: 250 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickload: With 2d6 vs this skill all bullets are reloaded.

Average Multiattack: For each d6 vs this skill the character gets an extra attack. Their first attack is at full LMOD, their LMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Three Round Burst Attack: For each 2d6 vs this skill the character fires a burst of 3 rounds at a single target. The character must split their LMOD among their bursts if they fire multiple bursts. Each burst rolls one attack roll, if it hits by at least 6 over the target's LDV all 3 bullets hit, if it hits by 3-5 over the target's LDV only 2 bullets hit, and if it hits by 2 or less only 1 bullet hits. On a 20 the first bullet is a critical hit, the other 2 are regular hits. *Attack Action.*

Full Auto Attack: The character rolls at least 3d6 vs this skill. They make an attack against every creature in a 10' by 10' area. If they roll a natural 20, every target is hit but not critically hit. For each extra d6 on the check the character can exclude one target from the attack. With an additional 2d6 on the check the attack can critically hit. *Attack Action.*

Bolt Action Weapons (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickload: Each d6 vs this skill loads an extra 1 bullet into the weapon. With a 2d6 check and a stripper clip all bullets are reloaded.

Poor Multiattack: For each 2d6 vs this skill the character gets an extra attack. The first attack is at full LMOD, their LMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Handguns (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Point Blank: For each d6 vs this skill the character adds +1 to their natural roll for one attack within 5 feet.

Lever Action Weapons (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickload: Each d6 vs this skill loads an extra 1 bullet into the weapon.

Poor Multiattack: For each 2d6 vs this skill the character gets an extra attack. The first attack is at full LMOD, their LMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Long Arms (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Aimed Attack: The character spends 1 round Aiming at their target. They can move a fifth but not attack or cast spells. The next round they make this attack. For each d6 vs this skill the character adds +2 to their natural roll on this attack. The skill check is made on the second round, so the first round is wasted on a failed skill check. *Attack Action.*

Muzzle Loaded Weapons (Weapon)

Base Cost: 100 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickload: For each d6 vs this skill the character reduces the use rate of the weapon by 2 to a minimum of 4. The rate can be decreased by another 1 by using paper cartridges to a minimum of 3.

Revolver Weapons (Weapon)

Base Cost: 200 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickload: Each d6 vs this skill loads an extra 1 bullet into the weapon. With a 2d6 check and a speed loader all bullets are reloaded.

Average Multiattack: For each d6 vs this skill the character gets an extra attack. Their first attack is at full LMOD, their LMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Semi-automatic Weapons (Weapon)

Base Cost: 250 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickload: Each d6 vs this skill loads an extra 1 bullet into the weapon. Or with a 2d6 check and a magazine all bullets are reloaded.

Average Multiattack: For each d6 vs this skill the character gets an extra attack. Their first attack is at full LMOD, their LMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Shotguns (Weapon)

Base Cost: 250 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickdraw: If the character makes 2d6 vs this skill they can draw their weapon without spending an action on it.

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack. Precise cannot be used with Buckshot.

Area Attack: The character rolls at least 2d6 vs this skill. They can attack everyone in a 15' long by 5' wide cone. On a natural 20, everyone is hit but not critically hit. For every extra d6 vs this skill made the character can exclude 1 target from the attack. With an additional 2d6 on the check the attack can critically hit. Area Attack cannot be used with Slugs. *Attack Action.*

Single Shot Weapons (Weapon)

Base Cost: 150 Attribute: CSE
Skill Type: Warrior Extra Dice: non

Quickload: 1d6 vs this skill reduces the use rate of the weapon to 1.

Poor Multiattack: For each 2d6 vs this skill in addition to the 1d6 for Quickload the character gets an extra attack. The first attack is at full LMOD, their LMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Bite (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior/Natural Extra Dice: non

Lethal: For each d6 vs this skill the character adds +4 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Bad Multiattack: For each 2d6 vs this skill the character gets an extra attack. Their CMOD is additionally split between all their attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Grappling Attack: If the character makes at least 2d6 vs this skill, they may make a bite attack and automatically grapple the target in addition to doing the standard bite damage if the attack succeeds. If they make an additional 2d6 (for a total of 4d6), the target automatically takes the bite damage again if they break free from the grapple. *Attack Action.*

Hooves (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior/Natural Extra Dice: non

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Average Multiattack: For each d6 vs this skill the character gets an extra attack. Their first attack is at full CMOD, their CMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Stunning Attack: The character makes a regular attack against an opponent. If it hits, for each 3d6 vs this skill the target loses an action. They can move a fifth during those rounds, but not anything else. *Attack Action.*

Stomping Attack: If the character makes at least 2d6 vs this skill they may make an attack against an opponent that has been knocked down. If it hits the opponent is automatically grappled in addition to taking damage and any extra dice made are added to the attackers dice when holding the grapple. *Attack Action.*

Claws (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior/Natural Extra Dice: non

Average Multiattack: For each d6 vs this skill the character gets an extra attack. Their first attack is at full CMOD, their CMOD is additionally split between all their extra attacks as they see fit. Missing does not stop further attacks. *Attack Action.*

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Deadly: For each d6 vs this skill the character adds +1 to their natural roll for one attack.

Raking Attack: The character must make at least 3d6 vs this skill and have at least 2 limbs with claws. They make 1 attack with their first 2 claws, with no offhand penalty or two weapon fighting required. If both claw attacks hit, they may make a free grapple attack. If the grapple succeeds, for each additional die they made they may make an attack with one of their other claws. The first two attacks and grapple are at full mod, the other attacks get no mod but the target gets the usual defense penalties for being grappled. *Attack Action.*

Horns (Weapon)

Base Cost: 300 Attribute: CSE
Skill Type: Warrior/Natural Extra Dice: non

Good Multiattack: For each 2d6 vs this skill the character gets an extra attack. Each of their attacks is at full CMOD. Missing does not stop further attacks. *Attack Action.*

Lethal: For each d6 vs this skill the character adds +2 to damage for one attack.

Precise: For each d6 vs this skill the character adds +4 to their attack roll for one attack.

Stampede Attack: If the character succeeds 2d6 vs this skill they may make a full move and attack. On a failure they may only make a full move. *Attack Action.*

Oversized Natural Attacks (Weapon)

Base Cost: 600 Attribute: CSE
Skill Type: Warrior/Natural Extra Dice: non

All oversized natural weapons are also either bites, claws, hooves, or horns. They must roll against this skill and cannot multi, but they can roll against this skill and get any non-multiattack use of the regular skill.

Lethal: For each d6 vs this skill the character adds +5 to damage for one attack.

Precise: For each d6 vs this skill the character adds +2 to their attack roll for one attack.

Unstoppable Attack: The character rolls 3d6 vs this skill and makes an attack roll with +2 to the natural roll for each additional d6 made vs this skill. The attack is made against the target's touch DV. *Attack Action.*

Aiming (Maneuver)

Base Cost: 100 Attribute: PER
Skill Type: Warrior Extra Dice: non

Aim: The character spends 1 round Aiming at their target. They can move a fifth but not attack or cast spells. The next round, for each d6 vs this skill the character adds +1 to their natural roll with an attack. The skill check is made on the second round, so the first round is wasted on a failed skill check. This can stack with the Aimed Attack of Bows Weapon Skill, but then an additional round is spent Aiming.

Backstab (Maneuver)

Base Cost: 300 Attribute: CSE
Skill Type: Rogue Extra Dice: non

Backstab: This skill allows the rogue to perform a sneak attack on his target. If the rogue goes unnoticed, he may roll a number of dice against this skill. If he makes the skill, he gets +5 per dice rolled to his melee attack roll and if he scores a successful hit, his attack does damage equal to the weapon damage times the number of dice rolled. If the Rogue scores a critical hit, the target must roll on the assassination column of the critical hit chart. If he fails the skill, he simply gets a normal melee attack roll on the target. *Attack Action*

Bloodshed (Maneuver)

Base Cost: 100 Attribute: STR
Skill Type: Warrior Extra Dice: non

Bloodshed: For each d6 vs this skill, the amount of Lethal damage per die from a Weapon Skill is increased by 1 per die. For example with a 2d6 Bloodshed check, Swords do +4 damage per die and Axes do +6 damage per die.

Fencing (Maneuver)

Base Cost: 300
Skill Type: Warrior

Attribute: PER
Extra Dice: non

Counterattack: This skill must be used with a Defensive, Sword, or Precision Weapon. The character does not attack on their round and prepares to counter an attack against them. This looks similar to setting up to parry and cannot be distinguished from that. If they make 2d6 vs this skill, when someone attacks them they may roll d20 plus combat mod and +2 per extra d6 made vs this skill. If they roll higher than the attacker, they hit the attacker and the attacker misses them. If they made an extra 2d6 vs this skill, the attacker loses any additional attacks they would have gotten from multi. *Attack Action.*

Feint Attack: The character must make 2d6 vs this skill. They make an attack and if the target tries to parry or counterattack, the parry or counterattack fails. If the target was not parrying or counterattacking, this attack misses. If they made an additional 3d6 vs this skill, they may still attack if the target was not parrying or counterattacking, but they may not crit. *Attack Action.*

Kung Fu (Maneuver)

Base Cost: 150
Skill Type: Warrior

Attribute: STR
Extra Dice: non

Flying Attack: The Kung Fu user may attempt to charge and jump at opponent with a brawling attack. They move their full movement and attack once if they succeed in a 2d6 check. Upon failure, the user simply moves their full movement. Additional dice may be considered "Lethal" or "Precise" dice in the Brawling skill or 2d6 extra may be used to knock the opponent down on a successful attack. *Attack Action.*

Brick Break: When attempting to break an object, the Kung Fu user focuses their mind and prepares their body. After taking one round to visualize breaking through the object, they may make a 2d6 check against Kung Fu for each single dice they wish to remove from the STR check to break the object. Damage is taken upon failure (see below). *Attack Action.*

Disarming Attack: When attacking an opponent who is holding a weapon, Kung Fu user may seek to aim specifically for the weapon. The fighter must roll to touch and make a 3d6 or higher check against Kung Fu. If successful, the fighter and his opponent both make a contested AGI check, the attacker adds the number of dice they rolled against this skill, the defender adds 2 dice for leather gauntlets, 3 for chain, 5 for plate and 1 more die if the gauntlet locks around the weapon. The damage done with this attack is negated and instead is used to determine how far the weapon has thrown: one foot per point of damage. Critical multipliers are taken into account, but any effect (blinded, death, etc.) is ignored. *Attack Action.*

Open Hand: Some Kung Fu users attack with an open hand rather than a brute fist. When a 2d6 check is made against Kung Fu, the Kung Fu user may choose to attack with the side of their hand, making the strike effectively edged, or with the tips of their fingers, making the strike effectively piercing. Additional dice may be considered "Lethal" or "Precise" dice in the Brawling skill. Damage is taken upon failure (see below).

Special Note: Due to the fact that most Kung Fu users will attack directly with their body rather than having an intervening weapon between them, the shock of the impact may overwhelm the mind. As such, when a Kung Fu check is attempted and failed, the GM may choose to roll a dice the size of the failure amount against the fighter. Example: Max has a Kung Fu skill of 7 and attempts to kick down a metal door. As such, he attempts a 2d6 check against Brick Break and rolls a 10. As such, not only must he make the STR check at full dice, but his mental focus has been broken and he takes 1d3 or 1d(10-7) dmg through his fist.

Parry (Maneuver)

Base Cost: 400 Attribute: PER
Skill Type: Warrior Extra Dice: non

Limit: Defensive Weapons. Cannot be bought or used at a rank higher than Defensive Weapons Skill.

Parry Arrows: This skill must be used with a Defensive Weapon. For each d6 vs this skill, the character adds their CMOD to their DV for 1 melee, grapple, arrow, bolt, or thrown attack against them before their next turn. *Attack Action.*

Parry for Others: This skill must be used with a Defensive Weapon. For each d6 vs this skill, the character adds their CMOD to a character in melee range's DV for 1 melee or grapple attack against them before their next turn. *Attack Action.*

Snipe (Maneuver)

Base Cost: 300 Attribute: PER
Skill Type: Warrior Extra Dice: non

Snipe: The character spends 5 rounds aiming at a target. If they succeed at least a 2d6 check vs this skill, they may make an attack action with a ranged weapon against the target. On a hit, the attack is a crit. On a miss, the attack is a normal hit. Each additional d6 vs this skill provides +1 to the attack roll. *Attack Action.*

Subdue (Maneuver)

Base Cost: 200 Attribute: CSE
Skill Type: Priest(Isis) Extra Dice: non

Subdue: The character attacks an opponent with the intent of knocking them unconscious instead of killing them. This requires a 1d6 check versus the skill. If successful, the user may attack his opponent as normal and damage is figured normally. If the damage done is greater than or equal to the targets remaining DP at the end of the priest's round (after figuring damage from other attacks), the target goes unconscious for 2d6 minutes. If the total is less than the target's remaining DP, the target takes no damage. Upon a failure of the skill, the attack damage is applied normally. *Attack Action.*

Stun: The character attacks an opponent in a way that will stun him for a short amount of time. This requires a 2d6 check versus the skill. If successful, the user then must roll "to strike" his opponent. On a successful hit, the opponent is stunned and can take no actions for 1d6+1 rounds or until they are hit, dealt damage, or forced to make a resistance check. Upon failure of the skill, a normal "to strike" roll is made on the opponent. *Attack Action.*

Take Down: The character attempts to render an opponent immobile in order to remove them from combat. If the opponent is stunned, this can be done with a 3d6 check versus the skill, otherwise a 5d6 check is required. A roll "to strike" is needed unless the opponent is already stunned. If successful, the opponent is knocked to the ground and rendered immobile and unable to perform actions for 2d6 minutes. Upon a failure of the skill, a normal "to strike" roll is made on the opponent (or is an automatic hit if the opponent is stunned). *Attack Action.*

Two Weapon Fighting (Maneuver)

Base Cost: 100 Attribute: AGI
Skill Type: Warrior Extra Dice: non

Two Weapon Fighting: The character declares how many d6 they want to roll vs this skill and how they want to split those dice among each hand. If the total is above this skill, they only get 1 regular attack with one of their weapons. If they make the check vs this skill, but fail a check with one of their hands, that hand can only make a regular attack but the other hand can use its skill if it succeeded. The character's MOD is split between both hands. If the character is using a different MOD in each hand, average the 2 MODs and split that between both hands.

Whirlwind (Maneuver)

Base Cost: 200
Skill Type: Warrior

Attribute: STR
Extra Dice: non

Whirlwind Attack: The character must make 2d6 vs this skill. They then make an attack against everyone within their melee weapon range. Roll a separate attack roll for each target but one damage roll against everyone that is hit. For each extra d6 vs this skill made the character can increase the range by 5, or decrease the minimum range by 5 for weapons that don't hit close, or exclude a target from the attack. The range increase comes from the character moving around to cover more area. They end their attack 5 feet per range increase die away from their starting position and if they did not increase the range they cannot move this turn. *Attack Action.*

Immobilize (Maneuver)

Base Cost: 400
Skill Type: Marine

Attribute: STR
Extra Dice: non

Immobilize: A quick blow to certain body areas can immobilize an opponent. The standard check to immobilize a target is 2d6. When a target is stuck, they must make a HEA check equal to the number of dice used to immobilize them plus 2. If they fail this check, they are incapacitated for 3d6 rounds. This check against HEA is modified based on the protection and armor used as follows:

Leather Armor: -2 dice against HEA
Chain Armor: -3 dice against HEA
Plate Armor: -4 dice against HEA
Full Plate Armor: -5 dice against HEA
Exotic Creature: GMs discretion

If each additional dice the Marine makes against their skill, an additional die is added to the HEA check. On the failure, the attacker makes a roll to strike the target. *Attack Action.*

Tackling (Maneuver)

Base Cost: 120
Skill Type: Marine

Attribute: AGI
Extra Dice: 2

Tackle: An adventurer can knock his opponent to the ground, if he gets a running start. The tackler must make at least a 2d6 check vs. this skill; if successful his opponent must make a check against their STR or AGI (the opponent chooses which to use) equal to the number of dice used to tackle plus 2. If they fail this check, they are knocked to the ground and the tackler gets a free simple action or attack, but not an attack action. Upon a failure of the skill or a successful resist by the opponent, the tackler ends their round on the ground next to their opponent. The number of dice to resist the tackle may be altered based on the size of the opponent. *Attack Action.*

5 Jaern: The Planet

Welcome to the world of **Jaern**. Jaern is a large and socially complex world of many peoples and creatures of varying ideologies and ways of life. The following chapters will help you learn about the history and present-day life on Jaern.

5.1 Cosmology

Jaern orbits the star **Onra**, but it is not native to this system. Jaern originally orbited a binary star system, one blue (**Rebyc**) and one red (**Bluto**). The **Onivero** discovered that Rebyc was about to go nova, and in a daring plan, magically stopped the movement of their planet in its orbit so that they could shield themselves within the blast shadow of Bluto.

The plan worked beautifully, with the help of some wayward time travelling humans, and Jaern was protected from the blast. Unfortunately, interference from an outside force prevented them from resuming their orbit, and they fell straight toward Bluto. Over a billion Onivero (nearly half the race) gave their lives to generate the energy needed to avoid colliding with Bluto. Instead, Jaern was sling-shot right out of its native system and hurled through interstellar space.

The Onivero went into hibernation chambers deep underground, hoping that one day they would enter a new star system. Nine million years (and seven parsecs) later, Jaern drifted into the **Onra** system, and collided with **Tysyl**, a moon of the planet **Torandor**. This collision destroyed Tysyl, and shifted Torandor out of its orbit to spiral down toward Onra. While it did not actually fall into the sun, Torandor passed close enough that the gravitational tidal forces shattered the planet into millions of pieces.

Torandor, the home of humanity in the Onra system, became an asteroid belt. Anticipating the destruction of Torandor, a great human leader known as the **Chaos Lord** assured the survival of thousands of people by evacuating them to Jaern via the **Kaaren of Destruction** in one of those rare occurrences where a device of ultimate destruction is used to save lives. These survivors, with the Onivero in hibernation, were the progenitors of the current population of Jaern.

5.2 The Onra System

5.2.1 Onra – The Sun

(OON-ra)

Spectral Type: G1
Diameter: 2,512,480 mets
Rotational period: 27 days
Color: Yellow

Yellow in color, this star is approximately 2.5 million mets in diameter. It has been very stable for the last several million years, and it doesn't appear that this will change in the foreseeable future. A slow 23 year cycle peaks in periods of high solar storm activities, but these flares rarely affect the surface of any of the planets with atmospheres.

5.2.2 Hydor – The Lava Planet

(HIGH-door)

Distance from sun: 105,600 millomets
Diameter: 24,607 mets
Rotational period: 79 hours
Orbital period: 71 days
Color: Yellow/Orange/Red alternating
Moons: (none)

This planet changes colors in an irregular cyclical pattern, alternating from red to orange to yellow, then back. This is because the day side of the planet shines bright yellow, while the night side glows a dull red.

5.2.3 Bastrador – The Desert Planet

(BAS-tra-door)

Distance from sun: 184,800 millomets
Diameter: 27,886 mets
Rotational period: 30 hours
Orbital period: 187 days
Color: Brown
Moons: Kysyl

Brownish and tan in color, this is a planet of mountains, craters, and blowing sand. The atmosphere is thin and wispy. There are no traces of water on the surface.

Kysyl is little more than a massive rock, 3,280 mets in diameter. Composed predominantly of metal ores, Kysyl has a dark brown color. On close inspection (within a half millomet), small glints and flashes of light can be seen.

5.2.4 Torandor – The Homeworld

(tor-AN-door)

Distance from sun: 90 to 394 millomets
Diameter: (not applicable)
Rotational period: (not applicable)
Orbital period: 4 years
Color: Gray
Moons: Tysyl (minor asteroid cluster)

Torandor was destroyed, with one of its moons, shortly after Jaern entered the system. It is now an asteroid swarm; not enough time has passed for the fragments to form a belt. The swarm's orbit is highly elliptical, with its perigee nearly as close to Onra as Hydor, and its apogee extending almost to Lassidor.

Tysyl was destroyed along with Torandor. It forms a second asteroid cluster (smaller than Torandor) and follows the same orbit by about a month.

5.2.5 Jaern – The Refuge

(JAHRN)

Distance from sun: 156 to 172 millomets
Diameter: 18,860 mets
Rotational period: 1 day
Orbital period: 1 year
Color: Blue
Moons: Obenar, Mournglade

This is the current home for all the humanoid races. It is not native to the Onra system, having strayed into this system after being thrown clear of its original system when its sun went nova.

While everything else in the Onra system orbits and spins in a clockwise fashion, Jaern is a retrograde planet, orbiting Onra and spinning counterclockwise. This would be disastrous from a meteorite standpoint, except that Jaern's orbit is tilted a full 23 degrees off the normal orbital plane. Thus Jaern is only susceptible to meteorite showers twice a year. While most of the planets have nearly circular orbits, Jaern's orbit is quite elliptic, and varies in distance from Onra by about 16 millomets.

Jaern has two moons, **Obenar** and **Mournglade**, which orbit Jaern about once a month, and about a week and a half out of phase with one another.

Mournglade is greenish blue in color, but seems to vary somewhat between more bluish tones and greenish ones. It was believed to be the home of the gods, but few scholars subscribe to that theory now.

Obenar is also known as the **Dark Moon**. It has a very low albedo (reflects very little light), which would make it very difficult to see in the night sky if it didn't block out the stars behind it.

5.2.6 Kleemudor – The Snow Ball

(klee-MOO-door)

Distance from sun: 262 millomets
Diameter: 16,400 mets
Rotational period: 19 hours
Orbital period: 3 years
Color: White
Moons: Glysyl

This mountainous planet is covered with ice and snow. During the summer, the temperature rises to nearly 0 C at the equator. The winters are best described as four-month- long blizzards, with temperatures dropping to – 50 C or so. The poles are even worse; the temperature rarely rises above – 70 C.

Glysyl is little more than a 1,640 met diameter snow ball.

5.2.7 Lassidor – The Twins

(LASS-eh-door)

Distance from sun: 459 millomets
Diameter: 11,480 mets each
Rotational period: 7 days
Orbital period: 7 years
Color: Gray
Moons: (none)

This isn't a planet per se, but a pair of barren moons called Lassidor-One and Lassidor-Two. These globes of rock and dust orbit each other once every 17 weeks at a distance of 3.4 millomets in a merry-go-round effect. Because of their peculiar mutual orbit, Lassidor appears as a single object (from Jaern's perspective) that periodically splits into two, recombining again later.

Lassidor is often referred to as the **lucky pair**, due to the large number of sevens associated with it.

5.2.8 Sahndi – The Cloud Belt

(SAHN-dee)

Distance from sun: 853 millomets
Diameter: 8,200,000 mets wide
Rotational period: (not applicable)
Orbital period: 26 years
Color: Translucent silver and blue
Moons: (none)

This isn't a planet, but a ring of dust and ice particles orbiting Onra. It appears as a translucent band of silver and blue that spans across the entire night sky.

5.2.9 Peridor – The Giant Eye

(PAIR-eh-door)

Distance from sun: 1,640 millomets
Diameter: 301,760 mets
Rotational period: 11 hours
Orbital period: 100 years
Color: Green within Blue
Moons: Crysyl, Vysyl, Plysyl, Wysyl, Chysyl, Mysyl

This is a greenish colored gas giant with wide (1.64 millomet) white and blue rings. Once every 500 to 600 years, Jaern's orbit brings it close enough to Peridor (within 1,640 million mets) above or below the orbital plane to see the rings, making it look like a green eye peering down from the night sky.

Peridor has more than 40 moons, but only six of them are big enough to be notable.

Crysyl is a volcanic moon. Its color is brown and black, dotted occasionally by bright red volcanic eruptions.

Plysyl is a grayish world of dust and rocks. Most of the surface is a jumble of overlapping craters. There is one crater in particular that dominates 20% of the moon's surface.

Chysyl, the largest of Peridor's moons, is brown and mountainous.

Vysyl is covered with what appears to be snow and ice.

Wysyl is another grayish world of dust and rocks. The surface is a jumble of overlapping craters, like on Plysyl.

Mysyl has a mysterious bronze coloring. Its surface is relatively smooth, lacking major mountains and craters.

5.2.10 Icador – The Ice Planet

(ICK-ah-door)

Distance from sun: 3,214 millomets
Diameter: 36,080 mets
Rotational period: 97 days
Orbital period: 384 years
Color: White
Moons: (none)

Being a dull white, it is widely believed that this planet is composed entirely of ice. Most scholars believe it is merely ice covered.

5.3 Geography of Jaern

Jaern lacks large continental land masses, and thus seems covered completely with water. Yet, nearly 5% of the surface is land, in the form of scattered islands. There are thousands of such islands, ranging from mere specks of land with a single palm tree, to some large islands of about 1,640 square mets. The average island size is 80 to 170 square mets. There are over one million islands of differing sizes, shapes and climates.

5.4 Climate

Jaern's planetary rotation is inclined only 5 1/2 degrees from its orbital plane. This makes the seasonal variations very mild. The equatorial zone tends to be VERY hot, and the polar regions VERY cold. Most of the planet enjoys a temperate climate, divided into three seasons. The first is **Akvofojo**. It lasts the first four months of the year and is characterized by frequent afternoon rain showers. The second season is only two months long and is called **Fajrofojo**. It is very warm, with little rain. The last four months are called **Sekafojo**. There is almost no rain during Sekafojo, and the temperatures are very moderate.

5.5 Environments

There are many different terrains and climates where life is found on Jaern. Each has its own mix of creatures and plant life, based mostly on the availability of water and the mean temperature. A description of the major terrains and the life which can be found within them follows:

5.5.1 Forest

In the north and south latitudes between 30 and 80 degrees, many islands sport large forests of deciduous trees and heavy undergrowth. Tree coverage runs from light to heavy, and trees loom up to 100' in height. Inhabited mainly by smaller mammals, there are a number of larger predators living far from inhabited cities.

5.5.2 Grasslands

Usually these lands were at one time forests which have burned, or been cut for farmland. Tall grasses and crops range from two to six feet in height. Many larger herbivores live on the larger grasslands. Most human habitations are built on grasslands.

5.5.3 Jungle

Mainly in the equilateral regions, jungles are both wetter and warmer than forests. During Akvofojo, almost constant rainfalls cause a wild route of growth as nature runs rampant. The canopy created by the crowns of the trees is as much as 200' above the ground. Birds, mammals, lizards and insects live in profusion in these jungles.

5.5.4 Mountains

Forming islands, mountains thrust out of Jaern's seas. Mainly in the more northern climbs, from five hundred feet above sea level and up little vegetation and animal life can be found. Winds carry away loose soil and snow falls on the slopes of the most northern mountains. Since Jaern is an old planet, these mountains are generally stable, and ridden with natural caverns.

5.5.5 Ocean Depths

Far below the surface of Jaern's fresh water oceans, the cool waters flow in weather-like patterns near the floor of the ocean. Larger fish, and humanoid lizards live in these depths. Many of the fish have either adapted to seeing well in the dark waters, or to glow faintly creating the light needed to find their food, or escape predator.

5.5.6 Ocean Shores and Rivers

Rivers and ocean shores are stocked with amphibious and lizard life of many sorts. The relatively warm waters support a plethora of plants and smaller fish species. Many human habitations are found along the shores of rivers and oceans.

5.5.7 Ocean Surface

Larger varieties of fish and swimming mammals inhabit the upper layers of the mostly fresh water oceans. Large plants float on the surface and provide a home for a number of birds and other flying creatures.

5.5.8 Swamp

Near the equator, large inland areas are covered with stagnant pools of water. Overgrown with plant life, a large variety of amphibians, lizards and bottom feeding fish share these swamps. Many of these species have poisonous attacks, making the swamps a dangerous place for humans to venture.

5.5.9 Volcanic

Ancient by our earthly standards, there are few violent active volcanos on Jaern. Most places where the core is cracked vent slowly to the surface, forming large mountain-like volcanos, from which molten lave slowly creeps forward. Riddled with subterranean tunnels and chambers, these volcanos are usually inhabited with a great number of warm dwelling species.

5.6 Distances and Locations

The priests of Tarus long ago created a system for measuring distances and positions on the surface of Jaern. This system relies on the relative position of the stars, Jaern's two moons, and Onra in the sky at any given moment. They used the rare occurrences of different eclipses and other stellar phenomenon to calibrate this system and make their initial measurements.

The Archive in the city of Karfelon was used as the base position of this system. Any point on the planet is a fixed distance from the north pole to the south pole of Jaern. This distance is considered arbitrarily as 10,000 units of Polus. Also any position is a fixed displacement from the line from one pole to the other going through the Archive at Karfelon. Measuring west from this line it is exactly 10,000 Ekva westward around the globe back to the same line.

A little math reveals that each unit of Polus is 2.9 mets in distance. At the pole, each unit of Ekva is also 2.9 mets, but this becomes shorter the farther away from the equator one travels. The northern pole is Polus 0, and the southern pole is Polus 10,000.

5.7 Jaernian Time Cycles

Jaern circles the sun in 300.3 days. Years are counted from the mythical founding of the city of **Aldeberon**, where the gods first gave man their charter. Each year is divided into ten equal months of five weeks of six days. Every ten years a three day holiday is added to the end of the year to adjust the calendar by the fractional days which have accumulated. Being born during this holiday is considered very lucky.

Jaernian markets and businesses are normally open the first five days of the week from noon to sunset. Restaurants are usually open from midafternoon until 2 AM daily, while any shop dealing in weapons, armor or any manufactured items is only open from noon to 4 pm on Abern, Cal and Ebon. Bour and Dran are reserved as days for these shops to produce their wares. None of these merchants open their shops on Frand.

Townpeople normally arise around 10 AM. Mornings are usually reserved for families to spend time together. At 11:30 AM most Jaernians eat a small meal which involves no cooking. Noon sees most people off to their employment. They work until the sun sets, usually around 6:30 PM, then take a large meal with their families at 7 PM. Evening activities vary widely, but almost always include socializing of some sort. The day ends sometime after 2 AM.

Farmers rise with the sun and work until about 1 PM. They take a large midday meal then rest through the hottest part of the day until about 4 PM. They return to their fields and work until sunset. Crops are grown during Akvofojo and Fajrofojo, while Sekafojo is reserved for repairing equipment and buildings.

Day Names

Abern

Bour

Cal

Dran

Ebon

Fränd

Month Name	Season

Gorn	Akvofojo

Halden

Irkusk

Jorn

Kild	Fajrofojo

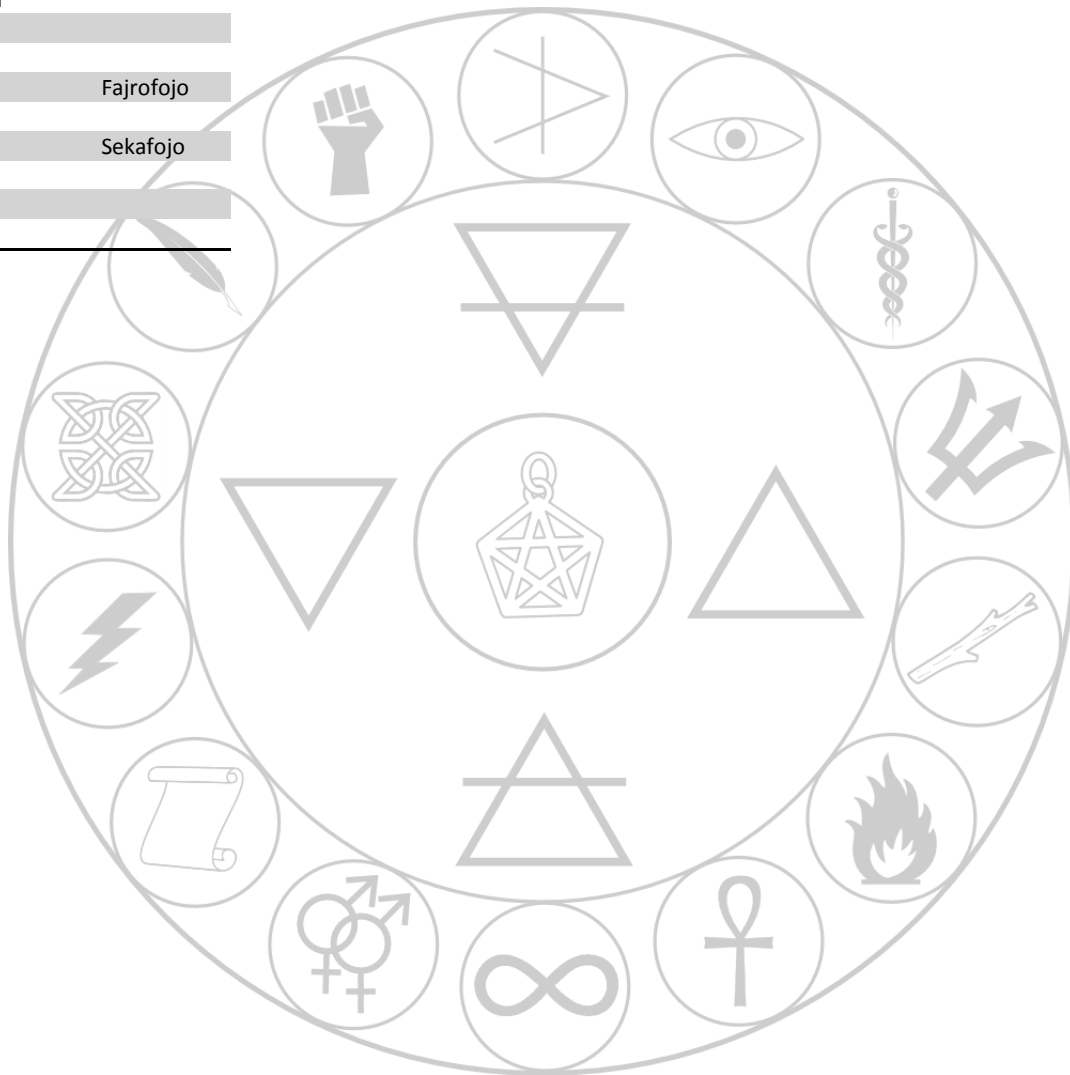
Led

Murh	Sekafojo

Napen

Obern

Pim



6 The Onivero

Basically human in appearance, **Onivero** are mammalian, with an amphibious ancestry. They still have webbed feet (over which they can and do wear boots) and gills on their necks. The gills are not totally sufficient for underwater breathing. They can only supplement what the Onivero already have in their lungs. Thus, with a good breath of air and the aid of their gills, they can stay underwater for about two to three hours without having to resurface.

The Onivero, at first glance, appear to be two separate races. There is a “human” species with easily recognized men and women in the usual human sense, with the same average height and build characteristics of ordinary humans. The other apparent race looks like overgrown dwarfs. Averaging five feet tall and very rotund, these individuals have a profusion of hair and the supposed male and females cannot be distinguished.

There is but one race of Onivero, which is trisexual instead of bisexual. The “men” are the sperm producers, the “women” are the egg producers, and the “others” are the child bearers. The biological plumbing is only slightly unusual.

The concept of multiple races has always been strange and confusing to The Onivero. Being the true natives of Jaern, they are just a bit resentful of the humans, despite the humans saving them so long ago. These creatures are so alien that it is not possible to use them as an adventuring race.

6.1 Technology

Their technology is similar to early 19th century earth, somewhat like pre-industrial England. Yet they attempt and succeed in 21st century-like endeavors, such is the skill and intensity they apply. Their mechanizations are based on hydraulics, using pistons, bellows, and hydro-turbines.

The Onivero have several sources of power, none of which involve electricity, although they theorize that electricity might be harnessed for such. The primary source of power is wind. Indeed, every dwelling has its own windmill for its individual power needs of pumping from wells and such. These windmills drive hydro-turbines that pressurize the hydraulic systems they use. A secondary source of power is tidal activity, primarily used for industrial activities.

They also know how to harness **solar power** on a large scale. Using three or four closely spaced islands, they erect poles from which is suspended a reflective cloth. This cloth, which can be as large as a square kilometer, serves as a parabolic mirror that gathers a tremendous amount of energy. Winches and pulleys at each pole are hand adjusted to aim the reflector properly so that the maximum power can be focused upon the collector, also suspended from the poles. The collector is a large steam turbine that eventually drives the hydraulics used in industry.

The Onivero have two methods of storing their energy. One is compressed air, and the other is their infant children. Children under the age of five have undeveloped psionic powers and reasoning capabilities. This makes them excellent reservoirs to store psychic energy.

While Onivero use conventional construction materials like wood, stone, and metal, they have also developed another material called **Prempek**. This substance is made from processed and refined sea kelp and clam shells. Sulphur is added to the mixture and poured into a mold with embedded reinforcing wires. The filled mold is then subjected to high pressure and heat. The casting is dried and hardened in a kiln, sanded to remove imperfections, and shellacked to protect it from moisture. The result is a material light as wood, but much stronger. It readily lends itself to mass production and is a prime fabrication material on Jaern.

6.2 Transportation

Being a sea-faring race, The Onivero have a very advanced form of sea travel based upon the **hydrofoil**. These hydroplaning sail boats are made of **premppek** and called **Skim Boats**. Strictly cargo vessels, they have no provision for crew or passenger quarters. There are stories of occasions where the Onivero have carried humans from island to island, storing them in hammocks within the cargo hold.

A skim boat is impossibly small, resembling a large canoe more than a ship. Measuring only 17 meters long and 3 meters wide at the beam, the gunwales clear the water by less than a meter. Indeed, this “ship” is usually docked alongside the port rowboats.

The rigging on a skim boat appears haphazard and random. There are four masts of varying heights; 10, 12, 14, and 12 meters high from stem to stern. Spaced roughly three meters apart, these masts are staggered so that they are not in a straight line. A form of triangular netting is stretched and draped over these masts. When docked, there are no visible sails.

Seven Onivero compose the crew, with four being on duty at any one time. They work on a 16/8 hour shift basis utilizing a complex rotation scheme after setting sail. During launching all seven are on duty, scampering over the small ship and its rigging like overgrown insects.

Upon departure, the crew immediately raises the sails, all 181 of them! The sails are triangular patches of cloth, about a meter on an edge. Each corner is affixed to the rigging by three small, crustacean-like creatures that seem to follow the Onivero's silent commands. Catching even the slightest wind, these sails billow full and steady. From a distance, they look more like a pile of pillows than sails.

At first, the ship does not even seem to move, but finally starts drifting out to sea. Slowly it gathers speed, going ever faster, until the pace becomes breathtaking. The ship starts to bounce up and down in the water, as if in a heavy storm.

All skim boats are followed by an entourage of dolphins. The Onivero play with and feed them as if they were pets. The dolphins swim in front of the skim boat in a wedge-shaped formation. The bow wave they create soothes the bouncing of the ship, which now seems to glide along the surface of the water. An Onivero skim boat is actually a symbiotic community, with the dolphins, crustaceans, Onivero, and netting all living in harmony with one another.

The speed of the ship increases from breathtaking to terrifying. The skim boat barely skims the waves, almost flying. Everything is quiet, with only a slight splashing noise and a very small wake to indicate that the ship is still touching the water in any way.

Skim boats can cut through most gales and storms easily, riding above the waves on their hydrofoils. Capable of 150 mets per hour, they typically cruise at about 80 mets per hour, making them the fastest form of long distance travel there is. An Onivero skim boat can circumnavigate the globe in under a month.

The Onivero also have a form of **submarine**, powered by compressed air, which they use for underwater industrial and farming activities. These vehicles are not air-tight, but allow water to flow through them. The submarines are equipped with air masks supplied from a compressed air tank that helps supplement the Onivero's gills. The Onivero also have a form of SCUBA that supplements their gills such that they can stay underwater for one or two days on a single air tank.

Onivero use animal drawn carts when on land, as they seldom have to travel far. Even on their largest island, the maximum travel distance is 10 mets. They have no form of flight, other than their limited abilities in psionic levitation.

6.3 Town and Architecture

Onivero dwellings are usually grouped together in towns of 200-500 beings. They prefer small, heavily wooded islands, and are generally very hard for outsiders to find. All the residential dwellings are prefab affairs made out of the **Prempek**. Public buildings such as infirmaries and libraries are made of cut stone. All their buildings are partly sunk into the ground, and are covered with vegetation, making them blend into the natural landscape. All internal walls and furniture is typically made of wood or premppek.

6.4 Agriculture

Ninety percent of all food staples for the Onivero come from the sea, and nearly half that is fish and related products. Oceanic farm management and conservation is very important to them. The remaining tenth of their food supply comes from land plants. There are no land animals in their diet.

6.5 Life Cycle

Before the age of five, the Onivero have not yet developed their cognitive powers and are unable to communicate with their brethren except on a raw emotional level. These infants can store immense levels of psychic energy and cannot discharge this energy except through the intervention of the other adult Onivero.

When they first develop the means to communicate telepathically they then become members of the community, learning specific skills according to their own desires and abilities. Until they participate in their first **Donacekono** ceremony, they are considered **Dubutanta**, untried adults whom have only their own knowledge.

Most Onivero live between 100 and 200 Jaernian years before they pass on. At that time they gather their young ones to themselves and perform the **Donacekono**, the psionic giving of their knowledge to their younglings as they pass from this existence.

A very few adults are among the **Longedormo**. These ancient adults are revered givers of wisdom whom spend most of their time in a state of hibernation within the few still functioning hibernation chambers which were built to save their race in their distant past. It is rumored that there may even be one of their number who lived in the time before Jaern was catapulted across the heavens.

6.6 Medicine

Onivero have a highly developed medical science which includes surgery and drug therapy. This science applies only to Onivero biochemistry; it does not work on humans.

One of the highest achievements of Onivero medicine is the development of the **psi-drug**. The two varieties of this drug either effect a general increase in psionic ability or a specific increase in psionic strength. The psi-drug is manufactured from the livers of a deep-sea squid and like all Onivero medicine, will not work on humans.

6.7 Language

The Onivero have no spoken language; all face-to-face communication is done via **telepathy**. There is a written language involving special paper and ink that must be read both visually and psychically at the same time, i.e., a sort of “written” telepathy. It can only be read by Onivero.

6.7.1 Oniverion “Speech” Patterns

Only a few very skilled Onivero can communicate with human telepaths in a more natural fashion. While Onivero cannot “speak,” they can communicate with other humans using their “animal telepathy” skill. Human minds can then interpret the incoming thought patterns as speech. This process is more literal than idiomatic, and some careful listening is required by the human. The speech pattern exhibits four very distinct characteristics.

6.7.1.1 Spoken Punctuation

Humans use pauses and intonations to indicate the equivalent of punctuation in their speech. Onivero do not have these opportunities. Instead, they tend to speak their punctuation, saying “comma” or “period” where appropriate. This goes so far as to include “end” when they are done speaking.

6.7.1.2 Adverb/Adjective Placement

Adverbs and adjectives go after, rather than before, the verb or noun to which they refer. Thus an Oniverion might refer to a “bird red” instead of a “red bird.” Likewise, he would say “ran quickly very” instead of “very quickly ran.”

6.7.1.3 Lack of Conjunctions or Articles

Onivero do not convey speech equivalents for most conjunctions or definite articles. Thus, an Oniverion might say “dog chased cat” which, to a human, could mean any of the following phrases:

The dog chased the cat

the dog chased a cat

- a dog chased a cat
- a dog chased the cat

Humans must interpret the subtlety of meaning by context.

6.7.1.4 Composite Pronoun Declarations

Onivero speech usually makes pronoun references more explicit by using composite pronouns. All pronouns referring to an Onivero are prefaced by “we” or “Jaern.” Likewise, all pronouns referencing animals get prefaced by “they” or “animal.” Finally, all pronouns concerning humans (dwarves, elves, dolphins, other intelligent beings not indigenous to Jaern) have an “it” or “alien” attached to it. “We,” “they,” and “alien” are by far the most common, although others do occur from time to time.

An Onivero might say “we/i found our/they/them with alien/you” to explain that they found a group of animals (which belonged to the Onivero) with a human.

we/i saw dwarf make grazzoon large flying mad period Alien/it became mad very battled chased alien/him humans into castle nearby period After battle long loud comma alien/it snatched one alien/woman flew away period Aliens/they argued for time long finally alien/they left to pursue grazzoon leaving dwarf behind period

Which means:

I saw a dwarf make a large flying grazzoon mad. The grazzoon then fought and chased him and some fellow humans into a nearby castle. There, after a long battle, it snatched one of the women and flew away. Everyone argued for a long time and finally left to pursue the grazzoon, leaving the dwarf behind.

These pronoun prefixes reflect a little of the Onivero view of the world. All creatures fall into one of three categories: Onivero, creatures that can coexist symbiotically with them, and creatures that cannot. Note that “they” is more personal than “it,” and that “animal” is positive in connotation and “alien” is negative. Onivero find non-symbiotic creatures distasteful, and tend to avoid them.

6.8 Art

Oniverion art is much like their language, heavily steeped in telepathic content and meaning. For the most part, Oniverion art appears dull and meaningless to humans. On the other hand, Onivero are always amazed and bewildered by how beautiful human art can be without the telepathic component.

Dancing, however, is a purely physical endeavor for Onivero, and is often performed without music, as dance partners receive their rhythmic cues from each other telepathically. The Oniverion dance form can be easily appreciated by humans. Indeed, the more expert a person is in dance, the more he can appreciate the intricacies of Oniverion dance. Nomads will generally go to great lengths to view, understand and/or participate in an Oniverion dance.

6.9 Sports

Unlike their activities in society, the Onivero are highly competitive in sports. Their ancient leader, Jaern, for whom the planet is named, encouraged competitive sports to channel and dissipate the Onivero’s natural competitive drives and energies in a non-disruptive fashion.

Their favorite sport is a form of team obstacle course. In this sport, there are four teams each composed of four players (with a minimum of one of each sex). These teams run four identical courses that spread out in the four compass directions from the circular goal pad in the center. Spectators crowd the spaces between the courses. No interference with a team’s activities is allowed by anyone. Onivero are so intensely competitive, that they do not even have the concept of “second place.” You either win or lose.

6.10 Religion

The Onivero are godless. They are not atheist, or even agnostic, for they do not even have the concept of a god. The Oniverion "afterlife" is one's continued "existence" through one's children. The more the better.

They do revere a wise philosopher warrior from ancient times, Jaern, the very individual for whom the planet is named. Jaern conquered the planet many millennia ago, and ruled it in a kind, though forceful, manner. He advocated freedom through strength.

6.11 Economy

The Onivero have no concept of money. Their economy is communism in the pure and theoretical sense. "From each according to his ability, to each according to his need." Not even bartering occurs. Those rare individuals who try to go against this policy are deemed "insane" and are cared for "according to their need" as is proper.

There is no personal ownership, not even jewelry. Everything is considered community property. People do like to give each other gifts as a symbol of their friendship to one another. These are typically worthless or inconsequential in nature, like gold jewelry for example.

A person's wealth is measured by the esteem of his peers and students. The culture is very metaphysical in nature and each individual seeks to expound upon and convince others of their personal philosophies.

6.12 Government

A republic of sorts, the Onivero rule themselves on a community basis, with the elders of the community holding authority over most situations. Crucial decisions are made by community meeting. Referrals can occur very quickly and at any time due to their telepathic abilities.

6.13 Psionic Ability of Onivero

Not much is known about the wide ranging mental powers of the Onivero beyond what has been chronicled above. Many people fear and mistrust the Onivero because they do not understand these powers, thus the Onivero are reluctant to use these abilities in front of the humans and other humanoid races for they understand their fears and want to live in harmony with them.

7 Jaernian Humanoids

Five races of intelligent beings coexist on Jaern, each physically and mentally different. Any of the following races can be used as adventurers. It is important to remember their characteristics and abilities when you play the role of various human and non-human races.

7.1 Humans

Humans make up most of the population of Jaern. They came to this place approximately 27 centuries ago on the Kaaren of Destruction from their home planet Torandor just before it was destroyed. Humans usually look upon non-humans with suspicion, distrust, or fear. Humans are more versatile and flexible than any other intelligent race. They have more ability to adapt to their environment. This is represented by giving them additional placed rolls when they are first generated. Also they have no disadvantages to overcome or cope with. Humans generally live to the ages between 60 and 84.

7.2 Elves

Elves are a race of tall, slender, elegant humanoids, blessed with heightened senses of perception, sight, and hearing. They can judge visible distances with uncanny accuracy. Elves are creatures of the wild, and become very uneasy when they cannot see the sky. While they do possess life force and a spirit, they do not have a soul.

7.2.1 History

According to elven history, the elf folk were the first humanoids to develop sentience on Torandor. What they lacked in the sciences, they made up for in the social graces, and the lack of competition allowed them to flourish and multiply. They developed a sophisticated culture that produced a planet of happy, fulfilled, and contented people.

Situations like this rarely stay stable. One night a large meteor crashed to the ground in the Jelwah province. It carried a life form infected with a disease that came to be called Elvesbane, because it was fatal to the elven folk. Millions died, and it looked like the fate of the elven race was sealed.

But one elf in a thousand was resistant to elvesbane. The survivors discovered that the disease had somehow changed their nature in several ways. They no longer appeared to age. In fact, once they reached puberty, they aged one year for every five that passed. Also, their ability to bear young was greatly diminished.

Another effect of elvesbane and their close connection to nature is that elves only recover from damage and exhaustion by placing themselves in a trance rather than going to sleep. An elf requires 12 full hours to regain the lost damage points and spell units that a human can regenerate in eight hours.

Today's elves are a happy race with much frivolity. They enjoy playing practical jokes on visitors, which has made them the natural enemies of orcs. War does not come naturally to elves, but they make fierce fighters when pressed.

7.2.2 Appearance

Elves average six feet in height. Males and females are built similarly to humans, except that they are generally more slender, lighter, and less muscled. Elven blood is green in color, which gives them a light, greenish complexion. Their ears point upward, and their hair is thinner than other races.

7.2.3 Technology

Elven technology is no more advanced than that of the other races. They tend to use things found in their natural state rather than go to the trouble of making something from a new technology.

7.2.4 Transportation

Elves enjoy the land, and prefer to walk. They will travel by horseback or ship if the distance is great or speed is important.

7.2.5 Cities and Architecture

Elven cities are commonly found in forests. Buildings are well-lit, and all rooms have windows because elves are racially claustrophobic. Their houses are usually simple platforms, or huts, suspended high in the trees. What little furniture they use is typically made of wood.

7.2.6 Agriculture

Elves enjoy hunting for meat, and gathering nuts, roots, and berries from the forests and fields. Their carefree nature leaves them little time, or inclination, to plant or harvest crops.

7.2.7 Medicine

Elven medicines are composed of herbs and poultices. They are not superior to those of other races, but illustrate elven ways. Elves generally live to an age between 200 and 280.

7.2.8 Language

Elvish is a very melodious and harmonic language. Elves enjoy teaching their tongue to others, and prefer to speak their native tongue when possible. Written elvish is a stylish script, very elegant to look at but difficult to read.

7.2.9 Art

Elven paintings depict nature and the environment, and their history can be found in their artistry. Their depictions of love and war are glamorous and heroic, not gruesome or realistic.

Elven dances are graceful to behold, with smooth motions, gestures, and movements. Elven music is very soothing and natural sounding, and is often mistaken for natural woodland sounds.

7.2.10 Sports

Elves are more interested in playing games than participating in fierce competitions. Games such as hide and seek are very popular. They enjoy sneaking up on an animal and touching it, rather than killing it for pleasure.

7.2.11 Religion

Elves are free to worship any god or goddess they desire. Many worship Ra, and Isis is highly favored for her benevolent and kind nature.

7.2.12 Economy

Elves are very communistic, and sharing is very popular. They do not have a good sense of prices, since they do not use money amongst themselves, and they value the possession of historic artifacts above all else.

7.2.13 Government

Elven governments are very organized and hierarchal. While they rarely have a set abode or physical location, elven nobles meet periodically to air their grievances, adjudicate differences, punish wrongdoers, and speak of the greater events in the outside world. Important events, like wars or natural disasters, cause elves to gather from all over to discuss plans and policies.

7.2.14 Traditions

Elven society is patriarchal. Elven fathers pass their names, titles, and possessions on to their first born sons. Elven women are always protected, and prized as wives by other races for their beauty and pleasant natures.

7.2.15 Elven Abilities

7.2.15.1 Exceptional PER

Keen senses possessed by most elves entitle them to one rank of Exceptional PER. Any time an elf needs to make a resistance check or a stat check against his PER, he may attempt it at one less die than normal.

7.2.15.2 Distance Judgment

If an elf desires, he can know the exact distance from him to any object he can see.

7.2.15.3 Missile Skill

Being very good at knowing distances allows an elf to shoot missiles more accurately. Add the 4 to all rolls "to hit" when he uses his missile modifier.

7.2.15.4 Vision and Hearing

Elves can see twice as far and hear noises twice as well as humans. After the GM determines that something could not normally be seen or heard, he may allow elves to hear or see it. The GM also may adjust PER checks to one die less for elves, if he believes it is appropriate.

7.3 Dwarves

Dwarves are a short, stout humanoid race that has evolved within subterranean chambers. They average four and a half feet in height and are usually heavier than their size would dictate. Dwarf males and females are built very similarly, except that the females do not sport the beards common to all males have after adolescence.

The Dwarves that escaped Torandor's destruction were not entirely pleased at their arrival on Jaern. Dwarves hate water, and the prospect of living on a planet covered almost entirely water made their disposition even grumpier than usual.

Dwarves are a stern race that sees humor as an unnecessary frivolity. When working, work is the only thing on their mind. They take enormous pride in their craftsmanship, and all other considerations come second to this.

Living very structured lives does not mean they do not have a lighter side. When the time to work has ended, they leave all thoughts of work behind them, and make a serious job of relaxing. Many of them can be found in local bars, telling old war stories and making inept passes at the bar maids.

7.3.1 History

Dwarves evolved from a race of cave dwelling humanoids. They lived beneath the surface for centuries, having an extreme cultural fear of open spaces. Humans mistakenly believed that dwarves were horrible monsters that only came out at night to steal children and eat them. It was considered good form for humans to hunt down and slaughter dwarves.

Eventually, a brave human captured one of these heathen monsters to try to learn more about them. After spending six months learning the dwarf's language, the man learned that dwarves weren't really bad people at all. The dwarf learned that being above the surface was not the terror he believed it would be. This dwarf returned to his people and slowly led them into the open. Dwarves were persecuted by other humanoids for many centuries after that, but they eventually earned their place in society.

7.3.2 Technology

Dwarves have a good reputation of working with metal and stone. They are the builders among the races of Jaern. They are often sought for metal forging, since they understand the properties of metal in all its forms and can make items from metal with surpassing ease. An all day job for a human blacksmith is a light morning's work for a dwarf.

7.3.3 Transportation

Dwarves have trouble riding horses because of their squat stature. Walking also takes longer, so they prefer to ride wagons and carriages instead.

Dwarves developed a rail system, using mule-pulled ore cars, to move ore out of the mines. They also use the cars to descend into the mines.

7.3.4 Cities and Architecture

Dwarven cities are commonly found on sides of mountains and volcanos. The homes and buildings in these cities show the dwarves' great skill and pride in their craftsmanship. The detailing used in their architecture is very intricate and detailed. Dwarves do not need as much light as other races, so their buildings appear dimly lit.

Furniture is typically made of wood or stone, and serves as another excellent venue of dwarven artistry and comfort.

7.3.5 Agriculture

Dwarves do not like raising plants, considering it beneath their dignity as craftsmen. They often exchange their crafts for foods instead of coinage. If unavoidable, dwarves will hunt for their food.

7.3.6 Medicine

Medicines are rarely used among dwarves, not through ignorance but through lack of need. Their high stamina and health help deal with most diseases and injuries at an astonishing rate. Dwarves generally live to an age between 140 and 180.

7.3.7 Language

The dwarven language is very powerful and deep sounding. They are somewhat reluctant to teach their language to other races. Dwarven writing is composed of runes that represent ideas and concepts, and is very difficult for others to learn.

7.3.8 Art

Dwarven artistry springs forth in their stone and metalwork. Typical themes are of war and dwarven history. They can spend years detailing their works.

They enjoy telling tales of their heritage in song and verse. Their eloquence often conjures visions of the past in their listener's minds.

7.3.9 Sports

There are few sports in which dwarves will participate. Their activities during their free time are chiefly drinking contests and arm wrestling. They are also fond of barroom brawls, often started by someone commenting on their height.

7.3.10 Religion

Most dwarves commonly worship Osiris, since she is the mother of nature and the earth. T'or is also revered for his warlike and structured nature.

7.3.11 Economy

Dwarves take such pride in their workmanship that they will only part with their creations at a reasonable profit. Dwarves are very capitalistic and value gems and crafted materials highly.

7.3.12 Government

Dwarves are monarchical, and chieftaincies and kingships are hereditary. When a king or chief dies with no heir, ranking nobles pick the dwarf with the most valor in battle to fill the vacancy. General social status is determined by accomplishments, prowess, and courage in battle.

7.3.13 Dwarven Abilities

7.3.13.1 Exceptional HEA

Hardy bodies and fine toned muscles possessed by most Dwarves entitle them to one rank of Exceptional HEA. Any time a dwarf needs to make a resistance check or a stat check against his HEA, he may attempt it at one less die than normal.

7.3.13.2 Knowledge of Material Composition

A dwarf can often identify stone and metallic materials which they have a familiarity with. They do this by simply handling the object. This ability will not work for very unusual or magically enchanted objects.

7.3.13.3 Armor Construction

A dwarf's detailed knowledge of armor materials and construction enables him to know the weak spots of nearly an opponent. When attacking an opponent, a dwarf can add 4 to the "to strike" roll.

7.3.13.4 Great Durability

Dwarves enjoy drinking and through the years, they have developed a natural resistance to alcohol as well as most other poisons. They receive a single rank of Resist Poison.

7.4 Orcs

Orcs are a short, heavy humanoid race. They average at five feet in height and are usually heavy in build. Orcs males and females are built very much like humans. They have large, protruding canines and lower bicuspid. They have flat noses, and are considered very ugly by human standards.

Orcs are uncouth. They do not bathe often, but ironically they have a very well-developed sense of smell. Other people usually steer clear of orcs due to their smell. Scuffles and disagreements with others, and among themselves, are common since orcs are incredibly stubborn, both mentally and physically.

This stubborn streak is evident in their dealings with others. They argue fiercely when bargaining, and invariably believe they have won any verbal exchange. An argument between orcs is a truly impressive sight. Orcs are usually avoided by the other races because of their slow, vulgar wits and body odor.

Orcs are energetic and temperamental creatures. Their high level of physical activity must be driven by a good diet. All orcs require at least one pound of freshly killed meat per day to maintain this level of activity. For each day they do not eat fresh meat, they temporarily lose one rank of STR, cumulative. When their STR reaches zero, they die of starvation.

7.4.1 Technology

Orcs are very primitive and warlike in nature. Their greatest achievement is in the area of torture. They will steal any technology they can find, and any devices that might help them in combat.

7.4.2 Transportation

Orcs like traveling in wagons or in sedan chairs. Orcs tend to be lazy, and subjugate weaker people into doing the hauling, be it carrying the sedan chairs or harnessing them like mules to their wagons.

7.4.3 Cities and Architecture

Orcs build haphazardly, but in their eagerness they often over-engineer, so their strange looking abodes are very sturdy. Just where they put them is often confused, but eventually enough houses are close enough to each other to be mistaken for an orc town or city.

7.4.4 Agriculture

Orcs dislike farming and raising animals because it is too complex. Adolescent orcs often hunt for food to fill the larder and work out their aggressions on something other than each other.

7.4.5 Medicine

Orc medical skills are rudimentary at best, and there is a high death rate from disease. Orcs generally live to an age between 40 and 64.

7.4.6 Language

Orcish is a rude, vulgar language. It is littered with curses and vulgarities, which usually mean the opposite of what is said. To compliment an orc, for example, one would say "You are the filthiest, most sickening piece of horse manure I've seen ever to come out the rear passages of a lizard." A typical orc greeting has been known to cause women to faint and to redden the ears of even the most hardened marine. Orcs have no written language, thank goodness.

7.4.7 Art

Orcs have little use for art, and find it very amusing that other races would waste time on such things as painting, dance, music, singing, and writing.

However, one popular pastime involves creative and unusual methods of procreation. Orcs often keep score while competitors compete in groups of two or more. They consider this an art form.

7.4.8 Sports

Orcs enjoy war games and are fierce competitors. Often the losers lose more than the event. They are commonly branded as weak, and exiled from the village or enslaved until they can prove themselves worthy of a better station in life.

7.4.9 Religion

Orcs commonly worship Orus, for he allows them to clearly express their war lust and anger. Due to their fascination with death, some follow Anubis.

7.4.10 Economy

Orcs believe that possession is nine tenths of ownership. Many will take whatever they can get away with without causing too much trouble.

7.4.11 Government

Orcish government is ruled by their war generals, and is highly militaristic. The formalities of order usually break down during times of war.

7.4.12 Orcish Abilities

7.4.12.1 Exceptional WIL

The overbearing stubbornness possessed by most orcs entitle them to one rank of Exceptional WIL. Any time an orc needs to make a resistance check or a stat check against his WIL, he may attempt it at one less die than normal.

7.4.12.2 Sense of Smell

Orcs can detect, by smell, the condition of any food or drink. They can often tell if food is edible, rotten, or poisoned.

7.4.12.3 Physical Viciousness

Orcs are incredibly vicious when grappling, and rarely “play fair.” Their ability to use holds and grapples is rarely matched by non-orcs. Adventurers may add 4 to all their rolls “to grapple.”

7.4.12.4 Mental Stubbornness

An orc’s grasp on life is very strong. He only needs to roll for unconsciousness when his current DP total falls under 4 damage points, rather than 6. He then uses a d4 for the roll rather than a d6. If an attack would take him from 1 to 3 points below zero, he is taken to zero points instead and left unconscious.

7.5 Lizards

7.5.1 History

A race of humanoids lives in relative isolation deep beneath the ocean’s waves. Evolved from the denizens of the deep, lizards are native to Jaern. When Jaern’s original sun went nova, catapulting the planet on its intergalactic journey, most of the lizards expired. But many were frozen at the bottom of the sea, and when Jaern took up orbit in the Onra system and its seas thawed, so did the lizards.

7.5.2 Physical Description

A strange and reclusive race, lizards rarely leave the deep waters to walk on land. Most lizards stand six to seven feet tall, with scaly, hairless bodies and long tails. Their tongues are forked, and they have a snout rather than a nose. Their ears are just small holes in the sides of their heads, often covered by a flap of skin, and their eyes are larger than those of most humans.

Male and female lizards are very similar in most respects, and can only be distinguished by lizards and others that have spent several years in their company. Lizards are cold blooded, and have gills that allow them to live beneath the sea indefinitely. They also have primitive lungs that allow them to breathe air normally, like other humanoids.

Lizards must immerse themselves in water at least once every 24 hours or suffer one damage point every three hours as they dehydrate.

7.5.3 Reproduction

Lizard men and women pair up, forming lifelong bonds, when they reach adulthood. Approximately once per year, the female feels the urge to bear young. If she and her mate decide to bear, the male impregnates the female at the proper time. Unlike most reptiles, the young gestate within the female's body for five months, and are then born live.

The young are cared for and brought up by their parents for the first four years of their lives. On their fourth birthday they are brought to a local **Creche**, where they spend most of their childhood with other lizards their age.

7.5.4 Technology

Lizards are good ship builders. They are also good cartographers, at least for coastlines. The lack of fire underwater has slowed their technology and prevented them from learning how to forge metals. They operate underwater mines for other races in exchange for finished products. One of the ores they have found is **Pho'dite**, a phosphorescent element used for lighting underwater. Lizards do not trade this ore, and keep it hidden when non-lizards are present.

7.5.5 Transportation

Lizards utilize ships for their long range voyages. They do not use other means of transportation, preferring to swim or walk from place to place.

7.5.6 Cities and Architecture

Lizard cities are found underwater in seas and lakes. Their buildings are made of stone, and are very sturdy to withstand tidal forces and currents. Buildings are poorly lit; there are rumors of large illuminated cities under the sea, but these stories are unconfirmed.

Furniture is typically made of stone or coral. Chairs are backless, to accommodate their tails. Designing furniture and interior dividers by carefully growing and training corals has been raised to a high art form by lizards.

7.5.7 Agriculture

Lizards commonly farm fish and grow vegetation. A few lizards, choosing to live above water, also enjoy growing crops. They never raise land animals.

7.5.8 Medicine

Medical technology is no more advanced than that of other races. Their medicine comes from kelp and other sea plants. Lizards generally live to an age between 80 and 104.

7.5.9 Language

Sel'ict is spoken with a lisp, and the letters are often slurred due to the shape of their tongues. During the years of separation, the lizards developed two distinct dialects of Sel'ct. The most common is spoken on land and is easily spoken and understood by the other races. The other is only spoken under-water, is difficult to understand, and even more difficult to speak, without drowning, by non-lizards. They have no written language.

7.5.10 Art

Lizard artistry lies in the designs of their sea craft. Most lizards share a racial tendency to use all their skills in an artful manner, adding flare to such routine tasks as farming, food preparation, and interior design.

7.5.11 Sports

There are many sports that lizards enjoy, usually involving swimming, diving, surfing, and racing. They enjoy racing other underwater creatures, and competing against land humanoids in water sports.

7.5.12 Religion

Although Lizards are free to worship any god or goddess they commonly worship Neptune, the god of the seas and oceans. Osiris is also revered because of the lizards' love of nature.

7.5.13 Economy

Lizards highly prize their works, and are very eager to barter their handicrafts. Lizards are very materialistic, and would rather trade than sell. Lizards hoard a large portion of the world's wealth, which they have recovered from sunken ships.

7.5.14 Government

Lizards are communal by nature, with no formal leaders. They gather together whenever a major issue must be settled. A vote is called, each attender being entitled to one vote. Lizards find very few things important enough to vote on, preferring to take appropriate actions on their own. Separate villages may sometimes hold such gatherings and select a lizard to represent them at distant gatherings. A decision of such importance has only been made twice in recent Jaernian history.

7.5.15 Lizard Abilities

7.5.15.1 Exceptional AGI

The quick reptilian movement possessed by most lizards entitle them to one rank of Exceptional AGI. Any time a lizard needs to make a resistance check or a stat check against his AGI, he may attempt it at one less die than normal.

7.5.15.2 Quickness

Lizards are very quick and instinctive in their actions. If fighting non-lizards, and if the lizard desires, he gets initiative during combat, even if his companions do not.

7.5.15.3 Water Breathing

Lizards can breathe and move freely under water. They automatically have swimming skill at rank nine.

7.5.15.4 Homing

At the time of a lizard's birth, he is attuned to his birthplace. Anytime a lizard is in contact with a body of water, he can tell the direction and distance to the place of his birth.

8 Marines for Hire

Jaern lacks land masses large enough to support large armies, nor is there a single island with enough excess income to afford one. Soldiers who traveled to Jaern on the Kaaren of Destruction learned to take to the seas to ply their services. Cities, towns and powerful lords hire, or even sponsor, marine troops to defend their homelands, to attack rivals, or to act as a deterrent to their enemies.

Occasional bouts of peace have forced them to be adaptable. When not on hire, they haul cargoes between ports. While they must compete with commercial merchants for normal cargoes, and nomad Rondos for more exotic cargoes, marines are often used to transport cargoes of great worth or risk.

8.1 Organization

Each marine ship, or **Maraujo**, is a modified galley, usually about 100 to 150 feet from stem to stern. The crew complement varies from 60 to 120 marines. The marine commanding the maraujo is called The **Cefo**, and his word is law to the marines under his command. Directly under his command are the chiefs of the four shipboard departments.

The **Engineer** heads the engineering department, and is responsible for the repair and general condition of the ship. During seaborne combat, they are also responsible for the firing the ship's catapults and ballistas. The men under him are called **Gunsmen**. They are skilled in building and repairing mechanical systems, and artillery machinery. The senior-most gunsman is called the **Chief Gunsman** and is responsible for task assignment. He reports to the Engineer.

The **Navigator** heads the navigation department. Piloting the ship, and using and maintaining the rigging and sails are done by the pilots and riggers in this department. The **Chief Rigger** and the **Chief Pilot** report directly to the Navigator.

The **Battle Chief** heads the battle department. The dolphineers, led by the **Chief Dolphineer**, are responsible for fighting, scouting, cargo hauling, and message delivery. This is the largest department, making up the main battle force of the maraujo. Dolphineers are trained to fight on ship, in the water and on land.

The **First Trader** heads the trade department. He is in charge of sales and purchases of cargo, and the resupply of the ship at each port. The First Trader also serves as the personnel officer, responsible for recruiting new marines and purchasing slaves. Traders under his direction assist in sales while in port, and in directing the maraujo's complement of slaves. The slaves cook, clean, do laundry, and generally do any task too menial for a marine. They are generally treated well, and are important property to the maraujo.

8.2 Work at Sea

In port, a maraujo flies a **red and green flag** to signify that it is available for hire. A maraujo may be hired for many reasons: to haul expensive, risky or dangerous cargoes; take on contracts to defend islands, cities and strongholds; or hired to be an attack element in larger force. If hired to fight, the maraujo flies a **red flag**. If hired to haul cargo, a **green flag** is flown.

The Cefo insists on honesty from his employer, and will demand know all that a contract entails up front. Broken contracts have been the downfall of many clients, for the contract is more sacred to the marines than any cause. Wars between fleets of maraujo have halted as one client neglects to pay his navy, resulting in his downfall when the marines combined forces and attacked their erstwhile employer.

8.3 Combat at Sea

Marines fight aboard ships, in the water, and on land. Troop tactics have finely evolved over time, and their use of dolphin mounts for mobility and amphibian landing tactics have made marines a formidable threat. Constant drilling while at sea maintains the fighting edge of the dolphineers.

Bludgeoning and edged weapons are not effective below the water, and piercing weapons are not very effective above water, so the marines developed a weapon optimized to their style of combat. This is the maroglave, a cloth glove with the fingers left

exposed. A leather strip runs down the upper side of the hand. Attached to it, by three small metal braces, is a blade, triangular in cross-section, with the edge facing upward. It tapers to a point about eight inches past the wrist.

Underwater the marine thrusts with weapon, as if he were punching. On land, the marine backhands with his maroglave, drawing the edged blade across his opponent. A sheath allows a trained marine to reach across his abdomen, thrust his hand into the sheath, pull the drawstrings and cinch them around a metal hook, and withdraw the weapon, ready for combat, within one round.

8.4 Requirements

A maraujo looking to replace lost marines, or to expand its fighting complement, will fly a **blue flag** while in port. Prospective marines inquire as to the departure time of the ship, and gather on the dock just before it leaves. The **First Trader** announces the number of apprentices required, and as the ship pulls out, calls for the prospective marines to follow. These men and women jump into the sea and swim after the maraujo.

This is a test of endurance and strength, but not fatally so. Dolphineers follow behind the swimmers, and as each falters, rescues him and returns him to shore. When the number is down to that required the ship stops, and the recruits are allowed to climb aboard. Since the recruits can only bring what they can swim with, they rarely have anything in the way of personal possessions. A trader assigns them quarters, and requisitions them clothing, weapons, and any other needed personal items.

Over the next few days each new recruit is interviewed by the chief of the department he aspires to join, to find a berth suitable for his skills and training. Finally all brought to the Cefo, who formally invites them to join the maraujo.

8.5 Apprenticeship

Apprenticeship aboard the maraujo is not much different from the tasks and duties of the marines. Recruits are expected to train and drill with the other marines as they learn the use of their weapons, and learn the skills of the department they have joined. Recruits are not allowed to fight for the maraujo, except in defending the ship if it is attacked directly. Time spent as a recruit is usually six months to two years, depending on the department and the skill of the recruit.

8.6 Initiation

The night before induction, the recruit and his shipmates consume mass quantities of liquor and become incredibly intoxicated. In the morning, at the crack of dawn, the recruit is roused, and must make his way on deck where the Cefo awaits to induct him into the crew. It has often been a test of will for the greatly overhung recruit to make it through the induction ceremony without incident.

8.7 Duties

Each marine is responsible to the chief of his section to perform all his assigned duties. He also must perform any orders given him by any other officer, or the Cefo. The duty cycle is usually eight hours on duty, four hours training, four hours free, and eight hours of rest. The duty cycles are overlapped in three groups: Morning Crew, Evening Crew and Night Crew. Marines are rotated from one crew to another every couple of months to even out the different kinds of duties, and give them experience working with all the officers and crew.

8.8 Advancement

Command advancement is regulated strictly by seniority. Time served aboard the maraujo is recorded by the First Trader, who is responsible for assigning promotions when posts are vacated.

Valor in combat is rewarded by awards. The Battle Chief records the number and type of awards given to each marine, and these are used to determine the marine's income and his split in combat bonuses.

When a marine transfers to another maraujo, he takes an automatic four year seniority and a 10% pay cut, unless the transfer was done as a direct trade between maraujos. Such trades are often done to restore balance between departments. Occasionally two war depleted crews will combine on the better maraujo. This is always an occasion of much negotiation and adjustment, until the new maraujo functions as one.

Occasionally a very full and established maraujo captures another ship, or commissions one to be built. A fraction of their complement, usually the younger marines, transfers to the new ship, bringing a new maraujo into existence.

8.9 Discipline

Discipline aboard ship is tight, yet adaptable. Orders must be carried out, without hesitation. However, the officers understand the crew's need to release the tension of being confined to the ship. Officers rarely give orders about things that are not strictly needed. Drunken excesses, minor brawls, and wild behavior is tolerated if it does not interfere with ship functions. Social gatherings are often scheduled to allow the crew to relax. A good supply of liquor and minor relaxants is made available through the Trader's Office at reasonable prices.

When a marine violate orders, the Battle Chief may assign him extra duty hours, suspend his Trader Office privileges, or restrict him to ship while in port. Unlike many other Jaernian institutions, the marines do not believe in corporal punishment or humiliation.

If the offence is grave, the Battle Chief may recommend to the Cefo that the marine be discharged. If there were no deaths involved, the marine is stripped of his seniority by carefully cutting off his left ear, along with all of his rank earrings. All his awards and wealth (except 10 sp) is confiscated, and he is left at the next port. If there was a death involved, the maraujo sails at least 30 mets from any land, and the Cefo tosses the offender into the sea, without weapons or equipment, and sails away. The offender is left to the mercy of the sea; it is rare that anyone survives this ordeal.

8.10 Traditions

Maraujos are normally called by the name of their vessel. If a crew survives the destruction of their ship, and has the resources to acquire another, it is always rechristened with the same name as their lost ship. These ships are usually named after heroic men and women of the past. No two ships may hold the same name without inciting a battle between their crews. The honor and lineage of a maraujo is given by the heroism and age of the hero by which it is named.

8.10.1 Clothing

Being in the water as often as they are, marines disdain most clothing that might slow them down while swimming. Non-officer marines usually wear a loincloth, and tight fitting cotton net shirts on deck. Thin, well fitted leather moccasins, with an additional one inch of leather webbing, assist their speed swimming, while not impeding movement on land.

8.10.2 Appearance

Spending much of their time in the sun, marines are typically deeply tanned. While they will wear little to impede their movement in the water, they do wear earrings to show seniority and honors. Each copper earring in their left ear signifies one year of service. Each silver earring indicates five years of service, while each gold earring indicates twenty years of service. Department heads wear a specially designed earring for their department, and the maraujo captain wears a diamond in his left ear.

Honors for valor are different gemstone earrings worn in the right ear. The value of the gemstone is related to the degree of valor being rewarded. These awards are given and paid for through the Trader's Office at the direction of the Cefo.

8.11 Religion

With their profession offering ample opportunities for a quick demise, marines are often more religious than others. Most marines look to Neptune for spiritual guidance, but some revere Ra. Priests of either faith are often on board as marines themselves. The Cefo and his officers always allow time for these priests to hold worship services and give benedictions prior to battle.



9 Rogues

Rogues are highly skilled in stealth and rely on it for many of their combat techniques. They have an extensive list of background skills revolving around deception. They rely heavily on their agility and cunning as opposed to heavy weapons and brute force.

9.1 Creating Poisons

The art of creating poison is pretty much exclusive to Rogues. Using the skill, a Rogue can create poisons that can damage, paralyze, drain, or outright kill a target. To create any poison, the player will roll a number of dice against the characters skill. The results are based on the extent of success or failure:

Result of Roll	Result
succeed by 10+	10 doses of poison are created
succeed by 5-9	6 doses of poison are created
succeed by 0-4	4 doses of poison are created
fail by 1-5	failure, lose 10% of cost
fail by 6-9	failure, lose 25% of cost
fail by 10+	failure, lose 75% of cost

The time it takes to create a poison is equal to the number of dice rolled against the skill in hours and the cost is based on the number of dice rolled against the skill as follows. The poisons created use standard methods that have been developed to use easily available ingredients that the Rogue can purchase from nearly any market district within a decent sized city. In addition, the Rogue must have the proper materials to create the poison, which are purchased in the form of a toolkit.

# of dice	Cost in Silver
1	100
2	200
3	400
4	800
5	1,600
6	3,200
7	6,400

To create a poison that simply causes damage, the Rogue rolls a number of dice against his Create Poison skill. He assigns each die to either damage or resistance. Each dice assigned to damage will cause the poison to do an additional 1d6 points of damage. Each dice assigned to resistance will add 1d6 to the resistance check against HEA the victim must make for half damage. The resistance check for every damage poison begins at 3d6 against HEA and has a maximum of 6d6 against HEA. For damage poisons, it is possible to find rare ingredients that will cause the poison to do more damage. These ingredients will usually cause dice assigned to damage to result in additional poison damage.

To create a poison that causes paralysis, the Rogue rolls two dice against his Create Poison skill and can add additional dice to the resistance check. The resistance check for every paralysis poison begins at 2d6 against HEA and has a maximum of 6d6 against HEA. The paralysis will last 10 minutes at which point the creature will have to make a die check equal to one less than the original check, if successful, the paralysis effect ends, otherwise it continues for another 10 minutes and the creature must make another check at one die lower again and so on until they succeed.

To create a poison that drains an attribute, the Rogue first chooses an attribute they wish to drain among INT, STR, HEA, AGI, and PER. The Rogue then rolls a number of dice against his Create Poison skill. He assigns each dice to either potency or resistance. Every two dice assigned to potency will cause to poison to drain a single point in the selected attribute from the victim. Each dice assigned to resistance will add 1d6 to the resistance against HEA the victim must make to avoid the drain effect. The resistance check for every drain poison begins at 3d6 against HEA and has a maximum of 6d6 against HEA. The drain effect will last an hour and the creature will have to make a die check equal to one less than the original check, if successful, the drain effect ends, otherwise it continues for another hour and the creature must make another check at one die lower again and so on until they succeed.



To create a lethal poison, the Rogue rolls four dice against his Create Poison skill and can add additional dice to the resistance check. The resistance check for every lethal poison begins at 2d6 against HEA and has a maximum of 6d6 against HEA. If the creature fails the check, they will lose 1d6 DP per round (Resistance to Poison will not reduce this damage) until they reach the dying state at which point they will lose 1 point per round until they are dead.

The following table has some example poisons and the number of dice needed to be rolled against the Rogue's skill, as well as the cost to create them.

Poison Description	Dice	Cost
3d6 damage with a 4d6 against HEA resist for half	4	800
6d6 damage with a 4d6 against HEA resist for half	7	6,400
3d6 damage with a 6d6 against HEA resist for half	6	3,200
paralysis with a 4d6 against HEA resist	4	800
paralysis with a 6d6 against HEA resist	6	3,200
drain 1 point of STR with a 3d6 against HEA resist	2	200
drain 2 points of HEA with a 4d6 against HEA resist	5	1,600
lethal with a 4d6 against HEA resist	6	3,200

9.2 Traps

The Traps skill allows a Rogue to find, disarm, and create traps. Traps come in a variety of different forms and some traps may be impossible to find, such as a trap that activates when a door is opened when the Rogue is on the wrong side of the door, or impossible to disarm, such as a purely magical trap. When a Rogue wishes to search for traps, he rolls a check against his Traps skill in a graduated fashion and announces the number of dice made to the GM. Any form of visual perception bonus can be applied to this skill check, such as exceptional PER or enhanced vision. Based on the number of dice made, the GM will determine, for each trap encountered, whether the Rogue is successful in finding it prior to its activation. The difficulty of finding traps will increase in dark conditions or if the Rogue is moving quickly (more than 10' per round). If the Rogue finds a trap, he may attempt to disarm it.

The act of disarming the trap will give the Rogue an idea on what the trap will do if activated, if that is possible based on the trap design, and ideas on how to disarm it. The GM will assign a difficulty level to the trap and the Rogue can choose to roll this many dice against his Traps skill. If successful, the trap is disarmed, bypassed, or harmlessly activated depending on the nature of the trap. Disarming traps requires the proper tools or the difficulty of disarming attempts will increase by 2 dice. Failing the check by more than 5 will activate the trap, while failing by less will allow the Rogue to attempt to disarm the trap again.

Creating traps involves putting the proper components together in the proper placement. A Rogue can purchase trap kits which contain a set of components required to make a trap or can purchase components for a trap of their own design. When designing a trap, the player provides a basic idea of the trap functionality and setup to the GM and the GM will assign a cost for the components and a difficulty to the skill check required to construct the trap. On a successful skill check, the trap is successfully built. On a failure of 5 or less, the trap is constructed incorrectly, but the Rogue realizes it and can attempt to construct the trap again. On a failure of 6 or more, the trap is constructed, but will not function when activated.

The traps in the table below have an activation kit and an effect kit. When the kits are purchased, a trap can be built using them. Simply combine the difficulty values of the kits to obtain the number of dice the Rogue must roll against their Traps skill to construct the trap.



Activation	Cost	Diff	Description
Audio Sensing	200	2	When this trap detects sound at a certain level, it will activate the trap.
Beam	200	2	An invisible beam runs across a doorway. When the beam is disrupted, the trap will activate.
Door Hinge	100	2	When the hinged door is open normally, the trap will activate.
Magnetic Plate	300	2	This trap will activate when ferromagnetic objects of a significant weight are on it.
Motion Sensing	200	2	This trap will activate whenever it detects motion within 25' of it. This distance can be reduced when the Rogue creates it.
Pressure Plate	100	1	This trap is very difficult to hide because it will be raised. When weight is applied to the plate, it will activate the trap.
Remote	300	2	This trap can be triggered remotely by the Rogue. This can be used with another activation mechanism, but the difficulty of creating the trap is cumulative.
Tamper Device	100	+1	This device can be placed on any electronic based activation system which can cause the trap to be activated when tampering is detected. If the Rogue does not detect traps on the trap, this device may go unnoticed.
Tripwire	50	1	This classic, yet easy to spot trap will activate when someone trips over the wire. They are best placed in dark areas or areas where someone might be moving quickly.

Effect	Cost	Diff	Description
Alarm	100	+1	This trap causes a loud screeching noise that can be heard from 3 mets away and will deafen anyone near it. The noise sounds for 1 minute.
Deferred Item	N/A	+2	This trap will activate an item with a deferred spell on it that has a mechanical trigger. If the spell is targeted (not area of effect), the trap activation component must be touched by the creature, otherwise it will not function.
Gas Trap	300	+1	This trap will convert 2 doses of a poison that was either purchased or created by the Rogue to a gaseous form and release it to a 10' radius area.
Grenade	*	+1	Any grenade type detonates causing the grenade's effect.
Projectile	100	+2	This trap is typically incorporated into another mechanism and can be difficult to hide from a trained eye. When activated, it will fire a projectile aimed at the activator. Unless the activator was avoiding the trap, they take 1d12 piercing damage from the projectile. Poison may be added to this projectile for increased effect.



10 Nomads

10.1 History

When the rogue planet **Jaern** was first detected approaching **Torandor**, the peoples there realized that their very world was threatened. Masses of people flocked to the city of Rigel, where the **Kaaren of Destruction** was being prepared for its journey into space in an attempt to destroy the rogue. Among these people was a small group of men and women from the offshore island of Alborn. They believed in peace, love, and harmony, and tried to avoid the many evils that plagued mankind.

When they first heard of the coming destruction of the world they did not believe the doomsayers, as this had been prophesied often in the past. But when they consulted the spirits of the land and of their departed, they learned that the end was indeed at hand. Traveling to nearby Rigel, they purchased passage on the Kaaren at the cost of all their possessions and wealth. As the time to debark drew near, they were betrayed by Jhireen, the priest of Neptune who had made the arrangements. They watched in horror as the Kaaren rose skyward and the intruder, Jaern, loomed larger and larger in the night sky.

Jaern's proximity to Torander triggered severe storms and earthquakes. The quakes started massive fires in the cities, and as the flames spread, it became apparent that the Kaaren had failed in its task. The end of their home world was at hand. In despair, they called upon the gods of Torandor to hear their plea for rescue. In vain they called, for at that very time, many of the deities were busy rescuing themselves from the impending destruction of their world. With the city around them in ruins, great gaping rifts in the land spewing forth molten rock, and the air itself being ripped from the land, the Albornians angrily spurned the gods. They then and there vowed never to rely on any one other than themselves for their direction and destiny.

With the final pass of Jaern, Torandor burst into countless fragments, each going off into space. The Albornians perished, having been betrayed, abandoned and left helpless. Having denounced their deities, these peoples' spirits went neither to the gods, nor to the depths of **Infero**, but resided without resolution in the trackless emptiness of the **Kurago**.

The refugees from the Kaaren landed on the rogue planet, which assumed a regular orbit around Qnra. Years passed, the atmosphere thawed, and the icy seas melted. From the store of Torandorian seeds stowed aboard the Kaaren, life sprang forth again. The refugees started a new civilization on the planet they once sought to destroy.

Within the Kurago, the spirits of the Albornians refused to accept their fate. Searching for a way to return to the material world, they eventually encountered a spirit called **Llan of the Five**. He had been a powerful magician and hero in life, and was awaiting the time of need to come forth again. Llan showed the Albornians how to contact the spirits of those still alive. The Albornians found those people most able to communicate with them, becoming their Guardian spirits.

These people merged with the Albornian guardians to become the first generation of nomads. They sought each other out and banded together, calling themselves **The Brethren**. They learned to live on the seas of Jaern, and withdrew from the society of those who had crossed from Torandor on the Kaaren. The Brethren blamed the refugees for the destruction of Torandor and vowed to never place themselves at the mercy of the unbelievers and their deities.

10.2 Social Structure

Nomads grow up and live together in groups called **Rondos** of about 12 to 24. Most of the members of a Rondo are related by blood or marriage. The rondo is led by the senior-most male elder, called the **Patro**, who decides all matters of importance. Each rondo owns a two masted ship that sports triangular sails painted in the distinctive colors and symbol of the rondo.

10.3 Training

Children are reared by all the adult members of the rondo. While they often know their biological parents, all members of the rondo are responsible for the children's physical and emotional well-being. They are taught the traditions and ways of the nomads at any early age. At the age of 16 they are encouraged to go out on their own for at least a year to experience independence, self-reliance, and how to deal with unbelievers.



10.4 Induction

When the young ones return from their travels, they are welcomed back, and a ceremony of induction is performed. They are given certain trance-inducing herbs that connect them for the first time with the Kurago, the spirit plane. They wander about until they meet a spirit with whom they will form a life-long bond. This spirit guardian will be their guide to the forces of Kurago and will help them learn to harness them. In return, the inductee allows his spirit guardian the use of his body to access the normal world.

If a full day passes without the inductee bonding with a guardian spirit, he is brought out of the trance and allowed to rest. He will never gain a spirit guardian, and so can create no incantations or hold any authority within the rondo. These unfortunates are not looked down upon. They may stay with the rondo, for they may aspire to become spirits of the Kurago when they pass on.

All adventurer nomads are considered having succeeded in establishing a bond with a guardian spirit.

10.5 Nomadic Missions

Throughout a nomad's childhood, he sees and learns from the adult nomads around him. Depending on his particular talents, he will end up specializing in one of four missions. Each mission dictates a particular lifestyle and will determine which style of incantation the nomad uses most easily.

The nomad's player should choose which mission to play from the four below.

10.5.1 Preservers

Keeping of the old ways of The Brethren are very important to nomads of this mission. They form the bulk of those whom spend their lives aboard the rondo. They are responsible for the health of The Brethren. They maintain the ships, raise the young, manage their mercantile trade, and lead their rondos. The Patro and those with skills related to sailing are generally preservers.

10.5.2 Troubadors

Responsible for keeping the memory of the past alive, these nomads use their skills to remember and retell the histories of all the peoples they meet. At each port of call, performances are arranged where the nomads play music, sing, and dance to convey stories of ancient heroes, great tragedies, and lost loves. Townspeople and others from all around come to these festivals to listen to the old stories and celebrate life. The other nomads sell wares and crafts from far away, helping support the rondo.

Aboard the rondo, the troubadors remember and repeat all the intricate dances that tell the stories of the nomads' past and the Ways of The Brethren. These stories record their history and teach their young. These dances are usually kept private to the rondo, except at the time of **The Gathering**.

10.5.3 Seekers

A nomad's spirit guardian will sometimes have passed on to the Kurago with his life task incomplete. In its bonding with the nomad, it will strike a bargain to correct this. These nomads will often leave their rondo to travel the world, at the direction of their spirit, in an attempt to complete an unfinished quest. These quests often involve the righting of past wrongs, or repayment for a mistake in the guardian spirit's past. Sometimes these tasks will span several nomad lifetimes, and many hundreds of years. The skills and incants these nomads develop assist them in their quest.

10.5.4 Second Lifers

A particularly forceful spirit can completely submerge the life force of the nomad, taking the body as his own. Such a spirit and its captive nomad is called a Second Lifer, for the spirit is attempting to live a second life through the nomad. These spirits are so strong that when the nomad does die his own spirit is destroyed, with no chance to go to the Kurago. This final destruction is particularly hated and feared by other nomads, and, curiously, by the Onivero as well, for the spirits' powerful life force violates their ethics.



Nomads and Onivero alike hunt down these unfortunates, and attempt to part them from their spirit guardians. Unfortunately, all the easiest ways of accomplishing this involve the death of the nomad, but even that is preferred to the final destruction of their soul, which would happen should the second lifer keep control.

If your GM allows this mission, and you elect to be a second lifer, your adventurer will end up being the spirit controlling the nomad, rather than the nomad himself. You need to work with your GM in creating a second adventurer card with the stats needed for this spirit. He will assist you in creating a past life and picking a particular motive and quest. During play of a second lifer, the GM will occasionally ask you to make checks to stay in control of the nomad, and if they fail, he will roleplay the nomad until you regain control.

10.6 Guardian Spirits

All spirit guardians are souls of deceased nomads seeking access to the real world. When the nomad binds to this spirit, they share the nomad's life force. The nomad can sense the presence of his guardian, and can occasionally silently converse with him. As the nomad grows older, this ability increases, allowing the nomad to experience some of his guardian's emotions, and then his memories. The division between nomad and guardian becomes more and more indistinguishable as the nomad grows old. When a nomad passes on, his own spirit melds with his guardian's, and from the Kurago seeks a new nomad with which to bind. Nomad name prefixes, or **epokonoms**, are based on the number of lives that the nomad's guardian has experienced.

Raz	1	Ald	6
Car	2	Edo	7
Oka	3	Ijo	8
Vem	4	Bez	9
Lar	5	Sag	10 or more
		Tor	Original Albornian

The standing of a nomad within the rondo depends greatly on the number and standing of his bonded spirit as well as his own skills and accomplishments.

After the player chooses his adventurer's mission, The GM may, at his discretion, give the adventurer the name of his guardian spirit. As the adventurer plays, the GM may slowly give out more and more information about the guardian, and can, at his option, converse and generally roleplay the guardian. The guardian can never give the nomad any skills or abilities that the nomad has not earned and bought with experience, but it may give information

10.7 At Sea

After induction, most nomads stay within their rondos for the rest of their lives. They travel with the rondo from port to port, trading goods and entertaining the people they meet to earn the silver and goods necessary to support their needs. The visit of a rondo to a small town is often cause for a holiday, as the people turn out to hear the music and stories of the nomads, buy the exotic cloths and trade goods from afar, seek answers about the future and the spirit world, and buy elixirs of health and tokens of good fortune.

When children grow and the number of nomads within the rondo becomes more than can be supported, the nomads visit one of their base islands, where the few that stay on land will assist them in building a new ship. When complete, some members form a new rondo, and go their own way. The excess members of several rondos sometimes combine in a new rondo.

10.8 On Land

Some nomad rondos have chosen to abandon life at sea and have established villages on land. Usually these will be on islands, remote from other peoples. These nomads will have grown skillful at farming and the domestication of animals, and are a valued source for well trained horses. Many of these rondos will serve as a "home base" for a number of mobile rondos, providing a place to communicate, to trade and to seek mates for their young.



10.9 Clothing

Clothing styles among the nomads depend on the places they have visited. Attempting to predict what style a nomad would wear, or telling a nomad apart from others based on clothing, is fairly pointless. Being at sea, they usually wear appropriate clothing when onboard, including clothes unlikely to get in the way while sailing, light footwear, and a strip of cloth called a **tamenwrap** which they wrap about their forehead to hold back their hair. They do have a tendency toward large and flashy adornments, and often paint their rondo's symbol somewhere on their bodies.

10.10 Music and Dance

No one within a rondo is more loved and respected than the **Sondivenki**, or sound master. He is the senior-most musician, and besides a required skill at musical instruments of all kinds, he knows and plays all the songs of the past, a sort of audio history of The Brethren. During his lifetime, each Sondivenki is responsible for adding another song to his rondo's songs, and teaching them all, note and word perfect, to a successor. No rondo is thought to be destroyed if anyone knows all its songs.

The most agile and strong of the young men often learn nomad dances to accompany their rondo's music. Dances are used for celebrating, preparing for confrontations, espousing affection for a young woman, and just about any other reason. Movement sequences are tied to meanings, making dance almost as expressive as speech and much more entertaining. The communication between the dancer and the musician is almost telepathic, the music melding itself into an extension of the dance, and the dance a part of the music.

10.11 The Gathering

Once every five years, all the rondos in a given region will gather in one place to learn what others have done, swap goods, songs, stories and often young people (through marriage). As the appointed time approaches, the nomads sail toward the appointed place, decided by various omens and signs that all rondos can see and decipher. Once there, the Rondos are lashed together, and for the next four weeks a vast celebration is held. This renewal of their brotherhood keeps them a united people.

10.12 Purchasing and Preparing Incants

Once in contact with the Kurago, a nomad can channel its energies back to the real world. These are not flashy, explosive effects like those used by magicians or priests, but slow, influential, and powerful **incants**. Incants use power from the Kurago and a little bit of the incantor's spiritual energy.

Incants are created using many different objects, powders, liquids, herbs, spices, and plants. For game purposes assume that a properly equipped nomad carries the needed components with him as a matter of course. The GM may question this in specific circumstances if the player has lost equipment during an adventure.

To formulate incants, a nomad combines one or more physical items (herbs, powders, etc.) in a liquid or solid form to serve as a focus for the incant. Reaching into the **Kurago** with the assistance of his guardian spirit, he incants the focus, storing it for use. The amount of his own spiritual energy contributed determines the strength of the incant as well as his own skill.

Incants are purchased like any other skill. Each incant is purchased starting a rank 1 and the cost of the next rank is equal of the rank times the base cost. Core incants and incants within the mission of the nomad can be purchased at base cost. Incants outside the nomad's mission cost double the base cost. Non-background nomads do not have a mission and must pay triple cost for all incants.

Some incants require special ingredients, these ingredients must be acquired before the incant can be purchased and are consumed when the incant is purchased at rank 1 and any time the incant is remade.

Some incants, like wards, are ready in that form, prepared to release their energy when the right conditions are met. Others must be retained by the nomad, and activated with a word, action, or thought. The nomad keeps these close to his body until needed.



10.12.1 Limitations on Purchasing Incants

There is no limit on the number of incants that a nomad can purchase, but a single Incant can only be purchased as high in rank as *one-third the nomad's PER attribute* with a maximum of 6. Incants can be purchased multiple times, but a nomad may purchase a single incant a number of times equal to *one-third the nomad's HEA*. Exceptional attributes do not have an impact on either of these limits. *If a nomad has a 12 PER and a 15 HEA attribute, the nomad can purchase incants to a maximum rank of 4 and based on the nomad's HEA, a specific incant can only be purchased 5 times.*

10.12.2 Recharging Incants

Once a nomad purchases an incant, he must wait until he recharges his incants to have it available for use. Also single use incants must be recharged in order to be available for use again. During an 8 hour rest period, the nomad can recharge a total rank of incants equal to their HEA plus their PER multiplied by 4. These recharged incants are then available for him and all of his other incants cannot be used unless they are recharged during the next rest period. *A nomad has a 12 PER and a 15 HEA, they can pick a total of $(12+15) * 4$, or 108 ranks worth of incants to have available until the next time they recharge.*

If an incant allows for a skill roll, this roll is made each time the incant is recharged. *Instead of rolling skill for all incants at once, the player can also write down the skill rank you would use when recharging the incant and roll this skill when the incant is actually used. This method will cut down the number of dice that need rolled.*

10.12.3 Creating Incants with Experience Points

While there is a limit on the number of incants that a nomad can have charged at a time, a nomad is able to create incants outside of this limit by spending experience points. These incants do not need to be recharged and do not count against the nomad for the maximum number of incants they can have charged at a given time. If the incant has a maximum number of uses per day, that will still apply to the incant. In general, this method is used on permanent incants, such as ones that use focal objects or tattoos because once the object is destroyed, the incant ends.

A nomad can make an unbound version of an incant by spending double the experience points that it would take to purchase the incant to the rank they wish to make. For example, if an incant cost 1,000 XP per rank and the nomad wanted to make a unbound rank 3 version of the incant, it would cost them $(1,000 + 2,000 + 3,000) * 2$ or 12,000 XP to make. A nomad can also later increase the rank on these incants by spending the experience required for the difference in rank.

10.13 Using an Incant

Incants do not require a Nomad to maintain contact with them and anyone may use them unless the incant specifically says otherwise.

10.14 Disenchanted Incants

All incants can be recharged even if they haven't been used, for example if someone is in possession of them. In this case, the old incant will no longer function and the newly recharged incant will function. If these incants require special ingredients and the nomad does not have the original incant on hand, he must reacquire the ingredients to recharge the incant.

10.15 Types of Incants

10.15.1 Tattoos

To prepare a tattoo, the nomad must either hire a tattoo artist or be able to use the skill themselves. It takes a skill check equal to the rank of in the incant in tattooing to create an incant of this type. The tattoo drawn by each nomad is unique in design, but tattoos contain certain aspects that can be recognized by any nomad that has purchased that incant allowing them to determine what a particular tattoo does. A tattoo will be in effect constantly until the nomad chooses not to recharge it, as it does count toward the nomad's maximum number of ranks per day. If it is not charged, the tattoo remains in place and can be activated again simply by recharging it.



10.15.2 Bombards

A bombard is an incant that is placed into a small, easily breakable container. They follow the standard rules for thrown items and will shatter on impact activating the incant. Once a bombard is created, it will last as long as it is charged and unbroken.

10.15.3 Powders

A powder can be spread over an area, object, or item, or it can be thrown. A powder can only be thrown 5 feet in any direction and does not require a roll to hit a target. When a powder is created, it will last as long as it is charged or used.

10.15.4 Mixture

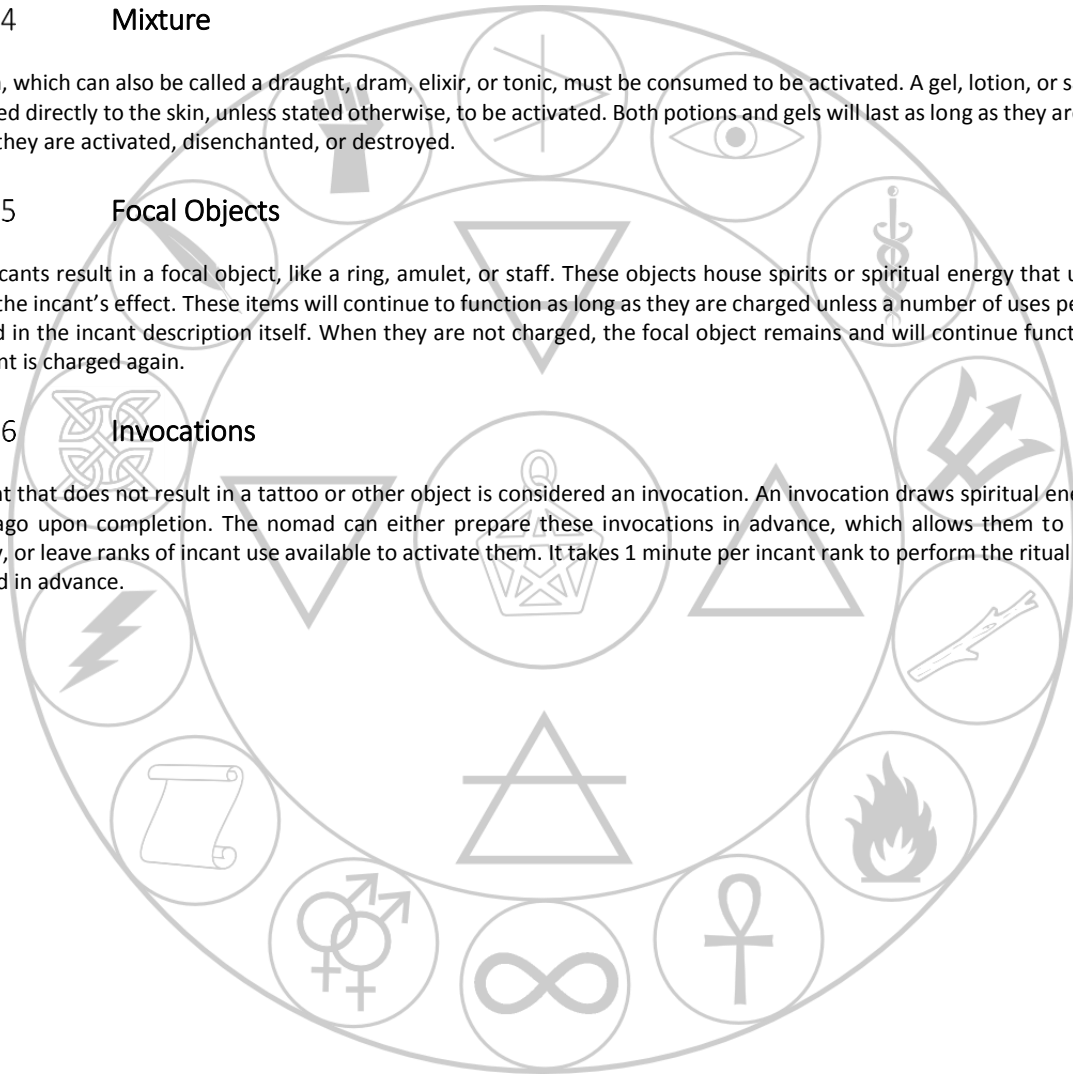
A potion, which can also be called a draught, dram, elixir, or tonic, must be consumed to be activated. A gel, lotion, or salve must be applied directly to the skin, unless stated otherwise, to be activated. Both potions and gels will last as long as they are charged or until they are activated, disenchanting, or destroyed.

10.15.5 Focal Objects

Some incants result in a focal object, like a ring, amulet, or staff. These objects house spirits or spiritual energy that ultimately creates the incant's effect. These items will continue to function as long as they are charged unless a number of uses per day are specified in the incant description itself. When they are not charged, the focal object remains and will continue function when the incant is charged again.

10.15.6 Invocations

An incant that does not result in a tattoo or other object is considered an invocation. An invocation draws spiritual energy from the Kurago upon completion. The nomad can either prepare these invocations in advance, which allows them to use them instantly, or leave ranks of incant use available to activate them. It takes 1 minute per incant rank to perform the ritual if it is not prepared in advance.





10.16 Incants

Core Incants

Abeyance Brew
AkvoSerael
Amulet of Divine Protection
Amulet of Magic Protection
Assume
Bond Summon
Contrainder of Spirit Deprivation
Dark Transcript
Elixir of Wakefulness
Endow Thought
Eviction Ritual
Green Touch
Life Liight
Living Staff
Memory Elixir
Memory Stone
Mist Bombard
Object of Spirit Ward
Philter of Regression
Portal Disruption Powder
Remove Seal
Revealing Mist Bombard
Sleep Bombard
Sleep Draught
Smoke Bombard
Spirit Barricade
Spirit Bombard
Spirit Call
Spirit Guard
Spirit Snare
Spirit Sound
Stones of Connection
Third Eye
Whispering Call

Preserver Incants

Arithmetic Snuff
Brew
Corpse Ward
Courage Draught
Deep Sleep
Dram of Energy
Hangover Liquor
Healing Sleep
Infertility Lotion
Love Potion
Luck Amulet
Power Patch
Raz-Beri's Berry Tonic
Sago Weed
Ship's Veil
Strength Patch
Strength Seal
Suppress Pain
Tonic
Trace Spirit Link
Will Patch

Troubadour Incants

Animal Dance
Baton of Dancing
Calling on the One
Coordination Jig
Dance of Distraction
Dance of the Lights
Erasure Song
Heart of Courage
Lute Lamp
Message Song
Mood Ring
Pacifier Pipe
Robes of Style
Rolling Hills
Shadow Cream
Sleep Awaits
Spirit Dirge
Still Waters
Stone Song
Synchro Dance
The Howling
The Mocking
The Praising
The Telling
Wary of the Night
Yes Song
Zephyr Polka

Seeker Incants

Acid Salve
Animal Bind
Anklet of Dexterity
Armband of Fortitude
Assimilation
Breath Gel
Crystal Gate
Ethereal Salve
Ferret Object
Fire Salve
Gauntlet of Strength
Gem of Perception
Headband of Intelligence
Iron Salve
Mirror of the Past
Moon Boots
Moon Crystal
Moon Shroud
Moon Sleep
Shock Salve
Soul Sight
Spirit Exchange
Spirit Scout
Spirit View
Thermal Salve

Second Lifer Incants

Addiction Power
Amulet of Deception
Arthritis Potion
Bond Pain
Brain Fevers Draught
Dose of the Itch
Fear Draught
Grippe Dose
Moon Shroud
Pain Bombard
Potion of the Lamprey
Powder of Phantasm
Ring of Likeness
Ring of Subjugation
Sobriety Lozenge
Spirit Guise
Spirits of Consumption
Tongue Ring
Vial of Ill Omen



10.16.1 Core Incants

Abeyance Brew

Type: Mixture
Base Cost: 1200
Skill: Herbology
Special Ingredients: Quicksilver

This powerful potion is made from very rare herbs and plants, and is used to temporarily halt the degeneration of aging. After drinking this brew, the drinker will halt aging for 2 years times the rank of the incant. If another brew is made, the effects of the incant ends, but the target does not revert their age.

Secondary Effect (Herbology): With a 4d6 vs. Herbology check, the brew will reverse the effects of ageing, growing in reverse years until the brew reaches its end. This requires 1 oz of quicksilver or special refined mercury.

Amulet of Magic Protection

Type: Focal Object
Base Cost: 500
Skill: Channeling
Special Ingredients: Terisium



An amulet when worn on a chain around the neck, near the heart, this amulet can absorb part of any magical effect. While active, for 4 rounds the user gains 1 rank of resist Magic per 2 ranks of the incant.

Secondary Effect (Channeling): Each die made versus this skill increases the duration by 4 rounds. With a 4d6 check and an ounce *Terisium* used to make the amulet, this duration will last a week.

Amulet of Divine Protection

Type: Focal Object
Base Cost: 500
Skill: Channeling
Special Ingredients: Terisium

An amulet when worn on a chain around the neck, near the heart, this amulet can absorb part of any divine effect. While active, for 4 rounds the user gains 1 rank of resist Divine per rank of the incant.

Secondary Effect (Channeling): Each die made versus this skill increases the duration by 4 rounds. With a 4d6 check and some *Terisium* used to make the amulet, this duration will last a week.

AkvoSerael

Type: Mixture
Base Cost: 100
Skill: Herbology
Special Ingredients: none

This potion, used in the Seraie, opens a mind to communication with the Kurago. This is used this for the first time so a potential nomad can find and bond with his guardian spirit. The imbiber must FAIL a check of the ritual's rank in dice against HEA. Failing this check puts the target into the proper trance. If the potion fails, repeated attempts with another Trance Potion are allowable.

Secondary Effect (Herbology): Each 2 dice made versus this skill makes the drinker have to reroll their save if they were to succeed the check.

Assume

Type: Invocation
Base Cost: 1500
Skill: Channeling
Special Ingredients: none



This incant allows the incantor's guardian spirit to gain access to the material world for an hour. The nomad's spirit is set aside and the guardian spirit takes possession of the nomad's body. The nomad's spirit appearances changes to resemble the guardian's resemblance in life. All magical means of detecting, scanning, and identification will sense the spirit instead of the incantor. However, a mirror will reflect the image of the nomad, not the guardian. Depending on how powerful the incant is, will determine how much the guardian spirits skills pull through. For each rank of the incant, the guardian spirit gets 2500 experience for skills and abilities. The guardian spirit is considered base nomad, and cannot use rate burning spells or make incants.

Secondary Effect (Channeling): For every 2 dice made against this skill, multiply the experience to be used by 2.



Bond Summon

Type: Mixture
Base Cost: 800
Skill: Channeling
Special Ingredients: Piece of the Victim

The incantor must possess a small bit of his intended target's body, (a lock of hair, a nail clipping, a scrap of skin, etc.) He incorporates this object into an effigy of the target while creating the incant. Upon activating the Effigy, the intended target must make a WIL save equal to the rank of the incant. If they fail, they must make their way as fast as they can to the incantor. If the destination is impossible to reach when the target uses every resource they can possibly use, the effect ends, and the incantor will feel the incantation fail. The target must attempt to get to the destination for at least 1 hour per rank of the incant.

Secondary Effect (Weaving): If a 2d6 versus this skill was made, the incantor can designate a specific safe destination for the victim to go instead. For each rank versus this skill, the victim will be forced to try to make their way to the destination for another hour.

Container of Spirit Deprivation

Type: Focal Object
Base Cost: 500
Skill: Carpentry
Special Ingredients: none

The incantor creates a container out of strong solid materials with no holes or gaps bigger than one inch. It also may have up to one opening, which can be no bigger than a 3'x7' and must be able to seal shut. The rank of the incant times 3' is the maximum of any dimension of this container. Once complete, it serves as an area isolated from the Kurago and any of its spirits. Nomads cannot make incants while sealed in this container, and a spirit possessing a body cannot flee or escape its host. Anyone possessed by a spirit or a second lifer is free of their influence while inside, but becomes instantly repossessed upon leaving.

Secondary Effect (Carpentry): For each die made against this skill, the maximum dimension of the container can be increased by 3', and per 2 dice can create another sealable opening.

Dark Transcript

Type: Tattoo
Base Cost: 500
Skill: Tattooing
Special Ingredients: none

This incant creates a tattoo of an eye on the incantor's body, and lures an animal spirit to the tattoo. If the tattoo is exposed while the nomad sleeps, when he awakens images seen by the spirit during his sleep appear in his mind. The spirit can perceive up to 10 feet per rank of the incant. Creating a new Dark Transcript releases any previous animal spirits bound to this incant.

Secondary Effect (Tattooing): For each die made against this skill, the nomad can take a die off the PER check to wake up from their sleep.

Elixir of Wakefulness

Type: Mixture
Base Cost: 100
Skill: Herbology
Special Ingredients: none

This bitter potion keeps the target awake and alert. When drunk, for 10 minutes the user gains 1 rank of resist Sleep per rank of the incant.

Secondary Effect (Herbology): Multiply the duration of the incant by how many dice was made versus this skill.



Endow Thought

Type: Invocation
Base Cost: 200
Skill: Channeling
Special Ingredients: none

The nomad touches a non-living object, or part of a large non-living object and concentrates on a sight, impression, or message. The vision and impression are then felt by anyone touching the object within the next 2 days per rank of the invocation, and will persist even if the incantor dies or if the incant is recharged.

Secondary Effect (Channeling): With a 4d6 check versus this skill, this message can be accompanied by an image of the incantor, accompanied with his personality and knowledge upon creating the incant. This personality can be interacted with, but only appears to those touching the object.

Eviction Ritual

Type: Invocation
Base Cost: 800
Skill: Channeling
Special Ingredients: none



This Ritual is used to remove a spirit or second lifer that is possessing a victim. The nomad begins by chanting for at least a round for every rank of the ritual. At the end of the chant, the possessing spirit must make a WIL check of a number of dice equal to the rank of the invocation. Failing this roll forces the spirit from the body and back into the Kurago, banishing it for at least as many years as the rank of the ritual. The formerly possessed person retains his memory of all the events that occurred since his possession.

Secondary Effect (Channeling): For each die made against this skill, the incantor can reduce the number of rounds of chanting required by 1, to a minimal of 1 round.

Green Touch

Type: Tattoo
Base Cost: 500
Skill: Channeling
Special Ingredients: none



The nomad creates a mark on their thumb, and lures an animal spirit to the tattoo. This marking enchants their thumb such that when they snap their fingers, it will glow green and impart life onto plants it touches. At rank one this invocation can restore a wilted flower, the second would restore a small bush, the third a single tree. Rank four would restore a 10' radius circle of plants and each higher rank would double this area. This can only be used to help a still living plant, dead plants are unaffected.

Secondary Effect (Channeling): When the nomad snaps their fingers, they can make a channeling check to speed the growth of a seed, providing all the nutrients required. A one die check will double the growth rate, a 2 die check will quadruple this rate, and a 4 die check will make the plant grow within a few rounds. This can only be done to a seed or seeds which the incant can normally target

Life Light

Type: Focal Object
Base Cost: 500
Skill: Channeling
Special Ingredients: Silver Dust



A small vial is filled with a mixture of silver dust and the blood of the targeted individual. The nomad holds the vial and touches the target during the creation of this talisman. The vial begins to glow softly with a silver glow, as long as the target is still alive and within a 50 x rank mets of the vial.

Secondary Effect (Channeling): The incantor can make the vial glow based on how much DP the target has left. The level of stages which it will glow is based on the number of dice made versus this skill. 1 die will only glow full, half, and dead; 2 die will glow full, 2/3, 1/3, and dead; 3 die will glow full, 3/4, half, quarter, and dead; and so on.



Living Staff

Type: Focal Object
Base Cost: 500
Skill: Channeling
Special Ingredients: Wooden staff

This staff, when implanted into the ground, will grow into shelter made out of a tree. When growing the house will accommodate its surroundings into the shelter, preventing any damage to any structures or creatures. The rank of the staff will determine how big the structure of the tree house is, accommodating a number of people per rank comfortably. This takes 1 minute per rank of the incant to make the shelter, and 1 minute to return it to staff form.

Secondary Effect (Channeling): The incantor can also use the staff to disguise themselves as a tree. For each die made versus this skill, that's the number of dice + 1 versus perception others have to make to notice that the tree is more than just a normal tree.

Memory Elixir

Type: Mixture
Base Cost: 800
Skill: Herbology
Special Ingredients: Target's blood

This elixir reverses the effect of memory loss through old age, dementia, amnesia, and magic effects. The blood of the recipient is mixed into the incant, allowing it to target their spirit. Upon drinking this mixture the recipient goes into a trance as he remembers what was forgotten. He remains in this state for 5 minutes per rank of the mixture and recovers the memories of the last 5 years per rank of the mixture. This mixture can only work once on a given individual.

Secondary Effect (Herbology): For each rank versus this skill, the mixture can work on the individual again. For example, if they drank this mixture once before, then they only need a 1 die check.

Memory Stone

Type: Focal Object
Base Cost: 500
Skill: Channeling
Special Ingredients: none

Holding a small stone in his hand, the nomad concentrates on one sight, and the emotions associated with the sight. This could be the face of a loved one, a pleasant secret alcove, a stark scene of devastation, or even a scene in a play. Placing himself in a trance, this sight and emotion are permanently inscribed on the stone. This vision and emotion will be conveyed back to the incantor when he touches the stone. At rank two others touching the stone may feel this memory. At rank three the memory is detailed enough to use as a target of a spell requiring a memorized target but not a memorized location. At rank four, the sight envelopes the one holding the stone, as a visible image, and at rank five the image overwhelms reality, causing the viewer to see only this sight. At ranks six all within a 10' radius are enveloped as well. Each stone made is self sustained, allowing the nomad to make more once he refreshes the skill without ruining the previous memory.

Secondary Effect (Channeling): With a 2 die check, sounds can be heard while the memory is shared. With a 4d6 check, the memory can be altered, but only slightly for artistic appeal, the original memory and emotions must remain intact, but can be enhanced or exaggerated.

Object of Spirit Ward

Type: Focal Object
Base Cost: 800
Skill: Channeling
Special Ingredients: none

The incantor must have a symbol that is holy or symbolic to its intended possessor, and can be brandished in one hand. Weaving the incant on the item, it becomes an anathema to spirits from the Kurago. Any spirit attempting to approach the person within 10' brandishing the object must make a rank d6 vs. WIL check or be forced to flee for 4 rounds. If the spirit makes the check, they may ignore the incant the rest of the day.

Secondary Effect (Channeling): Each die made versus this skill increases the wards radius by 10'



Philter of Regression

Type: Mixture
Base Cost: 800
Skill: Herbology
Special Ingredients: none

The philter allows a willing target to regress in experience, knowledge, and spirit. Upon making this mixture with the targets blood, the nomad chants, and contacts the spirits, requesting they take away the knowledge to be regressed. This philter will allow the drinker to remove up to 5000 * rank of the incant worth of experience in skills. With their mind fresh, they are free to spend this experience regained how every they choose over the next week as they relearn new skills. This mixture is only effective on any one individual once in their life. The exp amount received from removed skills is based on the value of what the player would have to pay for the skills, not based on what the player paid for the skills. For example, if the player researched the skill, they would get the normal amount, not the researched amount they paid.

Secondary Effect (Herbology): For each rank versus this skill, the mixture can work on the individual again. For example, if they drank this mixture once before, then they only need a 1 die check.

Portal Disruption Powder

Type: Powder
Base Cost: 800
Skill: Pyrotechnics
Special Ingredients: Terisium

This powder disrupts teleportation. When thrown at a person with a missile touch attack, that person must make a rank d6 vs PWR check in order to use any kind of portal or teleportation ability or magic. If used in a spread, this can be used to create a 10' radius area which anyone trying to teleport into that area requires to make that same check.

Secondary Effect (Pyrotechnics): With each die made versus this skill, the radius by 10' for a spread. If terisium is used when making this powder, this can be thrown through an existing portal to cause it to cease functioning for 1 hour per rank of the incant.

Revealing Mist Bombard

Type: Bombard
Base Cost: 500
Skill: Pyrotechnics
Special Ingredients: none

This mixture is held in an easily broken glass container. When broken the mixture mixes with air to generate a cloud of orange smoke. The cloud is 10 feet per rank of the mixture in a radius, and is subject to normal wind effects. Any invisible objects or creatures within the cloud are clearly outlined.

Secondary Effect (Pyrotechnics): This mist will stick to any creature caught in it, and keeps them revealed even if they exit the mist (no matter what kind of invisibility). This will keep them visible for 1 minute per die made versus this skill.

Sleep Bombard

Type: Bombard
Base Cost: 1000
Skill: Pyrotechnics
Special Ingredients: none

This mixture is held in an easily broken glass container. When broken the mixture reacts with the air to form a 10' radius cloud of blue, pleasant smelling smoke. The smoke is subject to wind effects and causes all within to make a rank d6 vs. WIL check or fall into a magical sleep for 1 hour.

Secondary Effect (Pyrotechnics): For each rank versus this skill made, the radius increases by 10'



Smoke Bombard

Type: Bombard
Base Cost: 400
Skill: Pyrotechnics
Special Ingredients: none

The mixture is held in an easily breakable vial. When activated the powder ignites with the air, forming a dense cloud of black smoke that blocks all vision. The cloud is subject to normal wind effects. And has a radius of 10'. The haze from this smoke from its initial release causes creatures who breathe to make a 4d6 vs. HEA check or take a -5 to all actions and a -5 to all skills for 1 round per rank.

Secondary Effect (Pyrotechnics): For each rank versus this skill made, the radius increases by 10'

Spirit Barricade

Type: Focal Object
Base Cost: 1200
Skill: Channeling
Special Ingredients: none

The nomad infuses an article of jewelry to create this talisman that hampers spirits to which he does not have a bond with. Any spirit attempting to interact, interaction including things like possession, talking, attacking, etc. with the incanter must make a rank d6 vs. WIL. If they fail, the spirit will stop the current interaction they are attempting, as long as the user does not want this interaction.

Secondary Effect (Channeling): Each die made against this skill prevents the spirit from interacting with the nomad for another 10 minutes.

Spirit Bombard

Type: Bombard
Base Cost: 800
Skill: Pyrotechnics
Special Ingredients: none

This mixture consists of a powder in a easily broken glass container. On contact with the air the powder produces a cloud of red scintillating smoke. This smoke is affected by normal wind effects and has a radius of 10' per rank. Any ethereal or immaterial creature is perfectly outlined within the mist, revealing them despite any concealing effects. If the spirit fails a rank of the incant vs. PWR while in the mist they become material, obtaining a form that best fits their shape, and maintaining the ability to fly. They will become material 1 round after they exit the mist.

Secondary Effect (Pyrotechnics): For each rank made against this skill, the duration the spirits remain material when they exit the mist increases by 1 round.

Spirit Call

Type: Invocation
Base Cost: 500
Skill: Channeling
Special Ingredients: none

The nomad uses this ritual to call forth a spirit from the Kurago to manifest itself in the material plane. Those present must concentrate on him and not disturb the area with negative thoughts. The nomad spends the time building up the ritual, and then with an enormous effort of will attempts to draw the spirit in question from the Kurago to himself. If the spirit fails a check against Will of die per rank of the ritual, or is willing, it is pulled to the nomad and then must manifest itself, either visibly as a ghost, or through sound, or through possession of the incanter. This ritual lasts for an hour, and the spirit can follow the incanter around.

Secondary Effect (Channeling): Each die made against this skill allows the ritual to last another hour.

Spirit Guard

Type: Tattoo
Base Cost: 1000
Skill: Tattooing
Special Ingredients: none

The nomad calls a spirit to defend him in the case of misfortune. While being tattooed the nomad seeks out an animal spirit to aid him, the tattoo resembling that animal. When in danger 1/day, the nomad can call out the spirit to aid him. The max rating of this creature that can be called upon equals then rank of the incant * 10. The animal will aid the nomad for an hour or until death, then return to the tattoo.

Secondary Effect (Tattooing): For each 2 dice made versus this skill, increase the number of uses per day by 1



Spirit Snare

Type: Focal Object
Base Cost: 800
Skill: Channeling
Special Ingredients:: none

A large quartz crystal is endowed with spiritual magic. Any spirit other than the incantor's guardian whom touches the crystal must make a rank d6 vs. WIL or be ensnared within the crystal. The spirit can only be released by smashing the crystal. Only one spirit per round may be pulled into the crystal.

Secondary Effect (Channeling): Each die made against this skill increases the number of spirits that can be pulled into the crystal per round by 1.

Spirit Sound

Type: Focal Object
Base Cost: 500
Skill: Channeling
Special Ingredients:: none

Taking a small earring, the incantor uses this incant to endow it with the ability to listen to any nearby spirits. While worn, the wearer can hear nearby spirits. The difficulty to hear the spirits while wearing this incant if there is no spiritual interference is 6d6 vs. PER. Each rank in this incant allows the nomad to take 1 die off this check.

Secondary Effect (Channeling): Each die made versus this check grants the nomad 1 rank of a special language skill which applies to all languages, but only for the purpose of understanding the spirits.

Stones of Connection

Type: Focal Object
Base Cost: 250
Skill: Channeling
Special Ingredients: Identical small Pearls

The nomad gathers a number of nearly identical small pearls. He may use as many pearls as the ritual rank plus one. After the ritual is complete, when someone picks up one of these pearls, they will know where any of the other pearls are. If someone else is holding a pearl, both can tell who the other is if they are familiar with that person, if not they just know someone else is touching the pearl. This connection only works as long as they are on the same plane.

Secondary Effect (Channeling): With a 2d6 check versus this skill, those holding the pearl will know if another holding the pearl dies. With a 4d6 check, those holding the pearls will know if the others are in danger.

Third Eye

Type: Tattoo
Base Cost: 500
Skill: Tattooing
Special Ingredients: none

The nomad or another person tattoos the image of an eye somewhere on their body. After the image is set, the nomad goes into a deep trance and lures an animal spirit to the tattoo. The nomad is afterward able to see from this eye as well as his normal eyes. The nomad may see up to 10 feet per rank of the ritual from this new eye. Only one such eye will function at a time.

Secondary Effect (Tattooing):

Whispering Call

Type: Invocation
Base Cost: 250
Skill: Channeling
Special Ingredients: none

The nomad goes into a trance, with a target or targets in mind, speaking to their guardian spirit, which then carries the message on to the intended target or targets equal to the rank of the incant. This message is passed through the kurago, which can go through to a different plane. The full message is then whispered or spoken to the target, the incant allowing them to hear only the message. The message takes 10 minutes to reach their targets.

Secondary Effect (Channeling): Each die made versus this skill reduces the time it takes for the target(s) to receive the message. 1 die reduces the time to 5 minutes, 2 dice to 2 minutes, 3 dice to 1 minute, 4 dice to 30 seconds, 5 dice to 4 rounds, and 6 dice to 1 round.



10.16.2 Preserver Incants

Arithmetic Snuff

Type: Mixture
Base Cost: 500
Skills: Mathematics
Special Ingredients: none

When sniffed through the nose, this powder awakens latent areas in the user's brain. Tasks that involve mathematical abilities are made at a die less per incant rank. This also increases the missile modifier of the user by 2 per incant rank. This effect lasts for a number of hours equal to the incant rank.

Secondary effect (skill Mathematics): For each die made in the Mathematics skill (Stat: INT, BC: 150), up to the rank on the incant, the user can add an additional 2 points to their missile modifier.

Brew

Type: Mixture
Base Cost: 1000
Skills: Herbology
Special Ingredients: none

This collection of brews fortifies the body against a number of different effects. When the target consumes the brew, they are protected from an effect based on the rank of the incant. When a listed effect will occur via spells or chemicals, the resistance check is lowered by 2 dice. Once an effect has been used, it wears off, but other effects remain. The brew will last a total of 1 day per incant rank. The effects by rank are: 1. Sickness 2. Sleep 3. Paralysis 4. Possession 5. Poison 6. Death

Secondary effect (skill Herbology): For every two dice made against Herbology, the incant will protect against one additional lower ranking effect.

Courage Draught

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: 100+ year old wine

This mixture endows the user with greater courage to face any task. The nomad can lower resistance checks against fear spells and mind altering magic by one die per rank of the incant. In addition, while the incant is in effect, the user's INT is lowered by 1 per rank. The draught lasts for 1 hour per incant rank. An unwilling target can make a PWR resistance check equal to the rank of the incant.

Secondary effect (skill Herbology): For every two dice against the Herbology skill, the user gets +1 to all damage rolls by melee or missile weapons, but loses their DVs from their weapon.

Corpse Ward

Type: Focal Object
Base Cost: 500
Skills: Jeweler
Special Ingredients: holy symbol
sapphire (optional)

Using this ritual, the nomad focuses spiritual energy into a priest holy symbol. Once the ritual is complete, the object becomes an anathema to undead beings. When the holy symbol is brandished at an undead, it must make a WIL resistance check equal to the rank of the incant or flee from the holy symbol. If an undead successfully resists the holy symbol, the spiritual energy leaves the object and it must be recharged to be used again.

Secondary effect (skill Jeweler): If the nomad makes a 4d6 Jeweler check when creating or recharging this incant, they can implant a sapphire into the holy symbol. If an undead fails the WIL check, they must also make a CSE check at one less dice. If they fail this check, they turn to dust.



Deep Sleep

Type: Invocation
Base Cost: 1000
Skills: Hypnosis
Special Ingredients: none

The nomad uses this to place him or a willing target into a deep, coma-like sleep from which he cannot be awakened. When beginning the ritual, he decides how long the sleep should last and the target will slowly enter a trance. In that state, the target will not need food nor drink and very little air. The target ages but a single day for each rank of the incant. The maximum sleep time is based on rank: 1. 1 year 2. 16 years 3. 81 years 4. 256 years 5. 625 years 6. 1,296 years. After specified sleep time is up, the target awakens with no knowledge of events that occurred while in the trance.

Secondary effect (skill Hypnosis): If the nomad makes a 2d6 Hypnosis check while invoking this incant, they can state a condition when the target will awake in addition to the time limit. They can specify an additional condition for each additional two dice.

Dram of Energy

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: none

This mixture alleviates the fatigue of the user and increases his PER by 1 per rank of the incant. The user will also become agitated and more argumentative. The user suffers a 1 point penalty per incant rank to all CSE checks. Once consumed, the incant will last a number of hours equal to the incant rank.

Secondary effect (skill Herbology): For each die made in Herbology, the nomad can lower the penalty to CSE caused by this incant.

Hangover Liquor

Type: Mixture
Base Cost: 250
Skills: Brewing
Special Ingredients: none

This powerful, but deceptive liquid causes effects similar to alcohol. When someone consumes the potion, which can be mixed with other liquids, they must make a resistance check against HEA equal to the rank of incant. Two hours after failing, they will have a severe headache, dizziness, and a general malaise resembling the after effect of excessive drinking.

Secondary effect (skill Brewing): For each die of Brewing made while creating this incant, the amount of time for this incant to take effect is reduced by 20 minutes per die.

Healing Sleep

Type: Invocation
Base Cost: 500
Skills: First Aid
Special Ingredients: none

This ritual lulls a willing target into a deep sleep where they feel no pain. The healing rate of the target is multiplied by 1 + the rank of the incant.

Secondary effect (skill First Aid): If the First Aid skill is made, the user's healing rate is further multiplied by the number of dice made in the skill.

Infertility Lotion

Type: Mixture
Base Cost: 250
Skills: Herbology
Special Ingredients: none

This lotion is applied to a woman's abdomen to prevent her from becoming pregnant by normal means. This effect will last a number of months equal to the rank of the incant.

Secondary effect (skill Herbology): If the Herbology skill is made, multiply the duration of the incant by 1 + the number of dice made in the skill.



Love Potion

Type: Mixture
Base Cost: 500
Skills: Seduction
Special Ingredients: none

This brew directly effects the drinker's emotions and after drank they must make a resistance check against WIL equal to the rank of the incant. If the target fails, he will fall madly in love with the next person he sees of the sex he would normally be attracted to. This state will last for a number of days equal to the rank of the incant.

Secondary effect (skill Seduction): If a 4d6 Seduction check is made, the nomad can choose the individual that the drinker fails in love with instead of it being the first person they see. The person must still be of the sex the drinker would normally be attracted to.

Luck Amulet

Type: Focal Object
Base Cost: 1000
Skills: none
Special Ingredients: none

Creation of this amulet allows its possessor to alter events of chance. After any dice roll, the result can be changed by one pip for each incant rank (up to the maximum or minimum possible die roll). Only one amulet can be used by a single person in a round and then only if they are being affected by the result or are aware of the event they are modifying. A roll can only be modified as much is the highest rank luck amulet used. Once used, the amulet must be recharged to be used again.

Power Patch

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: none

The nomad uses a 2" x 3" patch of cloth and soaks it in a mixture of uncommon herbs. When the patch dries, he performs the ritual and applies it to a wearer's body. For a number of hours times the rank of the incant, the wearer receives a +2 bonus to their PWR attribute per rank of the incant.

Secondary effect (skill Herbology): For each 2 dice made in the Herbology skill, the wearer will also gain 1 elemental unit at the time the incant is invoked.

Raz-Beri's Berry Tonic

Type: Mixture
Base Cost: 250
Skills: First Aid
Special Ingredients: none

The nomad creates a sweet mixture of various berries. When this mixture is consumed, the consumer gains 1d6 DP per rank of the incant.

Secondary effect (skill First Aid): For every 2 dice in First Aid made the drink also gets that number of ranks in Regeneration for 5 minutes per incant rank.

Sago Weed

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: special herbs

This is a special blend of rare herbs. Once prepared, the nomad can invite up to 2 of his friends to share in smoking the mixture. This will take up at least 1 hour during which time the smoke penetrates the smokers and clears their thoughts of excess emotions, fears, and other mental aberrations. For the following 4 hours, the effected smokers get a 2 point bonus to all CSE rolls per rank of the incant which are not cumulative with any other CSE bonuses. This will also temporarily clear many mental illnesses from the minds of the effected for the same period of time.

Secondary effect (skill Herbology): For each die made in the Herbology skill, an additional person can share the incant.

Ship's Veil

Type: Invocation
Base Cost: 500
Skills: Artistry
Special Ingredients: none

While aboard a target ship, the nomad slowly draws a seal on the deck of the ship in chalk. While active, the ship becomes cloaked and requires a PER check equal to 3 plus the rank of the incant to spot. The effect lasts for 30 minutes times the rank of the incant. If the ship is ever hit with a weapon, it is revealed and the incant ends.

Secondary effect (skill Artistry): The nomad can further extend the veil to include other ships or creatures in a 50' radius per dice of skill made.



Strength Patch

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: none

The nomad uses a 2" x 3" patch of cloth and soaks it in a mixture of uncommon herbs. When the patch dries, he performs the ritual and applies it to a wearer's body. For a number of hours times the rank of the incant, the wearer receives a +2 bonus to their STR attribute per rank of the incant.

Secondary effect (skill Herbology): For each 2 dice made in the Herbology skill, the wearer will also get +1 to damage from any melee weapon they use during the duration.

Suppress Pain

Type: Invocation
Base Cost: 250
Skills: Diagnosis
Special Ingredients: none

The nomad inserts thin iron needles in the body of the sufferer (himself possibly) into major nerves leading from an injured body area. He then uses the needles to channel his ritual to the nerve, ordering it to stop transmitting pain to the sufferer's brain. Any check the sufferer must make because of his pain is reduced by one die for each rank of the incant. The effect will last for a number of hours equal to the incant.

Secondary effect (skill Diagnosis): If a 3d6 Diagnosis skill is made, the body area can be used as normal during the incant duration assuming they can get past the pain. For example, a broken leg can be used for sprinting or an arm can be used for heavy lifting.

Tonic

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: none

This collection of brews fortifies the body against a number of different effects. When the target consumes the brew, they are protected from an effect based on the rank of the incant. When a listed effect will occur via spells or chemicals, the resistance check is lowered by 1 die. Once an effect has been used, it wears off, but other effects remain. The brew will last a total of 1 day per incant rank. The effects by rank are: 1. Sickness 2. Sleep 3. Paralysis 4. Possession 5. Poison 6. Death

Secondary effect (skill Herbology): For every two dice made against Herbology, the incant will protect against one additional lower ranking effect.

Trace Spirit Link

Type: Invocation
Base Cost: 500
Skills: Channeling
Special Ingredients: none

The nomad concentrates on a seal, tattoo, item, or person that is currently enchanted with spiritual energy and prepares this invocation. When complete, the nomad rolls 1d6 per rank of the incant and the GM or original nomad roll 1d6 per rank of the target incant. If this incant rolls higher, the nomad will know the distance and direction to anything that is linked to the target incant. This effect will last for 2 hours times the rank of the incant.

Secondary effect (skill Channeling): If a 3d6 Channeling skill is made, the nomad will also be able to see any other incants linked to the same source.

Will Patch

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: none

The nomad uses a 2" x 3" patch of cloth and soaks it in a mixture of uncommon herbs. When the patch dries, he performs the ritual and applies it to a wearer's body. For a number of hours times the rank of the incant, the wearer receives a +2 bonus to their WIL attribute per rank of the incant.

Secondary effect (skill Herbology): For each 2 dice made in the Herbology skill, the wearer will also get an additional plus +1 bonus to their grapple defense value.



10.16.3 Troubadour Incants

Most troubadour incants are performed by singing to the accompaniment of a musical instrument. The nomad may perform both, or may sing while another plays. In either case, a successful skill check against **both** the singing skill and the instrumental music skill of a number of dice equal to the rank of the incant must be made for the incant to take effect. The singer's allies are those within earshot whom he is traveling with and he trusts. Multiple songs have no cumulative affect; only the first song's effects occur.

Animal Dance

Type: Song
Base Cost: 100
Skills: Dancing
Special Ingredients: none

When the nomad begins to play or sing, all small, non-hostile animals within hearing must seek out the singer, and then form a line behind him and dance as he does. The creatures may make an RC vs. WIL of 1d6 for each rank of the incant. Any hostile actions in the area will immediately dispel this incant.

Secondary Effect (Skill Dancing): For each die of dancing made, onlookers of this dance must make an RC vs. WIL equal to the number of dice made in dancing with a maximum of the incant rank or must also join the dancing. While dancing, individuals can perform actions as long as they remain in the line and continue dancing.

Baton of Dancing

Type: Focal Object
Base Cost: 1000
Skills: Various
Special Ingredients: wooden baton

A nomad uses this incant to change any shaft of wood into a baton. With the baton in hand, the nomad brandishes it before his target(s) and begins to dance. If the target(s) sees the baton and fails an RC vs. WIL equal to the incant rank, he must dance as the nomad does, until the nomad tires and stops. The nomad and his target(s) can neither speak nor take any other actions while dancing. Any hostile actions in the area will immediately dispel this incant.

Secondary Effect: Instead of dancing, the user can perform some other non-combat skill that others could do, such as Juggling, Farming, or Sneaking. All of the people affected by the incant can do that action as the nomad does. The nomad must make the skill equal to the rank of the incant.

Calling on the One

Type: Song
Base Cost: 250
Skills: none
Special Ingredients: none

The nomad begins his song, naming one person he knows reasonably well (GM discretion). If during the course of the song the named person hears the music from whatever distance (including through magical or technological means), and fails an RC vs. WIL of a number of dice equal to the rank of the incant, that person must make his way to the singer and stand before him. At that point, the song's effects end, and the person is free to do as he will. He will realize that he has been called.

Coordination Jig

Type: Song
Base Cost: 500
Skills: Dancing
Special Ingredients: none

While the nomad sings or plays this song, all his allies within earshot temporarily gain +2 per rank to their AGI for the purpose of making AGI checks.

Secondary Effect (Skill Dancing): The nomad may also dance while playing and singing. For each die in dancing they make, up to the rank of the incant, his allies add an additional +1 to their AGI.

Dance of Distraction

Type: Song
Base Cost: 500
Skills: Dancing
Special Ingredients: none

While this song is heard, those not warned beforehand lose 2 points of PER for each rank of the incant for the purpose of making PER checks. The nomad will often use this to distract opponents from noticing what his allies are up to.

Secondary Effect (Skill Dancing): If the affected people can also see the nomad dancing, they lose additional points of PER equal to the number of dice made in dancing, up to the rank of the incant.



Dance of the Lights

Type: Song
Base Cost: 100
Skills: Dancing
Special Ingredients: none

The nomad uses this song to attract the attention of fire spirits. Shortly after he starts singing, they swarm about him, casting a flickering light into even the darkest places. They cannot, however, overcome magical darkness. At rank one they are equivalent to a single torch. By rank six, they shed the brightness of full daylight.

Secondary Effect (Skill Dancing): On a successful dancing check, all observers must make a RC against their PER equal to the number of dice made in dancing (up to the rank of the incant). If they fail this check, they are temporarily blinded for as long as the incant lasts plus one round.

Erasure Song

Type: Song
Base Cost: 500
Skills: Acting
Special Ingredients: none

The nomad starts this song, singing in its lyrics about some event or piece of knowledge. Everyone within hearing whom is not his ally must make a RC of the incant rank vs. his WIL or forget about the subject of the song for 12 hours times the rank of the incant.

Secondary Effect (Skill Acting): Instead of erasing a memory, the nomad can make a check vs. Acting equal to the rank of the incant while singing about an event or other piece of knowledge they wish to project. All listeners must attempt the same RC, but instead believe they remember the subject of the song.

Heart of Courage

Type: Song
Base Cost: 500
Skills: Musical Comp.
Special Ingredients: none

While singing, all of the nomad's allies can make WIL checks as if their WIL has 2 points higher per incant rank.

Secondary Effect (Skill Musical Composition): For each dice in Musical Composition up to the rank of the incant made, the nomad's allies get an additional +1 to their WIL. Alternately, the nomad can make a Musical Composition check up to the rank of the incant and all within the radius can attempt a WIL check equal to the skill check made. If they fail, they have all fear based effects removed from them whether magical or not and cannot be effected by fear effects while the song is playing.

Lute Lamp

Type: Focal Object
Base Cost: 100
Skills: Channeling
Special Ingredients: none

A lute enchanted with this spiritual magic creates an area of 10' per rank of the incant in faint shimmering and sparkling light about the player when it is player in the dark, or in moonlight. This light is only equal to one half the light of a torch, but its shimmering and sparkling nature is very catching to the eye.

Secondary Effect (Skill Channeling): If the nomad makes a 4d6 Channeling check while making or recharging this incant, it can be used to lull non-intelligent creatures to sleep. As long as combat is not occurring, non-intelligent living creatures must make a WIL check equal to half to rank of the incant or fall asleep.



Message Song

Type: Song
Base Cost: 250
Skills: Hypnosis?
Special Ingredients: none

This song is targeted to one person per rank of the incant. Each of the targeted people must be within earshot and be well known to the nomad. Accompanied on some instrument, the nomad begins to sing. Using his knowledge of his targets, and using the spiritual magic to draw their attention to his verse, the nomad conveys a message of his choosing to his targets. Listeners other than his target hear the lyrics, but not the message. The song may last for as long as one minute per rank of the incant, and may contain up to half that time in spoken message.

Secondary Effect (Skill Hypnosis): If the nomad makes a hypnosis check equal to the rank of the incant, they may instead implant another song based incant into the message. Unlike the standard use, the nomad doesn't have to know the targeted people. The embedded incant will then only apply to the targeted people and they will get any resistance check of the embedded incant.

Mood Ring

Type: Focal Object
Base Cost: 500
Skills: none
Special Ingredients: none

A nomad creates this item by procuring a silver ring and assembling himself and any musician friends in a quiet place, where they will not be disturbed. He and they begin to play as he begins to concentrate on the ring. Any instrumentation will work, but any singing must be without words. The incant records the sounds of their music within the ring, for a time of up to one hour times the rank of the incant. Thereafter, whenever the ring is worn, it will sense the prevailing mood of those around it, and select a portion of the music it knows and project it as if it were being played off in the distance. If there is no appropriate selection or portion, it will remain silent. The higher the rank of the incant, the larger amount of music held within, and the greater chance that there is appropriate music at any one time (GM's discretion). This ring will substitute for the instrumental music skill for the use in incants up to the rank of the mood ring.

Pacifier Pipe

Type: Focal Object
Base Cost: 1000
Skills: Musical Comp.
Special Ingredients: none

A pipe or recorder endowed with this incant is very soothing to hear. Those within hearing must make a RC vs. WIL of 1d6 for each rank of the incant each round they attempt to be violent, and if they fail, they do nothing for the round. This incant will affect all within range, including the nomad's companions.

Secondary Effect (Skill Musical Composition): If the nomad makes a musical composition check equal to the incant rank, he may specify a different action, instead of violence, to be pacified. Anyone attempting the action must make the RC or perform no action on the round.

Robes of Style

Type: Focal Object
Base Cost: 500
Skills: Camouflage
Special Ingredients: none

Taking a newly spun and sewn robe, the nomad endows it with the ability to change shape, size, and color to match his tastes and desires. This robe can change appearance once per day for each rank of the incant.

Secondary Effect (Skill Camouflage): If the wearer of the robe makes a camouflage check while using the robes, which can be up to the rank of the incant, they can blend in with the environment as if the equivalent camouflage check were made at two dice higher. For example, a 3 die camouflage check in Robes of Style would be the same as making a 5 die camouflage check without them. Using the robes in this manner counts as one use of the robes in the given day.



Rolling Hills

Type: Song
Base Cost: 200
Skills: Channeling
Special Ingredients: none

The sound of this song lulls earth spirits into making the singer's and his allies' passage easier. Adventurers may run on solid ground for two hours without tiring for each rank of this incant. Those affected by this incant cannot be affected again until after a full night's rest. Also, for each rank of the incant, the group's average speed will increase by 20 percent.

Secondary Effect (Skill Channeling): If the nomad makes a 4 die Channeling check, the nomad can use this incant in combat. In addition to its normal effects, it will grant the singer's allies an additional attack per round. This additional effect will only function for a number of rounds equal to the rank of the incant and only while the nomad is performing it. This additional attack does not stack with other methods of getting additional attacks.

Shadow Cream

Type: Mixture
Base Cost: 250
Skills: Herbology
Special Ingredients: none



The nomad spreads this cream over the target's face to change the target's appearance to what the caster desires. Others must make a PER check of (1+1 per incant rank)d6 to see through this disguise. The effect lasts until the target sleeps, washes, gets wet, or otherwise disturbs the cream. The cream will last at most 1 day per incant rank.

Secondary Effect (Skill Herbology): If the nomad makes a 2 die check against Herbology, the incant is waterproof. If the nomad makes a 4 dice check, the cream is very thick and withstands being disturbed, but not sleep.

Sleep Awaits

Type: Song
Base Cost: 500
Skills: Musical Comp.
Special Ingredients: none

The singer's opponents and willing allies hearing this song must, sometime during its duration, make an RC against WIL of a number of dice equal to this incant's rank. If they fail, they fall into a deep, but natural, sleep. The music is soft, subliminal, and unobtrusive. If the nomad is playing this to place opponents asleep, the opponent will only notice the attempt if the resistance check is made by four or more below what was needed.

Secondary Effect (Skill Musical Composition): If the nomad makes a Musical Composition skill equal to the rank of the incant, he can use this incant in a combat situation. Anyone failing the check, gets very tired and loses one-quarter their movement speed and one attack per round (or can only attack every other round if they get one attack). When combat is over, the affected individuals will fall asleep if the song is still playing.

Spirit Dirge

Type: Song
Base Cost: 100
Skills: none
Special Ingredients: none

The singer sings this song for a dying companion. The song assures the spirit's path to the Kurago is clear, and makes the Kurago ready to receive the spirit. Pain and agony are partially alleviated, and the passing becomes as peaceful as possible.

Still Waters

Type: Song
Base Cost: 250
Skills: Channeling
Special Ingredients: none

The singer lulls water spirits into calming the waters about his boat for a radius of about 100 feet. Each rank of this spell calms the water's surface by one step in this sequence: smooth water, gentle waves (less than 1'), choppy water (1-2'), heavy waves (3-6'), storm (7-12'), monsoon (13-24'), hurricane (24'-48') and tidal wave (>48').

Secondary Effect (Skill Channeling): If the nomad makes a successful Channeling check, he can additionally get the water spirits to increase the speed of the boat. For each dice made in Channeling, the speed of the boat increases by 25%. The nomad can make a number of dice against this skill equal to the rank of the incant.



Stone Song

Type: Song
Base Cost: 500
Skills: Musical Comp.
Special Ingredients: none

The singer weaves the name of one person into this song. The target may add 2 points to his STR per incant rank for the purpose of making checks against it.

Secondary Effect (Skill Musical Composition): For every dice against Musical Composition skill the nomad makes up to the rank of the incant, they can affect an additional person with this incant.

Synchro Dance

Type: Song
Base Cost: 100
Skills: Hypnosis
Special Ingredients: none

The nomad calls out a four count, and then all willing people within earshot dance as he does, move for move, for up to one song of up to 10 minutes. Each rank above the first doubles the perfection of the dance, and adds 1d6 to any reaction check to their performance.

Secondary Effect (Skill Hypnosis): If the nomad make a Hypnosis check equal to the rank on the incant, the nomad is able to makes his dance very hypnotic. Anyone viewing the dance must make a RC vs. WIL equal to the incant rank are be enthralled by the dance and must watch it until they finish. There must be at least a number of people dancing equal to the incant rank.

The Howling

Type: Song
Base Cost: 500
Skills: Singing
Special Ingredients: none

Drawing in a large breath and concentrating on a single word or scream, the nomad uses energy from the Kurago to multiply the effect of his shout. The word or animal scream he utters can be heard for a distance of up to 1 met times the rank of the incant. The nomad does not have to make a Singing or Music check to use this incant.

Secondary Effect (Skill Singing): The distance is multiplied by the number of dice the nomad makes in Singing.

The Mocking

Type: Song
Base Cost: 250
Skills: Acting
Special Ingredients: none

The singer sings about a particular person, place, or object. The COM of target is decreased by 2 for all the listeners' per rank of this incant. The GM will establish an appropriate COM for places or objects.

Secondary Effect (Skill Acting): In addition to the original effect, a successful Acting skill will enable the nomad to weave a negative story about the person, place, or object into the song. The check made can be as high as the incant rank. Listeners must make a RC vs. WIL or believe the story told for as long as the song is played plus 1 hour per incant rank.

The Praising

Type: Song
Base Cost: 250
Skills: Acting
Special Ingredients: none

The singer sings about a particular person, place, or object. The COM of target is increased by 2 for all the listeners' per rank of this incant. The GM will establish an appropriate COM for places or objects.

Secondary Effect (Skill Acting): In addition to the original effect, a successful Acting skill will enable the nomad to weave a positive story about the person, place, or object into the song. The check made can be as high as the incant rank. Listeners must make a RC vs. WIL or believe the story told for as long as the song is played plus 1 hour per incant rank.



The Telling

Type: Song
Base Cost: 1200
Skills: none
Special Ingredients: none

This incant is very precious to the Troubadour. Incanted about any stringed instrument, this incant allows the nomad to allow his willing audience to experience that of which he sings. Once he succeeds playing the instrument, he crafts his story with his voice and the strings. At rank one, can allow willing listeners to hear any noise, however strange, and make it seem to come from any direction. At rank two, smells, winds and dampness in the air are added to the effects of his song. At rank three, objects, people and places are visible within his music. At rank four, the listener can feel the pain joy or physical sensations of those the nomad sings. At rank five, the listener will actually think they are experiencing the sensations themselves and are at the location described in the music (They must make a 5d6 CSE check to realize they haven't actually been transported there). At rank six, the surroundings are so realistic that a nomad can use this incant to actually share a memlocked location with listeners (the listeners must still spend 10 minutes to memorize the location).

Wary of the Night

Type: Song
Base Cost: 200
Skills: Astrology
Special Ingredients: none

When the singer's allies are camped in the dark (at night, below ground, etc.), this song increases their ability to perceive things in the dark about them. There PER is increase by 2 per rank of the incant for the purpose of making checks.

Secondary Effect (Skill Astrology): In place of the standard use, the nomad can read the stars by making a 2 die check against their Astrology skill. He will then know if anything significant will happen in a number of hours equal to twice the incant rank and around the hour that it will occur. Obviously, the night sky must be visible to use this effect.

Yes Song

Type: Song
Base Cost: 1000
Skills: Hypnosis
Special Ingredients: none

The nomad starts this song, singing in its lyrics about some non-life threatening action he wishes the audience to perform. Everyone within hearing whom is not his ally must make a RC of the incant rank vs. WIL or perform the requested action. The target will not realize this coercion has occurred for at least 24 hours.

Secondary Effect (Skill Hypnosis): Generally, when the song stops, the audience will stop performing the requested action. If the nomad makes a Hypnosis check, which can be as high as the incant rank, the audience will continue performing the action for 10 minutes times the number of dice made and the time it will take them to realize they were coerced is multiplied by the number of dice.

Zephyr Polka

Type: Song
Base Cost: 200
Skills: Channeling
Special Ingredients: none

While this polka is being sung and played, air spirits lulled by its tune cause a breeze to blow that can increase a sailing ship's speed by five mets per hour per incant rank.

Secondary Effect (Skill Channeling): In place of the standard effect, the nomad can make a Channeling roll, which can be as higher as the incant rank. If successful, he can direct the air spirits to pick him up and carry him through the air. The air spirits will move 20' per round times the rank on the incant and will carry the nomad for as long as the music is playing.



10.16.4 Seeker Incants

Acid Salve

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: akvovervo water

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of acid damage per rank of the incant. A single salve of this type may be applied at a time, they cannot be layered. This incant causes the skin to have a green hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Herbology): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.

Animal Bind

Type: Mixture
Base Cost: 1000
Skills: Herbology
Special Ingredients:

The nomad requires the assistance of an animal for this incant. He prepares the needed powder and places it in a small bag. While touching the bag to the animal, the nomad concentrates on the most distinctive ability of the animal, then incants. The person that eats the powder gains that ability of the animal for 1 hour. This incant function like a regular mutate, granting the nomad abilities that could be obtain from it, limited to what the animal has. Each rank allows the nomad a pool of 2500 exp to spend to gain these abilities. At the end of the incant, if the nomad no longer has these abilities, then the nomad must pay for the difference of XP in HEA points.

Secondary Effect (Herbology): multiply the number of hours this incant lasts by the number of dice made versus this skill.

Anklet of Dexterity

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: Tiger's paw

The nomad performs the ritual creating an anklet out of the tiger's paw. Anyone who wears the anklet gains a +1 bonus to their AGI attribute for each rank of the incant. Anklets are not cumulative and only the highest rank anklet worn has an effect.

Secondary Effect (Channeling): With a 4d6 check versus this skill, the nomad can go quick 1/day

Armband of Fortitude

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: hair from a unicorn

The nomad weaves the hair from a unicorn into a fashionable armband and performs the ritual. Anyone who wears the armband gains a +1 bonus to their HEA attribute for each rank of the incant. Armbands are not cumulative and only the highest rank armband worn has an effect.

Secondary Effect (Channeling): For every 2 dice verse this skill, the incantor gains that many ranks of resist poison for a single poison check 1/day.

Assimilation

Type: Invocation
Base Cost: 250
Skills: Mimicry
Special Ingredients: none

A nomad need not feel out of place after using this incant, because he is able to read subtle physical and mental clues from the strangers about him and adapt to their culture. The nomad must spend 12 hours / ranks of the incant around the culture, learning customs, language, etc. Afterwards, the incantor's mannerisms will easily be mistaken for a native.

Secondary Effect (Mimicry): For each die made versus mimicry, the incantor can gain 2 ranks of the most commonly spoken language of the culture, with a max of the incant rank/2. If this incant is refreshed the previous language is lost, and can only have 1 language per Assimilation incant.



Breath Gel

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: See Incant

When this gel is applied to the nose and mouth, it allows the incantor to breath under water for 1 hour per rank.

Secondary Effect (Herbology): The incantor can modify the brew to allow the user to breath in different environments. The GM selects the difficulty based on how dangerous the material is to breath, then the incantor rolls that many dice versus this skill.

Crystal Gate

Type: Focal Object
Base Cost: 1000
Skills: none
Special Ingredients: high purity quartz glass

The nomad, with the assistance of a glassblower if he lacks the skill, creates two glass spheres from the same batch of molten glass. Performing a ritual over them while they cool, links the two spheres to work as a two-way audio-visual gate that can be used to communicate over any distance, including across dimensions. When someone wishes to use a sphere, he touches it and calls out. The other sphere emits a periodic beeping noise, and when it is touched by someone, the two people may see and speak to each other for 5 minutes. The spheres may be used a number of times per day equal to the rank of the incant. If a sphere is broken, the spiritual magic is released from both.

Secondary Effect (Glassblowing): For each die rolled versus this skill, multiply the duration of use for each call by 2.

Ethereal Salve

Type: Mixture
Base Cost: 1000
Skills: none
Special Ingredients: none

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of damage from effects caused by ethereal creatures per rank of the incant. A single salve of this type may be applied at a time, they cannot be layered. This incant causes the skin to have a white hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Herbology): For each die made versus this skill, increase the points of damage to absorb by 5.

Ferret Object

Type: Invocation
Base Cost: 100
Skills: Channeling
Special Ingredients: none

The nomad touches a person, who then concentrates on an item he has lost within the last 2 days per rank of the incant. If the visualization is clear and the item is within 100 feet per rank of the incant, the nomad hears a sound which will show him the direction and distance to the item.

Secondary Effect (Channeling): Multiply the distance to find the item by the number of dice rolled versus this skill.

Fire Salve

Type: Mixture
Base Cost: 500
Skills: Pyrotechnics
Special Ingredients: item burnt by a fajrovervo

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of fire damage per rank of the incant. A single salve of this type can be applied at a time, they cannot be layered. This incant causes the skin to have a red hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Pyrotechnics): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.

Gauntlet of Strength

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: claw of a Terodrako

The nomad embeds a piece of a Terodrako into a gauntlet and performs the ritual. Anyone who wears the gauntlet gains a +1 bonus to their STR attribute for each rank of the incant. Gauntlets are not cumulative and only the highest rank gauntlet worn has an effect.

Secondary Effect (Channeling): Allows the user to dice verses this skill extra dice to break free of a grapple 1/day for a single grapple



Headband of Intelligence

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: Gryphon feather

The nomad performs the ritual creating a headband. Anyone who wears the headband gains a +1 bonus to their INT attribute for each rank of the incant. Headbands are not cumulative and only the highest rank headband worn has an effect.

Secondary Effect (Channeling): Grants a dice verses Channeling die revoke to clear mind controlling effects 1/day. This effect can even be used despite the mind control giving commands not to.

Gem of Perception

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: perfect sapphire

The nomad embeds the sapphire into an earring and performs the ritual. Anyone who wears the earrings gains a +1 bonus to their PER attribute for each rank of the incant. Earrings are not cumulative and only the highest rank earrings worn have an effect.

Secondary Effect (Channeling): Grants the effects of Distance Judgment for one round 1/day with a 4d6 vs. Channeling Check

Iron Salve

Type: Mixture
Base Cost: 1000
Skills: Herbology
Special Ingredients: draco scales

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of damage caused by weapons. A single salve of this type can be applied at a time, they cannot be layered. This incant causes the skin to have a metallic texture, having a more intense effect the higher the rank of the incant.

Secondary Effect (Herbology): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.

Mirror of the Past

Type: Focal Object
Base Cost: 500
Skills: Channeling
Special Ingredients: handheld mirror

Preparing a small silver or glass mirror, the incantor binds a minor air spirit to the mirror. From then on, while he carries the mirror, its spirit silently observers all the events about the incantor. 1/day per rank of the incant, the incantor can peer into the mirror, which then reveals scenes remembered by the air spirit for up to 5minutes. Those around the incantor can also view the scenes displayed.

Secondary Effect (Channeling): Multiply the duration by each die made versus this skill

Moon Boots

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: none

Starting with a well-fitting pair of boots, the nomad displays these under the light of one of the moons and creates this incant. When done, while he wears the boots, he is 10% lighter for each rank of the incant. This lets him carry 25% more, move 25% faster, and jump 25% higher than normal for each rank of the incant.

Secondary Effect (Channeling): For each 2 dice made versus this skill, multiply the effect by dice/2. So a 4d6 check multiplies the effects by 2.



Moon Crystal

Type: Focal Object
Base Cost: 1000
Skills: Hypnosis
Special Ingredients: perfect quartz

Using a perfect quartz crystal of at least 2 inches in size, the nomad prepares this incant by the light of one of the moons. When complete, he can then use the crystal to mesmerize / hypnotize subjects. If they fail the WIL check equal to the rank of the incant, the incantor can trick them into telling information they want to know. They can also implant a suggestion which can be an action triggered by a single key word, action, item or phrase.

Secondary Effect (Hypnosis): The nomad can attempt to trick the mind past magical effects currently holding the targets mind in captivation, or locking memories which is otherwise preventing them from telling the incantor. For each die made versus this skill the nomad gets an effective 3d6 revoke, which if successful does not remove the effect blocking the information, but will temporarily remove it for the purpose of finding out the desired information.

Moon Shroud

Type: Focal Object
Base Cost: 1000
Skills: Channeling
Special Ingredients: silver crescent

The nomad uses a well-crafted silver crescent, at least 2 inches in size, hung on a silver necklace. Taking this out into the light of the moon, he falls into a trance concentrating on the moon above and weaving power from the Kurago into the talisman. Afterwards when someone wears this necklace at night under the light of a moon, the talisman makes the user unseen to others who fail a PER check of one die per rank of the talisman. Magical means will still reveal the person.

Secondary effect (skill Channeling): The nomad can make this incant effective even without moon light by making a Channeling skill check. Each dice made in the skill requires someone to make a PER check equal to the number of dice made in the skill up to a maximum number equal to the rank of the incant.

Moon Sleep

Type: Focal Object
Base Cost: 1000
Skills: none
Special Ingredients: none

This vial is worn on a silver chain around the neck of the nomad. When it is lit by the light of the moon, the nomad goes into a deep trance and his body fades into the Kurago. While there, the wearer may not break the trance nor may he be harmed. When the moon no longer shines on the place he was, he returns and regains consciousness. While in this state, the nomad requires 1 hour per rank less sleep then normal to recharge their incants since they are in direct contact with the Kurago.

Secondary Effect (Channeling): The nomad is usually unaware of their surrounds in the real world where they left, but they may use a channeling check rather than perception for the purposes of waking up from effects when commotion is going on. For this purpose, no perception enhancing traits or skills can help the nomad wake up, but they make the same difficulty check as if they were just sleeping there normally, only it's versus channeling.

Shock Salve

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: vatrole scales

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of electrical damage per rank of the incant. A single salve of this type can be applied at a time, they cannot be layered. The salve remains active for a number of days equal to the incant rank. This incant causes the skin to have a violet hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Herbology): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.



Soul Sight

Type: Invocation
Base Cost: 1000
Skills: Tattooing
Special Ingredients: none

The nomad slowly draws the seal in the air and directs it at a target. The seal then appears on both of the target's eyelids. When he closes his eyes he can see any immaterial spirits that are within 10 feet times the rank of the incant. Ghosts, spirits of the Kurago, and elemental spirits can be seen, including any that may be inhabiting another nomadic incant. Creatures that are simply invisible cannot be seen with this incant.

Secondary Effect (Tattooing): the distance that can be seen is multiplied by the number of dice made against this skill upon creation of the incant.

Spirit Exchange

Type: Mixture
Base Cost: 1000
Skills: none
Special Ingredients: none

The nomad prepares two potions. When two living creatures drink the potions, it allows them to exchange their spirits with each other. Effectively, the creatures exchange bodies. All mental attributes and memories go with the exchange. If one creature is unwilling, it can make a WIL check equal to the rank of the incant. If successful, the incant fails. The exchange lasts for 1 hour per rank of the incant, and cannot normally be ended prematurely. If one of the two bodies die while the spirits are exchanged, the exchange will end, and the swap will remain permanent.

Secondary Effect (Channeling): with a 4d6 check versus this skill, the exchange can be ended prematurely, causing the swap to become permanent. If the check fails, then the spirits will return to the original bodies they were in before the exchange.

Spirit Scout

Type: Tattoo
Base Cost: 500
Skills: Tattooing
Special Ingredients: none

The nomad slowly tattoos the picture of an animal in their skin for which is designed to attract a specific type of animal spirit. At the end of the ritual, the spirit is drawn into the tattoo. Thereafter, whenever the entire tattoo is uncovered, its owner can touch an item or location, releasing the spirit from the seal and binding it to that spot. They can then concentrate on a specific condition the spirit can understand, such as *A human passes this way*, or *this rock is disturbed*, or *it begins to rain*. When that condition occurs the spirit returns to the owner, and he is aware the condition has been triggered. The target can, at any time, recall the spirit back to him. The target must be within 2 mets to the spirit or the spirit is interrupted until he returns. The spirit may be set a number of times per day equal to the rank of the incant. Attempting to bind a second scout to a target releases the first. When the sealed target dies, the spirit is released and goes free.

Secondary Effect (Tattooing): multiply the distance the user must be from the spirit before the spirit automatically returns to the user by the number of dice made against this skill

Spirit View

Type: Mixture
Base Cost: 250
Skills: none
Special Ingredients: sample from target creature

This mixture allows the imbiber to view the world through another living creature's senses. The nomad prepares the mixture with a sample of the creature's hair, feathers, blood, etc. After anointing himself with it, he places himself in a trance, and may then experience what the creature does. He may remain in this trance for up to 10 minutes. The nomad can only use this incant on a creature with 4 inferior intelligence minus 1 per rank of the incant until inferiors are negated. At rank 4, a creature with 0 inferior INT will get a 3d6 vs WIL resist check, +1 per rank past 4 to resist the incant.

Secondary Effect (Channeling): For each die made versus this skill, multiply the duration by 2. Also, if a 3d6 check is made (plus how every many dice is used to increase duration) then the creature can be sent suggestive thought as a means of guiding the target as per the spell effect Stray Thought.



Thermal Salve

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: shard of arctic ice

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of cold damage per rank of the incant. A single salve of this type can be applied at a time, they cannot be layered. This incant causes the skin to have a blue hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Pyrotechnics): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.





10.16.5 Second Lifer Incants

Addiction Potion

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: substance

When someone drinks this potion mixed with another substance, he may become addicted to the other substance. The drinker must make a check against HEA equal to the rank of the incant. If failed, the drinker becomes addicted to the substance in question and desires it. He must make a check against WIL equal to the rank of the incant to ignore the addiction. Each day the addiction is ignored, he loses a point of CSE and a point of HEA for each rank of the incant for the day, but may also attempt the HEA check against the resistance at 1 die less than the previous day. They do not get to attempt the HEA check if they succumb to the addiction during the day. When they succeed at this HEA check, they are cured of the addiction.

Secondary effect (skill Herbology): For each 2 dice made during the creation of the incant, the nomad can add an additional substance to the potion. The target must check against all of these substances, but will only get affected by the penalty once. They must break all additions before the penalty is removed.

Amulet of Deception

Type: Focal Object
Base Cost: 250
Skills: Mimicry
Special Ingredients: lock of victim's hair
picture of loved one

With a small locket, the nomad uses a lock of hair from the intended target, and a picture of someone to which the victim is emotionally attached to create this amulet. When the target sees the nomad wearing the unopened locket, and he fails a PER check equal to the rank of the incant, he will believe the wearer to be his loved one. If the PER check is made, or the amulet is destroyed, the deception is revealed and the incant is no longer effective against the victim.

Secondary effect (skill Mimicry): If a 4d6 check is made and while the victim is entranced, others seeing the nomad with the victim must also make the PER check or believe the nomad to be the loved one.

Arthritis Potion

Type: Mixture
Base Cost: 750
Skills: Herbology
Special Ingredients: none

This potion induces an illness of the joints making movement painful. If the drinker fails a check against HEA equal to the rank of the incant, the victim loses 1 point of AGI per two ranks of the incant. The AGI loss lasts for a number of weeks equal to the rank of the incant.

Secondary effect (skill Herbology): Multiply the duration of the incant by this number of dice made in the skill.

Bond Pain

Type: Focal Object
Base Cost: 500
Skills: none
Special Ingredients: target sample

The nomad must possess a small bit of his intended target (a lock of hair, a nail clipping, a scrap of skin, etc.). He incorporates this item into an effigy of the target while infusing it with energy. At the appropriate time, he holds the effigy and punches, hits, or stabs it. The target experiences an incapacitating pain, and rolls a check against HEA equal to the incant rank. He suffers this pain each round until he makes his check. He can take no actions while in pain, and after ten rounds of failed checks goes unconscious. After one use the bond with its victim is broken.

Secondary effect (skill Channeling): The target takes a number of points of damage equal to the rank of the incant times half the number of dice made in the Channeling skill.



Brain Fevers Draught

Type: Mixture
Base Cost: 750
Skills: Herbology
Special Ingredients: none

When consumed, it induces a fever that damages the brain. If the target fails a check against HEA equal to the rank of the incant, he loses 1 point of INT per two ranks of the incant. The INT loss lasts for a number of weeks equal to the rank of the incant.

Secondary effect (skill Herbology): Multiply the duration of the incant by this number of dice made in the skill.

Dose of the Itch

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: none

The only symptom of The Itch is a very aggravating full body rash. If the target fails a check against HEA equal to the rank of the incant, he breaks out in an irritating, painful rash. The target's AGI and PER attributes are lowered by 1 point per two incant ranks for a number of days equal to the incant rank.

Secondary effect (skill Herbology): Multiply the duration of the incant by this number of dice made in the skill.

Fear Draught

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: none

This liquid attacks the brain and makes its imbiber fear all unknown people and objects. Every time the imbiber meets a person, or is introduced to a new item, he must attempt a check against WIL equal to the rank of the incant. If he fails, he is uncontrollably fearful of it. The effect last for a number of days equal to the incant rank.

Secondary effect (skill Herbology): If a 4 die skill check is made, the nomad can designate a number of persons or objects equal to the incant rank that the target will have to make the check against. This will replace the standard incant effect.

Grippe Dose

Type: Mixture
Base Cost: 750
Skills: First Aid
Special Ingredients: none

This potion induces an illness which is temporarily incapacitating. The nomad administers the potion, and the target must make a check against HEA equal to the rank of the incant. If he fails, he is incapable of performing any actions and must attempt the HEA check every day until successful, at which time they recover.

Secondary effect (skill First Aid): For every 2 dice made against this skill, the victim must make an additional check each day. They must make all of the checks for the day before they recover.

Moon Shroud

Type: Focal Object
Base Cost: 1000
Skills: Channeling
Special Ingredients: silver crescent

The nomad uses a well-crafted silver crescent, at least 2 inches in size, hung on a silver necklace. Taking this out into the light of the moon, he falls into a trance concentrating on the moon above and weaving power from the Kurago into the talisman. Afterwards when someone wears this necklace at night under the light of a moon, the talisman makes the user unseen to others who fail a PER check of one die per rank of the talisman. Magical means will still reveal the person.

Secondary effect (skill Channeling): The nomad can make this incant effective even without moon light by making a Channeling skill check. Each dice made in the skill requires someone to make a PER check equal to the number of dice made in the skill up to a maximum number equal to the rank of the incant.



Pain Bombard

Type: Bombard
Base Cost: 750
Skills: Pyrotechnics
Special Ingredients: none

The powder created is placed in a small, easily breakable container. When thrown and broken, the powder ignites into a thick yellow smoke that will cause those within 10' who inhale it to make a resistance check against HEA equal to the rank of the incant. Those who fail are afflicting with a wracking pain in the lower abdomen and a fierce headache. This causes the afflicted to fall to the ground and remain there unable to cast spells or engage in any kind of activity for a minute per rank of the incant. The gas dissipates normally and will disperse within 2 minutes in open air.

Secondary effect (skill Pyrotechnics): For each rank in the skill, the radius is increased by 10'.

Powder of Phantasm

Type: Powder
Base Cost: 250
Skills: Channeling
Special Ingredients: none

This powder is sprinkled over a circular area of a diameter 10 feet times the rank of the incant. At the time the powder is used, the nomad focuses on an alternative appearance for the area. His static vision becomes visible to all looking at the area. This is only a visual illusion, and is obviously an illusion when in direct sunlight. In other lighting conditions, the vision appears real unless touched.

Secondary effect (skill Channeling): For each die made in Channeling makes the vision look more convincing. Even in direct sunlight the onlooker must make a PER check equal to the number of dice made up to the rank on the incant.

Ring of Likeness

Type: Focal Object
Base Cost: 1000
Skills: Acting
Special Ingredients: none

The nomad visualizes a particular visage and dress as he recharges this incant. The ring, when worn, makes the wearer appear as what the nomad envisioned. All viewing the wearer may make a check against PER equal to the rank of the incant to break through the illusion. The check should only be allowed if the individual suspects the illusion.

Secondary effect (skill Acting): For every two dice made, the onlooker must make an additional PER check when suspecting the nomad. All of the PER checks must be made in order to see through the illusion.

Potion of the Lamprey

Type: Mixture
Base Cost: 1000
Skills: First Aid
Special Ingredients: blood of victim

The nomad prepares this incant using a bit of a parasitic creature and an amount of the victim's blood. The victim must then consume the potion at which point it bind with their blood. Whenever the blood victim awakens from sleep, he makes a check against HEA equal to the rank of the incant. If failed, the regained DP the victim would receive from rest instead are added to the next regaining of DP from rest by the target. In addition, physical regeneration is only half as effective, with half going to the nomad. This incant ends if the victim makes the resistance check three times in a row on three different attempts.

Secondary effect (skill First Aid): For every two dice made, the victim must make an additional check against HEA during their rest period.



Ring of Subjugation

Type: Focal Object
Base Cost: 2000
Skills: Torture
Special Ingredients: none

This incant is created using a piece of silver or gold jewelry that is pierced into the victim's skin. Once active, this jewelry cannot be harmed or removed by any means. Anytime the nomad directs a verbal command at the target, he must perform it, unless he succeeds a check against WIL equal to the rank of the incant. The jewelry can only be removed by another nomad using the proper incant.

Secondary effect (skill Torture): For each dice made against this skill, the nomad can have the victim take a point of damage per rank of the incant if they succeed at the resistance check. The victim can make a check against HEA equal to the incant rank to negate this damage.

Spirit Guise

Type: Focal Object
Base Cost: 500
Skills: Channeling
Special Ingredients: dead ones jewelry

Acquiring a piece of personal jewelry from one whom is dead; the nomad concentrates on the visage of the dead target. The nomad enters a trance and attempts to draw the dead spirit from the Kurago. If the spirit is in the Kurago and fails a resistance check against WIL equal to the incant rank, a small part of the mind of the spirit remains within the jewelry. Thereafter, for 20 minutes per rank of the incant per day, when the nomad is wearing the jewelry, he may take on the guise of the dead person including their mannerisms and physical quirks, but not their voice, knowledge, or memories.

Secondary effect (skill Channeling): Multiply the use time by the number of dice made in this skill.

Spirits of Consumption

Type: Mixture
Base Cost: 1500
Skills: Herbology
Special Ingredients: none

This illness of the lungs causes chronic coughing and a general degradation of health. The nomad administers the potion and the victim makes a check against HEA equal to the rank of the incant. If he fails he acquires this eventually fatal disease. He loses 1 point per incant rank of HEA point per month. When he reaches 0 HEA the victim dies. If the victim is cured of the disease all of the lost points return to him in two weeks.

Secondary effect (skill First Aid): The victim also loses a point from their maximum DP for each dice of Herbology skill made.

Sobriety Lozenge

Type: Mixture
Base Cost: 250
Skills: Herbology
Special Ingredients: none

The nomad puts this lozenge in their mouth which will absorb all ingested poisons preventing them from getting drunk or poisoned orally. Once put on the tongue, the lozenge will be effective for 15 minutes per rank of the incant. The lozenge must then be removed from the mouth as swallowing it will release all of the absorbed poison into the users system at once.

Secondary effect (skill Herbology): If this incant is used on an already intoxicated or poisoned person, the person must fail a check against HEA equal to half the incant rank plus half the number of dice made against Herbology. If this check is failed, the lozenge pulls the poisons from their body into the lozenge.



Tongue Ring

Type: Focal Object
 Base Cost: 500
 Credit cost: 50 / rank
 Time to Prepare: 30 minutes / rank
 Skills: Channeling
 Special Ingredients: dead ones ring

Possessing a small ring or earring from a person who is no longer, the nomad preparing this incant by piercing his tongue (if it isn't already pierced) and inserting the jewelry. Incanting the ritual, he draws a small piece of the spirit into the ring if it fails a resistance check against WIL equal to the incant rank. While wearing the tongue ring, the nomad can speak in the voice of the dead person for 20 minutes per rank of the incant per day. The wearer does not gain the knowledge, experience or wisdom of the target.

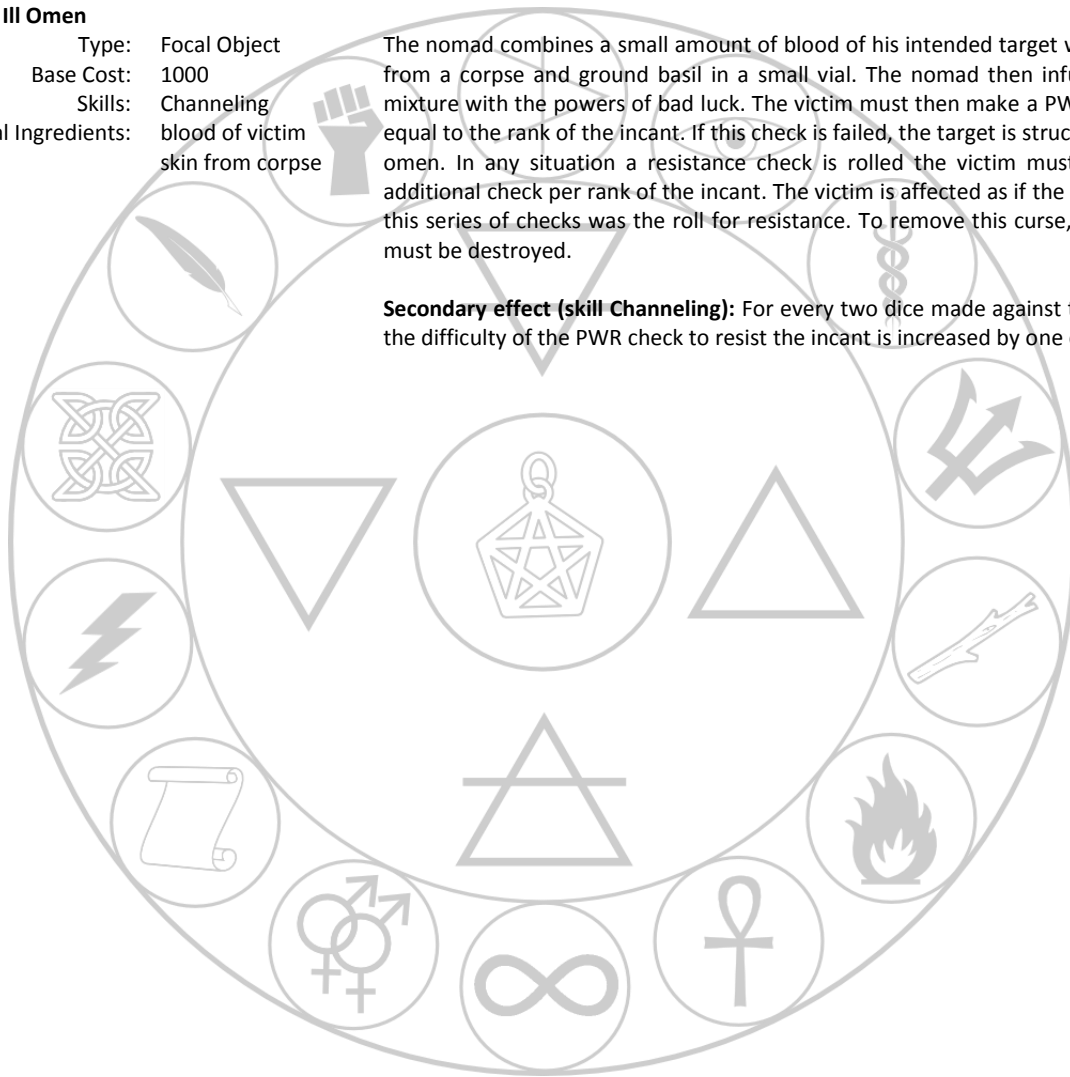
Secondary effect (skill Channeling): Multiply the use time by the number of dice made in this skill.

Vial of Ill Omen

Type: Focal Object
 Base Cost: 1000
 Skills: Channeling
 Special Ingredients: blood of victim
 skin from corpse

The nomad combines a small amount of blood of his intended target with skin from a corpse and ground basil in a small vial. The nomad then infuses the mixture with the powers of bad luck. The victim must then make a PWR check equal to the rank of the incant. If this check is failed, the target is struck with ill omen. In any situation a resistance check is rolled the victim must roll an additional check per rank of the incant. The victim is affected as if the worst of this series of checks was the roll for resistance. To remove this curse, the vial must be destroyed.

Secondary effect (skill Channeling): For every two dice made against this skill, the difficulty of the PWR check to resist the incant is increased by one die.





11 Psionics

11.1 What are Psionics?

Psionics are magical abilities like Elemental and Divine spells, but instead of being externally powered, the power for psionics comes from the user's own mind. Psionic powers function similarly to other magics with a few unique differences. Psionics are less structured than mage or priest spells and require only concentration, not verbal or spoken components. But psionics have their own unique restrictions as well.

11.2 Using Psionics

All psionic abilities are divided into six disciplines. A psion may learn abilities from INT/4 disciplines. A psion must choose 2 disciplines as their primary disciplines, while all others will be secondary disciplines. Disciplines are similar to spell groups, but each discipline can contain one or more different abilities at each rank. The requirements for being able to purchase an ability are knowing the discipline the ability is in, having the an ability of the previous rank in the discipline, for abilities above rank 1, having enough experience to purchase it, having a score in the stat associated with the discipline equal to or greater than the rank purchasing, and having at least the rank of the ability minus one psionic units before purchasing the ability.

Psionic units are gained exactly like elemental and divine units. The psion gets one PU for each psionic ability they learn. Like other spells, PUs are used to pay for activating abilities. Unlike other magic, PUs can sometimes be spent on other costs such as maintaining an ability for longer than its normal duration.

11.3 Activating and Ending Psionic Abilities

To use an ability the psion declares to the GM which ability they want to activate. The psion then begins to concentrate and focus their mental energy on the ability. No spoken words or gestures are necessary unless the specific ability calls for it, but the psion must focus their entire mind on the ability. The psion **cannot take any other actions during the activation time**, not even their standard 1/5th movement. At the end of the activation time the ability's effects begin.

Abilities with durations require the psion's mind to actively maintain them unless the ability states otherwise. This maintenance does not interfere with any actions and is subconscious. **If the psion is rendered unconscious all abilities they are maintaining end.** Also a psion can at any time spend one round to end as many of the abilities that they are maintaining as they wish. This costs nothing and an unlimited number of abilities can be ended with the same action.

Many abilities have maintenance cost. At the end of the initial duration the psion can choose to pay the maintenance cost and allow the ability to continue for the duration specified with the maintenance cost. Paying a maintenance cost is also subconscious and does not interfere with any other actions. An ability can be maintained indefinitely as long as the psion does not run out of PUs. An example duration with a maintenance cost is 1 M + 1 M / 2 PU. The first minute is the initial duration, at the end of 1 minute the psion can choose to spend 2 PU to allow the ability to continue for another minute and do the same thing at the end of that minute.

A few abilities continue on their own without maintenance by the psion. These can be ended like a standard elemental or divine spell by spending 1 PSU as a free action ending it.

11.4 Recovering Psionic Units

Spent PSUs are recovered through rest just like other units. The psion gains units equal to their **WIL** stat after a standard rest period. Units can also be gained by stressing WIL. Like when stressing PWR, the psion gains 4 PU immediately upon stressing their WIL.

11.5 Restrictions on Activating Abilities

Activating abilities cannot be stopped by restricting hands or voice like spells since they are not required for psionics. Anything than can interrupt concentration such as damage or spell effects will interrupt psionic abilities.



11.6 Finessing and Overloading Psionics

Like spells, psionic abilities can also be finessed. Each finesse costs one extra PU and can affect almost any aspect of the ability. Each ability can only be finessed up to four times and the maximum an ability can be finessed to is equal to the highest ranking ability the character has purchased in that discipline.

Unlike spells, psions cannot overload to use an ability they don't know. This is because there is no progression built into psionic Disciplines. Psions simply cannot use abilities they haven't learned. But a psion can still overload to finesse an ability higher than they are normally allowed to.

11.7 Powerful Abilities

Like spells, some psionic abilities cost more than just units to activate. Many high ranking abilities cost experience to activate in addition to PUs. If the character tries to activate one of these abilities without having that much experience in their unspent pool, the ability fails and the units are lost. If they have the requisite experience, the XP cost is deducted at the same time as the unit cost and the spell works normally. Unlike spells, there is no specific rank at which an ability is considered powerful enough to warrant an XP cost, but most of those abilities are higher than rank 12. An XP cost, if any, is specified at the end of the ability description.

11.8 Resisting Psionics

Because Psionics are more like recipes than exact formulas that always produce the same results, the results of a psionic ability are more random than other spells. This is reflected in the resist checks for psionic abilities. Each RC is random. The RC is rolled as the ability is activated and is the same for all targets if the ability has multiple targets. An example of a psionic RC is (1d3+1)d6 vs. WIL negates. When the ability resolves, the character rolls 1d3 and adds one, then the targets must roll that many dice against their WIL to negate the spell.

11.9 Where are all the Psions?

Since Jaernians are capable of learning psionics, one may come to the very logical question of why haven't they learned them before? There are a few reasons for this, the primary reason is while all Jaernians are physically and magically capable of learning psionics, many do not possess the necessary mental state needed to use psionics. **Approximately 10% of the people of Jaern will be able to learn psionics if someone sits down and teaches them.** The rest do not have the mental discipline necessary to learn no matter how hard they try. There has been little stimulus for the part of the population that can learn to actually develop any psionics because they already have magic granted by gods and the elements.

Also, Jaern has the Onivero. They are in the unique position that their entire population is capable of learning psionics and most of them do. They did not wish to give one of their most powerful advantages away to the other races and so have not taught any member of any other race.

The reason that Jaern is beginning to learn of psionics is because of an encounter with another plane who's unique properties disallow all gods and at the same time allow any member of any of its native races the ability to learn psionics if they choose. Since everyone, even the humans and elves and other equivalents of the Jaernian races, is capable of learning psionics, they have little reason to keep the knowledge hidden and have begun to share.

It is possible to influence a Jaernian's mental state so that they can learn psionics. The primary way to do this is to train someone from childhood. A child trained by psions in the ways of psionics automatically is capable of learning them and may be of the psion background. If the character is not raised this way there is the standard 10% chance they are of the correct mindset. If they are not, their mental identity is more set as an adult and there is no nonmagical way to influence this. The most reliable way to allow a person to learn psionics as an adult is to use the telepathic ability Psychic Surgery to grant that person the knowledge of one rank 1 ability. While this is costly, it automatically allows the person to learn further psionic abilities.



11.10 Creating Psionic Items

Psionic magical items can be created with terisium just like regular magic items. The costs for making them are the same, but the method is slightly different since psionics do not have a defer group. For this reason there is another power which can be used to create magical psionic items called Bind Psionics.

11.11 Psionic Meta Disciplines

Psionic abilities are divided into 6 different Disciplines. Each Discipline is based on a different stat and is associated with a different type of ability. Unlike divine or elemental magic, psionics do not have a core discipline; all abilities fall into one of the specialty discipline categories.

Clairsentience abilities allow the user learn secrets, predict the future, and learn the unknowable. The Clairsentience Discipline is based on PER.

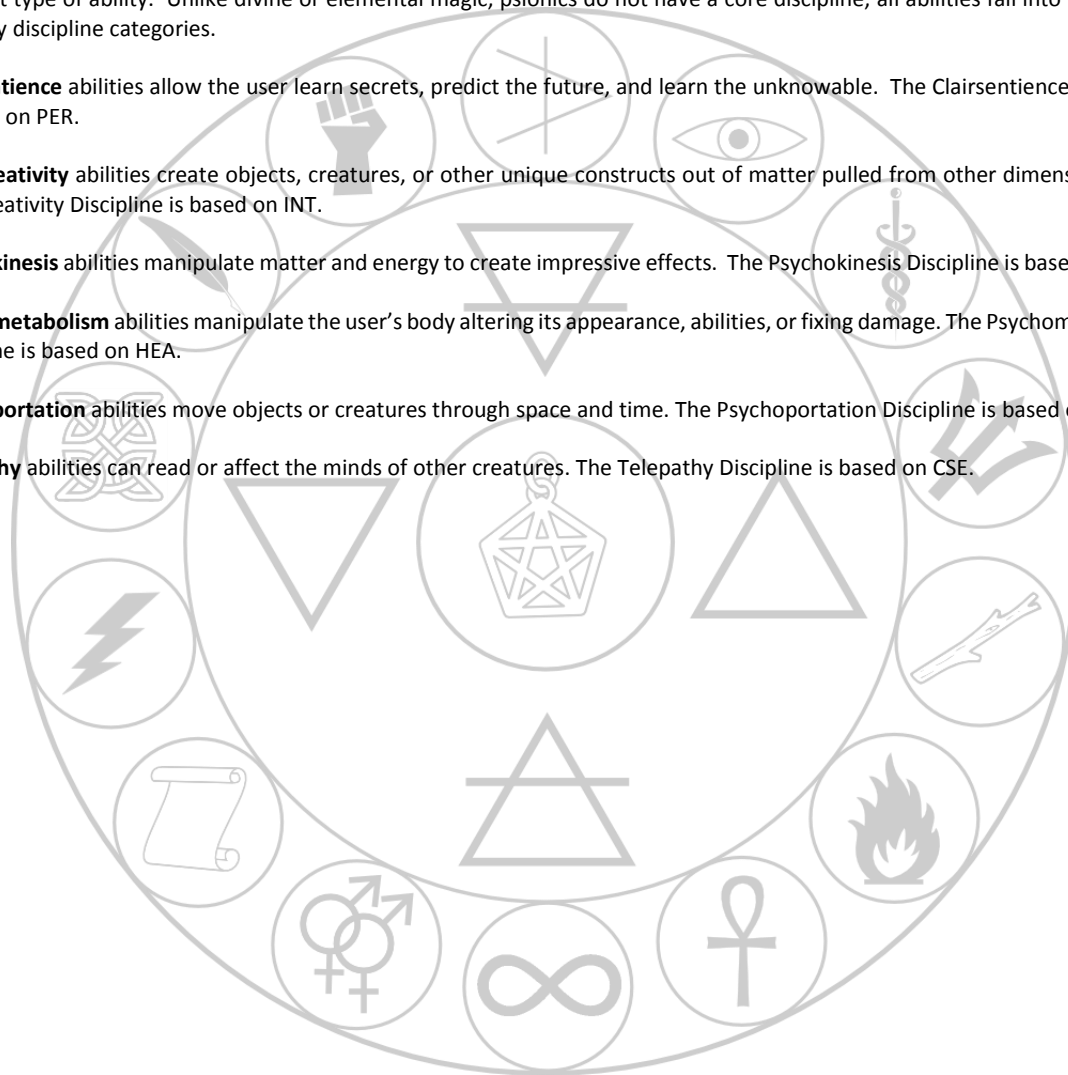
Metacreativity abilities create objects, creatures, or other unique constructs out of matter pulled from other dimensions. The Metacreativity Discipline is based on INT.

Psychokinesis abilities manipulate matter and energy to create impressive effects. The Psychokinesis Discipline is based on PWR.

Psychometabolism abilities manipulate the user's body altering its appearance, abilities, or fixing damage. The Psychometabolism Discipline is based on HEA.

Psychoportation abilities move objects or creatures through space and time. The Psychoportation Discipline is based on AGI.

Telepathy abilities can read or affect the minds of other creatures. The Telepathy Discipline is based on CSE.





11.11.1 Clairsentience

1 - Know Direction

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: Instant
Area: Caster
Effect: Know north

This ability tells the caster which way is north exactly.

1 - Spirit Sense

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 M + 1 M / PSU
Area: 60' + 15' / F
Effect: Sense spirits

This ability allows the user to sense the presence of spirits such as ghosts, dead souls, and nomad guardian spirits. The user cannot tell the exact location or type of the spirits he senses, but he can tell exactly how many are currently in the area.

2 - Combat Precognition

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 R + 3 R / PSU
Area: Caster
Effect: See the immediate future

This ability lets the psion see a split second into the future which allows them to strike more accurately and dodge incoming blows. All attacks by the user get a +1 bonus to strike and as long as the psion is able to get mobility DVs, they get a +1 to a DV of their choice. The psion can choose a different DV at any time on their round without interfering with any other action they take at the same time.

3 - Clairaudience

Time to Activate: 3 R
Resist Check: None
Target: Memloc, same plane
Duration: 2 M + 1 M / PSU
Area: 15' + 5' / F radius
Effect: Hear remotely

This ability lets the caster hear as if he his ear is in the targeted location. The target must be any location the psion has a memloc in or may be an easily extrapolated location in the psion's LOS such as in that stand of trees or on the other side of that wall.

3 - Know Location

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: Instant
Area: Caster
Effect: Know where you are

This ability lets the user know where he is. It will tell him approximately how far away he is from the nearest local landmark. This landmark may not be one that he knows about though if he is not familiar with the area he is in. For example it may tell him he is 5 miles south of Centralia City. If there are no landmarks nearby it will identify his location as best as possible, such as in the South Sea.

4 - Danger Sense

Time to Activate: 2 R
Resist Check: None
Target: Caster
Duration: 10 M + 10 M / PSU
Area: Caster
Effect: Sense danger

This ability lets the user sense a dangerous situation. This ability functions exactly as the T'orite spell of the same name during the duration, but functions automatically during the entire duration.

5 - Aura Sight

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 R + 1 R / 1 PSU
Area: Caster
Effect: See Auras

This ability lets the user see the Auras of any living creatures in his LOS. These Auras change shape and color depending on the rate, background, and deity followed of the creature. The user can study one Aura per round and determine one aspect of that aura of the user's choice. If the rate is studied the user can determine the rate of the creature rounded to the nearest multiple of 10. If trying to determine the background or deity, the background or deity worshipped will be revealed as long as the creature is intelligent and follows a specific deity. Invisible or hidden creatures that the user cannot normally see will not be revealed.



5 - Recall Pain

Time to Activate: 1 R
Resist Check: (1d4+1)d6 vs WIL halves
Target: LOS 60' + 15' / F
Duration: Instant
Area: 1 Creature
Effect: Reveal future wounds

This ability delves into the future and detects wounds that the target has not even received yet. The target takes 4d6 damage as the future impinges onto the present and shows what is in store for the target. This does not actually guarantee the target will ever be in this situation, it just finds one that is likely to happen.

6 - Appraise

Time to Activate: 2 R
Resist Check: None
Target: Caster
Duration: Instant
Area: Caster
Effect: Indicate probability of success

This ability can be used on any plan or course of action the psion or his group have come up with but have not yet taken. The GM tells the psion the approximate percentage chance of success if the party were to follow that course of action completely and not deviate from it. The psion reads this information from the likelihood of different possible futures occurring. The GM should take into account any differences in the situation that the party doesn't know about and assume that neither the party nor the NPCs will perform any extraordinary actions in combat like critical hits.

6 - Clairvoyance

Time to Activate: 3 R
Resist Check: None
Target: Memloc on the same
Duration: 2 M + 1 M / PSU
Area: 15' + 5' / F radius
Effect: See remotely

This ability lets the caster see as if he his eye is in the targeted location. The target must be any location the psion has a memloc in or may be an easily extrapolated location in the psion's LOS such as in that stand of trees or on the other side of that wall.

6 - Scrying Trap

Time to Activate: 3 R
Resist Check: (1d4+2)d6 vs WIL halves
Target: Touch
Duration: 10 M + 10 M / PSU
Area: 1 Creature
Effect: Kill scryers

This ability causes any person that scrys the target or scrys an area that includes the target to take 5d6 damage per round of scrying. This will not let the user or target know that someone attempted to scry on them.

7 - All Round Vision

Time to Activate: 1 R
Resist Check: (1d4+1)d6 vs WIL
Target: Touch
Duration: 10 M + 10 M / 2 PSU
Area: 1 Creature
Effect: See in all directions

This ability allows the target to see in all directions around him at the same time including up and down. If the target is completely blind this ability will not help it see. So spells like Blindness will stop this spell from working, but a spell like One Eye will have no effect on the target during the duration of this ability. The target cannot be surprised by someone sneaking up behind him unless they are hiding behind cover. The target can also search areas much more efficiently since he can see more at once. This ability does not grant any dice of vision checks normally, but the GM may rule that it has extra affects in certain situations.

7 - Radial Navigation

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 H + 1 H / PSU
Area: Caster
Effect: Fix a location

This ability fixes the exact direction and distance to the point this power was used at in the user's mind for the duration. No matter how far they go from the casting point they will always know exactly what direction it is and how far even if they teleport or are blindfolded as they travel. As long as this power is in effect that location is considered memlocked for the user. This will not guarantee that the user knows the exact path back to where they started, like in a maze for example. However at each turn or junction the user can make a 4d6 INT check to tell which path is the correct one to take him back toward his starting point. If the user moves to another plane during the duration and there is an open portal between his current plane and the plane he cast this on he will be able to know the direction and distance to that portal. If no portal exists that directly links both planes he will just be able to tell he is on a different plane.



8 - Fate of One

Time to Activate: special
Resist Check: None
Target: Caster
Duration: Instant
Area: Caster
Effect: Reroll

This ability can be activated any time the psion is making a roll without using his action, even on someone else's turn. This lets the user reroll one of the rolls that he just made and choose which roll to use. This ability cannot be used multiple times on the same roll.

9 - Planar Hearing

Time to Activate: 2 R
Resist Check: None
Target: Memloc
Duration: 2 M + 1 M / PSU
Area: 15' + 5' / F radius
Effect: Hear remotely

This ability functions identically to Clairaudience except that the target location can be on a different plane.

10 - Precognition

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 2 R + 1 R / PSU
Area: Caster
Effect: See the near future

This ability lets the user see more detail and a few seconds further into the future than Combat Precognition. It still will not allow the user to predict other creature's actions before they happen, but they can react to those actions better. The user gets 1 die off of all checks they make while using this ability. They also get +4 to all their DVs and +2 to their attack rolls and damage rolls. Also any crits against the user get a -15% penalty to their roll.

10 - Sensitivity to Psychic Impressions

Time to Activate: 1 M
Resist Check: None
Target: Caster
Duration: Instant
Area: Caster
Effect: See past events

This ability allows the user to see past events at his location by reading residues left over by strong emotions and putting together a picture of the events from these emotions. This ability will only reveal events that occurred here and produced very strong emotions such as battle, wedding, funeral, child birth, priestly ordination, and so on. The last 1 + 1 / F events to occur here will be shown to the caster beginning with the most recent and moving backwards.

11 - Emulation

Time to Activate: Special
Resist Check: Special
Target: Special
Duration: Special
Area: Special
Effect: Copy a power

This ability allows the user to emulate any other psionic power of rank 6 or less from any of the six disciplines. This is usually used to cast powers the psion does not know, but at a much higher cost. The RC, target, duration, and area all use those of the power being emulated. The activation time is equal to the activation time of the power being activated plus one extra round.

12 - Planar Sight

Time to Activate: 2 R
Resist Check: None
Target: Memloc
Duration: 2 M + 1 M / PSU
Area: 15' + 5' / F radius
Effect: See remotely

This ability functions identically to Clairvoyance except that the target location can be on a different plane.

12 - Recall Torture

Time to Activate: 1 R
Resist Check: (1d4+2)d6 vs WIL halves
Target: LOS 100' + 25' / F
Duration: 1 R + 1 R / 9 PSU
Area: 1 Creature
Effect: Reveal future agonies

This ability delves into the future and detects a period of extended agony and suffering that the target has not even received been through yet. The target takes 10d6 damage per round as the future impinges onto the present and shows what is in store for the target. This is so agonizing that if the target failed the RC they are unable to take any actions for the duration of this ability. This does not actually guarantee the target will ever be in this situation, it just finds one that is likely to happen.



13 - Greater Emulation

Time to Activate: Special
Resist Check: Special
Target: Special
Duration: Special
Area: Special
Effect: Copy a power

This ability allows the user to emulate any other psionic power of rank 12 or less from any of the six disciplines. This is usually used to cast powers the psion does not know, but at an increased unit cost and additional experience cost. The RC, target, duration, and area all use those of the power being emulated. The activation time is equal to the activation time of the power being activated plus one extra round.

XP Cost: 1000 XP

14 - True Seeing

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 M + 5 M / 3 PSU
Area: Caster
Effect: Pierce illusions

This ability allows the user to see through all illusions, disguises and shape changes. He will see through both magical and mundane disguises and illusions. If he sees a shape changed creature, he will see an image of their true form overlaid over their current form. He will automatically see secret and hidden doors. He can see all invisible, ethereal or immaterial creatures as well. He will not be able to see through other objects so creatures concealed by fog or behind a wall will still be hidden from him.

XP Cost: 1500 XP

15 - Metafaculty

Time to Activate: 3 R
Resist Check: None
Target: Caster
Duration: Instant
Area: 1 Creature
Effect: Lay the target bare

This ability allows the user to gain exceptional insight into the life of an individual that they specify. The specified individual must be one that they have previously detected with another Clairsentience power or one they have previously affected with any Telepathy power. The user learns the individual's real name, the name they go by, a mental image of the individual and their current location, the individual's rate, and their background. The mental image is good enough to count as a memloc for the user and will last as long as a normal memloc before fading. No powers, special abilities, or spells can stop this ability from working unless they are rank 17 or higher or an equivalent power level such as the target being a god.

XP Cost: The XP cost of this ability is equal to the target's current rate times 20. If the user does not have this much XP the spell fails and the caster loses the units but no XP is lost. This does provide the caster with some information about the target even though the spell failed.

16 - Recall Death

Time to Activate: 1 R
Resist Check: (1d4+3)d6 vs WIL partial
Target: LOS 150' + 25' / F
Duration: Instant
Area: 1 Creature
Effect: Reveal future death

This ability delves into the future and detects the death of the target. If the target fails the RC they die immediately from the experience that is shown to them. If they make the RC they take 5d6 damage. This of course does not guarantee the target will die in the method shown to them since they may die right now, but this is the way that it is most likely for them to die in the future should they survive this.

XP Cost: 2000 XP.



11.11.2 Metacreativity

1 - Create Light

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: 2 H + 1 H / PSU
Area: 1 non-living object
Effect: Illuminate

Create light causes an object to shed light equivalent to a normal torch.

1 - Create Ammo

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: 1 M + 1 M / PSU
Area: Hand
Effect: Create ammo for a weapon

This ability creates a piece of ammunition for a ranged weapon specified by the user. The weapon must be one the user is capable of wielding. The ammo appears in the user's hand. The ammo created is a normal version of the intended ammo and will not be made of any special materials

1 - Firefall

Time to Activate: 1 R
Resist Check: (1d3+1)d6 vs AGI
Target: 60' + 15' / F
Duration: Instant
Area: 5' + 5' / F radius
Effect: Rain sparks

This ability rains sparks and small tongues of fire in the radius doing 1d4 damage to anyone that fails the RC.

2 - Ectoplasmic Barrier

Time to Activate: 1 R
Resist Check: 3d6 vs. PWR negates
Target: Touch
Duration: 1 M + 1 M / PSU
Area: Creature
Effect: Protect with ectoplasm

This ability creates a thin barrier of conjured ectoplasm around the target's body. This gives +1 to all the target's DVs which stacks with all other protections on the target except for other ectoplasmic abilities.

3 - Ectoplasmic Shield

Time to Activate: 1 R
Resist Check: 3d6 vs. PWR negates
Target: Touch
Duration: 1 M + 1 M / PSU
Area: Creature
Effect: Protect with ectoplasm

This ability creates a shield from conjured ectoplasm in the target's off hand. This shield gives the subject 3/3/2/2 to their DVs and does not stack with other shields or ectoplasmic protection except armor. If this shield is removed it dissipates instantly.

4 - Minor Creation

Time to Activate: 2 R
Resist Check: None
Target: LOS 10' + 5' / F
Duration: 1 H + 1 H / PSU
Area: 1' + 6" / F radius
Effect: Create an item

This ability creates an item made of nonliving vegetable matter out of nothing on the ground. This can be made of wood, rope, or any other material derived from plant life. The user has to make a skill check to create any complex items that would normally require a craft skill check to make.

5 - Ectoplasmic Cocoon

Time to Activate: 1 R
Resist Check: 1d4+1)d6 vs. AGI
Target: LOS 60' + 15' / F
Duration: 1 M + 1 M / PSU
Area: 1 Creature
Effect: Encase in ectoplasm

This ability encases the target in a bubble of ectoplasm slightly larger than it. The creature cannot move or harm the bubble in any way except by negating it with Negate Psionics or similar powers. The creature cannot be targeted by spells or affected by most area of effect spells while encased in the bubble. The bubble has DVs of 10/10/10/10 and can be destroyed with enough damage. The bubble has 20 + 10 / F DP. A bubble made permanent with the Incarnate ability will regenerate 1 DP per round and will still be dispelled once brought below 0 DP.



5 - Flaming Shroud

Time to Activate: 1 R
Resist Check: (1d4+2)d6 vs AGI
Target: LOS 80' + 20' / F
Duration: 1 R + 1 R / 3 PSU
Area: Creature
Effect: Engulf in flames

This ability drops unstable ectoplasm on the target which sticks to it and ignites doing 4d6 fire damage per round. This does not ignite other objects.

6 - Create Weapon

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: 1 M + 1 M / PSU
Area: Hand
Effect: Create a weapon

This ability creates a weapon specified by the user in his hand. The user must be capable of wielding this weapon or the power will fail. If a ranged weapon is specified, no ammunition is created with it. The weapon created is a normal version of the intended weapon and will not be made of any special materials.

6 - Fabricate

Time to Activate: 3 R
Resist Check: None
Target: Touch
Duration: Instant
Area: 2 + 1 / F cubic yards
Effect: Convert raw materials

This ability turns targeted raw materials into finished products instantly. The target can be any type of ore, unfinished wood, clay, wool or any other type of unworked material. The user can make them into any type of finished item he wants, but he must make any skill checks that would be required to make an item of that type. For example with a pile of wood and iron to target the user could make a section of fence with no skill check or could make a spear with the appropriate Weapon Smithing check.

7 - Create Food and Water

Time to Activate: 3 R
Resist Check: None
Target: Touch
Duration: Instant
Area: 1 large bowl or
Effect: Sustain 2 + 1 / F People

This ability creates enough food and water to sustain 2 + 1 / F people for 1 day. The water appears in an appropriate vessel touched by the user and the food appears next to it. The water is pure water and the food is rather bland and tasteless but contains all nutrients a person needs. The food decays and becomes inedible after 24 hours.

8 - Whitefire

Time to Activate: 1 R
Resist Check: (1d3+2) vs AGI halves
Target: 120' + 20' / F
Duration: 1 R + 1 R / 4 PSU
Area: 20' + 10' / F radius
Effect: Rain fire

This ability engulfs the area of effect in a rain of pure white fire. This does 6d6 damage per round and will ignite flammable objects.

8 - Quintessence

Time to Activate: 5 R
Resist Check: None
Target: Touch
Duration: Instant
Area: 1" diameter
Effect: Gather time essence

This ability collapses a small amount of time into a thick gooey substance called quintessence forming a one inch diameter ball. This substance is usually transparent, but from some angles looks like a silvery mirror. This material protects anything it contacts from the effects of time. Any living flesh touching it feels a cool shock and quickly goes completely numb. After one minute of exposure, if the creature is still touching the quintessence it begins to take 1 damage per round. One casting of Quintessence is sufficient to coat an object of up to 6 cubic inches. Once an object is completely coated the quintessence dries and bonds with its surface becoming safe to touch again. Water and scrubbing will wash the quintessence off and let it rejoin the normal flow of time. Multiple castings can be combined to protect larger objects, but there is a 15% chance per added casting that the quintessence explodes and jumps everything within 2d6 feet forward in time 1d4 minutes.



9 - Wall of Ectoplasm

Time to Activate: 1 R
Resist Check: None
Target: LOS 100' + 20' / F
Duration: 1 M + 1 M / 2 PSU
Area: 200 + 100 / F square
Effect: Barrier of ectoplasm

This ability creates a barrier from ectoplasm in any shape the user wishes. This barrier cannot be moved or seen through, but it can be destroyed. The barrier has DVs of 10/10/10/10 and 100 + 25 / F DP. If this barrier is made permanent with Incarnate, the barrier regenerates 4 DP per round but will be dispelled if brought below 0 DP.

10 - Ectoplasmic Armor

Time to Activate: 1 R
Resist Check: 3d6 vs PWR negates
Target: Touch
Duration: 1 M + 1 M / 3 PSU
Area: Creature
Effect: Protect with ectoplasm

This ability creates armor from conjured ectoplasm in the shape of full plate on the target. This armor gives the subject 10/10/4/4 to their DVs and does not stack with other armor or ectoplasmic protection except shields. If this armor is removed it dissipates instantly. The armor gives a penalty to AGI only.

10 - Major Creation

Time to Activate: 1 R
Resist Check: None
Target: LOS 20' + 10' / F
Duration: Special
Area: 1' + 1' / F radius
Effect: Create item

This ability creates an item out of nothing on the ground. This item can be made out of any material except terisium, but the duration depends on what it is made out of. Some materials also have an XP cost associated with them. The user has to make a skill check to create any complex items that would normally require a craft skill check to make.

Material	Duration	XP Cost
Vegetable Matter	3 + 2/PU hours	0
Stone/Crystal/Most Metals	60 + 30/PU minutes	0
Precious Metals	5 + 5/3 PU minutes	1/100 th value
Gems	1 + 1/3 PU minutes	1/100 th value
Steel	5 + 5/2 PU rounds	100 XP
Adamantite	3 + 1/PU rounds	500 XP

11 - Metaphysical Weapon

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: 5 R + 5 R / 4 PSU
Area: 1 Nonmagical Weapon
Effect: Magical enhancement

This ability makes a nonmagical weapon into a +1 magic weapon for the duration.

12 - Ectoplasmic Copy

Time to Activate: 2 R
Resist Check: None
Target: Touch
Duration: 1 M + 1 M / 4 PSU
Area: 1 Object 500 lbs or less
Effect: Create a copy

This ability creates an exact copy of the targeted object next to it made from ectoplasm. This copy will look exactly like it and have all the same physical attributes, but no magical attributes will be copied. Creatures can be copied in this manner as well, but the copy will be inert and cannot be made to live through any means and does not count as a corpse for spells like Create Undead.

12 - Mass Cocoon

Time to Activate: 1 R
Resist Check: (1d4+2)d6 vs AGI
Target: LOS 100' + 20' / F
Duration: 1 M + 1 M / 2 PSU
Area: Creatures in 20' + 5' / F
Effect: Encase in ectoplasm

This ability functions exactly like Ectoplasmic Cocoon except that it affect all creatures in the radius creating a separate cocoon for each of them.



13 - Incarnate

Time to Activate: 4 R
Resist Check: None
Target: 100'
Duration: Instant
Area: 1 Metacreativity Ability
Effect: Make an ability

This ability changes the duration of another active Metacreativity to permanent. The target ability must be currently being maintained by the user of this ability. That ability will no longer require active maintenance by the psion. Any effects that would roll against that ability to negate it must instead roll as if they were targeting this ability. If the ability has conditions that would negate it, such as removing ectoplasmic armor, ignore these.

XP Cost: 200 xp plus 100 xp per rank of the targeted ability.

14 - Greater Fabricate

Time to Activate: 3 R
Resist Check: None
Target: Touch
Duration: Instant
Area: $50 + 25 / F$ cubic yards
Effect: Convert raw materials

This ability functions exactly like Fabricate except it can convert a much greater amount of materials at once.

XP Cost: 500 xp

15 - Contingency

Time to Activate: 10 M
Resist Check: None
Target: Caster
Duration: Permanent
Area: Caster
Effect: Set a trigger

This ability allows the user to specify a condition that will trigger another ability they know. The ability must be of rank 10 or less and will target the caster when it is triggered and the psion must pay for it normally when triggered. The triggering condition can be anything normally allowable for a conditional triggered defer. If the the psion does not have enough PSU for the ability specified when the condition is triggered then the ability does not go off and the Contingency will remain in effect and wait for the triggering condition to be met again.

XP Cost: 4000 xp

16 - Genesis

Time to Activate: 1 Week (8 hours of)
Resist Check: None
Target: None
Duration: Instant
Area: $200' + 50' / F$ radius
Effect: Create a demiplane

This ability creates a demiplane under the direction of the user. After the casting is complete the demiplane begins to grow adjacent to where the power was used. It will not be adjacent to other parts of the same plane or any other plane. The new demiplane slowly absorbs material and energy from the multiverse and grows at a rate of 2 feet radius per day. The environment can be anything the user can imagine but no valuable materials, life, or constructions such as buildings will be created. After 1 week of growing a 5' radius portal to the new demiplane will appear in the spot the user cast this power in. By default this portal is visible and accessible to all, but with 2 finesse the user can make the portal invisible and only useable to a creature carrying a specified item, the key.

XP Cost: 10000 xp



This ability creates a crystal that contains the essence of the user's mind. As long as they are alive the crystal is inert. If they die, their soul is drawn into this crystal immediately even if they are on a different plane than the crystal and their body becomes inert and cannot be brought back to life by any means. If the user has made multiple crystals, only the most recent crystal that still exists will be used. Once the soul is in the crystal, the stored mind activates and the crystal begins to glow. The psion can see and hear normally. The psion can now use any of his abilities he knew when the crystal was created and can speak telepathically to any intelligent creature within 60' and continue to spend experience to learn abilities. He can also spend 1 PSU to grow ectoplasmic legs on the crystal that last for 1 hour and grant a movement rate of 30'.

The crystal has a 10 in all physical stats and the psion has the same mental stats as when the crystal was created. The crystal has DVs of 20/20/15/15 including its stats due to its small size and hard form. The crystal has the same DP as the psion had when it was created. Other spells and abilities can later be used to restore the psion to life, but he will not regain any abilities that he knew before dying that were not stored in the crystal without divine intervention or relearning them through spending more xp. If the crystal is destroyed and the psion does not have another crystal set up, the psion's soul floats free normally.

The psion can also cast this spell again on a crystal he has previously created and it will update the mind stored in it to his current abilities.

This ability does not require active maintenance by the psion.
XP Cost: 5000 xp or 1000 xp if cast on an existing crystal.





11.11.3 Psychokinesis

1 - Ballistic Attack

Time to Activate: 1 R
Resist Check: None
Target: LOS 50' + 10' / F
Duration: Instant
Area: 1 object
Effect: Hurl an object

This ability picks up one object of one pound or less that is within range and hurls it quickly anywhere else within the range. If hurled into another object or creature the psion makes a missile attack using +3 instead of his normal missile modifier. The object deals 1d6 on a successful hit.

1 - Animate Shadow

Time to Activate: 1 R
Resist Check: None
Target: LOS 50' + 10' / F
Duration: 2 R + 2 R / PSU
Area: 1 Shadow
Effect: Make a shadow move

This ability causes the shadow of any 1 creature or thing to move independently of what is casting it. It can even detach and move away but must remain flat on a surface and its shape cannot change from what the creature or thing could normally cast.

2 - Negate Lesser Psionics

Time to Activate: 3 R
Resist Check: Special
Target: 80' + 20' / F
Duration: Instant
Area: 1 Psionic Ability
Effect: Nullify Ability

This ability can negate another targeted psionic ability. The user rolls (1d3+1/F)d6 vs. a number of d6 equal to the rank of the targeted ability. If the user rolls higher, the target ends immediately.

3 - Gird

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: Special
Area: 1 Psionic Ability
Effect: Stop concentrating to maintain

This ability allows the psion to maintain another power without concentration on it. This will allow the target power to be maintained even if the psion goes to sleep or is knocked unconscious. The maintenance cost of the target power still must be paid and will automatically be paid from the psion's unit pool as long as he has remaining units and does not choose to end the power. This power must be used carefully or the psion could be knocked unconscious and accidentally spend all his units on a girded power before he wakes up.

3 - Stomp

Time to Activate: 1 R
Resist Check: (1d4+1)d6 vs. AGI
Target: Touch
Duration: Instant
Area: 40' + 10' / F
Effect: Earth shake

The psion stomps on the ground and a wave of shaking earth extends forward from his foot. The wave is 10' wide and any creature in the path must make the RC or fall down prone on the ground and take 2d6 damage. Any loose objects automatically fall down and may break at the GM's discretion if fragile.

4 - Far Punch

Time to Activate: 1 R
Resist Check: None
Target: LOS 60' + 15' / F
Duration: Instant
Area: 1 creature
Effect: Punch with force

This ability punches the target with an invisible force. The psion must roll to hit the target with a +8 modifier instead of his normal missile mod. If hit the target takes 4d6 damage. This is considered a magical weapon for the purposes of bypassing Magic or Silver Shield or similar protections.

4 - Magnify

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 M
Area: Caster
Effect: Increase Ability

This ability doubles one aspect of another psionic ability. The ability to be doubled must be specified at the time this power is used and the first time the specified ability is used during the duration of this power it will be affected. The aspects that can be doubled are range, duration, area of affect, and damage. The doubled ability also cost twice as many units to activate and twice as many units to maintain. If magnify is used multiple times for the same power it will affect that power over multiple uses but it will not increase a single use more than double.



5 - Minor Telekinesis

Time to Activate: 1 R
 Resist Check: (1d4+1)d6 vs. WIL
 Target: LOS 60' + 15' / F
 Duration: 2 R + 1 R / PSU
 Area: Creature or object less than 30 + 15 / F lbs
 Effect: Move with mind

This ability allows the user to move the target with his mind. The target can be moved up to 50' per round in any direction. If the target leaves the range of the ability it immediately ends. This movement is not enough to directly cause harm to the target or anything else it runs into, but circumstances such as dropping the target into spikes or off a cliff could result in harm.

6 - Inertial Barrier

Time to Activate: 1 R
 Resist Check: None
 Target: Caster
 Duration: 3 R + 3 R / 3 PSU
 Area: 10' radius
 Effect: Create barrier of air

This ability creates a bubble of air around the caster that negates the inertia of anything passing through it. Any physical object or creature that crosses the radius of effect from either direction will immediately stop after losing its inertia. Missile weapons will fall harmlessly to the ground and creatures will stop out of reach of the caster, but can continue the next round.

7 - Negate Moderate Psionics

Time to Activate: 3 R
 Resist Check: Special
 Target: 80' + 20' / F
 Duration: Instant
 Area: 1 Psionic Ability
 Effect: Nullify Ability

This ability can negate another targeted psionic ability. The user rolls (1d3+5+1/F)d6 vs. a number of d6 equal to the rank of the targeted ability. If the user rolls higher, the target ends immediately.

8 - Animate Object

Time to Activate: 2 R
 Resist Check: (1d3+3)d6 vs. STR
 Target: 100' + 20' / F
 Duration: 3 R + 2 R / 3 PSU
 Area: 1 object 500 + 250 / F
 Effect: Make puppet

This ability allows the psion to cause an object to move and become flexible and seem to be alive. It can only be used on inanimate objects, so it will work on trees or plants but not undead or constructs. The object becomes flexible and can walk around and attack, but harder objects are more difficult to animate so objects get and RC vs their STR score. The object can move up to 50' per round and attack once per round. It attacks with a +10 combat mod for 1d12 points of damage. The damage type, blunt, piercing, or slashing, is up to the GM depending on what the object is hitting with. If the psion attempts to have the object use a skill such as tackle or wrestling he rolls against his own skill with a one die penalty. The GM can decide what skills the object is capable of attempting. If the object is involved in a grapple it uses its own STR score for rolling to break. An animated object does not have any DVs, it reacts too slowly to dodge so it will be just as easy to hit as it was when not animated. The GM should determine how hard it is to destroy just as if someone was try to destroy it normally.

8 - Mass Punch

Time to Activate: 1 R
 Resist Check: None
 Target: LOS 80' + 20' / F
 Duration: Instant
 Area: 10' + 5' / F
 Effect: Punch everyone with force

This ability hits all creatures in the area of affect with an invisible force. The psion must roll to hit each creature in the area individually using a +12 modifier instead of his normal missile mod. If hit the creature takes 7d6 damage. This is considered a magical weapon for the purposes of bypassing Magic or Silver Shield or similar protections.

9 - Control Body

Time to Activate: 1 R
 Resist Check: Special
 Target: LOS 100' + 20' / F
 Duration: 1 R + 1 R / 4 PSU
 Area: 1 creature
 Effect: Make puppet

This ability makes the target a puppet of the psion. To resist the ability, the victim rolls his STR/3 and the psion rolls his WIL/3. If the target rolls higher the spell ends. If there is a tie the target does not move for a round and both reroll the next round. Once the psion successfully wins this roll, he may control the target however he wishes. The psion may attack using the target's mods and skills with a -4 penalty to each. This ability gives no control over the target's voice and the target can speak however he wishes. If the psion directs the target in a suicidal or self-injuring action the target may immediately retry the resist check.



10 - Psychic Vampire

Time to Activate: 1 R
Resist Check: (1d3+2)d6 vs. PWR
Target: Touch
Duration: Instant
Area: 1 creature
Effect: Drain PU

This ability drains psionic units from the target and the user gains an equal number of units. If the target fails the RC they lose 4d6 units which are transferred to the user.

10 - Telekinesis

Time to Activate: 1 R
Resist Check: (1d4+2)d6 vs. WIL
Target: LOS 200' + 50' / F
Duration: 2 R + 1 R / 2 PSU
Area: Creature or object less than 150 + 50 / F lbs
Effect: Move with mind

This ability allows the user to move the target with his mind. The target can be moved up to 150' per round in any direction. If the target leaves the range of the ability it immediately ends. If the target is hurled into another creature or object both will take 3d6 damage if the user succeeds in a missile attack roll against the target using a +15 modifier instead of his normal missile mod. If the target is a weapon use the weapon's impale damage + 2d6 instead of the previous damage.

11 - Energy Conversion

Time to Activate: 2 R
Resist Check: None
Target: Caster
Duration: 1 M + 1 M / 3 PSU
Area: Caster
Effect: Protect from energy

This ability surrounds the user with a shimmering barrier that absorbs energy attacks. The user takes two dice off of all resist checks and one dice off of all damage from energy based attacks. Any type of energy can be absorbed including, but not limited to, fire, cold, electric, acid, sonic, light, and others. At any time the user can throw the absorbed energy at an enemy. This immediately ends this ability, but the target takes a number of dice equal to the number of dice of damage absorbed over the course of this spell in pure magical damage and must roll (1d4+2)d6 vs. HEA for half damage.

12 - Negate Greater Psionics

Time to Activate: 3 R
Resist Check: Special
Target: 80' + 20' / F
Duration: Instant
Area: 1 Psionic Ability
Effect: Nullify Ability

This ability can negate another targeted psionic ability. The user rolls (1d3+10+1/F)d6 vs. a number of d6 equal to the rank of the targeted ability. If the user rolls higher, the target ends immediately.

12 - Disintegrate

Time to Activate: 2 R
Resist Check: (1d6+1)d6 vs. HEA
Target: LOS 120' + 30' / F
Duration: Instant
Area: 1 creature or object of 500 lb. or less.
Effect: Disintegration

If the target fails the RC, they and all their equipment are disintegrated. An object target rolls against its STR stat. Equipment on the target receives no RC unless it is magical, if it is it receives the same check against its STR stat. Magical items destroyed in this way must roll on the detonation chart and add 15 to the roll as even the extraplanar terisium in the item is also destroyed so the magic is less bound. Treat any roll over 100 as a 100.

13 - Bind Psionics

Time to Activate: 1 M
Resist Check: None
Target: Touch
Duration: Special
Area: 1 item
Effect: Make magic item

This ability allows the user to make a psionic magical item. This ability is used in lieu of the defer spell in the item creation process. The trigger which can be set is determined by the number of finesses like it would be with a finessed defer.

XP Cost: 100 xp for charged item. 500 xp for regenerating item. 1000 xp for effect item.



13 - Matter Manipulation

Time to Activate: 2 M
Resist Check: None
Target: Touch
Duration: Instant
Area: 1 item
Effect: Change structure

This ability allows the user to rearrange the molecular structure of an item to make it stronger or weaker. Each use of this power increases or decreases the item's STR score by 2 + 1 / F points. An item's STR cannot be decreased below 1 and cannot be increased more than 6 past its normal STR score. If the item is armor, for every 5 points the STR is increased the armor gains 1 DV for each 3 DVs it would normally grant. So adamantite full plate increased to STR 30 would grant 14/14/2. For every 5 points of STR and armor is decreased by its DVs are decreased by the same amount.
XP Cost: 100 times the final STR score of the item in XP

14 - Negate All Psionics

Time to Activate: 1 R
Resist Check: Special
Target: 80' + 20' / F
Duration: Instant
Area: Any number of psionic abilities
Effect: Nullify Abilities

This ability can negate targeted psionic abilities. Any number of abilities can be targeted at once as long as they are all in range. The user rolls (1d3+12+1/F)d6 vs. a number of d6 equal to the rank of the targeted ability. If the user rolls higher, the target ends immediately. Repeat this once for each targeted ability.
XP Cost: 1000 xp

15 - Death Field

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: Instant
Area: 50' radius
Effect: Sap life energy

When this ability is used the psion must sacrifice any number of DP. Every other creature within the area of effect automatically loses an equal number of DP.

16 - Detonation

Time to Activate: 1 R
Resist Check: (1d4+3)d6 vs. HEA
Target: 120' + 40' / F
Duration: Instant
Area: 1 Creature
Effect: Blow up

This ability causes the molecules of the target's body to destabilize and explode doing 14d6 damage to the target or half that if it makes the RC. If the target dies from this damage its body was unable to contain this explosive energy and all creatures within 50' of it take 8d6 damage with the same RC for half damage.
XP Cost: 1500 xp

16 - Convergence

Time to Activate: 6 R
Resist Check: None
Target: Multitouch
Duration: 1 M + 1 M / 5 PSU
Area: Up to 6 creatures
Effect: Put your heads together

This ability allows multiple creatures to combine their power together to make a more powerful entity. The group pools all the units they have into a shared pool of each type. Any of them can draw as many units as they need from this pool. Each person in the group can use any spell, psionic ability, or skill that another group member knows. If any member of the group is targetted with mind affecting magic, each member of the group must attempt the RC for it. If any one of them makes it, none of them are affected but if all of them fail then every one of them is affected even if it is normally single target. When this ability ends all remaining units are distributed evenly between the participants up to their normal maximum.

This ability falls under both the Psychokinesis and Telepathy Disciplines. It can be learned by anyone who has either discipline but cannot be learned twice.

XP Cost: 3000 xp



11.11.4 Psychometabolism

1 - Talons

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 R + 5 R / 1 PSU
Area: Caster
Effect: Grow Small Talons

For the duration of this ability the psion's natural attacks get +1 to damage as their hands and feet grow small, sharp talons.

1 - Hear Light

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 M + 1 M / PSU
Area: Caster
Effect: Light to sound

For the duration of this ability the psion hears all light around them as sound. This allows them to see when blinded, but not in darkness. The interference from this added sound gives the psion Inferior Hearing for the duration of the ability. If the psion can see normally with their eyes they gain Exceptional Sight for the duration of the ability as they can see in multiple ways at once.

1 - See Sound

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 M + 1 M / PSU
Area: Caster
Effect: Sound to light

For the duration of this ability the psion sees all sound around them as light. This allows them to hear when deafened, but not in silence. The interference from this added light gives the psion Inferior Sight for the duration of the ability. If the psion can hear normally with their ears they gain Exceptional Hearing for the duration of the ability as they can hear in multiple ways at once.

2 - Enhanced Vigor

Time to Activate: 3 R
Resist Check: None
Target: Touch
Duration: 1 M + 1 M / PSU
Area: 1 living creature
Effect: Increase health

This ability increases the target's current and max DP by 1d6 for the duration of this ability. When this ends any DP over their normal max are lost. This does not stack with any other ability that increases max DP.

3 - Cannibalize

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: Instant
Area: Caster
Effect: Convert HEA to PSU

This ability costs 0 PSU to activate. When used the psion converts any amount of HEA points into PSU. Each point of HEA lost gives 3 PSU. This loss is not permanent, but cannot be restored through magical means. The points can only be restored through complete bed rest, 1 point is regained for every 3 days of total rest. Adventuring and travel will interfere with this, so even bed rest on a ship or carriage will not work.

4 - Biofeedback

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 R + 5 R / 2 PSU
Area: Caster
Effect: Cushion blows

This ability allows the psion to completely control the flow of blood through his body. This allows him to cushion incoming blows and prevent blood loss from injury. All attacks or spells that do physical damage to the user are reduced by two damage. Any wound that would normally cause damage through bleeding over time does not cause any further damage.

4 - Body Weaponry

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 R + 3 R / PSU
Area: Caster
Effect: Turn arm into weapon

This ability turns one of the user's forearms into a weapon. The arm actually transforms into wood or metal to form the weapon. The user can specify any weapon that they can wield in one hand, but they cannot specify a weapon that requires ammunition. This weapon cannot be disarmed, but it can be cut off.



5 - Claws of the Bear

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 R + 5 R / 1 PSU
Area: Caster
Effect: Grow claws

This ability grows claws on the user's hands or enlarges their claws if they already have some naturally. The user's unarmed attacks do 1d6 extra damage in addition to their normal damage. The user can still use their normal unarmed skill even though they do an extra die of damage.

6 - Graft Armor

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: 1 M + 1 M / 2 PSU
Area: Caster and 1 armor
Effect: Make armor part of body

This ability incorporates the armor currently being worn into the user's body. During the duration of this ability the armor has no stat penalties and its maximum movement rate is increased by 10'.

6 - Graft Weapon

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: 1 M + 1 M / 2 PSU
Area: Caster and 1 Weapon
Effect: Bind weapon to hand

This ability grafts the targeted weapon into the user's hand. During the duration the user cannot drop the weapon and it cannot be disarmed. The user gets a +1 to hit and to damage with this weapon while it is grafted to them. Any weapon can be grafted this way, but if the weapon normally requires two hands the user must still use his second hand to wield it.

7 - Cell Adjustment

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: 1 R + 1 R / 4 PSU
Area: 1 Willing living creature
Effect: Heal body

This power can heal wounds and cure nonmagical diseases in the target. Each round cures one disease or heals 4d6 DP at the user's discretion.

7 - Double Pain

Time to Activate: 1 R
Resist Check: (1d6+1)d6 vs. WIL
Target: Touch
Duration: 1 M + 1 M / 2 PSU
Area: 1 Living creature
Effect: Lower pain threshold

This power lowers the target's pain threshold so that the tiniest cut will feel like a serious injury. For every damage the target takes it also takes 1 pain damage that lasts until this ability ends. If the creature's pain damage ever exceeds its remaining DP it passes out until healed or this ability ends.

8 - Body Control

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 M + 1 M / 3 PSU
Area: Caster
Effect: Adapt to environment

This ability allows the user to adapt his body to be perfectly suited for an environment. The change must be for a specific surrounding such as extreme heat, cold, an elemental plane, water, acid, or any other environment condition. The psion fits into the chosen environment like a native organism. He can breathe and move normally and takes no damage from being in the chosen environment. No attack in any form can be considered an environment. So a character that can survive the plane of fire is damaged normally by a Fireball and a character adapted to a pool of acid will take damage from a vial of acid being tossed on him.

8 - Touch of the Vampire

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 R + 5 R / 2 PSU
Area: Caster
Effect: Draining touch

This ability shroud's the user's hands with black energy. Whenever the user does damage with their unarmed attacks they gain half that many DP.



9 - Immovability

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 R + 1 R / 2 PSU
Area: Caster
Effect: Can't be moved

When the psion uses this ability he stops moving and makes it incredibly difficult to move him. The psion must be on a horizontal surface when activating this power. The psion's strength score is 10 times greater while under the effects of this ability including 10 times as many exceptionals. Since the psion cannot move while using this power the increased strength can only be used to resist being pushed by someone or resist a spell that would move him. This will have no affect on the number of dice rolled while maintaining a grapple since the grappled creature can still try to wriggle free without moving the grappler.

10 - Superior Vigor

Time to Activate: 3 R
Resist Check: None
Target: Multitouch
Duration: 1 M + 1 M / 2 PSU
Area: willing living creatures
Effect: Increase health

This ability increases the targets' current and max DP by 5d6 for the duration of this ability. When this ends any DP over their normal max are lost. This does not stack with any other ability that increases max DP.

11 - Metamorphosis

Time to Activate: 4 R
Resist Check: None
Target: Caster
Duration: 1 H + 1 H / 2 PSU
Area: Caster
Effect: Shape change

This ability changes the user's body into another race. This cannot change mass, so his size will remain approximately the same size. The user loses all physical creature abilities he has and gains all physical creature abilities of the specified race. This cannot be used to change into a specific person or creature, only their race so the user cannot choose to disguise themselves as another person with this ability.

12 - Body Adjustment

Time to Activate: 4 R
Resist Check: None
Target: Caster
Duration: 1 Day + 1 Day / PSU
Area: Caster
Effect: Mutate self

This ability functions exactly like Mutate except only on the user. The user gets 1 change plus 1 change per 2 finesses. The user must pay for these changes with XP or HEA points as with mutate and each change can be 1 rank or 5000 XP whichever is higher. The user cannot regain PSU spent on this ability as long as the ability is active. This ability does not require active maintenance by the psion. When this ability ends the user's HEA and XP used on this ability are regained.

12 - Alpha Attack

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 R + 5 R / 5 PSU
Area: Caster
Effect: Strike harder

This ability allows the user to focus all of their strength into their unarmed attacks. During the duration of this ability the user's damage die size with their unarmed attacks is equal to their strength score and they get +1 to hit and damage for each exceptional they have. Magical enhancements to strength do not affect this spell, only their natural strength is checked. These attacks are considered magical for the purpose of by passing Silver or Magic Shield or similar protections.

13 - Complete Healing

Time to Activate: 2 R
Resist Check: None
Target: Caster
Duration: Instant
Area: Caster
Effect: Repair body

This ability completely heals the user's body to full health. Their DP becomes full, they regrow any lost limbs, and any diseases or other physical ailments are cured. This will also restore any lost physical stat points except for those lose through stressing, cannibalize, or bought down to pay for mutates.

XP Cost: 1000 xp

14 - Unstoppable Vigor

Time to Activate: 3 R
Resist Check: None
Target: Multitouch
Duration: 1 M + 1 M / PSU
Area: Touched willing living
Effect: Massively increase health

This ability doubles targets' current and max DP for the duration of this ability. When this ends any DP over their normal max are lost. This does not stack with any other ability that increases max DP.

XP Cost: 1000 xp



Time to Activate:	4 R
Resist Check:	None
Target:	Caster
Duration:	Instant
Area:	Caster
Effect:	Mutate self

This ability functions exactly as Body Adjustment except that it is instant like Mutate and any PSU spent on this ability can be regained normally.
XP Cost: 3500 xp + 500 xp per change.

16 - Affinity Field

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 M + 1 M / 4 PSU
Area: 20' + 10' / F radius
Effect: Share all affects

This spell allows the user to share everything that happens to him during the duration with everyone near him when this is activated. Once activated this sharing has an unlimited range, even if the creatures go to other planes during the duration they are still mystically bound to the user. Everything that happens to the user also happens to all the other creatures affected by this power. Whenever the user loses or gains a DP, they lose or gain the same amount. Any spell or ability that affects the user will automatically also affect them. Instantaneous spells that affect the group will not go away at the end of this duration, like fireball, healing spells, or teleportation. However spells with durations that have not expired when this duration ends will stop affecting the other creatures even though they continue to affect the user. Note that for area of affect spells the other creatures could be affected by it twice if both the user and a target are in the area.

XP Cost: 4000 xp

16 - True Metabolism

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 1 M + 1 M / 6 PSU
Area: Caster
Effect: Incredible regeneration

This ability allows the user's body to regenerate virtually any damage. Until the duration expires the user gains 10 DP every round. This will continue even if the user dies as long as a single cell of their body remains. This ability does not require active maintenance by the user and will continue until the user is restored and ends it or runs out of PSU. The GM should adjudicate how many DP need to be regained to reverse an effect that kills or destroys the body without a stated damage value. This amount can range from 10 DP to regrow a severed head to 200 DP needed to regrow the body from disintegration. Even the destruction of the user's soul can be regenerated, but that requires 200 DP in addition to the amount needed to restore the body to life.

XP Cost: 5000 xp





11.11.5 Psychoportation

1 – Float

Time to Activate: 1 R
Resist Check: None
Target: LOS 30' + 15' / F
Duration: 10 M + 10 M / PSU
Area: willing creature/object
Effect: Float in water

This ability supports the target in water so that it cannot sink or drown if it is a creature. The ability merely keeps the target on the surface of the water or a similar liquid, the target requires other means in order to move along the surface. If the target actively tries to swim beneath the surface the ability immediately ends.

2 - Feather Fall

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 5 R + 5 R / PSU
Area: Caster
Effect: Fall Slowly

This ability causes the user to fall slower than normal if they fall. They will fall only 50' per round and take no damage from falling. If this ability ends before they finish falling, they will take normal falling damage for the remaining distance.

2 - Fleet Foot

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: 1 M + 1 M / PSU
Area: 1 willing creature
Effect: Increase movement

This ability increases the target's land movement rate by 50% + 50% per finesse. This only affects its movement rate and does not affect how fast it can attack or perform other tasks.

3 - Trace Teleport

Time to Activate: 2 R
Resist Check: None
Target: 200'
Duration: Instant
Area: Caster
Effect: Learn destination

This ability allows the user to know the destination of one teleport or other form of instantaneous magical travel that was used in the last minute. For the next hour that destination is considered memlocked for the user.

4 - Dimensional Grab

Time to Activate: 2 R
Resist Check: None
Target: Memloc, same plane
Duration: 2 R + 1 R / PSU
Area: 5" radius
Effect: Grab or store an item

This ability creates a small shimmering blue portal in front of the caster and a second identical portal at the target location. Anything entering one portal comes out the other. Typically this is used to store or retrieve small items. However with a 4d6 Escape check a normal sized human could squeeze through in 5 rounds. The GM can adjust or deny this for different sized or shaped creatures.

4 - Short Teleport

Time to Activate: 1 R
Resist Check: None
Target: 200' + 50' / F
Duration: Instant
Area: Caster
Effect: Short range teleport

This ability teleports the caster instantly to another location within the range. Note that this does not require LOS but this ability provides no protection for appearing in a safe location. If the user misjudges the target they could appear inside another object or high in the air. If they appear completely inside an object they will die instantly. If they are only partially in an object the effects are up to the GM. If the user can see their destination there is no chance of anything going wrong.

5 - Go Away!

Time to Activate: 1 R
Resist Check: (1d4+1)d6 vs. PWR
Target: Touch
Duration: Instant
Area: 1 creature
Effect: Teleport 200' + 50' / F

This ability teleports the target to a safe location in a random direction 200' + 50' / F away from the psion.



5 - Teleport Trigger

Time to Activate: 5 R
Resist Check: None
Target: Caster
Duration: 1 H + 1 H / PSU
Area: Caster
Effect: Ready a teleport

This ability allows the psion to ready another teleport psionic ability for later by setting a specific condition for it to go off. The ability can only be used on the user and not any other creature even if the ability normally allows other targets. The condition can be anything that could be used for a conditional trigger Defer. The psion specifies the ability to be used and the destination target for it if that ability is targetable. The other ability is not actually cast until this ability goes off so no units or other costs are spent until this ability activates. If the psion can no longer afford to pay for the other ability when the condition is met it simply fails.

6 - Time Hop

Time to Activate: 1 R
Resist Check: (1d3+2)d6 vs. PWR
Target: Touch
Duration: Instant
Area: 1 Creature
Effect: Move forward in time

This ability teleports the target forward in time. They disappear and the reappear 3d6 rounds later in the same spot. If the space is occupied they will appear in the nearest unoccupied space.

7 - Follow Teleport

Time to Activate: 2 R
Resist Check: None
Target: 200'
Duration: Instant
Area: Caster
Effect: Follow another

This ability allows the psion to follow another teleport or other form of instantaneous travel that was used in the last minute within the range. The psion will appear next to where the user of the other teleport appeared. This can be anywhere on any plane that the other creature went and may not be a safe location for the user of this ability, but as long as the other creature appeared in a safe location, then the psion will appear in the closest safe location.

7 - Sending

Time to Activate: 3 R
Resist Check: None
Target: Memloc
Duration: 5 R + 5 R / PSU
Area: 1' + 6" / F radius
Effect: Speak remotely

This ability allows the psion to create a transparent portal to a memlocked location. Only light and sound can go through this portal, anything else passes through it without effect. But the caster can see and talk to anyone that is near the other portal.

8 - Dimensional Door

Time to Activate: 2 R
Resist Check: None
Target: LOS 200' + 50' / F
Duration: 2 R + 1 R / PSU
Area: 4' + 1' / F radius
Effect: Create doorway

This ability creates a shimmering blue portal in front of the caster and a second identical looking portal at the target location. Anyone who steps in either comes out the other portal. The user may step through on the same round the ability is used if they wish but still cannot take a whole 1/5 move as normal, just a single step as part of the use of this ability.

9 - Baleful Teleport

Time to Activate: 1 R
Resist Check: (1d4+2)d6 vs. HEA
Target: Touch
Duration: Instant
Area: 1 creature
Effect: Teleport partially

This ability teleports small pieces of the target away while leaving the majority of its body where it is. These pieces are no bigger than dust, but are so numerous that their sudden absence causes massive damage to the target. The target takes 9d6 damage, or half that on a successful resist.

10 - Interdimensional Grab

Time to Activate: 2 R
Resist Check: None
Target: Memloc
Duration: 2 R + 1 R / PSU
Area: 5" radius
Effect: Grab or store an item

This ability functions identically to Dimensional Grab except that it can go to locations that are not on the same plane.



10 - Temporal Acceleration

Time to Activate: 2 R
Resist Check: None
Target: Touch
Duration: 2 R + 1 R / 6 PSU
Area: 1 willing creature
Effect: Move faster through time

This ability causes the target to move through time twice as fast as normal. This allows the target to take two actions every round for the duration of this ability. They take their first action on their normal initiative and a second action after every other group has acted for the round. At the end of the duration the target is disoriented and unable to take an action for a round.

11 - Dismissal

Time to Activate: 1 R
Resist Check: (1d3+3)d6 vs. PWR
Target: Touch
Duration: Instant
Area: 1 Creature
Effect: Send to home plane

This ability will fail if cast on a creature that is on its native plane. A creature targeted by this spell that is not on its home plane will be teleported back to its home plane if it fails the RC. It will appear in a random safe location on its home plane.

12 - Random Teleport

Time to Activate: 1 R
Resist Check: (1d3+3)d6 vs. PWR
Target: Touch
Duration: Instant
Area: 1 creature
Effect: Teleport away

This ability teleports the target to a random safe location on the same plane. A safe location will be standing on a solid surface that can support the target's weight. There will be air to breathe and the target will not take damage simply from standing in that location. So they cannot be teleported into deep water or acid or fire or on a trap but they could appear next to armed people. The GM can determine the location however they wish as long as its environment is safe to the target.

12 - Time Shift

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: Special
Area: 1 creature
Effect: Jump forward in time

This ability allows the psion to move forward in time and then observe until time catches up with him again. The psion teleports forward in time 2 R + 1 R / F. The psion sees everything frozen around him as it will be when the moment he reappears arrives. The psion then has an equal number of rounds to study the frozen scene and move around. He cannot affect anything during these rounds. Any spells or abilities he uses simply will not work unless used on himself. The psion will appear and be able to act immediately when the frozen rounds end.

When this spell is cast the GM should play out the next 2 R + 1 R / F normally but the psion will have disappeared and be able to take no actions. On the round after that, once it is time for the psion's side to ask questions in initiative, the psion should be told what the scene looks like and be given an equal number of rounds to act.

13 - Teleport

Time to Activate: 1 R
Resist Check: None
Target: Touch
Duration: Instant
Area: 1 willing creature or object
Effect: Teleport

This ability teleports the target to a memlocked location on the same plane.
XP Cost: 500 xp.

14 - Summon Planar Being

Time to Activate: 1 M
Resist Check: (1d3+4)d6 vs. WIL
Target: LOS 200' + 25' / F
Duration: Instant
Area: 1 creature
Effect: Summon random creature

This ability summons a random creature from a plane of the user's choice. The user has no choice as to what type of creature is summoned, but he can direct where it will appear. The creature summoned will usually be intelligent, but if the plane has very few intelligent creatures then it may not be. The creature has no idea who summoned it and what happened to it, but will most likely be very confused and very mad.

XP Cost: 1000 xp.



This ability creates a circle on the ground in front of the caster and another at the target location. Anyone stepping into one of the circles is instantly teleported into the other. This ability does not require active maintenance.
XP Cost: 3000 xp.

15 - Group Teleport

This ability teleports the targets to a memlocated location on the same plane.
XP Cost: 1500 xp.

16 - Planeshift

This ability teleports the targets to a plane specified by the psion. If the two planes are adjacent they will end up in the same location as if they had Otherported there. If they are not they will end up at a location determined by the GM. Or if the psion has memlocated a location on that plane he can choose to have the group end up there instead.

XP Cost: 2000 xp.

16 - Planeshift Circle

This ability creates a circle on the ground in front of the caster and another at the target location. Anyone stepping into one of the circles is instantly teleported into the other. This ability does not require active maintenance.

XP Cost: 5000 xp.





11.11.6 Telepathy

1 - Daze

Time to Activate: 1 R
Resist Check: (1d4)d6 vs. WIL negates
Target: LOS 60' + 15' / F
Duration: 1 R
Area: 1 creature
Effect: Lose 1 action

This ability causes the target to be dazed and do nothing the next time they get an action.

1 - Detect Lie

Time to Activate: 1 R
Resist Check: (1d4+1)d6 vs. WIL
Target: LOS 60' + 15' / F
Duration: 5 M + 5 M / PSU
Area: 1 creature
Effect: Detect Lies

This ability lets the user know whenever the target lies during the duration. This will not tell if they leave something out or tell a falsehood that they believe is the truth.

2 - Missive

Time to Activate: 1 R
Resist Check: (1d4+1)d6 vs. WIL
Target: LOS 1 Met
Duration: Instant
Area: 1 creature
Effect: Send Message

This ability allows the user to send a short message of 20 words or less to the target telepathically. If the user does not share a language with the target it knows something popped into its head but doesn't understand it. The message automatically includes a picture of the user's face so that the target knows who it came from.

3 - Day Dream

Time to Activate: 1 R
Resist Check: (1d4+1)d6 vs. WIL
Target: LOS 60' + 15' / F
Duration: 1 M + 1 M / PSU
Area: 1 creature
Effect: Cause distraction

This ability causes the target to day dream and pay little attention to their surroundings. This gives them a 2 die penalty to all perception checks. This will only work on intelligent creatures that are going about their business normally and not concentrating hard or at a heightened state of alertness.

4 - Share Memory

Time to Activate: 2 R
Resist Check: (1d4+1)d6 vs. WIL
Target: LOS 60' + 15' / F
Duration: Instant
Area: 1 creature
Effect: Give 1 + 1 / F Memories

This ability gives up to five of the user's memories to the target. The target will retain them normally as if they were his own memories but knows they came from an outside source.

5 - Fate Link

Time to Activate: 1 R
Resist Check: (1d3+2)d6 vs. WIL
Target: LOS 80' + 20' / F
Duration: 10 R + 10 R / 2 PSU
Area: 1 creature and caster
Effect: Share Pain

This ability links the user with the target so that any pain experienced by one is felt by the other. Whenever one of them loses DP the link causes the other to lose the same amount of DP. If one fails to resist a spell that incapacitates or affects them through pain the other automatically suffers the same affects. If one of the creatures dies during the duration of this ability, the other must make 4d6 vs. HEA or die also. This spell affects both the user and target with a link and cannot be made permanent with Psychic Chirurgery since the user cannot use that ability on himself.

5 - Share Language

Time to Activate: 3 R
Resist Check: (1d3+2)d6 vs. WIL
Target: LOS 60' + 15' / F
Duration: 1 M + 1 M / PSU
Area: 1 creature
Effect: Allow communication

This ability allows the target to speak a language specified by the user at the rank the user has in that language. This spell affects both the user and target with a link and cannot be made permanent with Psychic Chirurgery since the user cannot use that ability on himself.



6 - Mind Read

Time to Activate: 2 R
Resist Check: (1d3+2)d6 vs. WIL
Target: LOS 100' + 20' / F
Duration: 5 R + 5 R / PSU
Area: 1 creature
Effect: Read thoughts

This ability allows the user to hear the target's thoughts as it has them. Against that target for the duration the user will be able to anticipate all of the target's actions and get +2 to all DVs, +2 to hit rolls, and 1d6 off of all resist checks against the target only.

7 - Share Skill

Time to Activate: 3 R
Resist Check: (1d4+1)d6 vs. WIL
Target: LOS 60' + 15' / F
Duration: 1 M + 1 M / PSU
Area: 1 creature
Effect: Give 1 + 1 / 2 F Skills

This ability lets the target use some of the user's skills for the duration. The target does not actually gain any ranks in the skill so they cannot buy other abilities that require the skill as a prerequisite. They can only use the number of ranks the user actually has, not any magical enhancements to the skill. This spell affects both the user and target with a link and cannot be made permanent with Psychic Chirurgery since the user cannot use that ability on himself.

8 - Crisis of Breath

Time to Activate: 1 R
Resist Check: (1d4+2)d6 vs. WIL
Target: LOS 100' + 20' / F
Duration: 3 R + 3 R / PSU
Area: 1 creature
Effect: Trouble breathing

This ability forces the target to expel all of his breath immediately and stops the autonomous breathing impulses for the duration. This affects any type of breathing the target may have, including air and water and any more unusual type of breath, but does not affect a creature that does not require breathing. The target may choose to concentrate on his breathing consciously and will not suffer any ill effects, but he will not be able to attack more than once per round, use skills or cast any spells. Otherwise the target may act normally, but must make a HEA check at the end of each action. The first check is 2d6 and one die is added each round they do not take a breath. If they fail a check they fall unconscious for the duration of the spell and will wake up 1 minute after the spell ends. No matter how long the spell lasts the target will not actually die, while unconscious enough oxygen will leak in to allow it to barely survive. Spells such as Ironlungs that allow the target to hold their breath will not stop this spell, but spells like Anerobia that allow the target to function without breathing will stop this spell.

8 - Invincible Foes

Time to Activate: 1 R
Resist Check: (1d4+2)d6 vs. WIL
Target: LOS 100' + 20' / F
Duration: 1R + 1R / 3 PSU
Area: 1 creature
Effect: Cause severe insecurity

This ability causes the target to believe that any more blows struck against them will cripple or kill them. If they receive one or more points of damage during the duration of this ability they will think they are dying and cannot fight any further. They will fall to the ground in horrible pain and be unable to do anything for a minute even if this ability ends. The target's behavior is likely to change even if they are never struck since they fully believe the next blow will kill them so they may try to flee or surrender.

9 - Share Spell

Time to Activate: 3 R
Resist Check: (1d4+1)d6 vs. WIL
Target: LOS 60' + 15' / F
Duration: 1 M + 1 M / 2 PSU
Area: 1 creature
Effect: Give 1 + 1 / F Spells

This ability allows the target to cast up to 5 spells or psionic abilities specified by the user that the user knows. These spells must be cast with the target's own units. If the target casts a rank 13 or higher spell, that spell has an XP cost equal to its rank times the base cost of the group. This spell affects both the user and target with a link and cannot be made permanent with Psychic Chirurgery since the user cannot use that ability on himself.

10 - Eject

Time to Activate: 2 R
Resist Check: (1d3+1)d6 vs. WIL
Target: Touch
Duration: Instant
Area: 1 creature
Effect: Remove outside influence

This ability automatically negates most powers and spells that are currently affecting the target's mind and ejects any mind that is currently possessing the body. This will only eject minds that are subsuming the character, such as a second lifer spirit or a ghost possessing the person. It will not eject minds that have replaced the original such as the Mind Switch power or other forms of body swapping. The target, or the target's original personality if it is being possessed, must make the RC or the spell fails. Any spell or ability less than the rank of this ability is automatically negated, for any spell or ability rank 10 or higher roll 12d6 vs its rank in d6 and if this ability rolls higher the other is negated.



10 - Invincibility

Time to Activate: 1 R
Resist Check: (1d3+3)d6 vs. WIL
Target: LOS 100' + 20' / F
Duration: 3 R + 1 R / PSU
Area: 1 creature
Effect: Convince of invulnerability

This ability causes the target to believe they are invincible and all powerful while their foes are weak. The target will believe that they can kill any foe with a single blow or spell. Any time the target does damage to an enemy he will see the enemy's corpse on the ground. The target will ignore any foes that they have "killed" unless one of them attacks the target again at which point the target will believe that the foe has risen from the dead. If this happens 3 or more times in one battle the target must make 4d6 vs. INT or become convinced that his foes are unkillable and react accordingly.

11 - Fatal Attraction

Time to Activate: 1 R
Resist Check: (1d6+1)d6 vs. WIL
Target: LOS 100' + 25' / F
Duration: 1 Day + 1 Day / 2 PSU
Area: 1 creature
Effect: Cause suicidal tendencies

This ability plants a suicidal suggestion in the target's subconscious. It will slowly unfold in his mind over the course of the next 1d4 days. The target's conscious mind will not notice any difference. On the last day of the rolled time period the target will be somewhat dour and fatalistic. After the time period is up the target will look for the quickest, most likely method to end his life. For example, if close to a cliff the target would jump off or if he's close to the ocean he would try and drown himself. If nothing else is convenient the target will try to kill himself with his own weapon or bash his head on the ground. If the subject is prevented from taking one method he will look for another, but if he follows through on one and survives, like bashing himself to unconsciousness but not death, he must make the RC again or he will try again in another 1d4 days. Unlike most abilities this one does not require active maintenance by the user and the entire duration must be paid for as the spell takes effect, not over time. So if the user has 20 PSU left after the target fails their check they can make the duration up to 11 days by spending all their units immediately, but if they choose to spend 0 the spell will end in only one day and be unlikely to actually result in a suicide. This ability does not require active maintenance.

11 - Vanish

Time to Activate: 1 R
Resist Check: (1d4+2)d6 vs. WIL
Target: LOS 150' + 25' / F
Duration: 1 M + 1 M / PSU /
Area: 2 creatures + 1 creature
Effect: Disappear

This ability causes the targets to ignore the user for the duration. They will not see, hear, or smell him or anything that he does. If he touches one of the targets or does an action that directly affects them, such as shooting or fireballing them, this ability immediately ends for that target but the others are still under its affects.

12 - Split Personality

Time to Activate: 1 R
Resist Check: None
Target: Caster
Duration: 2R + 1 R / 4 PSU
Area: Caster
Effect: Split mind

This ability divides the user's mind into two independently functioning parts. Each part can access all skills and memories known by the character and share control of the body. The two parts can communicate fully and coordinate all their actions. Only one half can control the body each round, the other half can only do purely mental actions such as thought activating an item or activating a psionic ability. The two halves share the same unit pools, so if they both use a rank 4 psionic power in the same round their PSU pool would be decreased by 8 that round. Any mental attacks against the user will only affect one of the parts determined randomly. If one part is incapacitated or controlled in some manner the other part can automatically choose to assume control of the body and the afflicted part can only use purely mental abilities. If one half is magically afflicted in some manner when this ability expires the user must make 5d6 vs. WIL or pass out for 5 minutes. But regardless once he regain consciousness or succeeds the magic that was affecting half of his mind is ended and he suffers no more consequences from it.

12 - Synaptic Static

Time to Activate: 1 R
Resist Check: Special
Target: Caster
Duration: 3R + 1 R / 2 PSU
Area: 60' + 15' / F
Effect: Stop psionics

This ability interferes with all psionics in the area of affect including those used by the psion using this ability. All active psionics can still be maintained but no psion can activate new powers unless they make 6d6 vs. WIL each round they try to activate a power. The user of this power cannot use any new powers at all regardless of whether he can make the check or not.



13 - Psychic Chirurgery

Time to Activate: 5 R
Resist Check: (1d4+2)d6 vs. WIL
Target: Touch
Duration: Instant
Area: 1 creature
Effect: Repair or alter mind

The caster cannot use this ability on himself.

The primary use of this ability is to repair the subject's damaged mind. Any sort of insanity can be removed and any mind altering magics can also be removed by rolling 1d6+10 d6 vs. the rank of the spell. If the spell loses this roll, it is immediately removed. An unlimited number of spells may be affected by one use of this ability, but each must be rolled separately.

Another use of this ability allows the psion to make one ability in the Telepathy Discipline that is currently affecting the target permanent. That ability must have been used by the caster of this ability and the duration must not end before the activation time of this ability is done. That ability no longer requires active maintenance by the psion. Any effects that would roll against that ability to negate it must instead roll as if they were targeting this ability.

The last use of this ability is to impart the knowledge of one psionic ability that the caster knows to the subject. This ability does not need to be in a Discipline that the target knows and the target spends no experience to learn it.

XP Cost: 500 xp. The second use requires an additional 200 xp per rank of the ability being affected. The third use requires an additional 450 xp per rank of the ability being granted.

14 - Dominate

Time to Activate: 3 R
Resist Check: (1d3+3)d6 vs. WIL
Target: LOS 100' + 25' / F
Duration: 1 H + 1 H / 5 PSU
Area: 1 creature
Effect: Control actions

This ability allows the user to mentally control the actions of the target. Any action the target could normally perform can be taken, but it can resist taking suicidal actions by making 3d6 vs WIL. This ability does not give the user any knowledge of what sort of abilities the target possesses, but of course he can command the target to tell him if they are capable of communication. This ability allows the user to command the target from any distance, but does not allow the user to perceive what is happening around the target so all but the most basic commands are difficult over a distance.

XP Cost: 1000 xp

14 - Mind Switch

Time to Activate: 2 R
Resist Check: (1d3+3)d6 vs. WIL
Target: LOS 100' + 25' / F
Duration: Instant
Area: 1 creature and caster
Effect: Swap Minds

This ability swaps the user's mind and soul with that of the target. They end up in each other's bodies permanently unless this ability or other magic changes them again. Any magic in affect on one of them except for purely mental spells does not transfer and continues uninterrupted to affect the new mind in the body. There is no outward sign of this change so it is possible no one except the two creatures affected will notice for some time. The mental stats and abilities of the two creatures remain the same in their new body even if the race of their new body normally has exceptional or inferior mental abilities. For example if a human switched with a tiger, the human in the tiger body would not gain inferior INT and would still be able to perform any actions he normally could that aren't physically limited. He would be able to use psionics but not cast most elemental and divine spells. The tiger in the human body would be a normal human with no skills and 2 inferior INTs.

XP Cost: 2500 xp

15 - Microcosm

Time to Activate: 1 R
Resist Check: (1d4+3)d6 vs. WIL
Target: LOS 100' + 25' / F
Duration: Permanent
Area: 1 creature
Effect: Trap Mind

This ability causes the target's mind to be trapped inside itself. Its mind generates a fabricated world to live in until its body dies or this ability is negated. All of its senses are inside its fantasy only and none of its body's senses can penetrate into this world so its body falls limp and will remain that way as long as this ability is in effect. This ability does not require active maintenance.

XP Cost: 3000 xp



This ability allows multiple creatures to combine their power together to make a more powerful entity. The group pools all the units they have into a shared pool of each type. Any of them can draw as many units as they need from this pool. Each person in the group can use any spell, psionic ability, or skill that another group member knows. If any member of the group is targetted with mind affecting magic, each member of the group must attempt the RC for it. If any one of them makes it, none of them are affected but if all of them fail then every one of them is affected even if it is normally single target. When this ability ends all remaining units are distributed evenly between the participants up to their normal maximum.

This ability falls under both the Psychokinesis and Telepathy Disciplines. It can be learned by anyone who has either discipline but cannot be learned twice.

XP Cost: 3000 xp

16 - Enlighten

This ability allows the user to grant intelligence and speech to a creature that normally cannot talk. This is normally used on creatures with inferior INT like animals, but can also be used on exceptionally stupid humanoids with INT below 6. This ability removes all inferior INT that the target has and boosts their INT to 6 if it is below that. It also modifies their vocal chords so that they can produce speech and grants them 6 ranks of one of the languages the user knows at rank 6 or above.

XP Cost: 4000 xp





12 Elemental Magic

Non-divine magic is derived from the natural forces present in the environment: Air, Water, Earth, and Fire. Magicians must learn how to control and shape these forces to create magical manifestations.

Each type of force, or **element**, is controlled in very different and incompatible ways. When a magician begins to learn his art, he must choose an element with which to work. Once declared, the magician may only buy spell groups from that element, or the element it dominates (see *Acquiring Spells from other Elements* and *Elemental Relationships*).

There are seven spell groups common to all magicians, and four unique spell groups related to each element. The base cost of the Necromancy/Time, Mind Twisters, Charms and the Dimensions groups is 600 EP. The base cost of the rest of the spell groups is 300 EP.

12.1 Elemental Core Spells

All magicians have access to certain “core” spells. These spells are created by the power of the caster’s element, but manifest themselves similarly regardless of the element. Thus, some form of the caster’s element must be present so that he may draw elemental power from it.

Defer spells are the means by which a magician manufactures magical items and creates permanent or delayed spell effects.

Common Magics is a group that makes a magician’s every day and professional life easier.

Movement spells enable the magician to move quickly and efficiently from place to place.

Revocation spells are used to cancel another magician’s magic. It has no effect on divine magic.

Tongues and Scripts provides the means to communicate by spoken, written, or cyphered word. All elemental mages understand and use the same basic concepts and ideas when casting, teaching and learning about their magics. These concepts transcend any normal human tongue, being the same for all elemental casters regardless of race, sex, or creed. This group of spells includes the ability to create, interpret and use this elemental cypher.

Shadow Magics enables the magician to manipulate shadow for useful and wondrous effects. They involve the use of both light and darkness. Light is used to delineate darkness, and thus these spells cease to function in the presence of extreme light (greater than daylight), or absolute darkness. The shadows created have no physical substance, and cannot be harmed by any physical or magical attacks. They cannot, on the other hand, have any effect upon things in the physical world except as explicitly stated within each spell.

Interdictions spells allow a mage to better resist magic. Due to similar magical properties, spells within this group **cannot be deferred** using the Defer spell. This means that magic items cannot be made from most of the spells in this group. Most of the spells in this group, marked with a duration of “special,” are held on the target for a period of two minutes until they are activated (the method of activation is described in the spell description itself). Only one of these spell may be activated at a time, but multiple spells may be held on a target.



1. Defer

- 1 Defer 1
- 2 Defer 2
- 3 Defer 3
- 4 Defer 4
- 5 Defer 5
- 6 Defer 6
- 7 Defer 7
- 8 Defer 8
- 9 Defer 9
- 10 Defer 10
- 11 Defer 11
- 12 Defer 12
- 13 Defer 13
- 14 Defer 14
- 15 Defer 15
- 16 Defer 16

2. Revocation

- 1 Revocation 1
- 2 Revocation 2
- 3 Revocation 3
- 4 Revocation 4
- 5 Revocation 5
- 6 Revocation 6
- 7 Revocation 7
- 8 Revocation 8
- 9 Revocation 9
- 10 Revocation 10
- 11 Revocation 11
- 12 Revocation 12
- 13 Revocation 13
- 14 Revocation 14
- 15 Revocation 15
- 16 Revocation 16

3. Common Magic

- 1 Lamp
- 2 Change Temperature
- 3 Renew Object
- 4 Glue
- 5 Mending
- 6 Fetch
- 7 Find
- 8 Weapon Charm
- 9 Reassemble
- 10 Know Element
- 11 Armor Charm
- 12 Fasten
- 13 Shelter
- 14 Servants
- 15 Know Magic
- 16 Sunder

4. Movement

- 1 Tireless Walking
- 2 Cushion
- 3 Stickum
- 4 Catspaw
- 5 Quicken
- 6 Leap
- 7 Tireless Running
- 8 Slow
- 9 Grasshopper
- 10 Speed
- 11 Mire
- 12 Puppet
- 13 Hasten
- 14 Lightfoot
- 15 Snatch
- 16 Emulate

5. Tongues and Scripts

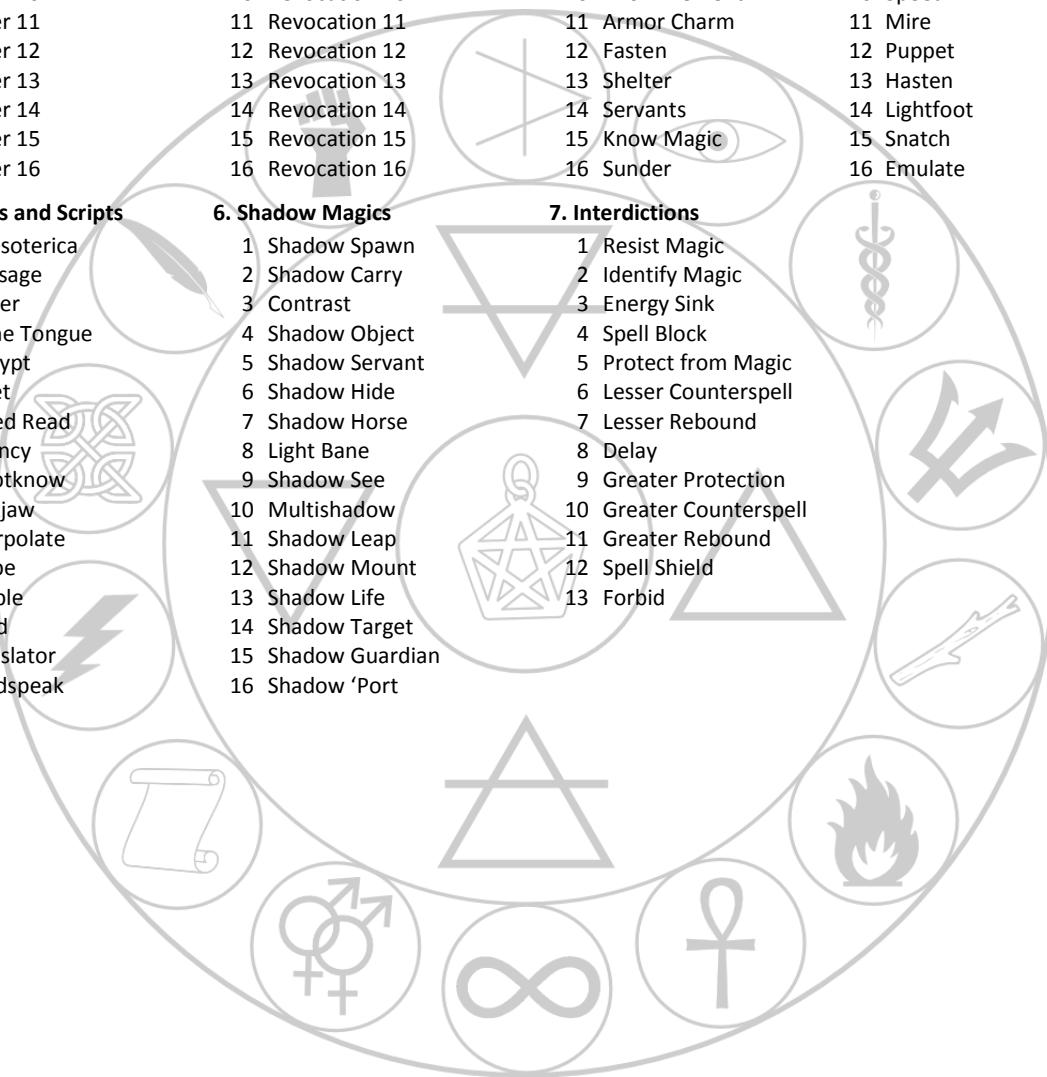
- 1 Lexesoterica
- 2 Message
- 3 Cipher
- 4 Name Tongue
- 5 Encrypt
- 6 Quiet
- 7 Speed Read
- 8 Fluency
- 9 Scriptknow
- 10 Lockjaw
- 11 Interpolate
- 12 Scribe
- 13 Babble
- 14 Need
- 15 Translator
- 16 Mindspeak

6. Shadow Magics

- 1 Shadow Spawn
- 2 Shadow Carry
- 3 Contrast
- 4 Shadow Object
- 5 Shadow Servant
- 6 Shadow Hide
- 7 Shadow Horse
- 8 Light Bane
- 9 Shadow See
- 10 Multishadow
- 11 Shadow Leap
- 12 Shadow Mount
- 13 Shadow Life
- 14 Shadow Target
- 15 Shadow Guardian
- 16 Shadow 'Port

7. Interdictions

- 1 Resist Magic
- 2 Identify Magic
- 3 Energy Sink
- 4 Spell Block
- 5 Protect from Magic
- 6 Lesser Counterspell
- 7 Lesser Rebound
- 8 Delay
- 9 Greater Protection
- 10 Greater Counterspell
- 11 Greater Rebound
- 12 Spell Shield
- 13 Forbid





12.1.1 Defer

* - Defer

Spell Rank: 1 to 16
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 2 hours
Area: 1 item
Effect: delayed spell effects

Casters use the Defer spell to delay the effects of another spell. The caster picks a single item and casts the Defer spell on it. This places a magical field about the item that can hold on other spell in rank equal to or less than the rank of the Defer spell used. Immediately after this, the caster casts his other spells into the same item. The magical field created by the Defer ensnares these spells, holding it within the field.

As long as the Defer spell lasts, the caster can touch the item and direct the ensnared spell to discharge, having the same effect as if he had cast it originally. The spell's release from the Defer takes a single round, despite the casting time of the spell. If the Defer spell expires, without triggering its contained spell, all magic energies involved dissipate harmlessly.

If the caster wants someone other than himself to be able to release and direct the spell, he may finesse the original Defer to include a trigger that others can use. The number of finesses determines what kind of trigger is used, as follows:

- 0 Thought activated by original caster only
- 1 Mechanical
- 2 Spoken Word or Phrase
- 3 Thought activated by anyone
- 4 Activated by a condition

Spells cast with an unfinessed **Defer** can only be thought activated by their original caster, when he is touching the item. A single finesse allows the spell to be triggered by any moving part of the item. Two finesses allow the spell to be triggered by a key word or phrase. Three finesses allow the spell to be thought activated by anyone holding the item. The fourth finesse allows the caster to state the single condition that will activate the item. This condition can only describe a state of being, and can only be based on the position, condition or existence of physical objects or energies within 10' of the item.

The caster may choose to target the spell either at the time of casting the **Defer** spell, or when it is triggered. If it is targeted when triggered, the person triggering the spell can direct it mentally, just as if they were the caster. If it is targeted when the **Defer** is originally cast, the caster gives targeting information relative to the position and orientation of the object used for the **Defer** spell.

Defer spells used on items with already existing defer spells cast by a different caster don't work. Recasting a new **Defer** spell on your deferred spell extends the duration of the original **Defer** spell by an additional 2 hours.

The Elemental **Defer** spell can only be used to contain elemental spells.

Casting a defer spell above rank 12 does not require experience points to cast.



12.1.2 Revocation

* – Revocation

Spell Rank: 1 to 16

Time to Cast: 3 R

Resist Check: none

Target: LOS 80 + 20/F'

Duration: instantaneous

Area: 1 magical effect

Effect: nullify elemental power

12.1.2.1 Revoking Spells

The Revocation group is different from others in that the spell remains the same throughout, except that each successive spell is more powerful than the previous. It can affect both spells and magical items; potions and other single use magical items are considered as spells for Revocation purposes.

The mechanics for determining if a Revocation is successful are simple. The caster rolls a number of d6 equal to the rank of the Revocation he is casting and totals them. The owner of the spell effect or magical item rolls a number of d6 equal to the rank of the effect the caster is attempting to revoke and totals them. The higher total wins, i.e., if the caster's total is higher the target effect is negated; if the spells total is higher the Revocation fails. In the event of a tie, the original spell effect wins.

12.1.2.2 Affecting Items

Each magical item has at least two components: a spell effect and a **Defer**. These are specified in the item's description. To temporarily suspend the effect of an item (or draw charges from a charged item), the caster attempt to Revoke the spell effect. Dice are rolled as described under Revoking Spells. If the player's total is higher, the Revocation works and the difference between his and the item's owner's total is the number of rounds the effect is negated, or the number of charges drawn.

To permanently cancel an item, the caster must revoke the **Defer** spell. Dice are rolled and if the player's total is higher than the item's owner's total the item is made permanently non-magical.



12.1.3 Common Magics

1 – Lamp

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 item
Effect: illuminate

Lamp causes any **non-living object** to shed light equivalent to a normal torch.

2 – Change Temperature

Time to Cast: 1 R
Resist Check: none
Target: 10 + 5/F'
Duration: 6 + 2/F H
Area: 15' radius
Effect: see text

Change Temperature allows the caster to set and maintain any desired air temperature between 0 degrees and 100 degrees Fahrenheit within an enclosed and moderately well insulated space without need for normal heating or cooling devices.

3 – Renew Object

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 30 + 15/F lb item
Effect: restore appearance

Renew Object enables the magician to restore **one item** to its new/clean appearance. Clothing, dishes, books, etc. are likely targets.

4 – Glue

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: special
Area: 1 surface/2 objects
Effect: glue together

This spell allows the caster to glue **two surfaces of any two items** together. The items cannot be separated by any physical means while this spell is in effect. Normally it lasts 4 minutes. One finesse allows it to last for one hour, two for one day, three for one week and four for one month. Needless to say, the caster's finger is not stuck to the items while he targets this spell.

5 – Mending

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 50 lb object
Effect: fix it

Mending allows the caster to restore **any broken, item** to its original condition if the caster has handled the object before it was broken and all the original pieces are at hand.

6 – Fetch

Time to Cast: 1 R
Resist Check: none
Target: LOS 200 + 50/F'
Duration: instantaneous
Area: 20 + 5/F lb item
Effect: see text

Fetch causes any **free standing item** in the caster's line of sight to be immediately brought to him.

7 – Find

Time to Cast: 1 H
Resist Check: none
Target: caster
Duration: instantaneous
Area: 300 + 150/F mets
Effect: locate material

The caster **concentrates on a particular material** and casts this spell. If the material is within the area of the spell, an image of the material will appear in the general direction of its location. This spell locates the material to the nearest met and is fairly useless at close range. The caster cannot use this spell to locate a particular object.



7 – Lesser Heal

Time to Cast: 5 R
Resist Check: 4d6 vs WIL negates
Target: LOS 10 + 5/F'
Duration: instantaneous
Area: 10 + 5/F' radius
Effect: heals all in area

All within the area that are willing or fail the RC are healed 1d6 DP. *Mages can only purchase a single spell of each rank, so the mage must decide between this spell and the other rank 7 spell when buying this rank.*

8 – Weapon Charm

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 1 item
Effect: enchant weapon

Weapon Charm causes **any item** to function as if once enchanted for the duration of the spell. Using an item thus enchanted gives its bearer a +1 on any roll using combat, missile, or linear modifier and +1 DP on any direct damage roll. Multiple castings of this spell on a single target will stack with each other.

9 – Reassemble

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 100 lb item
Effect: make whole again

Reassemble allows the caster to restore **any broken, item** to its original condition. The caster must have the majority of the original pieces, but need not know the object's original shape.

10 – Know Element

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 10' radius object
Effect: see text

Know Element enables the magician to discover the elemental makeup of any object. Unfinessed, the spell reveals the dominant element only; full finessed, it reveals all elements used in the object's makeup and manufacture.

10 – Heal

Time to Cast: 5 R
Resist Check: 5d6 vs. WIL negates
Target: LOS 10 + 5/F'
Duration: instantaneous
Area: 10 + 5/F' radius
Effect: heals all in area

All within the area that are willing or fail the RC are healed 2d6 DP. *Mages can only purchase a single spell of each rank, so the mage must decide between this spell and the other rank 10 spell when buying this rank.*

11 – Armor Charm

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 1 item
Effect: enchant armor

Armor Charm causes **any armor** to function as if once enchanted for the duration of the spell. Using armor thus enchanted gives its wearer an additional +1 on his CDV, MDV, and LDV. Multiple castings of this spell on a single target will stack with each other.

12 – Fasten

Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F'
Duration: instantaneous
Area: 10 + 2/F' radius
Effect: work fastenings

With Fasten, the caster can fasten or unfasten 1 + 1/F **ropes, buckles, buttons, latches, etc.** at a distance. By finessing, up to five fastenings can be worked in the area of effect.

13 – Shelter

Time to Cast: 1 H
Resist Check: none
Target: 40'
Duration: instantaneous
Area: 20 + 10/F' radius
Effect: create building

The caster **visualizes a structure within the given size limits** as he begins to cast this spell. The magic then takes any needed trees within 120' of the target and processes them into lumber. The lumber, and any other building supplies left at the site by the caster, are used to construct a building as near to the visualization as the raw materials allow.



The magician can automate certain aspects of his surroundings by creating invisible servants to handle such mundane chores as cooking, cleaning, laundering, trash removal, etc. Each servant has a single specific task. The servants must stay within the spell's area of effect.

15 – Know Magic

Know Magic enables the magician to discover which spells were used to create a magical item. Up to six spells from the caster's background can be discovered. Spells outside the caster's background will not be revealed unless the magician first casts Know Element to discover their presence.

15 – Greater Heal

All within the area that are willing or fail the RC are healed 6d6 DP. *Mages can only purchase a single spell of each rank, so the mage must decide between this spell and the other rank 15 spell when buying this rank.*

16 – Sunder

Sunder enables the caster to break any **non-magical item**, regardless of its composition.





12.1.4 Movement

1 – Tireless Walking

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 12 + 3/F H
Area: caster
Effect: walk without fatigue

Tireless Walking uses elemental power to increase the endurance of the caster's body while walking, i.e., moving at half movement rate. While this spell is in effect, the caster will not tire or weaken.

2 – Cushion

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: non-damaging fall

While under the protection of Cushion, the caster may fall from any height and suffer no impact damage. The speed of descent is unaffected by this spell; the impact occurs as if the laws of momentum have been temporarily suspended. This impact must occur before the spell duration expires, otherwise damage is calculated normally.

3 – Stickum

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: climbing aid

Stickum enables the caster to climb vertical surfaces, or hang from horizontal surfaces, with the surefootedness of a fly or spider. While sticking to a surface the caster can move at up to one quarter his normal land movement rate.

4 – Catspaw

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: silent movement

Catspaw empowers the caster to move across potentially noisy areas (dry leaves, loose gravel, etc.) without a sound. Note that this spell will not silence speech, rustling clothing, etc.

5 – Quicken

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: increase speed

Quicken allows the caster to increase his movement by 10'/R and allows him one additional attack each round for the duration of the spell. This does not affect spell casting in any way. Additional attacks are not cumulative with any other skill or spell.

6 – Leap

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: 40 + 10/F' jump

Leap multiplies the force of the caster's legs to propel him in a jump. The total length of the leap is up to 40' + 10'/F, and may be any combination of vertical and horizontal distance that does not exceed the total. The caster obviously takes no damage when landing.

7 – Tireless Running

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 12 + 3/F H
Area: caster
Effect: run without fatigue

Tireless Running allows the caster to run (move at full movement rate) for the duration of the spell without fatigue.

8 – Slow

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: 20 + 5/F'
Duration: 1 + 1 /F M
Area: 10 + 5/F' radius
Effect: slow beings

Slow reduces the movement and attack rates of all within the area of effect by 1/2.



9 – Grasshopper

Time to Cast: 2 R
 Resist Check: 4d6 vs WIL negates
 Target: multitouch
 Duration: 4 + 2/F R
 Area: 1 + 1/F being(s)
 Effect: leap 40 + 10/F'

Grasshopper allows the caster to empower up to five beings he touches to perform one jump (as in Leap) each round of the duration.

10 – Speed

Time to Cast: 2 R
 Resist Check: 4d6 vs WIL negates
 Target: multitouch
 Duration: 1 + 1 / F M
 Area: touched beings
 Effect: speed movement

Speed increases the targets' movement by 20'/R and allows them two additional attacks per round for the duration of the spell. As many targets can be affected as the caster can touch within the casting time. Spell casting is not affected in any way. Additional attacks are not cumulative with any other skills or spells.

11 – Mire

Time to Cast: 3 R
 Resist Check: 4d6 vs PWR negates
 Target: 20 + 5/F'
 Duration: 1 + 1/F M
 Area: 10 + 5/F' radius
 Effect: slow 3 + 1/F beings

Mire reduces the movement and attack rates of all within the area of effect to 1/3.

12 – Puppet

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: special
 Area: 10 + 5/F' radius
 Effect: endow with movement

Puppet allows the caster to place all creatures in the area of the effect in a trance-life state. He then casts a movement spell rank 7 or below on himself. All those under the effects of Puppet may now move as the caster moves.

13 – Hasten

Time to Cast: 3 R
 Resist Check: 4d6 vs WIL negates
 Target: multitouch
 Duration: 1 + 1/F M
 Area: touched beings
 Effect: speed enhancement

Hasten increases the targets' movement by 30'/R and allows them an additional four attacks per round for the duration of the spell. As many targets can be affected as the caster can touch within the casting time. Spell casting is not affected in any way. Additional attacks are not cumulative with any other skill or spell.

14 – Lightfoot

Time to Cast: 3 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 2 + 1/F H
 Area: 1 being
 Effect: unnatural speed

The target of Lightfoot is momentarily endowed with the ability to run at a movement rate of 500'/R. This is approximately 225 mets per hour.

15 – Snatch

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: special
 Area: 1 being
 Effect: grab moving objects

Snatch allows the target to grab any moving object and move with it. The object must have enough momentum to lift the target, else nothing happens (GM discretion). The target is also protected from any damage that might normally occur. Thus an adventurer can snatch hold of a boulder flung by a siege machine, fly over a wall, and land unharmed.

16 – Emulate

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: 30 + 10/F M
 Area: caster
 Effect: emulate movement

Emulate allows the caster to assume the movement ability of any creature he can see. The magician must still take precautions if movement is planned in a hostile environment (under water, through fire, etc.).



12.1.5 Tongues and Scripts

1 – Lexesoterica

Time to Cast: 1 R
 Resist Check: 4d6 vs. WIL negates
 Target: touch
 Duration: 30 + 10/F M
 Area: 1 being
 Effect: decipher magic text

With this spell a target is enabled to read any script written in the special cipher of elemental magicians. Scrolls and other written material prepared with the Cipher spell need this spell to be understood or used. A code or key phrase may need to be spoken while casting this spell if the Cipher was prepared in conjunction with the Encrypt spell.

2 – Message

Time to Cast: 1 R
 Resist Check: none
 Target: LOS 500 + 250/F'
 Duration: 1 + 1/F M
 Area: 1 creature
 Effect: long range speech

The caster can communicate with another person or creature within his line of sight by casting the spell, then whispering the message. Total privacy is not assured, as the whispered speech can be heard emanating from the target's ear.

3 – Cipher

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: 30 + 10/F M
 Area: caster
 Effect: magical writing

The magician uses Cipher when he wishes to write something in elemental cipher. These ciphers can only be understood with the use of the Lexesoterica spell.

4 – Name Tongue

Time to Cast: 1 R
 Resist Check: none
 Target: LOS 5' or caster
 Duration: 4 + 2/F R
 Area: 1 script or hearing
 Effect: identify language

Name Tongue allows the magician to identify an unknown language or script. Script identification has no duration. For spoken languages, the speaker must remain within hearing of the caster for the duration of the spell.

5 – Encrypt

Time to Cast: 2 R
 Resist Check: none
 Target: caster
 Duration: special
 Area: caster
 Effect: encrypt magical cipher

Used in conjunction with Cipher, this spell allows the caster to use a word or a short phrase to code the produced cipher. To use the cipher, the code must be spoken when Lexesoterica is cast.

6 – Quiet

Time to Cast: 1 R
 Resist Check: none
 Target: 20 + 5/F'
 Duration: 30 + 10/F M
 Area: 10 + 5/F' radius
 Effect: eliminate sound

Quiet creates an immobile area absolutely devoid of noise of any kind. It makes verbal communication impossible, and masks the natural noises of anyone or anything in the affected area. Those within the area may still cast spells by mouthing the focus words, even if they cannot be heard.

7 – Speed Read

Time to Cast: 2 M
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F H
 Area: caster
 Effect: 4 + 1/F x faster

With this magic the caster may read, with perfect comprehension, anything written in a language he already knows. The basic rate is one page per minute; the hastened rate depends on the finesses applied.

8 – Fluency

Time to Cast: 4 R
 Resist Check: none
 Target: caster
 Duration: 30 + 10/F M
 Area: caster
 Effect: understand

Fluency enables the caster to understand any spoken or written communication. He can also speak in this tongue if it is humanly possible. This encompasses all languages and even animal grunts and squeaks if such could be considered normal communication for the animals involved.



9 – Scriptknow

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: time to read
Area: 1 item w/ writing
Effect: handwriting analysis

Scriptknow allows the caster to know the personality of the writer of a document at the time it was written. The veracity of the words is not revealed, though some clue may be provided. Note that analysis of a dictated message reveals the personality of the scribe, not the speaker.

10 – Lockjaw

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 1 being
Effect: prevent speech

Lockjaw is used to prevent an individual from speaking. Thus orders can be disrupted and spell casting prevented.

11 – Interpolate

Time to Cast: 2 M
Resist Check: special
Target: touch
Duration: instantaneous
Area: 1 item w/ writing
Effect: special

Interpolate supplies five words for each illegible word written on any surface, one of which is correct. Each finesse reduces the number of suggestions by one.

If Interpolate is combined with Fluency, the writing can be in any language. Combined with Lexesoterica, Interpolate can be used to complete fragmented magical text.

12 – Scribe

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: record speech

Scribe allows the caster to accurately record, and later recall or write down, any normal speech within his hearing. It can be combined with Fluency if the language is unknown to the caster.

13 – Babble

Time to Cast: 1 R
Resist Check: 5d6 vs PWR negates
Target: LOS 40 + 10/F'
Duration: 1 + 1/F M
Area: 1 being
Effect: confuse speech

If the unfortunate target of this casting fails his RC, any attempt to speak or form coherent communication is sabotaged. His voice comes out as gibberish, his writing as meaningless scrawls. Attempts to use hand signal turns into a hilarious stomping and waving gesture. Any attempt to cast magical spells fail since forming the focus for the cast is impossible.

14 – Need

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: communicate need

The caster may designate one willing person or creature to be the recipient of this spell. The caster casts the spell upon the target to attune the target to the magic. Thereafter, any time the caster casts Need and names the recipient, the caster's desire is immediately communicated to the target, which must make every effort to comply.

15 – Translator

Time to Cast: 4 R
Resist Check: 6d6 vs WIL negates
Target: multitouch
Duration: 2 + 1/F H
Area: touched beings
Effect: enhance communication

Translator is an enhanced Fluency spell, allowing those the caster can touch within the 4 round casting time to also understand otherwise incomprehensible speech or writing. Willing targets need not make an RC.

16 – Mindspeak

Time to Cast: 4 M
Resist Check: 4d6 vs WIL negates
Target: 1 creature anywhere
Duration: 30 + 10/F M
Area: 1 creature
Effect: voiceless speech

Mindspeak allows the caster to open two-way mental communications with anyone he has memorized, regardless of where they are, for the duration of the spell.



12.1.6 Shadow Magics

1 – Shadow Spawn

Time to Cast: 1 R
Resist Check: none
Target: LOS 40 + 10/F'
Duration: 1 + 1/F M
Area: 10 + 3/F' radius
Effect: make shadows

Shadow Spawn enables the caster to make pockets of shadow in the area of effect, as if the natural lighting direction had shifted to the caster's desire.

2 – Shadow Carry

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: give shadow strength

Shadow Carry enables the caster's natural shadow to carry any items the caster could normally carry. These items are visible while being carried.

3 – Contrast

Time to Cast: 1 R
Resist Check: none
Target: LOS 40 + 10/F'
Duration: 1 + 1/F M
Area: 10 + 3/F' radius
Effect: reveal the hidden

Contrast deepens the tone of any shadow, thus causing anything hidden or concealed therein to stand out sharply against a pure black background.

4 – Shadow Object

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 20' radius shadow
Effect: create item

Shadow Object enables the caster to make a non-living object from its shadow. The shadow must be motionless, and the caster must touch it to call the object's form from its shadow. The created object is the size of the shadow.

5 – Shadow Servant

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: caster's shadow
Effect: make a servant

Shadow Servant creates a servant from the caster's own shadow. The magician gives the shadowy butler a task, which it immediately carries out. This cycle can be repeated until the duration expires. The tasks must be those that the caster could actually perform and must not involve combat. The shadow servant has none of the magical abilities of the caster. If struck by a weapon, the shadow disperses.

6 – Shadow Hide

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: caster's shadow
Effect: see text

Shadow Hide is an enhancement of Shadow Carry. Items given to the shadow are not visible while being carried.

7 – Shadow Horse

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: caster
Effect: create equine

Shadow Horse calls forth an equine creature from any natural shadow. This can be a horse to be ridden, a mule for carrying heavy items, etc. The creature functions in all respects like its normal counterpart, except it does not need food or water.

8 – Light Bane

Time to Cast: 1 R
Resist Check: none
Target: 20 + 10/F'
Duration: 1 + 1/F M
Area: 20 + 10/F' radius
Effect: banish illumination

Light Bane causes any non-magical illumination device to go dark (though its fuel is still consumed) in the area of effect.



9 – Shadow See

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster's shadow
Effect: use shadow to see

Shadow See enables the magician to see with his shadow. The caster can see whatever is in the line of sight of the head of his shadow. Multishadow can be used in conjunction with this spell.

10 – Multishadow

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: caster's shadow
Effect: 2 + 1/F shadows

Multishadow enables the caster to create up to six (when fully finessed) duplicates of his own shadow as if more than one directional light source were striking him from different directions. This spell is most useful in conjunction with other shadow spells.

11 – Shadow Leap

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: caster's shadow
Effect: see text

With Shadow Leap, the magician can make an instantaneous move to any point his own shadow touches. One such move can be made each round for the duration of the spell.

12 – Shadow Mount

Time to Cast: 4 R
Resist Check: none
Target: LOS 10'
Duration: 12 + 3/F H
Area: 1 shadow
Effect: create mount

Shadow Mount allows the magician to create any type of creature for use as a mount by throwing its shadow on a surface and calling the creature forth. The shadow can be created with hand gestures, a paper cutouts, etc. The created creature has the standard physical abilities of the copied creature, but will not engage in combat.

13 – Shadow Life

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster's shadow
Effect: vivify shadow

Shadow Life endows the caster's shadow with independent action. The shadow takes on the physical attributes of the caster, and for the duration of the spell can do any physical actions the caster could, including combat, but not spell casting. The shadow must remain within the caster's line of sight for the duration, or else the spell is cancelled.

14 – Shadow Target

Time to Cast: 1 R
Resist Check: see text
Target: LOS
Duration: instantaneous
Area: 1 shadow
Effect: attack shadow

This spell allows the caster to affect a target by performing an action or attack on the target's shadow. The effect or attack is performed as the spell is cast and is adjudicated normally, with the effect targeted at the shadow but affecting the shadow's source.

15 – Shadow Guardian

Time to Cast: 1 M
Resist Check: none
Target: LOS 10'
Duration: see text
Area: 1 shadow
Effect: create a trap

The magician first makes the shadow of a creature on a surface, through hand manipulation, a paper cutout, etc. The caster then states (in 25 words or less) the condition that will trigger the spell. When triggered, the Shadow Guardian steps out of its shadow and attacks with the normal physical (not magical) abilities of the creature it mimics. The shadow disperses after it or the intruder is slain.

16 – Shadow 'Port

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: caster
Effect: go to source

By standing on a shadow and casting Shadow 'Port, the magician travels instantly to the exterior or interior of the shadow's source. The caster may choose where to appear in relation to the source, though he must know the layout of interior destinations to be completely successful. If he doesn't, he must roll his AGI or less on 4d6 to avoid a stumbling re-entry and loss of initiative for 1d4 rounds.



12.1.7 Interdictions

1 – Resist Magic

Time to Cast: 1 R
 Resist Check: 3d6 vs PWR negates
 Target: touch
 Duration: special
 Area: single creature
 Effect: help resist spell

Once cast, this spell activates the next time another spell or magic-based effect specifically targets the person protected by this spell. That target must attempt to resist that spell if possible, and any resist checks are made at one die less. If there is no resist check, then this spell activates to no effect.

2 – Identify Magic

Time to Cast: 1 R
 Resist Check: 3d6 vs PWR negates
 Target: touch, LOS 30 + 5/F'
 Duration: special
 Area: single creature
 Effect: know cast spell

Once cast, this spell activates the next time a spell is cast within the range. That spell's name is immediately known to the one under this spell (this spell activates on spells cast by the one under this spell as well). No further information about the spell being cast is given to the user of this spell. If (due to simultaneous action) more than one spell is cast at once, the user of this spell knows only the first announced.

3 – Energy Sink

Time to Cast: 1 R
 Resist Check: 4d6 vs PWR negates
 Target: caster, LOS 60 + 10/F'
 Duration: special
 Area: caster
 Effect: make spell more costly

This spell is activated by the caster upon a spell within range. If that spell's caster fails the power check, he or she must spend an additional 1 + 1/F EU or their spell has no effect (the units originally used to cast the spell are still used). This spell has no effect against spells cast from items, or against non-elemental spells.

4 – Spell Block

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: special
 Area: caster
 Effect: block minor spell

This spell activates the next time a spell specifically targeting the caster of this spell is cast within a 180 degree arc of where he/she is facing. That spell's caster rolls the spell rank in D6 vs. your 4D6. If you win, that spell has no effect (its caster's units are still spent).

5 – Protect from Magic

Time to Cast: 2 R
 Resist Check: 3d6 vs PWR negates
 Target: touch
 Duration: special
 Area: single creature
 Effect: help resist magic

The same as Resist Magic (again, activates against the very next spell that targets the one protected by this spell), but any checks are made at two dice less rather than one.

6 – Lesser Counterspell

Time to Cast: 1 R
 Resist Check: none
 Target: caster, LOS 90 + 15/F'
 Duration: special
 Area: caster
 Effect: prevent minor spell

The caster activates this spell upon a spell cast from within the range. Roll 6D6, and the targeted spell's caster rolls the spell rank in D6. Each adds up the total and the higher total wins. If you lose, the spell has effect as normal. If you win, that spell has no effect (its caster's units are still spent).

7 – Lesser Rebound

Time to Cast: 1 R
 Resist Check: none
 Target: caster, LOS 60 + 10/F'
 Duration: special
 Area: caster
 Effect: redirect minor spell

The caster activates this spell upon a spell specifically targeting him or her that is being cast from within the range. Roll 6D6, and the targeted spell's caster rolls the spell rank in D6. Each adds up the total and the higher total wins. If you lose, the spell has effect as normal. If you win, the spell is redirected to target its original caster. The caster can attempt any normal saves for that spell.



8 – Delay

Time to Cast: 1 R
 Resist Check: 3d6 vs PWR negates
 Target: touch, LOS 60 + 15/F'
 Duration: special
 Area: single creature
 Effect: block minor spell

The target activates this spell upon a spell cast from within the range. If the spell is elemental, and is of rank 6 or below, it has no effect. The caster of that spell does not use the EU that was required to cast that spell (in effect, making him or her waste the casting time). When activating this spell, please note to the GM that you do not innately know the rank of the spell being cast, unless you have succeeded in an Identify Spell skill roll.

9 – Greater Protection

Time to Cast: 2 R
 Resist Check: 3d6 vs. PWR negates
 Target: touch
 Duration: special
 Area: single creature
 Effect: protect against spell

The target may activate this spell when he/she is a target of another spell or magic-based effect. Take two dice off of any resistance check required by that spell.

10 – Greater Counterspell

Time to Cast: 1 R
 Resist Check: none
 Target: caster, LOS 120 + 15/F'
 Duration: special
 Area: caster
 Effect: prevent spell

The caster activates this spell upon a spell cast from within the range. Roll 10D6, and the targeted spell's caster rolls the spell rank in D6. Each adds up the total and the higher total wins. If you lose, the spell has effect as normal. If you win, that spell has no effect (its caster's units are still spent).

11 – Greater Rebound

Time to Cast: 2 R
 Resist Check: none
 Target: caster, LOS 90 + 15/F'
 Duration: special
 Area: caster
 Effect: redirect spell

The caster activates this spell upon a spell within the range. Roll 10D6, and the targeted spell's caster rolls the spell rank in D6. Each adds up the total and the higher total wins. If you lose, the spell has effect as normal. If you win, the spell is redirected to target its original caster. The caster can attempt any normal saves for that spell. If the spell had a radius effect, it goes off as if it were centered upon the caster.

12 – Spell Shield

Time to Cast: 3 R
 Resist Check: none
 Target: caster
 Duration: special, 1 + 1/F minutes
 Area: caster
 Effect: shield against spells

This spell activates the next time a spell or magic-based effect makes the caster roll a resistance check. As long as this spell is up, such effects must roll their equivalent rank in D6 versus the caster's 12D6 or have no effect upon him. This includes spells that you would cast upon yourself, including all spells in this group up to here. This spell has no effect upon spells already deferred upon you. Each time a spell above rank 12 is stopped in this manner, you lose a rank in this spell group.

13 – Forbid

Time to Cast: special
 Resist Check: none
 Target: caster, LOS 200 + 20/F'
 Duration: special
 Area: caster
 Effect: prevent spell

This spell is cast on the as an opponent casts another spell, at the time when other spells in this group would be activated. Target a spell cast within the range. If it is rank 12 or below, it has no effect. If the spell was above rank 12, its caster rolls its rank in D6 versus your 13D6. If you lose, the spell goes off as normal. If you win, the spell has no effect.



13 Earth Magic

13.1 Earth

Magicians of the Earth Element study the earth and stones, seeking to understand their properties and the matrices that hold the world together. As a result of their studies they are typically methodical, well-organized, and persistent.

Earth Magics typifies the power of the element, and magician's ability to manipulate that power.

Hindrances are used to pose obstacles in another's path, through the blocking nature of earth and stone.

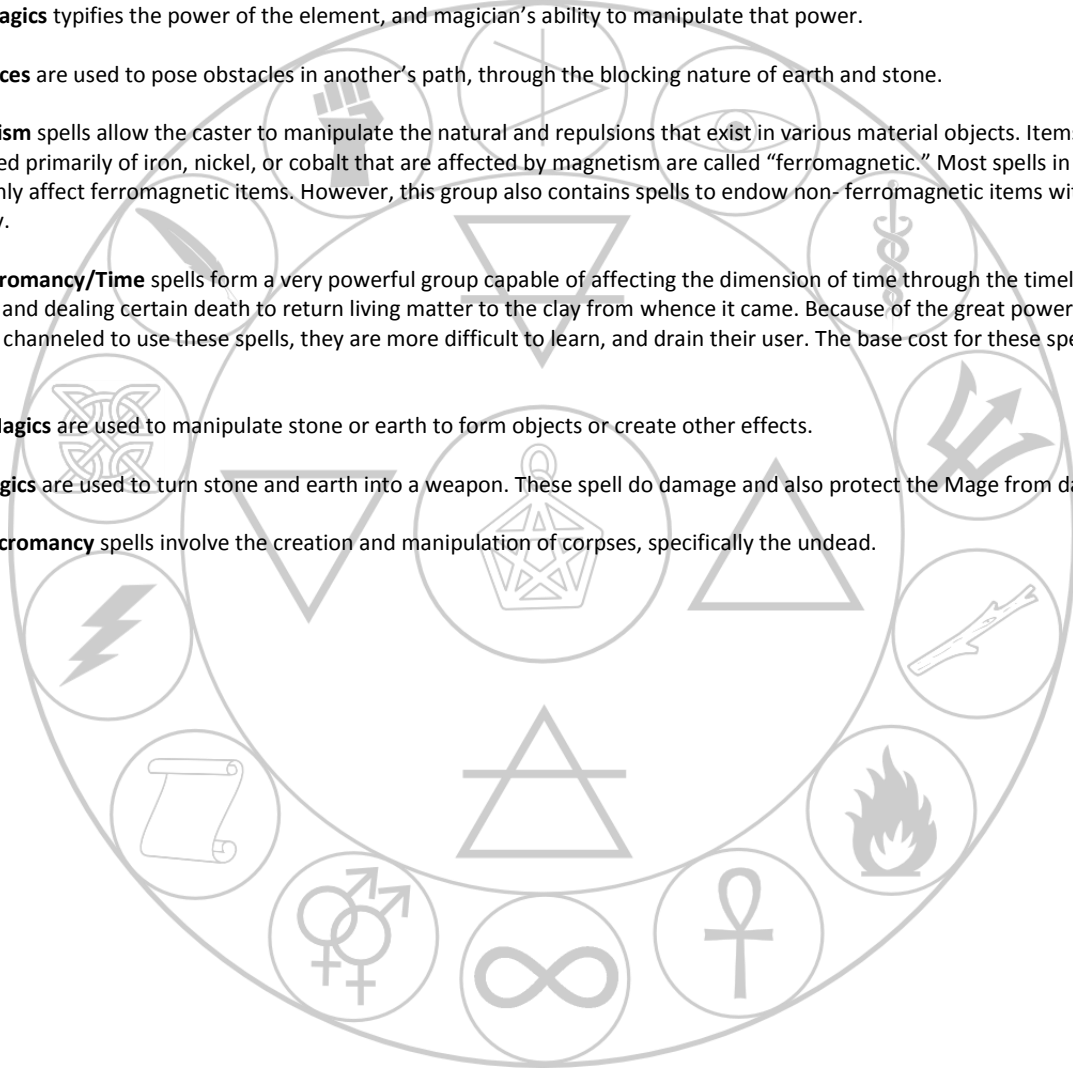
Magnetism spells allow the caster to manipulate the natural and repulsions that exist in various material objects. Items composed primarily of iron, nickel, or cobalt that are affected by magnetism are called "ferromagnetic." Most spells in this group only affect ferromagnetic items. However, this group also contains spells to endow non-ferromagnetic items with that property.

The **Necromancy/Time** spells form a very powerful group capable of affecting the dimension of time through the timelessness of Earth and dealing certain death to return living matter to the clay from whence it came. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. The base cost for these spells is 600.

Stone Magics are used to manipulate stone or earth to form objects or create other effects.

War Magics are used to turn stone and earth into a weapon. These spell do damage and also protect the Mage from damage.

True Necromancy spells involve the creation and manipulation of corpses, specifically the undead.







13.1.1 Earth Magics

1 – Rockfist

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 object
Effect: 1d6 + 1/F punch

Rockfist empowers the caster to punch an object as if hitting it with a rock. The spell energy is only expended on a successful attack roll.

2 – Liquify

Time to Cast: 2 R
Resist Check: none
Target: 25 + 5/F'
Duration: 1 + 1/F M
Area: 10 + 2/F' radius
Effect: make mud

Liquify turns a horizontal surface of earth, sand or clay into a viscous mud. The mud cuts movement rates to 1/4 normal, and reduces all defense values by 2. When the spell expires, the mud turns into a soft loam from which ensnared creatures can easily escape.

3 – Open

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 5 + .25/F' radius
Effect: open passage

Open allows the caster to create a small cylindrical opening in earth or stone. This may only be a niche if the stone is very thick.

4 – Wane

Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 4 + 2/F R
Area: 1 creature
Effect: lower STR 1d6 + 2/F

Wane reduces the strength of living creatures as well as lowering damage from physical attacks. Any successful melee attacks by the affected target are automatically lowered by 1d6 + 2/F damage points for the duration of the spell.

5 – Trench

Time to Cast: 1 R
Resist Check: none
Target: LOS 10 + 3/F'
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: dig hole in earth

A caster using Trench can dig a hole downward into earth, but not stone, of the indicated volume. The dimensions are as the caster desires, within the given area of effect. The trench is created by displacing the earth and remains until manually filled.

6 – Sculpt

Time to Cast: 1 H
Resist Check: none
Target: touch
Duration: instantaneous
Area: stone item
Effect: work stone

By using this spell and the appropriate tools, the caster can quickly create finished objects (statues, weapons, etc.) from stone within the casting time. The workmanship cannot exceed what the caster is capable of without the use of this spell.

7 – Wax

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 4 + 2/F R
Area: 1 creature
Effect: raise STR 1d6 + 1/F

Wax increases the strength of its target as well as raising damage from physical attacks. Any successful melee attacks by the affected target are automatically raised by 1d6 + 2/F damage points for the duration of the spell.

8 – Masonry

Time to Cast: 3 R
Resist Check: none
Target: 30 + 5/F'
Duration: 1 + 1/F M
Area: 10 + 5/F' radius
Effect: erect a wall

Masonry enables the caster to magically construct a stone wall. Stones rise up through the earth (or from whatever source seems reasonable) and are fitted and mortared together. The wall can be shaped as desired within the limits of the Area. At the end of the spell the mortar disintegrates and the whole construct can be easily knocked down.



9 – Stretch

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 1 creature
Effect: double normal reach

Stretch enables the target to stretch his arms as if they were made of rubber. Thus the top of a wall may be reachable, opponents may be attacked while preventing them from striking, etc.

10 – Earth Force

Time to Cast: 1 R
Resist Check: none
Target: 40 + 10/F'
Duration: 4 + 2/F R
Area: 6 + 2/F' radius
Effect: 0 to 2 Gs

With this spell the caster has control over the force of gravity. Creatures and objects in the area of effect can be made weightless so they rise from the ground if they push with their feet, or made up to 2 times heavier than normal, impeding all their actions by the factor of the G force.

11 – Transparency

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 1 + .5/F' radius
Effect: see thru stone

By this magic the caster allows light to pass through earth or stone, creating a cylindrical viewing portal. This portal allows viewing in only one direction of the caster's choice.

12 – Flatten

Time to Cast: 2 R
Resist Check: 5d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 10 + 5/F M
Area: 1 being
Effect: make two-dimensional

Flatten enables the caster to make one target and his possessions as thin as a piece of paper. The target is still capable of movement, and can slip under doors or through cracks. Since a thin target is harder to hit, he receives a +6 defense bonus.

13 – Chasm

Time to Cast: 2 R
Resist Check: none
Target: 150 + 50/F'
Duration: instantaneous
Area: 40' x 10' x 10' + 5/F'
Effect: open crack in earth

Chasm causes the earth to tremble and produces a crack in the area of effect. Structures spanning the crack may be damaged or destroyed, depending upon the sturdiness and depth of their foundations (GM's discretion). Each finesse extends one dimension by 5 feet.

14 – Adamant

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 100 lb object
Effect: make unbreakable

Adamant endows normally breakable non-living objects (glass, pottery, etc.) with the durability of the hardest metal. It works on normal and magical objects alike.

15 – Terovoki

Time to Cast: 5 R
Resist Check: none
Target: 100 + 20/F'
Duration: 30 + 10/F M
Area: special
Effect: summon terovokis

Terovoki summons 1d6+1 earth elementals to any point within the caster's range. A source of earth must be available and must be part of the planet. The elementals will serve the caster, even in combat. They will not turn on him, but will make note of who summoned them. There is a 10% chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

16 – Crumble

Time to Cast: 4 R
Resist Check: none
Target: 100 + 30/F'
Duration: instantaneous
Area: 30 + 10/F' radius
Effect: turn stone to dust

Crumble causes the indicated area of natural stone or stone work to crumble into dust.



13.1.2 Magnetism

1 – Compass

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: 1 ferromagnetic item
Effect: find magnetic north

Compass enables the magician to make a device from **any ferromagnetic item of less than 1 foot radius**. The item points to magnetic north (not necessarily true north) for the duration of the spell.

2 – Magnetize

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 10 + 2/F lb object
Effect: magnetizes object

This spell magnetizes one **non-magical ferromagnetic** object giving it a minor magnetic force.

3 – Iron Defense

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: increase DV by 2 + 1/F

The magician uses Iron Defense to increase the defensive value of his choice (combat, missile, grapple, or linear) by temporarily adding a minute amount of the earth's magnetic power.

4 – Ironize

Time to Cast: 1 R
Resist Check: special
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 100 lb object
Effect: see text

Ironize allows the caster to make **any metallic or stone item** ferromagnetic. This spell is most useful as a preparatory step to other magnetism spells. Magical items get a 4d6 RC versus PWR to avoid the effect.

5 – Hither

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 4 + 2/F R
Area: 60 lb object
Effect: pull item to caster

Hither enables the caster to pull a **ferromagnetic object** toward him. The object must be free standing and normally liftable by the caster. The caster gestures at the item and pulls and then the object moves at a rate of 4 feet per round directly towards him.

6 – Deflect Missile

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: see text

Deflect Missile gives the caster the ability to cause **any missile with a metal head to swerve** harmlessly to one side of the magician (caster's choice). It is possible that someone else might be struck by the missile.

7 – Flux Shield

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: see text

Flux Shield protects the caster from any natural or magically induced magnetic field, including the spells in this group.

8 – Ironwood

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 5 + 2/F' radius
Effect: magnetize plants

Ironwood temporarily makes **plant material** ferromagnetic. The area of effect is 5 + 2/F' radius for normal non-sentient plants and there is no RC. Only a single sentient plant lifeform can be affected. Additionally, it get an RC of 4d6 vs PWR to resist.



9 – Repulse Metal

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 300 lb of objects
Effect: push items away

Casting this spell and pushing causes **ferromagnetic objects** to move away from the caster at a rate of 4 feet per round.

10 – Dervish

Time to Cast: 2 R
Resist Check: 5d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 200 + 50/F lb object
Effect: spin 60 RPM

Dervish causes a **ferromagnetic object** to spin in an alternating magnetic field. The target spins at 60 RPM and if sentient, cannot perform any actions while under the effect.

11 – Monopole

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 100 + 20/F lb object
Effect: anti-magnetism

Monopole creates a magnetic monopole from a **single ferromagnetic object**. Such monopoles are anti-magnetic in that they repel rather than attract other ferromagnetic items.

12 – Magic Buckler

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: deflects attacks

A Magic Buckler uses magnetism to deflect all attacks from **ferromagnetic weapons**, regardless of the direction of the attack. Magical weapons get a 4d6 RC versus PWR to penetrate the effect.

13 – Ironflesh

Time to Cast: 1 R
Resist Check: 5d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 1 creature
Effect: magnetize flesh

The target of Ironflesh becomes ferromagnetic, allowing it to be affected by either normal magnetism or magnetism spells.

14 – Magic Matrix

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 6 + 2/F' radius
Effect: prevents magic

A Magic Matrix protects all those within it from the effect of **all magician core spells**, plus **one type of elemental magic**. The area is centered on the caster. The caster states the element to be excluded at the time of casting. Matrix spells can be “nested” to provide protection from more than one type of elemental magic.

15 – Rebound

Time to Cast: 1 R
Resist Check: 4d6 vs STR negates
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: rebounds attacks

The ultimate in protection against physical attacks, Rebound enables the magician to turn attacks upon him from **ferromagnetic weapons** back onto his attackers. The counter attack is made using the attackers' melee modifiers and defense values. Once Rebound is in place, the caster is free to perform other actions.

16 – Conversion

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 4 + 1/F' radius
Effect: convert magic

The powerful magic of Conversion enables the caster to convert **any elemental spell** directed at him into another elemental spell as if it were cast by the caster. Essentially, this allows the caster to cast a spell using someone else's power. The converted spell must use fewer elemental units than the original spell and must be a spell the caster knows.



13.1.3 Hindrances

1 – Bar

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: 1 door
Effect: bar a door

Bar applies a magical force across the inside of an **existing door** just as if it were barred with a stout length of wood. STR checks to open the door are made with one additional die.

2 – Springe

Time to Cast: 4 R
Resist Check: 4d6 vs PER finds
Target: touch
Duration: until tripped
Area: 5' radius
Effect: lay a snare

Springe enables the magician to quickly lay a snare, the type that uses a bent sapling or other springy object to tighten a rope around a victim's feet and lift him into the air. The snare can be found and avoided by making the RC.

3 – Lock Arcane

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: 1 door
Effect: lock a door

Lock can protect any kind of door. Lockpicking attempts are of no use, and the only way to open it is to Revoke the spell or apply twice as much force as would normally be necessary.

4 – False Door

Time to Cast: 4 R
Resist Check: 4d6 vs PER finds
Target: touch
Duration: permanent
Area: 1 surface
Effect: hide real door

False Door creates a door that leads nowhere and cannot be opened. Upon examination and a successful RC versus PER, it becomes apparent that this is someone's idea of a joke. False Door counts as a door for the purposes of other Hindrances spells.

5 – Jam

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: 1 door
Effect: wedge door

Jam reinforces and wedges a door such that trying to open it simply jams it tighter. The door can be opened by Revoking the spell or applying four times the necessary force, destroying the door in the process.

6 – Caltrops

Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F'
Duration: 30 + 10/F M
Area: 6 + 2/F' radius
Effect: prickly footing

Caltrops will guard the indicated area with hundreds of four-headed spikes, one of which always points up. Moving through the area must be done at one fourth normal speed or suffer 4d4 points of damage per round.

7 – Punchdoor

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 1 door
Effect: hit with door

A portal under Punchdoor delivers the same number of dice and type of damage as was used to try to open it.

8 – Deadfall

Time to Cast: 5 R
Resist Check: 4d6 vs PER finds
Target: touch
Duration: until tripped
Area: 3' radius
Effect: create deadfall

Deadfall enables the caster to identify a good trap area and speedily set up a deadfall using available materials. The deadfall can be noticed by making the indicated RC, and tripped without damage. Stumbling into a stone deadfall inflicts 4d6 points of damage; a wooden one 2d6.



9 – False Trails

Time to Cast: 4 R
Resist Check: 4d6 vs PER negates
Target: multitouch
Duration: instantaneous
Area: touched beings
Effect: 2 + 1/F trails

False Trails enables the caster and those he touches within the casting time to rush off in seemingly 2 to 6 directions. One trail is real, of course, but can only be positively identified by making the RC. These trails no longer radiate magic after being created, and will age naturally.

10 – Camodoor

Time to Cast: 4 R
Resist Check: 4d6 vs PER finds
Target: touch
Duration: 12 + 3/F H
Area: 1 door
Effect: blend door

A door under this spell blends perfectly with its surroundings. It can only be found by making the RC (one attempt per person).

11 – Trigger

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: 6 + 2/F' radius
Effect: triggers spell

Trigger creates a circular plane that serves as a threshold over a doorway or opening. While casting Trigger, the caster casts a second spell that is held in suspension with the Trigger. If the threshold is breached, the second spell is set off. The triggered spell is subject to its normal resistance checks.

12 – Thorny Maze

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 12 + 3/F H
Area: 1 door
Effect: create a maze

Touching a door protected with Thorny Maze and failing the RC puts the target in the midst of a maze of dense thorn bushes. He must roll 10 or above on 2d6 to extricate himself (check each round). For every failed attempt he takes 1d6 points of damage. On a successful check the maze disappears and he is once again standing before the door.

13 – Blockade

Time to Cast: 4 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: 1 door
Effect: 1 + 1/F object type

When the caster utters this spell on a normal door, persons, creatures, or items he names (up to 5) cannot pass unless the RC is made.

14 – Mankiller

Time to Cast: 1 M
Resist Check: 5d6 vs AGI avoids
Target: touch
Duration: until tripped
Area: 10 + 2/F' radius
Effect: make deadly trap

Mankiller creates a trap that uses swinging swords, thrusting spears, etc. to deal death and destruction. The setup is up to the caster, using up to four such weapons. The trap is so elegant that it cannot be discovered until it's too late. The victim dies unless the RC is made.

15 – No Trace

Time to Cast: 4 R
Resist Check: 6d6 vs PER finds
Target: multitouch
Duration: 12 + 3/F hours
Area: touched beings
Effect: obliterate trail

At the end of the spell, the caster and those he touched during the casting time may travel and leave no visible signs of their passage, regardless of the terrain. Anyone making the RC can find the trail, but only one attempt per seeker is allowed.

16 – Seal

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: permanent
Area: 1 door
Effect: see text

A Sealed area cannot be passed. In addition, if the caster finesses the effect, anyone who touches the door and fails a 5d6 vs PWR RC, suffers one of these effects which the caster designates on setting the seal:

- 1 Finesse : Paralysis
- 2 Finesses : Petrification
- 3 Finesses : Death
- 4 Finesses : Obliteration



13.1.4 Necromancy/Time

1 – Shiver

Time to Cast: 1 R
Resist Check: none
Target: LOS 80 + 20/F'
Duration: 1 R
Area: 1 being
Effect: causes a cold shiver

This spell sends a chilling shiver up the spine of its target. The spell requires little hand motion and no speech, so no one can tell the caster used a spell.

2 – Mist

Time to Cast: 1 R
Resist Check: none
Target: 100 + 25/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: creates cloud

The necromantic magician uses this spell to create a cloud of dust and mist. This is especially good for impressive entrances and exits and will obscure the caster. Finessing the effect will allow the caster to shape or sequence the cloud in any way he chooses.

3 – Cold Touch

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 4 + 2/F R
Area: 1 being
Effect: produces chill

Touching a target while this spell is up produces a very deep chilling sensation, as if the target was being gripped by the hand of death. No actual damage is done, but if the target fails his RC, he can perform no action while the spell exists and he is gripped by the caster.

4 – The Voice

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: hearing
Duration: 4 + 2/F R
Area: creatures
Effect: changes voice

This spell changes the caster's voice into a smooth and gripping tone which is difficult to ignore. Those who hear The Voice and fail their RCs can perform no actions while the caster is speaking. Targets get an RC attempt each round of the duration.

5 – Root

Time to Cast: 2 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: special
Area: 1 being
Effect: change to plant

If the target fails his RC, his feet become growing roots, rooting him to the spot. Each succeeding week sees another 10% of his body turned into a plant; after 10 weeks the victim is a plant. During the transformation he gains nourishment from his roots. If Root is Revoked before he is totally changed to a plant form, the effects can be reversed. Once the victim is 100% plant, he remains so forever.

6 – Pause Time

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 4 + 2/F R
Area: 1 being
Effect: halt passage of time

The target is surrounded by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and cannot be affected by anything other than its revocation. When the duration expires or the spell is revoked, the affected being will not know anything has happened to them.

7 – Soul Catcher

Time to Cast: 3 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 being
Effect: stores essence

The living target of this spell must have a soul and be touching a stone with a weight of at least 10 pounds. If he fails his RC the essence of his being is drawn into the stone, leaving his body as a living empty husk.

8 – Earthbone

Time to Cast: 3 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: permanent
Area: 1 being
Effect: turn to stone

Any being (and any items they are carrying) the caster touches, who fails the RC, is immediately turned to stone. Successfully Revocating this spell returns the target to normal, with no knowledge of the intervening time, but a memory of being turned to stone.



9 – Suspend Time

Time to Cast: 1 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: permanent
Area: 1 being
Effect: suspend life

The target is surrounded by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and cannot be affected by anything other than its revocation. The target's body doesn't die nor require sustenance or air. He continues existing when the spell is revoked with no concept of the passage of time or knowledge of events that transpired during his non-existence.

10 – Soul Home

Time to Cast: 1 M
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: implants soul

This spell allows the caster to take a stored soul and implant it into a living creature's body. If the target is a soulless body, or is willing, there is no RC.

11 – Scythe

Time to Cast: 2 R
Resist Check: 3d6 vs AGI negates
Target: 20 + 5/F'
Duration: 1 + 1/F R
Area: 1 being
Effect: instant death

The target must be standing on earth, stone, or metal to be affected by this spell. At the end of the casting time, a bloody scythe bursts from the ground and sweeps towards the target. If he makes a successful RC, the blade misses and the target is unharmed. If the RC fails, the blade hits and the victim is cut in half, decapitated, disemboweled, etc. (GM's discretion).

12 – Halt Time

Time to Cast: 1 R
Resist Check: 6d6 vs PWR negates
Target: 80 + 20/F'
Duration: 1 + 1/F days
Area: 30 + 10/F' radius
Effect: stops time

Everything with 50% or more of their mass within the radius is surrounded by a blue field of energy which suspends the passage of time. The field and the objects appear immaterial and cannot be affected by anything other than its revocation. No one within the area will be aware that the spell occurred or that any time has passed.

13 – Soul Hold

Time to Cast: 1 H
Resist Check: none
Target: caster
Duration: 6 months
Area: caster
Effect: locks soul

Soul Hold allows the caster to lock his soul within his body, preventing it from leaving even if the body dies. The soul animates the body, which continues to function, past death. The body will decompose normally, and he will eventually end up a skeleton. Each time this spell is cast, the caster's HEA is reduced by one rank. When HEA reaches zero the spell expires, the body collapses, and the soul leaves.

14 – Obliterate

Time to Cast: 3 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 1 being
Effect: utter annihilation

The target of Obliterate must be touching earth or stone. If he makes his RC the effect is negated. If he fails he is immediately, irretrievably turned to dust.

15 – Retreat Time

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: special
Effect: reverses time

The caster causes the flow of time about him to reverse for one round. Thrusting himself into the past, at the conclusion of this spell he will find himself at the place and time of the beginning of the previous round. No one else will have any knowledge that this occurred, and the caster will only know because he will remember the events of the aborted round, and have the spell energy for this spell expended.

16 – Soul Banish

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: LOS 100 + 30/F'
Duration: instantaneous
Area: 1 creature
Effect: eliminates soul

If the target fails his RC, his soul is totally and utterly obliterated, leaving his body an empty husk. No divine intervention is allowed the target.



13.1.5 Stone Magics

1 – Rock

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: create rock

This spell creates a 10 pound rock in the caster's hand. The shape of the rock can be changed with finesse (GM's discretion).

2 – Gravel

Time to Cast: 2 R
Resist Check: none
Target: 25 + 5/F'
Duration: instantaneous
Area: 10 + 2/F' radius
Effect: make gravel

This spell turns a pile of rock into gravel. Walls, ceilings, etc. are not considered piles of rock (they are structures). It can be used to clear a cave-in or similar pile of debris.

3 – Stone Ball

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 4 + 2/F R
Area: caster's hand
Effect: throws stones

When the caster invokes *Stone Ball*, any handful of earth that he touches turns into a rock in his hand. He may then throw it at any target 50 + 10/F' away in his LOS (roll a "thrown attack") once each round for the duration of the spell causing 1d6 + 1/F damage as long as he has earth that he can grab. This spell can be active multiple times, once per hand.

4 – Club

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: create magical club

This spell enables the caster to gather **existing earth and stone** into a stone club and wield it like a once enchanted club for the spell's duration. The *Club* does 1d4+1 points of blunt damage per successful attack. This spell can be active multiple times, once per hand.

5 – Boulder

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: create boulder

This spell creates a 40+10/F pound boulder next to the caster's side.

6 – Petrify

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 object
Effect: turn plant to stone

This spell changes the indicated amount of **plant matter or wood** into stone. The magical properties (if any) are unaltered. Magical objects get an RC of 9 or less on 3d6 to be affected.

7 – Lava

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: turn rock to lava

This spell changes the indicated amount of **stone** into lava. Any object that touches the lava suffers 6d6 points of fire damage. A RC of 4d6 vs. HEA is allowed for half damage. The lava will cool at a normal rate and eventually turn back into stone.

8 – Burrow

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: burrow through stone

This spell allows the caster to burrow through **clay, earth, sand, or stone** at a rate of five feet per minute. The GM will adjust accordingly for other materials, such as concrete or metal ore. The diameter of the tunnel cannot exceed the height of the caster.



9 – Stone Bridge

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: 10 + 5/F M
Area: 120 + 30/F' length
Effect: create bridge

Stone Bridge causes stones to rise from the ground to create a bridge 10 feet wide and up to 240 feet long. At the end of the duration, the bridge sinks back into the ground.

10 – Axe

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: create magical axe

This spell enables the caster to gather **existing earth and stone** into a stone axe and wield it as a twice-enchanted battle axe for the spell's duration. The Axe does 1d12+2 points of damage per successful attack. This spell can be active multiple times, once per hand.

11 – Catapult

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: caster
Effect: throw large stones

This spell allows the caster to hurl stones at targets up to 100' away (roll "to strike"). The stone may weigh no more than 40 +10/F pounds. Upon a successful hit, the stone inflicts 1d10 damage per 10 pounds it weighs. Only one stone can be thrown each round. The rate of fire can't be affected by any other spells.

12 – Rock Skin

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: turn skin to rock

After casting this spell, caster's body becomes covered in a protective layer of rock. This layer provides 6/6/2/6 for DVs, with an additional 6/6/2/6 for every two finesse of the spell. While protected, the caster's movement rate is reduced to 30'/R. The protective values of additional forms of body armor, excluding shields, are not cumulative with *Rock Skin*.

13 – Stone Skin

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: protective skin

Stone skin is an enhanced derivative of the Rock Skin spell. For the duration of the spell, the caster cannot be damaged by physical weapons or spell with physical effects (Fireball, Lightning Bolt, etc.)

14 – Tower

Time to Cast: 1 day
Resist Check: none
Target: LOS 100'
Duration: instantaneous
Area: 50' x 50' x 100'
Effect: create tower

This spell allows the caster to raise a stone tower out of the ground. The layout of the tower may be of the caster's choosing. Each finesse of the spell can increase one dimension of the tower by 25%. If the caster is stopped or the spell is revoked before the casting time is up, the tower stops growing. If this spell is deferred, it will still take the tower a full day to grow.

15 –Gorge

Time to Cast: 1 week
Resist Check: none
Target: LOS 1 met
Duration: instantaneous
Area: 500' x 500' x 2000'
Effect: separate earth

The ground sinks while the caster is concentrating on the spell. If the caster stops casting the spell prematurely, then the *Gorge* stops growing. For example, if the caster stops casting half way through the spell, then the *Gorge* is only half its full size. If the spell is revoked before the duration is up, the gorge stops growing as if the caster stopped casting the spell. If this spell is deferred it will still take a full week to grow.

16 – Mountain

Time to Cast: 1 month
Resist Check: none
Target: LOS 5 mets
Duration: instantaneous
Area: 20 mets x 10 mets x 5
Effect: create a mountain

The ground rises while the caster is concentrating the spell. If the caster stops casting the spell prematurely, then the *Mountain* stops growing. For example, if the caster stops casting half way through the spell, then the *Mountain* is only half its full size. If this spell is *Deferred*, it still takes one month for the mountain to grow. If the spell is revoked before the duration is up, the mountain stops growing as if the caster stopped casting the spell.



13.1.6 War Magics

1 – Sonic Orb

Time to Cast: 1 R
Resist Check: none
Target: LOS 60 + 15/F'
Duration: instantaneous
Area: single target
Effect: sonic blast

The target is hit with a sonic blast that does 1d6 damage. The orb always hits but magical resistance can negate or reduce the damage (GM's discretion). Completely deaf creatures take half damage.

2 – Rock Wall

Time to Cast: 1 R
Resist Check: none
Target: LOS 5 + 1/F'
Duration: 4 + 2/F R
Area: 7' x 5' x 2"
Effect: make wall

This spell creates a wall 7' high by 5' wide and about 2 inches thick in front of the caster that will protect him from LOS things. The wall is immovable and must have some earth or rocks around the area to use for this spell. The wall crumbles at the end of the duration.

3 – Mage Lock

Time to Cast: 2 R
Resist Check: 3d6 vs AGI halves
Target: touch
Duration: 3 + 1/F days
Area: 1 door or chest
Effect: creates trap

The door or chest that this spell is cast on does 3d6 damage to the person that opens it. The target of this spell has a rune on it that if known will give it away that there is a spell on the object. Once activated it goes away. The caster cannot stack this spell on one target.

4 – Telekinesis

Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: LOS 50 + 20/F'
Duration: 1 + 1/F M
Area: 1 object
Effect: lift from distance

The caster can lift 10 + 5/F pounds from a distance. The target can make the RC to avoid being lifted.

5 – Armor spikes

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: become spiky

The caster grows 6-inch long magical rock spikes out of his body for the duration. This adds 1 to CDV and GDV and anybody grappling, hitting (physically, not with a weapon), or moving to touch the caster takes 1d6 + 1 damage for each strike.

6 – Morning Star

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: create morning star

This spell creates a once enchanted morning star from a rock in hand that does 1d6 damage. This spell can be finessed if user's strength is high enough to do 1d8, 1d10, or 1d12. It is completely made of rock that has magically grown.

7 – Shatter

Time to Cast: 2 R
Resist Check: 3d6 vs. PWR negates
Target: LOS 60 + 20/F'
Duration: instantaneous
Area: 1 item
Effect: shatter item

The target must make the RC to avoid being shattered by the sonic waves hitting it. With no finesses it will shatter rock, with two finesses iron, and fully finessed it will shatter steel. The spell will not work on magical items.

8 – Sonic Cone

Time to Cast: 1 R
Resist Check: 4d6 vs. HEA halves
Target: caster
Duration: instantaneous
Area: 10' x 80' cone
Effect: sonic damage

This creates a cone of sonic damage that does 8d6 damage to all in the area of effect. Completely deaf creatures take half damage.



9 – Immobilizing Earth

Time to Cast: 1 R
Resist Check: see text
Target: LOS 60 + 20/F'
Duration: 1 + 1/F M
Area: single target
Effect: use earth to grab

The target must not be standing on a wooden floor but must be standing on the ground. The target makes a contested RC against the caster with the target using STR/3 dice and the caster using WIL/3 dice. If the target wins, they break free from the spell, they may attempt this check every round. While caught the target can still verbal cast or thought activate things.

10 – Statue

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: caster
Effect: caster becomes statue

For the duration of this spell, the caster can go back and forth between being a statue and himself. He assumes all the looks of a statue and can be destroyed like a rock statue (which would kill him). Hearing checks are 1d6 harder but sight checks are normal from the front of the statue.

11 – Explosive Runes

Time to Cast: 1 R
Resist Check: 4d6 vs. AGI halves
Target: touch
Duration: permanent
Area: 1 door or chest
Effect: create big trap

The door or chest that this spell is cast on does 10d6 damage in a 30' radius centered on the door. The target of this spell has a rune on it that if known will give away that there is a spell on the object. Once activated it goes away. This spell cannot stack this spell on one target.

12 – Meteor Storm

Time to Cast: 2 R
Resist Check: 4d6 vs. AGI halves
Target: 100 + 25/F'
Duration: 4R
Area: 50 + 10/F'
Effect: creates meteor storm

When is spell is cast, for each round someone remains in the area of effect, they suffer 5d6 points of damage from falling rocks. If they want to perform complex actions while within the area (spell casting, attacking, etc.), they cannot attempt the RC.

13 – Sandform

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: caster
Effect: turn caster to sand

This spell turns the caster into sand. He still maintains his abilities but cannot use any non-magic based weapons. While in this form the caster takes half damage from any weapon and can shrink or expand himself to 50% of his normal size. His DVs are also increased by 2.

14 – Earth Port

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: teleport caster

This spell allows the caster to teleport himself to anywhere that is connected by earth. The caster is underground for 30 + 5/F minutes and can still cast spells and act while underground but must name the destination on casting.

15 –Obsidian's Bane

Time to Cast: 2 R
Resist Check: 5d6 vs HEA negates
Target: LOS 100 + 25/F'
Duration: instantaneous
Area: single target
Effect: obsidian spikes strike

During the first round of casting, the caster conjures 5 +1/F obsidian spikes and then in the second round of casting hurls them at the target. On each successful hit using missile mod, the target takes 1d4 damage. Also for each hit there is 5d6 vs HEA or death from the impaling spike.



16 – Earthquake

Time to Cast: 1 R
Resist Check: 5d6 vs. AGI negates
Target: 20'
Duration: special
Area: 20 mets x 10 mets x 5
Effect: quake the earth

When this spell is cast the caster stomps his foot down and a canyon opens that is 20'X40'X60' roughly as the caster can adjust this. Anyone in the canyon area must make the RC or they fall in taking the depth/10 in d6 of damage. When the caster lifts his foot, the hole closes dealing 6d6 damage to all inside who also have approximately 4 minutes to get out or they die. People trapped cannot move.





13.1.7 True Necromancy

1 – Bolster Undead

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single undead creature
Effect: bolster undead

This spell gives the target 1d6 off of all resist checks made during the duration against spells or abilities that specifically target or affect only undead. Spells that can affect all creatures but have additional effects against undead, such as Soul Strike, are unaffected.

2 – Minor Life Drain

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 living creature
Effect: take life

The target loses 1d6 DP and the caster gains 1d6 DP. A dim white glow leaves the target and is absorbed into the caster when this is cast.

3 – Animate Hand

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F months
Area: 1 severed hand
Effect: make hand undead

This animates the targeted hand as a Skeletal Hand if it has very little flesh left or as a Zombie Hand if there is still a lot of flesh left on it. The hand is under the caster's control until another effect takes control of it and it returns to the caster's control when that effect ends.

4 – Rapid Shambling

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 12 + 3/F hours
Area: single undead creature
Effect: make undead faster

This spell gives the target 10 feet of extra movement per round in their primary form of movement. Multiple castings of this spell stack.

5 – Corpse Explosion

Time to Cast: 1 R
Resist Check: 4d6 vs AGI halves
Target: LOS 60 + 15/F'
Duration: instantaneous
Area: single corpse
Effect: explode corpse

This spell must be targeted at a corpse that weighs at least 50 lbs. The corpse explodes into very small pieces that injure other creatures in the radius for 5d6 damage. The damage is purely physical from corpse parts. The corpse is completely scattered around the area and no large fragments are left intact. If the targeted corpse is animated, it gets a 3d6 vs. HEA to negate the spell.

6 – Repair Undead

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: single undead creature
Effect: heal undead

This spell requires at least 10 lbs of flesh and bone which are incorporated into the undead target and restore 6d6 DP to it.

7 – Sharpen Claws

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single undead creature
Effect: increase undead's damage

The target's natural attacks are increased by one die size for the duration of the spell. Multiple castings of this spell stack. The die sizes are d2, d4, d6, d8, d10, d12. After d12 add 4 to the size for each casting.

8 – Life Drain

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single living creature
Effect: drain life

The target loses 4d6 DP and the caster gains 4d6 DP. A bright white glow leaves the target and is absorbed into the caster when this is cast.



Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single undead creature
Effect: armor undead

The target's natural armor is increased by one rank for the duration of the spell. If they do not already have a type of natural armor they gain 1 rank of Spirit Armor. Multiple castings of this spell stack.

10 – Animate Dead

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 1 + 1/F months
Area: single corpse
Effect: animate corpse

The corpse targeted by this spell animates as a skeleton if it has very little flesh remaining or as a zombie if a lot of its flesh is still attached. The undead is under the caster's control until another effect takes control of it and it returns to the caster's control when that effect ends.

11 – Toughen Sinew

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 30 + 10/F minutes
Area: single undead creature
Effect: reduce damage to undead

This spell reduces the damage taken by the target from all attacks and spells that do physical damage by one point. Multiple castings of this spell stack.

12 – Mass Life Drain

Time to Cast: 1 R
Resist Check: 4d6 vs HEA halves
Target: LOS 100 + 20/F'
Duration: instantaneous
Area: 20 + 5/F'
Effect: drain life in area

All **living creatures** within the radius lose 5d6 DP and the caster gains the amount that they lost. A bright white ball of light bursts from each creature in the area and shoots into the caster.

13 – Enhance Undead

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: permanent
Area: single undead creature
Effect: create permanent buff

The target of this spell is permanently affected with the benefits of one of the lower rank undead boosting spells in this group. The spell effect is determined by the number of Finesses:0) Bolster Undead, 1) Rapid Shambling, 2) Sharpen Claws, 3) Stiffen Bone, 4) Toughen Sinew

14 – Animate Ghost

Time to Cast: 3 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: single corpse
Effect: turn soul to ghost

This spell animates the soul of the targeted corpse as a ghost. This spell must be cast within 10 minutes of death to ensure the soul is still in the area and will not function if Last Rites or another spell has entrapped, destroyed or sent the soul on its way. It also will not function on a creature without a soul. This is the only undead animation spell that has a resist because the rest do not affect or trap the soul and the corpse cannot resist. The soul is now trapped in this world as a ghost under the casters control and cannot move on to the afterlife until released by being destroyed or this spell being revoked. The ghost cannot access memories of its life or any abilities that it had in life and its stats are that of a standard ghost. The ghost is under the caster's control until another effect takes control of it and it returns to the caster's control when that effect ends.



15 – Theft of Opportunity

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: special
Area: single living creature
Effect: steal chance at life

The target of this spell dies instantly if it fails the RC. The caster gains its chance at life as a second chance. The next time the caster dies, or would be destroyed if the caster is undead, the caster is restored to 1 DP and automatically regains consciousness. Any bleeding or organ loss that would cause death again is healed. Barring any outside influence the caster will be able to survive, but this stolen chance is a very slim second chance at life. If this spell is cast while the caster still has a stolen chance the target will still die but the caster will not gain any added benefit, only one second chance is allowed at a time.

16 – Undeath

Time to Cast: 1 H
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: turn caster to undead

This spell only affects living casters. At the completion of this spell they are transformed into an undead creature. This as an instantaneous change into a magical undead creature and cannot be revoked. The type of undead is determined by the number of finesse: 0) Zombie, 1) Skeleton, 2) Ghost, 3) Lich, 4) Demilich

The abilities gained and lost by the caster for each type are explained below.

Zombie: The caster loses all of his non-magical creature abilities and gains all of the standard Zombie creature abilities except for Inferior INT.

Skeleton: The caster loses all of his non-magical creature abilities and gains all of the standard Skeleton creature abilities except for Inferior INT.

Ghost: The caster loses all of his non-magical creature abilities and gains all of the standard Ghost creature abilities. The caster is now an immaterial ghost with no way to become material without additional abilities.

Lich: The caster becomes either a lich or skeletal lich, his choice. Liches get 3 ranks of Hide and skeletal liches get 3 ranks of Bone. Other than that the caster does not gain any creature abilities and retains any creature abilities he already has that a corporeal undead is capable of using.

Demilich: The caster becomes an immaterial lich and gains 1 rank of spirit armor and 1 rank of Material. Material allows an immaterial creature to become material for PWR*rank minutes per day. Other than that the caster does not gain any creature abilities and retains any creature abilities he already has that an incorporeal undead is capable of using.



14 Fire Magic

14.1 Fire

Magicians of the Fire element spend endless hours of hot and sweaty concentration to unlock the secrets of flames and heat. Their studies make many of them nimble and quick, and most have passionate emotions. Their spell groups are described below.

Fire Magics typifies the power of the element, in spells like Fireball and Conflagration, and the ability to manipulate the element.

The **Illumination** group provides the caster with light and darkness spells of varying power.

Conjurations are used to create phantasms and shams to delude the foolish and gullible.

Mind Twisters are similar to the Charms group of the Water magicians, but are generally more powerful and, perhaps, even sinister. Because of the great power that must be channeled to use this spells, they are more difficult to learn, and drain their user. The base cost for these spells is 600 XP.

Chaos Magics are used to invoke chaos effects and generally create chaos around the caster.

1. Fire Magics

- 1 Flint and Steel
- 2 Flaming Arrows
- 3 Flame
- 4 Part Fire
- 5 Immolate
- 6 Quench
- 7 Nimble
- 8 Fireball
- 9 Flame Dance
- 10 Firebreath
- 11 Flame Barrier
- 12 Flameshape
- 13 Conflagration
- 14 Comet
- 15 Fajrovoki
- 16 Spirit Fire

2. Illumination

- 1 Glowworm
- 2 Magic Torch
- 3 Light Shield
- 4 Magic Lantern
- 5 Whip
- 6 Limn
- 7 Alarm
- 8 Color Shift
- 9 Rainbow Bridge
- 10 Dazzle
- 11 Blade
- 12 Mirror Wall
- 13 Reflective Travel
- 14 Sun Call
- 15 Ruby Death
- 16 Beamrider

3. Conjurations

- 1 Veil
- 2 Emit Self
- 3 Phantasmal Fire
- 4 Emit Object
- 5 Mask
- 6 Emanate Self
- 7 Phantasmal Air
- 8 Emanate Object
- 9 Shrouding
- 10 Radiate Self
- 11 Phantasmal Water
- 12 Radiate Object
- 13 Envelop
- 14 Project Self
- 15 Phantasmal Earth
- 16 Project Object

4. Mind Twisters

- 1 Gutter
- 2 Flame Dreams
- 3 Dismay
- 4 Unman
- 5 Forget
- 6 Stray Thought
- 7 Chaos
- 8 Befriend
- 9 Neophyte
- 10 Betask
- 11 Charlatan
- 12 Arson
- 13 Amnesia
- 14 Babe
- 15 Fever
- 16 Pith

5. Chaos Magics

- 1 Chaos
- 2 Minor Element
- 3 Chaos Shield
- 4 Chaos Student
- 5 Minor Other
- 6 Control Chaos
- 7 Chaos Bolt
- 8 Major Element
- 9 Chaos Master
- 10 Super Chaos
- 11 Major Other
- 12 Chaos Curse
- 13 Chaos Sword
- 14 Death Lottery
- 15 Summon Chaos Elementals
- 16 Cheap Chaos



14.1.1 Fire Magics

1 – Flint and Steel

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: caster
Effect: make a flame

Flint and Steel enables the caster to snap his fingers and produce a one inch high flame from his thumb.

2 – Flaming Arrows

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 1 arrow
Effect: make burning arrows

Once each round (starting with the round in which the spell is cast) the caster can cause one arrow, ready for firing, to burst into flames. The arrow will inflict an additional 1d8 points of damage if it hits. The caster must have uninterrupted concentration for the duration of the spell.

3 – Flame

Time to Cast: 1 R
Resist Check: 3d6 vs AGI halves
Target: LOS 30'
Duration: 3 + 1/F R
Area: 1 object
Effect: 1d6 fire damage

Flame causes a ball of flame to appear harmlessly in the caster's hand. He may then hurl it up to 30', once per round, to automatically hit any target in direct LOS. Non-living, flammable targets can be ignited by the fire. Living things are not ignited, but do take damage. This spell can be active multiple times, once per hand.

4 – Part Fire

Time to Cast: 1 R
Resist Check: none
Target: LOS 10 + 3/F'
Duration: 1 + 1/F M
Area: 5' x 5' x 5' + 5/F'
Effect: part fire

Part Fire allows the caster to clear a narrow path through continuously burning natural or magical fires (magical fires get an RC of 9 or less on 3d6). The path must be straight, and creatures no larger than a normal man may pass through the flames unscathed. This spell is of no use against flame attacks.

5 – Immolate

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 5/F'
Duration: 4 + 2/F R
Area: 1 being
Effect: flaming form

Immolate envelops the target's form in magical flames. These flames do no actual fire damage. The target becomes more resistant to flame attacks (subtract 3d6 DP from each damage roll). He is also more difficult to see through the flames, giving him an effective 25% cover will in the flames for the purpose of melee and ranged attacks.

6 – Quench

Time to Cast: 1 R
Resist Check: none
Target: LOS 50 + 10/F'
Duration: instantaneous
Area: 5' + 3/F' radius
Effect: extinguish fire

Quench reverses the normal burning process and snuffs out natural fires of the size indicated by the area of effect. This spell has no effect versus magical fires or sudden fire attacks.

7 – Nimble

Time to Cast: 1 R
Resist Check: 4d6 vs AGI negates
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 1 living target
Effect: raise AGI and skills

Nimble increases the AGI of the target creature. The target's AGI increases 1d6 ranks, and all his existing AGI based skills increase 2 ranks for the duration of the spell.

8 – Fireball

Time to Cast: 1 R
Resist Check: 4d6 vs HEA halves
Target: LOS 120 + 30/F'
Duration: instantaneous
Area: 40 + 5/F' radius
Effect: 8d6 fire damage

Fireball allows the caster to draw a bit of elemental fire from the surrounding environment and direct it to explode in a designated area. All creatures failing their RCs take the indicated damage. Dry, combustible materials can be easily set aflame with this spell.



9 – Flame Dance

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 1 being
Effect: move with flames

Flame Dance enables the target to match his body's movements to that of fire. He can walk through normal and magical flames for the duration of the spell without damage. While within the flames, all of his defense values are increased by 4.

10 – Firebreath

Time to Cast: 2 R
Resist Check: 4d6 vs AGI halves
Target: caster
Duration: 4 + 2/F R
Area: 30' x 10' cone
Effect: 4d6 fire damage

Firebreath enables the caster to spout flame from his mouth once each round for the duration of the spell. All creatures within this area that fail their RCs take the indicated damage. Non-living, flammable objects can be ignited with the spell.

11 – Flame Barrier

Time to Cast: 2 R
Resist Check: 4d6 vs AGI for half
Target: 40'
Duration: 1 + 1/F M
Area: 20' + 10'/F radius
Effect: 4d6 fire damage

Flame Barrier calls forth a roaring wall of fire, which may be in any shape the caster chooses as long as it does not exceed the area indicated. The flames can be extinguished by normal or magical rain in 5 rounds. Creatures attempting to cross the flames take 4d6 damage points each round for as long as the crossing takes, subject to an RC each round.

12 – Flameshape

Time to Cast: 4 R
Resist Check: special
Target: touch
Duration: 2 + 1/F H
Area: 2 + 1/F' radius
Effect: create fiery object

This spell causes **flames** to become solid and harmless to the caster. The caster may work the flame into any shape he desires while the spell is being cast, and once the casting time is over the shape lasts until the spell expires.

13 – Conflagration

Time to Cast: 1 R
Resist Check: none
Target: 100'
Duration: 1 + 1/F M
Area: 30' x 30' x 30' + 15/F'
Effect: 6d6 fire damage

Conflagration is an enhanced version of the Flame Barrier spell. The flames are more intense, and can set combustible materials afire even if they are wet. Normal rain cannot extinguish a Conflagration, though Water spells can.

14 – Comet

Time to Cast: 2 R
Resist Check: 5d6 vs HEA halves
Target: LOS 200 + 50/F'
Duration: instantaneous
Area: special
Effect: 14d6 fire damage

Comet is a super potent Fireball. On the first round of casting the caster conjures a great quantity of elemental fire directly in front of him. He then directs it to explode at a specific point. Creatures within 20 feet of the target take full damage, those within 60 feet take half damage, and those within 100 feet take quarter damage. A successful RC reduces the damage by another half.

15 – Fajrovoki

Time to Cast: 4 R
Resist Check: none
Target: LOS 40 + 10/F'
Duration: 30 + 10/F M
Area: target area
Effect: summon fire elementals

Fajrovoki summons 1d6+1 fire elementals from any flame source (a candle is sufficient) within the target area. The elementals will serve the caster as he desires, even in combat. The elementals will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons that the elementals will attempt to take the caster back to their fiery halls with them at the end of their service.

16 – Spirit Fire

Time to Cast: 2 R
Resist Check: none
Target: special
Duration: special
Area: special
Effect: selective damage

Spirit Fire allows the caster to duplicate Flame, Firebreath, Flame Barrier, Fireball, or Comet. The range, duration, area, resistance check and effect are the same as the duplicated spell. A Spirit Fire burns with a white flame which is harmless to creatures the caster states are friends. Only living creatures can be damaged; combustible materials cannot be ignited with this spell, even if the effect it is duplicating is capable of such.



14.1.2 Illumination

1 – Glowworm

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 item
Effect: make item glow

Glowworm causes an **inanimate target** to give of a soft, candle-like glow. The amount of light produced is suitable for reading or other close work. The item must be liftable by the caster to be affected, and can be moved about if needed.

2 – Magic Torch

Time to Cast: 1 R
Resist Check: none
Target: LOS 10 + 5/F'
Duration: 2 + 1/F H
Area: 1 item
Effect: create torchlight

When Magic Torch is cast on a **handheld object**, the object sheds light equivalent to a normal torch for the spell's duration.

3 – Light Shield

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: see text

Light Shield enables the magician to gather existing light into a circular shield and use it as a normal shield. The base spell yields a buckler, two finesse a shield, and four finesse a shield which subtracts 2 from any damage done on a successful attack against the caster. There must be at least one torch within 10 feet of the caster for this spell to function.

4 – Magic Lantern

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 item
Effect: create lantern

Magic Lantern enables the caster to create a controllable light source. The magician can vary the amount of light produced, from full lantern light to completely dark, on command.

5 – Whip

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: create enchanted whip

This spell enables the caster to gather existing light into a long, flexible beam and wield it like a once enchanted whip for the spell's duration. The Whip does 1d6+1 damage points per successful attack. This spell can be active multiple times, once per hand.

6 – Limn

Time to Cast: 1 R
Resist Check: 4d6 vs AGI negates
Target: LOS 20 + 5/F'
Duration: 4 + 2/F R
Area: 5 + 3/F' radius
Effect: outline with light

Limn is only useful in dim or dark surroundings. It causes tendrils of light to flash from the caster's fingertips into the described area. Mobile creatures are allowed an RC to avoid the effect; immobile creatures and objects get no RC. Creatures and objects within the area (including invisible or otherwise hidden ones) are outlined with light, making them easier to see.

7 – Alarm

Time to Cast: 1 M
Resist Check: 4d6 vs PER detects
Target: LOS 100'
Duration: 12 + 3/F H
Area: entrances
Effect: 2 + 1/F beams

Alarm is useful to protect a room, building, campsite, etc. Each entrance (up to six) is spanned by a faint beam of light which, when broken, emits a shrill alarm. Each beam can extend up to 20 feet, if necessary.

8 – Light Wall

Time to Cast: 1 R
Resist Check: none
Target: LOS 5'
Duration: 30 + 10/F M
Area: 10' x 10'
Effect: create wall of light

Light Wall creates a 10' x 10' wall of light that completely blocks line-of-sight and will also absorb any light that attempts to pass through it, such as lasers or light based spells. Anything else can pass freely through the wall of light. The wall can be any color light of the caster's choosing.



9 – Rainbow Bridge

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: multitouch
Duration: 30 + 10/F M
Area: 120 + 30/F'
Effect: create bridge

Rainbow Bridge enables the magician to create a bridge of light up to 240 feet long. As many people or creatures the caster can touch during the casting time may use the bridge.

10 – Dazzle

Time to Cast: 1 R
Resist Check: 4d6 vs AGI negates
Target: 40 + 10/F'
Duration: 4 + 2/F R
Area: 10 + 5/F' radius
Effect: blind for 1d4 R

Dazzle causes a ball of light to appear in the caster's hand and may be hurled up to 80 feet. The ball explodes within 2 rounds, producing a shower of brilliant light fragments that temporarily blind any vision-endowed creature in the area of effect.

11 – Blade

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: see text

Blade gathers existing light into a narrow, blade-shaped beam which the magician may wield as a twice enchanted, one-handed sword. Such a weapon does 1d10+2 damage points per successful strike. This spell can be active multiple times, once per hand.

12 – Mirror Wall

Time to Cast: 4 R
Resist Check: 5d6 vs PER negates
Target: touch
Duration: 30 + 10/F M
Area: 10 + 5/F' radius
Effect: creates one way mirror

Mirror Wall turns any flat surface into a one-way mirror for the duration of the spell. Anyone on the backside of the wall can see through it, but it looks like a normal wall to those who fail their RCs.

13 – Reflective Travel

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: travel 1000 met LOS

Reflective Travel allows the caster to instantly travel to the **source of a reflection**.

14 – Sun Call

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: 20 + 10/F' radius
Effect: make daylight

Sun Call empowers the magician to bring the brilliance of the noon sun to any area.

15 – Ruby Death

Time to Cast: 1 R
Resist Check: 6d6 vs AGI avoids
Target: LOS 120'
Duration: instantaneous
Area: 1 object
Effect: 15d6 damage

Ruby Death enables the caster to fire a red ray of concentrated light energy from his finger. If the target fails the RC, it takes the indicated amount of damage.

16 – Beamrider

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: travel 1000 mets LOS

Beamrider enables the caster to travel to the **source of any light** within his LOS in the blink of an eye.



14.1.3 Conjurations

1 – Veil

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: veils caster

This magic casts a distorting veil over the caster's face and clothes. Anyone viewing the caster who fails the RC will believe the caster to be a total stranger.

2 – Emit Self

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: make an image

This spell allows the caster to create a transparent image of himself. The image can be directed to appear in any direction at a distance of up to 40 + 20/F', possibly through intervening obstacles. The image moves, sounds and smells like the caster. The image can range from one inch in size up to the caster's true size.

3 – Phantasmal Fire

Time to Cast: 1 R
Resist Check: none
Target: special
Duration: special
Area: special
Effect: duplicate Fire spell

This spell allows the caster to appear to cast any spell in the Fire element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. This spell cannot duplicate any spell whose effect is visual only (such as Magic Torch), or any of these conjuration spells.

4 – Emit Object

Time to Cast: 2 R
Resist Check: none
Target: LOS 10'
Duration: 30 + 10/F M
Area: 1 object
Effect: make an image

Emit Object enables the caster to project an image of another person or object 40 + 20/F' away under the same constraints as the Emit Self spell. The object can be no larger than the caster.

5 – Mask

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 6 + 2/F H
Area: caster
Effect: disguises caster

The caster first visualizes the memorized image of a person and concentrates. Mask then makes the caster appear as that person, including clothing. The caster cannot change race or general size with this magic. The adventurer must inform the GM when he is memorizing a person, which takes 5 minutes of game time.

6 – Emanate Self

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: make an image

This spell allows the caster to project a non-transparent, real-seeming image of himself 40 + 20/F' away. Other aspects of the image are as in the Emit Self spell.

7 – Phantasmal Air

Time to Cast: 1 R
Resist Check: none
Target: special
Duration: special
Area: special
Effect: duplicate Air spell

This spell allows the caster to appear to cast any spell in the Air element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. The spell cannot duplicate any spell whose effect is visual only.

8 – Emanate Object

Time to Cast: 4 R
Resist Check: none
Target: LOS 10'
Duration: 30 + 10/F M
Area: 1 object
Effect: make an image

The caster can project an image of another person or object 40 + 20/F' away under the same constraints as the Emanate Self spell. The object can be no larger than the caster.



9 – Shrouding

Time to Cast: 3 R
Resist Check: 4d6 vs PWR negates
Target: multitouch
Duration: 30 + 10/F M
Area: targeted beings
Effect: disguises group

When the magician casts this spell, he and those around him appear to anyone failing the RC as a group of people that would be expected to be found in that environment. For example, if in a hostile castle they might appear as a group of appropriately dressed guards.

10 – Radiate Self

Time to Cast: 6 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: make an image

Radiate Self creates an image 50 + 30/F' away which can move, sound and smell either independently or under control of the caster. All other aspects of this spell are the same as the Emanate Self spell.

11 – Phantasmal Water

Time to Cast: 1 R
Resist Check: none
Target: special
Duration: special
Area: special
Effect: duplicate Water spell

This spell allows the caster to appear to cast any spell in the Water element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. It cannot duplicate any spell whose effect is visual only.

12 – Radiate Object

Time to Cast: 6 R
Resist Check: none
Target: LOS 10'
Duration: 30 + 10/F M
Area: 1 object
Effect: make an image

Radiate Object allows the caster to project an image of another person or object 50 + 30/F' away under the same constraints as the Radiate Self spell. The object can be no larger than the caster.

13 – Envelop

Time to Cast: 4 R
Resist Check: none
Target: multitouch
Duration: 30 + 10/F M
Area: targeted beings
Effect: disguises group

When the magician casts this spell, he and his companions appear to blend perfectly into the background. They must be touched to be found.

14 – Project Self

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: program image

This spell allows the caster to preprogram an image to appear 60 + 40/F' away at some time up to one year into the future. It can be triggered by a specific time, the utterance of a particular word, or the occurrence of a particular event. All other aspects of the image are as in the Radiate Self spell.

15 – Phantasmal Earth

Time to Cast: 1 R
Resist Check: none
Target: special
Duration: special
Area: special
Effect: duplicate Earth spell

This spell allows the caster to appear to cast any spell in the Earth element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. It cannot duplicate any spell whose effect is visual only.

16 – Project Object

Time to Cast: 1 M
Resist Check: none
Target: LOS 10'
Duration: 30 + 10/F M
Area: 1 object
Effect: make an image

This spell allows the caster to project an image of another person or object 60 + 40/F' away under the same constraints as the Project Self spell. The object can be no larger than the caster.



14.1.4 Mind Twisters

1 – Gutter

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 R
Area: 5' radius
Effect: cause doubt

Gutter causes beings, within melee range and **able to see a flame held in the caster's hand**, to suffer momentary doubt as to how to attack. They automatically lose initiative the next round.

2 – Flame Dreams

Time to Cast: 1 M
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 1 humanoid
Effect: plan dream

The target of Flame Dreams **must already be asleep** and within 20' of a fire (campfire, fireplace, etc.). It will then have a dream, and the caster can dictate the circumstances of the vision. Fire must be a component of the dream. If the target is present in the dream and killed, he will awake just before his dreamed death.

3 – Dismay

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: caster
Duration: 4 + 2/F R
Area: 80 + 20/F' radius
Effect: non-intelligent creatures flee

Dismay causes any **non-intelligent creatures**, within sight of the caster and failing the RC, to flee from the caster at their maximum movement rate.

4 – Unman

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: caster
Duration: 4 + 2/F R
Area: 60 + 15/F' radius
Effect: intelligent creatures flee

Unman causes **intelligent creatures within sight of the caster**, who fail the RC, to pause one round in fear of the caster. They then flee at their maximum movement rate, away from the caster, for the spell's duration.

5 – Forget

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: forget recent events

Forget causes the target to forget the events from the present back four rounds. One finesse changes the time period to four minutes, two to one hour, three to one day. Each additional finesse after the third increases the time period by one day.

6 – Stray Thought

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 4 + 2/F R
Area: 1 intelligent creature
Effect: insinuate action

The caster formulates the action he would like the target to perform, then casts Stray Thought. If the target fails the RC it will take the thought as its own and act accordingly. The planted thought must be reasonable under the circumstances, otherwise the spell fails.

7 – Chaos

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 4 + 2/F R
Area: 10 + 5/F' radius
Effect: create disorder

This spell causes those within the area of effect who fail the RC to act erratically for the duration of the spell. There is a 10% chance they will carry through with their planned actions; otherwise, intelligent creatures will start bickering among themselves, while non-intelligent creatures will simply mill about or (25%) attack each other.

8 – Befriend

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: 60 + 15/F'
Duration: 1 + 1/F M
Area: 10 + 5/F' radius
Effect: enemies = friends

Befriend immediately cancels any hatred towards the caster and his companions by those creatures within the area of effect who fail the RC. This will last as long as none of the perceived friends take a hostile action (including casting spells) towards the Befriended targets.



9 – Neophyte

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 4 + 2/F R
Area: 1 intelligent humanoid
Effect: forget background

The target of Neophyte who fails the RC suddenly forgets all his background training for the spell's duration. Warriors don't have a clue as to the use of their weapons, magicians can no longer remember spells, pilots cannot recall how to fly an aircraft, etc.

10 – Betask

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 intelligent being
Effect: set a task

If the target fails the RC, the caster may set him a single task. The object of the task must be within the ability of the target to accomplish, and cannot take longer than a year, else the spell fails. The target feels duty-bound to perform the assigned mission, and will devote all his energies and resources to its accomplishment. Once the task is complete, or a year goes by without its completion, the spell ends.

11 – Charlatan

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 1 humanoid
Effect: act as other background

If the target of Charlatan fails his RC, he immediately assumes a different background, of the caster's choosing, for the spell's duration. Whatever the new background, the target feels he is giving a stellar performance, but blows never hit, spells never succeed, etc. regardless of the targets actual skills in that background.

12 – Arson

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: LOS 20 + 5/F'
Duration: 30 + 10/F M
Area: 1 intelligent being
Effect: change surroundings

If the target of Arson fails the RC, he suddenly finds himself in a vaguely familiar, but perplexing, network of flaming walls for the spell's duration. The basic layout is any building the target is familiar with (preferably his home), and the target must act accordingly.

13 – Amnesia

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: forget events

Amnesia causes the target to forget events from the present back one week. Each finesse increases the amount of time forgotten. 1 = 4 weeks, 2 = 4 months, 3 = 4 years, 4 = complete memory loss.

14 – Babe

Time to Cast: 1 M
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: turn into baby

If the target of Babe fails the RC, he is immediately reduced to the intellect and physical coordination of an infant, though his body remains full-sized.

15 – Fever

Time to Cast: 1 M
Resist Check: 5d6 vs WIL negates
Target: caster
Duration: 12 + 3/F H
Area: special
Effect: obviate sendings

If anyone attempts a scrying spell on a magician under a Fever spell, the former suddenly feels overcome by a fever. He must make the RC to avoid serious brain damage (INT drops to 1). If the RC is made, the scrying spell proceeds.

16 – Pith

Time to Cast: 4 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: scramble brain

If the target of Pith fails the RC, his brain is magically scrambled. Basic brain function remains to keep the body alive, but thought and coordinated actions are impossible until Pith is Revoked.



14.1.5 Chaos Magics

This group is a demonic tainted elemental group. Anyone that learns this spell group and anyone under the effect of the spells glows very slightly demonic under Detect Divinity and other spells that can detect demons. It is weak and obviously not strong enough for anyone to think the caster is a demon or demonic priest, most people will interpret it as a demonic curse.

Anyone who learns these spells are no longer able to effect any of the chaos rolls made by these spells through any means except these spells. So they cannot use luck amulets or blessings, but the victims of these spells can still use those to defend against them unless they also know this spell group. And if Chaos Student, Control Chaos, or Chaos Master is used on a chaos roll that does not come from this list, this restriction now applies to that roll.

Most spells in this group are instantaneous, although they may create effects with a duration. That means the caster cannot drop the effect, he can only drop the spell he actually cast and it is already over.

1 – Chaos

Time to Cast: 1R
Resist Check: none
Target: LOS 100 + 50/F'
Duration: instantaneous
Area: 1 target
Effect: Random

The caster chooses a target and rolls 1d10000 on the Net Libram of Random Magical Effects v2. This effect will last a maximum of 1 + 1/F minutes even if the duration listed is longer.

2 – Minor Element

Time to Cast: 1R
Resist Check: none
Target: LOS 100 + 50/F'
Duration: instantaneous
Area: 2 + 1/F targets
Effect: Elemental spell

The caster rolls a random elemental spell of rank 1-6 from any group except this one. After knowing what spell he rolled, he may have that spell go off on one of the targets or himself. Whoever he chooses must be a valid target for the spell, so caster only goes off on the caster. If none are valid targets, the caster must choose a valid target in range of the spell if one exists. The caster may add finesses other than range or targets when casting, and apply those finesses to the random spell effect.

3 – Chaos Shield

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 10 + 10/F M
Area: caster
Effect: chaotic revenge

When you are hit by a spell or take damage while this spell is active, you may end this spell. If you do, choose to either do (1d6)d6 damage to the person that triggered this or roll 1d10000 and the person that triggered this is both the caster and target for the purposes of that roll. You may have any number of Chaos Shields active at once, but you may only activate one of them per round on each person that attacks you.

4 – Chaos Student

Time to Cast: none
Resist Check: none
Target: LOS 100 + 50/F'
Duration: instantaneous
Area: 1 chaos roll
Effect: Change roll

Once per round the caster may cast this spell or Chaos Master in reaction to a chaos roll being made in the range. This spell causes that roll to be rerolled, the caster must take the second roll. The usual limit of only being able to spend EU up to your PWR per round applies, so someone with low PWR may not be able to cast this on some of their own Chaos spells.

5 – Minor Other

Time to Cast: 1R
Resist Check: none
Target: LOS 100 + 50/F'
Duration: instantaneous
Area: 2 + 1/F targets
Effect: Divine or Psionic

The caster rolls a random divine or psionic spell of rank 1-6. After knowing what spell he rolled, he may have that spell go off on one of the targets or himself. Whoever he chooses must be a valid target for the spell, so caster only goes off on the caster. If none are valid targets, the caster must choose a valid target in range of the spell if one exists. The caster may add finesses other than range or targets when casting, and apply those finesses to the random spell effect.



6 – Control Chaos

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 10 + 10/F M
Area: 100 + 50/F'
Effect: control a chaos roll

When a chaos roll is made within range you may end this spell and change that roll by 1 + 1/F. You may have any number of Control Chaos spells active, but you can only use one per roll.

7 – Chaos Bolt

Time to Cast: 1R
Resist Check: 4d6 vs HEA halves
Target: LOS 100 + 50/F'
Duration: instantaneous
Area: 1 target
Effect: Chaos damage

The target takes 7d6 dmg of a random type. Roll 1d6. 1 is Acid, 2 is Cold, 3 is Fire, 4 is Lightning, 5 is Poison. On a 6 roll twice, half of the damage is one type and half is another. Ignore further 6s and duplicates.

8 – Major Element

Time to Cast: 1R
Resist Check: none
Target: LOS 200 + 100/F'
Duration: instantaneous
Area: 2 + 1/F targets
Effect: Elemental Spell

The caster rolls a random elemental spell of rank 7-12 from any group except this one. After knowing what spell he rolled, he may have that spell go off one of the targets or himself. Whoever he chooses must be a valid target for the spell, so caster only goes off on the caster. If none are valid targets, the caster must choose a valid target in range of the spell if one exists. The caster may add finesses other than range or targets when casting, and apply those finesses to the random spell effect.

9 – Chaos Master

Time to Cast: none
Resist Check: none
Target: 200 + 100/F'
Duration: instantaneous
Area: 1 chaos roll
Effect: Change roll

Once per round the caster may cast this spell or Chaos Student in reaction to a chaos roll being made in the range. This spell causes that roll to be rerolled twice, the caster may choose any of the three rolls. Chaos Student cannot be cast on that roll by anyone else, if someone casts Chaos Master on that roll they roll 2 more times and choose between what this caster choose and those 2 rolls. The usual limit of only being able to spend EU up to your PWR per round applies, so someone with low PWR may not be able to cast this on most of their own Chaos spells.

10 – Super Chaos

Time to Cast: 1R
Resist Check: none
Target: LOS 200 + 100/F'
Duration: instantaneous
Area: 1 target
Effect: random

The caster chooses a target and rolls 1d10000 on the Net Libram of Random Magical Effects v2. He may choose up to 2 + 1/F effects within 4 + 2/F of the rolled effect if he wants. He may not choose the same effect twice and must choose at least one effect. These effects will last a maximum of 1 + 1/F days even if the duration listed is longer.

11 – Major Other

Time to Cast: 1R
Resist Check: none
Target: LOS 200 + 100/F'
Duration: instantaneous
Area: 2 + 1/F targets
Effect: Divine or Psionic

The caster rolls a random divine or psionic spell of rank 7-12. After knowing what spell he rolled, he may have that spell go off one of the targets or himself. Whoever he chooses must be a valid target for the spell, so caster only goes off on the caster. If none are valid targets, the caster must choose a valid target in range of the spell if one exists. The caster may add finesses other than range or targets when casting, and apply those finesses to the random spell effect.

12 – Chaos Curse

Time to Cast: 2R
Resist Check: 5d6 vs PWR negates
Target: LOS 100 + 50/F'
Duration: 1 + 1/F M
Area: 1 creature
Effect: Screw with magic

If the target fails their resist check, all magic that they cast or activate from magic items or creature abilities is changed to chaos magic for the duration. Each time they cast a spell, roll 1d4. On a 1 the spell does not go off and roll 1d10000 on the Net Libram of Random Magical Effects v2. On a 2 the spell goes off on the caster if they were targeting someone else or on a random person within 100' if they were targeting themselves, even if it is caster only. On a 3 roll 1d12 and that ranked spell in the group they were casting goes off on the original target if they are a valid target for a new spell, or the caster if not. On a 4 the spell functions normally, but roll 1d10000 on the Libram as well.



13 – Chaos Sword

Time to Cast: 1M
Resist Check: none
Target: touch
Duration: permanent
Area: 1 magic weapon
Effect: Improve Damage

The damage on the effected magical weapon is randomized and improved. Pluses to hit are unaffected, and magical pluses to damage are replaced. +1 weapons become +1d4 to damage, +2 is +1d6, +3 is +1d8, +4 is +1d10, +5 is +1d12. For weapons beyond +5, subtract 5 from the plus and add +1d12 and check again. The damage type is randomized every day between acid, cold, fire, lightning, poison, and magic.

13 – Death Lottery

Time to Cast: 1R
Resist Check: 6d6 vs PWR negates
Target: LOS 200 + 100/F'
Duration: instantaneous
Area: 100+50/F'
Effect: Bam!

Whatever creature in the area of effect fails their resist by the largest amount takes 3d6 damage per creature in the area of effect. If there is a tie, split the damage evenly amongst all the creatures that tied. If no one fails the resist, nothing happens.

15 – Summon Chaos Elementals

Time to Cast: 4R
Resist Check: none
Target: LOS 200 + 100/F'
Duration: 30 + 10/F M
Area: 1d6+1 Elementals
Effect: Summon Chaos

This spell calls chaos elementals to the caster to do his bidding. Trying to control the essence of Chaos so completely is dangerous. At the end of the spell duration there is a 40% chance the elementals will attempt to take the caster with them when they leave, a 40% chance they will attempt to kill the caster, and only a 20% chance that they leave peacefully.

16 – Cheap Chaos

Time to Cast: 1M
Resist Check: none
Target: touch
Duration: permanent
Area: willing target
Effect: Cheaper Spells

You may reduce the cost of any of your spells by up to 4, with a minimum cost of 1. When you cast a spell with a reduced cost roll 1d6. On a 1 the spell goes off normally. On a 2 reduce a random finessable attribute of the spell by the amount of cost reduction. If it doesn't have a finessable attribute, roll again. On a 3, roll a die equal to the amount of units you spent on the spell and cast the spell of the rolled rank in the group you were casting from. On a 4 cast a random spell of the same rank as the spell you were trying to cast, from the same spell type elemental, divine, or psionic. On a 5, take 1d6 damage per unit of reduced cost and the spell goes off. On a 6, take 1d6 damage per unit of reduced cost and roll again.



15 Air Magic

15.1 Air

Magicians devoted to the Air element spend much of their time out of doors where they may feel the power of the wind and the subtleties of light breezes. Some dismiss Air magicians as flighty and fickle, but they are the most cerebral of the elemental magicians.

Air Magics typifies the power of the element, in spells like **Lightning Bolt** and **Anaerobia**, and the ability to manipulate the element.

Vision spells enhance the seeing ability of the magician.

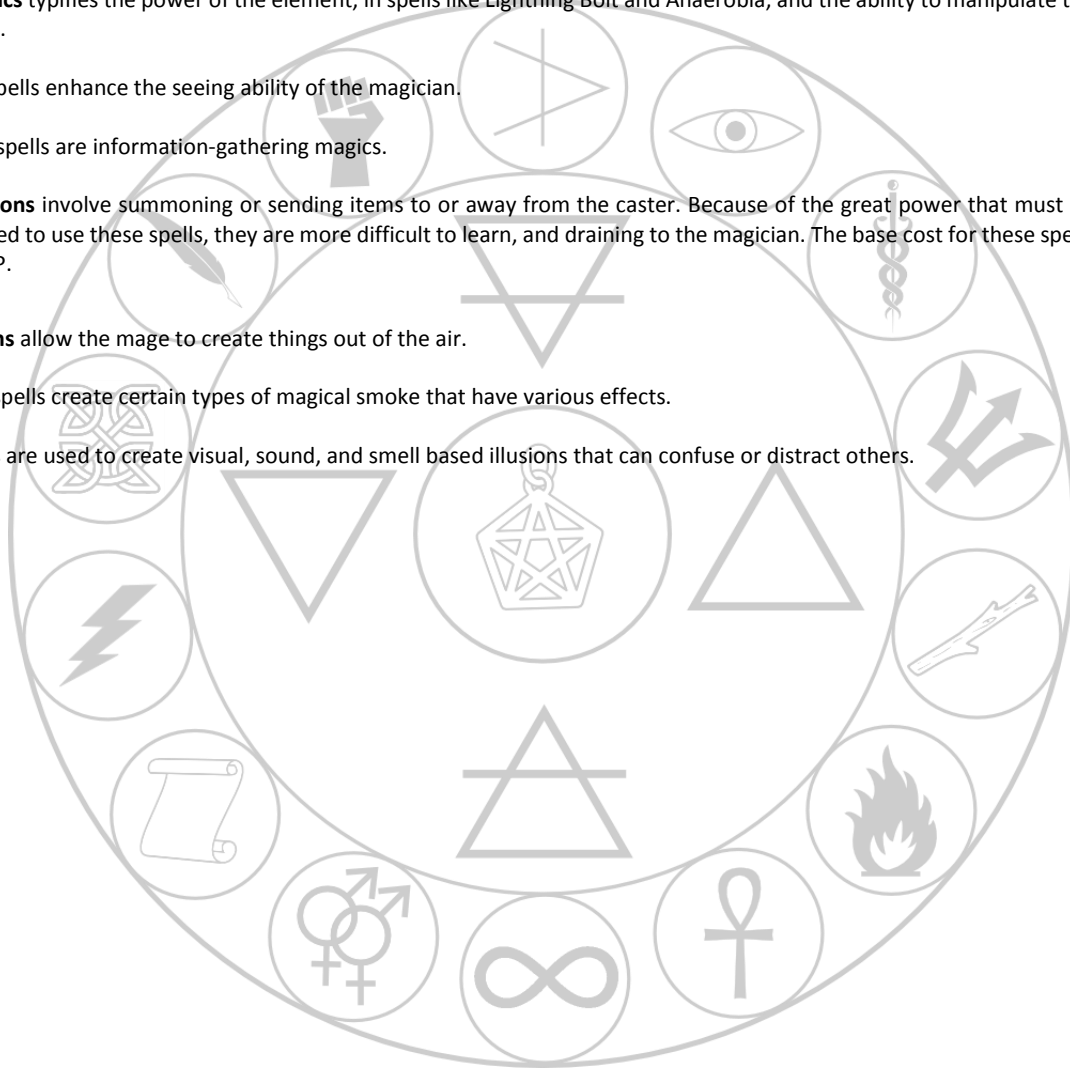
Scrying spells are information-gathering magics.

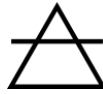
Dimensions involve summoning or sending items to or away from the caster. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and draining to the magician. The base cost for these spells is 600 XP.

Air Forms allow the mage to create things out of the air.

Smoke spells create certain types of magical smoke that have various effects.

Illusions are used to create visual, sound, and smell based illusions that can confuse or distract others.





1. Air Magics

- 1 Minibolt
- 2 Gust
- 3 Arise
- 4 Fresh Air
- 5 Ironlungs
- 6 Lightning Bolt
- 7 Fly
- 8 Wind
- 9 Air Temperature
- 10 Anaerobia
- 11 Hawksoar
- 12 Ekblowego
- 13 Vacuum
- 14 Blitzen
- 15 Aerovoki
- 16 Wrath

2. Vision

- 1 Murk
- 2 Distortion
- 3 Crystal
- 4 Glamor
- 5 Intuit
- 6 One Eye
- 7 Discovery
- 8 Parallax
- 9 Long Eyes
- 10 Heat Vision
- 11 Night Sight
- 12 Invisibility
- 13 Sight License
- 14 Blind
- 15 Projection
- 16 See All

3. Scrying

- 1 Detect Motivation
- 2 Hear
- 3 Read Emotions
- 4 Mask Motivation
- 5 See
- 6 Witchsmeller
- 7 Know True Motivation
- 8 Locate
- 9 Senses
- 10 Truthtell
- 11 Futuresee
- 12 Legends
- 13 Thingtell
- 14 Backfire
- 15 Scan
- 16 Godspeak

4. Dimensions

- Shimmer
- Thought Move
- Send Object
- Peer
- Magic Fence
- Call Object
- Hole
- Giant Stride
- Send Package
- Pocket
- Portable Hole
- Call Package
- Magic Door
- Vanish
- Otherworld
- Banish

5. Air Forms

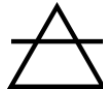
- 1 Sweet Breeze
- 2 Stolen Breath
- 3 Fists of Wind
- 4 Whispering Air
- 5 Thunder Clap
- 6 Talons
- 7 Air Walk
- 8 Foul Gas
- 9 Mist of Chaos
- 10 Boundaries
- 11 Air Wall
- 12 Uplift
- 13 Air Stones
- 14 Air Items
- 15 Poison Gas
- 16 Air Form

6. Smoke

- 1 Cloud
- 2 Incense
- 3 Smog
- 4 Hide
- 5 Tint
- 6 Tear
- 7 Intoxicate
- 8 Sleep
- 9 Spirit
- 10 Pain
- 11 Cataract
- 12 Apparition
- 13 Armor
- 14 Burning Smoke
- 15 Summon Smoke Servant
- 16 Killer Smoke

7. Illusions

- 1 Dancing Lights
- 2 Blurring Aura
- 3 Visual Illusion
- 4 Lesser Ignore
- 5 Sound Illusion
- 6 Self Projection
- 7 Scent Illusion
- 8 Motion Illusion
- 9 Shroud
- 10 Combo Illusion
- 11 Greater Ignore
- 12 Extend Illusion
- 13 Great Illusion
- 14 Displacement
- 15 Illusionary Casting
- 16 Never-ending Illusion



15.1.1 Air Magics

1 – Minibolt

Time to Cast: 1 R
Resist Check: none
Target: LOS 60 + 15/F'
Duration: instantaneous
Area: 1 object or creature
Effect: 1d6 damage

Minibolt calls forth a small electrical charge from the air and sends it blasting towards the target. A Minibolt always hits the target, but magical resistance can negate or reduce the damage (GM's discretion).

2 – Gust

Time to Cast: 1 R
Resist Check: none
Target: 60 + 10/F'
Duration: 1 + 1/F M
Area: 5 x (20 + 10/F)' line
Effect: 30 + 10/F mph gust

Gust produces a blast of air in the area of effect sufficient to extinguish unprotected flames, fan a large fire, etc.

3 – Arise

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: accelerate 4 + 1/F' /R

Arise immediately counteracts the effects of gravity, allowing the caster to float into the air like a kite. The magician, while concentrating, can accelerate up or down at a rate of 4 + 1/F' per round. The caster is at the mercy of winds and other forces that could cause lateral movement. He cannot carry more than he could normally lift above his head.

4 – Fresh Air

Time to Cast: 1 R
Resist Check: none
Target: up to 5'
Duration: 4 + 2/F R
Area: 10 + 5/F' radius
Effect: freshen air

With Fresh Air the caster can cleanse a volume of fetid, putrid, or poisonous air to make it breathable. The purified area can move with the caster if he so chooses.

5 – Ironlungs

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 10 + 5/F M
Area: 1 creature
Effect: hold breath

Ironlungs enables the recipient to hold his breath for the spell's duration. Total concentration by the target is necessary, so Ironlungs prevents most forms of spell casting.

6 – Lightning Bolt

Time to Cast: 1 R
Resist Check: 3d6 vs HEA for 1/2
Target: LOS 120 + 30/F'
Duration: instantaneous
Area: 4 + 1/F' wide line
Effect: 6d6 damage

The caster uses this spell to create opposed electrical charges between the caster's fingertip and his intended target. This electrical potential causes a bolt of electrical energy to travel from his finger to the target along the path of least resistance. Intervening objects and people along this path are affected by the bolt, as is the target.

7 – Fly

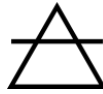
Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: 1 + 1/F M
Area: 1 humanoid
Effect: fly 120 + 30/F' /R

Fly enables the recipient to fly at a rate of 120 to 240 feet per round. Simple actions can be performed without penalty while in flight, but weapon attacks are made at a penalty (GM's discretion) and spell casting is impossible. The target cannot carry more than he could lift above his head.

8 – Wind

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 6 + 2/F H
Area: 60 + 20/F' radius
Effect: control wind

Wind allows a magician to control the speed and direction of the wind around him. Wind speeds of up to 30 + 10/F MPH can be maintained. The wind is strong enough to propel a sailing vessel if desired, although a sail is an obvious necessity.



9 – Air Temperature

Time to Cast: 2 R
Resist Check: none
Target: $90 + 20/F'$
Duration: $6 + 2/F$ H
Area: $60 + 20/F'$ radius
Effect: change temperature

This spell enables the caster to change the temperature in the chosen area by $30 + 10/F$ degrees Fahrenheit. Current weather effects are modified by the change, as dictated by common sense. Air Temperature can be targeted on the caster or another person, and its area of effect will move with that person.

10 – Anaerobia

Time to Cast: 1 R
Resist Check: $4d6$ vs PWR negates
Target: $LOS\ 20 + 10/F'$
Duration: $2 + 1/F$ H
Area: 1 creature
Effect: survive without air

This spell satisfies the target's need for oxygen, making normal breathing unnecessary. All actions may be performed normally. Anaerobia does not protect the target from possible physical damage caused by hostile environments, such as fire, extreme cold, etc.

11 – Hawksoar

Time to Cast: 1 R
Resist Check: $4d6$ vs PWR negates
Target: touch
Duration: $1 + 1/F$ M
Area: 1 humanoid
Effect: fly and attack

Hawksoar adds the abilities of combat and spell casting to the Fly spell. The movement rate per round remains at $120 + 30/F'$. All actions are allowable and not subject to any penalties.

12 – Ekblövego

Time to Cast: 3 R
Resist Check: $5d6$ vs STR for half
Target: caster
Duration: $4 + 2/F$ R
Area: $30' \times (150 + 30/F')$ line
Effect: massive wind blast

An Ekblövego is a massive blast or gust of wind traveling nearly 150 MPH. All free standing objects and creatures are blown backwards 80 feet and suffer $1d6$ damage points each round they remain in the effect. Some structural damage to buildings may even result (GM's discretion).

13 – Vacuum

Time to Cast: 3 R
Resist Check: $4d6$ vs HEA
Target: $100 + 30/F'$
Duration: instantaneous
Area: $30 + 10/F'$ radius
Effect: remove air

Vacuum creates an airless space in the area of effect. Aerobic creatures who fail the RC become comatose. Fires are immediately extinguished, sailing vessels becalmed, and other processes involving air are likewise halted. The GM will adjudicate any side-effects of the sudden decompression.

14 – Blitzen

Time to Cast: 2 R
Resist Check: $4d6$ vs AGI for half
Target: $160 + 40/F'$
Duration: $8 + 2/F$ R
Area: $15 + 5/F'$ radius
Effect: 1 lightning strike/R

Blitzen causes lightning to strike the indicated area once each round. All creatures in the area of effect are hit and suffer $6d6$ damage points for each attack. If the magician is casting this during a thunderstorm, all base parameters are doubled.

15 – Aerovoki

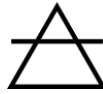
Time to Cast: 4 R
Resist Check: none
Target: $40 + 10/F'$
Duration: $30 + 10/F$ M
Area: target area
Effect: summon air elementals

Aerovoki summons $1d6+1$ air elementals to any point within the range and the caster's LOS. Air must be available, of course. The elementals will serve the caster as he desires, even battling opponents. They will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons they will attempt to take the caster back to their airy halls with them at the end of their service.

16 – Wrath

Time to Cast: 4 R
Resist Check: $5d6$ vs HEA for half
Target: $160 + 40/F'$
Duration: $4 + 1/F$ M
Area: up to $1/4$ met radius
Effect: summon wind storm

Wrath allows the caster to summon a wind storm of unbelievable strength. It can be in the form of a hurricane, tornado, or a straight line wind. Wind velocity is 300 mph or more, few structures will survive (the GM may give stone buildings an RC). Each round in the effect creatures suffer $3d6$ damage points from being struck by flying debris. Spell casting is impossible. The RC must be made each round.



15.1.2 Vision

1 – Murk

Time to Cast: 1 R
 Resist Check: 3d6 vs PER negates
 Target: 20 + 5/F'
 Duration: 1 + 1/F M
 Area: 10 + 5/F' radius
 Effect: reduce visibility

Murk causes dust motes in the environment to coalesce onto water droplets to create a dirty, murky area. Vision is reduced by 40 + 10/F'. Murk is effective in underwater as well as air.

2 – Distortion

Time to Cast: 1 R
 Resist Check: none
 Target: up to 5'
 Duration: 10 + 5/F M
 Area: 5 + 2/F' radius
 Effect: obscure vision

Distortion causes light rays to bend and shift erratically in the area of effect. Forms within the area become blurry, indistinct, and are 90% unrecognizable.

3 – Crystal

Time to Cast: 1 R
 Resist Check: none
 Target: 20 + 5/F'
 Duration: 1 + 1/F M
 Area: 10 + 5/F' radius
 Effect: increase visibility

Crystal is the opposite of Murk, cleansing the area of impurities clinging to water droplets. It is only effective in haze, fog, murky water, etc.

4 – Glamor

Time to Cast: 2 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 10 + 5/F M
 Area: 1 creature
 Effect: boost COM 2 + 1/F

Glamor alters the natural COM of the target, affecting reactions accordingly.

5 – Intuit

Time to Cast: 2 R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F H
 Area: caster
 Effect: boost PER 2 + 1/F

Intuit allows the caster to temporarily increase his PER for the duration of the spell.

6 – One Eye

Time to Cast: 1 R
 Resist Check: 3d6 vs PWR negates
 Target: 20 + 5/F'
 Duration: 4 + 2/F R
 Area: 1 creature
 Effect: blind one eye

The target of One Eye is temporarily blinded in one eye (caster's choice). The target's melee modifiers are reduced by 2 + 1/F to reflect the loss of depth perception. If the target only had one eye to begin with, it will become totally blind.

7 – Discovery

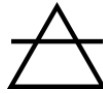
Time to Cast: 2 R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F H
 Area: caster
 Effect: magnify 8 + 2/F times

Discovery enables the caster to see minute things or details that escape normal vision. Rolls against PER are made with one less die than normal.

8 – Parallax

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: 1 + 1/F M
 Area: caster
 Effect: boost DV by 2 + 1/F

Parallax causes the caster's body to seem to shift about suddenly. Attackers must try to correct for the sudden parallax error, in effect raising all the caster's DVs.



9 – Long Eyes

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: closer 8 + 2/F times

Long Eyes empowers the caster to see distant objects as if they are much closer. He must have LOS, and certain atmospheric conditions (e.g. fog, haze, precipitation, etc.) can reduce the effectiveness by half. This also will increase the range of other LOS spells cast during **Long Eyes'** duration. Finesses to increase the range of these spells are applied before **Long Eyes** multiplies the range.

10 – Heat Vision

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 10 + 5/F M
Area: 1 creature
Effect: see heat 40 + 10/F'

The recipient of this spell is empowered to see heat instead of (NOT in addition to) light. Objects will vary in color from jet black (very cold) to bright red (very hot). A cold draft or emanations from ice interfere with heat vision by making forms opaque.

11 – Night Sight

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: see in the dark

Night Sight enables the caster to see in natural darkness and shadows as well as he can see in bright moonlight. If the effect is fully finessed he can even see in magical darkness or shadows.

12 – Invisibility

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 10 + 5/F M
Area: 1 object or creature
Effect: make unseeable

Invisibility surrounds the target with a magical field which shifts light out of phase. If the field is touched by an ungrounded physical object, the spell is broken. An invisible person can walk about or open doors, but cannot drop or pick up anything nor physically attack someone. Spells which have a physical manifestation will break the enchantment. Invisible creatures are in the same phase and can see one another.

13 – Sight License

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: 1 creature
Effect: allows sight

The recipient of a Sight License is temporarily granted the power of sight, even if it is blind or lacks sight organs.

14 – Blind

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: permanent
Area: 1 creature
Effect: remove vision

Blind makes the target blind until cancelled by the caster or Revoked. The target must be capable of vision for the spell to be effective, i.e., Blinding a worm is of little consequence.

15 – Projection

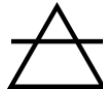
Time to Cast: 4 R
Resist Check: none
Target: up to 5'
Duration: 10 + 5/F M
Area: LOS 250 + 100/F'
Effect: create mass vision

All people and/or creatures in the area of this spell see just what the caster desires them to see. The vision appears quite real, but has no audio, temperature or touch components. The caster **MUST** maintain concentration for the duration of this spell, or the vision disappears immediately.

16 – See All

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: create LOS

See All enables the caster to see through one solid object or creature. This can be as small as a rabbit or as large as a mountain, but can be only one thing. Thus the caster can cast a line of sight spell through any interposing creature or object subject to that spell's normal range restrictions.



15.1.3 Scrying

1 – Detect Motivation

Time to Cast: 1 R
 Resist Check: 3d6 vs WIL negates
 Target: LOS 20 + 5/F'
 Duration: 4 + 2/F R
 Area: 1 humanoid
 Effect: confirm motivation

The caster may learn the target's motivation with this spell, making one attempt per round of the duration. Upon casting, the magician thinks of a motivation. If the target has that motivation, the caster will know it positively. The target will not realize he is being probed until the third attempt, at which time he is allowed the RC. If successful, further Detect Motivation attempts fail.

2 – Hear

Time to Cast: 2 R
 Resist Check: none
 Target: 40 + 10/F'
 Duration: 10 + 5/F M
 Area: 10 + 5/F' radius
 Effect: remote hearing

The caster first chooses an area within range, which does not have to be in his LOS. He may then hear, but not necessarily understand, any noises or speech in the area as if his ears were there.

3 – Read Emotions

Time to Cast: 1 M
 Resist Check: 3d6 vs WIL negates
 Target: LOS 40 + 10/F'
 Duration: 10 + 5/F M
 Area: 1 living creature
 Effect: know thoughts

Read Emotions allows the caster to know the surface thoughts of the targeted creature. These are very general and primal in nature, such as hunger, anger, contentment, sadness, etc., regardless of the creature's INT.

4 – Mask Motivation

Time to Cast: 1 R
 Resist Check: none
 Target: touch
 Duration: 2 + 1/F H
 Area: 1 creature
 Effect: mask motivation

Mask Motivation enables the caster to deny that information, or feed false information (caster's choice), to anyone using spells.

5 – See

Time to Cast: 2 R
 Resist Check: none
 Target: 60 + 15/F'
 Duration: 10 + 5/F M
 Area: 10 + 5/F' radius
 Effect: remote vision

The caster selects an area within range, but not necessarily in his LOS, then casts See. He may then see everything in the area as if his eyes were there. After casting See, the caster must remain motionless and concentrate or the spell is broken.

6 – Witchsmeller

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: 4 + 2/F R
 Area: 10 + 5/F' radius
 Effect: uncover magic

Any enchanted items in the area of effect glow with a silver aura in the eyes of the caster. Very magical items, such as relics, glow with a gold aura. The strength of the glow is reflective of the strength of the magic. Other spells must be used to gain more knowledge (e.g. Know Element, etc.).

7 – Know True Motivation

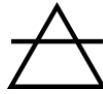
Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: LOS 60'
 Duration: instantaneous
 Area: 1 target
 Effect: see true motivation

This spell functions similarly to Detect Motivation, except the caster can see through any deceptions and know the true motivation of any creature in the area of effect with a single casting. Mask Motivation, however, will deceive this spell.

8 – Locate

Time to Cast: 2 R
 Resist Check: 4d6 vs WIL negates
 Target: caster
 Duration: 10 + 5/F M
 Area: 200 + 20/F' beam
 Effect: discover location

Locate allows the caster to locate any item or creature which he has previously seen or touched. The caster first visualizes the target of his search. A search beam moves with the caster, and an image forms as soon as the subject comes within range. The vision can only be seen by the caster, and recedes into the distance to where the item or creature is actually located.



9 – Senses

Time to Cast: 2 R
Resist Check: none
Target: $60 + 15/F'$
Duration: $10 + 5/F$ M
Area: $10 + 5/F'$ radius
Effect: $1 + 1/F$ senses

Senses enables the caster to have one or more of his five senses operate remotely. This poses certain risks, for damaging effects present in the remote area can attack the magician through the spell. For example, if poison gas is present and the caster wishes his sense of smell to function in the area, he is subject to any damage the gas inflicts. The caster must remain motionless for the spell's duration.

10 – Truthtell

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: $1 + 1/F$ M
Area: 1 creature
Effect: prevent lying

Any creature failing the RC must answer all the caster's questions truthfully for the duration of the spell.

11 – Futuresee

Time to Cast: 2 M
Resist Check: none
Target: caster
Duration: $3 + 1/F$ questions
Area: caster
Effect: see the future

Futuresee enables the caster to determine what will happen in the immediate future ($1 + 1/F$ days) by asking yes-or-no questions of an elemental spirit. The truthfulness of the answers is from $50 + 10/F$ percent. If not truthful, responses can be totally false, or couched as half-truths (GM's discretion).

12 – Legends

Time to Cast: see text
Resist Check: none
Target: special
Duration: $1 + 1/F$ clues
Area: special
Effect: know antiquity

Legends is used to gain knowledge of the items, places, and people of antiquity. If the caster is **touching the item, standing on the site, or next to a grave**, the casting time is one day; otherwise one week. The caster can learn from one to five pieces of information about the subject in the form of clues, or as a range of numbers. The information is always truthful, but the player must make correct interpretations.

13 – Thingtell

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: $10 + 5/F$ M
Area: 1 object
Effect: speak with objects

Thingtell enables the magician to "speak" with **inanimate objects** like chairs, rocks, trees, bushes, etc. The object cannot volunteer information, but will answer the caster's questions truthfully, one question per round of the spell's duration.

14 – Backfire

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: $12 + 3/F$ H
Area: caster
Effect: reverse scrying

Backfire not only protects the caster from **scrying attempts**, but reverses the process so that he finds out what information the opposing caster was seeking from his target, ignoring any normal RCs. He can also learn the direction and distance of the attempt.

15 – Scan

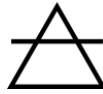
Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: $1 + 1/F$ M
Area: $800 + 300/F'$ beam
Effect: scan area

The caster must first decide on what piece of information he wants to know ("horses nearby?", "any carnivorous plants in the area?", etc.). When the spell is cast, a beam of violet light shoots from the magician's eyes and sweeps the area like a searchlight. The beam stops and points at the object of the scan if it contacts it, giving direction and distance. The beam moves with the caster, but is blocked by stone walls, etc.

16 – Godspeak

Time to Cast: 1 day
Resist Check: none
Target: caster
Duration: $1 + 1/F$ questions
Area: caster
Effect: find unmitigated truth

The caster must be on good terms with his sworn deity, through regular obeisance, performance of deeds to further the deity's goals, etc. Optionally, the spell always functions, but there may be some penalty on EU recharging time if the caster has been lax, or the deity may only answer one question regardless of finesses (GM's discretion). The caster may ask any question and be assured of a 100% truthful answer.



15.1.4 Dimensions

1 – Shimmer

Time to Cast: 1 R
 Resist Check: 3d6 vs PWR negates
 Target: LOS 20 + 5/F'
 Duration: 4 + 2/F R
 Area: 1 creature
 Effect: increase CDV 2 + 1/F

While under the influence of Shimmer, the target's physical form appears indistinct and wavering, effectively increasing his CDV. The caster must be touched by air while murmuring the spell.

2 – Thought Move

Time to Cast: 1 R
 Resist Check: 3d6 vs WIL negates
 Target: LOS 20 + 5/F'
 Duration: instantaneous
 Area: 1 object
 Effect: move 20 + 5/F lb

Thought Move allows movement of a non-living, free standing object within the weight limit and in the caster's LOS, from one place to another within the allowable range. Since the motion is slow, no damage is inflicted from striking other objects, unless circumstances dictate otherwise (walking into a set spear, falling from a height, etc.).

3 – Send Object

Time to Cast: 1 R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: 1 object
 Effect: send small object

To use this spell, the caster encloses an object within his fist, and then sends it to any previously memorized location.

4 – Peer

Time to Cast: 2 R
 Resist Check: none
 Target: memloc
 Duration: 10 + 5/F M
 Area: 60' radius
 Effect: see memorized place

Peer enables the caster to monitor any memorized location for the spell's duration. Only sight is allowed; no sounds, smells, etc. can be discovered.

5 – Magic Fence

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: caster
 Duration: 10 + 5/F M
 Area: 5 + 2/F' radius
 Effect: exclude summonings

At the end of the spell, the area centered on the caster is bounded by a glowing boundary (shaped to the caster's choosing). Other planar and immaterial creatures, and magically transported objects cannot pass this line unless the RC is made (objects save vs the WIL of the caster of the spell transporting it).

6 – Call Object

Time to Cast: 3 R
 Resist Check: none
 Target: special
 Duration: instantaneous
 Area: 1 + 1/F objects
 Effect: recall from storage

Call Object allows the caster to retrieve up to five objects from the place where they were previously stored by a Send Object spell. The five objects do not have to have been sent to the same location.

7 – Hole

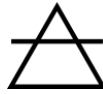
Time to Cast: 3 R
 Resist Check: none
 Target: touch
 Duration: 1 + 1/F M
 Area: 6 + 6/F" radius
 Effect: create hole

This creates a hole (6 + 6/F inches deep) in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through with no resistance. Magical objects get a 4d6 RC versus PWR to negate the effect.

8 – Giant Stride

Time to Cast: 2 R
 Resist Check: none
 Target: multitouch
 Duration: 4 + 2/F R
 Area: targets
 Effect: port 160 + 40/F'

Giant Stride allows the caster to shorten distances somewhat by opening a temporary two-way door up to 320 feet away to a spot within his LOS. The door is invisible, except to the caster and anyone he touches during the casting time. The starting and ending points must be touched by air. The effect for observers is that the caster (and perhaps others) disappear into thin air, then reappear in the blink of an eye.



9 – Send Package

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 object
Effect: send package

An inanimate object of up to $100 + 10/F$ pounds and no more than $2 + 1/F$ feet radius can be sent to any previously memorized location.

10 – Pocket

Time to Cast: 3 R
Resist Check: none
Target: multitouch
Duration: $1 + 1/F$ M
Area: targets
Effect: open elemental pocket

At the end of the spell a small opening appears suspended in air, visible only to the caster and anyone he touches during the casting time. If they enter they appear to vanish into thin air. Normal human life is supported in the dimension, and at the end of the duration anyone still within the dimension is pushed out to his starting point. The caster must be touching air for this magic to work.

11 – Portable Hole

Time to Cast: 7 R
Resist Check: none
Target: touch
Duration: $6 + 2/F$ H
Area: $6 + 6/F$ radius
Effect: create portable hole

This creates a hole ($6 + 6/F$ inches deep) in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through. Grasping the hole by the outside edge, the Portable Hole can be peeled off, rolled up, and reused elsewhere. Magical objects get a 4d6 RC versus PWR to negate the effect.

12 – Call Package

Time to Cast: 5 R
Resist Check: none
Target: special
Duration: instantaneous
Area: $1 + 1/F$ objects
Effect: recall package

Call Package allows the caster to retrieve up to five packages from the place where they were previously stored by a Send Package spell. The five packages do not have to have been sent to the same location.

13 – Magic Door

Time to Cast: 4 R
Resist Check: none
Target: multitouch
Duration: $12 + 3/F$ H
Area: targets
Effect: open door to memloc

This spell opens a door to any location the caster has memorized, visible only to himself and those he touches during the casting time. The caster must be touching air, and air must be available at the destination for the spell to work. The location can be any distance away, but must be on the same plane.

14 – Vanish

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: LOS $20 + 5/F'$
Duration: $12 + 3/F$ H
Area: 1 creature
Effect: send to pocket dim.

The caster must be touching air for this spell to work. If the target fails the RC, he is immediately dispatched to a small, life supporting pocket dimension in the air for the duration of the spell.

15 – Otherworld

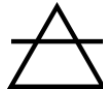
Time to Cast: 4 R
Resist Check: none
Target: up to 5'
Duration: permanent
Area: $10 + 5/F'$ radius
Effect: open portal

The caster must have at hand still air with a volume of at least the area of effect. When the spell is cast, the caster concentrates on a dimension and the place within that dimension where the portal will lead. A visible portal opens, providing a corridor to the target. Anyone can then step through this portal, and be there. The corridor cannot be opened onto the same dimension from which it is cast.

16 – Banish

Time to Cast: 4 R
Resist Check: 5d6 vs PWR negates
Target: LOS $20 + 5/F'$
Duration: permanent
Area: 1 creature
Effect: send creature

Banish is the same as Vanish, except the RC is more difficult and the duration is permanent unless Revoked.



15.1.5 Air Forms

1 – Sweet Breeze

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 1 creature
Effect: freshen air

Sweet breeze causes the air immediately around the target to be lightly perfumed and sweet smelling. It does not create air, nor purify the air that the target breathes.

2 – Stolen Breath

Time to Cast: 1 R
Resist Check: 3d6 vs HEA negates
Target: LOS 20 + 5/F'
Duration: instantaneous
Area: 1 creature
Effect: lose action

The target of Stolen Breath must make a RC or have the air in its lungs forcibly removed. The creature can then breathe normally, but loses its next action to gasping for air.

3 – Fists of Wind

Time to Cast: 1 R
Resist Check: 3d6 vs STR halves
Target: LOS 40 + 10/F'
Duration: 1 + 1/F R
Area: 1 creature
Effect: pummels target

Fists of Wind creates two solid fists of air which pummel the target. This causes the target 2d4 DP of blunt damage and knocks them to the ground. If they succeed at RC, they take half damage and remain standing.

4 – Whispering Air

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: hear sounds

Whispering air sharpens the sound waves reaching the caster's ears. He can hear any sound provided he can identify the source and there is an unobstructed air pathway to the source of sound.

5 – Thunderclap

Time to Cast: 1 R
Resist Check: 3d6 vs HEA negates
Target: LOS 200 + 25/F'
Duration: 1 + 1/F R
Area: 30 + 5/F'
Effect: loud thunder

Thunderclap creates hundreds of tiny vacuums which collapse with a deafening roar. All within the area of effect must make a RC or be temporarily deafened. Every 10 minutes, a deafened character must make a HEA check for hearing to return. This check begins at 4d6, and every subsequent check is made at 1 die less than the previous check.

6 – Talons

Time to Cast: 1 R
Resist Check: 3d6 vs AGI halves
Target: LOS 100 + 25/F'
Duration: 1 + 1/F R
Area: 5' x 30' + 5/F' cone
Effect: damaging air

This spell creates ripping claws of air which rush along in a cone from the caster's hand. All in the cone take 4d6 damage and must make a 4d6 vs. STR check or be thrown back 20 feet. Non-living objects will also be affected by the spell, and may be pushed back or damaged as appropriate.

7 – Air Walk

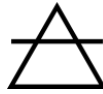
Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 10 + 5/F M
Area: 1 creature
Effect: walk on air

Air Walk solidifies a small area of air under the targets feet, allowing him to walk on air. The maximum ascent/descent rate is as if the target were on steep stairs. If knocked down, the target will fall onto the air supporting him and remain at his current altitude.

8 – Foul Gas

Time to Cast: 2 R
Resist Check: 4d6 vs HEA negates
Target: LOS 100'
Duration: 1 + 1/F M
Area: 25 + 5/F' radius
Effect: sickening gas cloud

This spell creates a noxious gas cloud which obscures vision and sickens those inside it. Those failing a RC are at -4 to all attack and skill rolls while inside. The RC must be made every round while inside the smoke or until failed. The gas can be moved by air currents but will retain its size and effect until the duration expires.



9 – Mists of Chaos

Time to Cast: 2 R
Resist Check: 4d6 vs CSE negates
Target: 50 + 10/F'
Duration: 1 + 1/F M
Area: 50 + 5/F' radius
Effect: cause confusion

Mists of Chaos creates a swirling sphere of color. Those inside must make a RC every round or become totally disoriented and unable to take any action other than stumble about blindly. The mists can be moved by air currents but will retain their size and effect until the duration expires.

10 - Boundaries

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: 200 + 20/F' radius
Effect: sense surroundings

This spell allows the caster to sense the location of the boundaries of the air in the area of effect, allowing him to function in pure darkness by knowing the shape and location of everything in the area.

11 – Air Wall

Time to Cast: 1 M
Resist Check: none
Target: LOS 200 + 50/F'
Duration: 12 + 3/F H
Area: special
Effect: create wall of air

Air Wall creates a wall of solid yet transparent air. The wall must be placed between two solid structures and may be of any size to a maximum length of 100 feet and a height of 50 feet. A 6d6 check versus STR will allow a creature to push through.

12 - Uplift

Time to Cast: 2 R
Resist Check: 5d6 vs STR negates
Target: LOS 150 + 25/F'
Duration: instantaneous
Area: 50 + 5/F'
Effect: pick up and drop

Uplift causes a mighty updraft of wind to pick up all objects under 500 lbs. in the area of effect, lift them 50 feet in the air, and drop them. Items inside strong structures will hit the ceiling, and then fall to the floor.

13 – Air Stones

Time to Cast: 1 R
Resist Check: 4d6 vs AGI halves
Target: LOS 50 + 10/F'
Duration: 1 + 1/F R
Area: 5' x 50' + 5/F' cone
Effect: create balls of air

Air Stones creates hundreds of rock sized balls of solid air. These balls stream from the caster's hand, causing 8d6 damage to all in their path. Those struck must make a 6d6 check vs. STR or be knocked down.

14 - Air Items

Time to Cast: 2 R
Resist Check: none
Target: LOS 5'
Duration: 1 + 1/F M
Area: 100 + 50/F' radius
Effect: create item from air

Air Items creates invisible yet solid items out of the ambient air. The size of the items is limited to what will fit within the area of effect, and only one item is possible at a time. Others can use the items, so an air ladder could carry as many people as a regular one. Once the item is created, it persists for the duration and then vanishes.

15 – Poison Gas

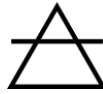
Time to Cast: 2 R
Resist Check: 5d6 vs HEA negates
Target: LOS 50 + 5/F'
Duration: 4 + 2/F R
Area: 25 + 5/F' radius
Effect: creates poison gas

Poison gas creates a cloud of swirling, toxic gases. All in the area of effect must make the RC every round they are in the gas or die. The gas can be moved by air currents but will retain its size and effect until the duration expires, at which time it simply vanishes.

16 – Air Form

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: become wind

Air form allows the caster to change his body, but not equipment or clothes into pure air. The caster is as invisible as air, but others may detect his passing by the wind he makes while moving (especially at 150 MPH). The caster controls his movements and is not affected by other air currents. Maximum rate of travel is 150 MPH, and the caster can enter anywhere a gas can penetrate.



15.1.6 Smoke

1 – Cloud

Time to Cast: 1 R
Resist Check: none
Target: LOS 100 + 25/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: cloud of smoke

This spell creates a white cloud of smoke that obscures all objects within the area of effect.

2 – Incense

Time to Cast: 1 R
Resist Check: none
Target: 40 + 20/F'
Duration: 10 + 5/F M
Area: 10' radius
Effect: scented smoke

This spell creates a cloud of gray smoke that fills the area with a non-offensive odor. The exact smell of the incense is of the caster's choosing.

3 – Smog

Time to Cast: 1 R
Resist Check: 3d6 vs HEA negates
Target: 20 + 5/F'
Duration: 1 + 1/F M
Area: 10' radius
Effect: unpleasant smoke

A small fire creates a brown, noxious cloud of smoke that contains dust and other fine particles. Anyone in the area of effect that fails the RC begins coughing. They continue until they are exposed to clean air.

4 – Hide

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 5/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: thick smoke

The area of effect is filled with a thick black smoke that prohibits anyone from seeing into or out of the area. Alternate forms of vision can be used to see through the smoke.

5 – Tint

Time to Cast: 2 R
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: 1 object
Effect: tint glass

Any crystal or glass object that fails the RC darkens and becomes translucent. This will block half of all light from passing through the object. Light-based spells passing through the affected glass are affected accordingly (GM's discretion).

6 – Tear

Time to Cast: 2 R
Resist Check: 4d6 vs HEA negates
Target: 10 + 5/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: tearing smoke

This spell creates a white cloud of smoke that causes all breathing creatures within it that fail the RC to be brought to tears. Their vision is reduced to a couple of feet and targeting LOS spells is very difficult (GM's discretion).

7 – Intoxicate

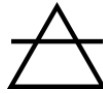
Time to Cast: 2 R
Resist Check: 4d6 vs HEA negates
Target: 10 + 5/F'
Duration: 10 + 5/F M
Area: 10' radius
Effect: drugged smoke

This spell creates a green smoke that fills the area. Those in it who fail the RC feel the effects normally associated with Sago Weed. They become happy, hungry, and lethargic. If the victim leaves the area of effect, then the feeling of being "doped up" will remain for an additional half an hour.

8 – Sleep

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: 40 + 10/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: sleeping smoke

This spell creates a purple smoke that fills the area. All creatures within the area of effect that fail the RC fall into a magical sleep for 30 + 10/F minutes. Resistance checks must be made for every round that a creature is in the area of effect.



9 – Spirit

Time to Cast: 3 R
Resist Check: none
Target: 40 + 15/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: spirit smoke

This spell creates a red smoke that fills the area and outlines all ethereal creatures and spirits.

10 – Pain

Time to Cast: 3 R
Resist Check: 5d6 vs HEA halves
Target: 40 + 15/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: 4d6 damage

This spell create a white smoke in the area. Targets in the area of effect who breathe in the smoke will start coughing violently and must make the RC every round to avoid taking full damage.

11 – Cataract

Time to Cast: 3 R
Resist Check: 5d6 vs HEA negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: cloud vision

If the target fails the RC, then they develop cataracts in both of their eyes. The lenses of their eyes cloud over and vision is reduced by 50 + 10/F %. A successful Revocation spell will reverse the effects.

12 – Apparition

Time to Cast: 3 R
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 30 + 10/F M
Area: 1 creature
Effect: turn into smoke

The target assumes a gaseous form that resembles a cloud smoke of any color the caster chooses. While in this form, the target can pass through small cracks, pipes, or move through the air at their normal land movement rate. Wind conditions can affect the target's normal movement. The color is of the caster's choosing. While in this form, the target cannot be harmed by normal physical objects.

13 – Armor

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: create magical armor

This spell creates a suit of full plate that envelops the caster. It gives the DVs of steel full plate (8/8/6/3). The additional grapple DV is due to the intangible nature of the smoke. This armor is non-encumbering and causes no penalty to PWR checks.

14 – Burning Smoke

Time to Cast: 2 R
Resist Check: 5d6 vs HEA halves
Target: 120 + 20/F'
Duration: 4 + 2/F R
Area: 40' radius
Effect: damaging smoke

A small fire creates a cloud of blue, acidic smoke. The acid suspended in the smoke causes 5d6 points damage to any creature every round they remain in the area of effect. The cloud can be moved by natural or magical wind, but will retain its shape for the duration of the spell. Fresh Air or similar spells will not purify the area.

15 – Summon Smoke Servant

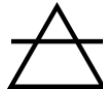
Time to Cast: 3 R
Resist Check: none
Target: LOS 10'
Duration: 10 + 5/F M
Area: targeted area
Effect: summon quasi-elemental

This spell summons an elemental servant of the quasi-elemental plane of smoke to the caster's service. A volume of smoke approximately 10' in radius must be available for the summoning to function. The servant will serve the caster as desired, even battling opponents. They will not turn on the caster, but will remember who summoned them.

16 – Killer Smoke

Time to Cast: 4 R
Resist Check: 5d6 vs HEA negates
Target: 120 + 20/F'
Duration: 4 + 2/F R
Area: 10' radius
Effect: deadly smoke

This spell summons a cloud of poisonous smoke. Those in the area of effect must make the RC each round they remain in the area of die.



15.1.7 Illusions

1 – Dancing Lights

Time to Cast: 1R
Resist Check: 2d6 vs. INT negates
Target: caster
Duration: 4 + 2/F rounds
Area: 20' + 10/F'
Effect: distract creatures

This spell creates a series of lights that appear to dance in a somewhat hypnotizing manner around the caster. Creatures that fail the RC are distracted by the lights and cannot take any action for the duration of the spell. The spell is broken if a hypnotized creature is attacked.

2 – Blurring Aura

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 10 + 5/F minutes
Area: caster
Effect: blur caster's identity

This spell creates a blurring aura around the caster that makes him completely unrecognizable. The blur around the caster is quite obvious and will clearly be out of place.

3 – Visual Illusion

Time to Cast: 3R
Resist Check: none
Target: 300'
Duration: 10 + 5/F minutes
Area: 10' radius
Effect: create visual illusion

This spell allows the caster to create any visual illusion within the constraints of the spell area. This illusion has all of the visual components of the real thing, but will not move, has no substance and produces no heat, sound, etc.

4 – Lesser Ignore

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: caster
Effect: ignore lesser illusions

This spell will allow the caster to see through any illusion of spell rank 7 or less. When this spell is active, the illusion does not at all affect them, so they are unable to see, hear, touch, etc. any illusion, unless it is their own, for the duration of the spell. This means that they are unaware that an illusion even exists.

5 – Sound Illusion

Time to Cast: 3R
Resist Check: none
Target: 300'
Duration: 10 + 5/F minutes
Area: single point
Effect: create auditory illusion

This spell allows the caster to create any sound based illusion at the targeted point. The sound originates from the targeted point and the illusion has no other component.

6 – Self Projection

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: 1 + 1/F minutes
Area: single target
Effect: create illusion of self

This spell creates 1 + 1/F illusory images of the target. These illusions will look and move exactly like the caster, but will be purely visual in nature.

7 – Scent Illusion

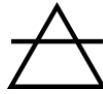
Time to Cast: 3R
Resist Check: none
Target: 300'
Duration: 30 + 10/F minutes
Area: 20' + 10/F' radius
Effect: create scent illusion

This spell will allow the caster to give an area an illusory scent. Anyone passing through the area will experience the illusory smell that the caster chooses. This smell will not cause any direct harm to anyone experiencing it.

8 – Motion Illusion

Time to Cast: 2R
Resist Check: none
Target: 300'
Duration: 30 + 10/F minutes
Area: 10' radius
Effect: visual/motion illusion

This spell works the same as Visual Illusion except that the illusion can move within the radius and the caster can control it. This illusion has all of the visual components of the real thing, but has no substance and produces no heat, sound, etc.



9 – Shroud

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 10 + 5/F minutes
Area: 10' + 5/F' radius
Effect: invisible shroud

This spell will cause all creatures in the radius to be under an invisible shroud which will hide their presence to anyone, including others within the shroud. Any movement or sound by a creature within the shroud will make them visible until this movement or sound is stopped.

10 - Combo Illusion

Time to Cast: 3R
Resist Check: none
Target: 300'
Duration: 10 + 5/F minutes
Area: 10' radius
Effect: combined illusion

This spell allows the caster to combine all of the aspects of visual, sound, scent, and motion based illusions. With an extra 2 finesses, the caster can add a heat component to the illusion.

11 - Greater Ignore

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: caster
Effect: ignore bigger illusions

This spell will allow the caster to see through any illusion spell. When this spell is active, the illusion does not at all effect them, so they are unable to see, hear, touch, etc. any illusion, unless it is their own, for the duration of the spell. This means that they are unaware that an illusion even exists.

12 - Extend Illusion

Time to Cast: 1M
Resist Check: none
Target: 300'
Duration: special
Area: single illusion
Effect: extend duration

This spell is cast upon a caster's existing Illusion (any spell in this group with the word illusion in its name) to extend its duration. The amount of the extension depends upon the number of finesses as follows: 0 – 1 day, 1 – 1 week, 2 – 1 month, 3 – 6 months, 4 – 1 year. An illusion that has been extended using this spell cannot be extended a second time.

13 – Great Illusion

Time to Cast: 5M
Resist Check: none
Target: 1met
Duration: 10 + 5/F minutes
Area: 200' radius
Effect: creates big illusion

This spell allows the caster to create a very large illusion with all of the same components as the Combo Illusion spell.

14 - Displacement

Time to Cast: 5R
Resist Check: none
Target: caster
Duration: 6 + 3/F days
Area: self
Effect: displace self

This spell makes the caster invisible and creates an illusory version of himself 6+1/F' away from the caster. This illusion is semi-intelligent and will move as if an independent entity behaving in a similar fashion as the caster is acting. All sound, smell, and heat given off by the caster instead comes from the illusion, but the illusion is not solid and is not effected by targeted spells (except revoke) and cannot take any damage.

15 – Illusionary Casting

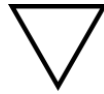
Time to Cast: 1R
Resist Check: 6d6 vs. PWR negates
Target: LOS 60 + 15/F'
Duration: 30 + 10/F minutes
Area: single target
Effect: illusionary spells

If the target of this spell fails the RC, all of the spells cast by them for the duration are cast as illusions. They will have all the visual, sound, and smell components, but will not have any other affect and cause no damage. The caster of these spells must still spend units for the cast spells.

16 – Never-ending Illusion

Time to Cast: 10R
Resist Check: none
Target: special
Duration: permanent
Area: special
Effect: permanent illusion

This spell will duplicate the effect, target, and area of any lower-ranked Illusion spell in this group. The illusion will last until revoked.



16 Water Magic

16.1 Water

Water magicians are interested in the properties of all liquids, but are especially drawn to the rivers and oceans of Jaern. Like the ocean, they seem timeless, with an inevitability to their actions.

Water Magics typifies the power of the element, in spells like *Well* and *Ocean Cold*, and the ability to manipulate the element.

Wardings provide protection to creatures and objects.

Changings allow the magician or target to assume a different physical form.

Charms are used to impose the caster's will on living creatures. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. Their base cost is 600 EP.

Forging allows a mage to quickly create items out of certain materials.

1. Water Magics

- 1 Spray
- 2 Well
- 3 Level
- 4 Ice Ball
- 5 Gills
- 6 Hot or Cold
- 7 Rain Dance
- 8 Hail
- 9 Dam
- 10 Riverman
- 11 Demolish
- 12 Ocean Cold
- 13 Torrent
- 14 Divert
- 15 Akvovoki
- 16 Tidal Wave

4. Charms

- 1 Distract
- 2 Rockabye
- 3 Repress Fear
- 4 Frostfeet
- 5 Relax
- 6 Regress
- 7 Witchy Sleep
- 8 Repress Pain
- 9 Prevent
- 10 Siren
- 11 Desire
- 12 The Drowning
- 13 Nightmare
- 14 Davy Jones
- 15 Mesmerize
- 16 Decant

2. Wardings

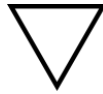
- 1 Forfend
- 2 Fountain
- 3 Poisonward
- 4 Stay
- 5 Weapon Ward
- 6 Snugbug
- 7 Monitor
- 8 Debar
- 9 Claw Ward
- 10 Water Tongue
- 11 Magic Ward
- 12 Master Ward
- 13 Spirit Ward
- 14 Bliss
- 15 Spongelungs
- 16 Multicheck

5. Forging

- 1 Glass
- 2 Gold
- 3 Silver
- 4 Tin
- 5 Copper
- 6 Brass
- 7 Bronze
- 8 Terisium
- 9 Steel
- 10 Platinum
- 11 Iron
- 12 Adamantite

3. Changings

- 1 Distill
- 2 Drought
- 3 Flaming Waters
- 4 Condense
- 5 Dissolve
- 6 Dowse
- 7 Evaporate
- 8 Disguise
- 9 Endwarf
- 10 Transmute
- 11 Enmass
- 12 Elemental Mastery
- 13 Age
- 14 Mutate
- 15 Rebirth
- 16 Transmogrify



16.1.1 Water Magics

1 – Spray

Time to Cast: 1 R
Resist Check: 3d6 vs AGI negates
Target: LOS 40 + 10/F'
Duration: 4 + 2/F R
Area: 10 + 5/F' radius
Effect: saturate

Spray causes elemental water to spurt from the caster's fingertips. The spray is very fine, and everyone in the area of effect who fails the RC is drenched as if in a thunderstorm. Torch-sized fires are extinguished, and items susceptible to water damage might be harmed (GM discretion).

2 – Well

Time to Cast: 1 M
Resist Check: none
Target: LOS 40 + 10/F'
Duration: 10 + 5/F M
Area: 6 + 2/F' radius
Effect: dig a well

Well enables the caster to find potable water in any natural environment. He, in effect, digs a well from which any creature may drink. The water is real and can be stored for later use.

3 – Level

Time to Cast: 1 R
Resist Check: none
Target: LOS 30 + 5/F'
Duration: 1 + 1/F M
Area: 5 + 2/F' radius
Effect: change 4 + 1/F'

Level allows the caster to control the level of any aqueous liquid within the area indicated. The liquid is displaced, not created or destroyed.

4 – Ice Ball

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 4 + 2/F R
Area: handful of water
Effect: 1d6 damage

When the caster invokes Ice Ball, any handful of water he touches turns into a sparkling nugget of elemental ice in his hand. He may then throw it at any target 50 + 10/F' away in his LOS (roll "to strike") once each round for the duration of the spell and as long as he has water in which to dip his hand. This spell can be active multiple times, once per hand.

5 – Gills

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: breathe water

Gills enables the recipient to extract oxygen from water. It conveys no movement or other benefits to a submerged creature.

6 – Hot or Cold

Time to Cast: 2 R
Resist Check: none
Target: LOS 60 + 15/F'
Duration: 30 + 10/F M
Area: 4 + 2/F' radius
Effect: control water temp.

Hot or Cold enables the caster to control the temperature of the indicated volume of any aqueous substance, making it boil or freeze, or any temperature between. The desired temperature is maintained for the duration, after which the temperature normalizes according to the ambient air temperature.

7 – Rain Dance

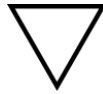
Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: 1 + .5/F met radius
Effect: see text

The magician who performs a Rain Dance can increase or decrease the level of precipitation by up to 1/2 inch per hour. The form will be as rain or snow, depending upon the prevailing air temperature. The area is centered on the caster and moves as he does.

8 – Hail

Time to Cast: 2 R
Resist Check: 4d6 vs HEA for 1/2
Target: 60 + 20/F'
Duration: 4 + 2/F R
Area: 10 + 5/F' radius
Effect: 2d6 damage

Hail causes a hail storm to strike the area indicated within range.



9 – Dam

Time to Cast: 3 R
Resist Check: none
Target: LOS 100 + 30/F'
Duration: 2 + 1/F H
Area: 40 + 20/F' radius
Effect: stop flowing water

Dam creates an invisible wall of force which stops the flow of water in a stream or currents in a lake or sea. If the dam can touch land at both ends, it will hold back rising water. If land cannot be touched the water will flow around the Dam with increased force on either side. When the spell ends, any pent-up water is released.

10 – Riverman

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: multitouch
Duration: 10 + 5/F M
Area: targeted creatures
Effect: walk on water

Riverman allows the caster and anyone he can touch during the casting time to match his body's movements to that of water. Those under the spell can walk on water without sinking.

11 – Demolish

Time to Cast: 3 R
Resist Check: none
Target: LOS 20'
Duration: instantaneous
Area: 20 + 5/F' radius
Effect: destruction

Demolish causes latent moisture within the area of effect to suddenly freeze, totally collapsing and destroying most wooden structures. Living creatures are not affected.

12 – Ocean Cold

Time to Cast: 2 R
Resist Check: 4d6 vs HEA for 1/2
Target: caster
Duration: 4 + 2/F R
Area: 80 x 10' wide cone
Effect: 3d6 damage

Ocean Cold puts the chill of the deepest oceans at the caster's command. The effect covers a cone-shaped area extending from the caster outstretched hands and becoming 10 feet wide at the limit of the range. Creatures in the area of effect suffer 3d6/R damage. In addition, their movement rates are reduced to half speed due to the shock of the intense cold.

13 – Torrent

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: 2 + 1/F met radius
Effect: torrential downpour

Torrent causes the sky to cloud over and unleash 2 inches of rain per hour. Such a massive downpour of rain may cause structures to be washed away or damaged (GM's discretion).

14 – Divert

Time to Cast: 10 R
Resist Check: none
Target: 120 + 30/F'
Duration: see text
Area: 100 + 50/F' wide
Effect: change course

Divert enables the caster to change the course of a stream, redirecting the flow in any direction, even uphill. The new channel is permanent, although directional changes (reversing normal flow direction, etc.) will only last one day.

15 – Akvovoki

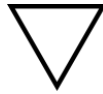
Time to Cast: 4 R
Resist Check: none
Target: LOS 40 + 10/F'
Duration: 30 + 10/F M
Area: target area
Effect: call water elementals

Akvovoki summons 1d6+1 water elementals from any water source (a cup of water is sufficient) within the spell's target area. The elementals will serve the caster as he desires, even battling opponents. They will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons they will attempt to take the caster back to their watery halls at the end of their service.

16 – Tidal Wave

Time to Cast: 2 R
Resist Check: special
Target: LOS 240 + 60/F'
Duration: instantaneous
Area: special
Effect: create tidal wave

Tidal Wave creates a vast wall of moving water on a river, lake, or ocean within range. The wall height will range from 1d4 times 10' for a river or lake to 1d20 times 10' for the ocean. Once cast, the wave will strike in 1d12 rounds. All trees and structures are washed away (GM's discretion on exceptionally strong stone structures). Living creatures must make either a 5d6 RC vs Swimming or a 7d6 RC vs STR or drown.



16.1.2 Wardings

1 – Forfend

Time to Cast: 4 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: area protection

The magician must touch **at least three points** during the casting time to set the ward. Any person or creature attempting to enter the Forfended area must make the RC to do so. The area could be a pouch, a door, an opening, etc.

2 – Fountain

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: 5 + 3/F' radius
Effect: audible alarm

Fountain may be cast anywhere, though it is most effective when cast on a dry fountain. When an intruder enters the protected area the fountain starts to flow with a gentle burbling noise that awakens the caster, even from a magical sleep.

3 – Poisonward

Time to Cast: 4 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 30 + 10/F M
Area: 1 creature
Effect: see text

Poisonward reveals the presence of poisonous creatures or items in the target's LOS. If the effect is finessed four times, the target is allowed to subtract one die from his RC if hit by a poisonous attack during the spell's duration.

4 – Stay

Time to Cast: 4 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: prevent exit

The magician must touch **four corners of the area** to be warded (the four cardinal points if a circular area) within the casting time. Anyone can enter the warded area, but cannot leave unless the RC is made.

5 – Weapon Ward

Time to Cast: 4 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: reveal weapons

The target of Weaponward is immediately forewarned of the location of weapons anywhere within 120 feet of his LOS. Anyone carrying weapons cannot approach within melee range of the target unless the RC is made.

6 – Snugbug

Time to Cast: 4 R
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: 6 + 2/F H
Area: see text
Effect: provide safe sleep

The caster must touch at least **four corners of the area** to be warded during the casting time. Anyone within the area at the end of the casting time immediately falls into a restful sleep that can only be interrupted by inflicting damage. Snugbug also wards against spells like Flame Dreams; the caster must make the RC to force the spell through the ward.

7 – Monitor

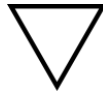
Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: 12 + 3/F H
Area: caster
Effect: check wards

Monitor enables the caster to remotely monitor the condition of any wards he has set, finding out if they have expired or if they have been tested or breached. The caster establishes Monitor by **touching the perimeter of the warded area or object** and casts the spell. The magician can then go elsewhere. Up to INT/5 (rounded down) wards may be simultaneously monitored through multiple uses of this spell.

8 – Debar

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: bar 1 + 1/F backgrounds

Debar gives the caster control over who may enter the warded area, by background. The ward is set by touching at least **four corners of the area** during the casting time while stating which backgrounds are excluded. People of those backgrounds must make the RC to enter; others may pass freely.



9 – Claw Ward

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 6 + 2/F H
Area: 1 creature
Effect: shield natural weaponry

Creatures with claws, fangs, or other natural weapons attacking the recipient of Claw Ward must make the RC before attempting the blow. If the RC is failed, no attack can be made by that creature that round.

10 – Water Tongue

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: special
Area: up to 4 liters
Effect: 20 + 5/F words

Water Tongue enables the caster to endow **a volume of water** with the ability to deliver a short message (25 words or less) when a preset triggering event occurs. The trigger must be detailed by the caster at the time of casting. The spell remains on the object until Revoked or triggered. Water Tongue cannot be used to cast another spell.

11 – Magic Ward

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 6 + 2/F H
Area: see text
Effect: block spells

The magician must touch at least **four corners of the area** to be warded during the casting time. A spell cast into the warded area must roll a number of d6 equal to its rank and score higher than the ward's 11d6 roll to be successful.

12 – Master Ward

Time to Cast: 7 R
Resist Check: 5d6 vs PWR
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: see text

Master Ward enables the caster to set up any spell he can cast as a penalty for breaching a ward. The ward is set by touching the **four corners of the area**, casting Master Ward, and then the penalty spell (including any allowable finesses). The indicated RC must be made to breach the ward. If the ward is breached, the second spell is triggered.

13 – Spirit Ward

Time to Cast: 4 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: ward against spirits

Spirit Ward is set by the caster by touching at least **four corners of the area** during the casting time. Spirits cannot enter the warded area unless the RC is made.

14 – Bliss

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: permanent
Area: see text
Effect: make items invisible

The caster sets Bliss by touching at least **four corners of the area** during the casting time while designating 1 + 1/F **inanimate items** in the area. At the end of the casting time those items become invisible, and can only be seen from within the area by making the indicated RC.

15 – Spongelungs

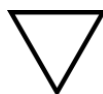
Time to Cast: 4 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: deadly ward

Spongelungs is set **as described for previous wards**. If the RC is failed the creature's lungs fill with water, causing death in four rounds. If drowning is inappropriate for the victim, death may not result (GM discretion).

16 – Multicheck

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: see text
Area: see text
Effect: 1 + 1/F RC

Multicheck is cast immediately **after another warding spell**. It forces additional RC checks (up to 5) to be made to breach the ward. The duration and area of Multicheck matches the original ward.



16.1.3 Changings

1 – Distill

Time to Cast: 1 R
Resist Check: see text
Target: touch
Duration: instantaneous
Area: 1 + .5/F liters
Effect: change liquids

Distill allows the caster to change **any aqueous liquid** into another aqueous liquid. The magical properties of the liquid (if any) are unaltered. Magical liquids get an RC of 9 or less on 3d6 to be affected. The caster needs to have tasted the created liquid, which must be non-poisonous and non-magical.

2 – Drought

Time to Cast: 1 R
Resist Check: see text
Target: touch
Duration: instantaneous
Area: 1 + .5/F' radius
Effect: liquid to earth

Drought changes the **indicated amount of aqueous liquid** into sand, clay, and/or stone. Magical properties (if any) of the material are not altered. Magical liquids get an RC of 9 or less on 3d6 to be affected.

3 – Flaming Waters

Time to Cast: 1 R
Resist Check: special
Target: touch
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: liquid to fire

This spell changes the **indicated surface of an aqueous liquid** into fire. Magical liquids get an RC of 9 or less on 3d6 to be affected.

4 – Condense

Time to Cast: 2 R
Resist Check: none
Target: LOS 20 + 10/F'
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: air to water

Condense changes the **indicated volume of air** to water, the resultant volume decreasing to 10% of its original size. The magical properties (if any) are not affected. Magical gasses get an RC of 9 or less on 3d6 to be affected. The GM will adjudicate any decompression effects.

5 – Dissolve

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: instantaneous
Area: 1 + .25/F' radius
Effect: earth to water

Dissolve changes any **sand, clay and/or stone items** up to the volume indicated into water. The magical properties (if any) are unaltered. Magical items (e.g. magical gems, etc.) get an RC of 9 or less on 3d6 to be affected.

6 – Dowse

Time to Cast: 2 R
Resist Check: special
Target: LOS 10 + 3/F'
Duration: instantaneous
Area: 1 + .5/F' radius
Effect: fire to water

Dowse changes **any normal fire** up to the diameter indicated into water. Magical fires get an RC of 9 or less on 3d6 to be affected.

7 – Evaporate

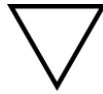
Time to Cast: 1 R
Resist Check: special
Target: touch
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: liquid to air

Evaporate changes the **indicated amount of aqueous liquid** into air. The volume increases by a factor of 10. The magical properties (if any) are unaffected. The GM will adjudicate any pressurization effects. Magical liquids get an RC of 9 or less on 3d6 to be affected.

8 – Disguise

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 6 + 3/F H
Area: see text
Effect: change appearance

Disguise allows the caster to alter the appearance of **one target, of the caster's own species**, to roughly the same height and weight (within 10%). Sex, hair and eye color, etc. may be freely changed.



9 – Endwarf

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 6 + 2/F H
Area: see text
Effect: see text

Endwarf enables the caster to shrink **another of his own race**, including equipment, down to 10% of the target's original size, or 1% if the effect is finessed once (a 6 foot tall being could be made 7" tall, or 7/10" with one finesse). The target's STR is proportional to his reduced size (e.g., one with an 18 STR shrunk 50% would have a 9 STR for the spell's duration), but other physical abilities remain the same.

10 – Transmute

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 12 + 3/F H
Area: see text
Effect: change appearance

Similar to Disguise, this spell allows the caster alter the race of the target, if desired, as well as the appearance. The height and weight limitations are the same, and **the target must be of the caster's species**.

11 – Enmass

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 6 + 2/F H
Area: see text
Effect: up to 300 + 100/F%

Enmass is the opposite of Endwarf, and affects the **target (who must be of the caster's species)** and his equipment. If the target is originally 6' tall, he could be made up to 18' with the base spell, or up to 42' tall with four finesses. The target's STR is commensurate with his height increase, but his other physical abilities remain the same.

12 – Elemental Mastery

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: 1 + .5/F days
Area: 1 + .5/F' radius
Effect: change any element

Elemental Mastery enables the magician to convert the **indicated volume of one element** to another as he desires. Outlining the area to be converted with his hand, he casts the spell and the area changes to the indicated material(s) for the duration of the spell. As with previous spells, magical items get an RC of 9 or less on 3d6 to be affected.

13 – Age

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 5/F'
Duration: instantaneous
Area: 1 creature
Effect: age 1d20 + 4/F years

The target of Age who fails the RC, instantly and permanently becomes older.

14 – Mutate

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: improve" species

Mutate empowers the caster to make changes or "improvements" to a species. Extra arms or legs can be added or removed, eye position and number changed, skeletal shape altered, etc. One change can be made with the base spell, plus one change for every two finesses. All attribute changes must be bought with experience gathered from buying down existing attributes. The resulting rank of the target does not change.

15 – Rebirth

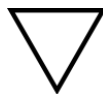
Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: regain d20 + 4/F years

Rebirth is the opposite of Age. However, no creature may be made younger than 14 years old.

16 – Transmogrify

Time to Cast: 4 R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: totally transform

Transmogrify enables the caster to change **any living creature** in a 40 + 20/F' radius into another creature of the same size. The transmogrified creature loses its original abilities and takes on the natural abilities of the new form. The new form cannot have a "Rating" higher than the original form. The transmogrification persists until cancelled by the caster or Revoked.



16.1.4 Charms

1 – Distract

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: instantaneous
Area: 1 creature
Effect: distract creature

The target of this spell is momentarily distracted from what they are doing. They quickly regain control, but this distraction is enough to disrupt multi-round spell casting and other activities that take large amounts of concentration.

2 – Rockabye

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: until awakened
Area: 1 + 1/F creatures
Effect: put creature to sleep

The target of this spell must not be in combat, and must be unaware that the caster is attempting a spell. If the spell succeeds, the target slips into a natural sleep, but will awaken normally. If the spell fails, the target is unaware of the attempt.

3 – Repress Fear

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 2 + 1/F hours
Area: 1 + 1/F creatures
Effect: represses fears

The targets of this spell that are willing or fail the resistance check have all of their unreasonable fears, magical or not, repressed for the duration of the spell.

4 – Frostfeet

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 4 + 2/F R
Area: 1 + 1/F creatures
Effect: freeze in place

The **intelligent targets** of this spell are prevented from moving, as if their feet were frozen to the ground.

5 – Relax

Time to Cast: 1 M
Resist Check: willing targets
Target: LOS 20 + 5/F'
Duration: special
Area: 2 + 2/F creatures
Effect: relax creatures

The willing targets of this spell will relax and quickly fall asleep. All targets gain a full rest period in half the normal time (4 hours, instead of 8). In addition, the targets are able to skip a number of additional rest periods they received without getting tired. As such, after this spell a target could go days without sleep. Targets can sleep for up to 12 hours using this spell, but they can be awakened normally during that time.

6 – Regress

Time to Cast: 1 M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: remember

While casting this spell, the caster concentrates on a specific time period or memory that he wishes the target to recall. If the target is willing, they can recall the memories as if they just occurred. This spell can be used to see through mental blocks, but not through active spell effects.

7 – Witchy Sleep

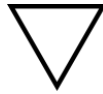
Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 6 + 2/F H
Area: 1 + 1/F creatures
Effect: induce magical sleep

If the **intelligent targets** of Witchy Sleep fail their RCs, they slip into a deep, magical sleep. They will only awaken when the spell is cancelled by the caster, Revoked, or the duration expires.

8 – Repress Pain

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 1 + 1/F minutes
Area: 1 + 1/F creatures
Effect: represses pain

The targets of this spell that are willing or fail the resistance check have their pain tolerance increased significantly for the duration of the spell. They receive a 2 die bonus to any pain effect and take 1 less damage from all physical attacks.



9 – Prevent

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates hearing
Target: hearing
Duration: 1 + 1/F minutes
Area: 1 + 1/F creatures
Effect: prevent action

In a soothing voice, the caster says “you really shouldn’t...” followed by an action. Targeted creatures that can hear the caster and fail the resistance check feel that they should not perform the started action. If the target gets damaged or must make a resistance check while this spell is in effect, the charm against the target is broken.

10 – Siren

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F M
Area: 1 + 1/F creatures
Effect: impose your will

Siren enchants any **intelligent creature** to do the caster’s bidding. If the target disobeys the caster, the spell is broken, but the target loses one point of WIL permanently. When the spell ceases, the target will be completely aware of the enchantment and his actions while enspelled.

11 – Desire

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 2 + 1/F hours
Area: 1 + 1/F creatures
Effect: instill desire

All targets that fail the spell’s resistance check have a certain desire that is stated by the caster at the time of the spells casting. For the duration, the targets will seek to satisfy this desire. Target cannot be made to kill themselves with this spell. After the duration expires, the target will be confused and vaguely remember events that transpired while enspelled.

12 – The Drowning

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: LOS 40 + 10/F'
Duration: 1 minute
Area: 1 + 1 / 2 F creatures
Effect: “drown” creatures

A target that fails this spell’s resistance check believes he is drowning and will start gasping for air. Targets do not actually have to breathe for the spell to function, but creatures that must breathe will die at the end of the spell duration unless they make a 5d6 vs. HEA resistance check. While a creature is gasping for breath, they are cannot perform any other action.

13 – Nightmare

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: single target
Effect: withdraws mind

The **intelligent target** of this spell has his mind thrust into his subconscious, where he has non-ending and terrifying nightmares. His body seems vacant and vegetable-like. This spell stays in effect until cancelled by the caster or Revoked.

14 – Davy Jones

Time to Cast: 4 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: confinement

The target must be within 20 feet of a 200 square foot or larger body of water for the spell to work. This powerful Water magic causes any **flesh-and-blood creature** to be drawn into the water. The creature does not die, and may be brought back by Revoking the Davy Jones at the site of the confinement.

15 – Mesmerize

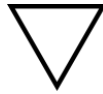
Time to Cast: 3 R
Resist Check: 5d6 vs WIL negates
Target: LOS 5 + 1/F'
Duration: permanent
Area: 1 creature
Effect: hypnotize

At the end of the casting time, scintillating water droplets stream from the caster’s fingertips and weave a seductive pattern before the targeted (**any flesh-and-blood**) creature. If the RC is failed the creature is totally under the caster’s control and can be made to do anything short of committing suicide.

16 – Decant

Time to Cast: 2 M
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: single target
Effect: move life force

The caster can pour the immersed **target’s life force** into a decanter filled with water, or to return it to a vacant body. If the RC is failed, the life force is transferred. No more than one life force can inhabit a body, unless all parties are willing. Any life force inhabiting water is destroyed if evaporated. If the water is diluted into a body of water, the life force is not destroyed, but is unrecoverable with Decant.

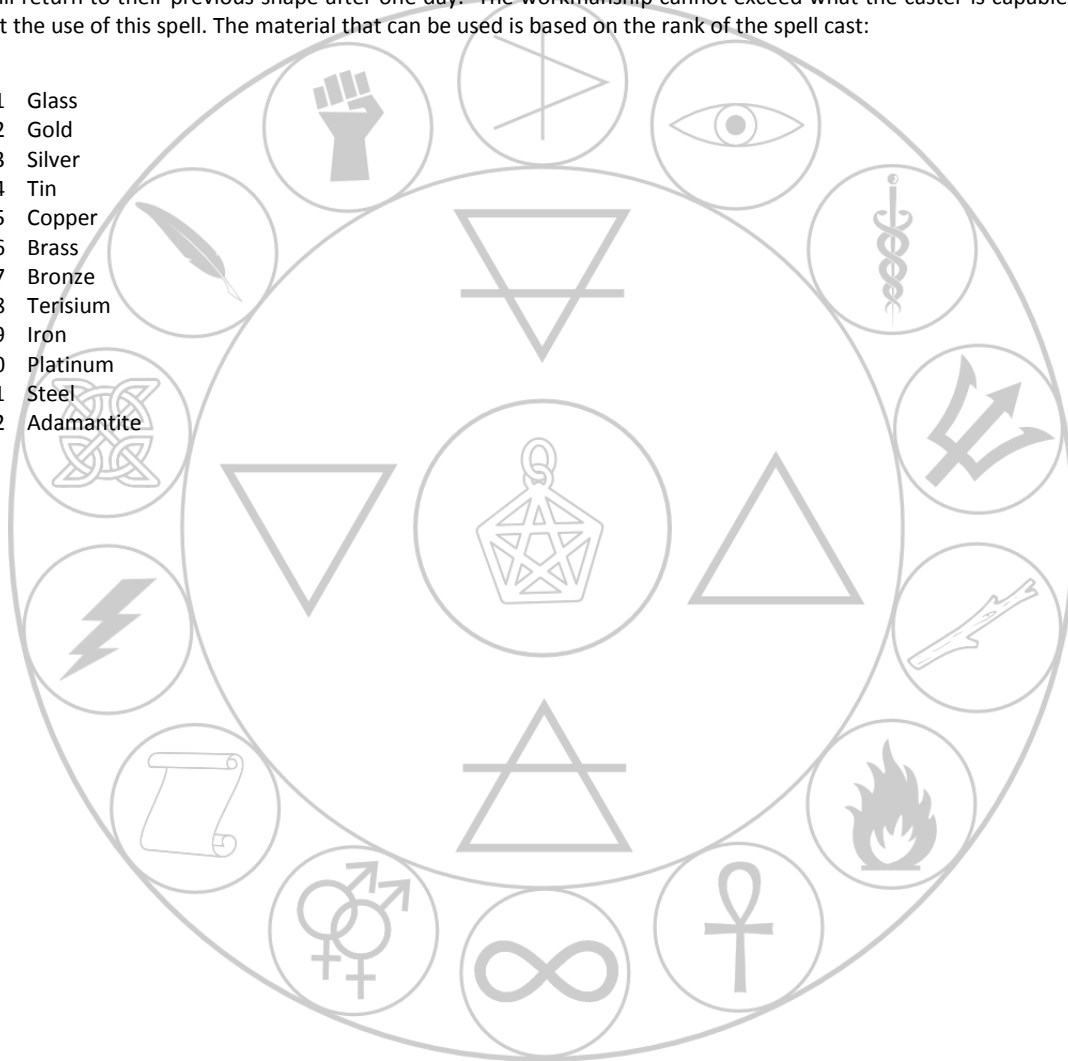


1 - 12 – Forging

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: special
Area: 5 + 1/F lbs of material
Effect: shape material

By using this spell and the appropriate tools, the caster can quickly create finished objects (small statues, weapons, etc.) from the indicated material within the casting time. Items normally made of the material will last indefinitely, otherwise they will return to their previous shape after one day. The workmanship cannot exceed what the caster is capable of without the use of this spell. The material that can be used is based on the rank of the spell cast:

- 1 Glass
- 2 Gold
- 3 Silver
- 4 Tin
- 5 Copper
- 6 Brass
- 7 Bronze
- 8 Terisium
- 9 Iron
- 10 Platinum
- 11 Steel
- 12 Adamantite





17 Divine Magic

All priests have access to certain basic magics in addition to the spell groups specific to their sects.

Ceremonies are the magical component of the standard ceremonies performed by all sects. While these magics are shared, the actual form of the ceremony always differs from sect to sect. The spells have few noticeable effects, but they are very valuable from a roleplaying point of view.

Revocation spells are used to cancel another priest's magic. They have no effect on elemental magic.

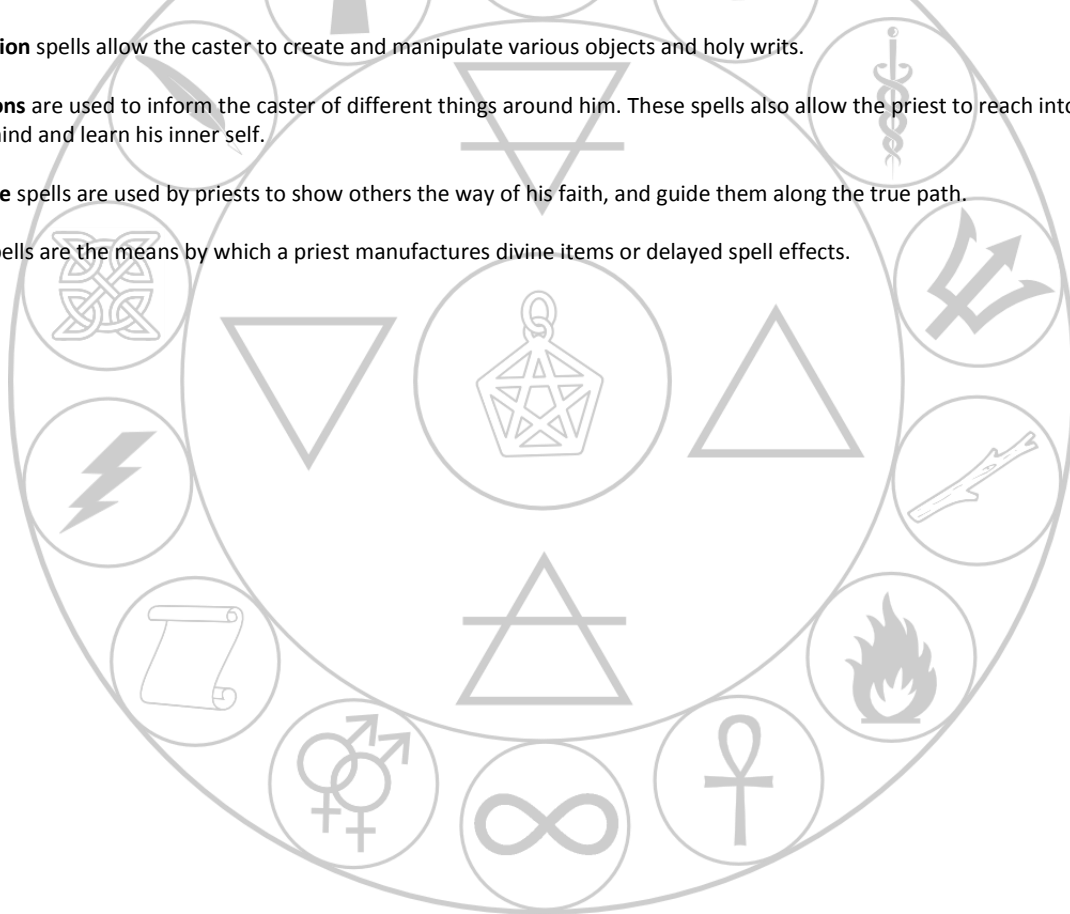
Blessings allow the priest to lay his hope for good fortune on deserving followers of his flock and favored friends. All blessings last no longer than 24 hours, or until the time they take effect. The priest can only cast blessings on others, not himself. When the priest casts a blessing on one of his own faith, it works automatically. When cast on one outside the faith, the GM will ask the target to succeed a check against the target's PWR of a number of dice reflecting the GM's opinion of the target's piety and similarity of creed. Only one blessing can be on a target at one time. Blessings may not be used in conjunction with the Defer spell.

Fabrication spells allow the caster to create and manipulate various objects and holy writs.

Detections are used to inform the caster of different things around him. These spells also allow the priest to reach into a man's mind and learn his inner self.

Influence spells are used by priests to show others the way of his faith, and guide them along the true path.

Defer spells are the means by which a priest manufactures divine items or delayed spell effects.



17.1 Divine Core Spells

1. Ceremonies

- 1 Worship
- 2 Consecrate Item
- 3 Dedication
- 4 Unification
- 5 Last Rites
- 6 Ordination
- 7 Excommunication
- 8 Atonement
- 9 Mortify
- 10 Sanctify
- 11 Forbiddance
- 12 Miracle

2. Revocation

- Revocation 1
Revocation 2
Revocation 3
Revocation 4
Revocation 5
Revocation 6
Revocation 7
Revocation 8
Revocation 9
Revocation 10
Revocation 11
Revocation 12

3. Defer

- Defer 1
Defer 2
Defer 3
Defer 4
Defer 5
Defer 6
Defer 7
Defer 8
Defer 9
Defer 10
Defer 11
Defer 12

4. Blessings

- Divine Grace
Deter Fate
Abate Fatigue
Optimize Onslaught
Enhance Potential
Defy Injury
Augment Task
Attract Fate
Forestall Conflict
Second Chance
Abate Outcome
Share Grace

5. Fabrications

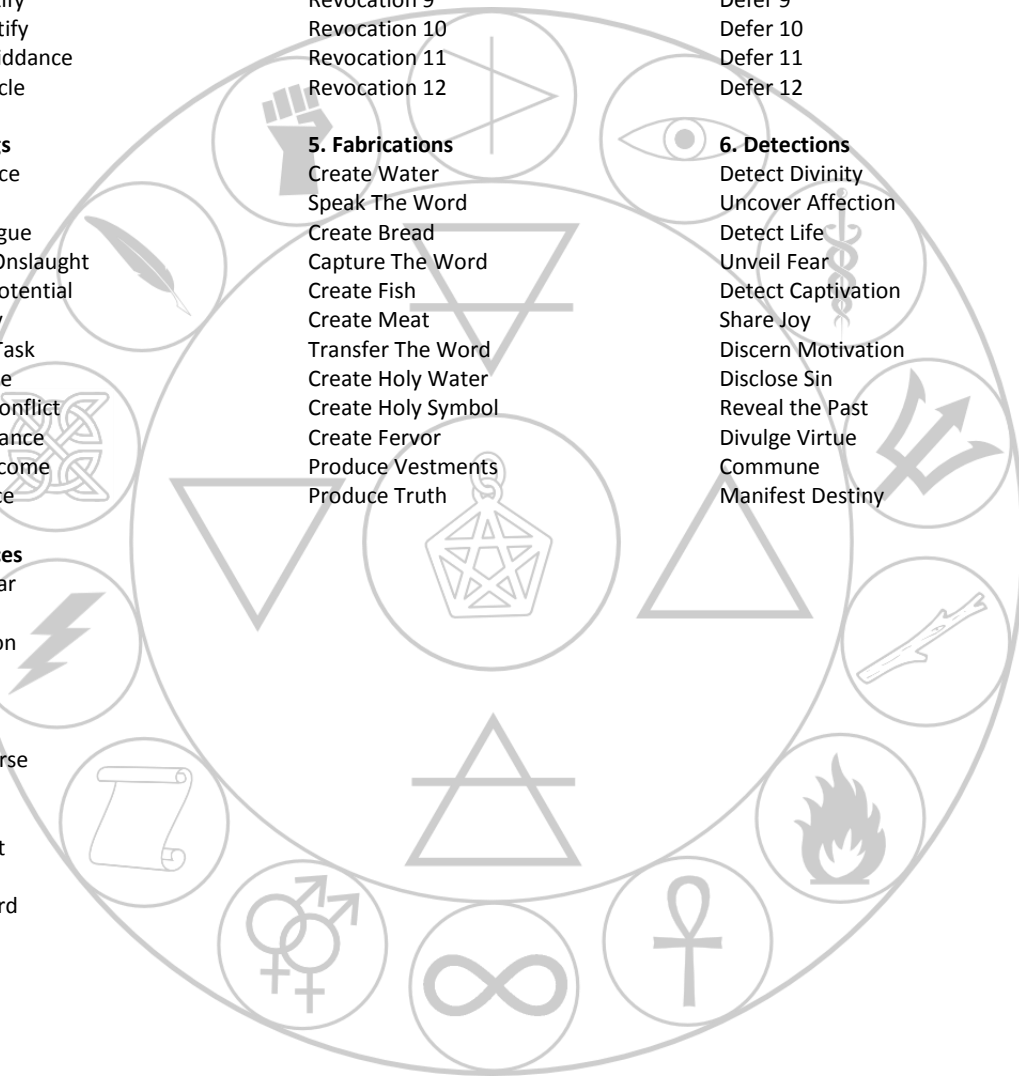
- Create Water
Speak The Word
Create Bread
Capture The Word
Create Fish
Create Meat
Transfer The Word
Create Holy Water
Create Holy Symbol
Create Fervor
Produce Vestments
Produce Truth

6. Detections

- Detect Divinity
 Uncover Affection
 Detect Life
 Unveil Fear
 Detect Captivation
 Share Joy
 Discern Motivation
 Disclose Sin
 Reveal the Past
 Divulge Virtue
 Commune
 Manifest Destiny

7. Influences

- Revoke Fear
Instill Fear
Share Vision
Attention
Paralyze
Curse
Revoke Curse
Enthrall
Devotion
Disenchant
Quest
Divine Word





17.1.1 Ceremonies

1 – Worship

Time to Cast: 1 M
Resist Check: none
Target: none
Duration: 1 M
Area: clear hearing
Effect: not much

This spell is used in conjunction with worship ceremonies. The priests cast this to gain the attention and favor of their deity.

2 – Consecrate Item

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 50 lb item
Effect: makes item holy

This spell is used to dedicate an item to the priest's deity. This is normally done on many of the implements and tools used during worship ceremonies. This will cause the item to have a faint glimmer when viewed with the *Witchsmeller* and *Detect Divinity* spells.

3 – Dedication

Time to Cast: 2 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: $30 + 10/F'$ radius
Effect: makes a place holy

This spell dedicates a place and makes it holy to the priest's deity. This can fail for various reasons related to the place's past.

4 – Unification

Time to Cast: 3 M
Resist Check: willing target only
Target: touch
Duration: instantaneous
Area: target
Effect: dedicates worshiper

Unification is the process of making a person acceptable for worship of a deity. When someone declares that they wish to worship a deity, when they have met all the other requirements, the priest uses this spell to alert the deity to the existence of the new worshiper. This ceremony is also often used to indicate that children have "come of age" and are full worshippers.

5 – Last Rites

Time to Cast: 5 M
Resist Check: none
Target: LOS 10'
Duration: instantaneous
Area: target
Effect: puts soul to rest

This spell allows the soul of a newly dead worshiper of a deity to return to his deity. If this spell is not cast, the soul still inhabits the dead body, in pain and powerless. Eventually such souls are either collected by the God of the Dead, or drift into the **Kurago**. While a soul still inhabits the body, the body can be used for many gruesome purposes, including the creation of undead creatures.

6 – Ordination

Time to Cast: 10 M
Resist Check: willing target only
Target: touch
Duration: instantaneous
Area: target
Effect: inducts follower

This ceremony is used to induct a worshiper into the priesthood. Check the appropriate deity section for the actual form of the ceremony.

7 – Excommunication

Time to Cast: 15 M
Resist Check: none
Target: see text
Duration: instantaneous
Area: target
Effect: expel worshiper

When a follower must be expelled from the flock, this ceremony is used to withdraw the protection of the deity from the wrongdoer. The **target need not even be present for this ceremony**. The priest had better be sure of the reason, for if, in the deity's opinion, the target is expelled wrongly, it is the priest who is excommunicated.



8 – Atonement

Time to Cast: 20 M
 Resist Check: willing target only
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: renews commitment

An excommunicated follower can be brought back into the fold. After he meets other requirements, this spell renews his connection to his deity.

9 – Mortify

Time to Cast: 1 H
 Resist Check: none
 Target: see text
 Duration: special
 Area: target
 Effect: punish heretic

When anyone commits a heinous crime against a temple, the priests may perform a ceremony of Mortification. The ceremony lays a great curse upon the target, invoking the power of the deity to punish the wrongdoer. **The target need not even be present to use this spell.** It is cast by 12 or more priests in unison to have effect. Temples must be careful to cast Mortification only when needed; doing so frivolously raises the ire of the target's temple and of the priests' own deity.

10 – Sanctify

Time to Cast: 1 Day
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: 1 structure
 Effect: dedicates temple

This is used to dedicate a new temple or shrine to a deity.

11 – Forbiddance

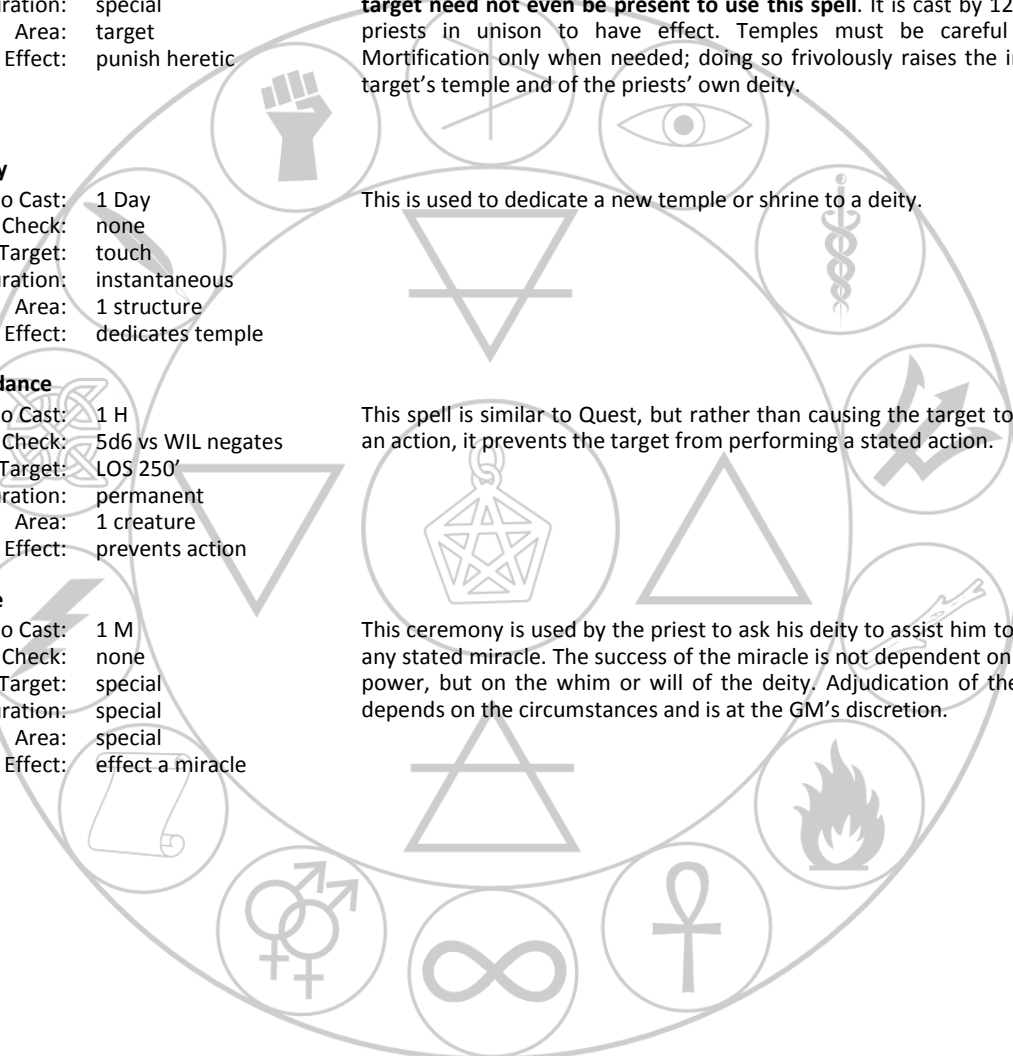
Time to Cast: 1 H
 Resist Check: 5d6 vs WIL negates
 Target: LOS 250'
 Duration: permanent
 Area: 1 creature
 Effect: prevents action

This spell is similar to Quest, but rather than causing the target to perform an action, it prevents the target from performing a stated action.

12 – Miracle

Time to Cast: 1 M
 Resist Check: none
 Target: special
 Duration: special
 Area: special
 Effect: effect a miracle

This ceremony is used by the priest to ask his deity to assist him to perform any stated miracle. The success of the miracle is not dependent on the spell power, but on the whim or will of the deity. Adjudication of the miracle depends on the circumstances and is at the GM's discretion.





17.1.2 Revocation

* – Revocation

Spell Rank: 1 to 12

Time to Cast: 3 R

Resist Check: none

Target: LOS 80 + 20/F'

Duration: instantaneous

Area: 1 magical effect

Effect: nullify elemental power

17.1.2.1 Revoking Spells

The Revocation group is different from others in that the spell remains the same throughout, except that each successive spell is more powerful than the previous. It can affect both spells and magical items; potions and other single use magical items are considered as spells for Revocation purposes.

The mechanics for determining if a Revocation is successful are simple. The caster rolls a number of d6 equal to the rank of the Revocation he is casting and totals them. The owner of the spell effect or magical item rolls a number of d6 equal to the rank of the effect the caster is attempting to revoke and totals them. The higher total wins, i.e., if the caster's total is higher the target effect is negated; if the spells total is higher the Revocation fails. In the event of a tie, the original spell effect wins.

17.1.2.2 Affecting Items

Each magical item has at least two components: a spell effect and a **Defer**. These are specified in the item's description. To temporarily suspend the effect of an item (or draw charges from a charged item), the caster attempt to Revoke the spell effect. Dice are rolled as described under Revoking Spells. If the player's total is higher, the Revocation works and the difference between his and the item's owner's total is the number of rounds the effect is negated, or the number of charges drawn.

To permanently cancel an item, the caster must revoke the **Defer** spell. Dice are rolled and if the player's total is higher than the item's owner's total the item is made permanently non-magical.



17.1.3 Defer

* - Defer

Spell Rank: 1 to 12
Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 2 hours
Area: 1 item
Effect: delayed spell effects

Casters use the **Defer** spell to delay the effects of another spell. The caster picks a single item and casts the **Defer** spell on it. This places a magical field about the item that can hold on other spell in rank equal to or less than the rank of the **Defer** spell used. Immediately after this, the caster casts his other spells into the same item. The magical field created by the **Defer** ensnares these spells, holding it within the field.

As long as the **Defer** spell lasts, the caster can touch the item and direct the ensnared spell to discharge, having the same effect as if he had cast it originally. The spell's release from the **Defer** takes a single round, despite the casting time of the spell. If the **Defer** spell expires, without triggering its contained spell, all magic energies involved dissipate harmlessly.

If the caster wants someone other than himself to be able to release and direct the spell, he may finesse the original **Defer** to include a trigger that others can use. The number of finessses determines what kind of trigger is used, as follows:

- 0 Thought Activated by the original caster only
- 1 Mechanical
- 2 Spoken Word or Phrase
- 3 Thought Activated by anyone
- 4 Activated by a condition

Spells cast with an unfinessed **Defer** can only be thought activated by their original caster, when he is touching the item. A single finesse allows the spell to be triggered by any moving part of the item. Two finessses allow the spell to be triggered by a key word or phrase. Three finessses allow the spell to be thought activated by anyone holding the item. The fourth finesse allows the caster to state the single condition that will activate the item. This condition can only describe a state of being, and can only be based on the position, condition or existence of physical objects or energies within 10' of the item.

The caster may choose to target the spell either at the time of casting the **Defer** spell, or when it is triggered. If it is targeted when triggered, the person triggering the spell can direct it mentally, just as if they were the caster. If it is targeted when the **Defer** is originally cast, the caster gives targeting information relative to the position and orientation of the object used for the **Defer** spell.

Defer spells used on items with already existing defer spells cast by a different caster don't work. Recasting a new **Defer** spell on your deferred spell extends the duration of the original **Defer** spell by an additional 2 hours.

The Divine **Defer** spell can only be used to contain divine spells.



17.1.4 Blessings

1 – Divine Grace

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 24 hours until used
Area: single creature
Effect: raise % for DI

For a period of 24 hours after this blessing is laid on a target by a priest, the target is in a state of divine grace. If the target attempts to call upon a deity for intervention and fails, he can ignore the roll and roll again to check for success. Once used, this blessing ends, and further attempts are made as normal.

2 – Deter Fate

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 24 hours until used
Area: single creature
Effect: avoid one selection

For a period of 24 hours after this blessing is laid on a target by a priest, one random selection can be avoided. When the GM starts to choose which adventurer is effected by an event by using a random die roll, a target with this blessing expends it by asking to be excluded from the pool of possible targets. The GM then makes the selection, ignoring the target.

3 – Abate Fatigue

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single creature
Effect: borrow against rest

The priest lays his hands on the target, helping it recuperate. This has the effect of one night's rest, healing the target and regenerating his spell ability as if it had rested for eight hours (or twelve for an elf). This is borrowing against the target's future recuperation powers, so the next actual rest period will have no effect.

4 – Optimize Onslaught

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 24 hours until used
Area: single creature
Effect: increase hit chance

For a period of 24 hours after this blessing is laid on a target by a priest, on any physical attack that the target fails, he may choose to ignore the first roll and attempt the roll again. Once this option is taken, this blessing expires.

5 – Enhance Potential

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 24 hours until used
Area: single creature
Effect: increase chances

For a period of 24 hours after this blessing is laid on a target by a priest, the target can choose to use the blessing on any one dice roll. When he does this, he makes the roll twice, and the higher of the two totals is the true result.

6 – Defy Injury

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 24 hours until used
Area: single creature
Effect: ignore one attack

For a period of 24 hours after this blessing is laid on a target by a priest, the target can ignore the damage from a single physical hand to hand attack. After the GM announces the adventurer has been hit, and before he announces the result, the players can state he is expending the blessing to ignore the damage.

7 – Augment Task

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 24 hours until used
Area: single creature
Effect: raise % on skill check

For a period of 24 hours after this blessing is laid on a target by a priest, when the target attempts a check against a skill and fails, the player can expend this blessing to ignore the result. He then rolls the same check again and abides by its result.

8 – Attract Fate

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 24 hours until used
Area: single creature
Effect: attract one selection

For a period of 24 hours after this blessing is laid on a target by a priest, one random selection can be attracted. When the GM starts to choose which adventurer is effected by an event by using a random die roll, a target with this blessing expends it by asking to be the effected one. The GM then acts as if the target was the one selected.



9 – Forestall Conflict

Time to Cast: 2 M
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 24 hours until used
 Area: single creature
 Effect: interrupt conflict

In the next 24 hours, the target can expend this blessing by calling out “Stop in the name of” the blessing’s deity. This can occur any time actions are being declared. The GM gives results of the already stated actions ending the current round. All present spend a round taking no actions, but events, like falling rocks or duration spells, don’t stop. Then the GM starts a round giving the target and his allies initiative.

10 – Second Chance

Time to Cast: 2 M
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 24 hours until used
 Area: single creature
 Effect: raise % on RC

For a period of 24 hours after this blessing is laid on a target by a priest, when the target attempts a RC and fails, the player can expend this blessing to ignore the result. He then rolls the same RC again and abides by its result.

11 – Abate Outcome

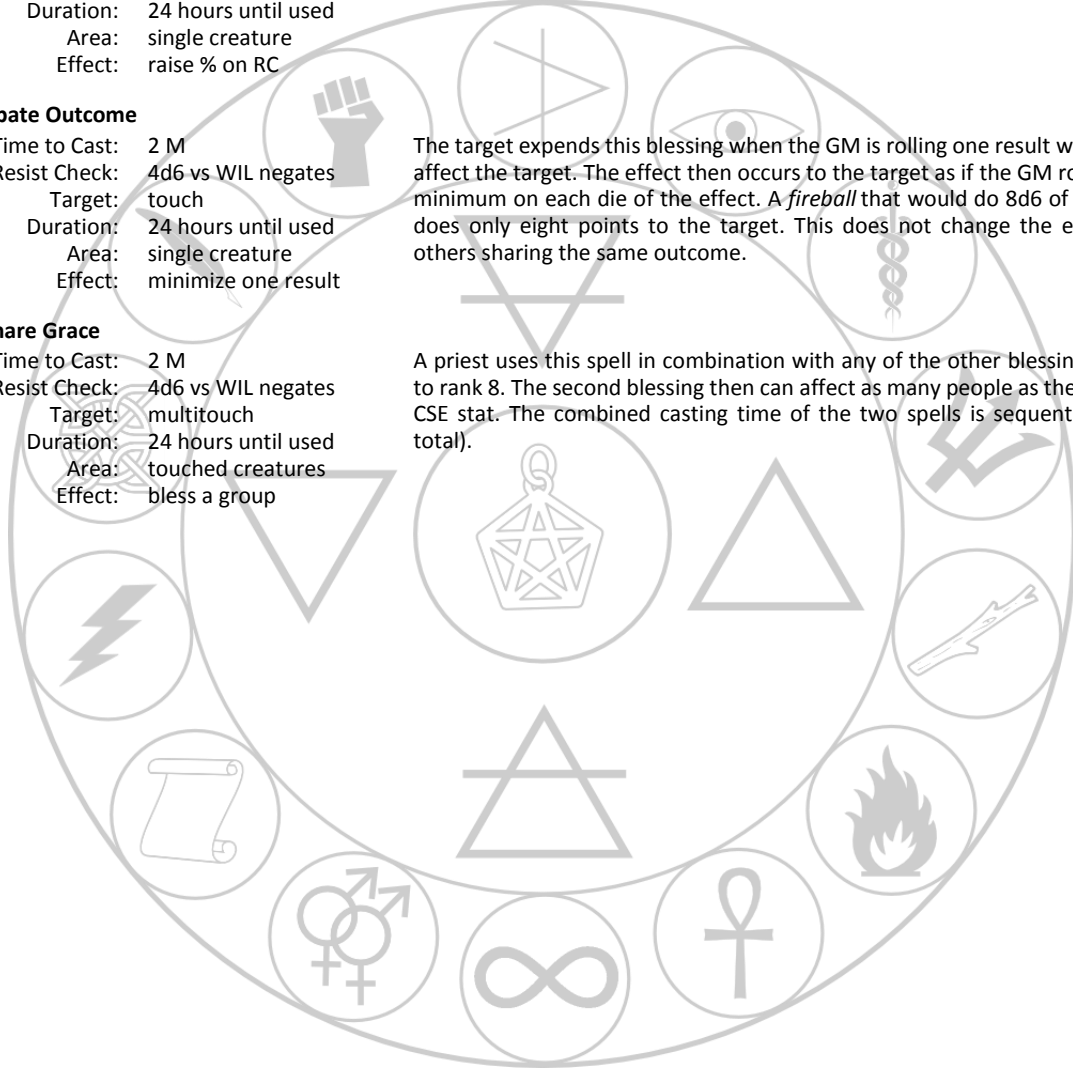
Time to Cast: 2 M
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 24 hours until used
 Area: single creature
 Effect: minimize one result

The target expends this blessing when the GM is rolling one result which will affect the target. The effect then occurs to the target as if the GM rolled the minimum on each die of the effect. A *fireball* that would do 8d6 of damage does only eight points to the target. This does not change the effect on others sharing the same outcome.

12 – Share Grace

Time to Cast: 2 M
 Resist Check: 4d6 vs WIL negates
 Target: multitouch
 Duration: 24 hours until used
 Area: touched creatures
 Effect: bless a group

A priest uses this spell in combination with any of the other blessings of up to rank 8. The second blessing then can affect as many people as the priest’s CSE stat. The combined casting time of the two spells is sequential (4 M total).





17.1.5 Fabrications

1 – Create Water

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 1 M
Area: ground or rock
Effect: creates water

Upon casting this spell, and **striking the ground or a rock**, a stream of clean, pure water begins flowing. There will be enough water to sustain two people for one day.

2 – Speak The Word

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: reproducing holy writ

While concentrating on a holy writ, the caster casts this spell which then allows him to issue forth the writ, letter perfect and in the voice of the original speaker.

3 – Create Bread

Time to Cast: 2 R
Resist Check: negates
Target: touch
Duration: instantaneous
Area: earthen items
Effect: changes stone to bread

This spell, transmogrifies **stones or other earthen items** into bread. There will be enough to satisfy the needs of two people for one day, plus an additional person per finesse.

4 – Capture The Word

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: records speech

This spell allows the caster to memorize the **words of a speaker** so he can later repeat them using Speak The Word. This spell cannot be used to capture the magical speech of others using Speak The Word.

5 – Create Fish

Time to Cast: 4 R
Resist Check: negates
Target: touch
Duration: instantaneous
Area: vessel of water
Effect: changes water to fish

When **cast upon a vessel of water**, the water is transmogrified into enough fish to sustain four people for one day plus two additional people per finesse.

6 – Create Meat

Time to Cast: 8 R
Resist Check: negates
Target: touch
Duration: instantaneous
Area: vegetable matter
Effect: changes plant matter to meat

Create Meat transmogrifies any **non-living vegetable material** into enough fresh red meat to sustain eight people for one day plus two additional people per finesse.

7 – Transfer The Word

Time to Cast: 1 M
Resist Check: willing target
Target: touch
Duration: 10 + 5/F M
Area: single target
Effect: transfers holy writ

A priest uses this magic to teach a magical writ to a **willing colleague**. The priest casts this spell and the target goes into a deep, hypnotic trance. The priest then casts Speak The Word and intones the writ to transfer. When the target recovers from the trance, he knows the holy writ.



8 – Create Holy Water

Time to Cast: 1 M
 Resist Check: negates
 Target: touch
 Duration: instantaneous
 Area: 1 + 1/F liters of water
 Effect: sanctifies water

This spell will sanctify the indicated volume of water, making it holy.

9 – Create Holy Symbol

Time to Cast: 1 R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: 1 symbol
 Effect: creates a holy symbol

The priest must clench his fist while intoning the spell. At the end of the casting time he'll be grasping a newly created holy symbol of his faith. Its composition depends on the finesses applied at the time of casting: 0) wood, 1) iron, 2) silver, 3) gold, or 4) platinum.

10 – Create Fervor

Time to Cast: 2 M
 Resist Check: 4d6 vs WIL negates
 Target: hearing
 Duration: 30 + 10/F M
 Area: hearing
 Effect: create religious zeal

The caster uses this spell in combination with Speak The Word to intone a holy writ to a group of people. Each person is allowed the RC; any who fail will embrace the writ and get enthusiastic.

11 – Produce Vestments

Time to Cast: 2 R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: caster
 Effect: creates new robes

This spell allows the caster to create a new set of robes for himself. What he was previously wearing is destroyed in the process. All valuables and magic are unaffected. The robes can be of any design, but must use non-precious materials.

12 – Produce Truth

Time to Cast: 1 R
 Resist Check: none
 Target: hearing
 Duration: 1 + 1/F M
 Area: hearing
 Effect: verifies truth

When a priest uses this spell, anything he says will be completely accepted as the truth by his listeners. If the caster attempts to tell a lie, a half-truth, or even an intention to mislead while this spell is in effect, he must make an RC of 6d6 vs HEA or die.



17.1.6 Detections

1 – Detect Divinity

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: LOS 200'
Effect: shows divinity

This spell causes divine things to glow with a white aura. The stronger the holiness, the brighter the light appears. Any holy relic or artifact can be easily detected with this spell. Priests have a faint glimmer, and prophets shine brightly.

2 – Uncover Affection

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: target
Effect: reveals affection

Uncover Affection gives the priest a vision of the person for whom the target feels the most affection. If no vision forms, the target either bears no affection for anyone or made the RC. In some cases the vision can be of the target.

3 – Detect Life

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: LOS 200'
Effect: shows living things

Anything the priest sees after casting this spell which is alive is surrounded by a faint blue glimmer.

4 – Unveil Fear

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: target
Effect: reveals worst fear

This spell gives the priest a vision of the target's worst fear.

5 – Detect Captivation

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: LOS 200'
Effect: reveals charmed creatures

People and creatures under the influence of mind-controlling spells are outlined by an orange aura with this spell.

6 – Share Joy

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: target
Effect: reveals most joyful event

A vision of the event in the target's past which brought him the most happiness appears to the priest when this spell is used.

7 – Discern Motivation

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: caster
Duration: 10 + 5/F M
Area: LOS 200'
Effect: reveals motivation

The priest sees a glimmer around **all creatures and peoples with an INT greater than 6** for the spell's duration. The glow varies from deep red to brilliant white, or any shade in between. The priest intuitively knows what motivations the colors represent.



9 – Reveal the Past

10 – Divulge Virtue

11 – Commune

12 – Manifest Destiny





17.1.7 Influences

1 – Revoke Fear

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: instantaneous
Area: target
Effect: negates fear

This spell causes its target to lose all cause for unreasonable fear, magical or not, and regain control of his actions.

2 – Instill Fear

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: LOS 30 + 10/F'
Duration: 1 + 1/F M
Area: target
Effect: causes fear

The target of this spell suddenly becomes unreasonably fearful of all people and creatures about him. The exact nature of the fear is up to the person playing the target to roleplay.

3 – Share Vision

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: caster
Duration: 10 + 5/F M
Area: 30 + 10/F' radius
Effect: share a vision

The priest casts this spell prior to any other spell or effect which would give him a vision. The vision may then be seen by all within the area of effect.

4 – Attention

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: caster
Duration: 1 + 1/F M
Area: clear hearing
Effect: forces others to listen

Attention allows the priest to grab the attention of those **within clear hearing of his voice** and make them listen to what he has to say. It does not affect their opinion of the caster or his message.

5 – Paralyze

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F M
Area: target
Effect: immobilizes target

Paralyze causes the target to become incapable of voluntary muscle movement. He collapses and cannot move or speak, but he knows what is going on around him.

6 – Curse

Time to Cast: 2 R
Resist Check: special
Target: LOS 80 + 40/F'
Duration: special
Area: 1 + 1/F target(s)
Effect: lays a curse

This spell allows the caster to lay a curse upon the target. The GM makes a secret RC of 4d6 vs the target's lowest stat. The caster can affect one of the following combat hits, damage taken, or resistance checks made. The curse cannot make more than a 30% change on any die roll, but the curse stays in effect until it succeeds. The priest must phrase the curse in game terms, not as changes to rolls.

7 – Revoke Curse

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: instantaneous
Area: target
Effect: lifts a curse

This spell allows the caster to lift a curse from an item or object only. The caster must make an RC of 4d6 vs CSE to succeed.



8 – Enthrall

Time to Cast: 3 R
Resist Check: 3d6 vs WIL negates
Target: caster
Duration: 10 + 5/F M
Area: clear hearing
Effect: influence others

Like Attention, this spell forces others to listen to the priest's words. It also causes the targets to make an RC or believe, at least temporarily, what the priest says. When the duration expires, its effects slowly fade over one hour.

9 – Devotion

Time to Cast: 1 M
Resist Check: 3d6 vs CSE negates
Target: touch
Duration: permanent
Area: target
Effect: aligns target to caster's faith

This spell allows the priest to force someone to be devoted to the cause of the priest's deity. This spell doesn't change the target's personality or style, but alters his purpose.

10 – Disenchant

Time to Cast: 1 M
Resist Check: 4d6 vs CSE negates
Target: LOS 10 + 5/F'
Duration: permanent
Area: target
Effect: breaks faith

The priest casts this to cause the target to waver and break in his devotion to a cause, person, or deity. This must be used with caution, for many deities will take this personally.

11 – Quest

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: LOS 120 + 60/F'
Duration: special
Area: 1d6 targets
Effect: quests

This spell allows the caster to charge the target(s) with a task. The target must actively seek to complete this quest, or suffer the consequences. The target will lose damage points each day for any days, cumulative, they ignore the quest. The first day they ignore it, they will suffer 1 damage point each day until the quest is complete. If they have strayed for 4 days, then they would take 10 damage points (1+2+3+4) each day.

12 – Divine Word

Time to Cast: 1 R
Resist check: 6d6 vs CSE negates
Target: caster
Duration: 30 + 10/F H
Area: clear hearing
Effect: forces obedience

This spell requires no motions. The priest simply utters a few words in the form of a command. **All within hearing, including the caster**, must make the RC or follow that command for the spell's duration.



18 Anubis – Lord of the Dead

18.1 Domain

Anubis is the guardian and protector of all souls, guiding them through life and into the true existence of death.

18.2 History

When men were first made by the gods, it is told that there was no death and old age was unknown. When people were injured, their bodies simply healed. Only the occasional hero or martyr would be taken by the gods and brought to **Cielo**, an infinitely large place of peace and beauty.

Man grew fruitful and multiplied greatly. Over the next few centuries he gradually filled up the world with his spawn. Then things started to go downhill. Crowding and overpopulation caused strife, hunger, and pain. Since none could die, whole populations were held captive and forced to exist in pain in large refugee camps. The very land became sterile, and food even more scarce.

A young man, a hero who had rescued an entire nation from captivity, was rewarded by the gods by being sent to Cielo. He asked, "Why are so few granted this boon? Why do you revered gods and goddesses ignore the suffering and agony of your worshipers?" The gods told him to be still and take his reward without objection. A rather heated argument ensued, ending by sending the young man summarily to Cielo, after silencing him by changing his head into that of a jackal.

He found other heroes and martyrs living in Cielo, and spent the next few years creating a language of gestures and movements to communicate with them. The others did this to satisfy their curiosity as to the origin of this unusual creature. Once he could be understood, he told them his story, and of the plight of the peoples of the world.

Enlisting the aid of history's heroes, he stormed the gate from the real world and forced the guardian deity there to let them pass. The hoard of heroes roamed the world, seeking out the most deserving to send onward to Cielo.

The gods gathered to punish this presumptuous mortal who had ruined their paradise. They caused the land to open and swallow up Cielo beneath the ground, now calling it **Infero**. Its beauty became bleakness instead. The heroes there degenerated and become mere specters of their former selves, unable to enjoy life for theirs had been taken. Their brash leader was branded **Anubis**, "he who destroys," and was exiled to lead the dead within Infero.

The gods soon realized the benefits of a much smaller population. While the number of worshipers was much smaller, the resulting prosperity actually increased the gods' powers. Having learned this lesson, they relented on Anubis, elevating him to godhood, and charging him to cull the old and rescue the miserable from life. He was to maintain the population down at a manageable size, and was given absolute power over the dead to assist him in accomplishing this task.

18.3 Motivation

"Life is a shadow of true existence"

Believing that real existence does not start until death, the followers of Anubis hold that life is a place to train the soul and prepare it for its existence after death. It is the highest honor to be sent to Anubis via human sacrifice. (Mind you, many followers don't take this too literally.)

18.4 Aspects

Unlike the other gods, Anubis is rarely seen outside his home in the underworld. The existence of live souls about him pains him and causes him distress. He delegates the tasks that would take him above Infero to his various minions.



He usually appears as an 80 foot tall, jackal-headed human within his citadel. He sits on an enormous adamantine throne at the front of a huge chamber, four mets long by one met wide. There he grants an audience to all the newly dead, and passes judgement on them before assigning them their place in Infero. His pronouncements can be quite cruel, but Anubis is always just. While he can speak, he usually uses **Tusparol**, a sign language, to communicate with his priests.

18.5 Structure of the priesthood/Temple

The priests and priestesses of Anubis' Sepulcher perform all the holy and administrative tasks needed. Slaves are assigned all duties involving manual labor. Non-priest freedmen are not allowed to work within the **Sepulcher**, as they do not understand Tusparol and therefore cannot communicate with the priests.

Priests do not specialize in one style of service. Instead, each priest holds a holy office, is responsible for a certain administrative duty, and must participate in the religious discussions of the **Morto-Vojo**, their holy books.

18.5.1 Organization

Priests are organized within the Sepulcher according to seniority and merit. Each priest is responsible for certain ceremonies or aspects of worship. These offices are arranged in a figurative tree structure, with the high priest at the top. Offices are only vacated by the death or advancement of a priest. If a priest performed so badly as to be demoted, he is expected to atone by offering himself for sacrifice.

Usually a group of about six elder priests hold themselves outside the normal assignments within the Sepulcher. These priests, called "**Recenzisto**," are in charge of internal advancement and justice. They are responsible to the high priest, but in turn are in charge of appointing him.

18.5.2 Requirements

Priests of Anubis must be fairly intelligent and have a good memory. They may be of either sex and of station in life, but they must forgo their outside activities when they join the priesthood.

18.5.2.1 Apprenticeship

Any devoted follower of Anubis may apply to enter the priesthood. They are given a set of exams, administered by the Recenzisto, which test the applicant's mental and memorization powers. If he passes these tests, he is welcomed into the Sepulcher as an acolyte.

Acolytes are responsible for attending sessions to learn Tusparol, study the Morto-Vojo, and train for the offices they may hold. Anytime during the apprenticeship, an unsuccessful candidate can be dismissed by his instructors and simply be ejected from the Sepulcher.

18.5.2.2 Initiation

When an entry-level office is vacated, the Recenzisto chooses the most senior acolyte, with the proper skills, to fill it. The acolyte is sequestered deep within the catacombs beneath the Sepulcher to meditate, alone, for ten days. He must then either commit to the priesthood or leave the Sepulcher.

If the acolyte commits, he is dressed in the proper ceremonial robes, adornments, and makeup, and led into the ordination ceremony by the high priest. The acolyte will find a willing victim, or possibly a bought criminal, secured to the Sepulcher's main altar. The acolyte must speak the **Litany of Passing**, then send the sacrifice's spirit to Anubis in the prescribed manner. He is then a priest and accepted as such by all members of the Sepulcher. A feast is often held to celebrate this event.

18.5.2.3 Duties



Each priest is responsible for three kind of duties. First, and most formal, each priest is assigned an office that is tied to a particular section of a particular ceremony. The priest is responsible to know the proper litany and gestures, must maintain any needed supplies, and supervise any subordinate priests.

Each priest is also involved in one aspect of the daily running of the Sepulcher. He will usually have a staff of one or more slaves to accomplish these tasks, such as food supply, building maintenance and construction, supply acquisitions, care of the resident undead, the publicity office, and care of the Morto-Vojo volumes.

Lastly, each priest must devote at least one day in six to the ongoing discussions of the contents of the Morto-Vojo. The priest examines examples and discusses how situations should be handled. Occasionally the results will be significant enough to be relayed to the central **Sepulcher D'mort**. The Sepulcher D'mort issues replacement pages for the Morto-Vojo every two to three years, perhaps even a completely new volume.

Outsiders occasionally petition the Sepulcher to lend a priest to assist in investigating murders. Due to their religious practices, Anubian priests are very useful in solving such foul deeds. Often the results surprise the petitioners, as the priest will use his morals in deciding the fate of the murderer or victims.

18.5.3 Advancement

The Recenzisto, reviews all vacated offices and decides the basis of both seniority and merit which priest to elevate. This is a full time job, as they hold extensive discussions on each position, and elevation usually causes a ripple of reassignments down the office tree.

They are also responsible for any inquiries into improper or unholy activities of any Anubian priest. The involved priest(s) are brought before them and the Recenzisto seeks the truth by questioning them and any other involved parties.

18.5.4 Dogma

"There is but one path to Paradise,
but billions lead to despair . . ."

Knowing there is only one correct way to do any task, the priests and followers of Anubis spend an incalculable amount of time memorizing the passages of the Morto-Vojo. This incredibly large (312 volumes at present) document describes the proper way to deal with any situation, from those as mundane as how to bathe, to the most complex, such as greeting a foreign head of state when one wishes to show displeasure, but not unfriendliness.

18.5.5 Traditions

18.5.5.1 Clothing

Anubis' priests adorn themselves in voluminous ceremonial robes of red and white cloth, symbolizing the strength of blood and the purity of the soul. Clothes used outside official duties within the Sepulcher are of the same color scheme, but simpler and more utilitarian.

18.5.5.2 Appearance

Priests use jewelry and very carefully applied makeup, to indicate their exact mood and situation. The rules governing appearance are so complex that little other than extremes can be noticed by those outside the priesthood. Priests consider being seen without their proper adornment the same as being caught naked.

18.5.5.3 Speech and Gestures



Anubian priests carefully consider every statement before speaking. Control is very important to them, for they are the models of proper and good behavior to which others should adhere. They are not obtuse or deceptive; they are normally straight to the point and usually quite truthful.

The priests have developed a full language of hand gestures that allows them to impart complex and subtle meaning at a blinding speed. Called **Tusparol**, this language is always used when speaking priest-to-priest outside official ceremonies. Some assassins and professional soldiers have also learned this language from the few surviving defrocked priests. (The EP cost of learning Tusparol is double that of other languages, and is restricted to the priests of Anubis).

18.6 Worship

Like the priesthood, worshippers of Anubis are very structured in their spiritual duties. Several volumes of the *Morto-Voyo* detail the responsibilities and procedures for meeting those responsibilities.

18.6.1 Sacrifices

As detailed in *Morto-voyo* volume 172, followers of Anubis are expected to make one major and 4 minor sacrifices each year. The dates and type of sacrifices are related to the birth date of the worshiper. For children, these sacrifices are performed by their parents and are appropriately down-scaled. The Sepulcher sends out reminders and schedules to assist their parish in the complex timing of these sacrifices.

18.6.2 Donations

Morto-voyo volume 83 has a schedule of donations for each of the 317 listed professions. Dates and amounts are further separated into prosperity brackets, and range from 20 to 30 percent of the worshipper's income.

18.6.3 Obligations

These obligations are clearly stated in volumes 112 through 155 of the *Morto-voyo*. They describe in detail the exact conditions that activate each option. They involve service to the temple, financial support, military duty during emergencies, and the conditions under which people can be delivered into Anubis' embrace.

18.6.4 Penance

Volumes 16, 102 and 305 list sins and crimes against Anubis. For each sin, specific punishment is proscribed. This penance can be financial, extra spiritual guidance, public humiliation, temporary incarceration or slavery. Never is death used as a penance that is what all anubians seek.

18.6.5 Advice

The Office of Public Information and Guidance in the Sepulcher is staffed by trained priests ready to answer any questions of interpretation of holy writings and how they affect normal life.

18.7 Holidays & Feast Days

The Festival of Death is held on the first day of Pim each year. Dedicated to all those who have passed on in the previous year, this is a very beautiful and enrapturing ceremony. Thousands of candles are lit, choirs sing sonorous songs about the afterlife, and a rich repast of rare and delicious foods is served.

During the day, competitions and games are held to prove the physical and mental strength and worthiness of the worshippers. Groups and individual events are held, eliminating all but one who is declared Champion of the Festival of Death. The culmination of the evening's celebration, is when the winner is sent to meet Anubis, in person.



18.8 Relationship to Other Deities

Most deities are concerned with the lives of their followers. Since life is but a training ground to the real existence of death, these other gods creeds, rules and followers are unimportant to the priests and worshippers of Anubis.





18.9 Magical Abilities

Priests of Anubis have at their command four spell groups that allow them to understand and control the soul.

Tomboloko spells allow the priest to see the physical needs of those who must be laid to rest.

Animotusi allows the priest to see to the quality and disposition of the soul.

Trovisavi are the spells used to discover the circumstances and methods of death.

Kadavros spells allow the priest to create, control and disperse the undead creatures of the night.

Faciligo spells deal with relieving the suffering of others and helping people accept death.

1. Tomboloko

- 1 Find Dead
- 2 Tombstone
- 3 Grave Sight
- 4 Preserve Dead
- 5 Grave
- 6 Grave Lock
- 7 Vervakadavro
- 8 Coffin
- 9 Grave Ward
- 10 Regenerate Dead
- 11 Shrine
- 12 Grave Curse

4. Kadavros

- 1 Detect Undead
- 2 Disperse Undead
- 3 Repress
- 4 Hold Undead
- 5 Summon Undead
- 6 Suppression
- 7 Regenerate Undead
- 8 Guard
- 9 Release Undead
- 10 Protect Undead
- 11 Bind Undead
- 12 Create Undead

2. Animotusi

- 1 Detect Souls
- 2 Empathy
- 3 Refresh
- 4 Soul Blade
- 5 Piety
- 6 Slow Life
- 7 Exorcism
- 8 Soul Speech
- 9 Iron Grip
- 10 Soul Strike
- 11 Suspend Life
- 12 Deliver

5. Faciligo

- 1 Euthanasia
- 2 Cold Comfort
- 3 Reincarnate
- 4 Bonding
- 5 Suffering
- 6 Communion
- 7 Stave Death
- 8 Reveal Past Life
- 9 Revigorate Spirit
- 10 Last Request
- 11 Greater Good
- 12 Avenging Touch

3. Trovisavi

- 1 View Semblance
- 2 Cause of Death
- 3 Time of Death
- 4 Know Identity
- 5 Location of Death
- 6 Last Image
- 7 Murder Weapon
- 8 Final Words
- 9 Find Witness
- 10 Dead Thoughts
- 11 Witness Death
- 12 After Talk



18.9.1 Tomboloko

1 – Find Dead

Time to Cast: 1 R
Resist Check: none
Target: none
Duration: 10 + 5/F M
Area: 100 + 50/F' radius
Effect: locate dead

Casting this spell causes any **dead or undead bodies** within the area of effect to radiate a cool white light visible only to the caster. This light can be seen through any material other than iron or adamantine.

2 – Tombstone

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: permanent
Area: 1 grave marker
Effect: finishes marker

Casting this spell on a **block of rough-cut stone** allows the caster to quickly fashion a finished and inscribed grave marker. The marker can contain any markings which the caster would have been capable of enscribing with the proper enscribing tools.

3 – Grave Sight

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 1 grave
Effect: view grave contents

Casting this spell on a **grave marker or a grave** will cause a vision to appear to the caster of the contents of the grave.

4 – Preserve Dead

Time to Cast: 1 M
Resist Check: 4d6 vs HEA negates
Target: 10 + 5/F'
Duration: 12 + 3/F H
Area: one body
Effect: preserves dead tissue

The caster keeps dead tissue from further decay by casting this spell. If the tissue is animate (as in undead) it can avoid the effects by making a successful RC.

5 – Grave

Time to Cast: 1 M
Resist Check: none
Target: 10 + 5/F'
Duration: 10 + 5/F M
Area: 1 grave
Effect: opens grave

Any **non-rock ground** will split open in a 7 foot by 4 foot rift of up to 6 feet deep when affected by this spell. The caster may close the rift only during the spell's duration.

6 – Grave Lock

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 20 + 10/F weeks
Area: one grave
Effect: protects grave

This spell allows the caster to protect a **grave** from grave robbers. Any attempt to open or desecrate the grave will cause 3d8 damage points to the violator.

7 – Vervakadvro

Time to Cast: 5 R
Resist Check: none
Target: 30 + 10/F'
Duration: 2 + 1/F H
Area: one dead body
Effect: allows movement

A **dead, but whole, body** can be given movement by this spell. After the casting, the dead body will follow the caster's simple orders involving movement. The animated body cannot manipulate objects or be given orders about the future, as the spell is only manipulating the body, not the soul.



8 – Coffin

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 coffin
Effect: crafts coffin

Given **a sufficient amount of wood**, this spell will quickly fashion a box suitable for internment of a body. The workmanship will be equivalent to what the caster could do normally with the proper tools, but the magic crafts the coffin quickly and efficiently.

9 – Grave Ward

Time to Cast: 2 M
Resist Check: none
Target: touch
Duration: 40 + 20/F weeks
Area: one grave
Effect: protects grave

This spell allows the caster to protect **a grave** from grave robbers. Any attempt to open or desecrate the grave will cause 6d6 damage points to the violator.

10 – Regenerate Dead

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 body
Effect: restores decay

The caster can take **a whole, but decomposed, dead body** and cause its tissues to regenerate, leaving the body in a healthy, but still dead state. This spell cannot be used on the living or undead.

11 – Shrine

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 monument
Effect: make grave marker

Cast upon **a suitable amount of loose rocks and stones**, this spell will fashion an appropriate monument for a grave. The workmanship will be only what the caster is capable of, but the monument will be completed by the end of the spell.

12 – Grave Curse

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: special
Area: special
Effect: curses defiler

The priest says this warding over a recently (less than one year) buried person. While touching **the dirt of the grave**, incanting the deceased's name, and visualizing the circumstances of death, the priest places a ward upon the grave. When anyone attempts to disturb or desecrate the grave, they are immediately cursed with terminal bad luck. From that point on the GM should automatically adjust all the player's die rolls to his least advantage. This curse can only be lifted by the caster, and only when the caster (or the GM in his stead) believes the cursed target has properly atoned for his crime.



18.9.2 Animotusi

1 – Detect Souls

Time to Cast: 1 R
Resist Check: none
Target: none
Duration: 1 + 1/F M
Area: 100 + 30/F' LOS
Effect: see souls

Casting this spell, the priest sees a faint white glimmer around any soul within range. This will answer the question of whether or not a creature or object has a soul, and it will reveal the presence of any hidden or invisible souls.

2 – Empathy

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single target
Effect: senses emotions

Touching any target, the priest may learn of that target's current predominate emotion or emotions.

3 – Refresh

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: one sleep period
Area: 4 + 2/F targets
Effect: relaxed sleep

This enchantment soothes the soul of a weary adventurer, allowing him a more restful period of sleep. Each target recovers one additional EU, DU and DP after the appropriate amount of sleep.

4 – Soul Blade

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 4 + 2/F R
Area: one weapon
Effect: Disrupts soul

This spell causes a disruptive field to be attached to **an edged weapon**, causing it to strike at the very fabric of the soul as well as the physical body. Any weapon so treated will cause an additional 1d6 of damage per hit if its souled target fails the RC.

5 – Piety

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 2 + 1/F H
Area: single target
Effect: strengthens faith

This casting allows the priest to strengthen the resolve and belief of its target. The target subtracts 1d6 from any RC vs energy drains, charms and other mind affecting magic.

6 – Slow Life

Time to Cast: 1 R
Resist Check: 3d6 vs HEA negates
Target: touch
Duration: 6 + 2/F H
Area: single target
Effect: causes coma

The soul of the target takes control of all physical body functions and brings them to a halt. The target appears to go into a coma, almost indistinguishable from death. All bleeding, poisons and diseases will be temporarily arrested.

7 – Exorcism

Time to Cast: 1 H
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single target
Effect: break possession

This casting attempts to oust **a spirit which has possessed a body** other than its own. If successful, the foreign spirit is cast out, and the owner of the body regains control.



8 – Soul Speech

Time to Cast: 1 M
 Resist Check: 3d6 vs WIL negates
 Target: touch
 Duration: 10 + 5/F M
 Area: single target
 Effect: shares thoughts

This spell allows the caster to share thoughts, emotions, and senses. Both the caster and the souled target hear each other's thoughts, and can see and hear from the other's senses.

9 – Iron Grip

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 2 + 1/F H
 Area: single target
 Effect: fortifies faith

A stronger version of Piety, this spells allows the caster to subtract 2d6 from any RC against mind affecting magic.

10 – Soul Strike

Time to Cast: 1 R
 Resist Check: 4d6 vs HEA for 1/2
 Target: none
 Duration: instantaneous
 Area: 20' Lg x 10' Wd cone
 Effect: disrupts souls

A cone of disruptive energy emanates from the caster's fingertip, causing 6d6 damage points to all that possess a soul within its coverage. If an undead target fails its RC, it is disrupted and turns to dust.

11 – Suspend Life

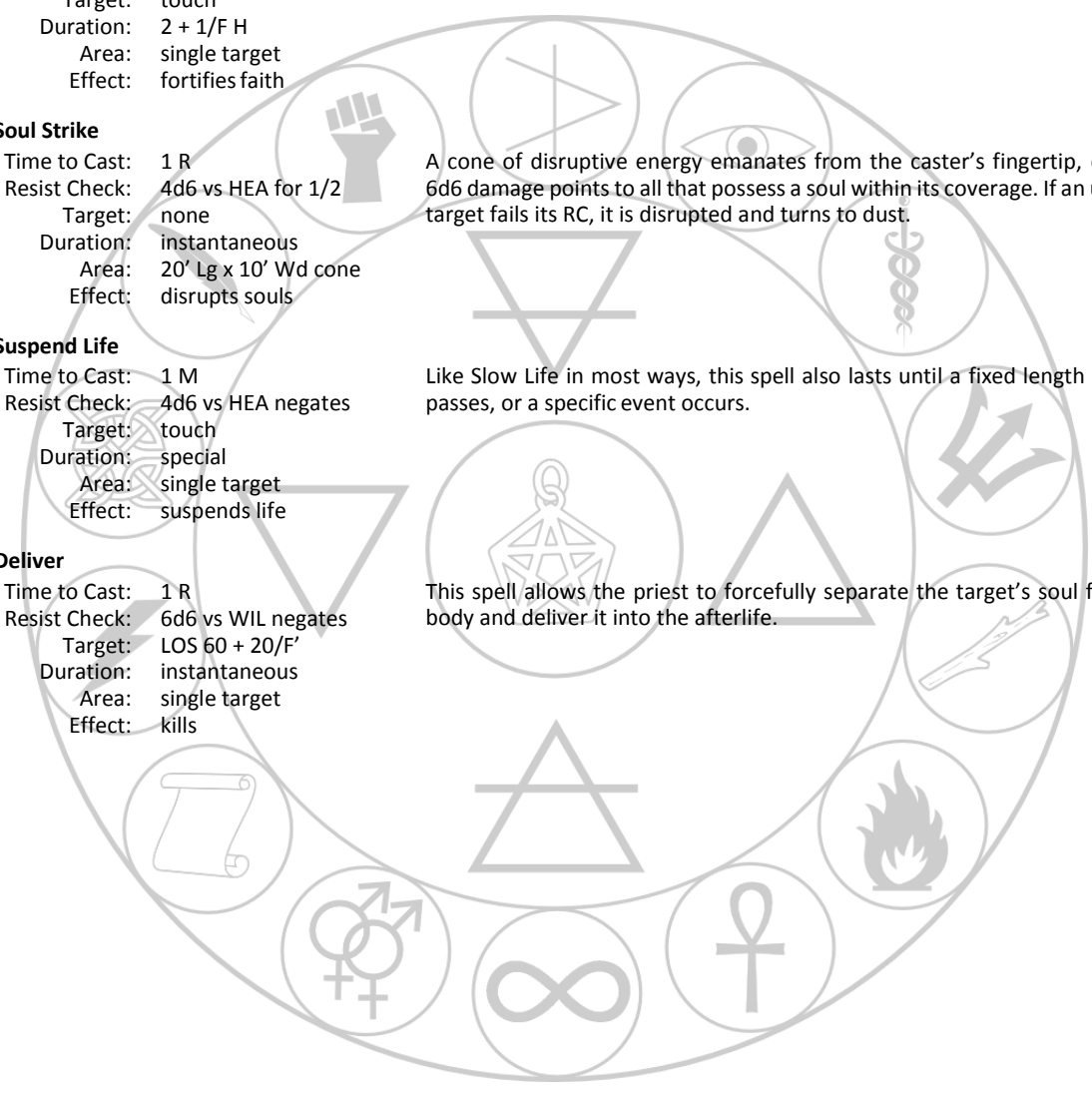
Time to Cast: 1 M
 Resist Check: 4d6 vs HEA negates
 Target: touch
 Duration: special
 Area: single target
 Effect: suspends life

Like Slow Life in most ways, this spell also lasts until a fixed length of time passes, or a specific event occurs.

12 – Deliver

Time to Cast: 1 R
 Resist Check: 6d6 vs WIL negates
 Target: LOS 60 + 20/F'
 Duration: instantaneous
 Area: single target
 Effect: kills

This spell allows the priest to forcefully separate the target's soul from its body and deliver it into the afterlife.





18.9.3 Trovisavi

1 – View Semblance

Time to Cast: 1 M
 Resist Check: none
 Target: touch
 Duration: 1 + 1/F M
 Area: 1 body
 Effect: see original features

Touching a **deceased body**, the caster gains a vision of the semblance of the person just before death. If the body has been dead more than one day, the spell must be finessed to succeed; one finesse for up to one week, two for up to one month, three for up to one year, and four for up to 10 years.

2 – Cause of Death

Time to Cast: 1 M
 Resist Check: none
 Target: touch
 Duration: 1 + 1/F M
 Area: 1 body
 Effect: Determine cause

While touching a **dead body**, the caster can learn the cause of death (wounding, old age, poison, etc.). The time limits and finesses are the same as in the View Semblance spell.

3 – Time of Death

Time to Cast: 1 M
 Resist Check: none
 Target: touch
 Duration: 1 + 1/F M
 Area: 1 body
 Effect: Determine Time

While touching a **dead body**, the caster can learn the approximate time which has passed since death.

4 – Know Identity

Time to Cast: 2 M
 Resist Check: none
 Target: touch
 Duration: 1 + 1/F M
 Area: 1 body
 Effect: Determine identity

While touching a **dead body**, the caster can learn its name, occupation and where it lived. The time limits and finesses are the same as in the View Semblance spell.

5 – Location of Death

Time to Cast: 2 M
 Resist Check: none
 Target: none
 Duration: 2 + 1/F H
 Area: 10 + 5/F met radius
 Effect: Determine location

While concentrating on **the features and personality of a dead person**, the caster is drawn toward the site of the person's death. The time limits and finesses are the same as in the View Semblance spell.

6 – Last Image

Time to Cast: 2 M
 Resist Check: none
 Target: touch
 Duration: 1 + 1/F M
 Area: 1 body
 Effect: See last sight

While touching a **dead body**, the caster gains a vision of the last sight the body had before death. The time limits and finesses are the same as in the View Semblance spell.

7 – Murder Weapon

Time to Cast: 3 M
 Resist Check: none
 Target: touch
 Duration: 1 + 1/F M
 Area: 1 body
 Effect: reveals murder weapon

While touching **the body of a murder victim**, the caster gets a clear vision of the murder weapon used. This spell will not reveal the identity of the murderer. The time limits and finesses are the same as in the View Semblance spell.



8 – Final Words

Time to Cast: 3 M
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 1 body
Effect: hears last words

While touching **a dead body**, the caster hears the final few words that the deceased spoke before death. The time limits and finesses are the same as in the View Semblance spell.

9 – Find Witness

Time to Cast: 3 M
Resist Check: none
Target: none
Duration: 2 + 1/F H
Area: 10 + 5/F met radius
Effect: Finds witness to death

While concentrating on **the features and personality of a dead person**, the caster is drawn toward any witnesses of the deed. The time limits and finesses are the same as in the View Semblance spell.

10 – Dead Thoughts

Time to Cast: 4 M
Resist Check: none
Target: touch
Duration: 10 + 5/F M
Area: 1 body
Effect: reads last thoughts

While touching **a dead body**, the caster experiences the thoughts of the dead person for the last few minutes leading up to his death. The time limits and finesses are the same as in the View Semblance spell.

11 – Witness Death

Time to Cast: 4 M
Resist Check: none
Target: touch
Duration: 10 + 5/F M
Area: 1 body
Effect: view death

While touching **a dead body**, the caster has a vision of the last ten minutes of the person's life, witnessed from a third view point. The time limits and finesses are the same as in the View Semblance spell.

12 – After Talk

Time to Cast: 5 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: 1 body
Effect: speech with dead

After a spirit has passed into the afterlife, the caster can attempt to temporarily recall it. The caster must touch **the dead body**, and utter the person's name three times. If the spirit is willing, or if it fails a 4d6 vs WIL check, it is temporarily recalled to inhabit its body. It can only listen to and answer questions, which may only be asked by the caster. The time limits are quadruple those of the same as in the View Semblance spell; finesses are the same.



18.9.4 Kadavros

1 – Detect Undead

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: 40' radius
Effect: smells undead

This spell will alert its caster to the presence of undead creatures by creating a sharp, pungent odor which only the caster can smell whenever any undead creatures are within the spell's area.

2 – Disperse Undead

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: caster
Duration: 10 + 5/F M
Area: 20 + 10/F'
Effect: send undead away

This casting causes **all undead** in its area of effect to leave if they fail their RC. This may only be attempted against an undead creature once. Once it has resisted successfully, the spell is no longer effective against it.

3 – Repress

Time to Cast: 2 R
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 10 + 5/F M
Area: 4 + 2/F people
Effect: suppresses soul

The targets of this spell whom are willing or fail their RC temporarily have their life forces masked. This means that all soul based magic is ineffective against them. This does not keep them from acting, but it will allow them to pass some magical barriers, traps and tests.

4 – Hold Undead

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: 30 + 10/F'
Duration: 1 + 1/F M
Area: 1 target
Effect: holds undead

Undead affected by this spell cannot move or perform any actions while the spell is in effect.

5 – Summon Undead

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: caster
Duration: 10 + 5/F M
Area: 30 + 10/F' radius
Effect: calls undead forth

Any **undead** affected by this spell will come forth and face the caster. They do not heed his words, but neither do they attack him. Any attempt to harm them breaks the spell.

6 – Suppression

Time to Cast: 4 R
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 10 + 5/F M
Area: 1 target
Effect: disguises life

If the target fails it's RC or is willing, its life force and soul are thrust into the background, leaving what appears to be an undead creature. The target can then be affected by all magic which affects undead creatures.

7 – Regenerate Undead

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: 1 target
Effect: cures undead

The caster can repair damage done to an undead creature with this spell. Each casting repairs 2d6 DP plus an additional 1d6 DP for each finesse.



8 – Guard

Time to Cast: 4 R
Resist Check: 4d6 vs WIL negates
Target: 40 + 20/F'
Duration: 2 + 1/F H
Area: 1 target
Effect: create undead guard

Any **undead** affected by this spell must stay close to the caster and guard him from harm. The undead do not follow orders, but will recognize friends and foes as designated by the caster.

9 – Release Undead

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: 40 + 20/F'
Duration: instantaneous
Area: 1 target
Effect: destroys undead

This spell revokes the magic animating the **undead creature**. The creature collapses and turns to dust.

10 – Protect Undead

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 12 + 3/F H
Area: 4 + 2/F targets
Effect: screens daylight

This spell allows the caster to protect its **undead** target from the effects of sunlight. An aura of dimness surrounds the creature, allowing it to venture into the daylight without harm.

11 – Bind Undead

Time to Cast: 4 R
Resist Check: 4d6 vs WIL negates
Target: 30 + 10/F'
Duration: special
Area: 1 target
Effect: command undead

The caster causes the **undead** target to perform some specific task or action through the use of this spell. The spell lasts until the task is completed.

12 – Create Undead

Time to Cast: 4 M
Resist Check: none
Target: touch
Duration: permanent
Area: 1 dead target
Effect: creates undead

The magic in this spell simulates the life force that once inhabited **the body of its dead target**. This reactivates the **brain** giving the target the semblance, but not the substance, of life. The resulting creature has vague and distorted memories that originally inhabited the brain, but at a much lower intelligence due to death trauma and decay (Inferior INT rank 2). The creature has no skills, no spells, and no soul. It will follow the caster's commands as long as it is in the caster's presence.



18.9.5 Faciligo

1 – Euthanasia

Time to Cast: 1 M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single creature
Effect: send soul to afterlife

The target must of their own volition ask for this spell to be cast on them. After a short ceremony the priest touches the willing target and sends their soul to Infero (where it then is redirected into the appropriate afterlife). The body then dies.

2 – Cold Comfort

Time to Cast: 1 M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single creature
Effect: heals damage

After a chant to clean the soul and body the priest touches the target and heals 3d6 DP.

3 – Reincarnate

Time to Cast: 1 M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single creature
Effect: send soul to be reborn

The priest states why the target should have a chance to live again and then touches them causing instant death. The soul is then reborn elsewhere on the planet. The target retains no knowledge of their past life.

4 – Bonding

Time to Cast: 1 M
Resist Check: willing target
Target: touch
Duration: until death
Area: single creature
Effect: links souls

The target's soul is linked to the priest's. If the target or priest dies the other will know where and will be able to see the scene at the time of death.

5 – Suffering

Time to Cast: 1 R
Resist Check: 4d6 vs. CSE halves
Target: touch
Duration: instantaneous
Area: single creature
Effect: cause suffering

The target suffers 4d8 points of damage as they feel the suffering of others.

6 – Communion

Time to Cast: 1 M
Resist Check: willing target
Target: touch
Duration: 10 + 5/F M
Area: single creature
Effect: afterlife communication

During the casting the priest communicates with Infero and determines if the requested soul is there or if it passed through to the afterworld of their god. If so the target can then communicate with that soul. If the soul is not there then the priest knows it has not passed on to the afterworld.

7 – Stave Death

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single creature
Effect: cancels wounds

If cast in the following round, this spell will cancel the effects of 1 critical hit, including fatal limb loss.



19 At'ena – Mistress of Wisdom

It is strongly recommended that only actors become priestesses and seers of At'ena in your game or campaign. The existence of an actor who can give broad predictions of what will happen in the future, while still allowing the adventurers free will, makes the GM's job harder. Allowing an adventurer to predict a multitude of minor and major events locks the GM into forcing the outcome of every decision, action, and into what has been predicted. Playing out a predetermined novel is not very interesting.

19.1 Domain

Considered the “Oracle of the Future,” At'ena is looked to for guidance, advice, and knowledge of future events.

19.2 History

At'ena has no past. She lives only for the future. At the end of time, she sprang forth from the heat death of the universe. Knowing all that exists, she realized that without a goal, without the unknown, there was nothing to strive for. Reaching into the void, she creates worlds, life and intelligence by taking different knowledge from each. As more time unpasses, she obscures yet more knowledge, causing life to become more difficult, and therefore more meaningful. Eventually she will take all knowledge, and the universe will be born anew.

19.3 Motivation

“Only the future will bring enlightenment”

Believing in the imperfection of current events and lives, the followers of At'ena live for the day when they learn all there is to be learned, which will signal the end of all things.

19.4 Aspects

Never seen in her true form, At'ena manifests herself in thousands of ways through signs and omens. She always speaks in puzzles, riddles and enigmas. She often uses her abilities to make these manifestations subtle and powerful.

At'ena appreciates those who craft intricate puzzles and plots, occasionally assisting them in some manner. People who cross her suffer her greatest wrath: she will reveal the true, unavoidable future for them to play out . . . often to their doom.

19.5 Structure of the Priesthood/Temple

Most of the sisters of a Convent are **Readers**. They have learned to recognize signs, and roam the parish governed by the Convent, silently observing the events occurring in the outside world.

A very few are gifted with **The Sight**, a mystical power that allows them to see future events. These **Seers** are secluded at the Convent, and the Readers report their observations to them. When the sisters or outsiders seek advice, the Seers are consulted, for it is believed that At'ena herself supplies these visions of the future.

Many slaves and civilian employees reside at the Convent and are responsible for the daily tasks to maintain the sisters in their proper lifestyle.

19.5.1 Organization

The sisterhood lacks formal organization. Needed tasks and readings are done by the nearest available and willing sister. Trivial decisions involving the running of the Convent are left in the hands of the civilian employees and volunteers. When an important decision must be made, all the sisters gather to seek the advice of a Seer. This advice usually guides the actions of the individual sisters. There is no seniority or ordering schemes.



While most tasks are eventually done, everyone is at the whim of the sisters. If they do not follow and spread the faith, the Seers will foretell an evil that will befall them.

19.5.2 Requirements

Applicants wishing to follow the way of wisdom must be, without exception, female. At'enians believe that only the female mind is capable of the intuition and guile needed to seek the way. Applicants also must be virgin; to physically love a man compromises priestess' ability to know At'ena and seek her wisdom.

19.5.2.1 Apprenticeship

The sisters seek out mainly young girls, quick of wit and of even temperament, to induct into their order. The families of these girls look upon such an invitation as an omen of good luck and great honor, and thus rarely refuse the sisters' summons. For the girl it means a life free of the cares and pains of ordinary life.

From the day she becomes an apprentice, the prospective sister never lifts a finger to perform any physical task. She spends her adolescence attached to a Reader, who teaches her to recognize signs and omens.

19.5.2.2 Initiation

As an apprentice nears adulthood, her instructor will decide the time for her to be tested. The instructor sets up a situation and creates false signs that signal a conclusion that she has prearranged. If the young girl accepts the events at face value and does not see through the deception, she is considered unworthy of the Convent and returned to her family.

If she reads the real signs correctly and realizes the situation was prearranged, she is accepted into the sisterhood. The other sisters host the induction ceremony, and tattoo the **All Seeing Eye** on her forehead.

If she predicts an outcome other than the prearranged one, and it comes to pass, the sisters recognize she has The Sight. Her induction leaves her blinded to this world, but able to see the future.

19.5.2.3 Duties

The sisters may do as they please, and the civilian employees see to their needs and wishes. The Seer of a Convent is obliged to be present and perform readings as needed for the sisters and chosen outsiders.

19.5.3 Advancement

With no real pecking order, the sisters do not advance in any real sense. Often older, more experienced sisters are looked to for advice, but it is never binding.

19.5.4 Dogma

"... Time and Destiny will Reveal All"

Thus believe the followers of At'ena. The universe was created out of chaos and ignorance. The faith and belief of her followers allow At'ena to create order and seek universal truth. They believe that time will reveal all truths. The end of time will see all creation coalesced into a perfect thought, personified by At'ena.

While their creed dictates they must allow events to pass unchanged, occasionally they will reveal only the truths that will allow the future to unfold as foretold by At'ena. People often consult Seers to gain knowledge of the future, but the sisters will only reveal their wisdom if a proper cost is paid.



19.5.5 Traditions

Sisters of At'ena are, without exception, female. They do not believe the male mind can work intuitively and foresee the future. Even the employees and slaves within a Convent are female, and males are not welcome within their ranks or holy areas.

19.5.5.1 Clothing

There is no characteristic clothing or outfit for At'enans. They do like to experiment with new looks, and are often considered by the gentry of the region as leaders in fashion and good taste.

19.5.5.2 Appearance

The only distinctive feature of the sisters is the intricate but small tattoo of the **All Seeing Eye** on their foreheads. When a sister wishes to go unobserved, she hides this with a headpiece or with her hair. When people see the tattoo, they treat her with great respect.

19.5.5.3 Speech and Gestures

Sisters of the Convent tend to talk in riddles and signs rather than being direct and understandable. Many people find this devious and fear what the sisters say, praying it does not mean that ill will fall upon them.

19.6 Worship

19.6.1 Sacrifices

The sisters do not believe in sacrifices of any kind.

19.6.2 Donations

Many people, worshippers or not, give items of value, services, and goods to the sisters and to the Convent. It is thought that such donations confer luck and good will for the future.

19.6.3 Obligations

While the sisters do not conduct worship ceremonies, those people who are truly devout feel a need to donate what they can to maintain the sisterhood. Many people who primarily worship another deity may also worship At'ena to gain her favor and luck.

19.6.4 Penance

Since neither the sisters nor the devotees are under any obligations, there is no need for penance. What one does in her private life is no one's business, as long as the sister maintains her physical purity.

19.6.5 Advice

People often ask a Reader to interpret the signs surrounding an occurrence or an upcoming event. This is invariably accompanied by some sort of donation. The Reader interprets the given signs and makes a prediction. The answer the person seeks is most often couched in riddles or analogies, but the Reader's foretelling will usually come to pass.

For very important questions, people visit the Convent and consult the Seer. (Most Convents have only one Seer, so rare is the gift.) The Seer is always hidden by a mask, or by more elaborate means. Her name is never revealed, giving the impression that she has lived forever. She requests a payment, and then makes a pronouncement based on her sight. A glimpse of the true future may not always be bright or clear, but it is invariably correct.



19.7 Holidays & Feast Days

Once every ten years, when the calendar is adjusted by adding three days between the months of Pim and Gorn, the followers of At'ena celebrate the **Festival of the Foretelling**. The holiday allows the seers to predict things to come for the next ten years, and allows the priestesses and followers to release their fears and forebodings.

On the first day, all meditate, seeking divine inspiration and comfort. On the second day a large feast is held. At the height of the feast, the local seer is lead out and tells of future events in the upcoming ten years. The third day the followers and priestesses seek out companions and celebrate life.

About nine months after this celebration, many children are born who are considered a gift from At'ena. The female children are brought up within the Convent and most become priestesses. The male children are given to loving, but barren, parents to be brought up as their own.

19.8 Relationship to Other Deities

Believing that only At'ena has complete knowledge, they see other deities as dim reflections of At'ena, and as such are misguided. They do not interfere with unbelievers, but they use them to their own ends when possible.

19.9 Magical Abilities

The magical abilities of the Seers are limited to visions given them by At'ena. The ability to interpret signs is not inherently magical in nature.





20 Isis – The Mistress of Life

20.1 Domain

Protector of all living creatures, Isis guards the sanctity of life, from birth to natural death.

20.2 History

Born just after the lowering of **Infero**, Isis was the daughter of humble parents living alone on the isle **Jehi**. She was their only child, and through the kindness and love lavished upon her, she grew to become a strong, caring yet innocent young woman.

Weary from his work of culling the old and the weak, the recently elevated god Anubis paused on the shore of Jehi on his way back to the underworld. There he spied a young girl, out in a field of wheat, working the ground and tending the plants. She was not of sensual beauty, but she possessed basic wholesomeness and innocence that caused him to take pause. In the guise of a young man (which indeed he was) he approached her.

Presenting himself as a weary traveler, he struck up a conversation with the young Isis. He found her pleasant, fun and witty. She found him not as brutish as the fishermen's sons that sometimes visited the isle, and much more clever. They took a distinct liking to each other.

Over the next few months Anubis took every opportunity to stop at Jehi to speak with her. And while they spoke on many topics, he always evaded any questions about his life or travels. As they became more and more emotionally involved, this lack of information caused Isis to become very curious, treating the disguised god as a puzzle to solve.

One warm summer day, Anubis openly declared his love for her. Stating that he would return soon to take her away, he took his leave of her. His origin still a mystery, Isis decided to trail her lover and discover his secret.

Much to her chagrin, his real secret was that by espousing the love of a mere mortal, Anubis would have to give up his immortality and godhood to marry her. He was on his way to the underworld to renounce his godhood and put aside his divinity to spend the rest of his shortened life with Isis.

Following Anubis, she saw him open a gateway into the earth. Carefully entering behind him, she eluded his notice and followed him as he traveled to his stronghold deep beneath the ground. Watching him discard his disguise, she realized who he was, and what he was about to do. Bursting forth, she begged him not to renounce his godhood, for she could not bear being the cause of his death.

Anubis refused, professing his love for her yet again, so in a last desperate attempt, she pulled forth a dagger, and thrust it into her heart. Dying in Anubis' arm, her last words were of her love for him. Unable to contain his grief, both at her death, and his selfishness in causing it, he also wished to end his existence, but only succeeded in knocking himself unconscious.

The other deities gathered to view the tragedy. Realizing that the mortal girl had killed herself because of their rule, they felt remorse over her death. Not having the power to call her back from the dead as a mortal, they did the only thing possible. They brought Isis back as a goddess herself, and to symbolize her actions and spirit, gave her dominion over all life. Wakening Anubis, they took the pain away from him by causing him to forget his love, and return to his duties and responsibilities.

20.2.1 Additional Isis History

Just prior to the Day of Reckoning, Isis was contacted by At'ena and was told that the world of Jaern would be in great peril shortly and only through her assistance could the world be saved from certain destruction. In hearing this and the fate that was about to befall her and the rest of the gods, Isis contacted a priest named Anna on the island of Telamin and told her what must be done. In hearing this, Anna allowed Isis to channel a significant amount of Isis' energy into her body.



Anna's body was unable to contain the amount of divine energy that was being channeled into it and the energy slowly started seeping out of her. At first, this caused the island to prosper by increasing the residence's resistance to illness and increasing crop yields, but it also had a dark side. Isis' power also transformed a minor disease into a divine plague that swept across Jaern. The plague took the lives of many and no cures could be found by mortal or gods alike.

The Day of Reckoning came and, like many of the other gods, Isis was no long present on Jaern, except in Anna. Anna, still exhausted and forgetful from the divine energy running through her mortal body, was surprised to realize she was able to cast spells. She took it upon herself to discover and fix the plague that was threatening the planet.

After finally realizing what had happened to her, Anna performed a ritual to allow the divine energy to escape from her body and return to Isis. Ever through significant resistance, she successfully completes the ritual, which ends by her getting stabbed in the heart. Her body fades away as the divine energy escaping vaporizes it and Isis is returned to power.

Isis fixes the plague by removing her essence from it and it reverts back to the minor curable illness it once was. The time Isis spent in the mortal's body is not forgotten though and forever changes the Mistress of Life. It is also unknown if some part of Anna's soul was combined with Isis' essence.

20.3 Motivation

"...and in the end, the love you take,
is equal to the love you make"

Concerned with man's selflessness to his fellow man, Isis holds love above all other emotions. Her followers are taught that what they receive in life and beyond depends on what of themselves they give.

20.4 Aspects

Appearing usually as a young maiden, Isis is generally clothed in silks of azure and turquoise. She stands as a tall young maiden, fair of form and face, but slightly hardened, and usually begotten with child. She willingly appears to advise and assist her true followers. Her active hand guides those seeking to protect and nurture lives.

Often concerned with the true intentions of those who profess to follow her, she will disguise herself as a mortal man or woman and mingle with them. Her style in dealing with wrongdoers and false followers leans toward the corrective and instructive rather than the punitive.

20.5 Structure of the Priesthood/Temple

Upon the establishment of her following, Isis charged her priests with three tasks: to seek out the health of the body, mind, and society. Her priests follow this precept by specializing. Those maintaining the health of the body are called **Resaneir** and are responsible for the advance knowledge of the human body and its repairs. Those working with the mind are called **Konsileir** and are sought out by the troubled who wish to gain inner peace. Priests helping with the problems of society are called **Kunvенеir**, and they are responsible for traveling outside the temple and assisting people, groups and countries in need.

After her experience, Isis now realizes that protecting life cannot be simply a passive endeavor, but she must have priests actively seeking to protect life in the world as a whole. To this end, she has created a fourth task that a priest may be charged with. A **Migrieiro** is an experienced priest who is called to wander the world to ensure that an attempt is made to preserve life even in the most dire of situations.

20.5.1 Organization

Unable to decide among themselves whom is the most giving or holy in the eyes of their god, unwilling to let selection of rank be decided by politics or popularity, the priests of Isis leave selection of the leading priestess or priest to Isis herself. When the presiding life priest, or **Vivocefo** retires or expires, all priests and priestesses gather to celebrate the life of the priest, and all he accomplished. At the height of the ceremony, those present participate in worship, and Isis informs them of the identity of the new Vivocefo.



If she does not, it is seen as a sign of extreme disfavor to the sanctuary. Each priest vows to take on a quest, and upon completion, the priests assemble again to hold the ceremony of choosing.

Once a Vivocefo is chosen, he is responsible for appointing any other positions as they are vacated. Being chosen by Isis, few question his judgment.

20.5.2 Requirements

Those aspiring to the priesthood of Isis must be unblemished in actions and deeds. They must have **NEVER** killed any person, and must not have incited any violence leading to any person's death. Also, their selflessness must have been demonstrated before reliable witnesses.

20.5.2.1 Apprenticeship

Potential acolytes above the age of 14 wishing to present themselves as candidates for the priesthood must give **ALL** their worldly possessions to the poor. If they are still minors, their parents must give one quarter of their possessions to the poor.

After this is done they will be considered for becoming acolytes. An initiate is brought within the sanctuary and given a series of subtle and revealing tests. The initiate must demonstrate how he would react in these situations. If the results satisfy the three attending priests, the initiate is accepted into the temple.

An examining priest becomes the initiate's **sponsor**. The sponsor then introduces him, to each priestess and priest. Each tells of their role within the temple, and talks briefly of his history. Then they give the initiate a gift, usually a small religious item, (non-spell) scroll, or some small useful item. (The items have been **Joined** to allow the temple to track their location).

The last priest to gift the new acolyte is his sponsor. The acolyte is taken into the worship area and all sing the **Hymn of Giving**. At this time the acolyte is dressed in robes to show his station and membership in the temple.

20.5.2.2 Initiation

An acolyte is elevated to the priesthood when he has given away all the gifts given to him when he first entered the temple. This is, of course, not told to them beforehand. They must understand and realize the joy and importance of giving.

The acolyte's sponsor will inform the acolyte to appear at a certain time and place. Very often this ceremony is performed out of doors, if the weather permits. The priestesses and priests of the temple gather together and sing many inspirational hymns. The new priest speaks with each priest and priestess of the temple and contracts to indenture himself to perform a service. This usually entails taking over the duty roster, or assisting the priest in accomplishing some self-imposed task.

At the conclusion of this long ceremony, a feast is held to celebrate the new priest's taking of his priestly duties.

20.5.2.3 Duties

Priests of the **Resaneir** work within the sanctuary, in the wards of the sick. Trained for different positions, some heal with medicines, some heal with the use of needles (**IsoPuncture**), and some heal through prayer. While the use of miracle healing is not often possible, the priests and priestesses will turn no one away from their facility.

Those of the **Konsileir** seek out people with troubles of the spirit, soul and mind. Trained in the handling of such matters, they offer their assistance to troubled souls to help them find their own answers.

Being a **Kunveneir**, a priest will seek out the leaders of the community, those merchants, leaders and nobles who help set the course for the masses. Showing them the truth of Isis', they attempt to influence them to follow her as they live and work.



Those of the **Migrieiro** seek to place themselves in dangerous situations in order to assist in the preservation of life. They are trained in special techniques which allow them to fight without injuring opponents, while still being effective, and with reviving recently fallen individuals. These priests may become lost in a war, part of an adventuring group, or found any place where seemingly pointless deaths are fairly common.

Menial labor and most normal tasks within the Sanctuary are carried out by slaves, leaving the priests to perform their needed offices. But believing in the sanctity of life, the followers of Isis look on slavery as an unpleasant reality, rectify this situation by freeing any slave after five years of faithful service.

20.5.3 Advancement

Trusting in Isis and her chosen servant, those of the sanctuary humbly await the call of the Vivocefo to do what is required.

20.5.4 Dogma

“Receive Life, in quality and quantity”

is a common greeting used by those who follow the teachings of the Mother of Life. They believe that all life is sacred, and should be lived to its fullness. Also, all life is somehow interconnected as one, therefore helping your neighbor helps yourself.

They greatly abhor war and conflict. But many still must make the sacrifice of going out into the world and try to reduce as much suffering and death as they can, no matter how painful to themselves. No end can be greater for a follower of Isis than dying while helping someone else live. They believe that after they die they reside in the dwellings of the dead for a time, and then Isis plucks them forth and allows them to live again, in a new body or form.

20.5.5 Traditions

Each sanctuary was founded to serve a different populous, and in different way. Traditions honoring the past are individual to each sanctuary.

20.5.5.1 Clothing

Prizing simplicity and virtue, most priestesses and priests of Isis wear one piece robes of white cotton or wool. The cut is very simple and comfortable. A colored belt is usually worn about the waist. Resaneir's belts are blue, Konsleir's wear yellow and Kunveneir's wear red. The belts of the Migrieiro are black to symbolize the colors red, yellow, and blue joined. Priests and priestesses do wear jewelry, but it is usually kept simple and done in copper or silver.

20.5.5.2 Appearance

Believing that simplicity is a virtue, an Isis priest will usually affect a simple appearance. Long hair, tied back with a ribbon or twine is common. No perfumes or makeup is used, as it would disguise the image of man given to them. Well aware of the infirmities of the flesh, daily bathing and cleansing is also important, and priests will insist on these regular rituals even in the face of other concerns.

20.5.5.3 Speech and Gestures

Never a harsh word, the priests of Isis always speak of the positive. They always say what they believe is good in a person, and avoid talk of things dark. Temper is kept under careful check, for a word spoke in anger is a word meant to harm, not heal.



20.6 Worship

Worship is not convened on a regular basis, for the needs of the harmed and wounded do not take the day off. However, the priesthood and followers gather within the sanctuary to celebrate any times of life, the birthing of a baby, the end of a conflict, or the joining of two in commitment.

20.6.1 Sacrifices

Sacrifices are not made to Isis, for she is the giver and the mother of life and abhors the needless killing of man or beast.

20.6.2 Donations

Isis' followers honor her by giving to the poor and unfortunate about them. Also many followers sponsor projects of social reform. Especially wealthy devotees can set aside funds to help build or expand temples, and subsidize the cost of running the temples. The sovereign lord of an area is expected to subsidize the temple as a sign of good fortune and concern for those under his care.

20.7 Holidays & Feast Days

Held on the fourth day of Kild, **The Festival of Life** is a celebration of all that is living. Food, singing, dancing, and storytelling occur throughout the Sanctuary. Patients are brought down to the worship areas, entertainers are retained, and every caterer in town is employed. Games and competitions are held for groups and individuals, and prizes awarded.

The Day of Rebirth is celebrated on the sixteenth day of Irkusk (3). This was the day Isis returned to Jaern and cured it of the horrible plague in 10048.

20.8 Relationship to Other Deities

The priests of Isis often employ members of T'or's **Sirma** guard to protect the priests and priestesses working outside the Sanctuary. Also troops assigned from the Enclave are assigned to guard Sanctuaries in wild or hostile territory. Besides simple payment, the priests of Isis also assist the Enclave by tending to the injuries of those who have been in battle.

Also, the priests and priestesses are often seen at the **Natatorium**, using the facilities to bathe. They have a cordial relationship with Neptune's priests, and will come to tend their wounded on short notice.

20.9 Magical Abilities

Priests of Isis have at their command four spell groups that allow them to aid their fellow man.

The **Recover** magics allow the caster to assist the natural healing powers of an injured person or creature.

Heal spells let the caster repair ravaged bodies.

Assist spells help make life easier to all.

Helping spells allow the caster to help in the course of different natural events in a person's life.

1. Recover

- 1 Recover 1
- 2 Recover 2
- 3 Recover 3
- 4 Recover 4
- 5 Recover 5
- 6 Recover 6
- 7 Recover 7
- 8 Recover 8
- 9 Recover 9
- 10 Recover 10
- 11 Recover 11
- 12 Recover 12

2. Heal

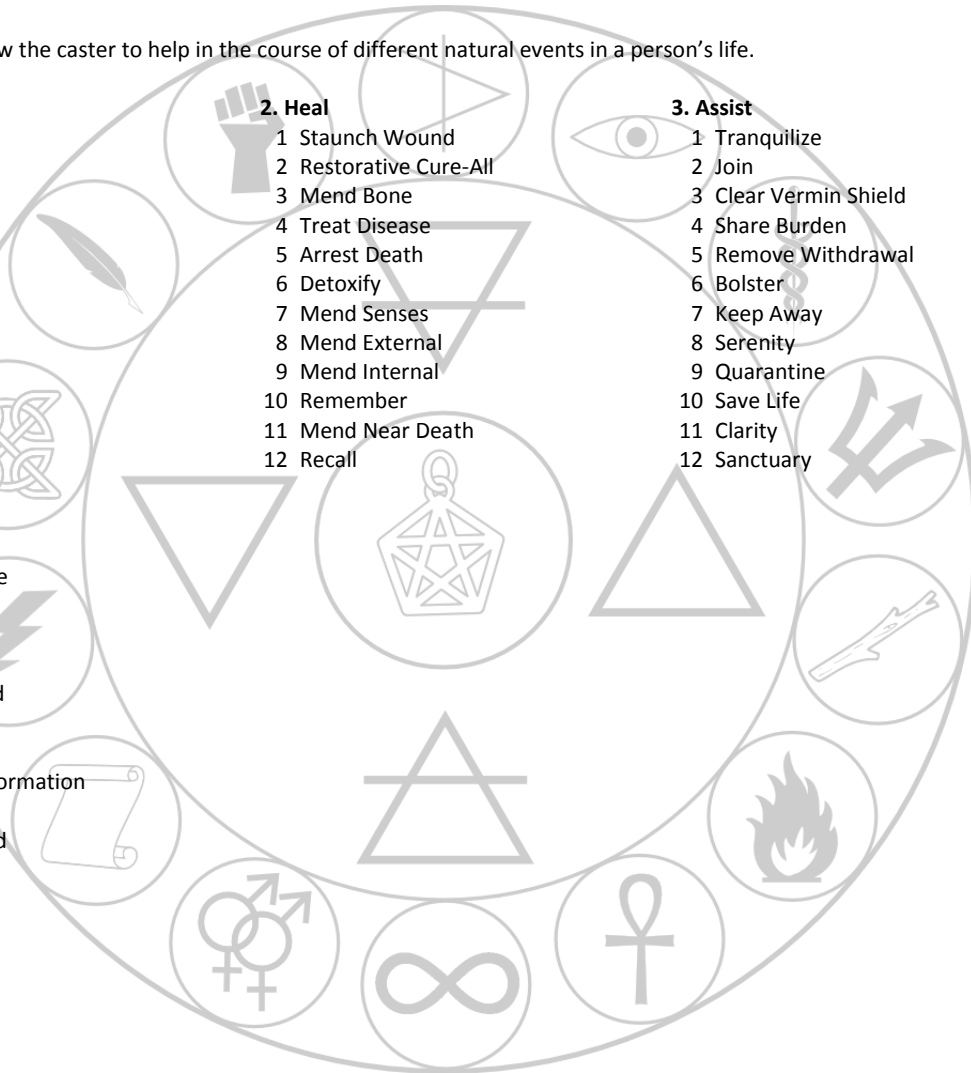
- 1 Staunch Wound
- 2 Restorative Cure-All
- 3 Mend Bone
- 4 Treat Disease
- 5 Arrest Death
- 6 Detoxify
- 7 Mend Senses
- 8 Mend External
- 9 Mend Internal
- 10 Remember
- 11 Mend Near Death
- 12 Recall

3. Assist

- 1 Tranquillize
- 2 Join
- 3 Clear Vermin Shield
- 4 Share Burden
- 5 Remove Withdrawal
- 6 Bolster
- 7 Keep Away
- 8 Serenity
- 9 Quarantine
- 10 Save Life
- 11 Clarity
- 12 Sanctuary

4. Helping

- 1 Purify
- 2 Detect Unlife
- 3 Invigorate
- 4 Inspect
- 5 Aerate
- 6 Inspect Child
- 7 Flash Clean
- 8 Regenerate
- 9 Prevent Deformation
- 10 Youth
- 11 Comprehend
- 12 Reshape





20.9.1 Recover

1 – Recover

Spell Rank: 1-12
Time to Cast: 5 M
Resist Check: willing target
Target: touch
Duration: none
Area: living target
Effect: restores health

The caster lays his hands on his target and goes into a deep trance. At the end of 5 minutes, the caster comes out of the trance and the target recovers 1d6 damage points for each rank of the spell.





20.9.2 Heal

1 – Staunch Wound

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: living target
Effect: stops bleeding

When the caster uses this spell while touching the wounds of his target, the skin closes over the wounds and the target loses no more blood. It does not cure any damage, only prevents further blood loss.

2 – Restorative Cure-All

Time to Cast: 1 M
Resist Check: willing target
Target: touch
Duration: 1 + 1/F days
Area: living target
Effect: minor help

This spell increases the speed of normal healing by 50%. The chance of a woman becoming pregnant raises 50%. Minor illnesses, as the common cold, go away 50% faster. The spell also leaves the target's mouth feeling minty fresh.

3 – Mend Bone

Time to Cast: 2 M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: one bone, living target
Effect: mends broken bone

While holding the target's **broken limb** in place and straight, this spell causes the break to knit instantly. Surrounding tissue is not repaired, nor any damage points regained by the use of this spell.

4 – Treat Disease

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: instantaneous
Area: living creature
Effect: lessen illness

An ill target feels better after having this spell cast on him. This spell will work on nearly all diseases regardless of origin, unless it is being caused by an active magical effect. The target will feel better in around 24 hours. This spell is used rarely. It is always better to let creatures heal from a disease and form a natural resistance to it.

5 – Arrest Death

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: 1 day
Area: living target
Effect: stabilizes injured and dying target

This spell places its willing target into a heavy coma. This coma stabilizes the condition of the target. No further blood will be lost, and if the target would die shortly due to a critical wound, his death is postponed until the spell duration expires.

6 – Detoxify

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: living target
Effect: transforms poisons

Touching a poisoned target while casting this spell causes all the poisons in the target to change to a harmless substance. All active effects from the poison are negated, except, of course, for death.

7 – Mend Senses

Time to Cast: 3 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: living target
Effect: restores sense

Casting this spell while touching a target's **blinded eye or deaf ear** (damaged either physically or magically) restores that sense. This spell only works on senses that have actually been damaged, not senses that have been lost due to active effects.



8 – Mend External

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: living target
Effect: heal limb

The caster can transfer **one external body part** (i.e. limb) to the target. The magic changes the part to fit the size and needed tissue type to that of the receiver. Part(s) must come from a willing person or those that died at their proper time in the past day. Humanoid parts must be used on humanoid creatures for this spell to function.

9 – Mend Internal

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: living target
Effect: heal organ

The caster can transfer **one internal body part** to the target. The magic changes the organ to fit the size and needed tissue type to that of the receiver. Part(s) must come from a willing person or those that died at their proper time in the past day. Humanoid organs must be used on humanoid creatures for this spell to function.

10 – Remember

Time to Cast: 5 R
Resist Check: special
Target: touch
Duration: instantaneous
Area: living target
Effect: restores memory

If a person has lost his memory due to physical or magical means, this spell allows the casters to reach deep into the target's mind and pull isolated events to fore. If the target makes a 4d6 RC vs. PER, these events will jog his memory clear and restore his lost memories.

11 – Mend Near Death

Time to Cast: special
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: living target
Effect: donates organs/parts

The caster can transfer **any number of internal organs or external body parts** to the target. The magic changes the organs/parts to fit the size and needed tissue type to that of the receiver. Part(s) must come from a willing person or those that died at their proper time in the past day. Humanoid parts must be used on humanoid creatures for this spell to function.

12 – Recall

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: none
Area: target
Effect: brings target back from death

The caster can share his life force with a recently departed target with this magic. If the target makes a 3d6 RC vs HEA, his soul is rebound to his body, and bodily functions restarted and the priest using this spell loses 50% of their current DP total. The target cannot stress his HEA for this RC, as he is not yet alive. This spell does not cure the dead body in any way, and if it is not preceded by the proper curing magic, the target will simply die again. Priests of Isis will only use this spell if they believe someone has died **before** their proper time.



20.9.3 Assist

1 – Tranquelize

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 60 + 30/F M
Area: living target
Effect: lessens pain

A target's physical pain is temporarily reduced by using this spell. The caster touches the afflicted area while casting, deadening the nerves in that area.

2 – Join

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: permanent
Area: two objects
Effect: links two objects

The two things affected by this spell must be **identical in form and substance**. Objects must have been crafted by the same hand, people must be identical twins, etc. The caster places a hand on both targets while intoning the spell. From then on he can ascertain the location of one by touching the other.

3 – Clear Vermin Shield

Time to Cast: 1 R
Resist Check: 2d6 vs INT negates
Target: LOS 60'
Duration: 1 hour
Area: 10 + 5/F'
Effect: repels vermin

A solid invisible barrier hold back vermin. A vermin can penetrate the barrier if it succeeds at the RC. Pressing against the barrier will cause slight pain, which will deter most vermin. If the spell is cast on a living target, the spell will move with them and all vermin inside the barrier at the time of casting must make the RC or leave the area.

4 –Share Burden

Time to Cast: 3 R
Resist Check: willing target
Target: touch/special
Duration: 30 + 10/F minutes
Area: living target
Effect: shares damage

For the duration of the spell, half of the damage points inflicted on the target are instead taken by the caster. The target is treated as touching the caster if it is holding one part of something the caster used the Join spell on and is in the caster's LOS.

5 – Remove Withdrawal

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: 1 day
Area: living target
Effect: removes withdrawal

A target's physical pain due to withdrawal symptoms is removed by using this spell. Casting this spell on a target physically addicted to any substance allows the target an additional check (GM discretion) to break the addiction. Psychological additions take time and the use of the Psychology skill.

6 – Bolster

Time to Cast: 1 R
Resist Check: willing target
Target: touch/special
Duration: instantaneous
Area: living target
Effect: transfer DP

This spell allows the caster to transfer any of his own damage points directly to this target. These are only temporarily lost (as if the caster were wounded) and may be regained through rest or magical healing. The target may not have his current DP increase above his maximum DP. If the target is holding one part of something the caster used the Join spell on, the target is viewed as touching as long as it is in the caster's LOS.

7 – Keep Away

Time to Cast: 2 R
Resist Check: 5d6 vs CSE negates
Target: caster
Duration: 1 hour
Area: 10 + 5/F'
Effect: repels others

An orange, mobile field surrounds the caster and prevents creatures from approaching him. Any creature within or entering the field must attempt the RC. If it fails, it becomes unable to move toward the caster for the duration of the spell, but the creature's actions are not otherwise restricted. They may still fight other creatures and may use ranged attacks or spells against the caster. In addition, if the caster moves toward a creature affected by the field, the creature is not forced out of it.



8 – Serenity

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: living target
Effect: kills willing target

This spell allows the caster to give a target in pain a peaceful death. The target must be willing, and in his last moments of life he will be able to think and speak clearly.

9 – Quarantine

Time to Cast: 1 M
Resist Check: willing target
Target: LOS 10 + 5/F'
Duration: 1 day
Area: target
Effect: prevents airborne

This spell creates a tangible blue field about the target which prevents the passage of any living micro-organisms. It protects the target from airborne diseases, while preventing his own from spreading.

10 – Save Life

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: 4 + 2/F hours
Area: living target
Effect: see text

The soul of the target takes control of all physical body functions and brings them to a halt. The target need not breathe, sleep, or eat for the duration of the spell.

11 – Clarity

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: 1 day
Area: target
Effect: restores sanity

When cast upon a target of **questionable mental stability or sanity**, this spell clears magical and emotional obstructions within the target's mind and restores sanity. This is only done on those who are viewed as a danger to themselves or others. Psychological additions can be cured with this spell.

12 – Sanctuary

Time to Cast: 1 R
Resist Check: 6d6 vs CSE negates
Target: touch
Duration: 10 + 5/F minutes
Area: caster
Effect: keep caster safe

Any opponent attempting to strike or otherwise directly attack the orange warder, even with a targeted spell, must attempt the RC. If they succeed at the RC, they may attack the caster normally and are no longer affected by this spell. If the RC is failed, the opponent cannot follow through with the attack and that part of their action is lost. They can no longer attack the caster for the duration of the spell. This spell does not impact area of effect spells that do not target the caster directly. If the caster attacks anyone while this spell is in effect, the spell immediately ends.



20.9.4 Helping

1 – Purify

Time to Cast: 5 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: 2 + 1/F quarts
Effect: clears impurities

Water treated with this spell is free from impurities and disease. Particulate matter settles to the bottom and disease is eradicated.

2 – Detect Unlife

Time to Cast: 1 R
Resist Check: none
Target: 60 + 20/F'
Duration: 10 + 5/F minutes
Area: caster
Effect: view undead

This spell is used to detect anything that is supported by an artificial life force, mainly the undead. This spell will not detect creature with a stolen life force, such as hirudo.

3 – Invigorate

Time to Cast: 1 R
Resist Check: willing or sleeping
Target: touch
Duration: 8 hours
Area: living target
Effect: keep awake

This spell awakens anyone from a **non-magical sleep**. This spell also allows its target to press on, regardless of how fatigued he might be. The target will seem to have a boost of energy and determination for the duration of the spell.

4 – Inspect

Time to Cast: 10 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 10 + 5/F minutes
Area: living target
Effect: determines health

The caster sees a blue glow around the target. This strength of the glow indicates the general health and life force of the creature. The caster will know the relative DP that the target has remaining as well as the relative amount of life force they have (they will know if they have recently been subject to the Encure spell).

5 – Aerate

Time to Cast: 4 M
Resist Check: none
Target: 0
Duration: instantaneous
Area: 30 + 10/F' radius
Effect: clears air

Air is cleared of all odors and noxious fumes. A single finesse allows the caster to leave behind a pleasant, unobtrusive odor of lemon, evergreen, spice, or incense.

6 – Inspect Child

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: 1 minute
Area: target pregnant woman
Effect: inspect unborn infant

The caster uses this spell while placing his hands on the abdomen of the target. This spell creates a temporary empathic link between the caster and the **unborn child**. The caster can determine the child's sex, relative development, and its general physical condition.

7 – Flash Clean

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: one object
Effect: cleans object

Any **non-living object of less than 100 pounds** touched by the caster is enveloped in a wave of flame, instantly burning off any organic material.



8 – Regenerate

Time to Cast: 3 R
Resist Check: willing target
Target: touch
Duration: 30 + 10 /F rounds
Area: living creature
Effect: give regeneration

When caster upon a living creature, this spell will allow the target to gain the ability to regenerate its body for the duration of the spell. For the duration, the target will heal 1d4 DP per round.

9 – Prevent Deformation

Time to Cast: 1 H
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: target pregnant woman
Effect: prevents birth

This spell is only effective if cast on a **pregnant woman within one month of conception**. It prevents any further deformities from occurring during gestation.

10 – Youth

Time to Cast: 2 M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: target object
Effect: make younger

This spell will cause the target to regress in age by 20 + 10/F years. It does not buy the target more time, simply gives the target a younger body with which to live it.

11 – Comprehend

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F M
Area: caster
Effect: understands speech

This spell allows the caster to understand the speech and motives of the speaker. The speaker's voice is overlaid with the caster's own, which gives a clear, concise repeat of the speaker's words and intentions. The caster must understand the speaker's language.

12 – Reshape

Time to Cast: 10 M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: target
Effect: corrects deformities

This spell is cast upon people or creatures to correct **any deformities or natural handicaps**. It will cure hunched backs and congenital deformities, but it will not restore limbs or body parts which have been lost since birth.



21 Neptune – Dweller of the Water

21.1 Domain

“Master of the Seas,” Neptune is the champion and protector of all life that is not landborne.

21.2 History

Originally given the task of governing the oceans, Neptune quickly became the champion of all seaborne life. Unlike his companion gods, he cared little for the intrigue, strife, and emotion that seemed to drive their every move. As the events of the centuries unfolded about him, he stood steady, an anchor in the seas.

Escaping from **Torandor** when it was destroyed, Neptune took the emerging oceans of Jaern for his domain, nurturing the transplanted life. Unaffected by the crises of the mortals and gods above, Neptune provides a viable alternative to the confusion of land-based life.

21.3 Motivation

“Womb of all life, the future
will be borne of the Waters. . .”

Knowing that the seas are the source of all life, the followers and priesthood of Neptune believe this holy resource must be protected and nurtured if the future of Jaern is to be realized.

21.4 Aspects

Rarely, if ever, seen by those outside his priesthood, Neptune is most often seen as an elderly lizard, resplendent in garlands of living plants and creatures. While his judgments seem harsh, he seeks only to hold even the balance between the land and sea.

21.5 Structure of the Priesthood/Temple

Temples dedicated to Neptune are called **Natatoriums** and are always located on the coastline, partially submerged. One of the most conservative and formal priesthoods, Natatoriums are headed by a priest known as **The Ekvilibri**. He is the eldest priest, and usually a lizard, though the priesthood is usually split evenly between lizards and humans. Each priest is assigned duties according to his seniority and position within the Natatorium hierarchy.

21.5.1 Organization

A council of elders is directly responsible to The Ekvilibri for their actions. Each council member is responsible for an aspect of worship and maintenance. Every priest is responsible to an elder on the council. Position is largely a matter of protocol and proper procedures, but the priesthood is flexible enough to consider any thoughts, if they are presented through the proper channels with proper protocols.

21.5.2 Requirements

Male and female children of no more than six years are eligible to become apprentices within the Natatorium. They are presented by their parents or sponsors, and the priests take a reading on the signs of the day and the child. If the omens are favorable, the children are taken within. Until the day they become full priests, they are not allowed outside the temple walls for any reason.



Lizard children are chosen directly by the temple elders. These children are more in tune with the waters, and have little difficulty surviving the apprenticeship or what follows. Still, they will be dependent on their human brethren for contact and commerce with the land-based world.

21.5.2.1 Apprenticeship

Life within the Natatorium is harsh and busy. Each apprentice is responsible for a heavy load of classes and maintenance duty. They are overseen by a **Plenaga** (mentor) responsible for the children's education and general health. While this life may seem harsh, a parental-like bond is often forged between Plenaga and students.

As they grow older, more and more of their education shifts from general studies to that of the procedures and traditions of the priesthood. One class a day is devoted to physical training, and use of defensive weapons and the trident. The priesthood goes to great lengths to ensure an apprentice's education is spiritually, ethically, cerebrally, and physically well-rounded.

21.5.2.2 Initiation

When an apprentice reaches the age of 15, he is brought before the council of elders for examination. Any mistakes are pointed out and corrected. After two hours of this questioning, an elder asks, "Are you ready to face the judgment of Neptune?"

The elders cannot make this decision; it can only come from the apprentice. If he answers negatively, he is allowed to remain an apprentice for another year. An apprentice of eighteen who answers negatively is considered too old to attempt again, and is ejected from the Natatorium.

When a human apprentice answers positively, he is taken deep within the Natatorium to the **Chamber of Proof**. The chamber is a 60 foot tall cylinder below ground. The walls are smooth and lack hand holds. The apprentice is placed inside and the door sealed. The priests open valves, slowly filling the room with water. The room is left filled for 20 minutes.

If Neptune sees truth and faith within the apprentice, he will grant him his first spell, Air Pocket, which allows him to breathe water. If the apprentice is found drowned when the chamber is drained, Neptune has shown that the apprentice was unfit for the priesthood.

Lizard apprentices are tested differently. They are sealed within a very small, dry room within the temple and left for five days. If Neptune sees truth and faith within the apprentice, he will grant the lizard his first spell, Create Water, which allows him to survive the arid conditions. If he is found dead when the chamber is opened, Neptune has shown the apprentice was unfit for the priesthood.

Induction of a new priest is cause for celebration. A feast is held, and the new priest's friends present gifts and recite stories about him. Lastly, The Ekvilibri presents the new priest with his last gift, a new name reflecting the priest's accomplishments.

21.5.2.3 Duties

Inside the Natatorium, the duties of the priest are limited to the supervision and instruction of the apprentices, and the physical maintenance of the Natatorium itself. Priests usually supervise apprentices and slaves in the maintenance tasks, but always perform instructional tasks directly.

Outside the Natatorium, the priests are enjoined to set an example of behavior, kindness, and charity. They do not actively solicit worshippers, instead believing that others need to learn and see the proper balance of life on their own.

21.5.3 Functions

One very important service that the Natatorium provides to the community in which it resides is bathing. They open their doors at all hours and allow any person, of any faith, to use their bathing areas at a trivially small fee (usually two copper



pieces). In this way they entice the public to enter the Natatorium and observe the followers of their creed. The apprentices and slaves maintain the baths and supply cleaning services for towels and robes.

The baths are a place of social intercourse, where rich and poor mingle to hear news and gossip from far and wide. The priests of Neptune always treat their clients equitably, so the populace feels comfortable and safe visiting the baths. Any disruption of the Natatorium usually brings quick and violent retribution by the local citizens.

21.5.4 Advancement

Advancement within the Natatorium hierarchy is based totally on seniority. When an instructional or supervisory post is vacant, the senior-most requesting priest is granted the post. The same is true of the council of elders and the position of The Ekvilibri.

21.5.5 Dogma

“What we cast upon the waters,
is that which we receive . . .”

The followers of Neptune believe in the concept of **Cosmic Justice**, and treat others as they wish to be treated. This creed makes them much less retributive and violent than some others, believing that those who do them harm will receive harm in return, without their direct intervention. Most worshippers volunteer for charity work and often assist in emergency situations.

21.5.6 Traditions

21.5.6.1 Clothing

The priests believe in simple, comfortable, and easy to clean clothing. Their favorite garment is a single piece, ankle length, short sleeved, white cotton garment belted at the waist. These can be shed at a moment's notice to allow quick entry into the water. Loincloths and thin slippers complete most priests ensembles, making for a very functional and utilitarian outfit.

21.5.6.2 Appearance

No makeup or jewelry is the norm for these priests. Makeup would quickly smear, and jewelry would only get lost and clog up the bath filters. Short hair makes bathing simpler, and since they must be ready to quickly enter the water, expensive clothing or accessories would be a waste.

21.5.6.3 Speech and Gestures

All priest learn a simple sign language to communicate with each other underwater. This language is not generally known outside the priesthood, and is often used between priests to communicate secretly.

21.6 Worship

21.6.1 Sacrifices

Followers of Neptune offer him sacrifice by casting meat and other foods upon the waters for the denizens of the sea to consume. Over time quite a community of sea creatures migrate to the area about a Natatorium to live off the sacrifices of the faithful.

21.6.2 Donations

While the priests accept donations to help maintain the Natatorium, they encourage their followers to give instead to the needy causes in the world about them. They often become competitive with the followers of Osiris in their charity.



21.6.3 Obligations

The followers of Neptune are only obligated to be true to themselves and the ideas they hold dear. The priests will not interfere with the activities of the followers. Neptune will reward those who follow his creeds and punish those who do not.

21.7 Holidays & Feast Days

At the beginning of Akvofojo, in the month of Gorn, the priests wait for the first rainfall. When the Ekvilibri declares the start of the first rainfall, the **Akvotempo** or Time of Rain is declared. All the priests and worshippers gather outside the gates of the Natatorium and get very wet. A wild romp through the various pools and baths follows. This continues in the main pool, where the Ekvilibri offers prayers of thanksgiving to Neptune. A meal follows, where the priests invite outsiders to join them in giving obeisance to Neptune.

21.8 Relationship to Other Deities

Providing services to the public, the priests are known and know all others in the area. They attempt to hold a balance between opposing viewpoints, but they will support others if they believe they are being unfairly oppressed.





21.9.1 Underwater

1 – Air Pocket

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: creates a pocket of air

When the caster uses this spell, a small pocket of air forms around his head, allowing him to breathe normally for 30 to 70 minutes. When the spell terminates, the pocket collapses. Only the caster can breathe from the air pocket.

2 – Water Sound

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 200' radius
Effect: hear sounds better

The caster can hear and interpret underwater sounds more clearly. He can separate out various marine creature calls and noises, and can recognize the existence of waterfalls, currents, and large objects moving about him.

3 – Water Movement

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: moves freely

The caster can move, jump, fight, or cast spells underwater as if he were on land. This only affects him, and not projectiles or magical sendings which he throws. The caster may freely change his depth in water while using this spell and this spell does not give the caster the ability to breath underwater.

4 – Breathing

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 2 + 1/F hours
Area: single target
Effect: breath under water

The target of this spell can breathe underwater as if he were above the surface.

5 – Water Smell

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: smells creatures

The caster of this spell can detect the presence and type of any creatures below water within a 200 foot radius. The caster must have smelled the creature before to know what it is. This spell may fail in strong currents (GM's discretion).

6 – Speed Swim

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: fast movement

The caster of this spell can move at a rate of 60 feet per round underwater.

7 – Cold Blooded

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: single target
Effect: withstand cold water

The target of this spell temporarily matches his body temperature to that of the surrounding water. The water feels comfortable to him, as long as it doesn't freeze or boil.



8 – Water Sense

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: sonar

The caster emits barely audible, high pitched sounds that reflect off the creatures and things around him. He can detect any object's location and approximate shape for a distance of up to 120 feet.

9 – Wave Ride

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: caster
Effect: surfs

The caster must be **floating in a large body of water** to use this spell. When cast, he rises to the surface and is propelled in the direction and at the speed of the waves. He will not go anywhere on a calm sea.

10 – Inner Balance

Time to Cast: 4 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 2 + 1/F hours
Area: single target
Effect: resist pressure

The target of this spell instantly acclimates to any water pressure. When the spell expires, he is attuned to the water pressure at that time. This spell allows its targets to survive at much greater depths, and protects against nitrogen narcosis.

11 – Water Way

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: memloc
Effect: seeks location

The caster **recalls a place he has previously memorized** (having noted such to the GM) and casts this spell. If that location and his current location are beneath the water and are connected, however distant, the caster is pulled through the water in the direction of the memorized location at 20 mets per hour.

12 – Sea Port

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: magically moves

The caster **recalls a place he has previously memorized** (having noted such to the GM) and casts this spell. If that location and his current location are beneath the water and connected, however distant, a waterspout gathers up the caster and teleports him to the memorized location, where he emerges from a waterspout.



21.9.3 Aquatic Life

1 – Fish Kind

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: 120' radius
Effect: see marine creatures

The caster will see a blue glow around any creature that resides primarily in the waterways and seas. The strength of the glow indicates the general health and life force of the creature.

2 – Fish Call

Time to Cast: 1 M
Resist Check: 3d6 vs WIL negates
Target: caster
Duration: 1 + 1/F M
Area: 250 + 50/F' radius
Effect: calls forth sea creature

Any willing **marine creature** within the area of effect, or one that fails its RC, is compelled to approach the caster. The creature will stay for at least one minute.

3 – Fish Send

Time to Cast: 4 R
Resist Check: 4d6 vs WIL negates
Target: LOS 5'
Duration: special
Area: single marine target
Effect: send to location

The target of this spell must be a **non-intelligent marine creature**. The caster recalls a location he has previously memorized (and informed the GM at the time) and casts this spell. If the creature is willing or fails its RC, it must go to that location. The creature is released from the spell when it arrives at the memorized location.

4 – Fish Heal

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single marine target
Effect: cures

While touching any **marine creature**, the caster can cure it of 2d6 lost damage points. This spell even works on intelligent marine races, such as dolphins and lizards.

5 – Fish Find

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: 10 + 5/F M
Area: single marine target
Effect: creature finds object

The caster visualizes an object for which he is searching. Then he gets the attention of a **marine creature** (possible using a spell of this group) and casts this spell. If the creature knows the location, it will lead the caster to the object.

6 – Fish Sing

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: hearing
Effect: speak to fish

The caster can speak with and be understood by any **marine creatures within hearing**. How the creatures react is up to them and their capacity to understand what is told them.

7 – Fish Mail

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: special
Area: single marine creature
Effect: sends message

The caster gets the attention of a **marine creature** and then casts this spell. If the creature is willing or fails its RC, it must listen to the caster for one minute. The caster recalls a previously memorized location, and the creature swims there to the best of its abilities. When it reaches its target, the recorded message is played back.



8 – Fish Ride

Time to Cast: 1 M
 Resist Check: 4d6 vs WIL negates
 Target: LOS 10'
 Duration: special
 Area: single marine creature
 Effect: hitch a ride

After getting a **marine creature's** attention, it will allow the caster to ride it to a memorized location, if it is willing or fails the RC. Obviously, the creature must be large enough and capable of hauling the caster for this spell to be effective.

9 – Fish Eyes

Time to Cast: 3 R
 Resist Check: 4d6 vs WIL negates
 Target: LOS 10'
 Duration: 3 0 + 10/F M
 Area: single marine creature
 Effect: see through marine creature's eyes

Once cast on an attentive **marine creature** that is willing or fails the RC, the caster can see through its eyes for the duration of the spell.

10 – Fish Tale

Time to Cast: 5 R
 Resist Check: 4d6 vs WIL negates
 Target: LOS 10'
 Duration: special
 Area: single marine target
 Effect: recall fish memory

After getting a **marine creature's** attention and casting this spell, the caster gets a vision of one event in which he is interested, if the creature is willing or misses its RC and witnessed the event in question.

11 – Fish Fury

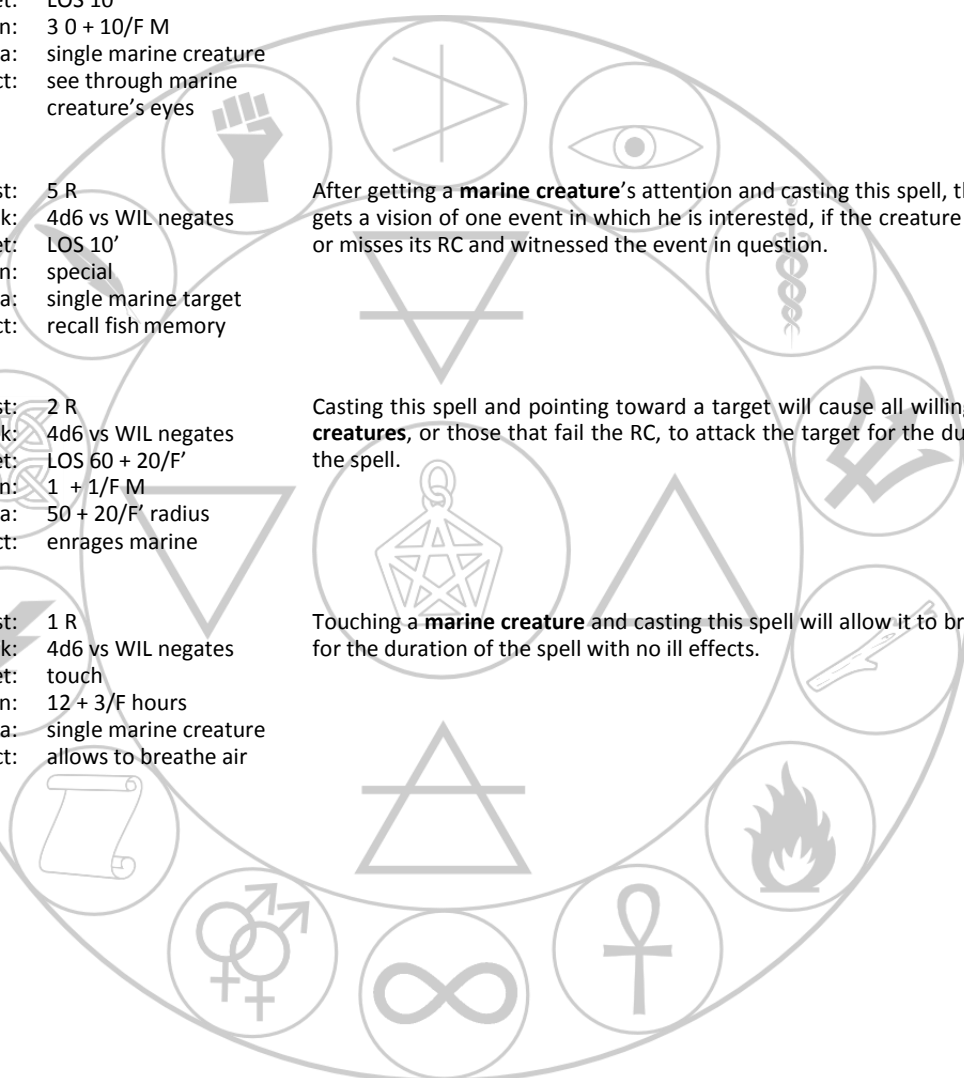
Time to Cast: 2 R
 Resist Check: 4d6 vs WIL negates
 Target: LOS 60 + 20/F'
 Duration: 1 + 1/F M
 Area: 50 + 20/F' radius
 Effect: enrages marine

Casting this spell and pointing toward a target will cause all willing **marine creatures**, or those that fail the RC, to attack the target for the duration of the spell.

12 – Fish Save

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 12 + 3/F hours
 Area: single marine creature
 Effect: allows to breathe air

Touching a **marine creature** and casting this spell will allow it to breathe air for the duration of the spell with no ill effects.





21.9.4 Hydromorph

1 – Ice Shape

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single small object
Effect: creates object

The caster **cups water in his hands** and casts this spell while visualizing a shape. The water forms to that shape, then freezes. It is then normal ice, but in the shape the caster desires. It will melt eventually, depending on the ambient air temperature, and if broken it melts immediately.

2 – Wine

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 + 1/F gallons
Effect: changes water to wine

The caster dips a finger into a **container of pure water** and casts this spell. It changes to a light, savory wine similar to that frequently served within the Natatorium.

3 – Water Stream

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: 20 by 10' stream
Effect: gets things wet

The caster points in a direction, and a strong stream of water spouts from his hand, drenching anything in its path. This spell can be active multiple times, once per hand.

4 – Ice Glass

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single small object
Effect: creates object

The caster **cups water in his hands** and casts this spell while visualizing a shape. The water forms to that shape and turns into glass. It is normal glass, but in the shape the caster desires. If broken, the glass changes back into water.

5 – Water Skin

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 6 + 2/F hours
Area: one limb
Effect: alleviate burns

Casting this spell while laying hands over a **burn** coats the injury with a cool layer of water that temporarily alleviates the pain and prevents further damage.

6 – Water Jet

Time to Cast: 1 R
Resist Check: 4d6 vs STR negates
Target: caster
Duration: 4 + 2/F R
Area: 30 by 15' stream
Effect: knocks down things

The caster points in a direction, and a very strong stream of water spouts from his hand, drenching anything in its path. Any creature or person hit by the stream who fails the RC is forced backward ten feet and knocked down. This spell can be active multiple times, once per hand.

7 – Ice Tool

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single small object
Effect: creates object

The caster **cups water in his hands** and casts this spell while visualizing a shape. The water forms to that shape and turns into a hard metal. It has the strength and properties of hard iron, but in the shape the caster desires. If ever broken, it changes back into water.



8 – Charr’n

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: special
Effect: creates charr’n

The caster **cups two handfuls of water** and casts this spell. The water changes into charr’n, a gelatinous substance that is very nutritious and tasty. Charr’n from a single casting can sustain one person for one day.

9 – Hail Jet

Time to Cast: 1 R
Resist Check: 5d6 vs AGI halves
Target: caster
Duration: 4 + 2/F R
Area: 30 by 15’ stream
Effect: see text

The caster points in a direction, and a very strong stream of water and hailstones spouts from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC is forced backward ten feet, knocked to the ground, and suffers 2d6 damage points. This spell can be active multiple times, once per hand.

10 – Ice Wall

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 6 x 20 + 10/F’ wall
Effect: creates a wall

This spell causes a large, one foot thick wall of ice to appear in the area the caster defines with a sweep of his hand. It stays until it melts.

11 – Water Guard

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 30 + 10/F M
Area: single target
Effect: creates armor

The target of this spell must be **partially immersed in water** at the time of the casting. The water forms a two inch thick layer around the target that is as effective as plate mail. The target can breathe normally through the water armor.

12 – Steam Jet

Time to Cast: 1 R
Resist Check: 5d6 vs AGI halves
Target: caster
Duration: 2 + 1/F R
Area: 40 by 20’ stream
Effect: scald

The caster points in a direction, and a very strong stream of thick steam spouts from his hand, hitting anything in its path. Any creature or person hit by the steam who fails the RC is scalded for 4d6 damage points. This spell can be active multiple times, once per hand.



22 Orus – The Flame of Zeal

22.1 Domain

Often called “The Wellspring of Emotion,” Orus embodies all things that come from the heart.

22.2 History

Before the existence of life, the universe was an ordered place. The land, sea, air and the underworld existed in perfect balance for an eternity of time . . . all perfect, but without life, emotions, or reason.

From an eternity of time, an infinity of possibilities, a never ending number of combinations, all possible things may bloom. It was one such possibility that gave birth to Orus, the first god. He looked about him at the perfection of non-life and felt lonely. Seeking to solve this dilemma, he created all types of animals and plants, and finally someone to speak with, humans. Feeling joy at his creation, he was puzzled by their lack of emotions. They grew and reproduced and lived without joy, anger, fear, or love. Seeking to see these aspects of himself in his creations, Orus grew angry at his failure.

Thinking upon the problem gave no answer to the fledgling god. Tossing his knowledge to the winds and grasping his feelings, he spread his being among all humans, ending his existence, but in death giving them the power to feel and have emotions.

Even today Orus does not exist as a discrete god. However, he can be called forth by his followers, if they truly feel and follow their emotions. A little bit of Orus exists in all of us.

22.3 Motivation

“Only that which you feel has reality”

Followers of Orus believe that the only right is that which is felt from within. Knowledge and thinking is considered an imperfection that prevents life from being revealed in all its glory.

22.4 Aspects

Orus only appears when many his followers group together to call upon the little bit of him that exists in all of them. The solidness and strength of his apparition depend on the number and depth of the feelings of the followers seeking him. He will always appear as a man, and his mood and demeanor will reflect that of his summoners.

22.5 Structure of the Priesthood/Temple

Each priest is represented within the temple by a following of other priests and/or lay people. These followers swear allegiance to the priest, and believe in what the priest says. The status of each priest is directly related to the number of people who have sworn him allegiance. The priest with the most followers within the Sanctum is called the Beacon.

22.5.1 Organization

The amount of organization within the priesthood is minimal. Each priest is obligated to put most of his efforts into furthering his **Obsedo**, (cause). The Beacon is the liaison between the priests and the civilian employees. These employees and a large slave corp are responsible for the day- to-day running and maintenance of the Sanctum.

Whenever there is a question of general interest or a decision on policy, the Beacon calls a general meeting of the priests. The topic is presented by the involved parties and the priests vote. Each priest’s vote is weighed by the number of his followers registered on the sanctum roll. While this system seems expedient, in practice it usually degenerates into a very loud shouting match, with lots of priests emoting.



22.5.2 Requirements

The requirements of joining the priesthood are simple. The prospective priest or priestess must simply feel strongly about something, anything, and be able to express that emotion to the priests of the Sanctum. The lure of this sect is that the initiate will learn how to use the powers of Orus within himself to emote what he strongly feels.

22.5.2.1 Apprenticeship

“Learn yourself . . .” is the creed taught to new initiates. The apprentices are organized into groups under the tutelage of a senior priest who encourages them to express their emotions openly and clearly. These shouting sessions often degenerate into all sorts of diverse activities, often suggested by the senior priest, which allow the initiates to learn more about their natures.

The time spent as an acolyte can vary widely from a few weeks to decades. An initiate remains an acolyte until he believes that he knows himself well enough to express his Obsedo, his object of zeal.

22.5.2.2 Initiation

At the time the initiate believes he is ready, he must sacrifice the thing that he values most dearly. This might be a physical object, a body part, or even a loved one. If the sacrifice is a true one, the initiate will feel the presence of Orus within him. If it is not, he will be rejected by the Sanctum and sent packing.

22.5.2.3 Duties

Each priest must serve as mentor to a group of new initiates at least once after his induction. Priests may do this as often as they wish, and many use this as an opportunity to gain new followers.

Each priest is responsible for the lives and well being of those who follow him. While he delegates tasks to these followers, he also must see to their needs and beliefs.

They expect him to assist them to find their Obsedos, as well as his own.

22.5.3 Functions

After many years of striving, a priest may grow tired of his Obsedo, or may believe he has accomplished his self-imposed goal. These elder priests leave the Sanctum to bring the **Litany of Zeal** to those outside.

22.5.4 Advancement

The only power criteria within the Sanctum is the size of each priest's following. If a question of allocation of resources or order of action exists, it is resolved in favor of the priest with the largest following.

22.5.5 Dogma

“The heart is the guide . . .”

So believe the followers of Orus. Disdaining logic and thinking, every priest and worshiper acts upon his feelings with no restraint. Being true and following these emotions with a violent fervor are the only things of importance. The emotions themselves are irrelevant, as long as the priest or follower remains true to his feelings.

This produces many unpopular priests and people. The populous at large finds the followers of Orus a loud and pushy lot, and avoid them whenever possible.



22.5.6 Traditions

22.5.6.1 Clothing

The priesthood expresses their predominate emotions by dressing to fit. They often have extensive wardrobes, and even the most subtle emotion can be communicated by the proper accessories. A priest may commonly wear 10 to 20 outfits in a single day. By far the largest expense to the sanctum is the laundry bill. Predominate emotion colors include:

Love	green
Hate	crimson
Fear	brown
Courage	blue
Lust	magenta
Disinterest	yellow
Hope	white
Despair	black

22.5.6.2 Appearance

As mentioned above, clothing and accessories are used to communicate the priest's emotions. Followers and priests of Orus do disdain the use of makeup, masks, or anything that hides facial features or muffles the voice, as these are needed to express their emotions. Orus priests also have the strange habit of carrying large placards with them that unnecessarily declare their current goals and emotions.

22.5.6.3 Speech and Gestures

LOUD

22.6 Worship

Followers of Orus show their devotion by being true to their emotions and feelings. Sacrifices, donations, secular obligations and penance are of no consequence unless the follower feels strongly about them. Each follower must follow his own path and provide his own way to strengthen his beliefs.

22.7 Holidays & Feast Days

Not content with doing things in a traditional or predictable way, priests and followers of Orus declare celebrations when they feel the time is right. A priest succeeding an important goal, a follower making an important conquest, will send for their friends and relatives and give worship to Orus, celebrating their success.

22.8 Relationship to Other Deities

Worshippers of Orus may follow other deities as well, if they feel strongly about it. But to others, these followers seem driven and strange. People do not know what to expect from an Orusian. A devoted friend? A raging lunatic? Both? Many simply call them "crazies" and avoid them when possible



22.9 Magical Abilities

Priests of Orus have five groups of spells to aid in externalizing their emotions. These spells often involve roleplaying rather than affecting die rolls or other mechanics of game play.

Love spells allow the priest to show others the care and concern he holds for them.

Hate spells let the caster express his hate, spewing it forth on all who dare come near.

Courage spells allow the caster to show his selflessness and bring it out from those about him.

Fear spells protect the priest by allowing him to use his fear to best advantage.

Disinterest spells deal with creating disinterest or deal with situation in a neutral manner.

1. Love

- 1 Concern
- 2 Devote
- 3 Regard
- 4 Soothe
- 5 Attachment
- 6 Venerate
- 7 Embrace
- 8 Involvement
- 9 Idolize
- 10 Forfeit
- 11 Passion
- 12 Final Gift

2. Hate

- 1 Spurn
- 2 Shun
- 3 Disparage
- 4 Scunner
- 5 Loathing
- 6 Revenge
- 7 Disgust
- 8 Denounce
- 9 Negate
- 10 Malevolence
- 11 Reject
- 12 Vex

3. Courage

- 1 Alert
- 2 Bold
- 3 Audacious
- 4 Resolute
- 5 Stalwart
- 6 Daring
- 7 Dashing
- 8 Intrepid
- 9 Foolhardy
- 10 Reckless
- 11 Forward
- 12 Indomitable

4. Fear

- 1 Tremor
- 2 Revulsion
- 3 Bugbear
- 4 Fright
- 5 Aversion
- 6 Pusillanimous
- 7 Panic
- 8 Anxiety
- 9 Foreboding
- 10 Terror
- 11 Phobia
- 12 Perturbation

4. Disinterest

- 1 Boredom
- 2 Boring Object
- 3 Don't Do That!
- 4 Forbearing
- 5 Who Cares?
- 6 Share the Pain
- 7 Mass Boredom
- 8 Boring Person
- 9 Calm Down
- 10 Bloody Things Up
- 11 I'm Outta Here
- 12 Apathy



22.9.1 Love

1 – Concern

Time to Cast: 2 R
Resist Check: willing target
Target: touch
Duration: 6 + 3/F days
Area: single target
Effect: danger alert

While under this spell, any time the target believes he is in mortal danger the caster hears an appropriate danger alert, no matter the distance separating him from the target.

2 – Devote

Time to Cast: 2 R
Resist Check: willing target
Target: touch
Duration: 6 + 3/F days
Area: single target
Effect: awareness link

The caster and the target share awareness of each other's existence and emotions. They can tell roughly how far away and in what direction the other is. They will know if either is in danger, but not what type.

3 – Regard

Time to Cast: 2 R
Resist Check: willing target
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: copy a memory

During the spell, the caster thinks of a memory from his past, and both he and the target experience the memory. The target retains this memory after the spell has expired.

4 – Soothe

Time to Cast: 2 R
Resist Check: willing target
Target: touch
Duration: 10 + 5/F M
Area: single target
Effect: alleviates fears

This spell calms the fears, forebodings, and frights of the target, allowing them to act rationally during the spell.

5 – Attachment

Time to Cast: 2 R
Resist Check: willing target
Target: touch
Duration: 30 + 10/F M
Area: single target
Effect: share risks

The caster and the target share one DP total for the duration of this spell. Add their DP totals together, and when either is damaged, subtract it from total. If the total drops below six, one roll for unconsciousness for both is made. If the total drops below zero, both die. When the spell terminates, each has half the current total, within the restrictions of their DP maximums.

6 – Venerate

Time to Cast: 2 R
Resist Check: willing target
Target: touch
Duration: 10 + 5/F M
Area: single target
Effect: loan strength

The caster loans his physical strength to the target for the duration of the spell. Compare the caster's and the target's STR scores and give the higher one to the target, the lower to the caster. Do the same with their HEA and their AGI scores. When the spell expires or is revoked, all stats return to normal.

7 – Embrace

Time to Cast: 4 R
Resist Check: willing target
Target: touch
Duration: 30 + 10/F M
Area: single target
Effect: take pain

All the target's physical pain and mental anguish is felt by the caster alone for the duration of this spell.



8 – Involvement

Time to Cast: 4 R
 Resist Check: willing target
 Target: touch
 Duration: 30 + 10/F M
 Area: single target
 Effect: share spell units

The caster and the target share spell units for the duration of this spell. Maintain separate totals for each unit type. When either uses a spell, subtract the unit cost from the appropriate total. When the spell terminates, each has half the current totals, within the restrictions of their unit maximums.

9 – Idolize

Time to Cast: 4 R
 Resist Check: willing target
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: gives DUs

The caster transfers his remaining divine units to the target. The caster can regain his DUs normally.

10 – Forfeit

Time to Cast: 6 R
 Resist Check: willing target
 Target: touch
 Duration: permanent
 Area: single target
 Effect: erases pain

This spell removes the traces of love, erasing the target's memory of a relationship gone bad. The target remembers the events, but not the love, or the pain.

11 – Passion

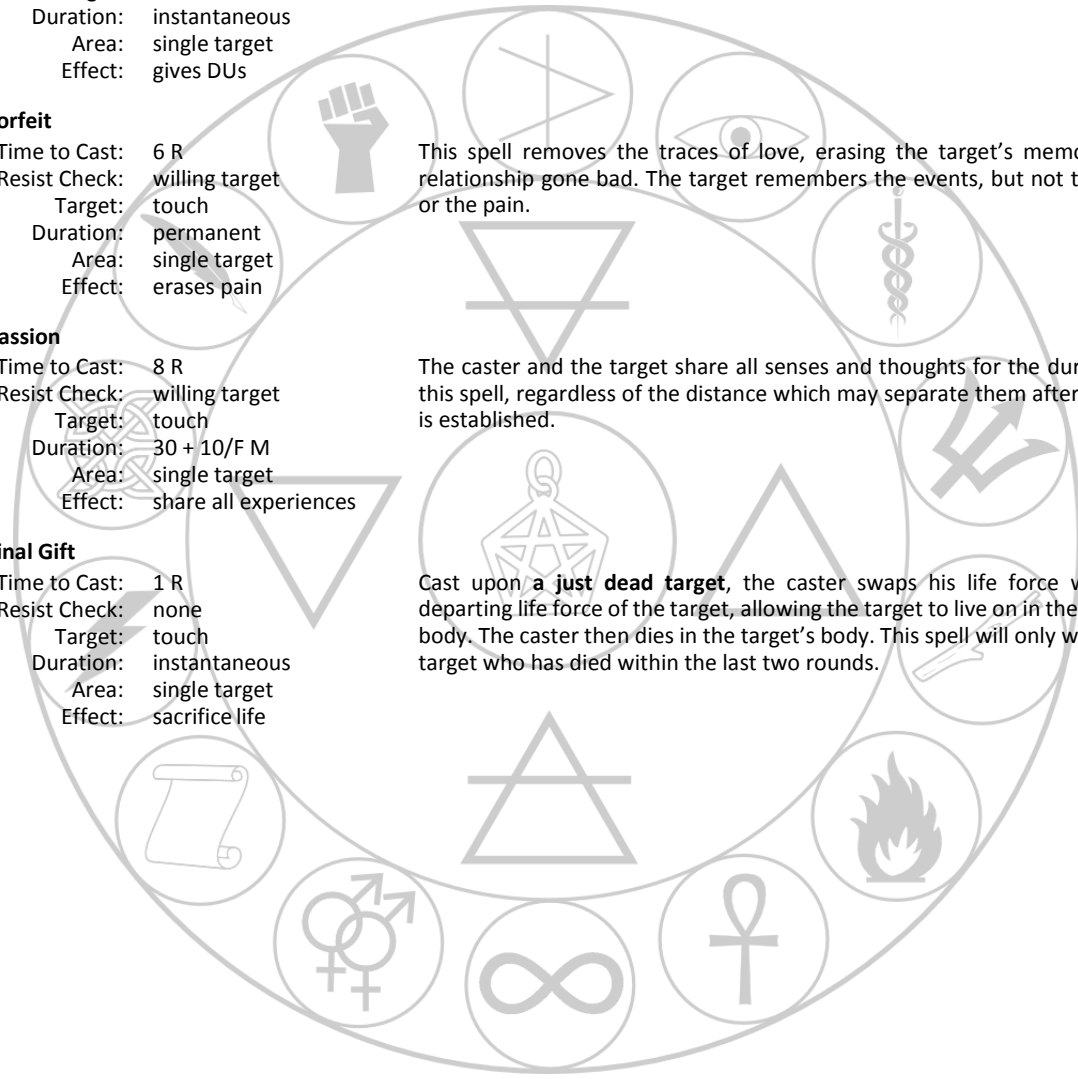
Time to Cast: 8 R
 Resist Check: willing target
 Target: touch
 Duration: 30 + 10/F M
 Area: single target
 Effect: share all experiences

The caster and the target share all senses and thoughts for the duration of this spell, regardless of the distance which may separate them after the link is established.

12 – Final Gift

Time to Cast: 1 R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: sacrifice life

Cast upon a **just dead target**, the caster swaps his life force with the departing life force of the target, allowing the target to live on in the caster's body. The caster then dies in the target's body. This spell will only work on a target who has died within the last two rounds.





22.9.2 Hate

1 – Spurn

Time to Cast: 1 R
 Resist Check: 4d6 vs STR negates
 Target: LOS 30 + 15/F'
 Duration: instantaneous
 Area: single target
 Effect: pushes back

The target who fails the RC is thrown backward 20 feet and pushed to the ground.

2 – Shun

Time to Cast: 1 R
 Resist Check: 4d6 vs PWR negates
 Target: LOS 30 + 15/F'
 Duration: 30 + 10/F M
 Area: single target
 Effect: make target repulsive

The dark force of the caster's anger forms a tangible shell about the target, making him appear loathsome and disgusting. Strangers will avoid the target, and even his friends will shy away from him.

3 – Disparage

Time to Cast: 1 R
 Resist Check: 4d6 vs PWR negates
 Target: LOS 40 + 20/F'
 Duration: 6 + 2/F hours
 Area: single target
 Effect: target forgets skill

The caster invokes this spell and **speaks a skill name**. If the target fails the RC, his rank in the named skill reverts to zero for the duration of the spell.

4 – Scunner

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: LOS 40 + 20/F'
 Duration: instantaneous
 Area: single target
 Effect: cause pain

The target of this spell is wracked by an intense pain, causing it to suffer 2d6 damage points. If the target fails its RC, the pain is so unbearable that it also loses one round while it writhes in agony.

5 – Loathing

Time to Cast: 1 R
 Resist Check: 5d6 vs PWR negates
 Target: LOS 50 + 25/F'
 Duration: 10 + 5/F M
 Area: single target
 Effect: target leaves

The caster creates an overpowering loathing, in the target's mind, to the place where he is. If the target fails the RC, he leaves immediately by the fastest possible means. He cannot return until the spell has ended.

6 – Revenge

Time to Cast: 2 R
 Resist Check: 4d6 vs PWR negates
 Target: touch
 Duration: 10 + 5/F M
 Area: single target
 Effect: cause pain & damage

Anyone causing the target any harm during this spell's duration suffers pain and 2d6 damage points.

7 – Disgust

Time to Cast: 1 R
 Resist Check: 5d6 vs HEA negates
 Target: LOS 30 + 15/F'
 Duration: 4 + 2/F R
 Area: single target
 Effect: causes great discomfort

The target of this spell drops to his knees and begins retching. He is completely incapacitated for the duration of the spell.



8 – Denounce

Time to Cast: 5 R
Resist Check: 5d6 vs CSE negates
Target: hearing
Duration: 2 + 1/F hours
Area: targeted creatures
Effect: believe lies

All within hearing of the caster who fail the RC believe whatever the caster says about one person. They do not automatically take action, they just believe what the caster says about the person is true.

9 – Negate

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: LOS 40 + 20/F'
Duration: 10 + 5/F M
Area: single target
Effect: negates action

The caster uses this spell **just as the target announces or begins an action**. If the target fails the RC, he will decide not to do what he announced or started. These actions must generally take longer than one round to complete for this spell to be useful in stopping them, i.e., melee attacks happen too quickly to halt with Negate.

10 – Malevolence

Time to Cast: 2 R
Resist Check: 5d6 vs PWR negates
Target: LOS 60 + 30/F'
Duration: instantaneous
Area: single target
Effect: hurts target

This spell requires no words or speech to cast. The caster simply **looks at his target** and focuses his anger. If the target fails the RC, he suffers 4d6 damage points. *If looks could kill . . .*

11 – Reject

Time to Cast: 3 R
Resist Check: 6d6 vs WIL negates
Target: LOS 60 + 30/F'
Duration: 10 + 5/F M
Area: single target
Effect: enrages target

The caster projects his hate in an almost material form. If the target fails the RC, he goes into an uncontrollable rage, randomly striking out at all about him, until he is restrained or the spell expires.

12 – Vex

Time to Cast: 4 R
Resist Check: 6d6 vs PWR negates
Target: LOS 100 + 50/F'
Duration: 24 + 12/F hours
Area: single target
Effect: curses target

The caster must **specify a vexation** affecting rolls "to strike," damage taken, skill checks, resistance checks or critical hits. If the target fails the RC, the caster's Vex stays in effect as long as the spell is active. The Vex must be stated in game terms, not in terms of game mechanics.



22.9.3 Courage

1 – Alert

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F H
 Area: self
 Effect: raises PER

The caster may subtract one die from any check against his PER stat for the duration of this spell.

2 – Bold

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 1 + 1/F M
 Area: single target
 Effect: gives courage

If the caster is more courageous than the target, the target will act with the caster's courage.

3 – Audacious

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: special
 Area: self
 Effect: shocks viewers

The caster throws this spell and then **performs some shocking, audacious, or surprising action**. At the GM's discretion, anyone not expecting this loses one to four rounds, gaping in shock at the caster's actions.

4 – Resolute

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F M
 Area: self
 Effect: suppress pain

The caster feels no pain and can perform any actions at full strength as long as he is conscious, for the duration of the spell.

5 – Stalwart

Time to Cast: 1 R
 Resist Check: 4d6 vs PWR negates
 Target: touch
 Duration: 1 + 1/F M
 Area: single target
 Effect: fight as caster

The target can use the higher of his or the caster's STR, CM and warrior skills for the duration of the spell.

6 – Daring

Time to Cast: 2 R
 Resist Check: none
 Target: caster
 Duration: special
 Area: self
 Effect: raises stakes

The caster uses this spell **immediately before an action which must succeed**. The action is then taken. If a skill check is involved, it is at one die less than normal. If the check succeeds, the spell is complete. He suffers twice the penalty for failure because he can take no protective measures while emoting confidence. The penalty depends on the circumstances.

7 – Dashing

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: 1 + 1/F M
 Area: self
 Effect: speeds charge

The caster **designates a particular enemy** and casts this spell. For its duration he can travel at double his normal movement rate, as long as he is charging straight at the designated enemy.



8 – Intrepid

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: MultiTouch
Duration: 1 + 1/F M
Area: targeted creatures
Effect: speed charge

The caster **designates a particular enemy**, then casts this spell. All the targeted creatures can move at double their normal movement rate for the duration of the spell, as long as they are charging directly toward the designated enemy.

9 – Foolhardy

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: force critical hit

The caster uses this spell **immediately before attempting to strike an opponent with a hand-to-hand weapon**. If he hits, it is considered a critical hit. If he misses, the magic and his own daring backfire, causing him to suffer an edged critical hit with 1d6 of damage before the critical roll is applied.

10 – Reckless

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: self
Effect: doubles attack speed

The caster can strike twice as often as normal in each round. He can still only apply weapon specialization modifications to his first attack.

11 – Forward

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: MultiTouch
Duration: 4 + 2/F R
Area: targeted creatures
Effect: doubles attack speed

Targeted creatures get twice the normal number of physical attacks. Weapon specialization skills can only be applied to the first attack, as usual.

12 – Indomitable

Time to Cast: 5 R
Resist Check: none
Target: caster
Duration: 6 + 2/F H
Area: self
Effect: resist torture

The caster suffers no pain, succeeds automatically on any WIL checks, and will not break under torture for the duration of this spell.



22.9.4 Fear

1 – Tremor

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: 1 R
Area: single target
Effect: shakes target

If the target fails the RC, he shakes uncontrollably for one round, dropping anything he is carrying.

2 – Revulsion

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: 6 + 2/F H
Area: single target
Effect: revulsion of person

The caster **names a person** while casting the spell. If the target fails the RC, he has an extreme dislike for the named person for the duration of the spell.

3 – Bugbear

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 10 + 5/F'
Duration: 4 + 2/F R
Area: single target
Effect: scares target

If the target fails the RC, he sees the caster as the creature or monster for whom he holds the most fear.

4 – Fright

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: 10 + 5/F M
Area: single target
Effect: target faints

If the target fails the RC, he faints from fright. He will awaken when the duration expires.

5 – Aversion

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: 6 + 2/F H
Area: single target
Effect: revulsion of object

The caster **names an object** while casting the spell. If the target fails the RC, he has an extreme dislike for the named object for the duration of the spell.

6 – Pusillanimous

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: LOS 30 + 15/F'
Duration: 4 + 2/F R
Area: single target
Effect: steals courage

If the target fails the RC, he loses all vestiges of courage for the duration of the spell.

7 – Panic

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: caster
Duration: 4 + 2/F R
Area: 10 x 30' cone
Effect: panics targets

Targets caught in this spell who fail the RC panic, drop their weapons, and run away from the caster. They regain control of themselves after the spell ends.



The caster **names a person** while casting the spell. If the target fails the RC, he has an extreme fear of the named person for the duration of the spell.

If the target fails the RC, he fears and believes an event the caster names will come to pass. He will want to act to stop it, at any cost.

Targets caught in this spell who fail the RC faint dead away in abject terror. They will awaken when the spell ends.

The caster **names an object** while casting the spell. If the target fails the RC, he has an extreme fear of the named object for the duration of the spell.

The unfortunate target of this spell who fails the RC has all of his memories slightly altered. Most things are familiar, but some things are quite different. This will disturb and confuse him to the end of his days or until the spell is Revoked.



22.9.5 Disinterest

1 – Boredom

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: LOS 60 + 20/F'
 Duration: 2 + 1/F hours
 Area: single target
 Effect: make target bored

If the target of this spell fails the resistance check, they will become bored with the task they are currently performing. This may have little effect on the target, if they feel duty bound or have other reasons for executing their current task.

2 – Boring Object

Time to Cast: 2 R
 Resist Check: special
 Target: LOS 5'
 Duration: 2 + 1/F hours
 Area: single object
 Effect: make object boring

The priest casts this spell on a **single, small non-living object**. Anyone other than the caster observing the object must make a 4d6 vs. WIL resistance check. Upon failing the RC, the observer will have no interest in the object regardless of what it is.

3 – Don't do That!

Time to Cast: 1 R
 Resist Check: 4d6 vs. random stat
 Target: caster
 Duration: 1 + 1/F minutes
 Area: 100 + 10/F'
 Effect: penalize activity

While casting this spell, the priest **names an action of three words or less**, such as "casting spells" or "talking loudly" and precedes it with the word "No." Anyone within the area of effect recognizes the restriction in place and if they perform the named action during the duration must make the resistance check or lose their next round of action. Actions can only include things that people can do voluntarily, actions like "no breathing" will not function with this spell unless breathing is optional for a target. This spell does not require targets to hear the caster.

4 – Forbearing

Time to Cast: 1 R
 Resist Check: 4d6 vs. random stat
 Target: caster
 Duration: 1 + 1/F minutes
 Area: 100 + 10/F'
 Effect: prevent quickness

When this spell is cast, everyone in the area including the caster make the resistance check. All targets that fail the resistance check cannot use any type of quickness ability or use any other abilities that give them an alternate initiative round.

5 – Who Cares?

Time to Cast: 1R
 Resist Check: 4d6 vs WIL negates
 Target: 60 + 20/F'
 Duration: 2 + 1/F hours
 Area: single target
 Effect: remove interest

The caster **names a specific person or object** during the casting of this spell. If the target fails the resistance check, the target will have no interest in the named person or object for the duration of the spell. This lack of interest will not cause the target to fear or get rid of an object or flee a person, they just won't be interested in using or interacting with the object or person in any way.

6 – Share the Pain

Time to Cast: 1 R
 Resist Check: 5d6 vs. random stat
 Target: caster
 Duration: 1 + 1/F minutes
 Area: 100 + 10/F'
 Effect: all share pain

When this spell is cast, everyone in the area including the caster make the resistance check. If a target that failed the resistance check damages another target that also failed the resistance check, they will take damage equal to the damage they inflicted. If a single source deals damage to multiple targets, the inflictor will only take damage once and not once for each target. All of the targets that failed the resistance check are aware of what happens if they damage another target.

7 – Mass Boredom

Time to Cast: 2 R
 Resist Check: 5d6 vs. WIL negates
 Target: caster
 Duration: 2 + 1/F hours
 Area: 200 + 50/F'
 Effect: everyone bored

Everyone in the area other than the caster that fails the RC, becomes bored with their current task, as per the Bored spell.



8 – Boring Person

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 2 + 1/F hours
Area: single creature
Effect: make creature boring

The priest casts this spell on a single creature. Anyone other than the caster observing the creature will find the creature uninteresting and ignore them. If the creature moves or performs any action, observers can attempt a 5d6 vs. WIL resistance check to see through the spell. If the creature performs any offensive actions, the spell is negated.

9 – Calm Down

Time to Cast: 1 R
Resist Check: 5d6 vs. random stat
Target: caster
Duration: 10 + 5/F minutes
Area: 100 + 10/F'
Effect: mass disinterest

When this spell is cast, anyone in the area including the caster must make the resistance check. Anyone that fails the resistance check is uninterested in doing anything for the duration and will fail at nearly any activity they attempt out of complete and total disinterest, including attacking, casting spells, skill checks, etc. They can defend themselves and can still resist against spells. If they are being attacked they will be able to perform a single attack a round against their attacker.

10 – Bloody Things Up

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F rounds
Area: 100 + 10/F'
Effect: all may foolhardy

Anyone within the area, other than the caster, that makes a melee attack during the duration **may** choose to act as if they are under the effect of Foolhardy. This only applies a single melee attack they make during the round.

11 – I'm Outta Here

Time to Cast: 1 R
Resist Check: willing targets
Target: caster
Duration: instantaneous
Area: 5 + 2/F'
Effect: teleport home

This spell causes the caster and all targets within the area the caster designates that are willing to instantly teleport to the place the caster considers his primary residence.

12 – Apathy

Time to Cast: 2 R
Resist Check: 6d6 vs. WIL negates
Target: LOS 100 + 50/F'
Duration: permanent
Area: single target
Effect: disinterest in activity

When this spell is cast, the caster **names an activity**, which can be as specific or general as the caster wishes. If the target fails the resistance, they permanently become apathetic about the stated activity. Example activities include: "existing," "eating food," "getting paid for doing things," etc. The target will act accordingly as long as this spell is in effect and avoid the activity or, in the case of existing, make little effort to continue it, although they will never directly harm themselves.



23 Osiris – Protector of Nature

23.1 Domain

Mother of Life,” Osiris is the protector of land- based plants and animals. Often associated with fertility, she is the champion of those who cultivate the land.

23.2 History

Caring little for the politics and intrigue of her fellow gods, Osiris saw the ecological devastation they had started when they first extended their influence over Torandor. Striving to keep them from destroying the very world they sought to rule, she interposed herself to preserve the land and its life.

23.3 Motivation

“Don’t step on the grass . . .”

Trying to maintain Jaern against those who would despoil it, Osiris is constantly and vigorously attempting to maintain the balance and ecology of land-based life. Assisting in recovering from natural disaster, negotiating the actions of other deities, and putting a direct stop to acts of nature rape, Osiris is often visibly manifested.

23.4 Aspects

Often visible on errands of mercy or restraint, Osiris appears as a tall, beautiful woman with long, flowing brown hair, piercing green eyes and smooth, well-tanned skin. She always wears stunning clothing and much jewelry. She has never been seen wearing the same outfit twice, and her taste in clothing has for many years been the source of much of the innovation in the fashion industry.

23.5 Structure of the Priesthood/Temple

Priests and priestesses of Osiris do not have physical temples, or organized parishes. They approach their worship and duties individually, ministering to the needs of the land and animals about them.

23.5.1 Organization

No priest is the superior or inferior of any other priest. Each feels the presence of Osiris equally and is free to call upon her as any other priest. In times of great ecological need or natural disaster, priests will work together to restore the balance of nature.

23.5.2 Requirements

Concern for life and devotion to its welfare are the only requirements for the priesthood. No one, however unintelligent or different, is unwelcome in Osiris’ company.

23.5.2.1 Apprenticeship

If an adolescent has an unusual interest and empathy with plants or animals, a priest may ask him to enter a life of service to nature. If both agree, the priest will take on the youngster as a student, learning the secrets of nature and proper obeisance to Osiris. To have a child taken on as a student is a great honor for a rural family, and considered a portent of fertility and luck.

Not all priests are chosen. If a person of any age feels strongly enough about serving Osiris, they can seek out a priest. If the priest believes the applicant’s intentions, he will agree to take them on, or arrange to find another priest if he is occupied.



23.5.2.2 Initiation

There is no formal entry into the priesthood. The student may part paths with the teacher if both believe that he is ready. Even then, many younger students stay with their mentor for a long time, assisting him in his duties. Older priests often take on a student near the end of their lifetimes, so the area that they have so carefully cared for is not deserted when they pass on.

A student has usually gained some magical abilities before leaving his mentor. He will have also learned the catechisms of Osiris, and learn of the methods of **The Trovisano** or the Healing. And most importantly, he will have seen to the health of his teacher and his parish, leaving only if both are healthy and active.

23.5.2.3 Duties

When a priest first ventures out on his own, he wonders the lands, meeting people, seeing new and different places and learning ways of the world. Eventually, he will travel somewhere and receive **The Call**, that is Osiris will make known to the priest that his current location is the place that needs the priest's aid. The priest will settle there and adopt the land within one days walk from there.

The priest monitors the health and growth of the plants and animals in their parish. Wounded animals are healed, plants properly provided for, and the activities of humans monitored for actions that might harm the environment. When such activities are discovered, the priest first attempts negotiating with the wrongdoers. If that action fails, he might summon other priests to assist.

23.5.3 Dogma

"Nature is the legacy of the past,
and the promise of the future . . ."

Followers of Osiris believe that nature represents the gift of life from the people of the past, and is the hope of the future. It is a sacred task to preserve and enrich the land. Osirians greatly abhor any animal husbandry solely for hides, fur, or meat. They do not, however, oppose the domestication of animals that provide products without death. Raising animals to provide milk, wool, mounts, or pets are all acceptable to them. Many followers adopt pets and treat them lovingly as a token of their devotion to Osiris.

23.5.4 Traditions

23.5.4.1 Clothing

Priests and followers avoid the use of animal hides or furs, for such would promote the mass killing of these creatures for their hides. They most often wear cotton, wool, or other fabrics that can be created without killing animals, or devastating the landscape.

Most priests favor earthy colors, which allow them to blend in with the wild as they travel. Their clothing is usually well suited to bad weather, providing the priest some protection from the elements, to which he is frequently exposed.

23.5.4.2 Appearance

Osirians usually wear such adornments as bracelets, rings, and necklaces. They wear their hair long and tied in the back. Most priests burn the symbol of Osiris **The Oak Bough** into the palm of their primary hand to show their commitment as **The Hand of Osiris**.



23.6 Worship

23.6.1 Sacrifices

Followers of Osiris do not sacrifice or destroy things to appease Osiris.

23.6.2 Donations

Spending time in the wild helping plants and animals is the most acceptable donation in Osiris' eyes. Supplies and food for her priests and priestesses is also acceptable.

23.6.3 Obligations

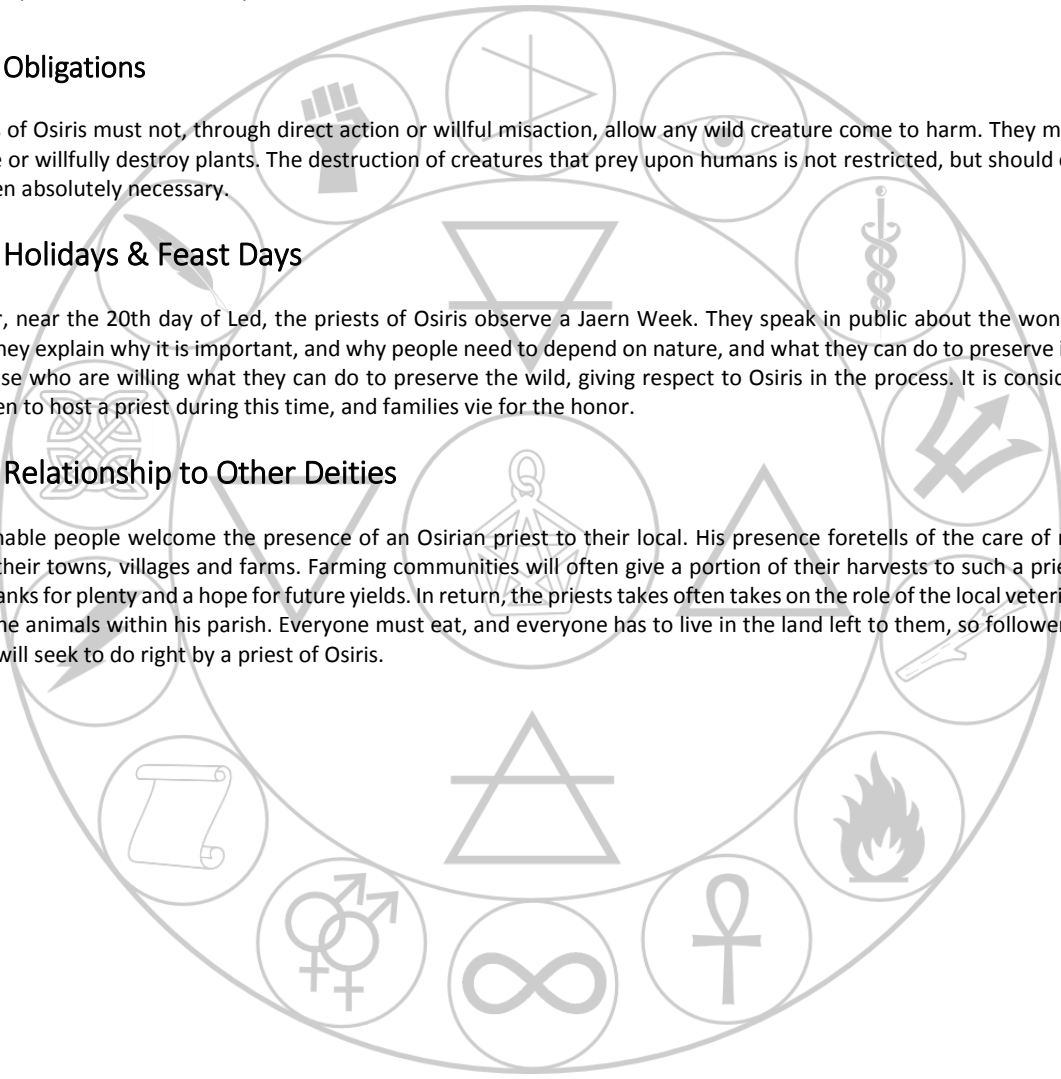
Followers of Osiris must not, through direct action or willful misaction, allow any wild creature come to harm. They must not devastate or willfully destroy plants. The destruction of creatures that prey upon humans is not restricted, but should only be done when absolutely necessary.

23.7 Holidays & Feast Days

Each year, near the 20th day of Led, the priests of Osiris observe a Jaern Week. They speak in public about the wonders of nature. They explain why it is important, and why people need to depend on nature, and what they can do to preserve it. They teach those who are willing what they can do to preserve the wild, giving respect to Osiris in the process. It is considered a good omen to host a priest during this time, and families vie for the honor.

23.8 Relationship to Other Deities

All reasonable people welcome the presence of an Osirian priest to their local. His presence foretells of the care of mother Osiris to their towns, villages and farms. Farming communities will often give a portion of their harvests to such a priest as a sign of thanks for plenty and a hope for future yields. In return, the priests takes often takes on the role of the local veterinarian, tending the animals within his parish. Everyone must eat, and everyone has to live in the land left to them, so followers of all religions will seek to do right by a priest of Osiris.





23.9 Magical Abilities

Priests of Osiris have four groups of spells that allow them to affect things on land.

Wilderness spells assist the priest to coexist with plants and animal life in the wild.

Animal Form allows the caster to assume the shape of various land creatures, taking on their attributes and abilities.

Land Life spells allow the caster to interact with and assist creatures of the land.

LandMorph spells are used by the priests of Osiris to change the form of plants and land.

1. Wilderness

- 1 Cloister
- 2 Land Sound
- 3 Plant Pass
- 4 Hold Life
- 5 Land Smell
- 6 Speed Run
- 7 Cold Blood
- 8 Wood Sense
- 9 Land Skim
- 10 Land Hold
- 11 Land Way
- 12 Land Port

2. Animal Form

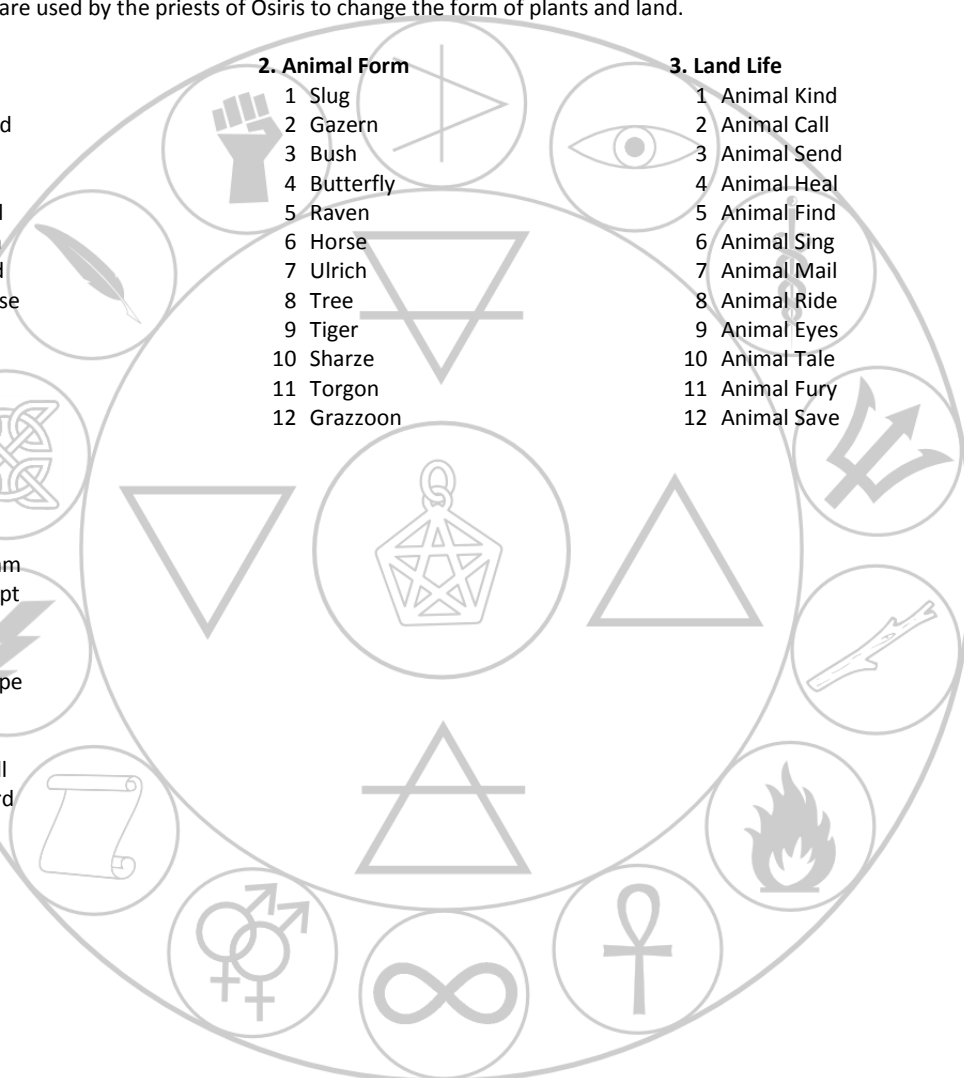
- 1 Slug
- 2 Gazern
- 3 Bush
- 4 Butterfly
- 5 Raven
- 6 Horse
- 7 Ulrich
- 8 Tree
- 9 Tiger
- 10 Sharze
- 11 Torgon
- 12 Grazzoon

3. Land Life

- 1 Animal Kind
- 2 Animal Call
- 3 Animal Send
- 4 Animal Heal
- 5 Animal Find
- 6 Animal Sing
- 7 Animal Mail
- 8 Animal Ride
- 9 Animal Eyes
- 10 Animal Tale
- 11 Animal Fury
- 12 Animal Save

4. LandMorph

- 1 Dirt Shape
- 2 Pastry
- 3 Sand Stream
- 4 Stone Sculpt
- 5 Encase
- 6 Dirt Jet
- 7 Wood Shape
- 8 Rock Tool
- 9 Clay Jet
- 10 Wood Wall
- 11 Plant Guard
- 12 Stone Jet





23.9.1 Wilderness

1 – Cloister

Time to Cast: 2 R
Resist Check: special
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: hides in undergrowth

When the caster casts this spell, the **undergrowth about him** moves to hide his presence. It requires at least a 5d6 check vs PER for others to notice the caster during the spell's duration.

2 – Land Sound

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 1 + .5/F met radius
Effect: distance hear

The caster **places his ear to the ground** and hears any large movements within the area of effect, such as groups of horses, giant creatures, and hordes of people. He will be able to tell their distance within 10% and their general direction.

3 – Plant Pass

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 10 + 5/F M
Area: special
Effect: undergrowth moves

All undergrowth in physical contact with the target of this spell moves aside, allowing the target to pass through without hindrance.

4 – Hold Life

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: stops life functions

The caster need not breathe nor perform any bodily functions. No poisons or potions can take effect while this spell is active.

5 – Land Smell

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: 2 + 1/F' radius
Effect: enhanced smell

The caster's sense of smell is enhanced so that he can detect, by smelling the ground and the plants nearby, which creature or creatures have passed since the last rainfall. He can learn the general type of creature and approximately how long ago it passed.

6 – Speed Run

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: caster
Effect: run fast

The caster **faces the direction he wishes to travel**, concentrates, and then casts this spell. Slowly, he begins running in that direction. Steadily picking up speed, he is soon traveling 50% faster than his normal maximum running speed. He stays in this trance as long as the spell lasts and he comes to no obstacles, such as roads, rivers or buildings. He can travel around trees and through underbrush without difficulty.

7 – Cold Blood

Time to Cast: 3 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 6 + 2/F hours
Area: targeted creature
Effect: resist cold

This spell slows blood flow and increases its heat bearing capacity. The target of this spell can survive temperatures 80 degrees Fahrenheit colder than it could normally. This spell has little effect at normal or warm temperatures, but will make freezing temperatures feel comfortable.



8 – Wood Sense

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: caster
Effect: sense by hearing

The sounds of the woods and the plains are well known to the caster. This spell lets him use these sounds to detect motion about him. This is equivalent to seeing by the light of a full moon, but is effective in total darkness. Rain, explosions, or other loud, persistent noises will negate this spell.

9 – Land Skim

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: caster
Effect: ride fast

The caster **sits facing the direction he wishes to travel**, then he concentrates and casts this spell. Slowly, the plants pick him up and start handing him off in the chosen direction. Steadily accelerating, he is soon traveling at 60 mets per hour. He stays in this trance as long as the spell lasts, and he comes upon no obstacles like roads, rivers or buildings. He will be carried around trees and through underbrush without difficulty.

10 – Land Hold

Time to Cast: 1 M
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 4 + 2/F days
Area: targeted creature
Effect: hibernation

The target of this spell **must be lying on the ground**. The caster casts the spell and the target's body slowly sinks into the earth, in a trance-like state that requires neither air nor food. At the termination of the spell, the body is brought back to the surface and begins to breathe normally. This spell arrests all poisons and diseases.

11 – Land Way

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: caster
Effect: seeks location

The caster **recalls a place he has previously memorized** (having noted such to the GM) and casts this spell. If that location and his current location are on the same landmass, however distant, the caster is pulled in the direction of the memorized location at 40 mets per hour.

12 – Land Port

Time to Cast: 1 M
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: magically moves

The caster **recalls a place he has previously memorized** (having noted such to the GM) and casts this spell. If that location and his current location are both on the same landmass, however distant, a whirlwind of dirt and sand gathers up the caster, and teleports him to the memorized location, where he emerges from the whirlwind.



23.9.3 Land Life

1 – Animal Kind

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: LOS 300'
Effect: see land creatures

The caster sees a blue glow **around any creature who resides primarily on land**. The strength of the glow indicates the general health and life force of the creature.

2 – Animal Call

Time to Cast: 1 M
Resist Check: 3d6 vs WIL negates
Target: caster
Duration: 1 + 1/F M
Area: 250 + 50/F' radius
Effect: calls forth land creature

Any **land creature** within the area of effect that is willing or fails the RC, approaches the caster. The creature will stay for at least one minute.

3 – Animal Send

Time to Cast: 4 R
Resist Check: 4d6 vs WIL negates
Target: LOS 5'
Duration: special
Area: single land creature
Effect: send to location

The target of this spell must be a **non-intelligent land creature**. The caster recalls a location he has previously memorized (and informed the GM at the time) and casts this spell. If the creature is willing or fails the RC, it must go to that location. The creature is released from the spell when it arrives.

4 – Animal Heal

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single land creature
Effect: cures

Touching any **land creature**, intelligent or not, the caster cures it of 2d6 of lost damage points. This will not cure lizards, since they are considered marine creatures.

5 – Animal Find

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: 10 + 5/F M
Area: single land creature
Effect: creature finds object

The caster **visualizes an object for which he is searching**. Then he gets the attention of a land creature (possible using one of the spells in this group) and casts this spell. If the creature knows the location, he leads the caster to the object.

6 – Animal Sing

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: hearing
Effect: speak to animal

The caster can speak and be understood by any **land creatures** within hearing. How the creatures react is totally up to them and their capacity to understand what is told them.

7 – Animal Mail

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: special
Area: single land creature
Effect: sends message

The caster gets the attention of a **land creature** and then casts this spell. If the creature is willing or fails the RC, it will listen to the caster for up to one minute. The caster recalls a previously memorized location, and the creature travels there to the best of its abilities. When it reaches its target, the recorded message is played back.



8 – Animal Ride

Time to Cast: 1 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: special
Area: single land creature
Effect: hitch a ride

After getting a **land creature's** attention, and it is willing or fails the RC, this spell causes the creature to allow the caster to ride it to a memorized location. Obviously, the creature needs to be big enough and capable of hauling the caster for this spell to be effective.

9 – Animal Eyes

Time to Cast: 3 R
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: 30 + 10/F M
Area: single land creature
Effect: see through land creature's eyes

Cast on an attentive **land creature** that is willing or fails the RC, the caster is empowered to see through its eyes for the duration of the spell.

10 – Animal Tale

Time to Cast: 5 R
Resist Check: 4d6 vs WIL negates
Target: LOS 10'
Duration: special
Area: single land target
Effect: see creature's memory

After getting a **land creature's** attention and casting this spell, the caster gets a vision of one event in which he is interested, if the creature is willing or misses its RC and witnessed the event in question.

11 – Animal Fury

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F M
Area: 50 + 20/F' radius
Effect: enrages land creature

Casting this spell and pointing toward a target will cause all willing **land creatures** (or those that fail the RC) within the area around the target, to attack the target for the duration of the spell.

12 – Animal Save

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 6 + 2/F hours
Area: single land creature
Effect: let it breathe water

Touching a **land creature** and casting this spell allows it to breathe underwater for the duration of the spell with no ill effects.



23.9.4 LandMorph

1 – Dirt Shape

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single small object
Effect: creates object

The caster **cups sand, dirt or clay in his hands**, visualizes a shape, and then casts this spell. The material forms into that shape. It is normal dirt, but in the shape the caster desires. If broken, the shape crumbles to dust.

2 – Pastry

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 + 1/F pounds
Effect: changes plants to pastry

The caster **holds plant material in his hands** and casts this spell. It changes to a light and savory pastry, both tasty and filling.

3 – Sand Stream

Time to Cast: 1 R
Resist Check: 4d6 vs AGI negates
Target: 20 + 10/F' line
Duration: 4 + 2/F R
Area: target creatures
Effect: blinds things

The caster points in a direction, and a strong stream of sand spouts from his hand. If directed at an opponent's unprotected eyes, he must make the RC or be unable to see for 1d4 rounds. This spell can be active multiple times, once per hand.

4 – Stone Sculpt

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single small object
Effect: creates object

The caster **holds dirt, sand or clay in his hands**, visualizes a shape, then casts this spell. The material in his hands forms to the shape and turns into a rock. It is normal rock, but in the shape the caster desires. If broken, it changes back into the material it was created from.

5 – Encase

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 6 + 2/F hours
Area: 1' radius
Effect: encases non-living objects

After placing any **non-living object** on the ground amidst grass or underbrush, the caster casts this spell. The plants move to form a strong, two inch thick mesh about the object, which obscures and restrains it.

6 – Dirt Jet

Time to Cast: 1 R
Resist Check: 4d6 vs STR negates
Target: 30 + 15/F' line
Duration: 4 + 2/F R
Area: targeted creatures
Effect: knocks down things

The caster points in a direction, and a very strong stream of dirt spouts from his hand, striking anything in its path. Any creatures hit by the stream that fails the RC is forced backward ten feet and knocked to the ground. This spell can be active multiple times, once per hand.

7 – Wood Shape

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: permanent
Area: special
Effect: shapes wood

The caster **holds a piece of wood, which can weigh no more than 20 pounds**, and visualizes a shape, and casts this spell. The wood assumes the shape the caster visualized. If broken, the item reverts to a broken piece of wood.



8 – Rock Tool

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: none
Area: single small object
Effect: creates object

The caster **cups dirt, clay or sand in his hands**, visualizes a shape, and then casts this spell. The material forms that shape and turns into a hard metal. It has the strength and properties of hard iron, but in the shape the caster desires. If broken, it changes back into the material from which it was created.

9 – Clay Jet

Time to Cast: 1 R
Resist Check: 5d6 vs AGI negates
Target: 30 + 15/F' line
Duration: 4 + 2/F R
Area: targeted creatures
Effect: encase things in clay

The caster points in a direction, and a very strong stream of wet clay spouts from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC is encased in the clay and is treated as if “grappled to hold.” If it fails to break free within two minutes, it may suffocate (GM’s discretion). This spell can be active multiple times, once per hand.

10 – Wood Wall

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 6 x 20 + 10/F' wall
Effect: creates a wall

This spell causes a large, one foot thick wall of wood to appear in the area the caster defines with a sweep of his hand. It remains until destroyed normally.

11 – Plant Guard

Time to Cast: 4 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 30 + 10/F M
Area: single living target
Effect: creates armor

The target of this spell **must be standing in grass or underbrush** at the time of the casting. The plants form a two inch thick layer around the target that is as effective as chain mail. The target can breathe normally through the plant armor.

12 – Stone Jet

Time to Cast: 1 R
Resist Check: 5d6 vs AGI halves
Target: 40 + 20/F' line
Duration: 2 + 1/F R
Area: targeted creatures
Effect: 6d6 damage

The caster points in a direction, and a stream of sharp rocks shoot from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC suffers 6d6 damage points. This spell can be active multiple times, once per hand.



24 Ra – The Bearer of Light

24.1 Domain

Bringer of light and reason to the world, Ra is followed by those seeking to build order from a world of darkness and chaos.

24.2 History

“Ra was first, and he shall be last . . .,” chant his worshippers during one of their ceremonies. Before the advent of the universe, all its parts floated in endless darkness and chaos. Chaos, in its randomness, spawned a light, and that light was called Ra. Ra beheld the universe and saw he alone held intelligence. He pondered his purpose of existence and concluded that he existed to bring order out of chaos.

He started by creating the twelve great **Laws of Order** to govern how light, darkness, matter, and ether interacted. He created places, called planets, where his creations could live. He created the other gods to govern, each to a purpose. He and his servants created all vegetable and animal life on these planets, and set them the task to help him bring order to every aspect of their existence.

Originally, he walked the surface of **Torandor** among men, helping them learn the ways of order. He showed them how to build, which materials to use, which methods were best. About a thousand years after the beginning of recorded history, he gathered all men and all gods and set to work on the **Superi**, the great device that would allow the gods to pass on to the next plane of existence. When the moment came to activate the device, but he was betrayed by Rudri as she tried to grasp the power of the Superi for herself.

The other gods looked on in horror as Ra and Rudri battled in the heavens above them. Ra managed to eject her from the Superi, but at a great cost; the vessel was hopelessly damaged, and he was trapped within. Any attempt to move would cause it to explode, destroying not only him but the planet and even the very star system with him. He projected his image to the other gods, told of his fate, and warned them to stay clear. Forever.

It is foretold that once order has been brought to the universe, his imprisonment will end as he and his creations perish. They will pass on to higher plane of existence, to begin their task anew.

24.3 Motivation

“Upon Pillars of Light,
the World of Order is built . . .”

Holding off the end of time in the chaos of non- existence, the followers of Ra ever strive to force order and consistency on the world around them.

24.4 Aspects

Ra projects but one aspect:his true form. He is a man, about 12 feet in height with bronzed skin, very short blond hair, and blue eyes. He wears a leather harness resplendent with jewels and precious metals.

Ra most often appears to correct misapprehensions and to protect and aid his followers. He often assists in organizing opposition to those who follow the ways of darkness. Most of his powers are projected from the damaged Superi, and manifest themselves as beams of light with varying effects.

24.5 Structure of the Priesthood/Temple

There are no special classes or groups within the house of Ra. When decisions must be made, all the priests and any interested followers gather for a **Sighting of Truth**. The priest to speak last at the previous Sighting begins. He states the facts as he knows them, the conclusions he can draw from them, then yields the floor to another. Anyone may interrupt between speakers to propose a course of action and call a vote. Each priest and follower has one vote.



24.5.1 Organization

Each priest chooses the duties that best suit him within the **Solarium**, Ra's house of worship. All tasks are of equal importance. The priests do have a ritualistic order of tasks that specifies who needs to work or communicate with whom.

24.5.2 Requirements

Prospective priests need nothing more than a quick mind and a willing heart. There are no age, sex, or race restrictions on whom may serve in the light of Ra. A prospective priest enters the Solarium's sanctum and announces that he is willing to serve. Any interested priests then gather about and ask the devotee questions designed to test his mental agility. If the attending priests are satisfied, they present the devotee an ankh and declare him a priest of Ra.

24.5.2.1 Apprenticeship

From the day a devotee enters the priesthood, he is considered a full priest. The only restriction is that he cannot leave the Solarium until he demonstrates his holiness in the sight of Ra by casting his first spell. He may then venture into the outside world. This usually takes about one year of study and basking, but some have done it in as few as four months, while others have lived out their lives within the Solarium.

24.5.2.2 Initiation

The day the priest casts his first spell is called his **Day of Awakening**. On this day he is given gifts by the other priests. Common items include holy symbols, towels, tanning oils, leather harnesses, and transparent crystals and lenses. The priest then hosts a celebration feast within the Solarium, attended by all his friends and relatives. He exits the Solarium with much ceremony and is taken on a tour of the area's eating and drinking establishments by his closest friends. The priest drinks and eats free, as it is a stroke of good fortune to host a priest on the day of his awakening.

24.5.2.3 Duties

Outside the Solarium, the priests of Ra are well known as skilled builders and workmen. The priests labor long and hard on the creation and maintenance of public buildings, temples, bridges, and other large structures. The continued existence of these places is mandated by their desire for order and consistency.

Within the Solarium, work is needed to maintain the kitchens, baths, offices, teaching rooms, and worship areas. These areas must be staffed, supplied and operated.

The Solarium also provides support for outside constructions. Prefabrication of building sections and the complex task of procuring and allocating supplies occupies many priests and devotees. Supervising and controlling the large slave laborer corps used outside the Solarium is also necessary.

Their work on public places earns the Solarium a hefty income in payments, taxes, and donations. The priests of the Solarium are well known as philanthropists and do not hesitate to use their wealth to promote their theology and support those who espouse Ra's ideals.

24.5.3 Functions

Since any priest may preside over any ceremony, and any holy office, there are no permanent assigned functions. Over time some priests may become more skilled at some functions than others, but none of these functions are permanent.

24.5.4 Advancement

Since there is no order of ranks or seniority within the Solarium, there is no formal advancement. When a priest performs above and beyond the call of duty, however, his fellow priests may award them titles of honor. Such honorariums are used as titles, which precede their names, and include words such as "Master," "Learned," "Savant," and "Enlightened."



24.5.5 Dogma

“Bringing Order from Chaos
Reveals the Divine Enlightenment . . .”

Believers in Ra strive mightily to uphold his twelve **Laws of Order**. They attempt to bring these rules to all sentient beings, and give all the opportunity to uphold them.

- I. Thought alone exists in the Realm of chaos.
- II. Light and Darkness are but manifestations of Thought.
- III. Matter and Ether are brought into order by Light.
- IV. Matter is the container for the form of all objects.
- V. Ether holds together the substance of all objects.
- VI. Physical attributes of objects are manifested by matter.
- VII. The probability of existence is manifested by ether.
- VIII. Objects devoid of matter decay into chaos.
- IX. Objects devoid of ether discur into chaos.
- X. Life is but thought that has clothed itself in a mortal shell of ether and matter.
- XI. Death is the end of Thought. The shell that was the body no longer has a function.
- XII. The end of all Thought spells the end of Creation.

24.5.6 Traditions

Only priests and devotees are allowed within the Solarium. Slaves, without exception, are barred from entering, as are those who do not make obeisance to Ra. Other land is often purchased by the Solarium to house the large slave labor force that assists the priests in their construction duties.

24.5.6.1 Clothing

Desirous of the touch of Ra upon them, his followers wear little clothing. Within the confines of the Solarium, they wear nothing, except perhaps an ankh on a silver or gold chain. Outside the Solarium, the wear as little clothing as is practical, usually settling for a loincloth and a leather harness. Followers of Ra NEVER wear head coverings of any sort, since they believe that this would hide them from the presence and knowledge of Ra.

24.5.6.2 Appearance

Followers of Ra favor a simple, utilitarian appearance. Little jewelry and no makeup is the rule. All body hair is cut short, or shaved off altogether. Ra’s followers believe that the tone of their skin shows their piety, so his followers bask often to get the deepest tan possible.

24.5.6.3 Speech and Gestures

The speech patterns of the devotees of Ra vary little from the general populace. As to content, followers of Ra are considered truthful and direct about their intentions.

When priests choose their vocations, they are then referred to by vocation, e.g., “Builder Donard,” “Cleaner Yellan,” “Supplier Helt,” etc. Vocational titles are sometimes preceded by honorifics if the priest has been honored by his fellows.

24.6 Worship

24.6.1 Sacrifices

Ra does not demand or condone the chaos that results from the sacrificial destruction of wealth, creatures, or humans. Such is not done by his followers.



24.6.2 Donations

Followers of Ra who wish to show their devotion can do so either by direct donations of wealth, or by volunteering to become temporary **devotees** within the Solarium, to assist the priests.

24.6.3 Obligations

Followers of Ra are under no physical obligations to the Solarium. Ra accepts and condones those who would worship him outside the bounds of institutional religion. It does take a special personal sacrifice or quest to use the power of Ra if not a member of a Solarium.

24.6.4 Penance

Those who sin in Ra's eyes, by condoning or advancing the cause of Chaos, must accomplish twice the amount of construction as they did destruction. They must personally perform these tasks, as set by a priest of the Solarium, not by proxy or wealth.

24.6.5 Advice

Any devotee may ask an audience of any priest for information and advice. These meetings are held in strict confidence, and the priest is obligated not to reveal what he hears.

24.7 Holidays & Feast Days

The priests of the Solarium celebrate the days of the nearest and farthest approach of Onra. The nearest approach is called **The Sun's Guard** and the farthest recession is called **The Sun's Return**. These celebrations involve many stylized dances and much food and wine.

24.8 Relationship to Other Deities

The priests of Ra often employ members of T'or's **Sirma** guard to protect the priests working outside the Solarium. Also troops assigned from the Enclave are assigned to guard Solariums in wild or hostile territory. Besides simple payment, the priests of Ra also assist the T'or Enclave to repair and maintain their buildings.



24.9 Magical Abilities

Priests of Ra have four spell groups that allow them to bring order to the world. They acquire their spell energies from Ra through the Encorpore spell, and thus do not regain DU from rest like other spell casters. Many spells require the caster to be "in the sight of Ra," i.e., in sunlight.

All spells of Ra are concerned with the change of states of matter, light and ether. Each spell group is one type of transformation.

Light	from	Matter	= Decompile
Light	to	Matter	= Compile
Light	from	Ether	= Encorporeate
Light	to	Ether	= Discorporeate

Compile spells allow a priest to use different types of light to affect living and non-living matter. *All Compile spells require sunlight to function.*

Decompile spells allow a priest to break matter down into its component parts, creating light and other effects.

Discorporeate spells enable a priest to change ether into various manifestations of light.

Encorporeate spells enable a priest to change light energy into the ether required to power their magics. *Encorporeate spells require sunlight to function.*

1. Compile

- 1 Scald
- 2 Light Pen
- 3 Sunburst
- 4 Reflect
- 5 Boil
- 6 Nova
- 7 Focus
- 8 Ignite
- 9 Super Nova
- 10 Sun Mark
- 11 Sun Blind
- 12 Sun Strike
- 13 Resurrect

2. Decompile

- 1 Beam Talk
- 2 Dark Sleep
- 3 Beam Sight
- 4 Dark Pain
- 5 Beam Port
- 6 Dark Lock
- 7 Sun Talk
- 8 Enlighten
- 9 Sun Sight
- 10 Rainbow
- 11 Sun Port
- 12 Hold Day
- 13 Sun Sculpt

3. Discorporeate

- 1 Ankh
- 2 Bright Sight
- 3 Brilliant Flash
- 4 Truce
- 5 Disclose
- 6 Prism
- 7 Spot Light
- 8 Repulse
- 9 Daytime
- 10 Enrage
- 11 Squelch
- 12 Vegetate

4. Encorporeate

- 1 Encorporeate 1
- 2 Encorporeate 2
- 3 Encorporeate 3
- 4 Encorporeate 4
- 5 Encorporeate 5
- 6 Encorporeate 6
- 7 Encorporeate 7
- 8 Encorporeate 8
- 9 Encorporeate 9
- 10 Encorporeate 10
- 11 Encorporeate 11
- 12 Encorporeate 12

5. Order

- 1 Detect Unlife
- 2 Repeat Action
- 3 Lessen Randomness
- 4 Sort
- 5 Destroy Undead
- 6 Reduce Randomness
- 7 Orderly Action
- 8 Exorcism
- 9 Subdue Foe
- 10 Smite Undead
- 11 Remove Randomness
- 12 Zone of Order



24.9.1 Compile

1 – Scald

Time to Cast: 1 R
Resist Check: none
Target: none
Duration: 1 + 1/F M
Area: 10 + 5/F' line
Effect: hot blast of air

The caster's outstretched hand discharges a hot (200 degrees Fahrenheit) blast of air. This doesn't cause any damage, but may be very distracting. This spell can only be cast in the sight of Ra.

2 – Light Pen

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: single surface
Effect: burns in words

The caster's fingertip becomes a writing instrument which can write by burning on the surface of any non-living, burnable object. This spell can only be cast in the sight of Ra.

3 – Sunburst

Time to Cast: 1 R
Resist Check: 4d6 vs AGI negates
Target: LOS 40 + 10/F'
Duration: instantaneous
Area: single target
Effect: heat ray

When this beam strikes its target, the target suffers 2d6 damage points of. This spell can only be cast in sight of Ra.

4 – Reflect

Time to Cast: 2 R
Resist Check: none
Target: none
Duration: 10 + 5/F M
Area: 4' radius circle
Effect: creates mirror

The caster waves his hand in a circle in front of him, and a mirror forms. The mirror remains centered on the caster's open palm and reflects all light energies. This spell can only be cast in the sight of Ra.

5 – Boil

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: 2 + 1/F gals liquid
Effect: boils liquids

The caster **immerses his hand within the liquid** and casts this spell. The maximum temperature is 212 degrees Fahrenheit (water's boiling point), so the liquid may boil, if appropriate. The caster's hand is not harmed by the boiling liquid, and the liquid begins to cool normally once the caster withdraws his hand. This spell can only be cast in the sight of Ra.

6 – Nova

Time to Cast: 1 R
Resist Check: 5d6 vs AGI negates
Target: LOS 60 + 15/F'
Duration: instantaneous
Area: single target
Effect: bigger heat ray

When this beam strikes its target, that target suffers 4d6 damage points. It can only be cast in the sight of Ra.

7 – Focus

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1' radius
Effect: cooks things

This spell bends and focuses Ra's energies to a precise point, heating the indicated spot to a temperature of 450 degrees Fahrenheit. The heat buildup is slow, and living creatures can easily avoid damage. This spell can only be cast in the sight of Ra.



8 – Ignite

Time to Cast: 2 R
Resist Check: none
Target: LOS 30 + 15/F'
Duration: instantaneous
Area: single point
Effect: ignites flammable materials

A beam of light leaps from the caster's outstretched fingers and hits the target point. If the target is flammable, it ignites. The flame is treated as normal, not magical, and causes no direct damage to any living creatures. This spell can only be cast in the sight of Ra.

9 – Super Nova

Time to Cast: 1 R
Resist Check: 6d6 vs AGI negates
Target: LOS 60 + 15/F'
Duration: instantaneous
Area: single target
Effect: even bigger heat ray

When this beam strikes its target, and it fails the RC, it suffers 8d6 points of damage. This spell can only be cast in the sight of Ra.

10 – Sun Mark

Time to Cast: 1 R
Resist Check: 4d6 vs AGI negates
Target: touch
Duration: instantaneous
Area: single target
Effect: brands target

This spell allows the priest to use the energy of the sun to burn a permanent ankh-shaped brand onto any creature or flammable material. The brand is about six inches high and causes 1d2 damage points when applied. This spell can only be cast in the sight of Ra.

11 – Sun Blind

Time to Cast: 2 R
Resist Check: 5d6 vs HEA negates
Target: LOS 10 + 5/F'
Duration: instantaneous
Area: single target
Effect: blinds

The unfortunate target of this spell will have his sight permanently destroyed if it fails the RC. The target must have visual organs. This spell can only be cast in the sight of Ra.

12 – Sun Strike

Time to Cast: 2 R
Resist Check: 5d6 vs HEA halves
Target: LOS 100 + 30/F'
Duration: instantaneous
Area: 20 + 10/F' radius
Effect: biggest heat ray

The unfortunate targets of this spell suffer the **Gaze of Ra**. They are burned by his gaze, suffering 10d6 damage points if they fail the RC. All their possessions must check against fire or be destroyed. This spell can only be cast in the sight of Ra.

13 – Resurrect

Time to Cast: 1 H
Resist Check: none
Target: touch
Duration: 1 hour
Area: 1 corpse
Effect: restore life

The caster and target body must remain in the sight of Ra for the entire casting and duration of the spell or else the spell fails. Once the casting is complete a beam of light engulfs the body and for the duration of the spell the body is reconstructed to complete health but remains dead. At the end of the duration if the soul that inhabited the body when it died is present it is forced back into the body and restored to life. For the soul to be present the spell must be cast within a day of the body's death or the soul must be caught with Soul Catcher or another spell that can hold a soul. Any spells holding the soul out of the body are ended when the spell is finished and life is restored.



24.9.2 Decompile

1 – Beam Talk

Time to Cast: 2 R
Resist Check: none
Target: LOS 1 met
Duration: 10 + 5/F R
Area: special
Effect: sound along
a light beam

A faint beam of light leaps from the caster's hand. Sound is transmitted along the beam in both directions whenever it encounters solid matter. The caster can use this to talk to anyone he can see without being overheard. Mirrors and lenses may be used to redirect the beam.

2 – Dark Sleep

Time to Cast: 1 R
Resist Check: 3d6 vs PWR negates
Target: LOS 30 + 15/F'
Duration: special
Area: single target
Effect: induces sleep

If the target fails the RC, he falls into a deep, trance-like sleep. He can be awakened if exposed to sunlight or with an Awaken spell.

3 – Beam Sight

Time to Cast: 2 R
Resist Check: none
Target: LOS 1 met
Duration: 10 + 5/F R
Area: special
Effect: sight along
a light beam

A faint beam of light leaps from the caster's hand. Vision is transmitted along the beam in both directions whenever it encounters solid matter. The caster sees what is visible from the other end of the beam. Mirrors and lenses may be used to focus and direct the beam.

4 – Dark Pain

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 15/F'
Duration: special
Area: single target
Effect: induces pain

If the target fails the RC, he experiences constant, crippling pain, which prevents any action other than movement at quarter speed. The effect lasts until he is exposed to sunlight.

5 – Beam Port

Time to Cast: 2 R
Resist Check: none
Target: LOS 1 met
Duration: instantaneous
Area: self
Effect: teleport along
a light beam

A faint beam of light leaps from the caster's hand. The caster dematerializes, then rematerializes where the beam encounters solid matter. The beam may be manipulated with mirrors or lenses.

6 – Dark Lock

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 15/F'
Duration: special
Area: single target
Effect: petrify

If the target fails the RC, his flesh hardens into a rock-like substance. He stays in this form until exposed to sunlight, and suffers no damage from the experience ... unless dropped or broken.

7 – Sun Talk

Time to Cast: 3 R
Resist Check: none
Target: special
Duration: 30 + 10/F M
Area: caster
Effect: long distance talk

The caster **visualizes someone he knows** whom he wishes to speak with. If he and the other person are in the sight of Ra, they can talk as if they were next to each other.



8 – Enlighten

Time to Cast: 3 R
Resist Check: none
Target: LOS 20 + 10/F'
Duration: 30 + 10/F M
Area: 10 + 5/F' radius
Effect: opens path to Ra

The caster **points at the ceiling** and casts the spell. It, and any intervening material (other than Teresium), up to 100 + 50/F' deep, becomes transparent, leaving the caster in a pool of sunlight.

9 – Sun Sight

Time to Cast: 3 R
Resist Check: none
Target: special
Duration: 1 + 1/F M
Area: caster
Effect: long distance sight

The caster **visualizes someone he knows** whom he wishes to see. If both he and the other person are in the sight of Ra, they can see each other as if they were next to each other.

10 – Rainbow

Time to Cast: 4 R
Resist Check: none
Target: none
Duration: 2 + 1/F H
Area: 1 met radius
Effect: stops rain

This spell works **in any rain which is less than a storm**. The caster motions toward Ra, casting this spell. The rain stops and the clouds part, revealing Ra.

11 – Sun Port

Time to Cast: 5 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: memloc
Effect: teleports

The caster **recalls any place he has memorized** and casts this spell. If his present location and his destination are in the sight of Ra, he dematerializes, then rematerializes at his destination. He cannot bring more than he can carry, or any other living creatures.

12 – Hold Day

Time to Cast: 6 R
Resist Check: none
Target: the sun
Duration: 30 + 10/F minutes
Area: 1 met radius
Effect: delays sunset

This spell bends the light of Ra around the planet, delaying the setting of the sun. The image of Ra sits on the horizon for the duration of the spell. When the spell ends, darkness falls suddenly.

13 – Sun Sculpt

Time to Cast: 6 H
Resist Check: none
Target: touch
Duration: permanent
Area: single item
Effect: make sunlight physical

During the casting of this spell the caster **traps sunlight into the physical shape of an object**. This object can be anything that can be produced with a single roll against any of the item creation skills. The object while solid is weightless because it is made of only light. The object is as hard as iron or with 2 finesses hard as steel or with 4 finesses hard as adamantite. Touching the item counts as being in sunlight as well as being in the sight of Ra. The object gives off light slightly brighter than a lamp spell.



24.9.3 Discorporate

1 – Ankh

Time to Cast: 1 R
Resist Check: 3d6 vs CSE negates
Target: 30 + 10/F'
Duration: 1 + 1/F M
Area: 1 + .5/F' radius
Effect: creates ankh image

The caster creates a white glowing image of an ankh at any point within range. The ankh makes undead creatures hesitate for one round if they fail the RC.

2 – Bright Sight

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 30 + 10/F M
Area: single target
Effect: headlights

The target's eyes project a yellow cone of light 50 feet long and up to 10 feet wide. This light simply illuminates and cannot affect or blind.

3 – Brilliant Flash

Time to Cast: 1 R
Resist Check: 4d6 vs PER negates
Target: creatures in area
Duration: instantaneous
Area: 20 x 10' cone
Effect: temporary blindness

This casting temporarily blinds an opponent with a brilliant flash of white light under most lighting conditions (GM's discretion). The flash can be seen for mets.

4 – Truce

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: 1 + 1/F M
Area: single target
Effect: pacifies enemy

An enemy struck by this spell will cease attacking the caster and his compatriots. The target can defend himself, and will listen to what the caster says while the spell is in effect. A gentle, orange glow illuminates the target while this spell is in effect.

5 – Disclose

Time to Cast: 1 R
Resist Check: 4d6 vs WIL activates
Target: touch
Duration: instantaneous
Area: single target
Effect: cancels mind magic

The caster touches his intended target, who becomes illuminated by a gentle, cyan glow. If the target makes RC, all mind-affecting magic controlling him is cancelled.

6 – Prism

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: 1 + 1/F M
Area: single target
Effect: splits image

Violet light illuminates the target, which then blurs and splits into two to six images (1d6, ignore a result of one). The spell prevents any viewers from knowing which image is the real target. All the images which are not the target look, move and respond like the target, but have no substance.

7 – Spot Light

Time to Cast: 1 R
Resist Check: 4d6 vs CSE negates
Target: 40 + 15/F'
Duration: 30 + 10/F M
Area: 10 + 5/F'
Effect: creates spotlight

The caster points to a specific spot, and a white spotlight shines from above him to the place he has pointed. Any undead creatures must make the RC or flee in terror.



8 – Repulse

Time to Cast: 1 R
Resist Check: 5d6 vs STR negates
Target: LOS 30 + 10/F'
Duration: instantaneous
Area: single target
Effect: throws target
60 + 20/F' away

The target is hit by a beam of blue light emanating from the caster's outstretched hand. If the target fails the RC, he is flung directly away from the caster. The distance thrown is proportionate to the target's weight; the distance listed is that for a normal human male.

9 – Daytime

Time to Cast: 2 R
Resist Check: 4d6 vs CSE negates
Target: caster
Duration: 30 + 10/F M
Area: 30' radius
Effect: creates daylight

An area about the caster is bathed in full sunlight. Any undead creatures caught in this light must make the RC or be destroyed.

10 – Enrage

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: LOS 30 + 10/F'
Duration: 4 + 2/F R
Area: single target
Effect: angers target

The target is bathed in a fierce red glow. If he fails the RC, he is gripped by a sudden, strong rage which override his intellect and forces him to wildly attack random targets for the duration of the spell.

11 – Squelch

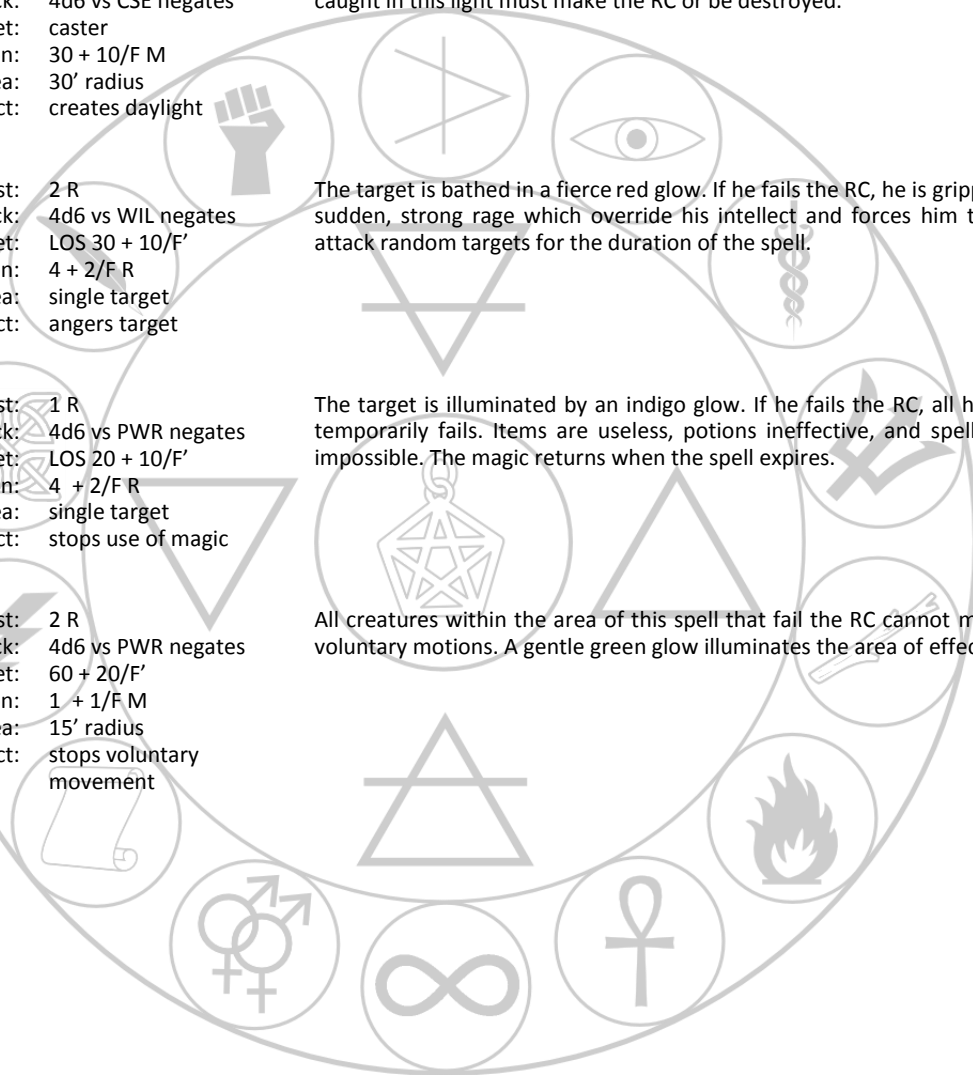
Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 10/F'
Duration: 4 + 2/F R
Area: single target
Effect: stops use of magic

The target is illuminated by an indigo glow. If he fails the RC, all his magic temporarily fails. Items are useless, potions ineffective, and spell casting impossible. The magic returns when the spell expires.

12 – Vegetate

Time to Cast: 2 R
Resist Check: 4d6 vs PWR negates
Target: 60 + 20/F'
Duration: 1 + 1/F M
Area: 15' radius
Effect: stops voluntary movement

All creatures within the area of this spell that fail the RC cannot make any voluntary motions. A gentle green glow illuminates the area of effect.





24.9.4 Encorporate

1 – Encorporate

Spell Rank: 1 – 12
Time to Cast: special
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster
Effect: replenishes DU

This spell, unlike all others, requires no DU to cast. The priest uses it to replenish his spell energies while basking in the sun. He needs to find a place where he can remain undisturbed while casting. This takes two hours on a clear day, and eight on a completely cloudy day. If it is raining or storming, this spell will not work. At the end of the casting time, the caster gains DUs equal to the Encorporate rank cast.





24.9.5 Order

1 – Detect Unlife

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 20 + 10/F' radius
Effect: detect undead

This spell causes any creature within the area that **does not have life force of its own** to glow with a black aura. This will reveal invisible but not ethereal creatures. This includes but is not limited to zombies, ghosts, hirudo, and magically animated constructs.

2 – Repeat Action

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F rounds
Area: single creature
Effect: repeat last round

This spell orders the target's mind so that they must attempt to repeat the last action they took before this spell took effect every round for the duration of this spell. If they cannot repeat it, like they ran out of units or were using a charged item, they go through the same motions but nothing happens.

3 – Lessen Randomness

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F minutes
Area: single creature
Effect: average rolls

This spell makes the next 1 + 1 / F rolls made by the target more average. Each roll is reduced or increased toward the average of that roll rounded down by 2 + 1 / F. If the roll is within 2 + 1 / F or less of the average, then the roll is average.

4 – Sort

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: pile of loose object
Effect: order objects

This spell sorts a **pile of objects** into an ordered line based on parameters the caster chooses. The spell will fail if the objects are not loose, like if they are glued together or someone is holding them. The parameters can be anything that the caster can perceive about the group, like largest to smallest. For example if the caster casts detect divinity they could sort based on most divine, but if they cannot detect this when they cast this spell it will fail and the objects remain in a pile.

5 – Destroy Undead

Time to Cast: 1 R
Resist Check: 3d6 vs PWR halves
Target: LOS 100 + 25/F'
Duration: instantaneous
Area: single creature
Effect: damage undead

This spell shoots a small beam of life energy at the target. If the target has no life force of its own it takes 4d6 damage, but if the target has life force of its own nothing happens.

6 – Reduce Randomness

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F M
Area: single creature
Effect: average rolls

This spell makes all rolls made by the target more average. Each roll is reduced or increased toward the average of that roll rounded down by 2 + 1 / F. If the roll is within 2 + 1 / F or less of the average, then the roll is average.

7 – Orderly Action

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F rounds
Area: single creature
Effect: repeat actions

This spell orders the target's mind and luck. They must attempt to repeat the last action they took before this spell took effect every round for the duration of this spell. If they cannot repeat it, like they ran out of units or were using a charged item, they go through the same motions but nothing happens. They do not need to reroll any rolls that they made during their actions, instead they use the same rolls that they rolled on the first round they took these actions. Any rolls they make as a result of other creature's actions are not affected by this, such as resist checks. The player casting this spell should write down the rolls made by the creature he is planning to target before he casts this spell.



8 – Exorcism

Time to Cast: 1 H
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single creature
Effect: break possession

This spell attempts to oust **a spirit which has possessed a body other than its own**. If successful, the foreign spirit is cast out, and the owner of the body regains control.

9 – Subdue Foe

Time to Cast: 1 R
Resist Check: 5d6 vs WIL negates
Target: LOS 100 + 25/F'
Duration: 10 + 5/F minutes
Area: single creature
Effect: immobilize target

This spell causes the target to become incapable of voluntary muscle movement. He collapses and cannot move or speak, but he knows what is going on around him.

10 – Smite Undead

Time to Cast: 1 R
Resist Check: 5d6 vs PWR halves
Target: LOS 100 + 25/F'
Duration: instantaneous
Area: single creature
Effect: greatly damage undead

This spell shoots a large beam of life energy at the target. If **the target has no life force of its own** it takes 10d6 damage. The target takes no damage if it has life force of its own. If the target or a creature touched by the target is currently under the effects of a life force draining spell or ability, that effect is negated. This includes but is not limited to spells like Encure and abilities like Deplete Health and Drain DP.

11 – Remove Randomness

Time to Cast: 2 R
Resist Check: none
Target: LOS 100 + 25/F'
Duration: 1 + 1/F minutes
Area: 20 + 10/F' radius
Effect: all rolls are average

All rolls made within the area of effect of this spell are always average, rounded down. This includes all attacks and resist checks made by creatures with in the area and damage rolls for all weapons or spells that hit creatures within the area. Damage rolls from spells or attacks made by creatures in the area that hit creatures outside the area are unaffected.

12 – Zone of Order

Time to Cast: 3 R
Resist Check: 6d6 vs WIL negates
Target: caster
Duration: 1 hour
Area: 1 met radius
Effect: impose order

Any creature within the area of this spell that fails the RC cannot take any action that would cause harm to any other creature. Creatures also cannot take any action that would harm an object not owned by them. If a creature is attacked by a creature that made the resist or a creature outside the area of effect they may take any actions they wish against that creature. The caster automatically fails the RC. The spell is initially centered on the caster, but it remains immobile and does not move with him.



25 Rudri – Dweller of the Dark

It is highly recommended that only actors be priests and priestesses of Rudri in your game or campaign. Adventurers of this faith are too disruptive to other adventurers to work together. This priesthood is presented only to act as source for opposing actors.

25.1 Domain

Often called **The Abandoned One**, Rudri lives among her children on Jaern. She uses her followers to subvert and destroy the works of man, and of the gods, who enslave the world with stagnation and order. Her followers name her the **Mother of Change**, the **Consort of Pain**, and the **Mistress of Delight**.

25.2 History

Rudri was once the consort of Ra. A scant thousand years after finding **Torandor**, the gods attempted to construct the **Superi**, a device to capture the energies of the sun to power their magics and to pass to the next higher plane of existence. Hovering far above Torandor, Rudri and Ra worked to activate the device while the other gods watched from the safety of their divine domicile.

Realizing that success could mean the end of their sojourn of power over the masses who worshiped them, Rudri determined to grasp the power and rule alone. When the crucial moment came, she fought Ra to gain control of the Superi. She had not counted on the strength and determination of her husband, however. Ra counter-attacked and drove her from the vessel. The Superi was heavily damaged in the battle, and Ra was trapped within, forever. He could never leave it and survive, but he could harness a small portion of its energy to project his image to his brethren gods, and tell them of his consort's betrayal.

The other deities hunted down the treacherous goddess, banished her to the surface of Torandor, and stripped her of her divine powers. They hoped she would eventually weaken and die, like the pathetic mortals about her. But little did they understand her resourcefulness and her follower's love for her. Upon presenting herself to a priest of one of her temples, she discovered she could renew her powers by feeding on the very life forces of these petty mortals. One after another, they volunteered their energies and their lives to restore her to her godly station, as do many of her followers, today.

25.3 Motivation

"Reality Is what I believe . . .
and what I in Chaos Forge."

Not satisfied to let the world go by, the followers of Rudri are driven to be the ones at the helm. They'll go to any lengths to further the causes of change, adversity and chaos.

25.4 Aspects

Unlike the other gods, Rudri has no choice but to spend her time among mortals. Her favorite guise is that of a beautiful woman, in her middle twenties. She stands six feet tall and usually dresses in black silks and leather. Her pale complexion contrasts with her deep green eyes and chestnut hair. Her long nails are painted black, and she wears nothing in the way of jewelry or metal of any kind.

She demands instant obedience from her followers. Those who displease her often meet their ultimate demise, sacrificed to her life force.

She will occasionally reward her faithful followers by granting them favors. Anyone touched in this way is forever changed.

25.5 Structure of the Priesthood/Temple

Rudri's priests are solitary creatures called **Hirudo**. Each hirudo must live by draining the life force and vitality from living creatures of the surrounding area. A hirudo will rarely tolerate the presence of another hirudo within their parish whom is not



a member of their own **sangilo** or blood line. Each hirudo is only responsible to the hirudo whom created them, and to Rudri herself.

25.5.1 Organization

The hierarchy of hirudo is based entirely on power, both the hirudo's personal power and the power of his **sangilo**. Any hirudo whom creates another hirudo is extending his *sangilo*. This river of blood has many branches and tributaries, but all trace back to Rudri at the source.

When two hirudo meet, they often resort to combat if they do not know one another. Since a hirudo is immune to the draining abilities of other hirudo, the contest is usually physical. The losing hirudo sometimes becomes a slave of the winner, but most often, the winner drains the loser's life force, sending him on to real death.

A hirudo can die when it takes too much physical damage, or when it has gone too long without feeding, and the last of its life force is consumed. When this happens, it disintegrates to a fine silvery dust, and the hirudo is irrevocably gone. This dust is a sought after component of much necromatic magic.

25.5.2 Requirements

When a hirudo tires of a completely solitary existence, he sometimes searches his parish looking for a companion. This person must be one whom is healthy of mind and body, able to stand up to entering the **Brotherhood of Darkness**. Once a prospective companion is found, he must be enticed to the cause of Change, for a human must be completely willing to survive the gift.

The change that takes place in becoming a hirudo is absolute. The hirudo's humanity is left behind. His past life and experiences do nothing to prepare him for his existence as a hirudo. Not even the followers of Rudri are adequately prepared to understand or deal with the experience of being a hirudo. *All hirudo buy their spell abilities at triple cost, regardless of their origin.*

25.5.2.1 Apprenticeship

Not yet a hirudo, the applicant is shown the benefits of Change and the power that comes with it. If he is scared off at this stage, they are usually released, as they have no real knowledge of whom the hirudo is, or who he might serve.

25.5.2.2 Initiation

Once the applicant has shown willingness and embraces the catechism of Change, he is led to his patron's Obliette. There, the truth is revealed to him ... he is to become a creature of dark, and his mistress is the goddess Rudri. If he rejects this the hirudo must kill him.

If he accepts this, he and his patron go through a ceremony in which life force is exchanged and he is given the Gift of Darkness. Only the hirudo realizes what happens at this ceremony, for no human has witnessed it and lived. The applicant, now very weak, is brought out of the Obliette, and his patron assists him in his first feeding.

*The creation of another hirudo is very draining on his patron as well. The patron loses 10% of his total experience which he has accumulated over his lifetime. The new hirudo receives one half of these points, which he must immediately spend on hirudo spells. In particular, the new hirudo **MUST** buy **Encure** to at least rank one in order to survive.*

Since Rudri is the goddess of chaos, the GM figures out randomly what spells and skills are lost from the patron hirudo. An acceptable way to do this is to roll d20 on the following table, and then determine how much of the result is randomly lost. Repeat this until 10% of the hirudo's experience has been utilized.

1 – 5	Damage Points
6 – 8	Skills
9 – 14	Hirudo Magic groups
15 – 16	Elemental Magic groups
17 – 20	Combat, Grapple and Missile Modifiers



The newly created hirudo immediately loses all other divine magic, as other deities will not tolerate supplying magic to priests of the goddess of chaos. The unfortunate nomad accepting being a hirudo violates all they once lived for, and loses all their incants. The experience used to buy these lost abilities is part of the price of becoming a hirudo and is lost.

25.5.2.3 Duties

Like Rudri herself, her priests' prime directive is to survive. This overrides any other causes, ideas, or morals. Having been cast out of the company of the gods and acceptance of society, the downfall of that society is the hirudo's priority. Creativity in methods has long been a trademark of Rudri and her followers. The death of key people at strategic times, controlling and influencing the right people, and insulating themselves in roles that they play for years before turning and causing havoc, are all viable methods to reach their goal. Many hirudo use this opportunity of having to remove a person to satisfy their thirst for life force.

25.5.3 Functions

Hirudo must first attend to their day-to-day needs to maintain themselves. While they seem undead, they do possess the life force of their victims, and are, strictly speaking, living creatures. But to maintain this life, they must acquire life force regularly from other living creatures in the area they claim as, "their parish." Most hirudo need to feed at least every third day, and more frequently in times of great exertion. They must learn to balance their need against the life of the parish, for if they drink too heavily of the life about them, it will fail and they will be forced to move elsewhere or die.

If a hirudo finds itself in a situation where it cannot feed, it will eventually fall into a deathlike coma, indistinguishable from death. He will become more and more dried and corpse-like, and eventually expire, turning to dust. A hirudo will lose a single DU per day. If the hirudo does not have DU to lose they will begin to get weak the first day, but still able to function. The second day, they will appear very ill and have a difficult time moving around, on the third day, they will fall into a deathlike coma. Once in this coma, they must feed within a week or they will die and turn to dust.

Establishing a very secret and hidden **Obliette** deep beneath the ground, each hirudo retreats there during the daytime to sleep and rest until nightfall. While resting there, the hirudo is at his most vulnerable.

The clever hirudo often cultivates the myths of the holy mother among the common folk of his parish, and use their fears to make them volunteer a portion of their life force to appease Rudri and her hirudo.

Outside these needs, most hirudo seek ways to disrupt the order about them, to force change. Any organization or order, caused by humans or gods, must be eliminated.

25.5.4 Advancement

When two hirudo combat, the winner feeds on the life force of the loser. During the combat, the draining abilities of both hirudo are ineffective to their opponent. At the point of death, all the life energy contained by the loser is then absorbed by the winner. The loser turns to dust and is gone. Any other hirudo enslaved to the loser become property of the winner. These slaves become part of the victor's sangilo, losing their own heritage.

Patron hirudo may tire of the charges they create, and may release them whenever to go their own way. A hirudo who frivolously creates many new hirudo, passing on the Gift of Darkness without thought or care, is thought an aberration and is hunted down and exterminated by other hirudo and worshipers of Rudri.

A hirudo gains nothing by destroying any hirudo descendent from him, regardless of the number of generations removed that hirudo may be. In contrast, a hirudo does benefit from destroying its patron. This is yet another reason for the cautious hirudo to hesitate before creating other hirudo frivolously.

The ultimate advancement for any hirudo is becoming the Rudri incarnation. Rudri maintains a delicate balance between allowing a hirudo to become powerful enough to serve her to his fullest, and becoming powerful enough to destroy her. Occasionally a hirudo gains enough power to challenge her reign. Most such opponents fail in their attempt and are destroyed.



25.5.5 Dogma

“Darkness Cloaks Our Weakness, and Makes Us Strong!”

The worshippers of Rudri see darkness as the great equalizer. All are the same when cloaked by the night. The Children of Mother Rudri remind the creatures of day of their mortality and cure them of their overconfidence.

They abhor dealing with ordinary life in the daylight. But they do so, realizing that they need the shroud of night to give them the strength and power to oppose the creatures of light.

25.5.6 Properties

When a person becomes a hirudo, certain physical changes occur that make them different from the rest of mankind. They do not regain divine units like other priests, but must wrest them from others using the Encure spell. Certain substances in some foodstuffs react badly with their recycled blood. Hirudo cannot eat chocolate, lemons, cinnamon or basil without developing allergic reactions. Being out of the sun and underground most of the time, they are at least slightly pale. In fact, direct sunlight is very uncomfortable for them. Sunlight also hampers their magical abilities, preventing them from using priestly spells above rank three when directly exposed.

In the unusual circumstance of a hirudo becoming an undead creature, they retain all their hirudo abilities and powers. However, they require even more sustenance to maintain their life-like state, regaining only one half (rounded down) the number of DU when using the Encure spell to drain others.

25.5.7 Traditions

Secrecy is the strongest tradition of the followers of the Ways of Darkness. A balance of piety and fear hold Rudri's followers enthralled in her grasp. Each knows that if his worship should become know, it could easily be the cause of his death. Rudri's followers have been prosecuted and hunted since the dawn of recorded history.

25.5.7.1 Appearance

Followers of Rudri affect no distinctive or different clothing, appearances, speech or gestures in an attempt to go unnoticed among the multitudes.

25.6 Worship

Worship is never given to Rudri openly, or by groups larger than a single family. Individual followers go to dark, lonely places, either alone or with immediate relatives. He sings Songs of Darkness and prays to Rudri, giving thanks for the darkness that enshrouds his weaknesses and asks for guidance along the path of the holy.

Periodically the followers of Rudri within a Hirudo's parish will supply the priest by choosing a sacrifice . . . a living victim to leave restrained outside their village during the night. By supplying such tribute, the followers supply the hirudo's need and lower the chance that they are next on the menu. Such a congregation of worshippers will often be on the lookout for outsiders whom will not be missed to play the central role in such a sacrifice, but when none are to be found, they will sometimes choose one of their own by lot or chance to placate their god and the hirudo.

25.6.1 Donations

If a worshipper is especially blessed, he may be visited by a hirudo. The hirudo may give him the Kiss of Darkness, allowing them to donate a portion of their life force to the hirudo, and indirectly to Rudri. Followers pray this sacrifice will appease Rudri's hunger, protecting them from the random attacks of the hirudo.

While the Hirudo will normally feed by partially or completely draining Rudri's followers, any human or living creature will do in times of need. Hirudo find the life force of sentient creatures far more satisfying and will only resort to animals when in dire need.



25.6.2 Sacrifices

Asking assistance of Rudri or showing great piety requires sacrifices of greater measure. Followers have been known to present their children to the hirudo to appease the goddess. In despair or religious zeal, some followers will even give up their entire life force to the hirudo, hoping to earn favor in the next world.

25.7 Relationship to Other Deities

Followers of Rudri often appear to outwardly worship other deities, but they cannot actually believe another dogma if they are true to Rudri. They can never become priests of other deities, or participate fully in worship services without revealing their secret.





25.8 Magical Abilities

Priests of Rudri have four spell groups that allow them to bring chaos to the world. Hirudo acquire their spell energies from their victims with the Encure spell, and thus do not regain DU from rest like other spell casters.

All spells of Rudri concern the change of states of matter, darkness and ether. Each spell group is one type of transformation.

Darkness	from	Matter	= Decay
Darkness	to	Matter	= Forge
Darkness	from	Ether	= Encure
Darkness	to	Ether	= Discure

Forge spells allow the hirudo to manipulate and form darkness to affect matter and creatures, living and dead.

Decay spells allow the hirudo to drain attributes from living creatures and transmute them into powers of darkness to aid their form. To use any of these spells, the hirudo must first successfully grapple his victim “to hold.” Once held, the hirudo may then drain the victim with the appropriate Decay spell.

Discure spells enable the hirudo to use ether to mold darkness around himself, creating several magical effects.

Encure spells enable the hirudo to change life force into ether that powers their magics. This spell also requires the hirudo to grapple its victim, like the Decay spells.

1. Decay

- 1 Drain Strength
- 2 Drain Knowledge
- 3 Drain Health
- 4 Drain Language
- 5 Drain Will
- 6 Drain Memories
- 7 Drain Life Force
- 8 Drain Intelligence
- 9 Drain Youth
- 10 Drain Faith
- 11 Drain Units
- 12 Drain Identity

2. Forge

- 1 Extinguish
- 2 Gloom
- 3 Conceal
- 4 Ombroteni
- 5 Ombromenso
- 6 Dim
- 7 Opacity
- 8 Crepuscule
- 9 Ombrodolor
- 10 Muck
- 11 Ombrovivo
- 12 Corruption

3. Encure

- 1 Encure 1
- 2 Encure 2
- 3 Encure 3
- 4 Encure 4
- 5 Encure 5
- 6 Encure 6
- 7 Encure 7
- 8 Encure 8
- 9 Encure 9
- 10 Encure 10
- 11 Encure 11
- 12 Encure 12

4. Discure

- 1 Tenebrous
- 2 Dark Veil
- 3 Obscure
- 4 Shroud
- 5 Cloak
- 6 Ombraresan
- 7 Shade
- 8 Guise
- 9 Ombrosildo
- 10 Shadow
- 11 Eclipse
- 12 Obmrovetur



25.8.1 Decay

The hirudo must grapple the target and have them grappled for the casting time of the spell. After the casting time, the grappled target can resist the effect by making a check equal to the number of rounds they have been grappled (which includes the casting time) against their HEA. If the hirudo maintains the grapple, the spell continues and the resistance check goes up by 1 die until the target fails the check. The maximum number of dice for the resistance check is 7 dice and if the target makes this resistance check, the spell fails. For example, if a hirudo uses the Drain Strength spell, the first check will be equal to the casting time, or 1d6 vs. HEA, and increase by one per round until the target fails the check or succeeds at the final 7d6 vs. HEA check. If the Drain Identity spell is cast, the resistance check starts at 4d6 vs. HEA.

1 – Drain Strength

Time to Cast: 1 R
Resist Check: see above text
Target: held/special
Duration: special
Area: single target
Effect: drains STR

While **grasping a held target**, the hirudo uses this spell to temporarily drain STR from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all STR checks made by the hirudo are made at one die less than normal. Any STR checks made against the hirudo (e.g., breaking a grapple hold) are made at one die more than normal. The victim regains one STR point per full day of rest.

2 – Drain Knowledge

Time to Cast: 2 R
Resist Check: see above text
Target: held
Duration: special
Area: single target
Effect: steals knowledge

While **grasping a held target**, the hirudo concentrates on one item of information he believes his target possesses. At the conclusion of the spell, if the target knows what the hirudo seeks, the hirudo gains this knowledge, and the victim forgets it. The victim can recover the lost information mind by using appropriate magic or mental disciplines (GM's discretion).

3 – Drain Health

Time to Cast: 2 R
Resist Check: see above text
Target: held/special
Duration: special
Area: single target
Effect: drains HEA

While **grasping a held target**, the hirudo uses this spell to temporarily drain HEA from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all HEA checks made by the hirudo are made at one die less than normal. Any victim drained below four HEA points cannot move or perform voluntary actions. The victim regains one HEA point per full day of rest. Any victim drained to zero points dies from natural causes.

4 – Drain Language

Time to Cast: 3 R
Resist Check: see above text
Target: held
Duration: special
Area: single target
Effect: drains language

While **grasping a held target**, the hirudo concentrates on one particular language while casting this spell. The ability to speak, read, write, and understand the language is passed from the victim to the hirudo. The hirudo maintains this ability for one full day. At the end of this day, the victim will regain his abilities in this language over the next week.

5 – Drain Will

Time to Cast: 2 R
Resist Check: see above text
Target: held/special
Duration: special
Area: single target
Effect: drains WIL

While **grasping a held target**, the hirudo uses this spell to temporarily drain WIL from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all WIL checks made by the hirudo are made at one die less than normal. Any victim drained below four WIL points will blindly follow any commands given them. The victim regains one WIL point per full day of rest.

6 – Drain Memories

Time to Cast: 2 R
Resist Check: see above text
Target: held
Duration: permanent
Area: single target
Effect: drains memories

While **grasping a held target**, the hirudo concentrates on a period of time, no shorter than five minutes and no longer than one day. All the victim's memories of that time period are transferred to the hirudo, as if they had been his own. The victim remembers nothing of the time period, and can only recover these memories through the proper magic or mental disciplines (GM's discretion).



7 – Drain Life Force

Time to Cast: 3 R
Resist Check: see above text
Target: held
Duration: 6 + 2/F H
Area: single target
Effect: borrows life force

While **grasping a held target**, the hirudo transfer's the victim's life force to his own body temporarily, making the hirudo seem fully alive and normal. The victim appears to be an undead creature, pale of skin, and susceptible to light and any spells affecting the undead, for the duration of the spell.

8 – Drain Intelligence

Time to Cast: 2 R
Resist Check: see above text
Target: held/special
Duration: special
Area: single target
Effect: drains INT

While **grasping a held target**, the hirudo uses this spell to temporarily drain INT from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all INT checks made by the hirudo are made at one die less than normal. The victim regains one INT point per full day of rest.

9 – Drain Youth

Time to Cast: 3 R
Resist Check: see above text
Target: held
Duration: instantaneous
Area: single target
Effect: transfers youth

While **grasping a held target**, this spell lowers the hirudo's age by 2d6 years, while his victim ages 1d20 years. The hirudo's body is cured of the ravages of time. Regular use of this magic can allow an hirudo to live indefinitely. The victim's age loss is irrevokable and irreversible by non-magical means.

10 – Drain Faith

Time to Cast: 4 R
Resist Check: 5d6 vs WIL negates
Target: held
Duration: special
Area: single target
Effect: drains faith

The **grappled target** fails the RC, he sees his beliefs in higher beings and noble causes as false and invalid. The victim experiences severe self-doubt. These beliefs may only be restored by the death of the hirudo who cast the spell.

11 – Drain Units

Time to Cast: 4 R
Resist Check: see above text
Target: held
Duration: instantaneous
Area: single target
Effect: drains EU & DU

The **grappled target** of this spell loses all his current divine and elemental units, and must recover them in the ordinary manner. The hirudo does not gain these lost units.

12 – Drain Identity

Time to Cast: 4 R
Resist Check: see above text
Target: held
Duration: 4 + 2/F days
Area: single target
Effect: steals identity

While **grasping a held target**, the hirudo takes on all the knowledge, memories and mannerisms of his victim for the duration of the spell. The victim lies in a vegetable-like coma, while the hirudo may act like the victim at will. At the end of the duration, the victim wakes up and experiences a short period of disorientation, while the hirudo loses the identity he stole.



25.8.2 Forge

1 – Extinguish

Time to Cast: 1 R
Resist Check: none
Target: LOS 60+ 20/F'
Duration: instantaneous
Area: targeted flame
Effect: extinguishes flame

A **single torch or small fire** is snuffed, preventing it from producing light.

2 – Gloom

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 10 + 5/F M
Area: single target
Effect: darkens mood

This spell casts a shadow across the target's mind. If he fails the RC, he becomes morose, pessimistic, and slightly angry.

3 – Conceal

Time to Cast: 1 R
Resist Check: 4d6 vs PWR negates
Target: LOS 60 + 20/F'
Duration: 30 + 10/F M
Area: single target
Effect: conceals target

Shadows converge to conceal the target. It cannot be in direct sunlight, and must be willing or fail the RC. If the shadows are obviously out of place, they may not go unnoticed.

4 – Ombroteni

Time to Cast: 1 R
Resist Check: 4d6 vs STR negates
Target: LOS 40 + 15/F'
Duration: 1 + 1/F M
Area: single target
Effect: entangles targets

If the target fails the RC and is not in direct sunlight, he is entangled in tendrils of darkness which prevent him from moving, taking physical actions, or casting spells for the duration of the spell.

5 – Ombromenso

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: LOS 10'
Duration: 1 week
Area: single target
Effect: clouds issue

The hirudo casts this spell by **staring into the eyes of the target and saying**, "You are confused about . . ." If the target fails the RC, he will be confused and undecided about the stated issue. He will NOT realize he is enspelled.

6 – Dim

Time to Cast: 2 R
Resist Check: 5d6 vs PWR negates
Target: LOS 10'
Duration: 1d4 hours
Area: single target
Effect: partial blindness

The hirudo causes darkness to form within the target's eyes. If the target fails the RC, his vision is reduced such that he can only see bright lights and vague shadows in the daylight, and nothing in twilight or darkness.

7 – Opacity

Time to Cast: 1 R
Resist Check: 2d6 vs PWR negates
Target: LOS 80 + 30/F'
Duration: 10 + 5/F M
Area: single object
Effect: darkens glass

Any **mirror, window, crystal sphere, or other glass object** that fails the RC darkens and becomes opaque for the duration of the spell. This will even block sunlight from entering through windows, and prevents light spells from reflecting off mirrors.



8 – Crepuscule

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: 30 + 10/F M
Area: single target
Effect: incapacitates target

This spell places its target into a corpse-like state. Their breathing slows almost to a halt, their body temperature plummets, they become unconscious, and their limbs become rigid.

9 – Ombrodolor

Time to Cast: 1 R
Resist Check: 5d6 vs HEA halves
Target: LOS 50 + 25/F'
Duration: instantaneous
Area: single target
Effect: inflict 6d6 damage

A black beam of concentrated darkness emanates from the caster's fingertips and strikes his target. A damaging cold instantly freezes the blood in the target's body, causing him great pain. If he fails the RC, he suffers 6d6 damage points, and cannot take any actions for 1d6 rounds. If he makes the RC, he suffers half damage.

10 – Muck

Time to Cast: 4 R
Resist Check: special
Target: LOS 60 + 30/F'
Duration: 1 + 1/F M
Area: 10 + 5/F' radius
Effect: traps targets

The target of this spell **must be standing on soft earth or sand** for this spell to succeed. This spell causes the ground beneath the target's feet turns into a disgusting, semi-fluid muck that attempts to suck the target down to his death. During the first round of casting, anyone caught in the area who makes a 5d6 RC vs AGI is able to jump clear of the spell.

During the next round, the targets are sucked downward and may attempt a 5d6 RC vs STR to escape. On the third round, the RC is 6d6 vs STR and the fourth round 7d6 vs STR. If they do not escape before the end of the fourth round, they are totally submerged and die.

At the end of the duration, or if the caster is interrupted at any time before the spell is complete, the ground returns to normal, interring anyone submerged in the former muck.

11 – Ombrovivo

Time to Cast: 3 R
Resist Check: 6d6 vs PWR negates
Target: touch
Duration: 2 + 1/F H
Area: single target
Effect: hides life

If the target fails the RC, he becomes unconscious, cold, and nearly non-breathing. His life force is suppressed and undetectable, and he is susceptible to anything which affects the undead.

12 – Corruption

Time to Cast: 3 R
Resist Check: 6d6 vs HEA alleviates
Target: touch
Duration: special
Area: single target
Effect: gives deadly sickness

The target of this spell is in deep trouble. If he fails the RC, he contracts a deadly, painful, messy disease which is fatal in one to three days. If he makes the RC, he contracts a sickness that causes him to heal at half his normal rate and is incurable by any non-magical means.



25.8.3 Encure

1 – Encure

Spell Rank: 1 – 12
Time to Cast: special
Resist Check: none
Target: held target
Duration: special
Area: caster
Effect: drains life force

Being the method the hirudo gains spell energy, this spell does not cost the hirudo to cast. While **grappling a held victim**, the hirudo extends his teeth, pierces the target's neck, and begins to feed. The hirudo converts his target's life force into spell energy. The victim loses 5 DP per round while the hirudo feeds and if the DP of the victim falls to 0 or less, they die. The hirudo gains a number of DU equal to the number of rounds feeding times the rank of the Encure spell used if the victim dies, or half that amount if the victim is not killed. A victim that is not killed must make a PWR check equal to the number of rounds the hirudo fed on them or is unable to use any magical abilities or create nomadic incants. They can only recover the DP lost from this spell naturally via rest. Once the DP lost is recovered, they may again use their magical abilities and create nomadic incants.

The DU that is gained by the hirudo via this spell is not permanent and the hirudo loses 1 DU per day. If a hirudo has no DU remaining they must feed or they will fall into a coma when they would normally lose a DU.





25.8.4 Discure

1 – Tenebrous

Time to Cast: 1 R
Resist Check: none
Target: self
Duration: 1 + 1/F M
Area: 20 + 10/F' radius
Effect: shades caster

All plants in the area attempt to sway their branches or fronds to shade the caster. Curtains close, shades lower, louvers turn, and doors slam shut of their own volition if it would block the light.

2 – Dark Veil

Time to Cast: 1 R
Resist Check: none
Target: self
Duration: 2 + 1/F H
Area: caster
Effect: blurs features

The caster's features become blurred and indistinct. Unless carefully examined, the caster's face cannot be recognized by onlookers. A person specifically requesting to memorize the features of the caster must make a 5d6 vs PER check (rolled by the GM). If it fails, he will believe he succeeded, but will be unable to remember the face later.

3 – Obscure

Time to Cast: 1 R
Resist Check: none
Target: self
Duration: 10 + 5/F M
Area: 30 + 10/F' radius
Effect: raises fog

The caster can use this spell to quickly form an obscuring mist about himself if the humidity is at least 20%, or he is near a swamp, river, or other body of water. The mist is stationary once cast and can be disturbed by air movement.

4 – Shroud

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: shields from sunlight

This spell creates a four inch thick field of darkness about the hirudo, visible to others as an unnatural shade. The shroud blocks the effects of direct sunlight, and allows the hirudo to cast spells above rank three while in sunlight. It must be cast before entering sunlight.

5 – Cloak

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: masks life force

The caster appears not to possess any divine magical abilities when probed by magical detection spells.

6 – Ombrasesan

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: repairs damage

The hirudo collects the powers of darkness to renew and repair his broken body. Casting this spell allows the hirudo to regain 3d6 lost damage points, or reverse the effect of one critical hit upon himself.

7 – Shade

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: self
Effect: become immaterial

The caster of this spell becomes a dark, immaterial, but visible, ghost-like figure. He is unable to be affected by physical attacks but is subject to magical effects. The caster can cause no physical effects without the assistance of magic. A hirudo in this guise cannot use Encure or Decay spells to draw power from others.



8 – Guise

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 12 + 3/F H
Area: self
Effect: change guise

This spell enable the hirudo to appear to be someone else. The hirudo visualizes a humanoid form of approximately his size and casts this spell. It will not deceive anyone who touches the hirudo, but by then it may be too late.

9 – Ombrosildo

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: shield of darkness

A four inch thick shield of darkness surrounds the hirudo, making him impervious to all beam and light-based spells. He appears to others as a dark moving figure.

10 – Shadow

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: self
Effect: becomes immaterial

The hirudo changes to an immaterial, invisible form that can pass through any obstacles. While he can faintly see the material world, he cannot effect it, or be effected by it using any physical or magical means.

11 – Eclipse

Time to Cast: 4 R
Resist Check: none
Target: special
Duration: 10 + 5/F M
Area: 1 met radius
Effect: night falls

The hirudo calls upon darkness and an enormous dark mass forms far above his head, blocking out sunlight and causing a false nightfall.

12 – Obmrovetur

Time to Cast: 4 R
Resist Check: none
Target: memloc
Duration: instantaneous
Area: self
Effect: teleports

The hirudo **recalls any place he has previously memorized**. If that place and his current location are completely in darkness, he instantly moves there.



26 Scrogg – Lord of Sensual Pleasure

26.1 Domain

The Master of Pleasure and The Slave of Desire are the two most common titles given to the god Scrogg.

26.2 History

Only this deity has his origins occur during recorded history. During the early 74th century, in the city of Aldeberon on the planet Torandor, a priest of Orus plotted to gain power by starting his own sect of worshipers. This priest searched nearby alleys until he found an unconscious drunk. Dragging him to the new shrine, the priest enthroned him as “Scrogg.” Well, this drunk didn’t last long, dying soon afterwards. The priest went back to the streets, found another derelict, and proclaimed him the newest incarnation of the god Scrogg. The priest was on to a good thing. As high priest of the new emerging religion, he had riches, fame, followers, and all the women his tongue could handle. This deception was continued, scrogg after scrogg, by this priest and his descendants for many generations.

Several hundred years later, after the destruction of Torandor, on the newly colonized planet Jaern, the presiding priest of Scrogg discovered something most strange. While executing his duty initiating a new acolyte into the priesthood, his physical prowess seemed magically augmented. The initiation ceremony lasted for two hours, and at its conclusion the priest was still ready for more. Then he realized that the vast number of worshipers had indeed begun to give the “false” god Scrogg the power to grant his priests magical abilities.

As you can well imagine, the priest rushed to show his fellow priests and priestesses what he could accomplish, with the aid of Scrogg’s power. They earnestly and devotedly spent time experimenting with this growing power. The next years were exciting ones for the priesthood. They were everywhere, teaching the peoples of the ways of Scrogg. For generations afterwards, the people honored and celebrated the coming of Scrogg.

26.3 Motivation

“The means always justify the Screw”

Realizing that the afterlife is just an amplification of the worldly existence, Scrogg’s followers will go to any length to get that which they most desire, pure physical sensual pleasures.

26.4 Aspects

Scrogg may manifest himself/herself in many forms, but they all have one thing in common that makes them instantly recognizable. His male manifestations always have enormously oversized sex organs, and the female forms always look like they could counterbalance a fleet of ships. Clothing is a rarity, cosmetics are usual, and Scrogg will almost never finish an appearance without satisfying his/her desire at least several times.

26.5 Places of Worship

The variety of actual buildings housing congregations of Scrogg worshipers is large. They tend to acquire large buildings with a lot of open space, as centrally located within large cities and towns as possible. The most impressive temples are large cylindrical shaped towers, such as those in Karfelon, Pelicon and Mungar. Regardless of its shape, these temples are called The Erection by Scrogg’s priests and followers, and quite a few less complimentary names by those whose property value has plummeted around these temples.

26.6 Structure of the Priesthood/Temple

More concerned with the pleasures of the body than with the petty political games which obsess most priesthoods, the priests of Scrogg do not take holy offices like other priests. Their organization is totally driven by dominance and submissiveness of the priests to one another and to outside parties. The most dominant priests of the Erection are chosen by popular vote of the priests and form a group referred to collectively as the **Scrogg’s Left Testicle**.



At any one time the leader of the Erection of Scrogg is the one who has sexually dominated the most priests, acolytes, slaves and farm animals, within the Erection. He or she is nominally the head of **Scrogg's Left Testicle** and referred to as Scrogg's Holy Organ, or **The Organmaster**.

The ranking of the priests within the Erection is very volatile, changing from day to day. Any priests which submits to the emotional and physical domination of any other priest becomes subordinate in order to that priest. This weeding of the weak usually results in an Organmaster of great domination and power.

One thing can be admired about these priests is their great truth of purpose. No motivation other than true lust can drive the actions and reactions of these priests to others.

26.6.1 Requirements

To enter the priesthood, an applicant must enter the temple, naked, and present themselves at the main alter, prepared to be used by anyone there whom wishes. The applicant must give freely of themselves for a period of one full week to any whom asks. At the end of this time, the applicant is conscripted into apprenticeship.

26.6.1.1 Apprenticeship

Each acolyte must learn of the rigorous disciplines of the Erection. The four disciplines encompass the physical, the mental, the emotional and the spiritual. This apprenticeship lasts for one calendar year, where they must spend at least 50% of their time under the tutelage/slavery of a priest or priestess, fulfilling their or others needs as directed.

26.6.1.2 Initiation

Four tests are given. One test for each discipline which is setup and administered by the members of the Left Testicle. A special room is set aside, and the acolyte is stripped, anointed with holy lubricants and led to this room. Believing this is where the tests are to occur, they are surprised as a secret door is opened, and someone bids them to leave. Each time the scenario is different, but each time they are lead into one event after another, believing they have been stolen or dragged from the Erection, and each situation they encounter is actually carefully choreographed by the elders of the Erection to test their knowledge of the ways of Scrogg, and their physical stamina.

Most initiations will involve one other person, a priest playing a role, who gets emotionally involved with the acolyte, who ends up appearing to die. The kicker of the test is usually the acolytes willingness to give the dying (or dead) priest one last holy worldly experience. These actions are replayed by the priest to the board of elders who then decide if the acolyte is worthy to hold the organ of Scrogg.

26.6.1.3 Duties

While most of the priests would be content to spend all of their time within the Erection expanding their sensual horizons, they are duty bound to leave the Erection and spread their message to the general populous. They must spend at least 50% of their time outside the Erection, in intercourse with the general populace, spreading their messages, techniques and their bodies to those willing to embrace Scrogg's message and anything else warm and moving.

26.6.2 Advancement

Each Priest creates a sash from the pubic hair of those whom they have congressed in some manner. These confrontations can be of any style, but must be verified by other members of the erection. The length of this sash indicates the relative experience of the priest. The members of the Left Testicle usually employ a number of slaves to carry the length of their sash, to prevent it from being soiled.

26.6.3 Dogma

"It is more holy to receive than it is to give..."



The worshipers of the Scrogg believe that it is their destiny to experience as much pleasure as possible in this life, as they will be rewarded one-hundred-fold in the afterlife. As each passes on, they believe that they become one with their god, initiated into everlasting life by an act of fornication with the god himself. Each worship lives for the day of being scrogged by his erectedness.

26.6.4 Traditions

Looked down upon by the populous at large, the priests and followers of Scrogg have learned to live with the discrimination and hatred which is often heaped upon them. Often victims of attacks and other cruelties, they struggle to maintain their dignity and pride in their rather unusual lifestyles. This oppressive atmosphere binds them closely together, so much that even while differing scroggites have widely divergent lifestyles, they always band together against the abuse and hatred of the unenlightened.

26.6.4.1 Appearance

Each follower attempts to cultivate a unique style that both identifies whom they are and the kinds of activities they will participate. An elaborate code has developed over the centuries where every piece of clothing, every scrap of jewelry and every stroke of paint has meaning. There are local variations in these meanings, but on the whole, any follower can identify the preferred activities of any other they meet.

26.6.4.2 Clothing

Silks and velvet are favorite fabrics for most clothing. Favorite colors seem to range from a deep purple to a light red or orange. The cuts of these robes are always unusual, and always reveal or allure to revealing much more to the public view. Unlike the followers of Ra, who find nudity to simply be ordinary and dull, these people use their robes to accentuate the sensuality of what they choose to reveal.

26.6.4.3 Speech and Gestures

The Scroggites have evolved a strange dialect of Paroli over time, resplendent with words portraying various physical activities. Their subtlety of meaning allows them to differentiate between thousands of different ways to express Replacements lust. A complex series of prefixes and suffixes allows them to specify most of the details of a carnal act with a single verb. But the uninitiated should be wary, the misuse of a single vowel sound can make the difference between a soft caress and a brutal rape. This has been the source for endless confusion to the careless, and endless profit for resourceful playwrights and novelists.

26.7 Worship

The followers of Scrogg have no need for a special time for worship. Their every act of lust and fornication is affirmation of their faith in their god, and a realization of their true selves. However, when a large group of followers gather to celebrate an important event or occurrence, they will often invite outsiders to join them to share the lust and pleasure.

26.7.1 Sacrifices

While no material sacrifices are made by this sect, followers of Scrogg will show their approval, joy or respect for outsiders by presenting themselves to those they admire for their use and pleasure. The offer itself is sufficient to show proper respect, gratitude or admiration, its refusal is not looked down on. The public at large would look with disgust and derision to outsiders whom accept these offers.

26.7.2 Donations

As with all sects, money is what keeps the temple open. The Erections are no exceptions. Monetary donations are always welcome. Followers are expected to donate at least 100 silver pieces per year to the Erection, and the wealthy will always donate more. A family of modest means can be excused from 5 years of donations by giving a child of under ten years into the priesthood.



26.7.3 Obligations

As part of their service to their god, worshipers must assist their priests and priestesses in their duties. They do this by donating at least one day in ten to serving within the Erection. They present themselves, at dawn, at the entrance of the Erection, and the priests bring them within and make them available to all to be used, abused and bruised.

The Guild of Prostitutes successfully petitioned the Enclave of Tor to require those who enter the Erection to take use of the worshipers and/or priests to be registered members of the Erection, to prevent them from usurping the prostitute's livelihood.

26.7.4 Penance

When worshipers or priests commit the sins of purity or chastity, they can be called to account by **Scrogg's Left Testicle**. They speak their piece before the congregation. If the priests of the Left Testicle judge them guilty of these sins, they are denied Scrogg's pleasures by the application of a locking device which prevents them from any carnal pleasures for the period of the punishment. Extreme cases may involve being sold into slavery to the Followers of the Way of Chastity, an offshoot sect of Orus worshipers who strongly believe in strength through purity. More extreme cases can be sentenced by the priests to the removal of the appropriate organs, denying the wrongdoer perpetual life through holy union with Scrogg.

26.8 Holidays & Feast Days

To the followers of Scrogg, each day is a holy day. Since the first incarnation of Scrogg, there has been over 400 incarnations of the god. The day each was incarnated is a holy day for the followers whom most sympathize with that incarnations and his/her particular practices. Each day the number of the proper incarnations is posted, along with appropriate hymns and worship practices.

26.9 Relationship to Other Deities

Most of the other religions look down upon the followers and priesthood of Scrogg as a vulgar and low group. Only the Sanctum of Orus gives any legitimacy to the Scroggites, as they did start as a radical sect of Orus worshipers in the ancient past.



26.10 Magical Abilities

Priests of Scrogg have at their command four spell groups that allow them to experience and give pleasure of all degrees.

Physical spells allow the priest to see and meet the physical needs of those who must be pleased.

Mental allows the priest to delve deeply into their own and other's minds, causing and understanding the motives of thought.

Emotional spells allowing control and perception of emotions allow the priest to manipulate himself and others for pleasure and pain.

Spiritual spells allow the priest to recognize, understand and captivates the spirits of those immaterial, animal, and supernatural.

1. Physical

- 1 Stimulate
- 2 Lubricate
- 3 Prevent Disease
- 4 Change Size
- 5 Stamina
- 6 Disrobe
- 7 Flexible
- 8 Bondage
- 9 Bend Over
- 10 Jello
- 11 Cure Disease
- 12 Change Sex

4. Mental

- 1 Fondle
- 2 Blab
- 3 Voyeur
- 4 Truth or Dare
- 5 Foreplay
- 6 Pillow Talk
- 7 Steal Orgasm
- 8 Astound
- 9 Impotence
- 10 Fidelity
- 11 Sex
- 12 Distance Sex

2. Emotional

- 1 Lower Inhibition
- 2 Detect Lust
- 3 Paper Bag
- 4 After Glow
- 5 Frustrate
- 6 Want Animal
- 7 Sex Aura
- 8 Instill Fetish
- 9 Insatiable
- 10 Redirect
- 11 Area Arousal
- 12 Black Balls

3. Spiritual

- 1 Detect Virginity
- 2 Prowess
- 3 Share Pleasure
- 4 Wet Dream
- 5 Detect Prowess
- 6 Tickle
- 7 Rejuvenate
- 8 Spirit Sex
- 9 Revirginate
- 10 Sex Toy
- 11 Dominance
- 12 Final Fling



26.10.1 Physical

1 – Stimulate

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: single target
Effect: excites target

Any one creature that the caster touches while casting this spell becomes physically (sexually) excited. Any carnal acts will be 50% longer and more satisfying while under this spell. Multiple casting of this spell does not increase its effects.

2 – Lubricate

Time to Cast: 1 R
Resist Check: none
Target: 1 + 1/F'
Duration: instantaneous
Area: 1 + 1/F Oz
Effect: creates lubricant

Lubricant enables a priest of Scrogg to create extra amount of super-slick, Scrogg approved lubricant when needed.

3 – Prevent Disease

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: prevents disease

Prevent disease allows the caster to prevent the spread of diseases (especially the venereal type). The priest casts this spell and then touches the target. The target is unable to be diseased during the duration.

4 – Change Size

Time to Cast: 1 R
Resist Check: 3d6 WIL negates
Target: 20 + 5/F' LOS
Duration: 2 + 1/F H
Area: 1 creature
Effect: changes organ size

With this spell a good scrogger can cause the sexual organs of his target to either become smaller or larger. Any organ can be increased or decreased by 50 + 10/F percent.

5 – Stamina

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: go forever

Stamina allows the target to increase his sexual stamina. The priest will not become fatigued or pass out while engaged in any sexual activity.

6 – Disrobe

Time to Cast: 2 R
Resist Check: 4d6 vs STR negates
Target: 10 + 5/F'
Duration: instantaneous
Area: 1 creature
Effect: lose clothing

Disrobe causes the target's clothing to fall to a heap at the target's feet. Magical clothing is immune from this effect.

7 – Flexible

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: flexible body

Flexible allows the target to become extremely flexible, enabling feats of contortion normally unavailable to living creatures.



8 – Bondage

Time to Cast: 1 R
 Resist Check: 4d6 vs STR negates
 Target: 20 + 5/F'
 Duration: 2 + 1/F H
 Area: 1 creature
 Effect: binds target

Bondage causes magical bonds (type specified by caster) to bind the target in the manner the caster chooses. The bonds can only affect the target. Anyone else is unable to see or feel the bonds. A person suspended from a ceiling hangs, but without discomfort or suffocation.

9 – Bend Over

Time to Cast: 3 R
 Resist Check: 5d6 vs HEA negates
 Target: 30 + 5/F'
 Duration: 10 + 5/F M
 Area: 1 creature
 Effect: BOHICA

This spell causes any of the target's limbs which are touching the ground to stick to it. The target is then afflicted with severe stomach cramps, causing it to "bend over".

10 – Jello

Time to Cast: 4 R
 Resist Check: none
 Target: LOS 30'
 Duration: 4 + 2/F R
 Area: 10 X 30' cone
 Effect: Creates Jello

The caster can create up to a thousand cubic feet of jello. The Jello sprays forth from the casters finger in a cone. The flavor is selectable by the caster. Multiple flavors, colors and textures are possible if finessed. Jello is permanent and will melt as normal Jello would.

11 – Cure Disease

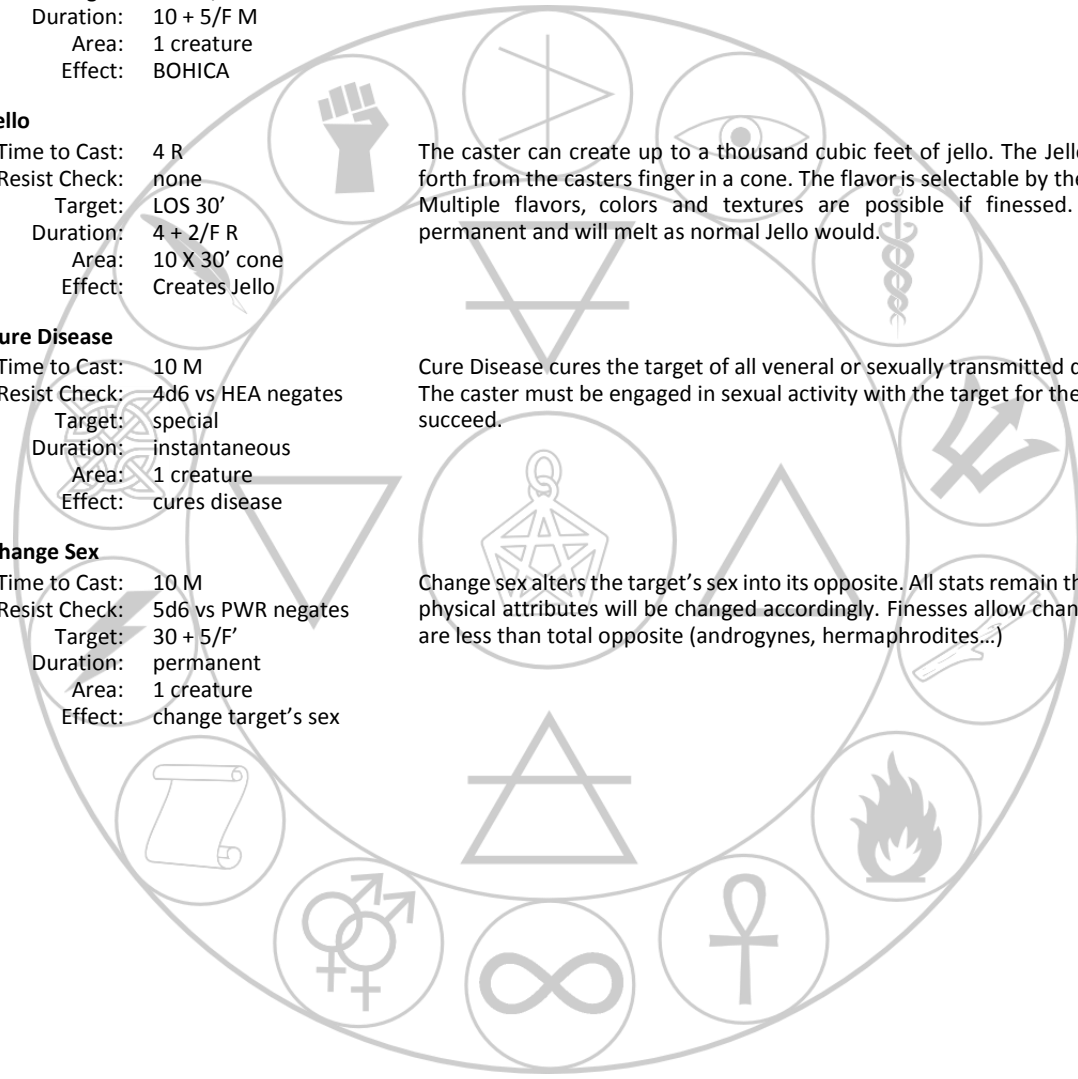
Time to Cast: 10 M
 Resist Check: 4d6 vs HEA negates
 Target: special
 Duration: instantaneous
 Area: 1 creature
 Effect: cures disease

Cure Disease cures the target of all venereal or sexually transmitted diseases. The caster must be engaged in sexual activity with the target for the spell to succeed.

12 – Change Sex

Time to Cast: 10 M
 Resist Check: 5d6 vs PWR negates
 Target: 30 + 5/F'
 Duration: permanent
 Area: 1 creature
 Effect: change target's sex

Change sex alters the target's sex into its opposite. All stats remain the same, physical attributes will be changed accordingly. Finesses allow changes that are less than total opposite (androgynes, hermaphrodites...)





26.10.2 Emotional

1 – Lower Inhibition

Time to Cast: 1 R
Resist Check: 3d6 vs CSE negates
Target: 20 + 5/F'
Duration: 2 + 1/F H
Area: 1 creature
Effect: lowers inhibition

This spell causes the target to become more receptive to invitations to engage in carnal actions. If the target fails their RC, they would move one step on the scale of “Never!”, “Probably not”, “unsure”, “maybe”, “yes”, “Right Now!”. The effects of this spell are cumulative.

2 – Detect Lust

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: 50 + 10/F' radius
Effect: see who's horny

This spell detects lust, sexual urges and excitement. The caster will be able to judge the exact state of excitement.

3 – Paper Bag

Time to Cast: 1 R
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: look like loved one

This spell forces the target to view his current partner as his most desired mate. Very useful when you lose your wolf-ugly-escape kit.

4 – Afterglow

Time to Cast: 1 R
Resist Check: 4d6 vs INT negates
Target: touch
Duration: 1 + 1/F M
Area: 1 creature
Effect: elation

The target of this spell feels satiated and lethargic. While physically undisturbed by others, he is unable to take any offensive actions for the duration of the spell.

5 – Frustrate

Time to Cast: 2 R
Resist Check: 4d6 vs CSE negates
Target: 20 + 5/F'
Duration: 24 + 12/F H
Area: 1 creature
Effect: can't have what want

The target of this spell convinces themselves that they cannot have what object or person they most desire, even if it is within their grasp. The target will unconsciously sabotage any attempt to possess what he desires while under this casting.

6 – Want Animal

Time to Cast: 1 R
Resist Check: 4d6 vs CSE negates
Target: 20 + 5/F'
Duration: 10 + 5/F M
Area: 1 creature
Effect: target wants animal

The target of this spell is suddenly possessed with the overwhelming urge to have an animal. The first creature that the target sees that is not of his race MUST be had by the target.

7 – Sex Aura

Time to Cast: 2 R
Resist Check: 4d6 vs PER negates
Target: 10 + 5/F'
Duration: 10 + 5/F M
Area: LOS
Effect: target looks sexy

Anyone viewing the target is struck by the overt sexuality of the target. Almost all are at least a little excited by him, and most wish to have him.



8 – Instill Fetish

Time to Cast: 3 R
Resist Check: 4d6 vs WIL negates
Target: 30 + 10/F'
Duration: 1 + 1/F weeks
Area: 1 creature
Effect: instill fetish

The target of this spell gains a sexual fixation for a **type of item** of the caster's choice. While under this fixation, the target will have to make the 3d6 RC vs WIL each time he sees the item to avoid attempting having to immediately acquire it.

9 – Insatiable

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: special
Area: 1 creature
Effect: make insatiable

The target of this spell must immediately start performing a carnal act with the nearest or most convenient creature, person or item. He must continue this, and once each hour make a RC of 3d6 vs HEA or pass out. This spell stays in effect until he does finally pass out, at which time he will fall into a coma like sleep for at least 8 hours

10 – Redirect

Time to Cast: 1 M
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: 1 + 1/F days
Area: 1 creature
Effect: transfer emotions

The caster mentions **two names** to the target as he casts this spell. The targets emotions, positive or negative, toward these two people swap while this spell is in effect.

11 – Area Arousal

Time to Cast: 5 M
Resist Check: 4d6 vs CSE
Target: caster
Duration: 2 + 1/F H
Area: 30 + 10/F' radius
Effect: make horny

Everyone in the area get extremely aroused, attempting to satiate their carnal desires as quickly and noisily as possible.

12 – Black Balls

Time to Cast: 1 R
Resist Check: 6d6 vs WIL
Target: 50 + 10/F' LOS
Duration: special
Area: 1 creature
Effect: must have sex

If the target of this spell misses his RC, he cannot sleep, eat, or converse coherently with anyone until he performs a carnal act with someone whom he desired before the spell was cast. If the target has no libido, the GM determines the recipient of the target's lust randomly.



26.10.3 Spiritual

1 – Detect Virginity

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: special
Area: one target
Effect: detect virginity

When the caster touches his target, and that target is a virgin, the caster alone will hear a large gong sound.

2 – Prowess

Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F'
Duration: 2 + 1/F H
Area: 1 target
Effect: aura of prowess

The target of this spell is endowed with an aura of “sexual prowess”. If someone looking at the target fails a 3d6 vs CSE check, he or she will believe that the target would be good in bed.

3 – Share Pleasure

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: 1000 + 250/F mets
Duration: 10 + 5/F M
Area: 1 known person
Effect: share pleasure

While casting the spell, the priest **visualizes someone that he has memorized**. When the spell is finished the priest will feel all pleasure that the target experiences. Additionally, if the target fails the RC (or is cooperative) the target will feel the priest’s pleasure.

4 – Wet Dream

Time to Cast: 5 M
Resist Check: 4d6 vs WIL negates
Target: LOS 10 + 5/F'
Duration: 1 dream
Area: 1 creature
Effect: cause wet dream

The priest casts this spell and then **names a person or creature known to himself**. The target’s next dream will involve the named person or creature in a sexual context.

5 – Detect Prowess

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: 30 + 10/F' radius
Effect: detect experience

Using this spell, a priest can gauge the relative (to himself of course) sexual ability/experience of all creatures he can see within its area of effect.

6 – Tickle

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 2 + 2/F" radius
Effect: create erogenous zones

The spot touched by the caster becomes an erogenous zone.

7 – Rejuvenate

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: cure wounds

The priest casts this spell and then has sex with the target. The target heals 1d8 damage points. The healing takes place when the priest reaches the climax of his carnal activity.



8 – Spirit Sex

Time to Cast: 2 M
Resist Check: 4d6 vs WIL negates
Target: 50 + 10/F' LOS
Duration: instantaneous
Area: 1 creature
Effect: implant memory

While casting the spell, the priest **thinks up a scenario involving himself and the target**. The scenario must cover less than an hour of time. If the target fails the RC, they will believe the new memory to be real.

9 – Revirginate

Time to Cast: 5 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: 1 creature
Effect: forget sexual

If the target of this spell fails its resistance check, he loses all memories of anything dealing with sex. The memories will return if the spells effects are successfully countered with a **Revocation** spell.

10 – Sex Toy

Time to Cast: 5 R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 object
Effect: animate object

The target **non-living object** of this spell is animated and can be used for any sexual purpose that the priest instructs.

11 – Dominance

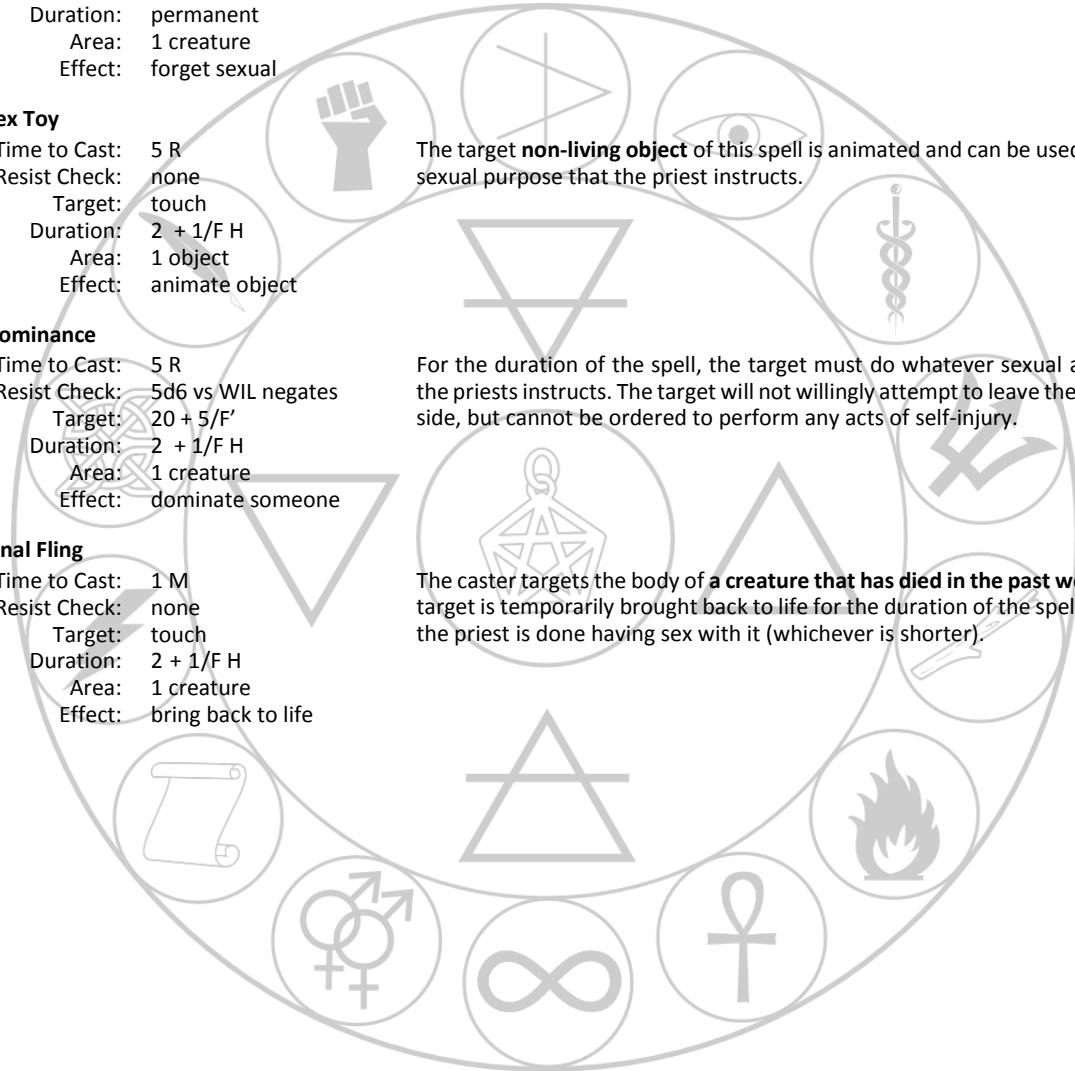
Time to Cast: 5 R
Resist Check: 5d6 vs WIL negates
Target: 20 + 5/F'
Duration: 2 + 1/F H
Area: 1 creature
Effect: dominate someone

For the duration of the spell, the target must do whatever sexual acts that the priests instructs. The target will not willingly attempt to leave the caster's side, but cannot be ordered to perform any acts of self-injury.

12 – Final Fling

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: bring back to life

The caster targets the body of **a creature that has died in the past week**. The target is temporarily brought back to life for the duration of the spell or until the priest is done having sex with it (whichever is shorter).





26.10.4 Mental

1 – Fondle

Time to Cast: 1 R
Resist Check: none
Target: 80 + 20/F' LOS
Duration: instantaneous
Area: 1 creature
Effect: grope at distance

By casting this spell, the priest can fondle someone with a mere glance.

2 – Blab

Time to Cast: 1 R
Resist Check: 3d6 vs CSE negates
Target: touch
Duration: 1 + 1/F M
Area: 1 creature
Effect: answer questions

During sex, the priest can cast this spell and then ask three yes/no questions. If the target fails its RC, it must answer to the best of its ability.

3 – Voyeur

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: 1/4 mets
Effect: see sexual acts

For the duration of the spell, the caster can see any sexual act within the area of effect. The caster is first given an image of the nearest act. He may if he wishes skip any image and go onto the next furthest out or back to any previous image.

4 – Truth or Dare

Time to Cast: 1 R
Resist Check: special
Target: touch
Duration: 2 + 1/F H
Area: 1 creature
Effect: binding agreement

The priest casts this spell and then **propositions someone with a yes/no question and a sexual task**. Should the target refuse to answer the question truthfully, they cannot experience any pleasure until they do the task.

5 – Foreplay

Time to Cast: 1 R
Resist Check: 3d6 vs CSE negates
Target: touch
Duration: instantaneous
Area: 1 creature
Effect: do foreplay

The target of this spell believes that he has already experienced foreplay from his sexual partner and is sexually elevated as if it had actually occurred.

6 – Pillow Talk

Time to Cast: 1 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 10 + 5/F M
Area: 1 creature
Effect: pump for information

While having sex with the target, the priest casts this spell. If the target fails its resistance check it must truthfully answer any questions the caster asks within the duration. After sex, the target forgets the questioning and the answering.

7 – Steal Orgasm

Time to Cast: 1 R
Resist Check: none
Target: 20 + 5/F' LOS
Duration: instantaneous
Area: 1 creature
Effect: steal orgasm

The caster targets **a creature which is about to have an orgasm**. The priest then has the orgasm instead. The creature does not experience the orgasm.



8 – Astound

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 2 + 1/F H
 Area: 1 creature
 Effect: lose communication

The target of this spell is so astounded by his perception of the caster's sexual equipment that he goes into a state of shock and cannot speak or communicate in any way for the duration of the spell.

9 – Impotence

Time to Cast: 1 R
 Resist Check: 5d6 vs CSE negates
 Target: 20 + 5/F'
 Duration: 1 + 1/F days
 Area: 1 creature
 Effect: lose libido

If the target fails his RC, he loses the desire, the ability and the pleasure of sex.

10 – Fidelity

Time to Cast: 2 R
 Resist Check: 5d6 vs WIL negates
 Target: 20 + 5/F'
 Duration: permanent
 Area: 1 creature
 Effect: bind to partner

The target of this spell, upon failing its resistance check, will only want to have sex with its current partner.

11 – Sex

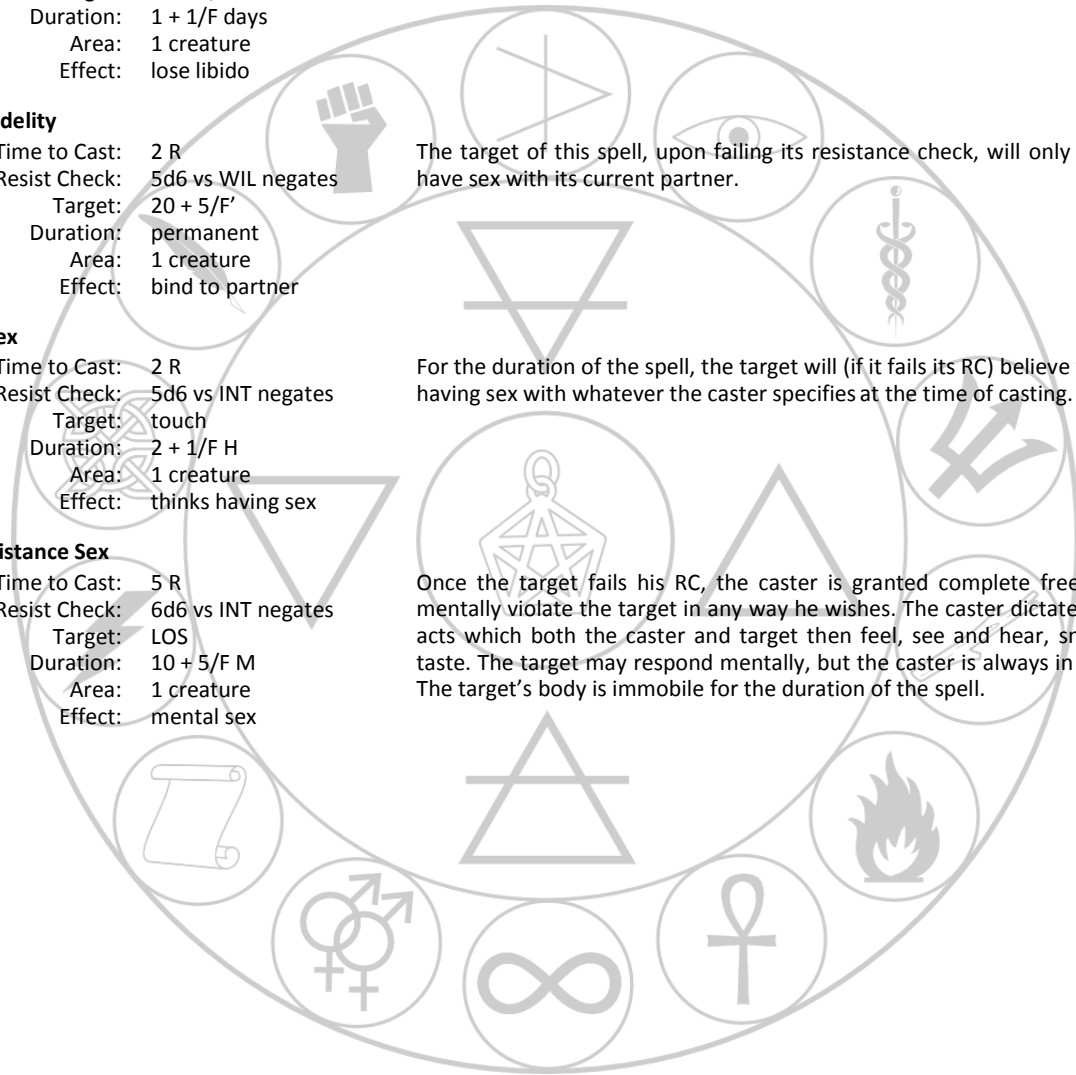
Time to Cast: 2 R
 Resist Check: 5d6 vs INT negates
 Target: touch
 Duration: 2 + 1/F H
 Area: 1 creature
 Effect: thinks having sex

For the duration of the spell, the target will (if it fails its RC) believe that it is having sex with whatever the caster specifies at the time of casting.

12 – Distance Sex

Time to Cast: 5 R
 Resist Check: 6d6 vs INT negates
 Target: LOS
 Duration: 10 + 5/F M
 Area: 1 creature
 Effect: mental sex

Once the target fails his RC, the caster is granted complete freedom to mentally violate the target in any way he wishes. The caster dictates sexual acts which both the caster and target then feel, see and hear, smell and taste. The target may respond mentally, but the caster is always in control. The target's body is immobile for the duration of the spell.





27 Tarus – Librarian of the Gods

27.1 Domain

Often called “The Master Archivist,” Tarus is the keeper of histories, and instigator of advances in physical sciences.

27.2 History

In the year 7812SF, when the **Kaaren of Destruction** landed on Jaern with the last survivors of Torandor, it also carried 50 priests from the temple of Tarus. They keenly felt the loss of their abandoned heritage.

While trying to salvage something, they discovered how to make the Kaaren’s mechanical oracle divulge many of its secrets. The priests meticulously recorded everything they learned, then sought to apply the knowledge to their new home of Jaern. Over the next two centuries they invented a variety of mechanical helpers and taught many advanced techniques. They became very knowledgeable, very respected, and very, very wealthy.

They almost perfected the first flying machine at their temple on the island of Geheric. Thousands of people came from nearby islands for the first trial. Unfortunately, a priest’s miscalculation of the fuel formula caused the contraption to explode, destroying the island and all the people on it.

When news of this disaster spread, the priests of Tarus found themselves the target of a wave of public retribution. Going into hiding was the only alternative to lynching. The surviving priests hid as much of their accumulated knowledge and tools as possible, but all too often the irreplaceable Archives became large marshmallow toasters.

Little was heard of the God of Death Machines’ followers for the next fifteen hundred years. What few people worshipped him did so in secret covens of six or less, and never revealed their presence to others. Someone who gained too much technical expertise was sometimes accused of being a priest of Tarus and burned at the stake. As time passed, memory and knowledge of what had occurred faded away.

In the year 9645SF, a young man named Justin Gheler lived in the city of Pelicon. He was hungry for knowledge, and spent all his efforts trying to learn the secrets of nature. He became popular with the townspeople for his small inventions and innovations. But his happiness was marred by a tragic love affair. Despondent, Justin walked to a high bridge, fully prepared to seek death on the rocks below. That is until he saw an old man brandishing a highly reflective walking stick near the shore.

Curious, he descended to the river’s edge to inquire of the old man and his most unusual cane. The old man told him that it was made of a material called “steel” and briefly described how it was made. He then handed the cane to Justin, and vanished into thin air.

Taking all this as fortunate omen, Justin discarded his emotional baggage and retired to his workshop to duplicate the metal. Five grueling years later, he produced his first ingot of steel. This made him popular rather quickly. He was soon nervously approached by a secretive worshipper of Tarus. His description of the god perfectly matched that of the old man with the steel rod.

Justin spent his remaining years reestablishing the worship of Tarus. He urged Tarusian followers out of hiding. Profits from his booming steel works funded the reestablishment of the Archives. Justin spent every waking moment gathering knowledge and spreading the word of Tarus, hoping to meet the old man again. Legend has it that on his death bed, Justin was visited by an old man who thanked him and led him away. Both disappeared into thin air, and indeed Justin’s body was never buried or ever seen again.

Since then the Archives have grown greatly, as their knowledge became a vital part of society. The Tarusians, however, have not forgotten the past, and strictly control the release of their knowledge. They are concerned, almost paranoid, that another dark age may fall upon them, and do all they can to prevent it.

27.3 Motivation

“Knowledge Is the Only Form of Power.”



Tarus and his followers disdain physical existence, for only in the acquisition of facts, universal rules, and truths can they truly redeem themselves.

27.4 Aspects

Tarus is rarely seen by anyone outside the priesthood. He usually appears as an ancient scholar dressed in once-white robes, now covered with the dust and grime of the Archives. He speaks in a soft, steady voice, and his stare is thought to allow him to instantly assimilate anyone's entire life experiences. He never speaks without pausing and carefully collecting his thoughts, and when he does speak it is to the point, without frivolous formalities.

Tarus finds the use of "godly powers" too showy and in bad taste. He rarely uses offensive magic, and is more likely to simply utter a devastating, unrevealed truth that settles the situation. He hates those who distort or hide the truth, and his curses for them can be devastating. His highest wrath is withheld for those who destroy knowledge, or its physical forms in the Archives and libraries.

27.5 Structure of the Priesthood/Temple

The priests are divided into three "Colleges." The **Jeogians** are dedicated to the storage and preservation of written knowledge, and maintain the Archives. The high priest of an Archive is usually Jeogian.

The **Scelonist** school includes those priests who have dedicated their lives to the search for new knowledge. They usually staff monasteries in thinly populated areas, where they seek new knowledge through experimentation. Scelonist methods are sometimes callous, and outsiders are wary of these priests.

The third Tarusian College is **Elotian**. They believe that knowledge should be gained by wandering the world and carefully observing others. *Most adventurers should belong to this College.* Their task is to collect knowledge and bring it back to the Scelonists and Jeogians to be examined and categorized.

All three colleges depend heavily on each other, and any outside threat unites them in purpose. Lower ranked priests of the Elotian College are subject to, and often given tasks by, the ranking Jeogian priests at the Archives.

27.5.1 Organization

The priesthood is organized hierarchically, headed by the oldest priest ("**The Librarian**"), who leads a cabinet of six elder priests ("**The Eldest Circle**"). There is at least one representative from each college in this group. The Librarian is historically a member of the Jeogian College, although exceptions are not unknown.

Each elder is in charge of a department within the Archive, and is in charge of six assistant senior priests. These departments are *Service, Research, Restoration, Analysis, Worship, and Education*.

Positions within the Archive are categorized as follows:

Position	Description	Average Age
The Librarian	The High Priest	60
Full Archivists	Department heads	50
Associate Archivists	Research team leaders	45
Assistant Archivists	Research team member	30
Visiting Archivists	Elotian knowledge gatherers	30
Graduate Researcher	waiting for assignment	18
Senior Researcher	3rd year acolyte	17
Junior Researcher	2nd year acolyte	16
Novice Researcher	1st year acolyte	15
Apprentice Researcher	Priestly applicant	12

As previously mentioned, Scelonist monasteries are maintained to perform research in the physical sciences. These are autonomous enclaves responsible to the Director of Research of the closest Archive. There is one monastery for every six to



eight Archives. Priests at the monasteries are considered second class researchers, unfit for research of the mind. Position and rank are much less important in these monasteries, and what little ranking exists is based on chronological seniority.

27.5.2 Requirements

The Priesthood of Tarus has only two requirements of its members. They must be male, without exception, and they must speak and read (or have that potential) no fewer than two languages of any type, even dead or archaic languages.

27.5.2.1 Apprenticeship

If an Archive has excess resources, they will apprentice any intelligent male applicant. Apprenticeship is a blend of physical and mental labor. Their physical labor is mainly in service to a department of the Archive, performing necessary, but menial, day-to-day tasks. The mental labor is four to six hours of daily language training, (for those who know but one language) and improving reading and writing skills. If the apprentice is versed in two or more languages, he assists in teaching the languages he knows.

Apprenticeship lasts for as little as two weeks, for those who know four or more languages, to as much as three years for those needing extensive help in learning the requisite two languages). If three years pass and the apprentice has yet to pass his first initiation rite, it is given immediately. If he passes, he is allowed to continue; if he fails, he is publicly turned away as a dullard and told to seek his fortune elsewhere. Very few apprentices fail to pass.

27.5.2.2 Initiation

An apprentice must pass four tests to be initiated as a priest. Firstly, he must demonstrate his literacy. The apprentice's supervising assistant archivist asks him to read several selections aloud in at least two languages of the apprentice's choice. These selections can be from any source in the Archive. The apprentice is then required to take dictation of two selections that his supervisor will read to him. Completion of this step elevates the apprentice to Novice Researcher.

Secondly, a Novice Researcher must demonstrate his knowledge of the parables and maxims. An associate archivist listens to the apprentice reciting the text and maxim for a random sampling of about 40 of the 255 major and 1,024 minor parables. He is allowed but six errors. Completion of this step elevates the apprentice to Junior Researcher.

Thirdly, a Junior Researcher must complete a research project. The department head of the area the prospective priest wishes to enter assigns him a moderately difficult research assignment. The Junior Researcher must complete the research to the archivist's complete satisfaction. Completion of this step elevates him to Senior Researcher.

Lastly, a Senior Researcher must answer an Archival request examination. The Librarian and The Eldest Circle give the prospective priest a parable according to his school, and allow him 24 hours to do any necessary research. They then conduct an oral examination of the applicant, quizzing him in great depth on the meaning, history, and application of the parable. Completion of this step elevates the apprentice to Graduate Researcher.

27.5.2.3 Duties

The Collection of Knowledge

The most important task, by far, of the priesthood is the collection of undiscovered knowledge. This is done by researching documents in the Archives and by Elotians wandering the world seeking new sources of old knowledge.

Priests in the Archives endlessly sift through old documents, attempting to find new meanings. Usually this process starts with a question posed by an elder or an outsider. The priest conducts an exhaustive search of the Archives for all pertinent materials. The more important of these are then copied for easy use. The priest delegates a team of archivists and researchers to correlate the knowledge and produce a probabilistic spread of answers.

The Elotians wander the globe seeking lost books, scrolls, and other documents. When a priest finds one, he immediately scribes a copy of it; such a document represents power, and it's physical form cannot simply be taken with impunity.

The priest also seeks out old people with unusual experiences or knowledge and asks them to tell their stories. Elotians are exhaustively trained in memorization, and thus can transcribe these interviews to paper later. They periodically visit an Archive,



where their collections are again copied and placed in the Archives. Elotians are often charged with carrying copies of newly acquired materials to other Archives.

Analysis and Categorization of Knowledge

Once the knowledge is in the hands of the priests of the Archive, they must discover how it fits into the corpus of existing knowledge. Special teams of priests, with many years of experience, see to the needs of these incoming documents.

First they must be copied and the copies sent to other Archives; the original is sent to the restoration and preservation group. The priests painstakingly analyze how it fits into their categorization scheme. Entries are then made into several different cross-indexes and the original scroll, once back from the restoration team, is Archived in its proper place.

Restoration and Preservation

Old or damaged documents are carefully restored by members of this group. Those too badly damaged to restore are copied onto new parchment. This priests also apply the mystical treatments that prolong the life of parchment.

Neophyte members of the restoration group use the chronological archive indices to recopy each ancient scroll and book, starting with the oldest. It is rumored that it take 200 years to recopy all the documents in the main Archive at Pelicon.

27.5.3 Education of Followers

Education is provided in study groups of six people. On his eighth birthday, an apprentice is assigned to a group of people in whom he will confide for the rest of his life. Each group is led by a priest called the **Mediator** who is personally responsible for the intellectual development of his students.

A very gifted priest may conduct **Learning Times** to expound on his specialty. These gatherings are normally advertised to the followers several days beforehand, but since many Mediators come from afar Learning Times may occur spontaneously. Many an outsider, upon hearing an announcement on a subject of interest, has attempted to attend these sessions.

Cultivate and Enhance Methods of Learning

The priests of the Eldest Circle, besides their Archive responsibilities, also must work with the other priests to enhance the methods and efficiency of the teaching and learning processes. The most successful teachers spend much time visiting other Archives, and are in great demand to mediate Learning Times.

27.5.4 Advancement

Positions within each Archive are static, and filled by appointment by the Eldest Circle. The Archive allocates positions called **Keys of Research**, which correspond to long-term donations and gifts from outside worshippers and benefactors. Graduate Researchers advance by waiting for a Key to be vacated through promotion, transfer, or death. They also may convince an outside concern of the importance of some piece of research, in hopes of eliciting a donation from them and of the Eldest Circle creating a new Key. Staying on good terms with the Eldest Circle is a must if a graduate priest wishes to be appointed to a Key.

Becoming Elotian is always an option for the graduate who cannot find a position. His request to become an Elotian cannot be refused by the elder priests. Many a discredited researcher has left an Archive to “seek truth in the outside world,” which translated often means “escape the wrath of a vindictive elder priest.”

27.5.5 Dogma

“Knowledge is the Key to the Past . . .”

It is written in the Tarusian holy books that the first thing to exist was a Thought that encompassed all creation, and was personified by Tarus. The universe is an imperfect expression of **The Thought**. It is the holy task of each priest to recover The Thought by delving into the knowledge of the past. When this is accomplished, they believe the universe will have fulfilled its purpose and again become one with Tarus.



Tarusians see all the other deities as dim misguided reflections of Tarus. They rarely become involved in outside events or politics, as their priority is their research. Most non- worshipers view Tarusian priests as standoffish elitists, and rarely do the Archives have large followings.

The priests researching the physical sciences are a secondary concern, prompted mainly by their need for better research tool. Many elder priests realize the importance of financial support, and use the leverage provided by the Scelonists' inventions to fund the Archives.

27.5.6 Traditions

Priests of Tarus are, without exception, male. They do not believe the female mind can absorb or process the holy commodity of knowledge. Even the workers within the Archives are male, and females are not welcome within their ranks or holy areas.

Historically, the most senior priest in each temple keeps of the log of the Words of Tarus. Each time Tarus manifests himself, the highest ranking priest immediately readies his scribing tablet. He then records, in **quickspeak**, all the words from, or addressed to, Tarus. He is also responsible for inscribing this information into the Archive's log, and preparing it for transfer to the main Archive at Pelicon. There the words are compiled to create the most up-to-date version of **The Utterances**, the Tarusian priest's holy book.

27.5.6.1 Clothing

Jeogian priests usually wear their formal robes of office, which include several layers of different cloths of varying earth tones. A headdress incorporating a quill is a must.

Scelonists are usually garbed in functional clothes, more often wearing shirts and pants than the full length Jaernian robes. Many types of protective clothing are common, as some of their experiments are fairly dangerous.

Elotians do not normally wear "priestly garb." They wear normal robes, but may be recognized by a small, scroll shaped, silver earring, that each priest is given on their ordination day.

27.5.6.2 Appearance

Tarusians are more concerned with affairs of the mind, and usually disdain most kinds of physical decoration with makeup or jewelry other than his ordination earring. Each placed priest, however, is never without his key of office, which serves as a sign of his rank and opens his private locks.

27.5.6.3 Speech and Gestures

These priests abhor the waste of time necessary to express complex ideas and moralistic views, but they must express these ideas to an often illiterate congregation. To solve this dilemma they have summarized 255 major parables, each with a one sentence maxim, which they ceaselessly repeat to their flocks. Each maxim is a trigger to recall of the entire concept behind its associated parable.

This is used in a more extensive way within the priesthood itself. Before ordination, each priest must memorize the text of the 1024 minor parables. The maxims are often used, between priests, to illustrate points, ideas, and arguments.

27.6 Worship

27.6.1 Sacrifices

Followers of Tarus abhor the loss of knowledge. As knowledge is the only thing of importance, this sect makes no physical "sacrifices." Very devout followers may occasionally fast to demonstrate their lack of knowledge and beseech Tarus for enlightenment.

27.6.2 Donations



Donations are not expected from lay worshipers, as most of the needs of the Archive are met by large research donations from outsiders. Still, the giving of labor and time within the Archive is highly prized by the priesthood. Often, the devout followers who labored in the Archive are the first to be allowed to apply to the priesthood when openings appear.

27.6.3 Obligations

The followers of Tarus are expected to join and actively participate in Study Groups to enhance and share their knowledge. These groups usually meet once every six days and spend two to three hours discussing new ideas, recent events and personal experiences. The Mediator of the group usually prepares a reading from the Archives and leads a discussion on its meanings.

Knowledge is disseminated both upwards and downwards from these groups to the Study Groups of the Mediators up to The Librarian himself. This slow method of communication befits the followers and priests, because they are more concerned about ancient truths than current events.

27.6.4 Penance

Penance takes one of two forms. For minor offenses, the worshipper is assigned to work groups for limited times within the Archive. For graver offenses, the worshipper must memorize one or more specific parables directly related to his offense, and then present it to each study group. This process usually consumes a full week, and the transgressor loses much stature within the Archive.

27.6.5 Advice

Advice to the worshippers is given by other members and the Mediator of the study group. Everyone is encouraged to discuss any topic freely, for the members of a study group are bound to not discuss private matters outside their circle. The mediator of each circle may bring up matters to a higher circle, but he must not mention any names.

27.7 Holidays & Feast Days

The Refounding, Napen 16, is the day when Tarus first showed himself to Justin Gheler, beginning the resurgence of Tarusian worship to Jaern. On this day, adults feast while children prepare and display signs of their knowledge. After the feast, the children's exhibits are judged by the elder priests, and the best are chosen. These children are rewarded, and immediately invited to apply for entry into the Archive.

27.8 Worship

The followers of Tarus place themselves in a light trance by assuming a comfortable position, closing their eyes, and slowly repeating to themselves a one syllable mantra. This clears their thoughts, allowing them to associate the parables they have memorized with the facts of the situation at hand. They then use the parables to solve problems and make decisions.

Lay followers often do this in their study groups, which they attend regularly with a priest. These sessions often relate directly to the problems and experiences of the group members. This concept of grouping is mirrored upward through the ranks of the priesthood. The eldest priest mediates the older priests in The Eldest Circle.

27.9 Magical Abilities

Priests of Tarus have at four spell groups that allow them to further their investigation of the unknown.

Fosianta spells allow the priest to record and re-create events for all to see.

Mensa spells enable the caster to use the knowledge of others for the duration of the magic.

Mezuri spells are tools to assist the priest in his investigations of the world around him.

Sciovorto spells allow the priest to directly manipulate the knowledge of the written word and thought.

1. Fosiantau

- 1 Journal
- 2 Replay
- 3 Scribe Speak
- 4 Object Delve
- 5 Rebind
- 6 Place Delve
- 7 Map
- 8 Speech Delve
- 9 Seal It
- 10 Person Delve
- 11 Time Delve
- 12 Grave Delve

2. Mensa

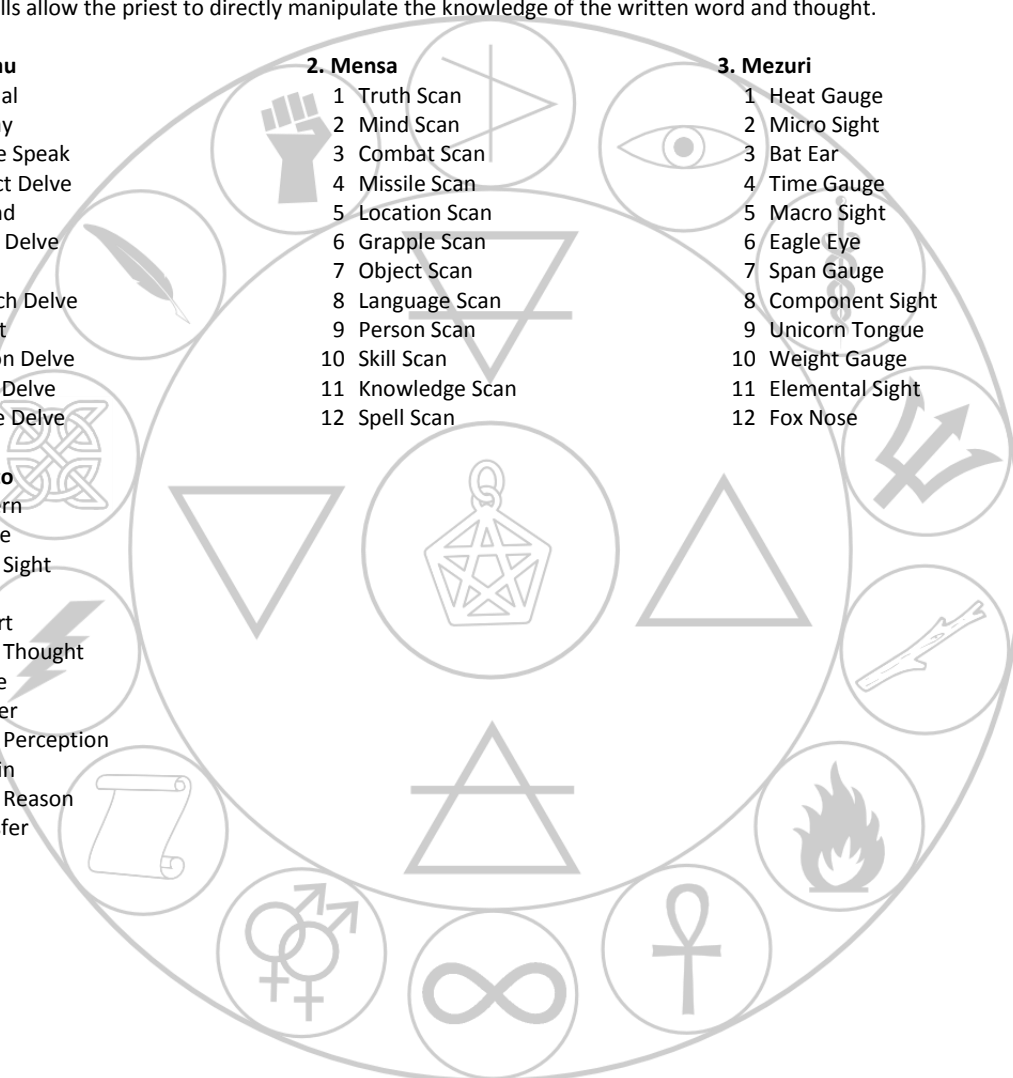
- 1 Truth Scan
- 2 Mind Scan
- 3 Combat Scan
- 4 Missile Scan
- 5 Location Scan
- 6 Grapple Scan
- 7 Object Scan
- 8 Language Scan
- 9 Person Scan
- 10 Skill Scan
- 11 Knowledge Scan
- 12 Spell Scan

3. Mezuri

- 1 Heat Gauge
- 2 Micro Sight
- 3 Bat Ear
- 4 Time Gauge
- 5 Macro Sight
- 6 Eagle Eye
- 7 Span Gauge
- 8 Component Sight
- 9 Unicorn Tongue
- 10 Weight Gauge
- 11 Elemental Sight
- 12 Fox Nose

4. Sciovorto

- 1 Lantern
- 2 Intone
- 3 Clear Sight
- 4 Drill
- 5 Impart
- 6 Clear Thought
- 7 Infuse
- 8 Render
- 9 Clear Perception
- 10 Ingrain
- 11 Clear Reason
- 12 Transfer





27.9.1 Fosiantau

1 – Journal

Time to Cast: 4 R
Resist Check: none
Target: none
Duration: 2 + 1/F H
Area: 1 journal
Effect: recalls diary

This spell **recalls a personal journal and writing materials** from a pocket dimension, placing them in the caster's hands. When the duration expires, the journal and pens return to the dimension, which can only be accessed by the same caster.

2 – Replay

Time to Cast: 1 M
Resist Check: none
Target: LOS 5'
Duration: 1 + 1/F M
Area: 10 + 10/F' radius
Effect: creates vision

The caster **concentrates on a memory**, causing a vision of it to appear in the air before him. All present can see the portrayed memory. The vision will be as accurate as the caster's memory, and cannot normally be falsified.

3 – Scribe Speak

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 10/F'
Duration: 10 + 5/F M
Area: target
Effect: inscribes speech

The caster must be **touching a piece of parchment** while casting this spell. The target's words are inscribed directly onto the parchment for the duration of the spell.

4 – Object Delve

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: target object
Effect: recalls past

This spell allows the caster to see the history of **an object**. A series of short visions appears to the caster, starting with the most recent events and proceeding backwards ten years. Each finesse increases the time period by a factor of ten. The more intense the past happenings, the more detailed the visions. These visions can be shown to others with the Replay spell.

5 – Rebind

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: one book
Effect: restore binding

This spell restores **the binding of a book or tome** to a like new condition. It does not improve the condition of the pages, but it will keep them from falling out.

6 – Place Delve

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: target location
Effect: reveals past events

This spell is the same as Object Delve, except it works on a location or building rather than a small object.

7 – Map

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: 1 + 1/F weeks
Area: one parchment
Effect: records trail

The caster must first prepare **a piece of parchment of sufficient size**. He then marks his current location and a few of the surrounding landmarks. After casting this spell, his trail for the next six days is inscribed on the parchment. The caster must know the direction he is traveling and have his sight for the spell to function.



8 – Speech Delve

Time to Cast: 10 M
Resist Check: none
Target: none
Duration: instantaneous
Area: special
Effect: reveals past of original speaker

Similar to Object Delve, this spell must be cast **after the recitation of a holy writ**. The spell then shows the past of the original speaker. Since many holy writs are very ancient, it may take all four allowed finesses to succeed.

9 – Seal It

Time to Cast: 1 M
Resist Check: none
Target: touch
Duration: permanent
Area: one container
Effect: seals container against the elements

A brief blue glow appears around **a container**, which must be held by the caster while chanting this spell. From then until the spell is Revoked, or the container is opened, it is impervious to all non-magical damage from elemental forces, i.e., water, fire, crushing, falling, etc.

10 – Person Delve

Time to Cast: 10 M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: target
Effect: reveals past

This spell is similar to Object Delve, except that it works on **a living, intelligent, and willing target**. Since the magic depends on the memory of the materials making up the person and not on the person's memory, it is not blocked by amnesia or mental illness.

11 – Time Delve

Time to Cast: 1 H
Resist Check: special
Target: touch
Duration: instantaneous
Area: target object
Effect: reveals creation time

This spell allows the caster to know, within 5%, the age of **any material, object or person**. Magical items are given an RC of 10 or less on 3d6 to resist the magic.

12 – Grave Delve

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: instantaneous
Area: target corpse
Effect: reveals past

This spell is similar to Person Delve, except it may be cast on **a corpse or skeleton**. Delving extremely ancient bones may require several finesses.



27.9.2 Mensa

1 – Truth Scan

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: hearing
Effect: reveals lies

Any statement heard by the caster will be followed by a gong noise, audible only to the caster, if the speaker believes the statement to be a lie. This magic cannot detect lies of omission or partial truths.

2 – Mind Scan

Time to Cast: 2 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single target
Effect: remembers fact

The caster **poses a specific question**, then casts this spell while touching the target (who cannot be himself). The willing target will give the answer, even if it was hidden from him by amnesia or most forms of mind magic (GM's discretion).

3 – Combat Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 4 + 2/F R
Area: caster
Effect: fight like another

While casting this spell and touching a willing or unconscious target, the caster gains the target's basic fighting abilities, for the duration of the spell. The caster fights using the target's combat modifier.

4 – Missile Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 4 + 2/F R
Area: caster
Effect: shoot like another

While casting this spell and touching a willing or unconscious target, the caster gains the target's missile abilities for the duration of the spell. The caster shoots using the target's missile modifier.

5 – Location Scan

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single target
Effect: remembers location

The caster **poses a single question**, which the target can hear, know, and can be answered by naming or describing a location. If the target fails the RC, the caster pulls the answer directly from the target's mind. This includes directions to get there if needed, but no information about what is there, or what blocks the route.

6 – Grapple Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 4 + 2/F R
Area: caster
Effect: grapple like another

While casting this spell and touching a willing or unconscious target, the caster gains the target's grappling abilities for the duration of the spell. The caster grapples using the target's grapple modifier.

7 – Object Scan

Time to Cast: 2 R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single target
Effect: remembers object

The caster **poses a single question**, which the target can hear, know, and can be answered by naming or describing an object. If the target fails the RC, the caster pulls the answer directly from the target's mind.



8 – Language Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 10 + 5/F M
Area: caster
Effect: speak other's language

While casting this spell and touching a willing or unconscious target, the caster temporarily gains the target's knowledge of a particular language. For the duration of the spell the caster can speak and understand this language as well as the target does.

9 – Person Scan

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single target
Effect: remembers person

The caster **poses a single question** which the target can hear, know, and which can be answered by naming and describing a person. If the target fails the RC, the caster pulls the answer directly from the target's mind.

10 – Skill Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 10 + 5/F M
Area: caster
Effect: use another's skill

While casting this spell and touching a willing or unconscious target, the caster gains the target's knowledge of a particular skill, for the duration of the spell. The caster can use this skill as well as the target does.

11 – Knowledge Scan

Time to Cast: 2 R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single target
Effect: remembers fact

The caster **poses a single question** which the target can hear. If the target knows the answer and fails the RC, the caster pulls the answer directly from the target's mind.

12 – Spell Scan

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: 1 + 1/F M
Area: caster
Effect: use another's spell knowledge

While casting this spell and touching a willing or unconscious target, the caster gains the target's spell abilities for the duration of the spell. The caster can use any spell of rank 12 or less which the target was able to use. The caster must use his own units to power these spells, and elemental units cannot be used for divine spells, or vice versa.



27.9.3 Mezuri

1 – Heat Gauge

Time to Cast: 1 R
Resist Check: none
Target: LOS 20 + 10/F'
Duration: 1 + 1/F M
Area: targeted surfaces
Effect: measures temperature

While this spell is in effect, the caster can accurately measure the surface temperature of **any object that he can see** and is within the targeting of the spell.

2 – Micro Sight

Time to Cast: 1 R
Resist Check: none
Target: LOS .5'
Duration: 1 + 1/F M
Area: targeted objects
Effect: x4 + 1/F magnification

The caster can closely examine objects and see details that could be missed with normal vision. The object must be within six inches of the caster's eyes and illuminated by full sunlight (or its equivalent) for this spell to work properly.

3 – Bat Ear

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: hearing
Effect: multiplies sound

The caster can hear noises 2 + 1/F times louder than normal. The caster is more susceptible to sound based attacks, adding 1d6 to any allowable RCs.

4 – Time Gauge

Time to Cast: 1 R
Resist Check: none
Target: none
Duration: 2 + 1/F H
Area: none
Effect: accurately measures

The caster **designates two keywords** while casting this spell, usually "start" and "stop." When he speaks the first, a mental timer is started, and when he speaks the second, it stops. The spell announces to him alone the elapsed time to the nearest tenth of a second.

5 – Macro Sight

Time to Cast: 1 M
Resist Check: none
Target: 200 + 50/F' up
Duration: 1 + 1/F M
Area: special
Effect: get the big picture

This spell allows the caster to send his sight straight upwards (but not through solid objects) and get an overhead view with himself at the center, much like a map. This does not affect lighting or visibility, but may be combined with other sight spells.

6 – Eagle Eye

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 4 + 2/F R
Area: none
Effect: x8 + 2/F magnification

This spell increases the accuracy of the caster's sight, allowing him to see objects as if they were 8 (or more) times closer than they are. Atmospheric and light conditions may modify this spell (GM's discretion).

7 – Span Gauge

Time to Cast: 2 R
Resist Check: none
Target: LOS 10 mets
Duration: instantaneous
Area: none
Effect: measures distances

The caster concentrates on **any object he can see**. He will know the distance to that object within one tenth of an inch.



While this spell is effect, the caster's vision changes so that colors represent different materials. He will be able to recognize any material he has previously seen with this spell.

Time to Cast: 3 R
Resist Check: none
Target: none
Duration: 10 + 5/F M
Area: caster
Effect: heightened taste

This spell greatly enhances the caster's sense of taste. It increases his enjoyment of food, and allows him to recognize the composition of any food which he has tasted with this spell.

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: target object
Effect: measures weight

While touching the target, the caster will know its weight to within a tenth of a pound. This will not work on objects larger than a three tons, and will return nonsense answers in a different gravity field.

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: LOS 10 mts
Effect: see magic

The type and strength of **elemental magic** active within the area becomes visible to the caster for the spell's duration. Fire magic is red, Earth magic is green, Water magic is blue, and Air magic is yellow.

Time to Cast: 4 R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: caster
Effect: increased smell

While this spell is in effect, the caster has a very heightened sense of smell. He will be able to trail animals and people, and can detect many poisons by their smell.





27.9.4 Sciovorto

1 – Lantern

Time to Cast: 1 R
 Resist Check: none
 Target: caster
 Duration: 30 + 10/F M
 Area: 3' radius
 Effect: creates reading light

This spell creates enough light, which emanates from the caster's hand, to allow the caster to comfortably read texts.

2 – Intone

Time to Cast: 2 M
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F M
 Area: caster
 Effect: speaks memorized knowledge

Knowledge is passed down through the memorization of sacred spoken writ, and a priest's worth is measured by his memory of these writs. The caster uses this spell with **a particular writ in mind**. He then goes into a trance-like state and can recite the writ in the voice of the original speaker. He is aware of what he is saying and what is going on around him during this trance, and he can break out of it at any time.

3 – Clear Sight

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 10 + 5/F M
 Area: target
 Effect: see through deception

The target of this spell can see through any illusions or misdirections of a mechanical or magical nature.

4 – Drill

Time to Cast: 2 R
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F M
 Area: one text
 Effect: memorize writing

This spell puts the caster into a light trance, making it easier for him to memorize **sections of written text**. This works on ordinary writing, but not sacred spoken writs.

5 – Impart

Time to Cast: 1 M
 Resist Check: willing target
 Target: touch
 Duration: instantaneous
 Area: 1 target
 Effect: transfer holy writ

Touching the target while casting this spell allows the caster to copy a holy writ into the target's mind. Holy writ can only be transferred freely with the consent of both parties.

6 – Clear Thought

Time to Cast: 1 M
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: instantaneous
 Area: 1 target
 Effect: cancels charms

This spell cancels any charm or coercion spells in effect on the target.

7 – Infuse

Time to Cast: 1 M
 Resist Check: willing targets
 Target: caster
 Duration: instantaneous
 Area: hearing
 Effect: causes understanding

Uttering the **key phrase of a holy writ** while casting this spell imparts its true meaning to those who are listening and attempting to understand.



8 – Render

Time to Cast: 1 M
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F M
 Area: caster
 Effect: reproduce page

The priest can conjure a vision of an exact replica of **any one page he has ever read**. He can copy this to parchment while the vision lasts.

9 – Clear Perception

Time to Cast: 1 R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 30 + 10/F M
 Area: 1 target
 Effect: suppresses emotions

The target of this spell is devoid of all emotions for the spell's duration.

10 – Ingrain

Time to Cast: 1 M
 Resist Check: 4d6 vs WIL negates
 Target: LOS 100 + 25/F'
 Duration: 2 + 1/F days
 Area: 10 + 3/F people
 Effect: redirect drive

Speaking a holy writ while casting this spell causes any targets who fail the RC to use the writ as the driving force behind their existence. All targets, whether they make the RC or not, will remember the casting and the actions performed under its sway.

11 – Clear Reason

Time to Cast: 1 M
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: 30 + 10/F M
 Area: 1 target
 Effect: increases INT

While this spell is in effect, the target's INT is temporarily increased by 2.

12 – Transfer

Time to Cast: 10 M
 Resist Check: willing target
 Target: touch
 Duration: instantaneous
 Area: 1 target
 Effect: transfers all knowledge

This spell allows the priest to pull the knowledge out of one mind and transfer it to another. The blanked mind immediately dies, and the receiving mind goes unconscious for 1d6 hours. This spell is only used when a priest is about to die, and then only on another priest of the caster's Archive. To use it any other way is knowledge rape, and is grounds for immediate and irrevocable excommunication, if not execution.



28 Tor – Champion of Justice

28.1 Domain

Called “**The Champion of Justice**,” T’or is also considered the “**Master Lawkeeper**.”

28.2 History

The factions each have their own beliefs as to what exactly happened on **The Day of Punishment**, with the faction of Righteousness believing that T’or simply grew tired of an unjust world and left a lesser god in charge until he returned later to reclaim his proper place. The faction of True Justice believes that they were able to rebuild his power base and he was forever changed after looking into the minds and their dedication to the ways of T’or. This faction memorializes all Torites that sacrificed their lives on **The Day of the Awakening**.

Many years after the **Day of the Awakening**, another day arrived. Seeing the corruption within the priesthood he had created and the flaw in allowing the priest to choose their own path toward Justice, he brought his Will down upon them. This day is known as the **Day of Enlightenment**. The faction of Righteousness believes this is when the true T’or returned to his proper place, while the faction of True Justice believe this was T’or showing his compassion for the Torites that have stayed in his ranks continuing to fight for True Justice and against corruption.

Regardless of what they believe, after this day, the Torites were forever changed because they now know the “Will of T’or” and, as long as they follow his will, corruption is a thing of the past.

28.3 Motivation

“The Will of T’or is our will...”

The followers of T’or believe that they are each directly in touch with the Will of T’or and that his will must be followed. Through his will, followers know the laws of each land he visits and whether a government is just or unjust according to T’or.

28.4 Aspects

T’or manifests differently based on the faction to which the Torite belongs. To the faction of Righteousness, T’or generally appears as a warrior in a shining white armor and astride a large white horse. His green eyes glow with the power of lightning and his voice strikes terror into the heart of wrongdoers.

To the faction of True Justice, he is always dressed in a simple white uniform. T’or stands out by the fact that he has white hair and dark blue eyes. It is said that with the gaze of those blue eyes, T’or can see the truth of all actions.

When T’or does appear, justice is always dealt quickly. He strikes with the speed of light and vanquishes all who are unjust. His justice is always dealt out with his weapon of choice, The Hammer of Reckoning for the True Justice faction and a sword that seems to be etched with lightning for the faction of Righteousness.

28.5 Structure of the Priesthood/Temple

The Enclave (Righteousness) or Stockade (True Justice) holds many groups of people. Inside this fortress, there are various groups of people that reside.

The Adjudicators and Arbitrators: These priests go out and investigate criminal and civil cases. They will follow the laws of the land (assuming they are just) when handing down punishment.

The Eyes of T’or: These priests are the internal police of the priesthood. They investigate any priest that a complaint is issued against and deal out proper punishment. The main job of this group is to ensure priests are following the Will of T’or at all times and eliminate corruption.



The Ready Militia: Generally, this group is located in an Enclave and not a stockade. This is a fighting force that is ready to defend both the Enclave and a region against injustice and evil. The faction of True Justice typically defers this responsibility to the regional government.

The Hands of T'or: These priests are the upper ranks of the priesthood. Both the Chief Reviewer and the Marsal review all actions taken by each group. These two work in tandem and also review each other's decisions. Either one can be investigated by the Eyes of T'or at the request of the other if any type of corruption is suspected. While being investigated, they are relieved of duty.

28.5.1 Organization

Each Enclave and Stockade has a very defined command structure with a **Marsal** at the top of the structure. The Marsal commands the Chief Reviewer and the Commander. The Chief Reviewer can relieve the Marsal of duty if any corruption is suspected.

There is also a group that is comprised of superb elitist priests of the temple. The group is considered T'or's ultimate justice and is designed to eliminate corruption within the ranks. Members of this group are known to all Torites, wearing a special holy symbol, and they are highly respected priests. The group is called "**The Eyes of T'or.**" While this group is still part of the command structure, they are allowed to investigate anyone they suspect of corruption and can relieve anyone of their duties with the proper evidence.

28.5.2 Requirements

Those aspiring to the priesthood must at least have the strength to wield a short sword. They also must be in good health and have no physical disabilities. Both men and woman are accepted into the priesthood.

The faction of Righteousness tends to be significantly more into recruiting than the faction of True Justice and has special agents that focus on recruiting; while the faction of True Justice freely accepts any race, including elves and has more of an open door policy as far as applicants are concerned.

28.5.2.1 Apprenticeship

T'orite apprenticeship is very cruel and long. For 6 months, trainees are drilled for 14 hours a day. Drill Sergeants teach the new recruits many styles of fighting and how to use different weapons.

The last week of training, the soon-to-be priest chooses a weapon that will become their first holy weapon and trains with it.

Because of the T'orite's training in their holy weapon, they may choose a single melee weapon skill that they are purchase at double cost instead of triple cost.

28.5.2.2 Initiation

When the priests believe an initiate is ready, they present him/her to the Marsal. The Marsal tears the initiate's sleeve off his/her weapon arm, and then the Commander brands him/her with the first token of grade. They are taught the "**Obey the Law**" spell and can tap into the Will of T'or.

28.5.2.3 Duties

All priests are required to attend a monthly training exercise. The priests learn new spells and maneuvers. The priests also work on bonding and forming a better unit. The priests are also always ready to be called-to-arms for wartime.



28.5.3 Functions

Constabling is a task assigned to many new priests. They patrol the streets and keep order in the area. They can drag suspected criminals to the Enclave or Stockade for incarceration or deal out the punishment themselves. There is always an experienced priest of T'or on these patrols.

Members of the **Border Patrol** are organized into small squads to sweep the area around a town. They warn the citizens of impending attacks or troop movements, and seek and destroy brigands and bandits to keep the roads safe.

Internal Security guards and keeps the peace within the Enclave or Stockade, guard prisoners, and assists in investigations involving the priests.

The **Training Staff** is responsible for the training of the initiates, the advanced training of all priests, and the outsider training school. They also run the weekly training missions; priests not destined for command staff often form this cadre.

Also, highly proficient priests who are not of command caliber are often posted to the **Sirma** corp. They are assigned by the Command Staff to guard important people within and outside the Enclave or Stockade.

An Enclave or Stockade also has several **Support Specialists** in areas like smithing, armor fabrication, supply, medicine, military construction, and demolitions. Specialists are usually responsible to a member of the Command Staff and rarely see personal combat.

The **Adjudicators and Arbitration Staff** include investigators, and their assistants. These priests seek the truth in both criminal and civil crimes and disagreements, and dispense justice based on the results of their investigations.

Priests posted as **External Investigators** often pose in other postings and professions. These individuals secretly gather information and report directly to the Command Staff. More often than not, they dispense justice in these situations themselves.

Members of the **Command Staff** make all the important decisions within the Enclave or Stockade. They are the commanders in war-time. They report directly to the Marsal. If any of them suspect corruption in the ranks, they may call upon **The Eyes of T'or** to relieve them of duty and investigate.

28.5.4 Advancement

A T'orite's advancement is based on merit. If the Chief Reviewer and Commander agree, they can issue an advancement order for any priest to a higher level. Marsals can step down or be replaced as well. Every two years the Command Staff meets and may choose a new Marsal. This rarely occurs and the Marsal generally remains in command until he steps down.

28.5.5 Dogma

"Justice above all else."

As a T'orite, each priest is trained in the **Laws of Justice**. They are brought not only to know them, but also to understand them. Often times, crime passes unnoticed, but the priests of T'or are there to bring those who are guilty to justice and deal out the necessary punishment. Enclaves and Stockades are designed to be a tool for the furthering of Justice in all of its forms. Unless, it is unavoidable, all justice that is enacted should be subject to witness by two or more Torites. Without witnesses, an investigation is always performed.

28.5.6 Traditions

28.5.6.1 Clothing

Priests of T'or generally wear a uniform while in public in order so that people will know they are there. The uniform is generally white, each stockades may alter the color based on regional tastes. The weapon arm is never covered and, when in uniform, the T'orite's holy symbol and rank is always on display.



Some priests of T'or prefer to work undercover and either do not wear a uniform or use spells to disguise their appearance. It is easier to blend in to the population when you don't stand out.

Torites in the faction of Righteousness rarely use ranged weaponry and prefer the melee combat above all else. The faction of True Justice is slightly more flexible with this requirement, but still believes that anyone justice is served upon must be made aware of their crimes prior to any punishment being served.

28.5.6.2 Appearance

Priests of T'or may either appear in uniform or in standard street clothes. Their armor generally consists of a T'or war harness. They have their holy weapon either on their side or their back and may also carry a shield. All priests of T'or are expected to be clean and well-dressed regardless of the clothes they are wearing.

28.5.6.3 Speech and Gestures

The chosen language of the T'orites is Breziak. Commands are always given as concise orders. No recognition is given because it delays the carrying out of the orders. The priest in charge can assume that the order are heard and obey, because T'orites know better than to defy a command issued.

The ranks of command are as follows:

Grade	Commands	Grade Brand
Initiate	none	Light Bolt
Soldat	none	One slash
Trupan	Squad	Two slashes
Kavilir	Troop	Three slashes
Sinjur	Division	Four slashes
Marsal	Enclave	Five slashes

28.5.7 Factions

The priests of T'or have divided themselves into two separate faction each which the same end goal of upholding justice and the Will of T'or. They simply have slightly different methods of achieving that goal. Each faction has a spell group that is unique to that faction and a Torite must choose a single faction of which to be a part.

The Path of Righteousness - This faction believes that they have the moral high ground on all issues related to carrying out the Will of T'or. They are quick to judge and execute punishment and refuse to let emotion play into their decisions.

The Path of True Justice - This faction believes that true justice can only be served by searching ones emotions and showing compassion and understanding. They do not believe they are better than others, but believe they have lapses in judgment like everyone else.

28.6 Holidays and Feast Days

Day of the Awakening is the anniversary celebrated by the faction of True Justice of when T'or regained his place of power, and blessed the true believers. A mass celebration is held at the place of Rebirth, which is located at the Rougtero Stockade.

Day of the Fallen is the day that all the T'orites take to remember all of the fallen comrades that have died in the line of duty. It is a solemn day for the T'orites, but it reminds them of the price that Justice sometimes demands.



28.7 Ceremonies

There is one major ceremony that is in the priest of T'or Doctrine. It is the Last Rites of the priest. When a priest dies, his weapon is broken released the piece of his soul inside to T'or.

The increasing of rank can be seen as a ceremony. It is a public ceremony in the Stockade and a private ceremony in the Enclave.





28.8 Magical Abilities

Torite's combine the control of one's body and mind and use of weapons and defensive techniques into four spell groups. Unlike most spell casters, a number of T'orite spells have very little to no hand motion and speech involved in casting them. In general, every spell with a single round casting time does not have a noticeable verbal or gesturing component to it and cannot be identified. In addition, spells with a * next to their duration are cast when a certain condition is met, as such they do not take a full round to cast. Spells that have a casting time over a single round act as normal spells that can be identified and require two hands and a verbal component to cast. T'or spells cannot be deferred or stored in magic items in any way.

Body – This spell group represents the control that priests of T'or have over their body.

Shield / Defense – This spell group provides the Torite with special defensive techniques.

Weapon / Offensive – This spell group allows a Torite to create a holy weapon and use special combat techniques with it.

Mind – This spell group represents the control that priests of T'or have over their and other creature's minds.

There are also two additional spell groups that correspond with the two different factions of Torites. A priest may only purchase and cast spells from a single faction (this rule cannot be violated under ANY circumstances).

Righteousness – This spell group represents the faction's complete and total devotion to their righteous cause. The spells in group show the priest dedication to not backing down under any circumstance.

True Justice – This spell group represents the faction's devotion to serving justice through blood, sweat, and sacrifice. Only by being in touch with their emotions can true justice be perceived.

1. Body

- 1 Beat Down
- 2 Land on Feet
- 3 Blind Sight
- 4 Lesser Hog Tie
- 5 Back to the Fight
- 6 Dirty Fighting
- 7 Hold Breath
- 8 Lesser Ignore Body
- 9 Hog Tie
- 10 Take Down
- 11 Ignore Body
- 12 Size Doesn't Matter

2. Shield / Defense

- 1 Danger Sense
- 2 Lesser Shield of T'or
- 3 Clean
- 4 Undercover
- 5 Ignore Temperature
- 6 Escape
- 7 Shield of T'or
- 8 Evasion
- 9 Ignore Critical Wound
- 10 Inner Balance
- 11 Armor of T'or
- 12 True Undercover

3. Weapon / Offensive

- 1 Create Holy Weapon
- 2 Arm
- 3 Harm
- 4 Throw
- 5 Lesser Flashing Blast
- 6 Summon Weapon
- 7 Ghost Killer
- 8 Harmful
- 9 Deplete EU
- 10 Summon T'orite
- 11 Flashing Blast
- 12 Mayhem

4. Mind

- 1 Obey the Law
- 2 Good Cop
- 3 Lesser Locate
- 4 Bad Cop
- 5 Trance
- 6 Memorize
- 7 Watchfulness
- 8 Blending
- 9 Locate
- 10 Lure
- 11 Copy Cat
- 12 Purify Self

5. Righteousness

- 1 Parry
- 2 Endure
- 3 Loyalty
- 4 Fast
- 5 Disarm
- 6 Consciousness
- 7 Subdual
- 8 Ignore Armor
- 9 Distract
- 10 Pin
- 11 Retry
- 12 Fight On

6. True Justice

- 1 Quick Burst
- 2 Furious Insult
- 3 Quiet Assault
- 4 Fast Attack
- 5 Share Fate
- 6 Defenseless Attack
- 7 Calming
- 8 Lay Down the Law
- 9 Carefree Attack
- 10 Flash Attack
- 11 Mulligan
- 12 Refresh



28.8.1 Body

1 – Beat Down

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: increase punch

The T'orite may activate this spell as **they are pummeling someone or something**. The thing being pummeled takes 1d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). This leaves creatures with a black eye or a bloody nose.

2 – Land on Feet

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: prevent falling damage

Whenever the T'orite would **take damage from falling**, they may activate this spell. The T'orite takes no impact damage from falling nor does anything that the T'orite falls on. When the T'orite lands, he will be on his feet and in his proper fighting stance. If he falls less than 20', the T'orite may make a single attack or take one-fifth of this movement rate.

3 – Blind Sight

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: see in the dark

The caster can see as if they are in ample sunlight regardless of the current lighting conditions or if the T'orite has been blinded by physical or magical effects.

4 – Lesser Hog Tie

Time to Cast: 1R*
Resist Check: 4d6 vs. STR frees
Target: touch
Duration: instantaneous
Area: single target
Effect: tie up target

In the immediate free round **after tackling someone**, the T'orite may activate this spell. Ropes appear in the caster's hands and bind the hands or feet of the target. It takes a 4d6 vs. STR to get break free of them.

5 – Back to the Fight

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: heal T'orite

The T'orite is healed for 4d6 DP, but he looks to be just as hurt as before. Many T'orites wash or sew wounds closed right after this stating that it was not as bad as it seems.

6 – Dirty Fighting

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: greatly increase punch

The T'orite may activate this spell as **they are pummeling someone or something**. They take 3d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). This leaves creatures with a black eye or a bloody nose.

7 – Hold Breath

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: need not breathe

The T'orite acts as if he is holding his breath and the need to breathe goes away for the spell's duration.



8 – Lesser Ignore Body

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: 12 + 3/F hours
Area: self
Effect: help resist effects

This spell allows the priest to ignore all pain and pleasure effects. He is aware that the feeling is there, but can block its effects. If an effect would make the caster sleep, go unconscious, become paralyzed, run away in fear, or physically lose control of their body, they may lower the check by one die. This spell does not stack with other spells that reduce resistance checks. This spell can be activated when an effect that this spell protects against occurs to the T'orite prior to attempting any resistance checks.

9 – Hog Tie

Time to Cast: 1R*
Resist Check: 5d6 vs. STR frees
Target: touch
Duration: instantaneous
Area: single target
Effect: tie up target

In the immediate free round **after tackling someone**, the T'orite may activate this spell. Ropes appear in the caster's hands and bind the hands or feet of the target. It takes 5d6 vs. STR to get break free of them.

10 – Take Down

Time to Cast: 1R*
Resist Check: 5d6 vs. HEA resists
Target: touch
Duration: instantaneous
Area: single target
Effect: knock out target

The T'orite may activate this spell as **they are pummeling someone or something**. They take 5d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). In addition, if the target fails the RC, they fall unconscious.

11 – Ignore Body

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: 12 + 3/F hours
Area: self
Effect: help resist effects

This spell allows the priest to ignore all pain and pleasure effects. He is aware that the feeling is there, but can block its effects. If an effect would make the caster sleep, go unconscious, become paralyzed, run away in fear, or physically lose control of their body, they may lower the check by two dice. This spell does not stack with other spells that reduce resistance checks. This spell can be activated when an effect that this spell protects against occurs to the T'orite prior to attempting any resistance checks.

12 – Size Doesn't Matter

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: remove size penalties

As the T'orite **uses a skill vs. a target**, he may activate this spell. When used, the size of the skill's target does not impact what happens in anyway. Pummeling the target makes it fall down and the caster can tackle a giant. The size of the target still has an impact on grapple attempts.



28.8.2 Shield/Defense

1 – Danger Sense

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: eliminate surprise

When the GM **calls for a surprise roll**, the T'orite may activate this spell. Instead, the T'orite has one free action prior to the surprise roll. The T'orite may also use this spell if someone attempts an assassination on them or someone they are guarding. The assassination attempt will be three dice more difficult and will most likely fail unless the assassin took it into account.

2 – Lesser Shield of T'or

Time to Cast: 4R
Resist Check: none
Target: caster
Duration: 12 + 3/F hours
Area: self
Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +3 to all of their defense values.

A T'or War Harness is the same as leather armor.

3 – Clean

Time to Cast: 1R
Resist Check: 4d6 vs. PWR negates
Target: caster
Duration: instantaneous
Area: self
Effect: remove debris

This spell will remove all dirt, acid, bugs and any other unwanted stuff off of the caster's person. Lice, leeches and other living beings get a 4d6 vs. PWR check to stay on. This spell also affects people that happen to be grappling the target.

4 – Undercover

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 30 + 10/F minutes
Area: self
Effect: takes targets pain

The caster gains a chameleon-like hiding ability as long as they are wearing a T'or war harness or street wear. It will require a four die harder PER check (does stack with hiding and Shadowing skills) to see them.

5 – Ignore Temperature

Time to Cast: 4R
Resist Check: none
Target: caster
Duration: 12 + 3/F hours
Area: self
Effect: resist temperatures

When this spell is active, if something would make the caster take damage from fire/heat or cold/ice, he will take 6 less damage. All checks against heat/cold based magic are reduced by two dice. In addition, the caster feels completely comfortable in all temperatures up to the boiling point and down to freezing point of water. This spell does not stack with other spells that reduce resistance checks.

6 – Escape

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: self
Effect: escape bindings

The caster can bend and move his joints and bones to wriggle out of any binding. They get 4 dice off of any escape attempt or can add 4 + 2/F dice to any attempt to break free from a grapple. This spell is activated when the T'orite attempts to escape or break free and does stack with any skill or magic that assists the T'orite in escaping.

7 – Shield of T'or

Time to Cast: 4R
Resist Check: none
Target: caster
Duration: 12 + 3/F hours
Area: self
Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +5 to all of their defense values.

A T'or War Harness is the same as leather armor.



8 – Evasion

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: avoid projectile

When the T'orite is **hit with a projectile (missile or linear) weapon**, they may activate this spell. Before damage is determined, the attack is considered a miss and no damage is done.

The T'orite can use this spell only once per round.

9 – Ignore Critical Wound

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: ignore critical hit

When the T'orite is **critically struck with either a weapon or a grapple**, they may activate this spell. Instead of the critical, it is simply a successful attack.

The T'orite can use this spell only once per round.

10 – Inner Balance

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: mind over magic

When the T'orite **must make a CSE or WIL resistance check**, they may activate this spell instead of attempting the resistance check. They can ignore anything that would have resulted from them failing such a check for a single effect.

The T'orite can use this spell only once per round.

11 – Armor of T'or

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +7 to all of their defense values.

A T'or War Harness is the same as leather armor.

12 – True Undercover

Time to Cast: 4R
 Resist Check: 6d6 vs. PER sees
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: make unseen

The caster cannot be seen as light bends around him. This effect is not true invisibility and can be made out with a 6d6 vs. PER check. This spell does not stack with any other spell or power, but skills that allow the T'orite to hide can increase the PER check to see through the spell. Whenever the caster attacks someone, for each hit, that target may attempt a new resist check at one die less.



28.8.3 Weapon/Offensive

1 – Create Holy Weapon

Time to Cast: 1 H
Resist Check: 4d6 vs. PWR negates
Target: touch
Duration: instantaneous
Area: single weapon
Effect: make holy weapon

This spell, along with the correct ritual, allows the T'orite to make a weapon holy which will place a small piece of the Torite's soul within it. The holy weapon counts as magical when hitting things that require a magical weapon to hit. As long as the Torite is alive, the weapon can never be broken nor become bent.

A T'orite can never have more than one holy weapon at a time. If this spell is cast on another weapon, it will move the soul into the new weapon. Magical weapons need to fail the PWR check. Once a weapon is made holy, it cannot be turned into a holy weapon again by the same T'orite, even if the T'orite's soul is moved out of it.

2 – Arm

Time to Cast: 1R
Resist Check: none
Target: LOS or 60'
Duration: instantaneous
Area: holy weapon
Effect: rearm self

The caster can **call upon his holy weapon** to summon it from any distance as long as you see it or it is within 60 ft. It will fly into his hand or appear in it if there are intervening objects.

3 – Harm

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: 10 + 5/F minutes
Area: holy weapon
Effect: increase damage

When the T'orite **attacks with his holy weapon**, he may activate this spell. The caster's holy weapon gets an additional +1 to damage and to hit. This spell does not stack with any other spells that increase damage, including itself.

4 – Throw

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: instantaneous
Area: holy weapon
Effect: throw weapon

A priest can throw **his holy symbol** at an opponent with intent to harm. When the priest throws his holy weapon, he may use this spell. He then uses his combat instead of his missile modifier for the throw. Damage inflicted will be the striking damage, not the thrown damage of the holy weapon. The distance a T'orite can throw his holy weapon is equal to his STR times 5 feet.

5 – Lesser Flashing Blast

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: holy weapon
Effect: add divine damage

The next time the T'orite **hits an opponent with his holy weapon**, he can activate this spell to add 2d6 points of divine light damage to a single hit. The T'orite can do this damage only once per round.

6 – Summon Weapon

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: call holy weapon

The T'orite can **call upon his holy weapon** to summon it from any distance or dimension. The weapon will appear in his hand at the end of the round.

7 – Ghost Killer

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: 10 + 5/F minutes
Area: holy weapon
Effect: hit extra-planar beings

When the T'orite **attacks with his holy weapon**, he may activate this spell. The caster can hit ethereal creatures with their holy weapon and ignores the spirit armor of a target creature.



8 – Harmful

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: 10 +5/F minutes
Area: holy weapon
Effect: increase damage

When the T'orite **attacks with his holy weapon**, he may activate this spell. The caster's holy weapon gets an additional +3 to damage and to hit. This spell does not stack with any other spells that increase damage, including itself.

9 – Deplete EU

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: 4 + 2/F rounds
Area: holy weapon
Effect: drain EU

When the T'orite **strikes a target with his holy weapon**, he may activate this spell. Whenever holy weapon of the caster strikes a target and they fail a 5d6 vs. PWR resistance check, the target loses 2d6 + 3 elemental units. This effect will only trigger on a target once per round.

10 – Summon T'orite

Time to Cast: 1R
Resist Check: none
Target: LOS 5000'
Duration: instantaneous
Area: holy weapon
Effect: teleport self

If the T'orite can **see his holy weapon** and is within 5000', he can teleport himself to it using this spell.

11 – Flashing Blast

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: holy weapon
Effect: add divine damage

The next time the T'orite **hits an opponent with his holy weapon**, he can activate this spell to add 4d6 points of divine light damage to a single hit. The T'orite can do this damage only once per round.

12 – Mayhem

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: holy weapon
Effect: critically strike target

The T'orite activates this spell as **he successfully strikes a target with his holy weapon**. This attack is considered a critical hit and any negative result from the critical hit is treated as double damage. This spell cannot be used with any skills or other spells.



28.8.4 Mind

1 – Obey the Law

Time to Cast: 1 day
Resist Check: none
Target: caster
Duration: permanent
Area: self
Effect: know the law

The T'orite gets in touch with the "Will of T'or". He knows the law of the land he is currently in and if the government is just or unjust. A T'orite must purchase this spell first to become a T'orite. Once a T'orite casts this spell on himself, it is ALWAYS up as long as the priest can still cast spells.

2 – Good Cop

Time to Cast: 1R
Resist Check: 3d6 vs. PER negates
Target: caster
Duration: 2 + 1/F hours
Area: LOS
Effect: seem trustful

After casting this spell, the T'orite looks harmless and trustful. People viewing the T'orite will only get the RC if the T'orite acts out of character for the spell effect. This spell may give bonuses to attempts to persuade people into doing things for the T'orite.

3 – Lesser Locate Opposition

Time to Cast: 1R
Resist Check: 3d6 vs. WIL negates
Target: caster
Duration: 10 + 5/F minutes
Area: 120' radius
Effect: locate opposition

Any person whom the caster perceives as opposed to him cannot approach without the priest being aware of his presence unless they succeed at the RC.

4 – Bad Cop

Time to Cast: 1R
Resist Check: 3d6 vs. PER negates
Target: caster
Duration: 2 + 1/F hours
Area: LOS
Effect: seem dangerous

After casting this spell, the T'orite looks mean and dangerous. People viewing the T'orite will only get the RC if the T'orite acts out of character for the spell effect. This spell may give bonuses to attempt to persuade people into doing things for the T'orite.

5 – Trance

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: increase thought

For the duration of the spell, the T'orite can take one dice of all INT based checks.

6 – Memorize

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: remember events

For the duration of the spell, **any events the caster observes** are permanently imprinted in the caster's mind. He will not forget them through normal means.

7 – Watchfulness

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: single resting period
Area: self
Effect: stay awake

The priest uses this spell **prior to going to sleep for the night**. Instead of sleeping, the T'orite falls into a trance where he is aware of the events happening around him. He may come out of this trance at any time. If he is in the trance for the full rest period, he gains all of the effects from sleeping, such as DP and unit regeneration.



8 – Blending

Time to Cast: 1R
 Resist Check: 5d6 vs. CSE negates
 Target: caster
 Duration: 10 + 5/F minutes
 Area: self
 Effect: disguises T'orite

When the T'orite casts this spell, he appears to anyone failing the RC not to be dressed as a T'orite. Anyone failing the RC would see what would be expected to be found in the environment. The spells “Bad Cop” and “Good Cop” would impact what the target thinks it sees.

9 – Locate Opposition

Time to Cast: 1R
 Resist Check: 5d6 vs. WIL negates
 Target: caster
 Duration: 10 + 5/F minutes
 Area: 120' radius
 Effect: locate opposition

Any person whom the caster perceives as opposed to him cannot approach without the priest being aware of his presence unless they succeed at the RC.

10 –Lure

Time to Cast: 1R
 Resist Check: 5d6 vs. CSE negates
 Target: LOS 30'
 Duration: 4 + 2/F rounds
 Area: single target
 Effect: lure target

This spell attracts an opponents' attention and fills him full of hate for the caster. If the target fails the RC, the target cannot take any actions other than trying to harm the caster for the duration of the spell.

11 – Copy Cat

Time to Cast: 1R
 Resist Check: 5d6 vs. PWR negates
 Target: touch
 Duration: 2 + 1/F hours
 Area: single being
 Effect: mimic target

When this spell is cast on a creature, if the creature fails the RC, the caster takes on the target's appearance.

12 – Purify Self

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: remove all effects

This spell allows the T'orite to purify his body, mind, and soul of all active magical and physical effects that aren't the “Will of T'or.” All poisons are negated, all diseases are cured, and all active spell effects that aren't from T'or are removed.



28.8.5 Righteousness

1 – Parry

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: cause attack to miss

When a Torite is wielding his holy weapon and **is hit with a melee attack**, he may activate this spell to increase his CDV for a single attack by 2. If this changes the result of the hit to a miss, then the attack misses the Torite.

2 – Endure

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: special
 Area: self
 Effect: continue STR feat

When the Torite **performs a feat of strength** (i.e. any check against STR or any skill based on STR), the Torite may continue the task without having to make any further checks against it by activating this spell. This could include holding a heavy door open, swimming very long distances, or climbing a rope. The spell stays in effect until the Torite stops performing the action.

3 – Loyalty

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: take hit

When the Torite is **standing next to an ally that is hit with a targeted spell effect or attack**, the Torite may activate this spell. Instead of the intended target, the Torite is hit with the spell effect or attack and must make any resistance check required and will take all of the damage. The Torite may not use any other T'or spells on this incoming attack.

4 – Fast

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: 4 + 2/F hours
 Area: self
 Effect: go faster

When the Torite casts this spell, his movement rate is multiplied by 2 + 1 for every 2 finesse. In addition, the Torite's metabolism increases by that amount which will shorten the effect of non-magical poisons, potions, and drugs in his system.

5 – Disarm

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: disarm opponent

When the Torite **successfully hits a target with his holy weapon**, he may activate this spell. Instead of the taking damage on the hit, the target must roll a contested STR check against the Torite with the Torite getting 2 extra dice. If the Torite wins, the target is disarmed (if possible) and his weapon is thrown 1d20 feet in a random direction. If the Torite gets a critical hit, the number of extra dice is multiplied by the critical multiplier, but nothing else occurs as a result of the critical hit.

6 – Consciousness

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: stay conscious

Anytime the Torite would **go unconscious through physical or magical means**, the Torite may activate this spell. They can ignore the effect that would have caused them to lose consciousness.

7 – Subdual

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: subdue opponent

When the Torite **attacks a target with his holy weapon**, he may activate this spell. The Torite then makes a single attack against the target using a blunt part of his weapon. The Torite does not get combat modifier on this attack, but may use other spells in combination with this attack. On a successful hit, the target must make a contested roll with the opponent using his HEA and the Torite using his STR + 2 extra dice. If the Torite wins, the target is knocked to the ground and unconscious (if possible) for 1d6 + 2/F minutes. If a critical hit is rolled, it is rolled on the blunt chart with multipliers applying to the duration and also to the Torite's extra dice on the contested roll.



8 – Ignore Armor

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: holy weapon
Effect: ignore defense

When the Torite **makes an attack with his holy weapon**, he may activate this spell. For a single attack, the Torite may ignore all armor, including natural armor, of his opponent. The Torite may use other spells in combination with this spell including Mayhem.

9 – Distract

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: special
Area: self
Effect: win initiative

Prior to the end of any combat round, the Torite may activate this spell. His opponents are momentarily distracted and the Torite (and his party) automatically wins the next initiative round. If multiple competing groups use this spell, their initiative is rolled as normal.

10 – Pin

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: special
Area: self
Effect: pin opponent

When the Torite **successfully grapples a target**, he may activate this spell. When the target attempts to break the Torite may roll 4 + 2/F additional dice on the contested STR roll for as long as he has the target grappled.

11 – Retry

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: attempt skill again

If the Torite **attempts a skill check and fails**, he may activate this spell. He may reroll the skill check taking the second result. This spell can also be used on contested rolls the Torite has to make when using a T'or spell to reroll them.

The T'orite can use this spell only once per round.

12 – Fight On

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: special
Area: self
Effect: continue after death

If the Torite is **killed while fighting**, he may activate this spell upon himself at the moment of death. With this spell in effect, he may continue fighting after death, but must spend 6 divine units per round to keep this effect up. If the Torite is victorious prior to running out of divine units, his damage points are reset to 0 and he falls unconscious unless his body is damaged in such a way that it cannot remain alive.



28.8.6 True Justice

1 – Quick Burst

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: act first

The Torite activates this spell **prior to initiative being rolled**. The Torite goes first in the combat round regardless of other “quick” abilities (except for another Torite also using this spell). The Torite cannot use any offensive T’or spells during this round of action.

2 – Furious Insult

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: infuriate target

While casting this spell, the Torite **directs an insult at an opponent**. The opponent is so taken aback by the insult that they must direct their next combat round of action at the Torite.

3 – Boring Action

Time to Cast: 1R*
Resist Check: special
Target: caster
Duration: special
Area: self
Effect: make action boring

The Torite activates this spell **while performing a single action**. Anyone that observes the action must make a 5d6 vs. WIL resistance check or they will have no interest in the action regardless of what it is and ignore it. Examples include breaking a window, bludgeoning someone, or dropping poison into someone’s drink.

4 – Fast Attack

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: special
Area: self
Effect: speeds to opponent

The Torite casts this spell and can move double his full movement rate toward an opponent and may attack with full fury when they get to them even if it is past their fifth movement rate. The effect lasts for as long as the Torite is moving directly toward the designated opponent.

5 – Share Fate

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: mirror damage

The Torite activates this spell when **they are hit by a non-magical attack** (before damage is rolled) from an opponent. All damage done to the Torite is also done to the opponent that did the damage to him. This is only effective on the first attack that does damage per round, but the effect continues for the duration of the spell for any opponent that damages the Torite with a non-magical attack (the weapon itself can be magical).

6 – Courageous Attack

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 4 + 2/F rounds
Area: self
Effect: sacrifice DV for MOD

When casting this spell, the Torite chooses an amount of DV to sacrifice. For the duration of the spell, all of the Torite’s DVs are reduced by this amount, but a single modifier of his choice is increased by the same amount. The DVs that are sacrificed **CAN** come from active spell effects including other T’or spells.

7 – Calming

Time to Cast: 1R
Resist Check: 5d6 vs. WIL negates
Target: touch
Duration: 30 + 10/F minutes
Area: single target
Effect: calms fear

The Torite simply touches a target and casts this spell. If the target is willing or fails the resistance check all of their fears, forebodings, and frights are calmed for the duration of the spell allowing them to act rationally.



8 – Lay Down the Law

Time to Cast: 2R
 Resist Check: 5d6 vs. WIL negates
 Target: hearing
 Duration: 10 + 5/F minutes
 Area: all targets
 Effect: shape behavior

All within hearing of the Torite that casts this spell and fails the resistance check will obey the law as dictated by the Torite. The Torite can state actions and such that the affected targets must follow, but all actions must be within both the law of the land and within the “Will of T’or.”

9 – Risky Attack

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: force critical

The Torite activates this spell **before attempting to strike an opponent with his holy weapon**. If he successfully hits, the hit is considered a critical hit. If he misses, the magic backfires causing him to suffer an edged critical hit for 1d6 of damage.

10 – Flash Attack

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: get to opponent

The Torite uses this spell on any opponent that he can either see or otherwise sense the exact distance and direction. The Torite then appears in front of the opponent and may take a full round of action.

11 – Mulligan

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: retry resistance

If the Torite **attempts a resistance check and fails**, he may cast this spell. He may attempt the resistance check a second time.

The Torite can use this spell only once per round.

12 – Refresh

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: heal self

After combat the Torite can cast this spell to heal 10d6 points of damage and replace any limbs or other body parts they may have been lost during the fight.



29 Almar – God of the Soul

29.1 Domain

Almar is the master of the soul. He is the master of all attributes associated with the soul. These attributes include the physical soul itself, emotion, magical power, and magical energy.

29.2 History

During the creation of the humanoid form, Almar designed and became master over the spiritual form, or the soul, of all humanoid beings.

29.3 Motivation

Followers of Almar are known for their intense spiritual side and their excellent spell casting abilities. *Almar doesn't recognize the elf race as a humanoid race and considers them a freak of nature, as do most of his followers.*

29.4 Aspects

Almar does not spend very much time in the physical world. He tends to leave his followers to act on their own in the physical world. He has been known to allow souls in his realm to enter the physical world and possess bodies of priests in order to deliver a message to a follower. Almar has also been known to take the souls of his favorite followers into his realm prior to their physical death.

29.5 Structure of the Priesthood/Temple

Followers of Almar occasionally erect physical temples. They are normally small and extremely decorative. These small buildings are usually meeting places where followers can meet and discuss anything. Anyone is welcome to join these meetings and join in the discussion.

29.5.1 Organization

There is very little, if any, organization to the priesthood. Anyone is allowed to join in on meetings and followers are expected to choose their own path.

29.5.2 Requirements

The only requirement to join to priesthood is to possess a soul. A strong magical ability is also common in followers. Once someone decides they wish to become a priest, they just need to approach a priest and ask to be taught. Priests will only teach one person at a time.

29.5.2.1 Apprenticeship

After a priest agrees to teach you the ways of Almar, you normally spend a majority of your day learning. After three or four months your training will be complete and you will be ordained.

29.5.2.2 Initiation

After the priest you are studying under believes your training is complete, the priest will ask Almar for his blessing and unless Almar objects, you will be ordained as a priest.



29.5.2.3 Duties

Priests are free to decide what they believe their duty should be in the priesthood. If they have a temple, many attend the discussions there. Many priests of Almar are involved in magical research and others roam the planet looking for souls who need to be saved.

29.5.3 Functions

As with duties, the function of the priest is left up to the priest himself.

29.5.4 Advancement

There is no advancement as a follower of Almar.

29.5.5 Dogma

While the body may die, the soul lives on. The followers of Almar take pride in the fact that the part of themselves that they worship will live on forever even after they die. They also know that without a soul, the mind wouldn't continue to exist after the body dies. This makes the soul superior to the body and the mind.

29.5.6 Traditions

29.5.6.1 Clothing

Clothing is not at all important to followers of Almar.

29.5.6.2 Appearance

Appearance is not at all important to followers of Almar.

29.5.6.3 Speech and Gestures

Followers of Almar enjoy participating in spiritual conversation. This involves the soul separating from the physical body and speaking in the spiritual realm. Followers will only converse like this with lone-souls, or other followers of Almar. In addition, art is considered the expression of the soul and many priests of Almar are excellent artists.

29.6 Worship

There is no set way to worship Almar. Groups of priests usually gather and worship him through various forms of spiritual expression. *Priests of Almar can also cast Last Rites on any soul-bearing dead body to send the soul to Almar.*

29.7 Holidays and Feast Days

Followers of Almar do not have any official holidays.

29.8 Relationship to other Deities

Almar is not tolerant of priests or gods that unnecessarily destroy the soul. If Almar catches anyone in the act of this, he will not hesitate to punish the offender.



29.9 Priesthood Skills

Because the priesthood is a priesthood of the mind and emotion, priests of Almar can purchasing the following skills at base cost: Artistry, Glassblowing, Identify Spell, Instrumental Music, Musical Composition, Pottery, and Sculpting.





29.10 Magical Abilities

Priests of Almar have four spell groups dealing with the soul and its various properties. Souls have the following properties: A soul accompanied by a mind that isn't attached to a body can move 120' per round. They are capable of moving through any physical object, but cannot move through magically enchanted objects. If they move through any spell effect that requires a PWR, INT, or CSE check they can be affected. Souls can view the physical world normally and are completely invisible except to the proper detection spells. Souls cannot interact physically with the world (this includes sound, touch, taste, and smell) and cannot cast spells of any kind. Souls not attached to a body can see and interact with each other. Souls within viewing distance of his body can thought activate magical items on his body. A soul has a life force and, thus, is not a ghost or undead. A soul contains a spirit and can be affected by incants that deal with the spirit.

Soul spells directly affect the soul itself. These spells will only work on soul-bearing creatures or lone-souls.

Emotion spells affect the emotional state of the soul. These spells will work on all creatures capable of emotion.

Energy spells affect the magical energy that is, for the most part, stored within the soul. These spells work on all creatures capable of storing magical energy.

Power spells affect the soul's magical ability and the effects of spells using the magical ability.

1. Soul

- 1 Detect Souls
- 2 Blast Soul
- 3 Disconnect Soul
- 4 Soul Speak
- 5 Soul Swap
- 6 Scan Soul
- 7 Take Soul
- 8 Freeze Soul
- 9 Implant Soul
- 10 Recall Soul
- 11 Lock Soul
- 12 Banish Soul

2. Emotion

- 1 Read Emotion
- 2 Calm Emotion
- 3 Cause Fear
- 4 Cause Joy
- 5 Reverse Emotion
- 6 Share Emotions
- 7 Prevent Emotion
- 8 Emotion Pocket
- 9 Emotion Blast
- 10 Emotion Block
- 11 Quiet Emotions
- 12 Flood Emotions

3. Energy

- 1 Detect Energy
- 2 Share Energy
- 3 Alter Energy
- 4 Steal Energy
- 5 Protect Energy
- 6 Call Energy
- 7 Energy Blast
- 8 Store Energy
- 9 Energy Enchant
- 10 Energy Shield
- 11 Energy Drain
- 12 Explode Energy

4. Power

- 1 Empower
- 2 Powerless
- 3 Detect Power
- 4 Power Blast
- 5 Power Wall
- 6 Drain Power
- 7 Enhance Power
- 8 Power Force
- 9 Power Shield
- 10 Consume Power
- 11 Full Enhance
- 12 Take Power



29.10.1 Soul

1 – Detect Souls

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: LOS 60 + 20/F'
Effect: view souls

When this spell is cast, all souls, attached to bodies or not, appear to glow in the caster's eyes. This spell can be used to see invisible or ethereal creatures.

2 – Blast Soul

Time to Cast: 1R
Resist Check: 4d6 vs PWR negates
Target: LOS 60 + 20/F'
Duration: instantaneous
Area: single target
Effect: injure soul

This spell allows the caster to strike the very essence of the soul itself. It can be cast upon any living, soul-bearing creature, or any soul visible to the caster. A soul that fails the RC will take 1d6 damage. Any creature that dies from this damage has their soul destroyed.

3 – Disconnect Soul

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: disconnect soul

When this spell is cast, the caster's soul is temporarily separated from his physical body. He may move around the area and observe things (sight only) with his soul. At the end of the duration, his soul is sucked back into his body. If his body is unavailable (time stopped, alternate dimension, etc.), the body must be returned in 5 minutes or the link is severed and the body dies when returned. If his body dies while without his soul, this spell becomes permanent and he becomes a lone-soul.

4 – Soul Speak

Time to Cast: 1R
Resist Check: none
Target: hearing
Duration: 10 + 5/F M
Area: single lone-soul
Effect: speak with soul

This spell allows the caster to speak directly to a lone-soul. The caster and the lone-soul must be able to speak a common language. The caster must be aware of the soul's existence when casting the spell. The conversation between the caster and the soul is not audible by living creatures, but can be picked up by other lone-souls.

5 – Soul Swap

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: willing target
Effect: exchange souls

This spell allows the caster and the target to temporarily swap souls. The mind of the caster and target are also exchanged. Skills are exchanged, all spells, including units, are exchanged. The spell can be cancelled prior to the duration expiring if the caster and target touch and the caster cancels the spell. If the caster or the target is killed during the exchange, the exchange becomes permanent.

6 – Scan Soul

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: LOS 20 + 10/F'
Duration: instantaneous
Area: single target
Effect: scans a soul

This spell will allow the caster to look deep into a soul and find out its true nature. If the soul fails the RC, the caster will know the following information about the soul: spell units remaining of each type, INT, CSE, WIL, and PWR stats.

7 – Take Soul

Time to Cast: 3R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: single being
Effect: removes soul

This spell allows the caster to forcefully remove the soul from the target. If the target fails the RC, his soul is forcefully removed from his body and placed into an object that the caster is holding, no less than 10 pounds. The soul and mind are taken, leaving just a physical body as a living husk.



8 – Freeze Soul

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F M
Area: single target
Effect: freezes a soul

This spell causes the soul of the target to become frozen. If the soul is inside a body, the body can still function normally, but will suffer a two dice penalty to all PWR checks and cannot cast any spells. If the soul is outside a body, the soul is frozen in place and cannot move. In this state, a lone-soul is able to be touched.

9 – Implant Soul

Time to Cast: 3R
Resist Check: none
Target: touch
Duration: instantaneous
Area: soulless body
Effect: implants a soul

This spell will allow the caster to implant a stored soul into a **soulless body**. The body must first be void of soul and spirit before a soul can be implanted. When the implant is complete, the soul has complete control of the body.

10 – Recall Soul

Time to Cast: 3R
Resist Check: 4d6 vs PWR negates
Target: special
Duration: instantaneous
Area: one lone-soul
Effect: recall a soul

This spell will allow the caster to **call a soul that is known to him** to his current location. This will only work on souls that are not currently attached to a body and have not left this world. If the soul is unwilling, the soul can attempt to make the RC check. If he fails, he appears to the caster. The caster is free to do what he wants with the soul and the soul may attempt to leave as soon as he is recalled.

11 – Lock Soul

Time to Cast: 1M
Resist Check: none
Target: caster
Duration: 2 + 1/F days
Area: self
Effect: lock soul to body

This spell allows the caster to lock his soul to his living body. This will prevent all magic that attempts to break the link from functioning. If the body dies while this spell is in effect, the spell is cancelled and the soul escapes the body as normal.

12 – Banish Soul

Time to Cast: 2R
Resist Check: 5d6 vs PWR negates
Target: LOS 30 + 10/F'
Duration: instantaneous
Area: single target
Effect: banishes a soul

If the target fails the RC, this spell will send the soul of the target to Almar for punishment. If the target had a body, this doesn't in itself kill the target. The target's body, mind, and spirit still function normally and the target can continue living as normal. All divine spells are unusable and the target's PWR is halved. The target also suffers 8d6 damage because of the stress of losing his soul.



29.10.2 Emotion

1 – Read Emotion

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: reads emotion

This spell allows the caster to read the emotional state of the target. When touching a target, this spell will give the caster the target's primary emotion.

2 – Calm Emotion

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: calms emotion

When touching a **target in an extreme emotional state**, this spell allows the caster to calm the target's emotional state (even if magically induced) to a reasonable level.

3 – Cause Fear

Time to Cast: 1R
Resist Check: 4d6 vs WIL negates
Target: caster
Duration: 4 + 2/F R
Area: LOS 30 + 10/F' radius
Effect: causes fear of caster

This spell will cause all targets within the spell's area that fail the RC to have an extreme fear of the caster. For the duration of the spell, an affected target must make every effort to run away from the caster and cannot attack unless unable to escape. If the target makes the RC, he is unaffected, but must make the RC every round that he remains in the spell's area.

4 – Cause Joy

Time to Cast: 2R
Resist Check: 4d6 vs WIL negates
Target: caster
Duration: 1 + 1/F M
Area: LOS 30 + 10/F' radius
Effect: causes joy for caster

This spell will cause all targets within the spell's area that fail the RC to have extreme joy when seeing the caster. For the duration of the spell, all affected targets are unable to have a negative emotion about the caster and, thus, will not attack him and will help him out if asked. This spell is broken if the caster attacks an affected target. After the duration expires, an affected target's emotion will slowly return to its state prior to the spell being cast.

5 – Reverse Emotion

Time to Cast: 2R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: reverse emotion

If the target of this spell fails the RC, the primary emotion he is feeling is reversed (even if magically induced). If he was feeling happy, he becomes sad. If he was fearful, he is courageous. When the duration expires, the target slowly returns back to his original emotion, unless the source of that emotion has been eliminated.

6 – Share Emotions

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 30 + 10/F M
Area: willing target
Effect: share emotions

For the duration of this spell, the caster and the target are aware of each other's primary emotion. This doesn't allow either to know why the other is feeling that emotion, just what the emotion is.

7 – Prevent Emotion

Time to Cast: 2R
Resist Check: 4d6 vs WIL negates
Target: LOS 20 + 10/F'
Duration: 2 + 1/F H
Area: single target
Effect: prevents an emotion

If target fails the RC check, or is a willing target, this spell allows the caster to place an emotional block on the target. For the duration of the spell, the target will be unable to experience an emotion of the caster's choice through natural or magical means. The emotion can be fear, anger, or any other emotion the caster chooses.



8 – Emotion Pocket

Time to Cast: 3R
Resist Check: 4d6 vs WIL negates
Target: LOS 60 + 20/F'
Duration: 1 + 1/F days
Area: 30 + 10/F' radius
Effect: create emotion pocket

This spell allows the caster to create a pocket of a specified emotion in the spell area. For the duration of the spell, anyone entering the spell area must make the RC. If the target fails the RC, he experiences an extreme case of the emotion specified for the emotion pocket. This feeling will last while the target is within the pocket and continue for 15 + 5/F minutes after leaving the pocket.

9 – Emotion Blast

Time to Cast: 1R
Resist Check: 5d6 vs WIL halves
Target: LOS 60 + 20/F'
Duration: instantaneous
Area: single target
Effect: blast emotions

This spell will only work on a **target experiencing an extreme level of an emotion**. When this spell is cast on a target, the emotion inside them is converted into a violent explosion of energy within themselves. This explosion causes 7d6 of emotional damage to the target. If the target makes the RC, the damage is halved.

10 – Emotion Block

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 6 + 2/F H
Area: 30 + 20/F' radius
Effect: blocks emotion

This spell will cause all creatures within the spell's area to have an emotion block put on them for the spell's duration. While affected by this spell, the target cannot be affected any emotion altering, probing, or exploiting spell or effects.

11 – Quiet Emotions

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: self
Effect: silence emotions

This spell allows the caster to silence all emotions within him for the duration of the spell. Without emotion, the caster has a much higher degree of concentration on the task he is wishing to accomplish, all skill checks the caster wishes to make can be attempted at one die less than normal. This spell will also cause all emotion probing and changing effects to fail on the caster.

12 – Flood Emotions

Time to Cast: 1R
Resist Check: 6d6 vs WIL negates
Target: LOS 30 + 10/F'
Duration: 30 + 10/F M
Area: single target
Effect: flood emotions

This spell will cause a target that fails the RC to have a different extreme emotion every round for the duration of the spell. This is extremely distracting and the target is unable to perform any action that requires more than one round to complete.



29.10.3 Energy

1 – Detect Energy

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: LOS 40 + 20/F'
Effect: show magical energy

This spell can detect all creatures in the area that have magical energy (EU, DU, and PU) and their relative amounts. All creatures that have magical energy will glow with a glow and tint relative to the amount and type of energy.

2 – Share Energy

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: gives magical energy

This spell allows the caster to give another creature some of the caster's magical energy. The type of magical energy is up to the caster. The amount of energy transferred is $2 + 1/F$ units of the selected type.

3 – Alter Energy

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: change energy type

This spell allows the caster to change some of his magical energy into a different type. (It will allow him to change EU to DU or PU, DU to EU or PU, and PU to EU or DU.) The caster chooses what he wants changed and can change $4 + 2/F$ units. The caster cannot exceed his maximum number of units with this spell.

4 – Steal Energy

Time to Cast: 1R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: single target
Effect: take energy

This spell allows the caster to take the magical energy from the target. If the target fails the RC, the caster can take $5 + 3/F$ units of the casters choice from the target. The caster can only take one type of energy per casting.

5 – Protect Energy

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: protect energy

This spell protects the caster from being drained of his magical energy. Any magical or physical attempt to drain the caster's energy will fail; this includes contact with terisium. After the spell duration expires, the caster can be drained as normal. This does not prevent units from being used when casting spells.

6 – Call Energy

Time to Cast: 3R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: call upon energy

This spell allows the caster to gain magical energy. The caster may roll 3d6 and add that amount to his DU, EU, and PU totals. This spell is very stressful on the soul and will cost the caster one point of PWR any time it is used more than once before a night's rest. The first time this spell is cast, it prevents the caster from gaining units back during his next resting period.

7 – Energy Blast

Time to Cast: 1R
Resist Check: 4d6 vs PWR halves
Target: LOS 40 + 10/F'
Duration: 3R
Area: single target
Effect: blast target

This spell allows the caster to turn his magical energy into a beam of destruction. After casting the spell, the caster can choose to use additional divine units, up to a maximum of 4 per round, to blast the target with. The target takes 1d6 damage per additional unit the caster chooses to use. If the target makes the RC, the damage is halved.



8 – Store Energy

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 2 days
Area: one object
Effect: stores energy

This spell will allow the caster to store any amount of magical energy, up to their PWR, in **any non-living object**. When the caster (and only the caster) wishes to regain the magical energy, he just needs to touch the object with both hands for two rounds and the energy is returned to him. At the end of the spell's duration, the energy dissipates from the object.

9 – Energy Enchant

Time to Cast: 3R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: one weapon
Effect: enchant weapon

This spell will allow the caster to enchant **any weapon** using his magical energy. A weapon touched during the casting will become a once enchanted weapon for the duration. If the caster finesses the spell, he can increase the enchantment one per unit up to maximum of 5.

10 – Energy Shield

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: caster
Duration: 1 + 1/F M
Area: 20 + 10/F' radius
Effect: drain magical energy

When this spell is cast, an invisible shield is put up around the caster. Anyone within the radius who fails the RC must subtract 3 + 1/F units of each type per round they remain in the shield. If they make the RC, they don't lose any units, but must continue making the RC every round they are in the shield.

11 – Energy Drain

Time to Cast: 3R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: single target
Effect: drain energy

When touching a target, this spell allows the caster to drain the target of all magical energy. The caster does not get the magical energy drained.

12 – Explode Energy

Time to Cast: 4R
Resist Check: 5d6 vs PWR negates
Target: LOS 50 + 20/F'
Duration: instantaneous
Area: single being
Effect: explode targets energy

If the target fails the RC, all of the magical energy in him will violently explode. Anyone, including the target, within a 10 + 5/F' radius of the target will suffer 1 point of damage per unit that explodes. Anyone damaged by the blast, except the target, who makes a 4d6 vs PWR check suffer half damage.



29.10.4 Power

1 – Empower

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increase PWR

For the duration of this spell, the caster may subtract one die from all power checks. Due to the strain on the soul, only one statistic altering Almar spell may in effect at the same time.

2 – Powerless

Time to Cast: 1R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: decrease PWR

For the duration of the spell, the target must add one die to all power checks.

3 – Detect Power

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: LOS 60 + 20/F'
Effect: detect power

For the duration of the spell, all creatures within the area will have a glow relative to their PWR statistic, with a different tint based on exceptionals, which only the caster can see. This spell cannot be used to see invisible or ethereal creatures.

4 – Power Bolt

Time to Cast: 1R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 10/F'
Duration: instantaneous
Area: single target
Effect: attack with PWR

This spell allows the caster to use his power as a weapon. If the target fails the RC check, the target suffers damage equal to half the caster's normal power (magical power doesn't not effect this spell) plus 1d6 for each exceptional.

5 – Power Barrier

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 10/F'
Duration: 2 + 1/F H
Area: 100 + 20/F square'
Effect: create PWR wall

This spell will create a barrier that may not be passed through unless the RC check is made. Failing the RC check does not cause any adverse effects. The caster may pass through the wall without making the RC.

6 – Drain Power

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: lowers power

If the target of this spell fails the RC, his power is halved. He may only cast spells in rank up to his newly halved power.

7 – Enhance Power

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: power up spells

This spell improves the casters ability to channel both elemental and divine spell units. When the caster casts an elemental, divine, or psionic spell for the duration of this spell, the spell is automatically cast finessed one time and doesn't use a spell unit for that finesse, nor does the caster need the spell ranking of the higher finessed spell. Any additional finesses follow normal game rules.



8 – Power Force

Time to Cast: 2R
Resist Check: 5d6 vs PWR halves
Target: caster
Duration: instantaneous
Area: 15 + 10/F' radius
Effect: strike all with power

All creatures within the radius of this spell take damage equal to the caster's normal power/3 + 1 per exceptional d6. If the RC is made, the damage is halved.

9 – Power Shield

Time to Cast: 2R
Resist Check: special
Target: caster
Duration: 1 + 1/F M
Area: 10 + 5/F' radius
Effect: magic shield caster

This spell creates a shield around the caster that protects him from magic. Any creature wishing to cast magic that will pass through the shield must make a PWR check equal to (12 - the rank of the spell being cast) d6. If the check is made, the spell passes through the shield to its intended target. If the check fails, the magic simply fizzles at the shield. This includes making a check for area effect magic that is targeted outside the shield, but its area passes through the shield.

10 – Consume Power

Time to Cast: 2R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: 1 + 1/F days
Area: single target
Effect: consumes power

If the target fails the RC, for every spell that he casts for the duration of the spell, he will lose one point of PWR. If his power falls to 3, he can no longer cast any spells. After the duration ends, the caster will gain one point of power back per hour until he is fully restored.

11 – Full Enhance

Time to Cast: 4R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: power up spells

This spell improves the casters ability to channel both elemental and divine spell units. When the caster casts an elemental, divine, or psionic spell for the duration of this spell, the spell is automatically cast finessed two times and doesn't use any spell units for the finesse, nor does the caster need the spell ranking of the higher finessed spell. Any additional finesses follow normal game rules.

12 – Take Power

Time to Cast: 3R
Resist Check: 6d6 vs PWR negates
Target: LOS 30 + 10/F'
Duration: 30 + 10/F M
Area: single target
Effect: take away power

If the target of this spell fails the RC, his power is taken away from him. His power is reduced to 1 point. He is no longer able to store magical energy or cast spells. When the duration ends, the target can again cast spells, but must regain his magical energy as normal.



30 Vormaxia – Goddess of the Mind

30.1 Domain

Vormaxia is the master the mind. She designed and is master of all attributes associated with the mind. These attributes include Thought, Language, Memory, and Wisdom.

30.2 History

During the creation of the humanoid form, Vormaxia designed and became master over the mental form, or mind, of all humanoid beings.

30.3 Motivation

Vormaxia prefers all of her followers to take care of their minds and use them regularly. Vormaxia's followers are known for their innovation and extensive knowledge.

30.4 Aspects

Vormaxia has never been seen in a physical body. Vormaxia will rarely appear to her followers, but when she does she appears as a mental projection of herself. When entering a followers mind, she will sort through their knowledge to make sure that they are keeping their mind sharp and constantly learning new things. She is also known to test her follower's knowledge before offering help to them.

30.5 Structure of the Priesthood/Temple

Followers of Vormaxia normally build structures that are intended as research facilities, mainly to exercise the mind. In the worlds that have an active following, they have been the priesthood behind many modern day and ancient innovations. They also believe in keeping track of all knowledge that they acquire and are tremendous record keepers. They build numerous libraries to house the many books that contain their knowledge, so that it can be shared among followers.

30.5.1 Organization

The priesthood has a very flexible structure and, for the most part, all priests are considered equal. Every research facility does have someone in charge, mainly to organize daily tasks and maintain the upkeep of the facility. Research groups usually have a head that keeps group notes and keeps order within the group. Information sharing is also very important to the priesthood and there are priests chosen to make sure knowledge is shared between all facilities to prevent duplication of effort and to acquire knowledge that many help another research group.

30.5.2 Requirements

The ability to think logically and retain knowledge is very important to the priesthood. Someone who wishes to join the priesthood must demonstrate above average intelligence and be able to read and write in three languages. Until these basic requirements are met, entrance into the priesthood is not allowed. *A base priest of Vormaxia must have an INT of at least 14 and gets to choose two languages in addition to his native language. These two languages start at rank 7.*

30.5.2.1 Apprenticeship

At a young age, a child will begin his journey into the priesthood. His knowledge will be expanded and he will be taught to use logic and common sense at all times. Normally an apprentice is expected to get very knowledgeable in language and by the end of apprenticeship, he may be fluent in 3 or 4 different languages.



30.5.2.2 Initiation

Once the requirements of priesthood are met, initiation is a very simple affair. An applicant is expected to answer every question on the entrance test correctly. Once the test is passed, the applicant becomes a priest and can choose a path in the priesthood.

30.5.2.3 Duties

Priests are expected to exercise their minds on a regular basis. Most temples are locations of research and priests are expected to research new and interesting ideas, or improve on old ideas. Some priests are also put in charge of the various libraries; others choose to be research assistants; while others wander around the world adding to the temples vast array of knowledge.

30.5.3 Functions

Priests of Vormaxia seek to exercise the mind to the fullest extent. Research is their primary method of mind exercise.

30.5.4 Advancement

Advancement is not a common occurrence in the priesthood. For the most part all priests are considered equals and choose their duties within the priesthood. There are a few positions that require an appointment. The high order of priests makes appointments like this. The priests in the high order are priests that Vormaxia chooses personally for their outstanding performance. Their actual location is a mystery, but they do make appearances, either individually or as a group, when called upon or when requested to by Vormaxia.

30.5.5 Dogma

The mind is the only way to true enlightenment. The mind lives on after the body dies and, thus, is superior to the body. The mind, unlike the soul, is also the only part of the humanoid form that can store information and make logical decisions and, thus, is superior to the soul, for the soul would be useless without it.

30.5.6 Traditions

30.5.6.1 Clothing

Followers do not have any special form of dress. They usually dress in clothes that are comfortable and are suitable for their current location.

30.5.6.2 Appearance

Followers do not strive to appear any different than anyone else, so they normally appear as a standard individual.

30.5.6.3 Speech and Gestures

Most followers do not have anything noticeable about their speech, expect that many are able to speak many different languages without much of an accent.

30.6 Worship

Followers rarely ever worship Vormaxia in a physical sense. Normally they simply ask Vormaxia for mental enlightenment prior to sleeping. Most of the discoveries that happen in the confines of the priesthood are considered a gift for Vormaxia.



30.7 Holidays and Feast Days

In the same sense as worship, there are no recognized holidays, for they distract from the research process. Fantastic discoveries and the like are usually followed by a brief celebration, but that is usually the extent of a holiday.

30.8 Relationship to Other Deities

Vormaxia is the creator of the mind. Any deities attempting to destroy the mind of one of her followers are considered hostile. The other two deities of creation usually do not touch the mind because it is a key link between the body and the soul and the destruction of it makes both useless.

30.9 Priesthood Skills

Because the priesthood is a priesthood of the mind and knowledge, base priests of Vormaxia can purchasing the following skills at base cost:Accounting, Archeology, Architecture, Barristry, Navigation, Poetry, Repair, and Writing. They can also purchase other purely knowledge based skills at base cost.





30.10 Magical Abilities

Priests of Vormaxia have four spell groups dealing with the mind.

Memory spells effect or retrieve the stored information in the target's mind.

Wisdom spells affect the mind's ability to apply learned knowledge in a sensible fashion.

Language spells affect the mind's ability to type and understand languages.

Thought spells affect the mind's ability to think and think logically.

1. Memory

- 1 Seal Memory
- 2 Show Memory
- 3 Remember
- 4 Gain Memory
- 5 Hide Memory
- 6 Give Memory
- 7 Memory Scan
- 8 Mind Compare
- 9 Mind Block
- 10 Alter Mind
- 11 Mind Probe
- 12 Forget All

2. Wisdom

- 1 Rational
- 2 Irrational
- 3 Weapon Aware
- 4 Repair
- 5 Skillful
- 6 Focus
- 7 Distract
- 8 Raise Wisdom
- 9 Complete Rationalization
- 10 Decrease Wisdom
- 11 Share Wisdom
- 12 Take Wisdom

3. Language

- 1 Scan Language
- 2 Alter Language
- 3 Speak Language
- 4 Share Language
- 5 Gain Language
- 6 Know Language
- 7 Read Language
- 8 Master Speaker
- 9 Read All
- 10 Understand All
- 11 Show Language
- 12 Wipe Language

4. Thought

- 1 Genius
- 2 Stupid
- 3 Clear Thought
- 4 Solve Problem
- 5 Read Thought
- 6 Instill Thought
- 7 Project Thought
- 8 Return Thought
- 9 Confuse
- 10 Mass Instill
- 11 Alter Thought
- 12 Break Thought





30.10.1 Memory

1 – Seal Memory

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: special
Area: self
Effect: keep memory

This spell allows the caster to **focus on a specific memory**, being a location, object, or person, and seal the memory in his mind for the spells duration. The memory cannot be altered or removed from the caster's mind unless this spell is first revoked. After the duration ends, the memory fades from the mind as under normal conditions. Duration is dependent on finesses: 0 – 1 hour, 1 – 1 day, 2 – 1 week, 3 – one month, 4 – one year. A mind can have a maximum of INT/4 seals at one time.

2 – Show Memory

Time to Cast: 1R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single creature
Effect: points out memory

This spell allows the caster to determine if the target holds a **specific memory** in his mind. This can include anything from an event, person, or place. This does not allow the caster to know exactly what the target's memory is, just that some memory exists and the extent of the memory.

3 – Remember

Time to Cast: 2R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single target
Effect: bring back memory

This spell will allow the target to fill in holes of a past memory. This can be used to restore recently forgotten locations or objects. This spell cannot restore long forgotten memories or memories that have been altered by magic.

4 – Gain Memory

Time to Cast: 2R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: single creature
Effect: takes memory

This spell allows the caster to copy a **specific memory** from the target's mind to his mind. This memory can include anything from an event, person, or place. The target retains the memory taken.

5 – Hide Memory

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: hides memory

For the duration of this spell, a **specific memory** is protected from all magical mind-probing techniques. Any attempt to find this memory in the caster's mind comes up empty.

6 – Give Memory

Time to Cast: 2R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single target
Effect: give target a memory

This spell allows the caster to give a willing target a **specific memory**. The memory acts as normal in the target's mind and can be obtained by another through magical means.

7 – Memory Scan

Time to Cast: 2R
Resist Check: 5d6 vs WIL negates
Target: caster
Duration: 1 + 1/F M
Area: LOS 30 + 10/F'
Effect: scan for memory

This spell will act as the 'Show Memory' spell only it will work on all creatures within the spell's area. This spell cannot be used to find invisible or ethereal creatures.



8 – Mind Compare

Time to Cast: 3R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: 10 + 5/F M
Area: single creature
Effect: detect lies

For the duration of this spell, all statements that the target makes are compared with the target's mind. If they do not match, the caster is alerted. If the memory is magically hidden, it is not considered to exist in the target's mind for the purpose of this spell.

9 – Mind Block

Time to Cast: 2R
Resist Check: special
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: magical mind block

For the duration of this spell, any attempt to magically gain or alter the memories of the caster's fails. In addition, the person attempting to gain information from the caster's mind must make a 5d6 vs WIL check or suffer 2d6 of mental damage.

10 – Alter Mind

Time to Cast: 3R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: permanent
Area: single creature
Effect: alters target's mind

This spell allows the caster to implant a new memory or alter an existing one in the target's mind. Hidden memories can be altered, as long as the caster is aware that the memory exists in the target's mind. The target is unaware anything happened and the proper memories can only be restored through magical means.

11 – Mind Probe

Time to Cast: 1R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: 4 + 2/F R
Area: single creature
Effect: probes mind

This spell allows the caster to probe the target's mind for memories. If the target fails the RC, the caster may extract a single memory from the target, as with the Gain Memory spell, each round during the duration. The caster must maintain contact with the target during the spells duration or the spell is canceled.

12 – Forget All

Time to Cast: 2R
Resist Check: 6d6 vs WIL negates
Target: touch
Duration: permanent
Area: single creature
Effect: forget everything

This spell will wipe the target's memory clean. He cannot remember who he is, where he is from, or what he is doing. All spells and skills are forgotten, while languages are maintained. This information can only be returned to the target through powerful magic. The use of this spell is frowned upon by the priesthood unless its use is unavoidable.



30.10.2 Wisdom

1 – Rational

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increase CSE

For the duration of the spell, the caster may subtract one die from all common sense checks. Due to the strain on the mind, only one statistic altering Vormaxia spell may be in effect at a time.

2 – Irrational

Time to Cast: 1R
Resist Check: 4d6 vs CSE negates
Target: touch
Duration: 1 + 1/F M
Area: single creature
Effect: decrease CSE

For the duration of the spell, the target must add one die to all common sense checks.

3 – Weapon Aware

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: self
Effect: increase weapon skill

For the duration of the spell, weapon skill checks for **a single weapon**, in which the caster has a weapon skill of at least 2, are reduced by one die.

4 – Repair

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single object
Effect: know proper repairs

When touching **a broken object**, the caster will instantly know exactly how to fix it and what tools and materials are required. The caster will need to gather these items to fix the object. High tech or other worldly items cannot be repaired with this spell. Strange or rare items may require finesse to understand.

5 – Skillful

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: self
Effect: increases a skill

This spell will allow the caster to focus on previous lessons of any skill. For the duration of the spell, **one skill of the caster's choice**, which the caster has at 2 or more, can be made at one die less than normal. This spell can only be in effect for one skill at a time and additional casting of the spell will only increase the duration of the spell already in effect.

6 – Focus

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: caster
Effect: allow caster to focus

This spell clears the caster's mind of all unnecessary distractions. All INT, CSE, and PER checks can be reduced by one die for the spell's duration. Due to the strain on the mind, only one statistic altering Vormaxia spell may be in effect at a time.

7 – Distract

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: LOS 30 + 10/F'
Duration: 1 + 1/F M
Area: single target
Effect: distracts target

This spell creates lots of little distractions in the target's mind. All INT, CSE, and PER checks must be increased by one die for the duration of the spell.



8 – Raise Wisdom

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: increase skill

This spell allows the target's mind to function more efficiently when performing a mental task. All INT, CSE, and PER skill checks are reduced by one die if the target has the skill at 2 or higher; otherwise it will take one die off the skill default.

9 – Complete Rationalization

Time to Cast: 4R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: make very rational

For the duration of the spell, the caster will succeed at all checks versus CSE. This does not apply to skill defaults.

10 – Decrease Wisdom

Time to Cast: 3R
Resist Check: 5d6 vs WIL negates
Target: LOS 30 + 10/F
Duration: 30 + 10/F M
Area: single target
Effect: reduces skills

If the target of this spell fails the RC, all of his skills are only half as effective as normal for the duration of the spell.

11 – Share Wisdom

Time to Cast: 2R
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 2 + 1/F H
Area: single living target
Effect: shares skill

For the duration of the spell, the target is able to draw upon the skills of the caster. If the target fails the RC, they may use all of the skills of the caster at 50% the rank that the caster has the skill. If the target has the skill at a lower rank than the caster, he should average the two skills and use that value. If the caster dies while this spell is up, the spell instantly drops.

12 – Take Wisdom

Time to Cast: 4R
Resist Check: 5d6 vs PWR negates
Target: touch
Duration: 2 + 1/F H
Area: single living target
Effect: steals skills

Upon casting this spell, the caster places his hand on the body of the target. If the target fails the RC, the caster is able to draw upon the skills of the target. If the caster has a skill the target has, he may take the average of his skill and the target's skill and use that value. If the caster does not have the skill, he may use that skill at 50% the rank that the target has. If the target dies while is spell is up, the spell instantly drops.



30.10.3 Language

1 – Scan Language

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: hearing
Effect: determine language

When casting this spell, the caster will know the type of language that is being spoken by a specific target within the hearing range of the caster. This will not allow the caster to speak the language, just know the type of language being spoken. The spell may require finesses if the language is unknown to the area or other circumstances provide. This is dependent on the judgment of the GM.

2 – Alter Language

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: 1 + 1/F M
Area: single creature
Effect: hide language

When casting this spell and touching a target to be spoken to, this spell will allow the caster and the target to converse in a language known to each, but people around will not be able to determine what language they are speaking in, nor understand what they are saying. Magical means of language detection will require finesses. This spell can be finessed to make it more difficult to decode using magical methods.

3 – Speak Language

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: hearing
Effect: speak language

This will allow the caster to gain knowledge of a language being spoken and known, by type, to the caster. The caster must know the type of language being spoken before this spell will be effective. This spell will give the caster a 6 skill in the language. The spell may require finesses if the language is unknown to the area or other circumstances provide. This is dependent on the judgment of the GM.

4 – Share Language

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: 2 + 1/F H
Area: single creature
Effect: share language

This will allow the caster to transfer the knowledge of any language known to him to a single target that he touches. Languages acquired by magical means will not transfer; languages enhanced by magical means will only transfer at their pre-enhanced level. A target can only hold one shared language in his mind at a time.

5 – Gain Language

Time to Cast: 3R
Resist Check: 4d6 vs INT negates
Target: touch
Duration: 2 + 1/F H
Area: single creature
Effect: steals language

This will allow the caster to take the knowledge of a single language from the target. If the target fails the RC, a language of the caster's choice is transferred from the mind of the target to the mind of the caster. The caster can speak and write the language exactly like the target. The target retains the language. The caster must know a target has a specific language, by type, before this spell will work.

6 – Know Language

Time to Cast: 3R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: know a language

This spell will allow the caster to focus on a specific language type and be able to speak and write that language. The caster does not have to hear the language at the time of casting, but must have heard it spoken prior to casting and must know the language type. This will give the caster a language skill of 9 in the language. The spell may require finesses if the language is unknown to the area or other circumstances provide. This is dependent on the judgment of the GM.

7 – Read Language

Time to Cast: 3R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: read any language

This spell will allow the caster to focus on any written language and know how to translate it into a language he knows. The caster does not have to know the type of language he is trying to read. The spell may require finesses if the language is unknown to the area or other circumstances provide. This is dependent on the judgment of the GM.



8 – Master Speaker

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: increase language skill

This spell allows the caster to increase his skill in a language already known by him to grandmaster level. When casting this spell the language skill of one language known to the caster can be increased to 18 for the duration of the spell.

9 – Read All

Time to Cast: 3R
Resist Check: none
Target: caster
Duration: 1 + 1/F days
Area: self
Effect: translate all written

This spell will give the caster the ability to read anything, in any language, which he may come across for the duration of the spell. When he looks at any written language, he will know the translation in a language that he currently knows. Languages translated by this spell do not need to be typed to be translated.

10 – Understand All

Time to Cast: 3R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: understand spoken

This spell will give the caster the ability to understand all spoken language that he may hear for the duration of the spell. When he hears a language he normally wouldn't understand, his mind would translate it to a language he knows. Languages translated by this spell do not need to be typed to be translated. This spell will not translate written languages.

11 – Show Language

Time to Cast: 4R
Resist Check: none
Target: multitouch
Duration: 2 + 1/F H
Area: intelligent creatures
Effect: show a language

This spell will allow the caster to show all targets touched in the casting time, any language known to the caster. Languages acquired by magical means can be shared with this spell. A target can only hold one shown language in his mind at a time.

12 – Wipe Language

Time to Cast: 2R
Resist Check: 5d6 vs INT negates
Target: touch
Duration: permanent
Area: single target
Effect: erase language

This spell will allow the caster to completely wipe a language out of the target's mind. The target will not retain any knowledge of a language previously known to him. The caster must know the target has a specific language, by type, before this spell will work on that language.



30.10.4 Thought

1 – Genius

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increase INT

For the duration of the spell, the caster may subtract one die from all intelligence checks. Due to the strain on the mind, only one statistic altering Vormaxia spell may be in effect at a time.

2 – Stupidity

Time to Cast: 1R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: single creature
Effect: decrease INT

For the duration of the spell, the target must add one die to all intelligence checks.

3 – Clear Thought

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: think clearly

For the duration of the spell, the caster may subtract one die from all INT based skill checks. The caster must have a skill at 2 or more to get a die off of the skill check; otherwise he will get a die off of the skill default.

4 – Solve Problem

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: solve a problem

When faced with a **logically solvable problem**, like a mathematical problem, where all information needed to solve the problem is available, the caster will instantly be aware of the correct solution to the problem. This will not give the caster the method of solving the problem, just the solution.

5 – Read Thought

Time to Cast: 1R
Resist Check: 4d6 vs INT negates
Target: touch
Duration: instantaneous
Area: single creature
Effect: read target's thoughts

When casting this spell and touching a target, the caster will be aware of the target's current prevailing thought. If the target makes the RC, his mind blocks the magic and the caster can read nothing.

6 – Instill Thought

Time to Cast: 1R
Resist Check: 4d6 vs INT negates
Target: LOS 10 + 5/F'
Duration: instantaneous
Area: single creature
Effect: give thought

When this spell is cast upon a target, the caster may instill a thought into the target's mind. The target will take this thought as his own and, depending on the closeness of the thought to his current situation, may act upon it. If the target makes the RC, his mind blocks the thought completely.

7 – Project Thought

Time to Cast: 3R
Resist Check: none
Target: multitouch
Duration: 2 + 1/F H
Area: intelligent creatures
Effect: share thoughts

For the duration of the spell, the caster may project his thoughts to all of the targets touched during the casting of the spell. The caster may turn on and off the thought projection for the spell's duration. The caster's primary thought is the one projected.



8 – Return Thought

Time to Cast: 1R
Resist Check: none
Target: LOS 30 + 15/F'
Duration: instantaneous
Area: single creature
Effect: returns thought

This spell will return all control of the target's mind back to the target. Any thought altering effects are instantly negated.

9 – Confuse

Time to Cast: 2R
Resist Check: 5d6 vs INT negates
Target: LOS 30 + 15/F'
Duration: 4 + 2/F R
Area: single creature
Effect: confuse target

For the duration of this spell, the target will not be capable of any logical decisions. All actions taken by the target must be randomly determined. After the spell's duration, the target returns to normal and remembers the actions he took while confused. If the target makes the RC, his mind blocks the spell.

10 – Mass Instill

Time to Cast: 2R
Resist Check: 4d6 vs INT negates
Target: LOS 30 + 15/F'
Duration: instantaneous
Area: 10 + 5/F' radius
Effect: give thought

This spell acts as the 'Instill Thought' spell only on multiple targets.

11 – Alter Thought

Time to Cast: 2R
Resist Check: 5d6 vs INT negates
Target: LOS 20 + 10/F'
Duration: instantaneous
Area: single creature
Effect: alter a thought

This spell allows the caster to read the current thought of the target and slightly change it. The first round of casting will allow him to read the thought and the second round is used to change the thought. If he is cut off in the middle of casting, he will still be able to read the target's thought and will lose the spell units for casting the spell. If the target makes the RC, his mind is able to block the spell completely.

12 – Break Thought

Time to Cast: 2R
Resist Check: 6d6 vs INT negates
Target: LOS 20 + 10/F'
Duration: 2 + 1/F H
Area: single creature
Effect: disable thinking

This spell will make the target unable to think. The target is unable to make any decisions or think logically for the duration of the spell. All INT based stat and skill checks automatically fail. The target can be lead around by another, but cannot think about moving anywhere on his own. The target can also be told to do things by people that he trusts.



31 Zepherin – God of the Body

31.1 Domain

Zepherin is protector and master over the physical form. He is master of all of the physical attributes associated with the body. These attributes include Strength, Health, Appearance, and Speed.

31.2 History

During the creation of the humanoid form, Zepherin designed and became master over the physical form, or body, of all humanoid beings.

31.3 Motivation

Seeing how bodily death is the end of the physical form, all followers believe in keeping their bodies in excellent physical condition. They strive to remove all blemishes, physical deformities, and sickness from themselves and others. The priesthood is extremely opposed to the act of “body swapping.” If a priest of Zepherin is caught body swapping it is means for instant excommunication. Also, stealing bodies is one of the worst crimes that can be committed according the priesthood and if the priesthood finds someone doing it, they are subject to petrification, mortification, or, in severe cases, execution.

31.4 Aspects

Zepherin has created a vast structure of minions and godlings to answer prayers and intervention requests. All who can answer these calls act in a way fitting to the priesthood and will never inflict physical death upon someone. Zepherin himself has never made a personal appearance and it is said that the only way anyone can meet him is to be lifted into the heavens by Zepherin himself.

31.5 Structure of the Priesthood/Temple

Followers of Zepherin will construct large, elaborate physical temples to honor Zepherin. Temples normally consist of a gym for improving the body and they also offer healing services to the general public. All priests are expected to help others stay in good health.

31.5.1 Organization

The priesthood is arranged in a hierarchical manner. The head of the priesthood is considered Zepherin’s representation of the perfect body. He is considered Zepherin’s eyes and ears and should be followed as if Zepherin himself were speaking. Below the head priest, there is one priest to handle each area of reach, they report directly to the head priest and normally coordinate activities between the temples in the area. Under the region heads are the heads of each temple, they organize all of the priests, activities, and services of the temple. Within each temple, is an organization very similar to the global structure.

31.5.2 Requirements

For initiation into the priesthood, you must have an obvious concern for the physical form. If you have major deformities, aren’t bathed, or anything else that shows you are not maintaining your body, you will not be considered as a candidate into the priesthood. Priests are expected to be above average in two of the four physical attributes associated. *In order to become a priest of Zepherin, you must have stats of 13 or higher in two of STR, HEA, COM, or AGI. Base priests, who have been brought up from birth, have concentrated and improved an attribute prior to becoming a priest. Because of this, a new base priest of Zepherin receives an extra placed roll, which must be placed in one of the four physical attributes.*



31.5.2.1 Apprenticeship

In order to start your training, you must get approval from a high-ranking temple priest. They will look you over and give a thumbs up or thumbs down. If the priest approves, you begin training. You are taught the ways of the priesthood and ways to keep your body healthy. You will also be taught the magical arts of healing. When you are shown competent to heal others, you are initiated into the priesthood and are put to work.

31.5.2.2 Initiation

Initiation into the priesthood requires complete knowledge of the physical form and you are tested over it. After passing the test, there is a large ceremony where the new priests are displayed to the temple. This ceremony is usually followed by physical celebration consisting of a competition between the new priests which is meant to challenge the body. The winner of this competition is considered the “best in class” and is usually chosen to fill the best opening available, usually working along higher-ranking priests. New priests are required to help visitors to the temple perfect their physical form.

31.5.2.3 Duties

The priest’s duties vary according to rank and ability. Mainly, they provide various healing services in the temple. Other duties include looking for new candidates, maintaining the temple, and training new priests.

31.5.3 Functions

Followers of Zepherin seek to preserve the physical form and as such, they offer services to help the community do this. For the most part, they provide healing services.

31.5.4 Advancement

The condition of the physical form is important in the advancement in the priesthood. When openings occur in the hierarchy, the lower priests can enter a competition, similar to the one they participated in at the initiation, designed to test the physical qualities of the body to the limits. Magic cannot be used during this competition so the winner is determined solely by their physical qualities. The winner of the event receives the reward of filling the open position.

31.5.5 Dogma

“Without the physical, nothing else could be”

The physical is the gateway to all things. Unlike the mind and soul, the body is the only part of the humanoid form that can be seen and touched. Therefore, it is superior to the other parts. Followers of Zepherin seek to keep the physical form sacred and perfect. They believe that to be with Zepherin, the physical body must remain intact even after death. Many followers practice the skill of mummification and all followers expect to be mummified.

31.5.6 Traditions

31.5.6.1 Clothing

Followers of Zepherin commonly wear clothes that enhance their physical look. They do not believe in using clothing to cover their body, but as an extension of it used to show it off. They often try to attract attention to themselves by wearing brightly colored or unique clothes.

31.5.6.2 Appearance

Followers always keep themselves clean and fit. Followers never wear makeup because it artificially enhances the physical form. Jewelry can be worn in order to attract attention.



31.5.6.3 Speech and Gestures

Most followers make excessive use of gestures and other mannerisms during speech. They believe heavily in physical expression.

31.6 Worship

Followers worship through many physical activities. Worship is individualized and is never organized in large groups. Activities used to praise Zepherin include sporting activities, sexual expression, and dancing.

31.7 Holidays and Feast Days

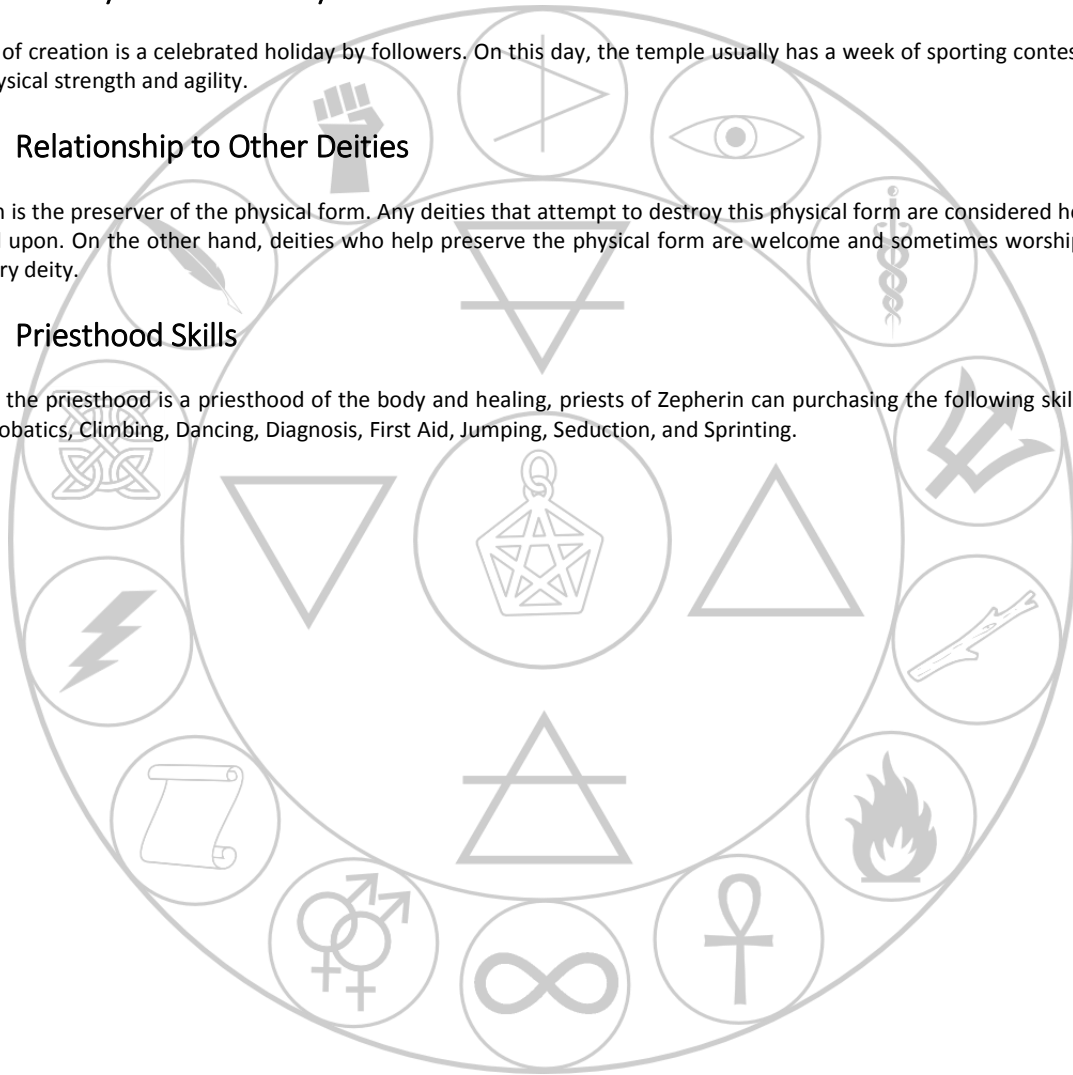
The day of creation is a celebrated holiday by followers. On this day, the temple usually has a week of sporting contests to test their physical strength and agility.

31.8 Relationship to Other Deities

Zepherin is the preserver of the physical form. Any deities that attempt to destroy this physical form are considered hostile and frowned upon. On the other hand, deities who help preserve the physical form are welcome and sometimes worshipped as a secondary deity.

31.9 Priesthood Skills

Because the priesthood is a priesthood of the body and healing, priests of Zepherin can purchasing the following skills at base cost: Acrobatics, Climbing, Dancing, Diagnosis, First Aid, Jumping, Seduction, and Sprinting.





31.10.1 Strength

1 – Strong

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increase strength

For the duration of the spell, the caster may subtract one die from all strength checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

2 – Weakness

Time to Cast: 1R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: reduces strength

If the target fails the RC, the target must increase all strength checks by one die for the duration of the spell.

3 – Strength Bolt

Time to Cast: 1R
Resist Check: special
Target: LOS 30 + 10/F'
Duration: 2 + 1/F R
Area: single target
Effect: target spasms

This spell causes a bolt of strength to hit the target. If the target fails the RC, all of the muscles in his body begin to spasm and he falls to the ground for the duration of the spell. The RC is made by the caster and target rolling against their (STR/3)d6 (magically modified strength isn't included), if the target's roll is higher or equal to the casters, the RC is successful.

4 – Strength Barrier

Time to Cast: 2R
Resist Check: 4d6 vs STR passes
Target: LOS 30 + 10/F'
Duration: 2 + 1/F H
Area: 100 + 20/F square'
Effect: create wall

This spell will create a barrier that may not be passed through except by making the RC. Failing the RC causes the person to be pushed back 10 feet from the barrier. The caster may pass through the wall freely.

5 – Lend Strength

Time to Cast: 2R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: shares strength

For the duration of the spell, the target will have the strength of the caster, including the sharing of exceptionals. Magically modified strength is not transferred.

6 – Detect Strength

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: LOS 100'
Effect: show strengths

For the duration of the spell, all creatures in the area will glow with brightness relative to their strength value. Exceptional strengths will change the tint of the glow. This spell cannot be used to see invisible or ethereal creatures.

7 – Enhance Strength

Time to Cast: 2R
Resist Check: 3d6 vs STR accepts
Target: caster
Duration: 4 + 2/F R
Area: 5 + 1/F'
Effect: enhances damage

All within the area that make the RC check, including the caster, have their strength enhanced for damage. All damage from successful hits with a hand-to-hand weapon is increased by 1d6.



8 – Strength Blast

Time to Cast: 2R
Resist Check: special
Target: caster
Duration: instantaneous
Area: $30 + 10/F'$ radius
Effect: blast creatures in area

This spell causes all creatures within the area to be blasted by the casters strength. They are thrown back 30' and fall to the ground. If there is an obstacle in the way they may take damage as decided by the GM. The RC is made by the caster and target rolling against their (STR/3)d6 (magically modified strength is included), if the target's roll is higher or equal to the casters, the RC is successful.

9 – God Strength

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: $4 + 2/F R$
Area: self
Effect: give godlike strength

This spell will temporarily give the caster the strength of a god. The caster will have a strength stat of 24 and may subtract three dice from all strength checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

10 – Strength Weapon

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: $4 + 2/F R$
Area: single weapon
Effect: lend STR to weapon

This spell allows the caster to enchant **a weapon of his choice** with his normal, non-magical strength. For the duration of the spell, the weapon will act as an enchanted weapon of the caster's strength/5 plus one per exceptional. (A caster having an exceptional strength of 16 can create a +4 weapon, $16/5 + 1$). A weapon can be enchanted to a maximum of 5.

11 – Strength Shield

Time to Cast: 1R
Resist Check: 5d6 vs STR negates
Target: caster
Duration: $1 + 1/F M$
Area: $5 + 1/F'$
Effect: strong shield

This spell creates an invisible, unmovable shield around the caster. Anyone trying to enter this shield must make the RC, or they fall to the ground and must stand up the next round. Anyone within the radius is unaffected, and can get out of the shield without problem.

12 – Take Strength

Time to Cast: 3R
Resist Check: 6d6 vs WIL negates
Target: LOS $20 + 5/F'$
Duration: $2 + 1/F H$
Area: single target
Effect: take away strength

Upon failing the RC check of this spell, the target's strength is reduced to 1 for the duration of the spell. Exceptional values no longer apply to any strength checks. The target falls to the ground and is unable to perform any actions, including casting, for the target doesn't have the strength to move hands or speak. Thought activated items will still function normally.



31.10.2 Appearance

1 – Attractive

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increase looks

For the duration of the spell, the caster may subtract one die from all comeliness checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

2 – Ugly

Time to Cast: 1R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: make target ugly

For the duration of the spell, the target must add one die to all comeliness checks.

3 – Friends

Time to Cast: 1R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 30 + 10/F minutes
Area: single target
Effect: target likes caster

If the target fails the RC, he instantly regards the caster as a friend. He will not attack him, nor will he allow others to attack him. If the caster attacks the target after casting the spell, the effect is cancelled.

4 – Hide Self

Time to Cast: 2R
Resist Check: 5d6 vs PER negates
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: hides appearance

This spell will disguise the caster's features to everyone. This does not disguise the caster as another person, but distorts features so that later descriptions will be incorrect. If the RC is made, the observer can see through the distortions.

5 – Frighten

Time to Cast: 1R
Resist Check: 4d6 vs WIL negates
Target: self
Duration: 4 + 2/F R
Area: LOS 30 + 10/F'
Effect: scare targets

Changes the caster's appearance into the most ugly, disgusting thing ever seen. Anyone within the area that can see the caster must make the RC or spend the spell's duration trying to escape the caster.

6 – Agree

Time to Cast: 2R
Resist Check: 5d6 vs WIL negates
Target: touch
Duration: 30 + 10/F M
Area: single target
Effect: target will agree

If the target fails the RC, he will be awed by the caster's appearance and will accept as truth any statement the caster makes when casting the spell, unless it goes completely against the target's motivation. After the duration ends, the target will be unaware of the spell effects.

7 – Disguise

Time to Cast: 4R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: change appearance

This spell will completely change the caster's appearance to look like someone else. In order to look like a specific person, the caster must have memorized the person's appearance. If an observer suspects that the caster is disguised, he must make a 5d6 vs PER check to see through the disguise. This spell only changes appearance; voice and mannerisms are not changed.



8 – See True Form

Time to Cast: 4R
Resist Check: 5d6 vs PWR negates
Target: caster
Duration: 10 + 5/F M
Area: LOS 60 + 10/F'
Effect: see real person

When cast, this spell will allow the caster to see the true appearance of all individuals within the area of effect that fail the RC. This includes seeing through disguises, magical or physical, masks, or any other appearance altering or hiding device or magic. This does not allow the caster to see invisible or ethereal creatures.

9 – Hypnotize

Time to Cast: 5R
Resist Check: 5d6 vs WIL negates
Target: LOS 5'
Duration: 30 + 10/F M
Area: single target
Effect: hypnotize target

This spell must be cast on a stationary target. (i.e. tied up, grappled, etc.) Using this spell, you look into the target's eyes and hypnotize them. You can give the target commands to perform and keywords to go along with the commands. If the target fails the RC, they are yours to command for the spells duration.

10 – Shape Change

Time to Cast: 3R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: self
Effect: change shape

This spell will allow the caster to take on any shape he wants. Size is limited to a 25% increase or decrease. The caster can choose any object, creature, or character that he has seen to take the shape of, but he cannot touch or attack anything or the effect is cancelled.

11 – Decrease Age

Time to Cast: 1M
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single target
Effect: lowers age

This spell will lower the outside age of a willing target by 10 + 5/F years. The target's age cannot be lowered below 20. This spell can only be used on a willing target. This does not actually lower the physical age of the target, they just appear younger.

12 – Alter Form

Time to Cast: 4R
Resist Check: 6d6 vs WIL negates
Target: touch
Duration: permanent
Area: single target
Effect: alter appearance

This spell can be used for good or evil. The target of this spell permanently, or until revoked, has their appearance changed. This change can include any type of visual-based bodily features, but cannot alter the height of the target.



31.10.3 Health

1 – Healthy

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increases health

For the duration of the spell, the caster may subtract one die from all health checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

2 – Sickness

Time to Cast: 1R
Resist Check: 4D6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: temporary sickness

For the duration of the spell, the target must add one die to all health checks.

3 – Improve Health

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: heals target

This spell is used to improve the target's physical health. When touched by the caster, the target heals 2d6 physical damage points.

4 – Destroy Health

Time to Cast: 1R
Resist Check: 4d6 vs HEA negates
Target: LOS 30 + 10/F'
Duration: 4 + 1/F days
Area: single target
Effect: target cannot heal

If the target fails the RC, the target's body can no longer heal itself for the duration of the spell. This will prevent all forms of natural healing from working including potions and regeneration.

5 – Detect Health

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 30 + 10/F M
Area: LOS 60'
Effect: detect healthiness

This spell allows the caster to know, with certainty, how close to death any creature within the spell's radius is. All creatures within the area emit a glow. The brightness of the glow is relative to how much damage a creature can take before death. This spell does not allow the caster to see invisible or ethereal creatures.

6 – Cure Disease

Time to Cast: 2R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single target
Effect: cures disease

This spell will cure any non-magical, bodily disease infecting the target. All effects of the disease are instantly cured.

7 – Repair Body

Time to Cast: 2R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: mends body

This spell will repair all major damage to a body. This includes broken bones, pierced organs, and any cuts the target may have. If the damage is recent, half of the damage points lost from a single repaired injury are recovered.



8 – Health Alert

Time to Cast: 3R
Resist Check: willing targets
Target: multitouch
Duration: 2 + 1/F H
Area: targets
Effect: alert to low health

For the duration of this spell, the caster will be alerted when any target touched upon the casting of the spell is extremely injured and in need of repair. If a target's DP falls below 20% of the target's maximum DP or the target makes an unconscious check, the caster is alerted.

9 – Keep Healthy

Time to Cast: 1R
Resist Check: willing target
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: target invincible

For the duration of the spell, the target cannot suffer any bodily injury, and thus, cannot lose any DP. Any damage points suffered are deducted at the end of the spell's duration. Instant death will still kill the target while this spell is in effect. Healing magic used on the target during this time is only 50% as effective as normal and can only heal a number of DP equal to the target's maximum DP total.

10 – Take Health

Time to Cast: 2R
Resist Check: 5d6 vs WIL halves
Target: touch
Duration: instantaneous
Area: single target
Effect: steals health

This spell will transfer 5d6 DP from the target to the caster. If the target makes the RC, the amount of DP transferred is halved.

11 – Miracle Cure

Time to Cast: 4R
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: restore body

This spell will cure the target of all bodily disease, replace and fix all limbs and organs, and return the target's body to excellent health. All adverse bodily conditions are repaired and the target gains 8d6 DP.

12 – Freeze Body

Time to Cast: 1R
Resist Check: 6d6 vs HEA negates
Target: LOS 50 + 20/F'
Duration: permanent
Area: single target
Effect: freezes target's body

If the target of this spell fails the RC, his body becomes magically frozen and the target is unable to perform any physical actions until the spell is dropped or revoked. Mental actions can still be performed, such as activating a magical item. Body functions cease, so the target does not require anything to keep it alive.



31.10.4 Speed

1 – Agile

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increase agility

For the duration of this spell, the caster may subtract one die from all agility checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

2 – Cramp

Time to Cast: 1R
Resist Check: 4d6 vs HEA negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: slows down target

For the duration of this spell, the target must add one die to all agility checks.

3 – Speedup

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: self
Effect: speed up caster

For the duration of this spell, the caster's movement is increased by 10'/R or he can perform one extra attack per round, but not both in a round. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

4 – Slowdown

Time to Cast: 1R
Resist Check: 4d6 vs HEA negates
Target: LOS 30 + 10/F'
Duration: 1 + 1/F M
Area: single target
Effect: slows target

For the duration of this spell, the target's movement and attack rates are reduced by 25%. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

5 – Dodge

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: self
Effect: increase DVs

For the duration of this spell, all of the caster's defense values are increased by 1d4. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

6 – Silence

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: caster moves silently

For the duration of this spell the caster is given the ability to move silently. The caster is effectively given a rank 16 in the move silently skill.

7 – Quickness

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: self
Effect: caster gets initiative

For the duration of this spell, the caster is very quick to react in combat. The caster is effectively given the creature ability of Quickness.



8 – Clumsy

Time to Cast: 2R
Resist Check: 5d6 vs WIL negates
Target: LOS 30 + 10/F'
Duration: 1 + 1/F M
Area: single target
Effect: makes target clumsy

This spell makes the target extremely clumsy. If the target fails the RC, for every action that requires movement he wishes to perform during the duration of the spell, he must roll a 5d6 check vs AGI. If he fails the check, the action is a failure. This includes spell casting using the hands, movement, and attacking. This doesn't include speaking or verbal casting.

9 – Speed All

Time to Cast: 1R
Resist Check: none
Target: multitouch
Duration: 1 + 1/F M
Area: targets
Effect: speed up targets

For the duration of this spell, all of the target's touched during the casting of the spell have movement increased by 20'/R or can perform two extra attacks per round, but not both in a round. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

10 – Slow All

Time to Cast: 3R
Resist Check: 5d6 vs WIL negates
Target: LOS 30 + 10/F'
Duration: 1 + 1/F M
Area: 10 + 3/F' radius
Effect: slows all in area

For the duration of this spell, all of the targets in the area of effect are reduced to 50% movement and attack rate. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

11 – Clumsy All

Time to Cast: 3R
Resist Check: 5d6 vs WIL negates
Target: LOS 30 + 10/F'
Duration: 1 + 1/F M
Area: 10' radius
Effect: makes lots clumsy

This spell is an area effect version of Clumsy. All within the area are affected as if they were hit with the Clumsy spell.

12 – Max Speed

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F M
Area: self
Effect: a lot of effects

This spell combines Dodge, Quickness, and Speed All on the caster only. For the duration of the spell, all of the spells effects are with the caster.

32 Advanced Magic

Beyond the simple learning and use of traditional spells, there is a variety of specialized magical spells and techniques used by spellcasters. The study of the methods of customizing and creating new magics is known as Majykology. In this text we are going to attempt to present some selected information and basic techniques used by its practitioner's.

32.1 Terisium

Hidden in the mists of antiquity, we may never know what ancient sage first discovered the special properties of **Terisium**, and how they used to create enchanted items. We can only conjecture that this must have a great turning point in the evolution of mankind, as these items of power have since had a profound influence on the past and present course of intelligent life on Jaern.

This material has many strange properties and abilities that make it highly prized by magicians jaernwide. Its only known source is meteors that have fallen to Jaern from the heavens. Looking like a dull grey metal, its special properties are not readily apparent. But, as discovered by the primitive magicians of ancient Torandor, this metal was invaluable in the manipulation of magical energies.

Terisium's special properties are derived from the fact that it doesn't exist solely in our plane. While magicians have used it since the beginning of recorded history, it was several hundred years ago (9764 SF) that Jican Trion of the University of RaForge showed that life force applied to the metal did not destroy it, but changed its energy state so that it was no longer normally perceivable in our plane. It is fortunate that his early experimental results were circulated among the learned of the time before his last experiment, whose nature we may never be able to deduce. His failure and the total destruction of the University of RaForge was a loss to us all.

Subsequent, and much more cautious, experiments have revealed certain properties of Terisium. It seems to exist both in our plane, and in another plane, which is much more endowed with magical energies. It is postulated that the constant seepage of magical energy from the other plane to ours is what powers much of our elemental magics. In any case, the Terisium seems to contain within its structure a certain amount of this magical energy, and this amount gives it different physical and magical characteristics.

Sages have measured this amount of energy, and have postulated that Terisium exhibits 6 different states. Much of the evidence leading to this conclusion, and its consequences, is indirectly obtained via experimentation and cannot be completely verified with our current knowledge about magic.

In its initial state, sages believe that the Terisium contains no magical energies. It exists physically only on its native plane, and lacks physical existence or effect upon our plane. Sages conjecture that it takes some catastrophic event on this other plane to energize the Terisium to a higher state. We will call this Terisium⁰.

Terisium's next state is the one that we can see and manipulate. We arbitrarily assign this a magic energy of +1, making this the standard to measure life force used to change Terisium magic states. Terisium¹ appears as a dull grey metal, which has the strength of iron, and can be worked by metal smiths. When formed into a loop or sphere, it acts as a reverse energy pump, draining magic within the loop back to its native plane. The rate of the drain is proportional to the smallness of the loop, and the amount of Terisium¹ used.

Manacles made of Terisium¹, made from one ounce of Terisium¹ per manacle, will drain elemental and divine units from its wearer at a rate of about 12 units per round. A one ounce thread of Terisium¹ around a 15' radius room will drain 1 unit from anyone within this room per minute. A spell caster thus affected will notice the loss.

For the mathematically inclined, this figures out as: $\frac{\text{number of ounces}}{\text{radius in inches}} \times 12 = \# \text{ of unit drained per round}$

At its next state is Terisium². The appearance of the terisium does not look at different at this state, but its energy is sufficient to indefinitely power a Defer spell, as long as that spell is currently holding another spell. Once the deferred spell is activated, the Defer spell itself dissipates, and the Terisium² drops states to Terisium¹, making it usable for magic item creation again. Also in this state, the terisium will still drain units.

The next state is Terisium¹⁰. When it first enters this state, it becomes fixed in location to the nearest nonliving object. It can no longer be seen or felt, but turns into more of a magical energy field. At this state the terisium can have a spell signature imprinted on it and the spell stored in the defer. With the spell imprinted on it, the terisium will continuously recharge its internal pool allowing the spell to be repeatedly activated.

The highest state known presently is Terisium¹⁰⁰⁰. In this state the Terisium becomes once again material in our plane, forming different crystalline structures. Each different structure is a different color and has different magical effects. These crystals, known to the common man as **Matrix Gems** are highly prized for their abilities to focus and magnify magical energies.

Current Majykology has given us techniques to energize Terisium from its +1 state to the +2 and +10 states, and has shown us that we can cause it to decompose from any state to the +0 state, explosively with the release of its energies. Leading Scelonists at enclaves jaernwide continue to cautiously experiment to unlock further uses of Terisium and its role in harnessing the power of magic.

32.2 Creation of Enchanted Items

The creation of these items has always been a ritualized practice, being passed down from magician to apprentice over the years. Not until the reemergence of the priests of Tarus in the later half of the 97th century that the process was examined in the light of reason, separating the ritual from the process. Even today, many spell casters cling to the old rituals, not ready to trust the modern study of Majykology to answer their questions. We shall put aside these unneeded rituals, and examine the construction of enchanted items, expounding on the current theory behind the magic.

Creating items with magical properties is both a dangerous and time consuming process. The potential creator should understand all the materials, costs and steps that go into the process. Below we explain the process, step by step. Plan the properties of your items, and follow the steps as outlined in this manuscript. *Show your GM your plans. All enchanted items must have the approval of your GM, for their use can affect game balance. He may disallow any item, or may make suggestions to make an item better fit in his campaign.*

There are four things that go into the makeup of an enchanted item. First is the item itself, an item is optional for a charged item. The second is a spell to **Defer** or postpone the spell effect from manifesting itself until triggered. The third is the actual spell to generate the spell effect that the item will exhibit. The fourth is the use of the material **Terisium**, which powers the Defer spell, and possible the spell effect

32.2.1 The Item

The first step in creating an enchanted item is buying, finding or creating the actual item to be enchanted. If the item is to last, it must be solid and of good workmanship. The magic used on the item will not keep it from physical destruction. An enchanted sword built from inferior iron will break on use, wasting the time and energy used to enchant it. For charged items, the magic is held entirely in the terisium, but many mages like to incorporate the terisium into another item. Terisium can be mixed as an alloy or powdered terisium can be baked into food or sprinkled into potions.

32.2.2 Defer

Normally, a **Defer** spell lets you cast a spell, delaying its activation until it is triggered. When you make an enchanted item, you use the **Defer** spell to hold the spell effect. The **Defer** spell's rank must equal or exceed the spell effect (plus any finesse(s))'s rank. Finessing the **Defer** spell allows you to control the way the resulting item is triggered. The number of finesse determines what kind of trigger is used, as follows:

- 0 Thought activated by original caster only
- 1 Mechanical
- 2 Spoken word or Phrase
- 3 Thought activated by anyone
- 4 Activated by a condition

Items cast with an unfinessed **Defer** are always on or triggered by the original caster only. This would only be useful with effect items or items that caster would never want someone else to trigger. One finesse allows the item to be triggered by any moving

part of the item. Two finesses allow the item to be triggered by a key word or phrase. Three finesses allow the item to be thought activated by anyone holding the item. The fourth finesse allows the caster to state the single condition that will activate the item. This condition can only describe a state of being, and can only be based on the position, condition or existence of physical objects or energies within 10' of the item.

32.2.3 The Spell Effect

The effect that the item exhibits should be chosen carefully out of the appropriate spell group. Elemental spells above rank 12 can only be used on Charged items, as described below, and cause the enchanter to spend experience point as he is constructing the item, just as if the spell effect was cast normally. Finessing the spell effect will cause the effect bound into the item to be finessed as well. Overloading to cast the spell to be bound has the same consequences as normal, certainly ruining the item if the overload fails.

32.2.4 Terisium's Role in creating enchanted Items

Terisium is used to draw power to the item, allowing to hold its magics for longer than the spells alone would permit. The type of item is directly tied to the life force used and the resulting form of Terisium.

Charged to the +2 state Terisium creates what is called a **Charged** item. These items can only be used a fixed number of times, after which they are expended and become non-magical. All consumable magic like potions, foods and scrolls that are read once are generally **Charged** items. Inexpensive items that are created for a specific purpose or event often have a fixed number of charges. Items holding very powerful elemental spells (above rank 12), or those using divine magics can only be made in this way. Making a charged item is basically making a Defer spell that lasts indefinitely. Each charge in a charged item requires a single ounce of terisium.

Charged to the +10 state, **Regenerating items** slowly gain magical power back from the surrounding environment, much the same way magicians do. These items can effectively be used a fixed number of times in any 24 hour period. **Regenerating 1** items hold a single charge and regenerate that charge 24 hours after its use. **Regenerating 2** items hold two charges and regenerate charges in 12 hours...and so on. Effect items can be created simply by making a regenerating item that lasts for a 24-hour period. Terisium in this state has a specific spell imprinted on it and can generate a number of units per day.

Once an item has been prepared, the proper Defer spell cast upon it, the spell effect cast into the Defer, it is time for the caster to energize the Terisium. The amount of Terisium needed is one ounce for each rank of each spell effect for regenerating items and a single ounce per charge for charged items.

32.2.5 Multiple Effects on a Single Item

More than one different effect can be bound to a single item. Each effect can share identical triggers, or use different triggers. All of these effects need to be bound to the item within 24 hours of the first binding, as after this time, the magic has "set" and any further attempts to bind will either fail, or destroy the existing magic. Different effects can be cast by different binders (making mixed elemental and divine items possible) but they must all be bound within the 24 hour period.

32.2.6 Step-by-step item creation process

The following is a step-by-step process for making a charged item and a regenerating item.

32.2.6.1 Charged Item

Requirements:

- ✓ 1 ounce of terisium
- ✓ 1 spell
- ✓ 1 defer of sufficient size to hold the spell
- ✓ 1 object (optional)
- ✓ Experience points equal to the base cost of the spell divided by 3 times the spell rank

Procedure: Use the experience points on the terisium to make it able to hold the desired spell. Cast the defer and the spell on the terisium which stays in its solid form. The spell will be held until it is used.

Making a 1 charge item of lightning bolt would require: 1 oz. of terisium, the lightning bolt spell, a rank 6 defer spell, and $1800/3 = 600$ XP.

32.2.6.2 Regenerating Item

Requirements:

- ✓ terisium equal to the amount of EU required per day
- ✓ 1 focal object
- ✓ 1 spell
- ✓ 1 defer of sufficient size to hold the spell
- ✓ XP equal to the base cost of the spell divided by 3 times the spell rank times 5 to bind the spell to the charged terisium
- ✓ XP equal to 1000 times the number of ounces of terisium

Procedure: Use the same procedure for making a charged item with the total amount of terisium needed for the item.

After that, place the item together with the focal object to charge the terisium which gets bound to the item. The object will be able to cast the spell based on the time it take to charge based on the EU generated per day by the charged terisium. An effect item is made by charging the terisium to the point where the spell is sustainable for an entire day.

Making a 1/day item of Long Eyes would require: 9 oz. of terisium, the long eyes spell, a rank 9 defer, and $(2700/3 \times 5 = 4500) + (9 \times 1000 = 9000) = 13,500$ XP.

32.2.7 Burning a Regenerating Item

When an item does not have sufficient charge to cast the spell within the item, the user may "push" the item to release the spell that is imprinted within it. The spell is cast as normal, but the item loses its magical properties and the terisium is unrecoverable.

Bob's 1/day item of Invisibility has already been used today, but he is in grave danger of being cornered by his wife who is totally pissed at him. If he activates the item normally, nothing happens, but, if he pushes it a little bit, the invisibility spell will be cast. Unfortunately, he will be left with a non-magical item afterwards, but will successfully avoid his wife.

32.3 Researching New Spell Groups

The average spellcaster may be well satisfied using magic defined in the huge corpus of existing spell groups. But for those whom must seek out the new, the untried, the different, the way is open to the creation of new magic. The cost of this research is large, but the results can be well worth it.

Describe to your GM what magic spell your adventurer wants to research. He will compare the effects of the spell, such as damage inflicted and resistance checks that apply, to other spells already in the system. He will decide if it is in the realm of a particular deity or element, and what rank the spell should be.

Your adventurer can only research spells on existing groups above those that already exist, or new spell groups starting with rank one. If the spell you seek is above rank one and should be in a new spell group, your GM will work with you to decide what the lower ranking spells in that group would be. Then your adventurer must research all spells in that group, starting from rank one, to acquire the spell you originally sought.

Having reviewed the new magic you seek, you must gather the equipment needed to attempt the research. Then, having prepared the time to be undisturbed, having food at hand, you begin your research.

Your adventurer must spend one week (six days) researching for each rank of the spell you want to research. The equipment and consumable supplies for this research will cost one thousand silver per rank of that spell. Your adventurer also must expend experience points equal to the normal cost of learning the spell times five. Thus, for a fire mage to learn a new rank one spell in a new smoke group, he would spend ten days, one thousand silver and $300 \times 5 = 1500$ experience points.

All other rules on cost modifiers apply to spell research as well. If a warrior, who has declared water as their element, wishes to advance in a new air group, Whirlwinds, from rank 6 to rank 7, it will still cost $7 * \text{ten} = 70$ days, seven thousand silver, and $300 * 3$ (for elemental spells) $* 2$ (for submissive element) $* 5$ (for research cost) $* 7$ (rank 6 to 7) = 63000 experience points.

Your adventurer can teach other casters these new spells at normal cost. If a spell group comes into common usage by most casters, and is registered and available from the scribes of the archive, your GM may decide to let other adventurers learn that group at normal cost.

If a character wishes to research an entire group from rank 1 through 12, they can do the base research for the entire group in order to research the group at a significantly reduced cost. The adventurer simply needs to spend 10,000 XP, which can be shared among two adventurers. After this point, they may research the spell group at base cost from 1 through 12. In order to do this, the player must create the entire groups worth of spells and have it approved before beginning research. Until the research is complete, these spell can only be taught to others at 4 ranks less than they have researched to, unless the character being taught pays 5,000 XP to learn the basic knowledge behind the group. All other costs (time and money) remain the same for these spells.

Remember that your GM must live with the results of these new spells. He has final approval over any spell that can be researched, and will not allow spells that will unbalance or jeopardize his campaign.



33 Magical Items and Artifacts

33.1 Enchanted Items

Many enchanted items and **artifacts** exist on Jaern. All of the items below could be created by the magic available to the magician and priest adventurers.

Enchanted items are highly prized due to the effort and pain of their creation. Normally, the creator of such an item wants it to be as durable as possible because the damage or destruction of an item damages or destroys the magic as well and can lead to strange phenomenon or large explosions. Rarely will an item of inferior materials or workmanship be encountered.

Due to their naturally high resistance to magical effects, silver, bone, ivory, and diamonds are favored in the construction of magical items. Steel, despite its expense, is perfect for the construction of magical weapons and armor.

Adamantite is one of the best possible materials for constructing magical items, however, its availability and workability are so poor that few items are successfully made of it. **Terisium** is an extraordinarily poor material to use in the creation of a magical item as it grounds out the magic as it is being bound.

Amulet of the Pokerface	Arrow of Air
Type: Regenerating 1	Type: Charged
Trigger: Thought	Trigger: Mechanical
Spell: Changings 8 / Disguise	Spell: Air Magics 4 / Fresh Air
Unit Cost: $8 + 4 + (8 + 3) = 23$	Unit Cost: $4 + (4 + 1) = 5$
Defer Binding: $(300 * 8 / 3) * 5 = 4,000$ XP	Defer Binding: $300 * 4 / 3 = 400$ XP
Terisium Binding: $8 * 1,000$ XP = 8,000 XP	Terisium Binding: none
Total Cost: 12,000 XP	Total Cost: 400 XP

This silver amulet always has a face on it. When worn the wearer can call upon the amulet to alter his face such that emotions are not shown. However the amulet's face will change to show the emotion instead. The amulet will only work for 6 hours per day and only after called upon. This amulet cannot change eye or hair or any other trait of the wearer because all its power (the spell is finessed 4 times) is used to shed the wearer of emotion.

When shot by a bow this arrow creates a 10' radius sphere of fresh air that will last 4 rounds. This region can be moved by moving the arrow.

If one of these arrows is activated near a fire it will strengthen by the fresh, new supply of air.

Armor of Cleanness	Arrow of Disappearance
Type: Regenerating 3	Type: Charged
Trigger: Spoken	Trigger: Mechanical
Spell: Common 3 / Renew Object	Spell: Visions 12 / Invisibility
Unit Cost: $3 + (3 + 2) = 8$	Unit Cost: $12 + (12 + 1) = 25$
Defer Binding: $(300 * 3 / 3) * 5 = 500$ XP	Defer Binding: $300 * 12 / 3 = 1,200$ XP
Terisium Binding: $3 * 1,000$ XP * 3 = 9,000 XP	Terisium Binding: none
Total Cost: 9,500 XP	Total Cost: 1,200 XP

At any time the wearer of this armor can say "Steam Clean Me!" and the armor will clean itself. Chipped paint, dents, fabric, and worn buckles will look just like they were when the enchantment was cast upon them. This type of plate mail is sometimes worn by the very rich, which is why they always look so nice.

When this arrow hits its target it does the normal arrow damage plus the target needs to make a resistance check or go invisible. The target does NOT know what the spell will do when the arrow hits.

Arrow of Fireball

Type: Charged
Trigger: Mechanical
Spell: Fire Magics 8 / Fireball
Unit Cost: $8 + (8 + 1) = 17$
Defer Binding: $300 * 8 / 3 = 800$ XP
Terisium Binding: none
Total Cost: 800 XP

When this arrow hits its target it does the normal arrow damage plus it erupts into a fireball doing 8d6 in damage to all within 40' of the target. A 4d6 resistance check versus HEA can reduce the damage by half.

Arrow of Paralysis

Type: Charged
Trigger: Mechanical
Spell: Influences 5 / Paralyze
Unit Cost: $5 + (5 + 1) = 11$
Defer Binding: $300 * 5 / 3 = 500$ XP
Terisium Binding: none
Total Cost: 500 XP

When this arrow strikes a humanoid target the target takes the normal arrow damage plus needs to make a resistance check of 4d6 vs WIL or else be held by the spell of the arrow. The spell lasts 2 minutes.

Constables and **Sirma** are particularly fond of these arrows for their stunning capabilities.

Arrow of Lightning

Type: Charged
Trigger: Mechanical
Spell: Air Magics 6 / Lightning Bolt
Unit Cost: $6 + (6 + 1) = 13$
Defer Binding: $300 * 6 / 3 = 600$ XP
Terisium Binding: none
Total Cost: 600 XP

There are 2 versions of this arrow, the first of which upon firing the arrow into the air it turns into a lightning bolt and travels its 120 feet in a direct line. The second form when fired stays as an arrow until it hits its target inflicting arrow damage and then turns into a lightning bolt and attempts to travel another 120'.

In addition to the normal arrow damage, the lightning bolt will inflict 6d6 of damage. Targets in the path of a lightning bolt get a 3d6 RC vs HEA for half damage.

Arrow of Light

Type: Charged
Trigger: Mechanical
Spell: Common 1 / Lamp
Unit Cost: $1 + (1 + 1) = 3$
Defer Binding: $300 * 1 / 3 = 100$ XP
Terisium Binding: none
Total Cost: 100 XP

When fired, this arrow lights up like a torch, illuminating everything around it. Otherwise, it's just like any other arrow and does normal damage.

Bandages of First Aid

Type: Charged
Trigger: Mechanical
Spell: Heal 1 / Staunch Wound
Unit Cost: $1 + (1 + 1) = 3$
Defer Binding: $300 * 1 / 3 = 100$ XP
Terisium Binding: none
Total Cost: 100 XP

A 1 x 2 x 4 inch patch, wrapped in plain brown paper with a large red cross emblazoned on it. Inside is some cotton, gauze, tape, tiny packet of salve, all the supplies needed to bandage some wounds.

Bell of Alluring

Type: Regenerating 2
Trigger: Mechanical
Spell: Charms 10 / Siren
Unit Cost: $10 + (10 + 1) = 21$
Defer Binding: $(300 * 10 / 3) * 5 = 5,000$ XP
Terisium Binding: $10 * 1,000 * 2 = 20,000$ XP

Type: Regenerating 2
Trigger: Mechanical
Spell: Mind Twisters 6 / Stray Thought
Unit Cost: $6 + (6 + 1) = 13$
Defer Binding: $(300 * 6 / 3) * 5 = 3,000$ XP
Terisium Binding: $6 * 1,000 * 2 = 12,000$ XP
Total Cost: 40,000 XP

This silver hand bell stands about 6 inches tall and is covered by pictures of people performing different tasks and/or acts. Many of these bells depict people sitting around a table eating, doing different kinds of work, or sitting down and being quiet.

The person closest to the bell ringer must make a 4d6 RC vs their WIL or be affected by the Siren spell. Additionally, that person must make a 4d6 RC vs WIL or be subjected to the Stray Thought that it would be better to capitulate than to lose a WIL point. If either of these checks fail, the creature must perform as the bell depicts.

Belt of Gravity

Type:	Regenerating 5
Trigger:	Mechanical
Spell:	Earth Magics 10 / Earth Force
Unit Cost:	$10 + 4 + (10 + 1) = 21$
Defer Binding:	$(300 * 10 / 3) * 5 = 5,000 \text{ XP}$
Terisium Binding:	$10 * 1,000 * 5 = 50,000 \text{ XP}$
Total Cost:	55,000 XP

This belt has two different effects depending on who created it. The belt is designed so once it is turn on all charges make it function continuously for 4 minutes.

The first possible configuration is that the wearer is only minorly effected by the planets gravity, in which case he is nearly weightless. The GM will adjudicate the side effects of this belt, both beneficial and detrimental.

The second type of belt causes the wearer to feel the planet's gravity twice as much. This reduces running speeds, jumping, climbing, etc. by half. The wearer will also become tired much faster and have to eat more to keep up the energy to continue to be active.

Bow of Flaming Arrows

Type:	Regenerating 7
Trigger:	Mechanical
Spell:	Fire Magics 2 / Flaming Arrows
Unit Cost:	$2 + (2 + 1) = 5$
Defer Binding:	$(300 * 2 / 3) * 5 = 1,000 \text{ XP}$
Terisium Binding:	$2 * 1,000 * 7 = 14,000 \text{ XP}$
Total Cost:	15,000 XP

This bow is often found to be red or yellow in color, this color symbolizes its affinity for fire. When an arrow is draw back in the bow it will ignite and begin burning. If the arrow is not shot it will become unusable and quite burning in 4 rounds as the tip of the arrow burns away. The arrow does an extra 1d8 in damage to any target that it hits and will ignite combustible materials. Only one arrow can be flamed per round.

Box of Fright

Type:	Regenerating 3
Trigger:	Mechanical
Spell:	Influences 2 / Instill Fear
Unit Cost:	$2 + (2 + 1) = 5$
Defer Binding:	$(300 * 2 / 3) * 5 = 1,000 \text{ XP}$
Terisium Binding:	$2 * 1,000 * 3 = 6,000 \text{ XP}$
Total Cost:	7,000 XP

This is a 6" cube with a handle on the side. Turning the handle causes a music box within to play a haunting little melody. On the last note the box lid opens and a fake grazoon pops half way out of the box. All those how have not seen what this particular box will do must make a 3d6 vs. WIL resistance check or run in fear.

Cursed Ring

Type:	Regenerating 1 (Effect)
Trigger:	Mechanical
Spell:	Common 4 / Glue
Unit Cost:	$4 + 2 + (4 + 1) = 11$
Defer Binding:	$(300 * 4 / 3) * 5 = 2,000 \text{ XP}$
Terisium Binding:	$4 * 1,000 = 4,000 \text{ XP}$

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Influences 6 / Curse
Unit Cost:	$6 + (6 + 1) = 13$
Defer Binding:	$(300 * 6 / 3) * 5 = 3,000 \text{ XP}$
Terisium Binding:	$6 * 1,000 \text{ XP} = 6,000 \text{ XP}$

Total Cost: 15,000 XP

This ring is designed as a punishment, and any recipient will certainly feel punished if he puts it on. The wearer becomes cursed as soon as he puts it on and must resist the curse spell, this spell is cast at the start of each day on the wearer. The curse itself varies by can impact the wearer's resistance check and cause him to get hit more easily. Once the curse does its "damage" for the day, the curse remains dormant until the next day.

The effects of this ring persist as long as the ring is on, which may be for a long time. A 2 times finessed Glue spell grips the ring to the wearer's finger and must be revoked for the ring to be removed.

Divining Rod

Type:	Regenerating 1
Trigger:	Spoken
Spell:	Water Magics 2 / Well
Unit Cost:	$2 + (2 + 2) = 6$
Defer Binding:	$(300 * 2 / 3) * 5 = 1,000 \text{ XP}$
Terisium Binding:	$2 * 1,000 = 2,000 \text{ XP}$
Total Cost:	3,000 XP

This 2 foot stick is usually shaped like a chicken's wish bone. When the phrase "Water, I need water!" is spoken by the wielder, it will move in the direction the nearest water that is within 40 feet.

Doorjam

Type: Charged
Trigger: Mechanical
Spell: Hindrances 5 / Jam
Unit Cost: $5 + (5 + 1) = 11$
Defer Binding: $300 * 5 / 3 = 500$ XP
Terisium Binding: none
Total Cost: 500 XP

Wedged under a door and rapped sharply from behind, this small wedge of wood will hold the door shut. Four times the normal effort will be required to force the door open.

Earring of Comprehension

Type: Regenerating 1
Trigger: Mechanical
Spell: Land Life 6 / Animal Sing
Unit Cost: $6 + (6 + 1) = 13$
Defer Binding: $(300 * 6 / 3) * 5 = 3,000$ XP
Terisium Binding: $6 * 1,000 = 6,000$ XP
Total Cost: 9,000 XP

These silver earrings allow the wearer to communicate with land animals for about 10 minutes. How the animals react is a matter of their mood and how well they understand what they have been told.

Enchanted Armor

Type: Regenerating 2
Trigger: Mechanical
Spell: Common 11 / Armor Charm
Unit Cost: $11 + (11 + 1) = 23$
Defer Binding: $(300 * 11 / 3) * 5 = 5,500$
Terisium Binding: $11 * 1,000 * 2 = 22,000$ XP
Total Cost: 27,500 XP

Typically full plate armor, enchanted armor has an **Armor Charm** spell on it that is activated when it is struck, either by a weapon (even on a miss because it didn't get past the armor) or from being pounded by the wearer. It gives the wearer a +1 bonus on his CDV, MDV, and LDV.

Enchanted Buckler Armor

Type: Regenerating 2
Trigger: Mechanical
Spell: Common 11 / Armor Charm
Unit Cost: $11 + (11 + 1) = 23$
Defer Binding: $(300 * 11 / 3) * 5 = 5,500$
Terisium Binding: $11 * 1,000 * 2 = 22,000$ XP

Type: Regenerating 2
Trigger: Mechanical
Spell: Magnetism 12 / Magic Buckler
Unit Cost: $12 + (12 + 1) = 25$
Defer Binding: $(300 * 12 / 3) * 5 = 6,000$ XP
Terisium Binding: $12 * 1,000 * 2 = 24,000$ XP

Total Cost: 57,500 XP

Similar to the Enchanted Armor, this armor is activated the same way, but it will also deflect all attacks from ferromagnetic weapons, regardless of direction, for one minute after it is activated. Magical weapons get a 4d6 vs PWR check to penetrate that effect. It also gives +1 bonus to CDV, MDV, and LDV.

Enchanted Weapon

Type: Regenerating 4
Trigger: Mechanical
Spell: Common 8 / Weapon Charm
Unit Cost: $8 + (8 + 1) = 17$
Defer Binding: $(300 * 8 / 3) * 5 = 4,000$ XP
Terisium Binding: $8 * 1,000 * 4 = 24,000$ XP
Total Cost: 28,000 XP

This sword has a small button on the hilt that can be pressed easily while being wielded. With each press of the button, the sword gets +1 to the modifier used for the particular weapon and +1 to any damage done by the weapon. The bonus can be stacked on top of each other, so this weapon has a maximum of +4 to hit and +4 to damage.

Gavel of Attention

Type: Regenerating 6
Trigger: Mechanical
Spell: Influences 4 / Attention
Unit Cost: $4 + (4 + 1) = 9$
Defer Binding: $(300 * 4 / 3) * 5 = 2,000$ XP
Terisium Binding: $6 * 1,000 * 6 = 36,000$ XP
Total Cost: 38,000 XP

One side of the head on this wooden gavel is quite worn, while the other side is in pristine condition. When struck with the worn side, nothing happens. However, when struck on the good end, all those within hearing must make a 4d6 RC vs WIL or stop what they are doing and pay attention to the user. This only forces them to listen, nothing else.

Glass of Hearing

Type: Regenerating 2
Trigger: Mechanical
Spell: Scrying 2 / Hear
Unit Cost: $2 + (2 + 1) = 5$
Defer Binding: $(300 \times 2 / 3) \times 5 = 1,000$ XP
Terisium Binding: $2 \times 1,000 \times 2 = 4,000$ XP
Total Cost: 5,000 XP

Usually these items are found to be used by those of the illegal professions. The user places the open end on a wall or door and the other end against his ear. The user can then hear all noises and sounds as if his ear was 5 feet further forward of the glass. If the point of hearing is in wall or solid object the user will hear nothing.

Headband of Armor Summoning

Type: Regenerating 1
Trigger: Spoken
Spell: Dimensions 12 / Call Package
Unit Cost: $12 + (12 + 2) = 26$
Defer Binding: $(600 \times 12 / 3) \times 5 = 12,000$ XP
Terisium Binding: $12 \times 1,000 = 12,000$ XP

Type: Regenerating 1
Trigger: Spoken
Spell: Dimensions 9 / Send Package
Unit Cost: $9 + (9 + 2) = 26$
Defer Binding: $(600 \times 9 / 3) \times 5 = 9,000$ XP
Terisium Binding: $9 \times 1,000 = 9,000$ XP

Total Cost: 42,000 XP

The wearer can send a suit of armor he is wearing to a memorized location. When needed, he can call that armor back to him (as per the Send Package and Call Package spells).

Instant Water

Type: Charged
Trigger: Mechanical
Spell: Fabrications 1 / Create Water
Unit Cost: $1 + (1 + 1) = 3$
Defer Binding: $300 \times 1 / 3 = 100$ XP
Terisium Binding: none
Total Cost: 100 XP

This is an oblong round pill, about 1/4 of an inch in diameter, typically made of candy. When a drop of water is added to it, it creates another 2 gallons of water.

Invisible Shield

Type: Regenerating 2
Trigger: Conditional
Spell: Visions 12 / Invisibility
Unit Cost: $12 + (12 + 4) = 28$
Defer Binding: $(300 \times 12 / 3) \times 5 = 6,000$ XP
Terisium Binding: $12 \times 1,000 \times 2 = 24,000$ XP
Total Cost: 30,000 XP

The shield activates when the wielder draw a weapon and is invisible to everyone but the wielder. Whenever the shield is grounded (hit with a weapon or set down) the shield becomes visible for a moment and then vanishes again. This often throws opponents off, when they attack the wielder's shield arm expecting to inflict mortal wounds but are deflected by the shield that appears and then disappears.

Due to its surprise effect, the shield affords a +3 to all the wearer's defensive values and his combat modifier during the first round of combat. During combat, the shield flickers as various blows are deflected. Thus, once the initial surprise wears off, the shield only affords an extra +1 to the wearer's defensive values.

Lifesaver

Type: Charged
Trigger: Mechanical
Spell: Underwater 1 / Air Pocket
Unit Cost: $1 + (1 + 1) = 3$
Defer Binding: $300 \times 1 / 3 = 100$ XP
Terisium Binding: none
Total Cost: 100 XP

Normally in the form of a silver necklace with a fish shaped medallion, this item will protect its wearer from drowning. When submersed in water, a small pocket of air forms around the wearer's head, allowing him to breathe normally underwater for about 20 minutes.

Lifescope

Type: Regenerating 10
Trigger: Mechanical
Spell: Detections 3 / Detect Life
Unit Cost: $3 + (3 + 1) = 7$
Defer Binding: $(300 \times 3 / 3) \times 5 = 1,500$ XP
Terisium Binding: $3 \times 1,000 \times 10 = 30,000$ XP
Total Cost: 31,500 XP

This is a brass tube, about 8" long and 2" in diameter, open on both ends. When peered through, anything the user sees which is alive is surrounded with a faint blue glimmer.

Limn Arrow

Type: Charged
Trigger: Mechanical
Spell: Illuminations 6 / Limn
Unit Cost: $6 + (6 + 1) = 13$
Defer Binding: $300 \times 6 / 3 = 600$ XP
Terisium Binding: none
Total Cost: 600 XP

While in flight that arrow seems to trail a streak of light (tracer) that is best seen in the dark. When the arrow hits something, it does normal damage and all mobile creatures within 5' must make a 3d6 RC vs AGI or be outlined with light, making them easier to see. The target that the arrow hits must make a 4d6 RC vs AGI.

Mace of Ra

Type: Regenerating 4 (Effect)
Trigger: Conditional
Spell: Illuminations 2 / Magic Torch
Unit Cost: $2 + 4 + (2 + 4) = 12$
Defer Binding: $(300 \times 2 / 3) \times 5 = 1,000$ XP
Terisium Binding: $2 \times 1,000 \times 4 = 8,000$ XP

Type: Regenerating 2
Trigger: Conditional
Spell: Discorporate 3 / Brilliant Flash
Unit Cost: $3 + (3 + 4) = 10$
Defer Binding: $(300 \times 3 / 3) \times 5 = 1,500$ XP
Terisium Binding: $3 \times 1,000 \times 2 = 6,000$ XP

Total Cost: 16,500 XP

This mace is used exclusively by the followers of Ra. When a true follower of Ra is wielding the head of the mace will glow equal to that of a normal torch. The wielder may also call upon the mace to deliver a Brilliant Flash that will blind anyone 20' in front of him if they fail a 4d6 vs PER.

Mask of Disguise

Type: Regenerating 1
Trigger: Mechanical
Spell: Changings 8 / Disguise
Unit Cost: $3 + (3 + 1) = 7$
Defer Binding: $(300 \times 8 / 3) \times 5 = 4,000$ XP
Terisium Binding: $8 \times 1,000 = 8,000$ XP
Total Cost: 12,000 XP

This item comes in many different forms, the strangest of which appear to be party masks often used by royalty at masquerade balls. Though of differing designs, all serve the same purpose of changing one's appearance. These items are racially specific, and will only work for the race of its creator.

While worn on the face of the user, the mask allows the user to select any hair or eye color, his apparent race, and alter his height and weight within 10% of his normal. It takes 1 minute for the user to change his body's physical appearance. (These masks will not change the color or style of clothing, weapons, etc.)

Number Eye

Type: Regenerating 1
Trigger: Mechanical
Spell: Conjurings 4 / Emit Object
Unit Cost: $4 + (4 + 1) = 9$
Defer Binding: $(300 \times 4 / 3) \times 5 = 2,000$ XP
Terisium Binding: $4 \times 1,000 = 4,000$ XP
Total Cost: 6,000 XP

This is a glass eye, about an inch and a half in diameter, with a dial labeled from 0 to 100 by ones, and a red button. When the button is pressed the number that is currently pointed to on the dial is displayed as a 2' high number 10' in front of the eye. The numbers last for 1 minute and then vanish.

Potion of Olfactory Stimulation

Type: Charged
Trigger: Mechanical
Spell: Mesuri 12 / Fox's Nose
Unit Cost: $12 + (12 + 1) = 25$
Defer Binding: $300 \times 12 / 3 = 1,200$ XP
Terisium Binding: none
Total Cost: 1,200 XP

This potion imbues upon the drinker a very heightened sense of smell. He will be able to trail animals and people, and will automatically detect many poisons by smell. This ability will last for 1 hour.

Retractable Staff

Type: Regenerating 5
Trigger: Mechanical
Spell: Magnetism 9 / Repulse Metal
Unit Cost: $9 + 3 + (9 + 1) = 22$
Defer Binding: $(300 \times 9 / 3) \times 5 = 4,500$ XP
Terisium Binding: $9 \times 1,000 \times 5 = 45,000$ XP
Total Cost: 49,500 XP

This is a collapsible 5 foot steel staff, normally black and weighing about 5 pounds. The main segment is 2 feet long and 1.5" in diameter, while the 2 retracting segments are each 1.5 feet long and 1" and 0.5" in diameter respectively. The 2 shorter segments are internally attached to each other by a spring that keeps them retracted. While retracted, this resembles a riot baton or night stick.

On the main segment, there are two buttons for activating and deactivating the Repulse spell. When activated, one of the shorter segments repulses the other, causing them to abruptly extend, one from each end, to form the 5' staff. The staff remains extended for one hour.

The staff can strike someone as it is springing out. This counts as a surprise action and requires a normal roll to hit (at +2 due to the surprise factor) and does 1d4 of damage. Once extended, this serves as a normal staff.

The **Repulse** spell is not strong enough to affect other ferromagnetic items.

Ring of Satyriasis/Nymphomania

Type: Regenerating 4 (Effect)
Trigger: Mechanical
Spell: Emotion 1 / Lower Inhibition
Unit Cost: $1 + 4 + (1 + 1) = 7$
Defer Binding: $(300 \times 1 / 3) \times 5 = 500$ XP
Terisium Binding: $1 \times 1,000 \times 4 = 4,000$ XP

Type: Regenerating 3
Trigger: Mechanical
Spell: Spiritual 11 / Dominance
Unit Cost: $11 + (11 + 1) = 23$
Defer Binding: $(300 \times 11 / 3) \times 5 = 5,500$ XP
Terisium Binding: $11 \times 1,000 \times 3 = 33,000$ XP

Type: Regenerating 1 (Effect)
Trigger: Mechanical
Spell: Common 4 / Glue
Unit Cost: $4 + 2 + (4 + 1) = 11$
Defer Binding: $(300 \times 4 / 3) \times 5 = 2,000$ XP
Terisium Binding: $4 \times 1,000 = 4,000$ XP

Total Cost: 49,000 XP

This steel ring forces its wearer into a constant state of arousal. Furthermore, three times per day, when a person touches the ring, the wearer must make an RC of 5d6 vs WIL, or do what the person instructs for a period of up to one hour.

Ring of Quiet

Type: Regenerating 2
Trigger: Spoken
Spell: Tongues and Scripts 6 / Quiet
Unit Cost: $6 + (6 + 2) = 14$
Defer Binding: $(300 \times 6 / 3) \times 5 = 3,000$ XP
Terisium Binding: $6 \times 1,000 = 6,000$ XP
Total Cost: 9,000 XP

Twice per day, the wearer can point and whisper "Shush", creating a 10' radius immobile zone of quiet where no sounds are generated or heard. This area must be centered within 20' of the wearer and will last for 30 minutes.

Ring of Healthiness

Type: Regenerating 1 (Effect)
Trigger: Always On
Spell: Heal 2 / Restorative Cure-all
Unit Cost: $2 + (2 + 0) = 4$
Defer Binding: $(300 \times 2 / 3) \times 5 = 1,000$ XP
Terisium Binding: $2 \times 1,000 = 2,000$ XP
Total Cost: 3,000 XP

All long as this ring is worn, it increases the speed of normal healing by 50% (including regeneration abilities), increases the chance of a woman becoming pregnant by 50%, and causes minor illness to go away 50% faster. The wearer also always has minty fresh breath.

Ring of Truth

Type: Regenerating 48 (Effect)
Trigger: Spoken
Spell: Mensa 1 / Truth Scan
Unit Cost: $1 + 4 + (1 + 2) = 8$
Defer Binding: $(300 \times 1 / 3) \times 5 = 500$ XP
Terisium Binding: $1 \times 1,000 \times 48 = 48,000$ XP

Type: Regenerating 1 (Effect)
Trigger: Mechanical
Spell: Common 4 / Glue
Unit Cost: $4 + 2 + (4 + 1) = 11$
Defer Binding: $(300 \times 4 / 3) \times 5 = 2,000$ XP
Terisium Binding: $4 \times 1,000 = 4,000$ XP

Total Cost: 54,500 XP

When this silver ring is worn, whenever the wearer says something that he knows is a lie, a gong will sound. This cannot detect lies by omission or partial truths. Due to the **Glue** spell, once donned, this ring cannot be removed without the aid of a **Revoke** spell.

Robes of Blade Turning

Type: Regenerating 4 (Effect)
Trigger: Always On
Spell: Wardings 5 / Weapon Ward
Unit Cost: $5 + 4 + (5 + 0) = 14$
Defer Binding: $(300 \times 5 / 3) \times 5 = 2,500$ XP
Terisium Binding: $5 \times 1,000 \times 4 = 20,000$ XP

Type: Regenerating 5
Trigger: Conditional
Spell: Magnetism 12 / Magic Buckler
Unit Cost: $12 + 4 + (12 + 4) = 32$
Defer Binding: $(300 \times 12 / 3) \times 5 = 6,000$ XP
Terisium Binding: $12 \times 1,000 \times 5 = 60,000$ XP

Total Cost: 88,500 XP

This brown set of robes is often considered by many to be a Mage's best friend, because it alerts him to all weapons within 120' of his location and anyone with a weapon must make a 4d6 vs WIL RC to breach this ward. Anytime the ward is broken, the Magic Buckler spell is activated which protects him from being hit by ferromagnetic weapons. Magical weapons get a 4d6 RC vs their PWR to penetrate that effect.

Robes of Climate Control

Type:	Regenerating 5
Trigger:	Conditional
Spell:	Common 2 / Change Temperature
Unit Cost:	$2 + 4 + (2 + 4) = 6$
Defer Binding:	$(300 \times 2 / 3) \times 5 = 1,000 \text{ XP}$
Terisium Binding:	$2 \times 1,000 \times 5 = 10,000 \text{ XP}$
Total Cost:	11,000 XP

These robes activate when the temperature inside them reach a certain upper or lower threshold. The spell lasts for 30 minutes at a time but since robes like these are in the form of a very heavy coats with provide ample insulation, the robes are able to keep the wearer comfortable for about 8 hour except in the most extreme conditions.

Rug of Lightning Bolts

Type:	Regenerating 2
Trigger:	Conditional
Spell:	Air Magics 6 / Lightning Bolt
Unit Cost:	$6 + 4 + (6 + 4) = 13$
Defer Binding:	$(300 \times 6 / 3) \times 5 = 3,000 \text{ XP}$
Terisium Binding:	$6 \times 1,000 \times 2 = 12,000 \text{ XP}$
Total Cost:	15,000 XP

This rug can be used by anyone in non-metal armor. The user places the rug on the ground and steps onto it. He then rubs his feet on the rug. After the first round of rubbing his feet on the carpet the user has an electric charge that he can direct like a lightning bolt. The damage of the lightning bolt is determined by the number of rounds the user rubs his feet on the rug. Every round of rubbing adds 1d6 to the lightning bolt. The user must cast the lightning bolt by the end of the sixth round. If he does not, he takes the full effect of the lightning bolt. *This is simply a conditional item that requires rubbing it for 6 rounds. A mage seems to have figured out how to finesse a lightning bolt to lower the damage it does to create this item.*

Rug of Giant Striding

Type:	Regenerating 1
Trigger:	Thought
Spell:	Dimensions 8 / Giant Stride
Unit Cost:	$8 + (8 + 3) = 19$
Defer Binding:	$(600 \times 8 / 3) \times 5 = 8,000 \text{ XP}$
Terisium Binding:	$8 \times 1,000 = 8,000 \text{ XP}$
Total Cost:	16,000 XP

These seemingly normal sandals can be called upon once per day to allow the wearer to make a Giant Stride toward his destination. Any creature the wearer is touching at the time can see the Giant Stride portal.

Scabbard of Sharpness

Type:	Regenerating 5
Trigger:	Mechanical
Spell:	Common 3 / Renew Object
Unit Cost:	$3 + (3 + 1) = 7$
Defer Binding:	$(300 \times 3 / 3) \times 5 = 1,500 \text{ XP}$
Terisium Binding:	$3 \times 1,000 = 3,000 \text{ XP}$
Total Cost:	4,500 XP

This is a finely made long sword scabbard of obvious quality. Made of leather and tanned to a deep brown color, this item has simple but elegant brass hardware. Showy, but not gaudy or expensive looking.

Inside the scabbard, are strategically placed fragments of lizard scales. Every time a sword is drawn from the scabbard, it gets a finely honed edge. This edge will give the sword a +1 damage bonus for 1 combat, after which the edge becomes dulled to ordinary razor sharpness. Sheathing the sword into an ordinary scabbard also dulls it.

This benefit can be applied on magical swords as well. It can also be applied to holy symbols of T'or.

Drawing the sword from the scabbard makes a rather loud distinctive scraping sound and cannot be done quietly.

This item is not totally magical in nature. Construction of this scabbard, particularly the placement of the lizard scale fragments, requires an exceptional weapon smith. Proper construction of this scabbard requires a 5d6 check vs the weapon smithing skill. Even then, success or failure will not be known until after the spell is bound. This difficulty has resulted in many such scabbards that exhibit no exceptional benefit, other than renewing the luster and shine of their swords.

Shades of Coolness

Type:	Regenerating 1
Trigger:	Spoken
Spell:	Vision 10 / Heat Vision
Unit Cost:	$10 + 4 + (10 + 2) = 26$
Defer Binding:	$(300 \times 10 / 3) \times 5 = 5,000 \text{ XP}$
Terisium Binding:	$10 \times 1,000 = 10,000 \text{ XP}$
Total Cost:	15,000 XP

This pair of Sunglasses can be called upon by speaking the words "Show me the Coolness!" For the next 30 minutes the wearer will see the amount of heat that each item radiates. Anyone putting on the shades during this time will be able to see the heat through them.

Sheath of Sword Holding

Type: Spell Effect
Trigger: N/A
Spell: Dimensions 16 / Banish
Unit Cost: 16
Spell Cost: $16 \times 600 = 9,600$ XP

Type: Regenerating 2
Trigger: Mechanical
Spell: Dimensions 9 / Send Package
Unit Cost: $9 + (9 + 1) = 19$
Defer Binding: $(600 \times 9 / 3) \times 5 = 9,000$ XP
Terisium Binding: $9 \times 1,000 \times 2 = 18,000$ XP

Type: Regenerating 2
Trigger: Mechanical
Spell: Dimensions 12 / Call Package
Unit Cost: $12 + (12 + 1) = 25$
Defer Binding: $(600 \times 12 / 3) \times 5 = 12,000$ XP
Terisium Binding: $12 \times 1,000 \times 2 = 24,000$ XP

Total Cost: 72,600 XP

This is a fine leather and brass sword sheath. Near the top are 2 latches, one which “sends” and one which “calls”. When the “send” latch is activated, the sword currently in the sheath gets sent to the pocket dimension. When the “call” latch is activated, a random sword from the pocket dimension gets called to the sheath.

Any number of swords of any type, except for 2-handed, can be held in the sheath. There is no way to know how many swords or of what type are in the pocket, except by extracting them all.

When this item is created, a single creature must be Banished to the pocket dimension in order to create it with the Banish spell. After such, the pocket dimension remains permanent.

Shield Glove

Type: Regenerating 1
Trigger: Spoken
Spell: Dimensions 12 / Call Package
Unit Cost: $12 + (12 + 2) = 26$
Defer Binding: $(600 \times 12 / 3) \times 5 = 12,000$ XP
Terisium Binding: $12 \times 1,000 = 12,000$ XP

Type: Regenerating 1
Trigger: Spoken
Spell: Dimensions 9 / Send Package
Unit Cost: $9 + (9 + 2) = 20$
Defer Binding: $(600 \times 9 / 3) \times 5 = 9,000$ XP
Terisium Binding: $9 \times 1,000 = 9,000$ XP

Total Cost: 42,000 XP

When worn, the wearer can call forth a memorized shield (or anything that was sent using the glove) from a memorized place. When done using the shield the wearer can send the shield back to a memorized location.

Shield of Missile Deflection

Type: Regenerating 5
Trigger: Conditional
Spell: Magnetism 6 / Deflect Missile
Unit Cost: $6 + 4 + (6 + 4) = 20$
Defer Binding: $(300 \times 6 / 3) \times 5 = 3,000$ XP
Terisium Binding: $6 \times 1,000 \times 5 = 30,000$ XP
Total Cost: 33,000 XP

This shield will deflect missiles, provided they are susceptible to magnetism. The shield will activation automatically when the wielder takes a defensive stance (which generally happen when combat begins).

Shot Put Making Glove

Type: Regenerating 10
Trigger: Thought
Spell: Stone Magics 1 / Rock
Unit Cost: $1 + 2 + (1 + 3) = 7$
Defer Binding: $(300 \times 1 / 3) \times 5 = 500$ XP
Terisium Binding: $1 \times 1,000 \times 10 = 10,000$ XP
Total Cost: 10,500 XP

When this glove is used, it creates a 10 pound smooth, round stone. It can be used up to 10 times per day.

Singing Sword

Type: Regenerating 3
Trigger: Mechanical
Spell: Conjurations 4 / Emit Object
Unit Cost: $4 + 4 + (4 + 1) = 13$
Defer Binding: $(300 \times 4 / 3) \times 5 = 2,000$ XP
Terisium Binding: $4 \times 1,000 \times 3 = 12,000$ XP

Type: Regenerating 3
Trigger: Mechanical
Spell: Common 8 / Weapon Charm
Unit Cost: $8 + 4 + (8 + 1) = 21$
Defer Binding: $(300 \times 8 / 3) \times 5 = 4,000$ XP
Terisium Binding: $8 \times 1,000 \times 2 = 16,000$ XP

Type: Regenerating 2
Trigger: Mechanical
Spell: Fire Magics 5 / Immolate
Unit Cost: $5 + 4 + (5 + 1) = 15$
Defer Binding: $(300 \times 5 / 3) \times 5 = 2,500$ XP
Terisium Binding: $5 \times 1,000 \times 2 = 10,000$ XP

Total Cost: 34,500 XP

The original Singing Sword was probably someone's idea of a toy or a joke, perhaps even for their child. For a period of time, these swords were very much in vogue, used by the noble and rich as a symbol of prestige, but now are considered rakish and silly. If not for their good workmanship and magical qualities, these swords would probably go unused.

Whenever they are unsheathed, the image of a person's head appears at the tip, singing a song. These songs range from love ballads to war marches and even to children's songs.

These swords add +1 to hit and damage with that sword (for the duration on the weapon charm spell), +2 to CDV, MDV, and LDV, and 3 ranks of resistance to fire (for the duration of the immolate spell).

Solar Skillet

Type: Regenerating 2
Trigger: Mechanical
Spell: Compile 7 / Focus
Unit Cost: $7 + (7 + 1) = 15$
Defer Binding: $(300 \times 7 / 3) \times 5 = 3,500$ XP
Terisium Binding: $7 \times 1,000 \times 2 = 14,000$ XP
Total Cost: 17,500 XP

This is a black cast iron skillet with lid. When the lid is removed in sunlight, the skillet automatically heats up to 400 degrees, perfect for cooking. Some versions of this item have different temperature settings.

Soul Bladed Weapon

Type: Regenerating 2
Trigger: Mechanical
Spell: Animotusi 4 / Soul Blade
Unit Cost: $4 + 4 + (4 + 1) = 13$
Defer Binding: $(300 \times 4 / 3) \times 5 = 2,000$ XP
Terisium Binding: $4 \times 1,000 \times 2 = 8,000$ XP
Total Cost: 10,000 XP

Typically swords, a Soul Bladed Weapon can be easily mistaken for an **Enchanted Weapon**. These weapons have a **Soul Blade** spell on them that is activated by a button of the hilt. They give the wielder an additional 1d6 of damage on any combat strike if the target fails a 4d6 RC vs WIL and has a soul.

These weapons are particularly favored by followers of Anubis.

It is not possible to bind more than one Soul Blade spell to any single weapon for cumulative effects, although it can be combined with Weapon Charm spells.

Sphere of Omnipotent Sensing

Type: Spell Effect
Trigger: N/A
Spell: Earth Magics 14 / Adamant
Unit Cost: 14
Spell Cost: $14 \times 300 = 4,200$ XP

Type: Regenerating 4
Trigger: Conditional
Spell: Air Magics 3 / Arise
Unit Cost: $3 + 4 + (3 + 4) = 14$
Defer Binding: $(300 \times 3 / 3) \times 5 = 1,500$ XP
Terisium Binding: $3 \times 1,000 \times 4 = 12,000$ XP

Type: Regenerating 2
Trigger: Mechanical
Spell: Scrying 5 / See
Unit Cost: $5 + (5 + 1) = 11$
Defer Binding: $(300 \times 5 / 3) \times 5 = 2,500$ XP
Terisium Binding: $5 \times 1,000 \times 2 = 10,000$ XP

Total Cost: 30,200 XP

This consists of a glass globe 6 inches across and a flat glass plate 2 feet across and 3 inches thick. Contrary to appearances, this device is very durable, thanks to the Adamant spell.

The user sits crosslegged on the ground with the plate balanced on his lap and the globe atop the plate. By concentrating, the user and may make the globe rise up to 150' above the plate. As long as the user concentrates on the globe he may see as if his eyes were with the sphere. If he loses concentration the globe will drop to the ground. Because of the concentration needed to keep the globe aloft it may only be up in the air a maximum of 10 minutes. This item cannot be combined or enhanced with any other spell.

Sword of Duplication

Type: Regenerating 2
Trigger: Mechanical
Spell: Conjurations 6 / Emanate Self
Unit Cost: $6 + 4 + (6 + 1) = 17$
Defer Binding: $(300 \times 6 / 3) \times 5 = 3,000$ XP
Terisium Binding: $6 \times 1,000 \times 2 = 12,000$ XP

Type: Regenerating 2
Trigger: Mechanical
Spell: Common 8 / Weapon Charm
Unit Cost: $8 + 4 + (8 + 1) = 21$
Defer Binding: $(300 \times 8 / 3) \times 5 = 4,000$ XP
Terisium Binding: $8 \times 1,000 \times 2 = 16,000$ XP

Total Cost: 35,000 XP

This sword is a more specialized and powerful form of **Enchanted Weapon**. Like an enchanted weapon, this sword has a Weapon Charm spell on it that is activated by a button on the hilt. It gives the wielder a +1 to hit and a +1 to damage done by the weapon.

Additionally, whenever the sword is activated, a real seeming image of the wielder is projected 40 feet away.

Trigger Ring - Fluency

Type: Spell Effect
Trigger: N/A
Spell: Hindrances 11 / Trigger
Unit Cost: $11 + 1 = 12$
Spell Cost: 0 XP

Type: Stored Effect
Trigger: Mechanical
Spell: Tongues and Scripts 8 / Fluency
Unit Cost: 8
Spell Cost: 0 XP

Total Cost: 0 XP

This is just one specific example of the general class of items called **Trigger Rings**. To use any of these rings, the bearer must put the ring on, activating the associated spell effect. In this particular ring, the effect is a Fluency spell, allowing the wearer to understand any spoken or written communication.

Trigger Rings are unusual magical items in that they are not fabricated via a Defer spell, nor with terisium. The creator places a **Trigger** (finessed once to bring the area of effect down to ring size) upon the ring along with the desired spell effect. Penetrating the Trigger within its duration activates the second spell. However, this type of item is not as powerful as those made with terisium because the Trigger spell only lasts about 30 minutes. Also, only spells that can be cast by the earth mage who created the item can be incorporated into it.

Wand of Fireball

Type: Regenerating 1
Trigger: Mechanical
Spell: Fire Magics 8 / Fireball
Unit Cost: $8 + (8 + 1) = 17$
Defer Binding: $(300 \times 8 / 3) \times 5 = 4,000$ XP
Terisium Binding: $8 \times 1,000 = 8,000$ XP
Total Cost: 12,000 XP

This is a small wooden wand, about 10" long and 1/4" in diameter. A concealed button allows the user to activate it, causing it to issue forth a fireball, which will travel straight from the wand for up to 120' or until it hits an object or surface. There it blossoms into a ball of flame and cause 8d6 DP to all within 40' of the explosion. Succeeding a 4d6 resistance check vs HEA reduces the damage by half.

Warded Ring – Gills

Type: Spell Effect
Trigger: N/A
Spell: Wardings / Master Ward
Unit Cost: 12
Spell Cost: 0 XP

Type: Stored Effect
Trigger: Mechanical
Spell: Water Magics 4 / Gills
Unit Cost: 4
Spell Cost: 0 XP

Total Cost: 0 XP

This is just one specific example of the general class of items called **Warded Rings**. To use any of these rings, the bearer must put the ring on. This requires a 5d6 RC versus PWR to succeed. Once on, the effect of the ring automatically takes effect. In this particular ring, the effect is a Gills spell, allowing the wearer to breathe under water.

Warded Rings are unusual magical items in that they are not fabricated via a Defer spell, nor with terisium. The creator places a **Master Ward** upon the ring along with the desired spell effect. Breaching the ward within its duration triggers the second spell. However, this type of item is not as powerful as those made with terisium because the Master Ward spell only lasts 12 hours. Also, only spells that can be cast by the water mage who created the item can be incorporated into it.

Wooly Condoms for Safe Sex

Type: Regenerating 2
Trigger: Conditional
Spell: Physical 11 / Cure Disease
Unit Cost: $11 + (11 + 4) = 26$
Defer Binding: $(300 \times 11 / 3) \times 5 = 5,500$ XP
Terisium Binding: $11 \times 1,000 = 11,000$ XP
Total Cost: 16,500 XP

This item is small plastic bag that is used by male followers of Scrogg during some Ceremonies and Festivals. This item casts the Cure Disease spell at the end of sexual activity on both the wearer and the other participate. (These items are produced by a joint effort between the temple of Isis and Scrogg in order to keep communicable diseases from being passed throughout the population.)

33.2 Artifacts

Some items are beyond the adventurers abilities to manufacture, and were made by the gods. There are also items that are the result of deviations or flaws in the item creation process, and are not easily reproduced. Some examples of each are below.

Ball of Fortune Telling

Type:	Effect
Trigger:	Thought
Spell:	Unknown
Unit Cost:	Unknown
Defer Binding:	N/A
Terisium Binding:	N/A
Total Cost:	Unknown

This 2 inch in wide ball is used as a medium by only the best of Prophets. The ball is placed on top of a flat level table where with aid of the prophets powers will move across the table. To aid the person seeking knowledge the table is usually covered by either a table cloth of symbols and pictures or they are painted directly onto the table.

When used by an exceptional prophet or fortune teller, this ball can reveal many things.

Bracelet of Time Slip

Type:	Regenerating 10
Trigger:	Mechanical
Spell:	Unknown
Unit Cost:	Unknown
Defer Binding:	N/A
Terisium Binding:	N/A
Total Cost:	Unknown

A silver bracelet, 1/2 inch wide, with a 1 1/2 inch silver dial on it. The dial has the numbers 0 thru 15 inscribed around its edge and has a black pointer to the 0.

The dial may be rotated to allow the pointer to point at any number. If the wearer does so, and releases the dial, he is transported forward thru time by that number of rounds. He stays in the same location he started from. He can only move forward through time, not backward. The maximum jump is 1 minute.

Ten of these skips can be performed per day.

While travelling through time, the wearer does not exist. He ceases to exist at one moment and resumes existence at another moment.

Hirudo Exterminator

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Necromancy/Time 11 / Scythe
Unit Cost:	$11 + (11 + 1) = 23$
Defer Binding:	$(300 \times 11 / 3) \times 5 = 5,500 \text{ XP}$
Terisium Binding:	$11 \times 1,000 = 11,000 \text{ XP}$

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Fire Magics 8 / Fireball
Unit Cost:	$8 + 4 + (8 + 1) = 21$
Defer Binding:	$(300 \times 8 / 3) \times 5 = 4,000 \text{ XP}$
Terisium Binding:	$8 \times 1,000 = 8,000 \text{ XP}$

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Air Magics 6 / Lightning Bolt
Unit Cost:	$6 + (6 + 1) = 13$
Defer Binding:	$(300 \times 6 / 3) \times 5 = 3,000 \text{ XP}$
Terisium Binding:	$6 \times 1,000 = 6,000 \text{ XP}$

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Charms 7 / Witchy Sleep
Unit Cost:	$7 + (7 + 1) = 15$
Defer Binding:	$(600 \times 7 / 3) \times 5 = 7,000 \text{ XP}$
Terisium Binding:	$7 \times 1,000 = 7,000 \text{ XP}$

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Animotusi 10 / Soul Strike
Unit Cost:	$10 + (10 + 1) = 21$
Defer Binding:	$(300 \times 10 / 3) \times 5 = 5,000 \text{ XP}$
Terisium Binding:	$10 \times 1,000 = 10,000 \text{ XP}$

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Hydromorph 9 / Hail Jet
Unit Cost:	$9 + (9 + 1) = 19$
Defer Binding:	$(300 \times 9 / 3) \times 5 = 4,500 \text{ XP}$
Terisium Binding:	$9 \times 1,000 = 9,000 \text{ XP}$

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Land Life 11 / Animal Fury
Unit Cost:	$11 + (11 + 1) = 23$
Defer Binding:	$(300 \times 11 / 3) \times 5 = 5,500 \text{ XP}$
Terisium Binding:	$11 \times 1,000 = 11,000 \text{ XP}$

Type:	Regenerating 1
Trigger:	Mechanical
Spell:	Compile 12 / Sun Strike
Unit Cost:	$12 + (12 + 1) = 25$
Defer Binding:	$(300 \times 12 / 3) \times 5 = 6,000 \text{ XP}$
Terisium Binding:	$12 \times 1,000 = 12,000 \text{ XP}$

Total Cost: 114,500 XP

Theoretically, this device could be constructed by a group of adventurers. However, on a practical level, it is virtually impossible.

This is a cluster of brass tubes running parallel to one another, the largest of which is 4 feet long and 3 inches in diameter. Designed to be carried by balancing it on one's shoulder, this is considered to be the ultimate weapon ever devised for dealing with **Hirudo**.

The exterminator is equipped with a complex triggering mechanism that allows all 8 of its spell effects to be activated together for a single massive assault. Such is the reputation of this device that the mere sight of it can cause people to shudder with fear.

Unleashing the full fury of this device upon a Hirudo will almost certainly destroy it (as well as anyone that happens to be around it). Despite its raw firepower, this device is really only effective at close range. 20 feet is the optimal range. This weapon's biggest advantage is its formidable size and reputation, giving it a very high intimidation effect. People have been known to construct non-functioning copies of this item just for its psychological effect!

Klien Thread

Type:	Enchanted
Trigger:	Mechanical
Spell:	Unknown
Unit Cost:	Unknown
Defer Binding:	N/A
Terisium Binding:	N/A
Total Cost:	Unknown

This is a 200 yard spool of white thread, with the tensile strength of steel. It has a breaking strength in excess of 3,000 pounds, nearly as strong as standard climbing rope.

Most scholars believe that the gods use this type of thread to tailor their garments. Normally, the only ways for a mortal to get a spool of this thread is for it to be "lost" by one of the gods (or "stolen"). The gods tend to appreciate their return.

Matrix Gem

Type:	Continuous Effect
Trigger:	Always On
Spell:	Unknown
Unit Cost:	Unknown
Defer Binding:	N/A
Terisium Binding:	N/A
Total Cost:	Unknown

Inert crystals which act as lenses focusing different forms of energy, it is believed that these gems have an extra-jarmanian origin. In their native state they appear as dull opaque crystals, about 3" in diameter. When touched by an intelligent creature, that creature's inherent energies activate the crystal. It becomes clear, and tinged with a color which is a side effect of the form of energy it channels.

Each of these energies is well developed by adventurers of certain backgrounds, and not by others. If an adventure touches a gem to which he is not attuned, he suffers 3d6 damage per round, but can use the effects during that time.

Color	Energy	Background
Red	Thought Paths	Rogue
Orange	Spiritual	Nomad
Green	Elemental Magic	Mage
Yellow	Divine Magic	Priest
Blue	Muscle Reactions	Warrior
Violet	Reflexes	Marines
Chromatic	All	Any

The effect of each of these is different. The Green, and Yellow gems each boost the holder's appropriate elemental or divine units by 50%. The Blue matrix gem multiplies the holder's combat and missile modifiers by 50%. The Red matrix gem multiplies all the holder's intelligent based skills by 50%. Violet matrix gems boost the holder's agility based skills and grapple modifier by 50%. The Orange gem allows 50% more incants to be charges at one time. The Chromatic gem is usable by anyone and has all of the effects of all six.

For the gem to be in effect, it must be in direct contact with the user's skin. If the gem is untouched for over 2 days, it will lose its color and become inert once again.

The reason they are called matrix gems is that it is rumored that in the past very powerful beings used large numbers of these arranged in various patterns to harness cosmic energies of colossal proportions.

Mystic Globe of Cold

Type:	Regenerating 3
Trigger:	Spoken
Spell:	Water Magics 12 / Ocean Cold
Unit Cost:	$12 + (12 + 2) = 26$
Defer Binding:	$(300 \times 12 / 3) \times 5 = 6,000$ XP
Terisium Binding:	$12 \times 1,000 \times 3 = 36,000$ XP

Type:	Regenerating 3
Trigger:	Spoken
Spell:	Conjurations 11 / Phantasmal Water
Unit Cost:	$11 + (11 + 2) = 24$
Defer Binding:	$(300 \times 11 / 3) \times 5 = 5,500$ XP
Terisium Binding:	$11 \times 1,000 \times 3 = 33,000$ XP

Total Cost: 80,500 XP

By outward appearances, this is an 8 inch crystal ball. But if you hold it with 2 hands above your head and shout "Die you gravy Sucking pigs!", It **MIGHT** issue forth an **Ocean Cold** spell. Note the emphasis on "might".

The basic **Ocean Cold** spell has a conic area of effect 80' long and 10' wide. It inflicts 3d6 of cold damage each round for 5 rounds. A successful 4d6 RC vs HEA halves the damage.

However, this item was inadvertently flawed during its creation and displays some erratic behavior. Whether the flaws were a random part of the item's creation, or a result of overloading the Bind spells, or both is not known. When used, roll 2d6. See the following table for the result.

2	misfires onto user, roll again for effect
3 – 6	Phantasmal Water conjuration of spell
7	nothing happens
8 – 11	The real Ocean Cold is triggered
12	Both real and phantasmal versions

If this object is ever forcibly destroyed (deliberate or accidental), it explodes for 20d6 of cold damage, decreasing by 1 die for every 10 feet from the explosion.

Soup Stone

Type:	Enchanted
Trigger:	Conditional
Spell:	Unknown
Unit Cost:	Unknown
Defer Binding:	N/A
Terisium Binding:	N/A
Total Cost:	Unknown

A rounded, gray, granite stone, approximately 4 inches across and weighing about 1 pound.

This amazing stone allows the user to make tasty and nutritious soup out of nearly any substance. Put this stone into a pot over a fire. Pour in polluted water, and shortly it will turn into a weak broth. Add some wood chips, and they turn into vegetables. Slice up an old boot and toss it in, and it will become pieces of meat. Nearly anything can be made into good soup this way. Even poisons can be neutralized by the soup stone.

Attempting to cook a magical item entitles the item to a 2d6 RC vs PWR or also be converted.

The closer the starting materials are to real food, the better and faster the results will be. Skill in cooking will also improve the results.

Rings of Transference

Type:	Regenerating 1 (Effect)
Trigger:	Always On
Spell:	Dimensions 13 / Magic Door
Unit Cost:	$13 + 4 + (13 + 0) = 30$
Defer Binding:	$(600 \times 13 / 3) \times 5 = 13,000$ XP
Terisium Binding:	$13 \times 1,000 = 13,000$ XP
Spell Cost:	7,800 XP

Type:	Regenerating 1 (Effect)
Trigger:	Always On
Spell:	Dimensions 13 / Magic Door
Unit Cost:	$13 + 4 + (13 + 0) = 30$
Defer Binding:	$(600 \times 13 / 3) \times 5 = 13,000$ XP
Terisium Binding:	$13 \times 1,000 = 13,000$ XP
Spell Cost:	7,800 XP

Total Cost: 67,600 XP

These are two steel rings, 6 inches in diameter. One side of each is red and the other side is blue.

These rings have the strange property that anything inserted through a particular ring does not come out its other side, it comes out of the other ring. This behavior is two-way and color coded. Anything passes through a ring from its red side, comes out the red side of the other ring. Likewise for the blue sides.

Since the spell effect is higher than rank 12, this item is technically not possible to make.

34 Creating and Playing Actors

Defeating deadly creatures can certainly be fun, but without people to meet, a roleplaying game is nothing more than a complex treasure hunt. Too many games stress rules for combat, giving the GM little or no hint on when and how to use humans and humanoid creatures in their adventures. In this chapter, we will learn how to create these fictional people, whom we will call **Actors**, and how to determine their actions.

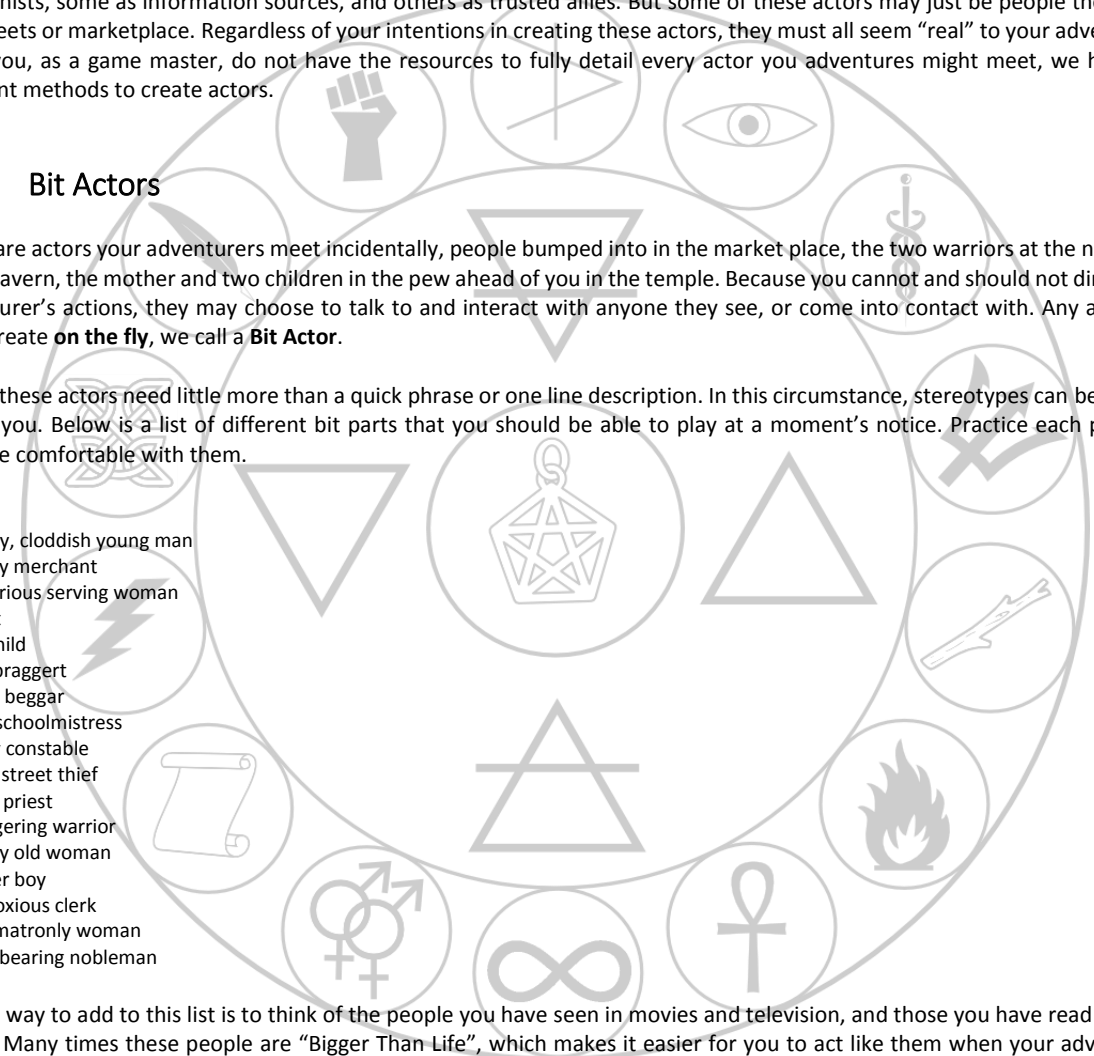
34.1 Creating Actors

There will be a lot of human and humanoid people your party may encounter as they adventure. Some of these you intend as antagonists, some as information sources, and others as trusted allies. But some of these actors may just be people they see in the streets or marketplace. Regardless of your intentions in creating these actors, they must all seem “real” to your adventurers. Since you, as a game master, do not have the resources to fully detail every actor your adventures might meet, we have two different methods to create actors.

34.2 Bit Actors

These are actors your adventurers meet incidentally, people bumped into in the market place, the two warriors at the next table in the tavern, the mother and two children in the pew ahead of you in the temple. Because you cannot and should not direct your adventurer’s actions, they may choose to talk to and interact with anyone they see, or come into contact with. Any actor you must create **on the fly**, we call a **Bit Actor**.

Often, these actors need little more than a quick phrase or one line description. In this circumstance, stereotypes can be of great use to you. Below is a list of different bit parts that you should be able to play at a moment’s notice. Practice each part, and become comfortable with them.



- A clumsy, cloddish young man
- A greedy merchant
- A gregarious serving woman
- A harlot
- A lost child
- A loud braggart
- A pitiful beggar
- A prim schoolmistress
- A pushy constable
- A shifty street thief
- A stuffy priest
- A swaggering warrior
- An angry old woman
- An eager boy
- An obnoxious clerk
- An old matronly woman
- An overbearing nobleman

A good way to add to this list is to think of the people you have seen in movies and television, and those you have read about in books. Many times these people are “Bigger Than Life”, which makes it easier for you to act like them when your adventurers interact with them. But don’t take this overboard, always change one mannerism, or an accent or the appearance so that your sources are not obvious. Once the players psych who you modeled a bit actor after, they then can predict that actor’s actions, just as you are by playing him.

If your players purposefully seek out a bit actor they have interacted with in the past, that actor may eventually need to be promoted to a lead actor. If this happens, take the time between playing sessions to create a complete write-up for that actor.

34.3 Lead Actors

Lead actors are designed specifically for an adventure, setting or campaign, and must have a great amount of detail. They will interact heavily with the adventurers, so you must know much about them beforehand. Every adventure should contain at least one lead actor. They differ from bit actors in that they interact with the adventurers in more than one scene, or adventure, and are, in some way, part of the plot of the current adventure. When picking actors, first think: could they be any of the actors used in the past? Are you intending to use this one in the future? Using an existing actor takes less preparation time, and gives more of a sense of continuity for the players.

34.3.1 History

To create personalities for actors, you need to know something about them. Much of an actor's identity results from past events in his or her life. Create at least one significant event that the actor experienced. Write up at least one paragraph describing the event, and how it affected the actor. This often involves other people who may become actors that you can use in the campaign as well.

34.3.2 Motives

Actors need motives, just like adventurers. It makes for even more interesting actors if you pick both a primary motive and one or more secondary motives that will help you decide how to portray the actor. Most often these motives will be dictated by the actor's past, and must be consistent with his or her history.

34.3.3 Attitude

Adding flavor to how the actor reacts to others can be done by picking some general attitudes from the following list. Note that an actor's attitude doesn't have to correspond with his motives at all. Attitudes are the methods by which the actor accomplishes his motives.

angry
arrogant
boisterous
brash
conniving
domineering
egotistical

friendly
humorous
moody
rowdy
scared
selfless
shy

strange
stubborn
stupid
violent
withdrawn

The actor's attitude may not be the same toward everyone. Are there any special groups or individuals toward whom he or she has a different attitude? This likely depends on the events of the actor's past.

34.3.4 Writing this up

Use an adventurer card for each lead actor you create. Fill all the blanks as you would for an adventurer, but rather than determining all of them randomly, pick a few important fields, fill them in as you want, then randomly determine the remainder. Remember, no one person excels at everything; each has a few major strengths and some weaknesses. Omnipotent actors only make the players frustrated and the game less realistic and fun.

Physical characteristics are often hard for the players to remember from adventure to adventure, so it is best to make at least one characteristic so distinctive for each lead actor that the players can easily recognize him each time they meet. This is not very difficult, as almost everyone has at least one unusual thing about them.

Illianta: The assistant of The Chaos Lord, she wears an unusual metallic earring that tinkles at the slightest movement.

Alabaster: This alien wears black robes and a silver mask. A light, lemony scent clings to him.

Joe de Doode: A wild looking man, he seems to always be sporting an evil grin . . .

On the back of the actor's card, list any particular traits and his relationship to other actors and adventurers. Update these as events in your campaign warrant, and make sure the card is at hand when you send the actor into action.



35 Creating Creatures

Creating creatures is very similar to creating a character. You buy damage points, abilities, combat modifiers, and skills. Instead of using a fixed pool of experience points, you create the creature by summing the needed experience along the way. The resulting experience total determines the creature's rating, which you can use to compare the creature against other creatures, actors, and adventurers that it might encounter.

35.1 Rating the Creature

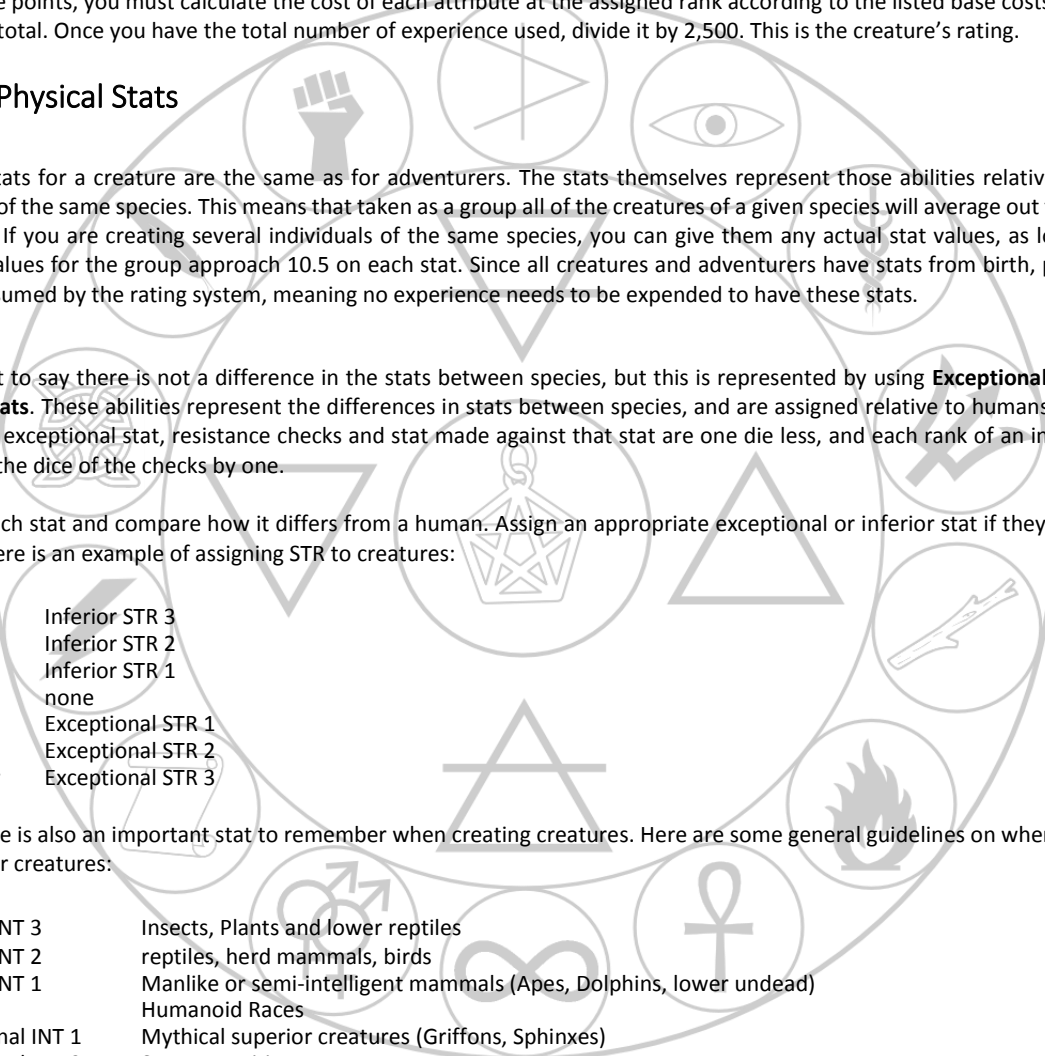
To balance creatures against adventurers, creatures must be given a relative worth. As you assign attributes, buying them with experience points, you must calculate the cost of each attribute at the assigned rank according to the listed base costs and keep a running total. Once you have the total number of experience used, divide it by 2,500. This is the creature's rating.

35.2 Physical Stats

Physical stats for a creature are the same as for adventurers. The stats themselves represent those abilities relative to other creatures of the same species. This means that taken as a group all of the creatures of a given species will average out to 10.5 for each stat. If you are creating several individuals of the same species, you can give them any actual stat values, as long as the average values for the group approach 10.5 on each stat. Since all creatures and adventurers have stats from birth, possessing stats is assumed by the rating system, meaning no experience needs to be expended to have these stats.

That is not to say there is not a difference in the stats between species, but this is represented by using **Exceptional Stats** and **Inferior Stats**. These abilities represent the differences in stats between species, and are assigned relative to humans. For each rank in an exceptional stat, resistance checks and stat made against that stat are one die less, and each rank of an inferior stat increases the dice of the checks by one.

Look at each stat and compare how it differs from a human. Assign an appropriate exceptional or inferior stat if they vary from human. Here is an example of assigning STR to creatures:



Slug	Inferior STR 3
Rabbit	Inferior STR 2
Dog	Inferior STR 1
Human	none
Horse	Exceptional STR 1
Ox	Exceptional STR 2
Dinosaur	Exceptional STR 3

Intelligence is also an important stat to remember when creating creatures. Here are some general guidelines on when to assign INT to your creatures:

Inferior INT 3	Insects, Plants and lower reptiles
Inferior INT 2	reptiles, herd mammals, birds
Inferior INT 1	Manlike or semi-intelligent mammals (Apes, Dolphins, lower undead)
None	Humanoid Races
Exceptional INT 1	Mythical superior creatures (Griffons, Sphinxes)
Exceptional INT 2	Smarter Deities

35.3 Damage Points

The base cost for damage points is 25. Buy as many damage points as you believe the creature needs, then add their cost to the creature's experience total. When creating a group of creatures, use this average total to rate the creatures, but vary the actual number of damage points for each creature by about one half the total to provide some variety.

35.4 Movement Rate

You will need to know how fast the creature can move. To do this, buy the skills listed below which are named

Land Movement, Swimming and Flying. List the resulting speeds in the three positions labeled movement rate.

35.5 Damage

When a creature attacks a target, combine all its possible physical attacks into one attempt. If it succeeds, the target loses damage points. The **Damage** skill has a base cost of 100. Each rank in that skill is counted as a possible point of damage. If a creature has bought damage up to 12, the creature rolls 1d12 to find out how many points an attack causes. If there is not a die to match the creature's rank, just roll the next size up and ignore results over the creature's rank in damage.

35.6 Combat Modifiers

A creature buys combat modifiers just like adventurers do. The costs for these are:

Combat	200
Missile	200
Grapple	200
Linear	200

35.7 Defense Values

Like adventurers, creatures calculate their Defense Values from several different factors. You must calculate three defense values, one for hand-to-hand combat, one for missile attacks, and one for grappling. Go through each component and add up the various factors to calculate your creature's three defense values.

35.7.1 Mobility and Agility

The creature uses its AGI during combat to avoid being hit. If the creature is alive and on its feet, start each defense value with 3, plus one for each 5 points of AGI (round down) that the creature has. If the creature is on the ground, prone, bound, or unconscious, start with defense values of 0.

35.7.2 Stat Modifiers

Each defense value is dependent on one additional stat. Take the related stat to each defense value, divide it by five and round down. Add this to the appropriate defense value.

Combat	CDV	STR
Missile	MDV	PER
Grapple	GDV	WIL
Linear	LDV	CSE

35.7.3 Armor

Every creature has a different type of skin or outer covering. Purchase the appropriate covering for your creature, then add the values listed below to the creature's defense values.

	Cost	Combat	Missile	Grapple	Linear
Skin	0	0	0	0	0
Feathers	100	1	1	0	1
Fur	150	1	1	1	1
Shell	250	2	1	1	1
Hide	450	2	2	2	2
Chitin	700	4	1	2	1
Bone	900	2	5	0	5
Scales	1100	5	3	1	3
Rock	2250	6	6	2	6

So that you can create your own body coverings, the above table was calculated by giving each of the three defense values a base cost of 50 (and linear being equal to missile DV). So Scales cost $[(5 \times 6) / 2] \times 50 = 750$, plus $[(3 \times 4) / 2] \times 50 = 300$, plus 50 for the grapple defense factor. This totals to 1100, which is the cost of this kind of armor.

35.8 Abilities and Disabilities

Give your creature some abilities and disabilities to make it more than just a straight "killing machine". Look through the list below, and choose abilities appropriate to the concept you have of the creature you are building. These abilities are either **RANKED**, in which case they have a base (**Boldface** Abilities are **UNRANKED**) cost and are bought just like skills, or they are **UNRANKED**, in which case they have a single cost to acquire.

When you are choosing these, don't spend more than half of what you spend on abilities on buying disabilities. Creatures with too many disabilities would not have survived the process of evolution.

Ability	Cost		
Acidic Drool	400	Flying	200
Adhere	2000	Heat Vision	300
Age	3900	Hibernation	25
Air Breathing	5000	Homing	2500
Anesthetize	1000	Immaterial	6000
Arise	250	Ink Jet	150
Beam Port	700	Invisibility	15000
Burrow	800	Jumping	100
Charge	200	Land Movement	100
Cling	500	Leech	10000
Damage	100	Magic Shield	7200
Death Venom	40000	Mental Stubbornness	5000
Death Wail	5000	Metamorphize	1000
Degeneration	350	Migrate	500
Deplete EU	500	Mist	1200
Deplete Health	900	Night Vision	1000
Detonation	300	Other Port	600
Diseased Bite	5000	Pain Wail	2000
Distance Judgment	5000	Paralysis	3500
Durability	5000	Petrification	36000
Electric Shock	500	Placed Roll	20000
Enhanced Hearing	2000	Quickness	5000
Enhanced Sense of Smell	1000	Regeneration	1000
Enhanced Vision	3000	Replicate	20000
Envelope Prey	75000	Resist Acid	1500
Ethereal	10000	Resist Charm	1200
Exceptional STAT	5000	Resist Cold	1200
Fear	2400	Resist Earth	1200
Fire Breathing	2000	Resist Fire	1200
		Resist Lightning	2000

Resist Magic	20000
Resist Poison	2500
Resist Sleep	1200
Resist Water	400
Shield	500
Silent Movement	2500
Silver Shield	2400
Siren	8000
Speech	100
Spirit Armor	500

Disability	Cost
Aversion to Race	4000
Damaged by Rain	400
Damaged by Sunlight	400
Distinctive Odor	400
Empathy	12000
Frequent Eating	400
Frightened by Metal	4000
Herd/Hive Instinct	2400
Inferior STAT	5000
Poor Eyesight	3000

Squeeze	300
Stampede	200
Stench	750
Swallow Prey	30000
Swimming	200
Teleport	1200
Terror	4800
Toxic Attack	600
Water Breathing	5000
Web	6000

Poor Hearing	2000
Poor Olfactory Sense	1000
Susceptible to Acid	1500
Susceptible to Cold	1200
Susceptible to Fire	1200
Susceptible to Light	1200
Susceptible to Lightning	1200
Susceptible to Magic	3000
Susceptible to Sunlight	1200
Susceptible to Water	1200

35.9 Adventurer Skills

Any of the adventurer skills which are appropriate for a creature may be bought by the creature at triple normal base cost. Sentient creatures may buy any such skill, but non-sentient creatures (those with an INFERIOR INT of at least rank 1) may only buy physical skills, not skills that are based on knowledge.

35.10 Using Elemental Magic

Some creatures can have the ability to manifest effects similar to those produced using elemental magic. To add such an effect to your creature, identify the spell that parallels the effect. All the effects in one creature should come from one element, and this should be an appropriate element. (Water based creatures should not manifest fire spell effects). Core elemental magic is more aligned to the sentience of the humanoid case, so is generally not available to creatures.

Find the base cost of the spell group for the appropriate caster, and then multiply it by the rank of the spell which manifests the effect you want the creature to exhibit. This then becomes the base cost of the creature's ability to manifest that effect. The rank which you buy this ability determines how many times in one day the creature can manifest this effect.

35.11 Physical Appearance and Description

Assign your creature an average height and weight. You also should write a reasonably complete description of the creature's physical appearance, what it eats, where it lives, what are its mating habits, and how it reacts to humanoid creatures. Try to make at least one characteristic different or easy to remember so that the players can quickly recognize this creature from its description if they meet it again.

35.12 Calculating the Creature's Rating

After buying all the creature's attributes, take the resulting experience total, and divide it by 2,500, rounding down. This gives the creature's rating, a rough indication of how tough the creature is relative to an adventurer.

35.13 Creature Ability Descriptions

Below are descriptions of the various **Abilities** you can use when constructing a creature. You may also use any of the skills available to adventurers. Creatures buy all skills at their base cost, with no multipliers. Select the abilities and skills you wish the creature to have, and the ranks for those skills. Use the base costs to calculate the experience point cost for these and add it to the total cost of the creature.

Acidic Drool

Use Time: 1 R Base Cost: 400
Duration: instant Attribute: HEA
Res Check: none Target: 10' LOS
Area of Effect: 1 target

A creature with this ability can spit acidic drool to damage its target. It can only spit three consecutive rounds without resting and drinking, and must succeed in a "to hit" roll to do damage. The range is 10 feet, and the damage is a d6 for each rank in this ability.

Adhere

Use Time: 1 R Cost: 2000
Duration: instant Attribute: STR
Res Check: special Target: special
Area of Effect: self **UNRANKED**

The creature can adhere to other materials and creatures. If the creature's target is living, and it is in contact with such a target for one round, the target must make a check of 3d6 vs STR to escape.

Age

Use Time: 1 R Base Cost: 3900
Duration: instant Attribute: PWR
Res Check: 4d6 vs. HEA Target: touch
Area of Effect: 1 creature

If the creature successfully strikes its target in melee, the victim must roll his HEA or less on 4d6 or age 1d6 years for each rank of this ability.

Air Breathing

Use Time: 1 R Cost: 5000
Duration: instant Attribute: HEA
Res Check: none Target: self
Area of Effect: self **UNRANKED**

A creature which normally lives underwater can also spend up to one hour above the water, filtering air through its gills. It usually must remain near the water, and moist, to continue to breath.

Anesthetize

Use Time: 1 R Base Cost: 1000
Duration: 1 hour Attribute: HEA
Res Check: none Target: touch
Area of Effect: 1 creature

This ability allows its possessor to touch its victim and make the area touched insensitive to touch and pain resulting from any attack which causes damage equal to or less than the rank of this ability. The area of the target's body affected is any flesh within 2 inches times the rank of the ability from the point of the initial touch.

Arise

Use Time: 1 R Base Cost: 250
Duration: continuous Attribute: PWR
Res Check: none Target: self
Area of Effect: self

The creature uses its mental powers to float straight up and down in the air. It can accelerate at one foot times the skill rank per round. Wind or other external forces can cause lateral movement.

Beam Port

Use Time: 1 R Base Cost: 700
Duration: instant Attribute: PWR
Res Check: none Target: 5000' LOS
Area of Effect: self

The creature first targets a place within its line-of-sight. Then, on the same round, it dematerializes, manifesting itself as a beam of light that travels to the target, where it rematerializes. The ability rank determines how many times a day the creature may Beam Port.

Burrow

Use Time:	1 M	Base Cost	800
Duration:	continuous	Attribute:	STR
Res Check:	none	Target:	self
Area of Effect:	N' line		

This ability is used to dig tunnels. The rank equals the number of feet per minute that can be traveled through tightly packed earth. The GM will adjust accordingly for other materials.

Charge

Use Time:	3 R	Base Cost	200
Duration:	special	Attribute:	STR
Res Check:	none	Target:	special
Area of Effect:	special		

The creature has the mass, strength, or velocity to damage its target by hitting it head-on. The GM first decides how many dice of damage for the attack, then rolls that number of d6 against the ability. If the roll is equal to or less than the ability rank, the attack succeeds and the same number of d6 are rerolled for damage. If not, roll the creature's standard attack, if applicable.

Cling

Use Time:	always on	Base Cost	500
Duration:	continuous	Attribute:	STR
Res Check:	none	Target:	self
Area of Effect:	self		

The creature can cling to walls and ceilings, simultaneously carrying its weight multiplied by the ability rank. Movement while clinging is one quarter the creature's land movement rate.

Damage***

Use Time:	N/A	Base Cost	100
Duration:	N/A	Attribute:	*
Res Check:	N/A	Target:	N/A
Area of Effect:	N/A		

The creature's rank in this ability determines the size of the die the GM rolls for damage after a successful melee strike. For odd die sizes, roll the next larger die; damage may not exceed the creature's rank in this ability. There is no associated stat, thus no maximum rank for this ability.

This is the only ability which is not limited by its associated stat, higher ranks simply represent the combination of strength, skill at using its natural weapons, and the deadliness of those weapons. So having one associated stat for this combined ability is not strictly true, if we wanted to represent this ability more realistically, it would be separated into:

Strike Damage	STR
Claw Skill	AGI
Weapon Damage	Weapon's Edge

This combination is rather difficult to enumerate because of the wide variety of natural weapons that different creatures use, and the combination of those weapons (many creatures having 2 claws and a bite, or a tail attack). So by combining these together, combat is faster and smoother. But this also means the maximum rank of this ability should be the STR plus AGI both times the number of attacks folded into this ability. For the sake of simplicity, just set this as appropriate for the particular creature.

Death Venom

Use Time:	1 R	Base Cost	40,000
Duration:	instant	Attribute:	HEA
Res Check:	4d6 vs HEA	Target:	touch
Area of Effect:	1 creature		

The creature's physical attack is accompanied by an injection of venom. The target must roll his HEA or less on 4d6 or die. The venom can be used for a number of attacks per hour equal to the skill rank.

Death Wail

Use Time:	1 R	Base Cost	5,000
Duration:	instant	Attribute:	PWR
Res Check:	4d6 vs HEA	Target:	hearing
Area of Effect:	300' radius		

The very sound of some creatures' voices can cause vibratory destruction. Hearing the voice of a creature with this ability, all living creatures must make a RC 4d6 vs HEA or die. Since this is vibration, earplugs or deafness is not a defense against this terrible weapon. A creature may use this ability once per day for each rank it possesses.

Deplete EU

Use Time:	1 R	Base Cost	500
Duration:	instant	Attribute:	PWR
Res Check:	none	Target:	touch
Area of Effect:	1 creature		

If the creature successfully strikes its target, it drains current elemental units equal to the roll of one die of a size equal to its rank in this skill. For odd die sizes, roll the next larger die; the number of EUs drained cannot exceed the skill rank. Drained EUs can be recovered normally.

Detonation

Use Time:	1 R	Base Cost	300
Duration:	instant	Attribute:	HEA
Res Check:	4d6 vs HEA	Target:	self
Area of Effect:	N * 10' radius		

When the creature dies, its remains violently erupt and inflict 1d6 points of damage for each ability rank. Those within the blast radius will suffer only half that damage if they can succeed a RC of 4d6 vs HEA. The blast radius is 10 feet per rank.

Diseased Bite

Use Time:	1 R	Cost:	5,000
Duration:	instant	Attribute:	HEA
Res Check:	5d6 vs HEA	Target:	touch
Area of Effect:	1 creature		UNRANKED

If the creature strikes its target in melee, and the victim misses a RC of 5d6 vs HEA, they are diseased.

Distance Judgment

Use Time:	always on	Base Cost	5,000
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

This ability allows its possessor to discern the exact distance to any object within his line of sight. This only works within the atmosphere of Jaern and does not apply to astronomical bodies.

Electric Shock

Use Time:	1 R	Base Cost	500
Duration:	instant	Attribute:	HEA
Res Check:	none	Target:	special
Area of Effect:	1 creature		

When the creature strikes its target, or gets within two feet of it under water, it can discharge a bolt of electricity once per round. Its target takes 1d6 damage for each rank in this ability. The GM may adjudicate additional or lessened damage due to insulation and conductors present.

In order to use this ability above water, one must grapple a target in order to get the two polarity points touching the target which will release the charge. This ability may be used twice and then the creature must rest (do nothing) for one hour in order to recharge, otherwise the recharge time is four hours.

Enhanced Hearing

Use Time:	always on	Base Cost	2,000
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	special
Area of Effect:	special		

A heightened sense of hearing allows the creature to hear noises from farther away than normal. Whenever the creature must make check vs PER which involves hearing, decrease the number of dice by the rank of this ability.

Enhanced Sense of Smell

Use Time:	always on	Base Cost	1,000
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	special
Area of Effect:	special		

A keen sense of smell allows the creature to detect the presence of others from a distance. Whenever the creature must make check vs PER which involves smell, decrease the number of dice by the rank of this ability. Above rank 2, the creature can also smell primal emotions such as anger, fear, etc.

Enhanced Vision

Use Time:	always on	Base Cost	3,000
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	special
Area of Effect:	special		

The creature can see distant objects with greater clarity. Whenever the creature must make check vs PER which involves sight, decrease the number of dice by the rank of this ability.

Envelope Prey

Use Time:	1 R	Base Cost	75,000
Duration:	instant	Attribute:	HEA
Res Check:	5d6 vs. AGI	Target:	touch
Area of Effect:	1 creature		

The creature must be large enough to envelope its human sized prey whole. On a successful attack, the victim must succeed a RC of 5d6 vs AGI to avoid having the creature envelope it with its fluid body mass. Once inside, digestion usually occurs.

Ethereal

Use Time:	1 R	Base Cost	10,000
Duration:	at will	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

This ability allows the creature to **Phase** into partial non-existence. Ethereal creatures appear as translucent images by rolling the adventurer's PER or less on 4d6. While ethereal, the creature may not be affected by, nor effect solid objects. Ethereal creatures cannot interact with each other.

If the creature's natural form is physical, this ability can be used for a number of minutes equal to the creature's PWR per day.

Exceptional STAT

Use Time:	always on	Base Cost	5,000
Duration:	continuous	Attribute:	*
Res Check:	none	Target:	special
Area of Effect:	special		

A creature with an exceptional stat can lower the number of dice used in any resistance check or ability check against that stat by a number of dice equal to his rank in that exceptional stat. The exceptional stat is based on the stat which it is named after. The exceptional stat does not change the maximum that skills based on the stat can be bought.

Fear

Use Time:	1 R	Base Cost	2,400
Duration:	continuous	Attribute:	WIL
Res Check:	3d6 vs. WIL	Target:	100' LOS
Area of Effect:	100' radius		UNRANKED

When an adventurer is confronted by a creature with this skill, the player must make an RC of 3d6 vs WIL or run in fear. If forced to run, the adventurer must run for at least five rounds, and must continue running as long as the creature is in sight. If flight is impossible, he can overcome his fear to defend himself.

Fire Breathing

Use Time:	1 R	Base Cost	2,000
Duration:	1 R	Attribute:	HEA
Res Check:	5d6 vs. AGI	Target:	self
Area of Effect:	N x 10' cone		

The creature can breathe a cone of fire toward its target. The cone is 10 feet long and 5 feet wide times the creature's ability rank. The amount of damage done is 1d6 for each ability rank. The creature suffers 2 DP of fire damage for each die of damage it inflicts. The targets must roll their AGI or less on 5d6 to partially dodge the cone and take half the damage total.

Flying

Use Time:	1 R	Base Cost	200
Duration:	continuous	Attribute:	AGI
Res Check:	none	Target:	self
Area of Effect:	self		

The creature can fly and simultaneously use any of its abilities, spells, or attacks. The maximum movement rate is 10 feet times the ability rank per round. The creature can accelerate from a dead stop to full speed in four rounds. Remember to list the creature's flying speed under the third position of its movement rate.

Heat Vision

Use Time:	1 R	Base Cost	300
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	self
Area of Effect:	N x 10' LOS		

The creature can see heat as color with this ability, at a range of 10 feet for every rank. Like the spell of the same name, cold objects are a dark red, and the color varies across the spectrum to a dazzling white for very hot objects. Ice and cold water can easily block Heat Vision.

Hibernation

Use Time:	4 H	Base Cost	25
Duration:	N weeks	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

This ability allows the creature to fall into a very deep sleep and require little energy, air or body fat to survive. It can sleep this way for a number of weeks equal to the ability rank.

Homing

Use Time:	in water	Cost	2,500
Duration:	continuous	Attribute:	CSE
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

At the time of this aquatic creature's birth, it is attuned to its place of birth. Anytime thereafter when it is in contact with a body of water, it can tell the direction and approximate distance to its birthplace.

Immaterial

Use Time:	2 R	Cost	6,000
Duration:	continuous	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

The creature can transmute its body into a gaseous material. It cannot be physically touched, and in turn cannot affect material objects. An onlooker needs to succeed a RC of 3d6 vs PER to discover the creature. The creature cannot become material and perform any other action simultaneously.

If the creature's natural form is not immaterial, this ability can be used for a number of minutes equal to the creature's PWR per day.

Ink Jet

Use Time:	1 R	Base Cost	150
Duration:	1 R	Attribute:	HEA
Res Check:	special	Target:	self
Area of Effect:	N x 5' radius		

A creature with this ability can forcefully expel an inky cloud that obscures vision, allowing it to escape. The cloud has a five foot diameter per rank. All PER checks for anyone in the cloud are made with one more die more than normal. This ability can be used once per hour.

Invisibility

Use Time:	1 R	Cost	15,000
Duration:	at will	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		

The creature cannot be seen by normal vision because light bends around it. The creature may become invisible and visible at will. It would be visible to others whom or invisible, and to appropriate detection magics, such as *Detect Souls*.

This ability can be used for a number of minutes equal to the creature's PWR per day.

Jumping

Use Time:	1 R	Base Cost	100
Duration:	instant	Attribute:	STR
Res Check:	none	Target:	self
Area of Effect:	N/A		

The creature can leap a linear distance of 10 feet times the ability rank. Its height at the apex of the jump is half the linear distance (e.g., the creature jumps 30 feet forward and 15 feet high). This is the creature's action for the round.

Land Movement

Use Time:	always on	Base Cost	100
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

This is a measure of the creature's speed across dry land. It can move 10 feet per round per ability rank. Remember to list this speed in the first position in the creature's movement rate.

Leech

Use Time:	in contact	Base Cost	10,000
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	creature
Area of Effect:	target		

Once attached to its victim, this ability allows its possessor to drain blood and vitality. For each rank in this ability, the victim loses one point of DP from his current total per day. The lost DP are spread out evenly over the day, for example, if the creature has this ability at rank three, the victim loses one DP each eight hours. These lost DP can be recovered by rest, but this can be futile if the rank of this skill is higher than the victim's ability to regenerate.

Magic Shield

Use Time:	always on	Cost	7,200
Duration:	continuous	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

This elemental based defense protects its user when being struck by any weapons which are not enchanted. When such a weapon hits a shielded target, a shower of multicolored sparks fly. Blunt weapons inflict only one half their normal damage, while edged weapons inflict no damage at all. Magical weapons have their normal effects.

Mental Stubbornness

Use Time:	always on	Cost	5,000
Duration:	continuous	Attribute:	WIL
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

The possessor of this abilities' grasp on life is very strong. He only needs to roll for unconsciousness when his current DP total falls under 4 damage points, rather than 6. He then uses a d4 for the roll rather than a d6. If an attack would take him from 1 to 3 points below zero, he is taken to zero points instead and left unconscious.

Metamorphize

Use Time:	10 R	Base Cost	1,000
Duration:	1d6 H	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

This ability enables the creature to change its physical form into any that of another creature of a similar body mass and size. It can use the new form's physical attacks, but none of its magical or poison effects. The creature can change form as many times in a day as it has ranks in this ability. The creature automatically resumes its true form after 1d6 hours.

Migrate

Use Time:	1 R	Base Cost	500
Duration:	instant	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

The creature slowly collects and stores elemental magic. Then, once per year, the creature manifests its hoarded elemental magic and teleports itself to its original breeding grounds, or to a place where its race meets to breed.

Mist

Use Time:	1 R	Base Cost	1,200
Duration:	instant	Attribute:	HEA
Res Check:	none	Target:	10'
Area of Effect:	N x 10' radius		

The creature can create a cloud of mist that is 10 feet times the ability rank in radius. The mist remains until dispersed by existing air currents. Range of vision is cut in half within the mist.

Night Vision

Use Time:	always on	Cost	1,000
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	LOS
Area of Effect:	self		

The GM subtracts 1 dice on any PER check for the creature to see something in the dark.

Other Port

Use Time:	1 R	Base Cost	600
Duration:	instant	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		

The creature can transport itself, and what it can carry, to or from its natural plane of existence. It can do this as many times a day as its ranks in this ability.

Pain Wail

Use Time:	1 R	Base Cost	2,000
Duration:	1 R	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	100' radius		

The sound generated by this ability causes damage to all those within hearing. For each rank of this ability, its possessor causes one six-sided dice of damage to all within range. Since this is a disruptive sonic attack, not one attacking the mind, earplugs and other protective gear do not lessen its effects. This ability can be used equal to its rank times per day.

Paralysis

Use Time:	1 R	Base Cost	3,500
Duration:	instant	Attribute:	HEA
Res Check:	4d6 vs. WIL	Target:	touch
Area of Effect:	1 creature		

When the creature strikes its target in melee, the player must make a RC of 4d6 vs WIL or he loses all control of his voluntary muscles (i.e., cannot stand, move, or speak) for 1d6 minutes. This ability can be used equal to its rank times per day.

Petrification

Use Time:	1 R	Cost	6,000
Duration:	instant	Attribute:	PWR
Res Check:	3d6 vs. PWR	Target:	100' LOS
Area of Effect:	1 creature		

The creature can magically turn a flesh and blood target to stone with its gaze. The victim can avoid this fate by succeeding an RC of 3d6 vs PWR. This ability can be used equal to its rank times per day.

Quickness

Use Time:	always on	Base Cost	5,000
Duration:	continuous	Attribute:	AGI
Res Check:	none	Target:	self
Area of Effect:	self		

UNRANKED

This ability allows its possessor to be very quick and instinctive in its physical reactions. If it is fighting those whom do not have this ability, it may automatically win initiative if desired.

Regeneration

Use Time:	1 M	Base Cost	1,000
Duration:	continuous	Attribute:	HEA/PWR
Res Check:	none	Target:	self
Area of Effect:	self		

The creature regains its ability rank in lost damage points each minute. This only regenerates lost DP, it does not reverse critical hits or diseases.

For non-magical regeneration, this ability can heal a total of HEA x 2 x rank DP per day. In addition, the creature can only regenerate while mostly idle (i.e. not in combat or while running) and must eat within one hour of regeneration or lose a point of HEA.

For magical regeneration, the ability can heal a total of PWR x 2 x rank DP per day. It cannot be used while actively using another magical ability.

Replicate

Use Time:	1 H	Cost:	20,000
Duration:	instant	Attribute:	CSE
Res Check:	4d6 vs HEA	Target:	touch
Area of Effect:	1 creature		UNRANKED

This ability allows its possessor to replace the cells of its target. Once its target is paralyzed, confined, or otherwise helpless and conscious, the creature intrudes tendrils into the target, finding each cell of the target's body, duplicating and destroying them. Once the process completes, the creature becomes the target. If the target is can succeed an RC against its HEA, its body fights off the replication, and both the creature and the target die (each only having part of a body).

Resist Acid

Use Time:	always on	Base Cost	1,500
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

Any checks against acid effects are made at one dice less than normal per rank. Any damage resulting from acid is also reduced by 3 per rank.

Resist Charm

Use Time:	always on	Base Cost	1,200
Duration:	continuous	Attribute:	WIL
Res Check:	none	Target:	self
Area of Effect:	self		

The creature makes all checks against charm effects at one die less than normal per rank.

Resist Cold

Use Time:	always on	Base Cost	1,200
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

The creature reduces any resistance check against cold effects by one die per rank. Any damage resulting from cold is also reduced by 3 per rank.

Resist Earth

Use Time:	always on	Base Cost	1,200
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

For resistance checks against earth or stone effects, the creature rolls one less die per rank. Any damage resulting from earth or stone effects is also reduced by 3 per rank.

Resist Fire

Use Time:	always on	Base Cost	1,200
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

For resistance checks against fire and heat based effects, the creature rolls one less die per rank. Any damage resulting from fire or heat based effects is also reduced by 3 per rank.

Resist Lightning

Use Time:	always on	Base Cost	2,000
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

For resistance checks against lightning and electrical based effects, the creature rolls one less die per rank. Any damage resulting from lightning or electrical based effects is also reduced by 3 per rank.

Resist Magic

Use Time:	always on	Base Cost	20,000
Duration:	continuous	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		

For resistance checks against elemental spell effects, the creature rolls one less die per rank. Any damage resulting from elemental spell effects is also reduced by 3 per rank.

Resist Poison

Use Time:	always on	Base Cost	2,500
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

For resistance checks against the effects of most poisons, the creature rolls one less die per rank. Any damage resulting from these poisons is also reduced by 3 per rank.

Resist Sleep

Use Time:	always on	Base Cost	1,200
Duration:	continuous	Attribute:	WIL
Res Check:	none	Target:	self
Area of Effect:	self		

The creature rolls one die less per rank for any checks against magical and physical effects which would force him to sleep.

Resist Water

Use Time:	always on	Base Cost	400
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

For resistance checks against water effects, the creature rolls one less die per rank. Any damage resulting from water effects is also reduced by 3 per rank.

Shield

Use Time:	always on	Base Cost	500
Duration:	continuous	Attribute:	STR
Res Check:	none	Target:	self
Area of Effect:	self		

The creature has a special, shield-like protection that increases its CDV, MDV, and LDV by one for each ability rank. The shield is physical, so it is visible and should be described in the creature's description.

Silent Movement

Use Time:	always on	Base Cost	2,400
Duration:	continuous	Attribute:	AGI
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

The creature's ability to move silently adds 1d6 to all sound-based PER checks.

Silver Shield

Use Time:	always on	Base Cost	2,400
Duration:	continuous	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		UNRANKED

This elemental based defense protects its user when being struck by any weapons which are not silver or enchanted. When such a weapon hits a shielded target, a shower of silver sparks fly. Blunt weapons inflict only one half their normal damage, while edged weapons inflict no damage at all. Magical and silvered weapons have their normal effects.

Siren

Use Time:	2 R	Base Cost	8,000
Duration:	continuous	Attribute:	WIL
Res Check:	4d6 vs. WIL	Target:	self
Area of Effect:	200' radius		

Any adventurer hearing the creature's song must succeed a RC of 4d6 vs WIL or be drawn toward the sound, unable to take any other action until touched by the creature. This ability can be used equal to its rank times per day.

Speech

Use Time:	always on	Base Cost	100
Duration:	continuous	Attribute:	INT
Res Check:	none	Target:	self
Area of Effect:	self		

The creature speaks a humanoid tongue. This skill must be purchased for each language the creature can speak, and it can speak that language at the purchased rank.

Spirit Armor

Use Time:	always on	Base Cost	500
Duration:	continuous	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		

Creatures whom originate from planes of existence other than our own can never be completely present in ours. While we may see and feel their manifestations, they are still partially elsewhere. This makes it more difficult for us to handle them in a physical manner. Each rank in this skill represents the distance between our plane, and the plane of the creature. This rank is added to each of the creature's defense values.

Squeeze

Use Time:	1 R	Base Cost	300
Duration:	instant	Attribute:	STR
Res Check:	none	Target:	touch
Area of Effect:	1 creature		

The creature must first succeed in a grapple "to hold" against its target. On each round after the grapple in which the target has not broken free, the creature may roll a damage die of a size equal to its rank in this ability. Roll the next larger die for odd die sizes; damage may not exceed the ability rank.

Stampede

Use Time:	1 R	Base Cost	200
Duration:	while scared	Attribute:	STR
Res Check:	none	Target:	herd
Area of Effect:	herd		

Herd creatures group together when threatened and charge in any direction away from the danger. Creatures within the herd are hard to target or attack. They may move 50 feet per round for each ability rank when stampeding. Damage from being caught in a stampede depends on their speed, number, and mass (GM's discretion).

Stench

Use Time:	1 R	Base Cost	750
Duration:	1 M	Attribute:	HEA
Res Check:	4d6 vs. HEA	Target:	self
Area of Effect:	50' radius		

The creature gives off a noxious smell when threatened. Anyone who can smell the creature must succeed a RC of 4d6 vs HEA or run. Missing the check by more than 6 causes the victim to become ill and vomit. Missing the check by more than 12 results in unconsciousness for 1d10 minutes. This ability can be used equal to its rank times per day.

Swallow Prey

Use Time:	1 R	Base Cost	30,000
Duration:	instant	Attribute:	HEA
Res Check:	3d6 vs. AGI	Target:	touch
Area of Effect:	1 creature		UNRANKED

The creature must be large enough to swallow human-sized prey whole. On a successful attack, the victim must succeed a RC of 3d6 vs AGI to avoid being swallowed. If swallowed, each round he suffers 1d6 from digestive acids and must succeed a RC of 3d6 vs HEA or die of suffocation.

Swimming

Use Time:	always on	Base Cost	200
Duration:	continuous	Attribute:	STR
Res Check:	none	Target:	self
Area of Effect:	self		

The creature can swim underwater, or on the surface, at a rate of 5 feet per round per rank in this ability. Remember to list this rate in the second position of the creature's movement rate.

Teleport

Use Time:	1 R	Base Cost	1,200
Duration:	instant	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self		

The creature can move instantly from its current location to somewhere **on the same plane** that it has been in the last six days. It can do this once per day for each rank in this skill.

Terror

Use Time:	1 R	Base Cost	4,800
Duration:	continuous	Attribute:	WIL
Res Check:	4d6 vs. WIL	Target:	LOS
Area of Effect:	100' radius		UNRANKED

When an adventurer is confronted by a creature with this skill, the player must make an RC of 4d6 vs WIL or run in terror. If forced to run, the adventurer must run for at least five rounds, and must continue running as long as the creature is in sight. If flight is impossible, he can overcome his terror to defend himself.

Toxic Attack

Use Time:	always on	Base Cost	600
Duration:	instant	Attribute:	HEA
Res Check:	none	Target:	touch
Area of Effect:	1 creature		

The creature's physical attack is accompanied by an injection of toxin. The victim suffers 1d6 damage points for each rank the creature has in this ability. This ability can be used equal to its rank times per day.

Water Breathing

Use Time:	always on	Base Cost	1,000
Duration:	instant	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

This creature possesses gills or its equivalent and can function normally underwater.

Web

Use Time:	1 R	Base Cost	6,000
Duration:	instant	Attribute:	HEA
Res Check:	4d6 vs. STR	Target:	LOS 40'
Area of Effect:	1 creature		

The creature can spin webs from a sticky, ropelike material. A victim caught in such a web must make a RC of 4d6 vs STR or be unable to break free. Each check after the first must be at one die higher than the previous check. If the check to break free is made by 10 or more, the ensnared creature is able to take a 1/5th movement action. If the check is made by 20 or more, the ensnared creature is able to take their full action for the round. This ability can be used equal to its rank times per day.

35.14 Creature Disability Descriptions

Creatures also may have **Disabilities** that make them more likely to come out the worse in combat. These are handled just like creature abilities, however the resulting cost for a disability is **subtracted** from the creature's total experience, rather than added. Creatures with more disabilities than abilities would be highly unlikely to survive and should be avoided. Below are descriptions of disabilities you can use to construct a creature.

Aversion to Race

Use Time: always on
Duration: continuous
Res Check: 4d6 vs WIL
Area of Effect: self

Cost: 4,000
Attribute: WIL
Target: self
UNRANKED

The creature has an intense dislike for a specific race. If it sees one of that race, it must make a 4d6 RC vs WIL or immediately move as fast as possible away from the person. If this is impossible, the creature can overcome its aversion to defend itself, or enter into necessarily hostile negotiations.

Damaged by Rain

Use Time: always on
Duration: continuous
Res Check: none
Area of Effect: self

Base Cost: 400
Attribute: HEA
Target: self

The creature takes 1d6 plus its disability rank in damage points each round it's exposed to falling rain.

Damaged by Sunlight

Use Time: always on
Duration: continuous
Res Check: none
Area of Effect: self

Base Cost: 400
Attribute: HEA
Target: self

The creature takes 1d6 for each disability rank in damage points each round it's exposed to sunlight.

Distinctive Odor

Use Time: always on
Duration: continuous
Res Check: none
Area of Effect: N x 20' radius

Cost: 400
Attribute: HEA
Target: self

The creature has a natural, distinctive odor that heralds its approach. The odor is noticeable at a distance of 20 feet per rank in the skill.

Empathy

Use Time: first attack
Duration: 1 combat
Res Check: 4d6 vs. WIL
Area of Effect: self

Base Cost: 12,000
Attribute: WIL
Target: self
UNRANKED

During a creature's first attack at the beginning of a combat, if the creature fails a RC of 4d6 vs WIL whenever it will empathize with its victim's plight and will not attack.

Frequent Eating

Use Time: always on
Duration: continuous
Res Check: none
Area of Effect: self

Base Cost: 400
Attribute: HEA
Target: self

The creature must feed on a sufficient quantity of an appropriate foodstuff a number of times each day equal to the disability rank or become incapacitated.

Frightened by Metal

Use Time: always on
Duration: continuous
Res Check: 4d6 vs. WIL
Area of Effect: self

Base Cost: 4,000
Attribute: WIL
Target: self
UNRANKED

If the creature is threatened by a metal weapon, it must make a RC of 4d6 vs WIL or attempt to flee. If escape is not possible, the creature can overcome its fear to defend itself. Negotiations will likely prove fruitless until the offending weapon is sheathed.

Herd/Hive Instinct

Use Time: always on
Duration: continuous
Res Check: 3d6 vs. WIL
Area of Effect: self

Base Cost: 2,400
Attribute: WIL
Target: self

The creature only functions normally when in a group of like creatures. If the creature fails a RC of 3d6 vs WIL, it becomes nervous, befuddled, and unable to perform normally.

Inferior STAT

Use Time:	always on	Base Cost	5,000
Duration:	continuous	Attribute:	*
Res Check:	none	Target:	self
Area of Effect:	self		

A creature with an inferior stat must raise the number of dice used in any resistance check or ability check against that stat by the number of dice equal to his rank in this inferior stat. The inferior stat is based on the stat it is named after. The inferior stat does not change the maximum that skills based on that stat can be bought.

Poor Eyesight

Use Time:	always on	Base Cost	3,000
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	self
Area of Effect:	self		

Poor vision limits any actions with a visual requirement. Whenever the creature must make check vs PER which involves sight, increase the number of dice by the rank of this ability.

Poor Hearing

Use Time:	always on	Base Cost	2,000
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	self
Area of Effect:	self		

The creature's rank in this ability determines the size of the die the GM rolls for damage after a successful melee strike. For odd die sizes, roll the next larger die; damage may not exceed the creature's rank in this ability. There is no associated stat, thus no maximum rank for this ability.

Poor Olfactory Sense

Use Time:	always on	Base Cost	1,000
Duration:	continuous	Attribute:	PER
Res Check:	none	Target:	self
Area of Effect:	self		

A poor sense of smell limits any actions with an olfactory requirement. Whenever the creature must make check vs PER which involves odor, increase the number of dice by the rank of this ability.

Susceptible to Acid

Use Time:	always on	Base Cost	1,500
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

The creature is susceptible to acid attacks. For any resistance checks for such attacks, add one die per rank. For any damage done by acid, add 3 additional damage per rank.

Susceptible to Cold

Use Time:	always on	Base Cost	1,200
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

The creature is susceptible to cold attacks. For any resistance checks for such attacks, add one die per rank. For any damage done by cold, add 3 additional damage per rank.

Susceptible to Fire

Use Time:	always on	Base Cost	1,200
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

The creature is susceptible to fire and heat based attacks. For any resistance checks for such attacks, add one die per rank. For any damage done by fire or heat, add 3 additional damage per rank.

Susceptible to Light

Use Time:	always on	Base Cost	1,200
Duration:	continuous	Attribute:	HEA
Res Check:	none	Target:	self
Area of Effect:	self		

When the creature is exposed to daylight, or its equivalent, it must roll 3d6 vs its HEA or be incapacitated, its only possible action being to seek shelter from the brightness.

36 Creatures

This chapter contains a listing of some of the more common and visible creatures leaving on the surface, in the air and below the seas of Jaern. It is not meant to be a complete list, such a tome cataloging the thousands of animal species would dwarf the rest of the manuscript. But this should serve as a good start for the prospective adventure designer to choose creatures to be encountered by their adventurers.

36.1 Random Encounter Tables

“Where are these?” you might ask. Well, there aren’t any. When you plan an adventure, one of the easy ways it can go very wrong is to randomly generate a creature which vastly overpowers your adventures, killing them, or a creature that is trivial and takes up their time, boring them. If you are still on target for a pre-planned adventure, you will have selected appropriate opponents that give your adventurers a challenge, and a chance of success.

When planning a scene, including a mega-powerful creature should be for a reason. It should be the guardian of a needed treasure, or devastating a village in need, or sent by an opposing actor to assassinate an adventurer who is in his way. Generating one randomly with the roll of the dice, and slaughtering the adventurers is a quick road to losing a lot of players.

Instead, each creature has listed all the types of terrain and the frequency that the creature can be found in those terrains. When you need to select a creature as part of a plot, or as a warm up combat, or an obstacle before your adventurers can obtain their goal, look on the list of terrains, and see what creatures will frequent them. Choose a creature appropriate to that environment, and select a number of them to total to a rating appropriate for the scene to be played (look to the chapter *Creating Adventures* for details on balancing individual scenes in an adventure).

36.2 Creature Stats

You will see that there is not a listing of stats for each creature. The reason is simple; Stats are relative to the race of their possessor. That means that the STR stat of a group of tigers will always average to 10 1/2 as the group size grows large. The STR stat here is the strength of a single tiger relative to all other tigers.

Generating the stats for an individual creature is simple. Roll 3d6 for each stat in order. If the creature is generalized it will have the skill of Placed Roll. Make one placed roll for each time this skill is listed for the creature. These stats are then ready to be used for resistance checks. Exceptional and Inferior Stats are used to relate the relative stats of the creature to an absolute (human) scale. Remember to use the Exceptional and Inferior Stats to modify the number of dice for any appropriate rolls.

If you have a large number of creatures to handle, or are using creatures created in a spontaneous adventure or scene, it is also reasonable to just assume that all the creature’s stats are 11 for the sake of resistance checks. The twenty wolves attacking your adventures can do just as well with average stats of 11 then having you roll up one hundred and eighty stats.

To know more about how unanticipated combinations of magic will effect creatures, actors and adventurers, it is necessary to explain more about the makeup of living creatures. Every living creature consists of a physical **body**, a spiritual **soul**, the experience of his **mind** and the power of his **life force**. Every creature can be affected by magic in four different ways.

The physical **body** is what takes the abuse of all physical effects. Blows, fire, cold, cuts and blood loss all effect the physical body. The effect within the game is to lower the creature’s ability to function, i.e. to avoid damage, to stay on its feet, and to be able to continue to function. This is reflected in the creature or adventurer’s **Damage Point** or DP total. When this total reaches below six, the creature may collapse to unconsciousness, and below zero, it has ceased to live.

The **soul** is the part of a living creature which defines its existence. The soul is the point of consciousness, the place where thought is being originated, where knowledge is being transferred to the mind. Ideas not based on rational thought, like imagination and intuition come from the soul.

The **mind** holds the knowledge and memory of all the things which a creature has experienced. It remembers the patterns of how actions are performed, and identifies, recognizes, and categorizes all the objects and creatures which we meet. The mind follows procedures and makes judgments.

Life force is the driving energy of a living creature. Creatures gain life force throughout their existence. A lack of life force makes a creature lethargic and weak. Life force is the one component of a creature which is most often converted to other forms of magical energies.

36.3 Classifications of Living Creatures

Here is a list of some of the possible combinations of these four components of living creatures, and an example creature that has the particular components:

Body	Soul	Mind	Life	Example Creature
Y	Y	Y	Y	human
Y	Y	Y		hirudo
Y	Y		Y	animal
Y	Y			---
Y		Y	Y	elf
Y		Y		zombie
Y			Y	plant
Y				dead corpse
	Y	Y	Y	lone soul
	Y	Y		ghost
	Y		Y	animal spirit
	Y			---
		Y	Y	elemental spirit
		Y		automaton/computer
			Y	---

36.4 Creatures Using Magic

Having defined the components of living creatures above, we can go on to make a three simple statements.

Divine magic can only be used by those with souls. Elves, zombies, and plants cannot cast or control divine magic.

Elemental magic can only be used by those with minds. Non-intelligent animals and plants cannot cast or control elemental magic. They may have spell-life abilities to make use of the elements though.

Psionic Magic can only be used by creatures with a mind. Creatures that have psionic abilities can also cast psionic spells if they have the ability to learn them.

Spiritual magic can only be used by those with Life Force. Hirudo, zombies and other undead cannot contact the Kurago, and thus cannot use spiritual magic.

36.5 Creatures

Here is a list of some of the creatures which can be found roaming the skies, land and sea of Jaern.

Aerodrako	Move: Land 80', Water 80', Air 480'	
	DP: 90	
Height: 15'	Modifiers: Combat 3, Missile 1, Grapple 3, Linear 0	
Weight: 1750 lbs.	DVs: Combat 16, Missile 11, Grapple 7, Linear 11	
	Damage: 1d12 per hit	
Frequency: Rare	Abilities: Scales 2	Exceptional AGI 2
Rate: 202	Resist Magic 3	Resist Water 3
	Exceptional STR 1	

Descendant of a species of large flying lizards, these creatures have learned to harness the power of elemental air. Their enormous bodies measure 15' long from nose to tail. They are covered with thick layers of very durable scales. They have a wingspan of 25' and can fly at speeds of up to 192 mets per hour. Aerodrako mate but once in their life, and once every 6 to eight years a female will produce a clutch of 3 to 6 eggs. These eggs hatch in about three months, and the infant creatures require care from their mother for a period of two years. Naturally, most aerodrako would live to an age of around 150 years, but most fall victim to conflict and the violent nature of most humanoids long before their natural span is reached.

With nearly human intelligence, this formidable creature's largest asset is its guile. It has the ability to learn and use any elemental air spell following the normal rules for spell acquisition and use. Some of the more exceptional specimens can even speak human tongues. These creatures have lairs in high unreachable hills and cliffs, but spend most of their time flying over forests jungles and grasslands. Hunting edible prey in the grasslands, the aerodrako will swoop by its prey at fantastic speeds, hoping to scare and disorient it. Then, when it grows tired of this play, it will rake the creature with its talons, injuring it until it is too weak to resist. Then it will land and feed. The viciousness of these creatures, their ability to escape when in danger, and their stubbornness in coming back again and again until their prey is worn out make them a formidable opponent indeed.

Aerovervo	Move: Land 0', Water 0', Air 90'	
	DP: 40	
Height: variable	Modifiers: Combat 5, Missile 2, Grapple 5, Linear 0	
Weight: variable	DVs: Combat 7, Missile 7, Grapple 7, Linear 7	
	Damage: 1d8 per hit	
Frequency: Rare	Abilities: Spirit Armor 4	Invisibility (Always On)
Rate: 32	Resist Poison	Murk 3
	Susceptible to Fire 2	Resist Lightning 2
	Magic Shield	Resist Water 2
	Speech 9	

The Aerovervo is an elemental spirit of the air. It lives and breathes the air. These creatures are rarely encountered by chance, because they make their homes high above the earth. Great mages have been known to summon these creatures to do their bidding through the use of powerful elemental magic. These wizards win favor of the spirits by giving them expensive perfumes or other pleasant scents. Aerovervo do not need to eat or drink, but they enjoy fine perfumes, gasses, and wines. They live far above the concerns of man.

Aerovervo consider themselves above the concerns of material creatures. The material world is impure and unreal to them. They do occasionally interact with humans, but the Aerovervo believe that humans and all the creatures of their world are part of a complex dream or fantasy which they are experiencing.

Akvodrako	Move: Land 120', Water 120', Air 160'	
	DP: 90	
Height: 20'	Modifiers: Combat 5, Missile 3, Grapple 5, Linear 0	
Weight: 3300 lbs.	DVs: Combat 20, Missile 12, Grapple 6, Linear 12	
	Damage: 1d20 per hit	
Frequency: Rare	Abilities: Scales 3	Exceptional HEA 1
Rate: 132	Resist Magic 3	Resist Water 3
	Exceptional STR 2	

Descendant of a species of large flying lizards, these creatures have learned to harness the power of elemental fire. Their enormous bodies measure 30' long from nose to tail. They are covered with a thick layers of very durable scales. They have a wingspan of 45' and can fly above the ocean surface and swim in the ocean depths at speeds of up to 48 mets per hour.

Akvodrako mate but once in their life, and once every 6 to eight years a female will produce a clutch of 3 to 6 eggs. These eggs hatch in about three months, and the infant creatures require care from their mother for a period of two years. Naturally, most akvodrako would live to an age of around 250 years, but most fall victim to conflict and the violent nature of most humanoids long before their natural span is reached.

With nearly human intelligence, this formidable creature's largest asset is its guile. It has the ability to learn and use any elemental water spell following the normal rules for spell acquisition and use. Some of the more exceptional specimens can even speak human tongues.

These creatures make their lairs in deep ocean caves and overhangs. They enjoy the currents, eddies and tides of the sea, and sustain themselves by hunting and devouring some of the larger ocean creatures. When they look for a mate, they must leave the waters and fly in search of a companion. It is at this time that many of them are hunted by ambitious game hunters. It is said that a hunter must kill the creature during the first try, or it will lurk below the surface and send the hunter's craft to the bottom of the ocean, making the hunter the hunted.

Akvovervo	Move: Land 0', Water 120', Air 0'	
	DP: 40	
Height: variable	Modifiers: Combat 4, Missile 2, Grapple 5, Linear 0	
Weight: variable	DVs: Combat 7, Missile 7, Grapple 7, Linear 7	
	Damage: 1d8 per hit	
Frequency: Rare	Abilities: Spirit Armor 4	Resist Poison 1
Rate: 32	Silver Shield	Susceptible to Magic 1
	Resist Earth 2	Resist Water 3
	Torrent 1	Hail 3
	Speech 9	

The Akvovervo are elemental spirits of water. They reside in the depths of the greatest oceans and distant planets made entirely of water. There they are safe from the bothers and conflicts of the lands above them.

Akvovervo take on the form of a watery humanoid when they seek to communicate with other beings. When they are in the ocean depths they take on many forms, ranging from basic blob-like creatures to complex but beautiful fish-like forms.

Once in a great while a powerful mage will summon one or more of these creatures to do their deeds, whether helpful or harmful to man. Many magical items of great conjuring power have been used to summon these creatures as well.

The Akvovervo will use their spell-like powers with caution, usually toward the end of a fight. They prefer to choke victims with powerful force most of the time.

Akvovervo do not need to eat, as they live off the water.

Balenoigajo	Move: Land 0', Water 120', Air 0'	
	DP: 100	
Height: 80'	Modifiers: Combat 3, Missile 0, Grapple 0, Linear 0	
Weight: 100 tons	DVs: Combat 14, Missile 9, Grapple 9, Linear 9	
	Damage: 1d50 per hit	
Frequency: Occasional	Abilities: Hide 3	Swallow Prey
Rate: 161	Exceptional STR 5	Exceptional HEA 3
	Inferior INT 1	

Balenoigajos are only one of several whale-like creatures (balenos) that inhabitant the oceans of Jaern. They are the largest creatures that swim, reaching lengths of 120 feet and weights of 150 tons. Balenoigajos are slate-gray in color, and like all mammals must breathe air. They must surface every 30 minutes or so to replenish their air supply.

Balenoigajo feed on microscopic marine creatures, but are quite capable of swallowing man-sized creatures. They only do this if attacked or otherwise provoked. They have been known to ram ships, sometimes destroying them. Small boats, such as those the Balenocasi (Hunters of Balenoigajo) use, can be smashed to kindling with a single thundering blow of the balenoigajo's gigantic tale.

Balenoigajo mate for life. They bear their young alive at sea, like their smaller cousins, the dolphins. The young are nursed for several months before being weaned. They remain with the family group until they are full grown; they then go off on their own to form their own families.

All balenoigagos are hunted on Jaern, for their meat, oil, and bones. The Balenocasi range the oceans for months or years at a time. They are a rough lot, and not well-liked or respected by marines, who view the slaughter as wasteful and a disgrace.

Bloat Herb	Move: Land 0', Water 0', Air 40'	
	DP: 12	
Height: 2"	Modifiers: Combat 2, Missile 0, Grapple 2, Linear 0	
Weight: 5 ounces	DVs: Combat 3, Missile 3, Grapple 3, Linear 3	
	Damage: 1d12 per hit	
Frequency: Common	Abilities: Susceptible to Fire 2	Heat Vision 6
Rate: 2	Inferior INT 1	

The creature people refer to as the bloat herb is in fact the seed pod of an otherwise innocuous, edible swamp plant. When it is ready to distribute its seeds, it forms up to six large bloated sacs, which are filled with a lighter-than-air gas. The pod drifts with the wind until it detects a heat source, whereupon it steers itself to this source.

The pod inserts tendrils into the victim's body until it stops struggling and is still. The seed germinates days later, anchored in its high-nitrogen food supply.

Blood Leech

Height: 1"

Weight: 1 ounce

Frequency: Common

Rate: 1

Move: Land 10', Water 40', Air 0'

DP: 1

Modifiers: Combat 0, Missile 0, Grapple 0, Linear 0

DVs: Combat 5, Missile 5, Grapple 5, Linear 5

Damage: 1 damage per hit

Abilities: Hide 1

Inferior INT 2

Enhanced Smell 1

Anesthetize 1

Burrow 1

Leech 1

Night Vision

The creature people refer to as the bloat herb is in fact the seed pod of an otherwise innocuous, edible swamp plant. When it is ready to distribute its seeds, it forms up to six large bloated sacs, which are filled with a lighter-than-air gas. The pod drifts with the wind until it detects a heat source, whereupon it steers itself to this source.

The pod inserts tendrils into the victim's body until it stops struggling and is still. The seed germinates days later, anchored in its high-nitrogen food supply.

These small wormlike creatures are between one half and one inch in length. They have segmented bodies, a mouth with edged teeth, an organ used to smell and are colored a dark grey. They can crawl slowly, and swim adequately.

Not normally seen on its own, these creatures are parasites. They seek out any mammal or reptilian creature to use as a host. Waiting until the creature is asleep, they borrow, crawl or swim until it is in contact with its victim's skin. Then it injects the victim with a poison which numbs the area surrounding itself. Then it digs itself into the host body, burrowing to an inch below the skin.

There it can stay, indefinitely, living off the nutrients in its host's blood. A host afflicted with these parasites heals more slowly, appears more sickly, or might actually decline and eventually die if a number of these creatures are sufficiently large. The blood leech will continue to release small amounts of poisons which block the pain from its entry wound, so the host is unaware of its existence.

Certainly not pleasant creatures, most humanoid races have learned the symptoms of such an infestation, and many healers are skilled in locating the entry wounds, and in finding and cutting out the parasites.

Charn	Move:	Land 10', Water 10', Air 0'
	DP:	2
Height: 1 ½"	Modifiers:	Combat 0, Missile 0, Grapple 0, Linear 0
Weight: 2 lbs.	DVs:	Combat 8, Missile 5, Grapple 6, Linear 5
	Damage:	no damage
Frequency: Common	Abilities:	Shell 2
		Cling 3
Rate: 1		Inferior INT 3
		Exceptional STR 1
		Exceptional WIL 1
		Resist Magic 1
		Migrate

A charn is a one to two inch wide, bi-valved mollusk. It has several small, clinging tendrils with which it can move three to four inches per minute. Its shell is white, smooth, and very hard. When threatened, it pulls its tendrils in and closes its shell, becoming very difficult to harm. A charn has been known to survive falls from great heights with no harm when fully closed.

These small creatures are constantly finding their way on board ships, and are the scourge of sailors. They normally feed on plankton and seaweed, but they consider grain a delicacy and can smell its presence from far away. While clinging to the ship's hull, charn attempt to find a way into the hold to feast,

They are considered tasty when boiled. They are very popular in low-class eateries, since they are easy to capture and can be bought in bulk. They have become scarce near some larger port cities, which has seriously affected the local food chain by chasing away the larger creatures that prey upon them.

Charn breed once each year, and must congregate in enormous numbers to do so. As the time approaches, they become more and more lethargic. It is postulated they spend this time collecting elemental spell energy from their surroundings. When breeding time is at hand, all teleport to the current year's breeding ground. The unfortunate ship that has not cleaned these creatures from its hull may find itself suddenly translocated. The breeding location seems random, but researchers from the Archive believe it is determined in part by energies from the sun and the fluxing fields of magic about Jaern.

It is rumored that nomads harness this ability to move their ships from place to place. They also use ground charn shell as an ingredient in many of their incants.

Cheetah	Move:	Land 350', Water 0', Air 0'
	DP:	15
Height: 6'	Modifiers:	Combat 3, Missile 0, Grapple 4, Linear 0
Weight: 300 lbs.	DVs:	Combat 5, Missile 5, Grapple 5, Linear 5
	Damage:	1d20 damage per hit
Frequency: Occasional	Abilities:	Fur 1
		Silent Movement
Rate: 37		Inferior INT 2
		Jumping 12
		Enhanced Smell 1
		Exceptional AGI 1

A creature of the grasslands, a cheetah is a member of the cat family. Covered with thick but short hair, usually dirty yellow or light brown in color, it can run across level ground at speeds of up to 100 to 110 mets per hour.

As a predator, its most common prey are medium sized mammals. It will prowl the grasslands seeking the scent of potential prey to stalk. Stealthily approaching, it will get within a few hundred feet, and then break into a charge, roaring loudly. When the prey sees this large, load, and incredibly fast engine of destruction hurtling toward them they are often shocked into immobility for a moment, and that usually spells their end, as the cheetah leaps on them, gashing them with its claws, or biting them with its sharp teeth.

Born live in groups of two to four, cheetah care for their young until they reach maturity. Solitary hunters, they rarely group, but they will tolerate other hunters within their influence. They find humans and other mammalian humanoid races good eating.

Cheetah fur is highly prized by the wealthy, and parts of the cheetah, most notably their bones, are a primary ingredient in many potions and mixtures.

Dolphin	Move: Land 0', Water 120', Air 0'	
	DP: 15	
Height: 6'	Modifiers: Combat 2, Missile 0, Grapple 0, Linear 0	
Weight: 300 lbs.	DVs: Combat 5, Missile 6, Grapple 5, Linear 6	
	Damage: 1d4 damage per hit	
Frequency: Common	Abilities: Hide 1	Inferior INT 1
Rate: 11	Water Breathing	Jumping 3
	Exceptional PER 1	

Dolphins are sentient marine mammals quite common in the seas of Jaern. They average six feet on length and weigh around 300 pounds. They are generally friendly to humans and willingly interact with them, though rogue dolphins are not unknown. They are very swift swimmers, and are very capable of acrobatic leaps. They attack with either a head butt or a lash of their powerful tails.

Dolphins are gregarious, appearing in schools of 10 to 200. They mate annually, and the offspring are born alive at sea and nursed by the mother for a period of several months before being weaned. Adult dolphins feed exclusively on small fish, which they herd together then stun with their tails before feeding.

Dolphins are the core of a maraujo's fighting strength, and are therefore highly valued and respected by marines. Some brave fishermen exploit dolphin herds to satisfy the demand for their sweet, tender (and expensive!) flesh. Marines actively seek and destroy dolphin killers.

Electric Eel	Move: Land 0', Water 80', Air 0'	
	DP: 10	
Height: 3'	Modifiers: Combat 3, Missile 0, Grapple 0, Linear 0	
Weight: 10 lbs.	DVs: Combat 4, Missile 5, Grapple 4, Linear 5	
	Damage: 1d4 damage per hit	
Frequency: Common	Abilities: Electric Shock 6	Inferior INT 3
Rate: 7	Exceptional PER 1	Exceptional HEA 2
	Exceptional AGI 1	Water Breathing 3

Electric eels are quite common in the warmer waters of the Jaernian seas. They make their home in the clefts of underground rock formations, generally near some kind of marine plant life that attracts small fish, their favorite prey. They are relatively small, but congregate and feed in clutches of five to ten.

The bite of an electric eel is insignificant, but its shock can be deadly, especially when they attack in numbers (see the description of the creature ability Electric Shock). They normally ignore any creatures larger than themselves, but hunger, annoyance, and sheer survival can precipitate an attack. Electric eels are very territorial and clannish. A clutch occupies a particular rock formation for generations and vigorously defends its home territory. Some scholars postulate that each clutch is led by a particular eel, though this is generally dismissed due to the eels' low intelligence.

Elore	Move: Land 0', Water 60', Air 0'	
	DP: 10	
Height: 4'	Modifiers: Combat 3, Missile 0, Grapple 0, Linear 0	
Weight: 60 lbs.	DVs: Combat 5, Missile 5, Grapple 5, Linear 5	
	Damage: 1d4 damage per hit	
Frequency: Common	Abilities: Hide 1	Night Vision
Rate: 4	Inferior INT 1	Water Breathing

Elore are creatures of a lizard ancestry whom have returned to the seas. They are covered with green scales, and breathe through gills. They have an elongated head with a large mouth with sharp teeth. Because they have a large red eye on either side of their head, and do not have binocular vision. Their four legs are webbed and have two joints, and are primarily used for swimming, and not for attacking.

Never larger than four feet long, these creatures live in small groups in deep and colder waters. Their young are born in clutches of 3 to 5 eggs, and, unlike other lizards, are cared for by the group. Elore are more intelligent than most animals, but are not considered reasoning because they do not have a language or method of communication like humans or dolphins.

Considered by the humanoid lizards as distant cousins, lizards generally protect elore from hunters and curiosity seekers. Orphaned elore are sometimes adopted by lizards as pets, but care should be taken for elore have a basically violent temperament and use their animal cunning to hunt other, smaller, sea creatures for food.

Sometimes hunted and kept in tanks as pets of the rich, lizards consider this imprisoning of the elore as deplorable and will go to great lengths to free such curiosities.

Fajrodrako	Move: Land 80', Water 40', Air 240'	
	DP: 60	
Height: 20'	Modifiers: Combat 5, Missile 3, Grapple 5, Linear 0	
Weight: 2200 lbs.	DVs: Combat 20, Missile 13, Grapple 7, Linear 13	
	Damage: 1d20 damage per hit	
Frequency: Rare	Abilities: Scales 3	Fire Breathing 8
Rate: 142	Resist Magic 3	Resist Fire 3
	Exceptional STR 1	Exceptional AGI 1

Descendant of a species of large flying lizards, these creatures have learned to harness the power of elemental fire. Their enormous bodies measure 20' long from nose to tail. They are covered with a thick layers of very durable scales. They have a wingspan of 30' and can fly at speeds of up to 96 mets per hour.

Fajrodrako mate but once in their life, and once every 6 to eight years a female will produce a clutch of 3 to 6 eggs. These eggs hatch in about three months, and the infant creatures require care from their mother for a period of two years. Naturally, most Fajrodrako would live to an age of around 200 years, but most fall victim to conflict and the violent nature of most humanoids long before their natural span is reached.

With nearly human intelligence, this formidable creature's largest asset is its guile. It can use its ability to manipulate elemental magic to direct a cone of firey destruction towards its target, but it also has the ability to learn and use any elemental fire spell following the normal rules for spell acquisition and use. Some of the more exceptional specimens can even speak human tongues.

These creatures live near volcanoes, and in mountains near the equatorial regions. They enjoy warmth, and often think of nirvana as a large flat rock in direct sunlight on which to lay out. They are quick of wit, and will often appreciate a bit of humor, if it is clever. But they just assume have the potential comic over for dinner if his repartee is not top notch. The Fajrodrako often state that comics are especially good covered with garlic and melted butter.

Fajrovervo

Height: 7'
Weight: none

Frequency: Occasional

Rate: 31

Move: Land 10', Water 0', Air 0'

DP: 45

Modifiers: Combat 5, Missile 2, Grapple 7, Linear 0

DVs: Combat 7, Missile 7, Grapple 7, Linear 7

Damage: 1d10 damage per hit

Abilities: Spirit Armor 4

Silver Shield

Susceptible to Cold 1

Resist Lightning 2

Resist Fire 3

Fire Breathing 2

Susceptible to Magic 1

Fireball 2

Immolate 3

Speech 9

Fajrovervo are spirits of flame. They take the form of the flames they reside in, and therefore are hard to detect (5d6 vs. PER to discover while in flames). Most of these flame spirits are orange or yellow, but a select few are blue and white. The blue and white can only survive in the hottest of fires.

Fajrovervo are sometimes summoned to do the callings of fire mages or others able to use fire magic. They can fight for the mage or do other tasks.

These creatures fight using their intense heat to burn opponents. They also have several other spell-like powers to aid them.

Flugofiso

Height: 100'
Weight: 1000 lbs.

Frequency: Occasional

Rate: 42

Move: Land 0, Water 60', Air 20'

DP: 30

Modifiers: Combat 6, Missile 0, Grapple 0, Linear 0

DVs: Combat 3, Missile 3, Grapple 3, Linear 3

Damage: 1d2 damage per hit

Abilities: Inferior INT 2

Paralysis

Exceptional HEA 1

Envelope Prey

These enormous coelenterates are spawned in shallow ocean waters. They feed on small fish and birds which they capture using their multitude of tentacles each which is tipped with a small gland producing paralytic poison which they inject into their victims. When they digest their food, they produce lighter than air gases, which then fills large bladder like sacs in their bodies. When they have reached a sufficient size, and these sacs are mostly full, they leave the ocean, and live in the air above the water.

Traveling in groups of four to ten, the Flugofisa roam the skies above the oceans, occasionally diving to replenish their moisture. They often stay within large clouds, capturing passing birds and flying lizards for food. Viewing a group of such creatures is considered an ill omen by sailors and marines.

Gargoyle

Height: 8' 8"
Weight: 660 lbs.

Frequency: Rare

Rate: 118

Move: Land 50', Water 0', Air 160'
DP: 65
Modifiers: Combat 10, Missile 3, Grapple 10, Linear 0
DVs: Combat 32, Missile 30, Grapple 14, Linear 30
Damage: 1d20 damage per hit

Abilities: Rock 4
Paralysis
Resist Fire 3
Resist Magic 2
Susceptible to Cold 2
Inferior INT 1
Resist Poison 3
Toxic Attack 8
Resist Lightning 3
Spirit Armor 3
Exceptional STR 2
Speech 5

It is generally believed that these creatures are magically animated versions of the hideously deformed winged humanoids that adorned large castles and buildings. These statues were popular in the sixth and seventh century SF, and different conflicting stories describe how they were animated by evil mages and powerful lords to guard their holds and castles. These stories do have something in common, it is not some much that the stone is alive, but evil spirits from elsewhere that have been imprisoned on our plane, within the stone forms.

In this manifestation, these creatures are bad news. They fly quickly, they are superhumanly strong, and they are harder to hurt than the rock the rock which they are made from. Being struck by their sharp claws gives the added bonus of both a paralyzing agent, and a deadly toxin. They are very resistant to most forms of attack. There only weakness appears when they are subjected to immense cold. The energy needed to maintain their actions is very large, and when faced with extreme cold temperatures, or powerful cold attacks, they slow and finally halt, as if they were of stone.

Being created by a powerful magic, they are very resistant to magical attacks, but a powerful enough Revokate can separate the spirit from the body and force it back to its own plane.

Gazern

Height: 4"
Weight: 1 lbs.

Frequency: Common

Rate: 1

Move: Land 30', Water 0', Air 0'
DP: 3
Modifiers: Combat 1, Missile 0, Grapple 0, Linear 0
DVs: Combat 6, Missile 6, Grapple 6, Linear 6
Damage: 1d2 damage per hit

Abilities: Fur 2
Poor Smell 1
Inferior INT 2
Enhanced Vision 1
Exceptional AGI 2

These small creatures are the scourge of many Jaernian homes and buildings. Able to dart quickly from hiding place to hiding place, they are difficult to find, or catch. They live primarily on mice and other small mammals, but can resort to grains and vegetables. They normally are found living in level grasslands, but they also find refuge in any village or town that does not take pains to keep free of them.

These creatures are about 4 inches long and are covered with grey or brown fur. They have small agile legs and arms, and large, bulbous eyes. They are very silent and fairly meek when facing creatures larger than they.

Orcs cultivate these creatures as food animals, valuing their small size and musky taste. They can be easily transported confined within a food pack, and quickly prepared, if one doesn't mind the grisly bits.

Gharton	Move:	Land 20', Water 0', Air 80'
	DP:	20
Height: 8'	Modifiers:	Combat 6, Missile 0, Grapple 3, Linear 0
Weight: 30 lbs.	DVs:	Combat 7, Missile 4, Grapple 5, Linear 4
	Damage:	1d6 damage per hit
Frequency: Common	Abilities:	Chitin 1
		Paralysis
Rate: 29		Web
		Inferior INT 3
		Exceptional HEA 1
		Hive Instinct

Gharton are large, communal, insectoid creatures. They stand six to seven feet tall, have six legs, and two pairs of wings. Their long, thin segmented bodies are covered with black chitin. Its bulbous, multi-segmented eyes allow only poor, color blind vision, but this is offset by very sensitive antennas that can detect the faintest sound. The forelegs end in large, very sharp pincers, which are used to entrap and kill their prey. The rear two sets of legs end in sucker pads, which allow the gharton to cling to most surfaces. Its tail has a stinger that can inject a paralyzation poison into its victim.

Gharton live in large colonies, and must establish their hives within an active volcano. Their thick-shelled eggs must incubate in lava to maintain the necessary temperature for hatching. Young gharton live in the hive until they reach maturity, about three to four months.

One female is specially treated at birth to become the hive's queen. She grows to three to four times normal size, and her sole responsibility is to birth the young. The queen never leaves the hive.

Adult gharton are responsible for hunting outside the hive, requiring live mammal or reptile meat as food. They usually hunt in packs, surrounding a victim and attacking until its unconscious. The victim is then stung; the paralyzation poison lasts for up to a day. They fly the victim back to the hive, where it is wrapped in tough, sticky fibers. The gharton will usually wait for the prey to return to consciousness before feeding.

Ghost	Move:	Land 60', Water 0', Air 0'
	DP:	32
Height: variable	Modifiers:	Combat 4, Missile 0, Grapple 4, Linear 0
Weight: none	DVs:	Combat 3, Missile 3, Grapple 3, Linear 3
	Damage:	none
Frequency: Rare	Abilities:	Immaterial (Always On)
		Silver Shield
Rate: 21		Resist Sleep 3
		Resist Charm 3
		Deplete HEA 3
		Fear
		Speech 8

A ghost is the soul of a person who, for some reason, has not been consigned to a final resting place. It may need to perform some deed before passing on, or it may be trapped on this plane by a curse, or captured by some powerful being.

A ghost does not affect the material world. It can only affect other creatures who are in a similar state. Unfortunately, its very presence disrupts the life forces of creatures from our plane who come in contact with it. While it may be possible to temporarily drive it away, the only way to destroy it is to remove the curse holding, or assist it to complete the deed which binds it to our plane.

Grazzoon	Move:	Land 30', Water 0', Air 160'
	DP:	60
Height: 10'	Modifiers:	Combat 6, Missile 0, Grapple 8, Linear 0
Weight: 350 lbs.	DVs:	Combat 11, Missile 11, Grapple 11, Linear 11
	Damage:	1d20 per hit
Frequency: Occasional	Abilities:	Hide 4
		Night Vision
Rate: 53		Enhanced Vision 2
		Resist Magic 1
		Siren 1
		Inferior INT 2

A distant song in the night sky misleads the listener of its gentle strains. Far off a virtual machine of destruction targets its prey, attempting to lull it into carelessness. The Grazzoon glides gently downward, and at the last moment rears up, grasps its prey with a powerful, prehensile tail, and carries it up into the sky. There it can, at its leisure, rend the prey to bits with its sharp claws and devour it.

The Grazzoon is a reptile, with a very thick hide and powerful wings. It can carry up to its own weight and still fly, and while not laden can move up to 160 feet per round while in a shallow dive. It lives and hunts alone, only meeting others of its kind during mating season. A female Grazzoon lays a clutch of up to six eggs and rears the young until they can leave the nest.

The Grazzoon uses the strange and beautiful song to distract its prey as it closes for the strike. Humans, in particular, are very susceptible to its charm, and the singers and musicians of the nomads have always attempted to copy its strains.

Grazzoon eggs are highly prized for their rarity, and can bring an enormous price at market. Priests of Osiris have taken offence at this violation of nature and actively seek those attempting to sell such.

Groken	Move:	Land 0', Water 10', Air 0'
	DP:	30
Height: 6'	Modifiers:	Combat 4, Missile 0, Grapple 0, Linear 0
Weight: 400 lbs.	DVs:	Combat 20, Missile 11, Grapple 11, Linear 11
	Damage:	1d4 per hit
Frequency: Common	Abilities:	Shell 8
		Paralysis x 4
Rate: 46		Exceptional STR 1
		Swallow Prey
		Inferior INT 3

These bivalve mollusks live on the bottom in deep areas of the seas. They can grow up to six to seven feet in diameter and have enormously thick shells. Hidden within the shell are four, four foot long tentacles that end in sharp, barbed black tips.

Groken feed on small and medium sized sea creatures by patiently waiting until one of them comes within reach. Its many tentacles lance out from the shell, piercing the victim's skin and injecting a paralyzation poison. (This gives the groken multiple paralyzation attacks). The groken uses its barbed tentacles to draw the victim inside the shell, where it is slowly digested.

Groken have little to fear of other creatures because of its incredibly thick shell, which can fend off most any attack. It is rumoured that some northern barbarian tribes use groken shells for furniture.

Horse	Move: Land 140', Water 10', Air 0'	
	DP: 20	
Height: 6'	Modifiers: Combat 1, Missile 0, Grapple 0, Linear 0	
Weight: 750 lbs.	DVs: Combat 4, Missile 5, Grapple 4, Linear 5	
	Damage: 1d6 per hit	
Frequency: Common	Abilities: Fur 1	Enhanced Hearing 1
Rate: 7	Inferior INT 2	Exceptional PER 1
	Charge 8	

Roaming the grasslands of the larger islands, herds of these animals can be found grazing. Four legged mammals, these creatures best defense against their predators is their ability to run. Standing 5 to 6 feet tall, these creatures run on all four legs. They are covered with short thick hair. Each horse has a distinctive pattern of brown, white, black, grey and orange hair.

Organized in herds, they are led by a male horse or stallion that directs their roamings. Female horses are referred to as mares, and their young as foals. Horses gestate for 11 months. They are considered adult when they reach 4 to 5 years of age. Horses live to an age of 20 to 25 years.

Humans highly prize horses for their use as mounts and for pulling wagons, carriages, plows and chariots. Horses are used by all races except lizards, who disdain use of the land creatures, and by orcs, who seem to have a racial fear and mistrust of horses. Rumors of horses being ingested by primitive tribes of orcs have never been confirmed.

Ilkarn	Move: Land 0', Water 0', Air 120'	
	DP: 6	
Height: 2' 6"	Modifiers: Combat 0, Missile 0, Grapple 0, Linear 0	
Weight: none	DVs: Combat 9, Missile 9, Grapple 9, Linear 9	
	Damage: none	
Frequency: Rare	Abilities: Spirit Armor 6	Ethereal (Always On)
Rate: 14	Deplete EU 6	Inferior INT 2
	Other Port 2	

Little is known about the ilkarn. Rumored to be related to the Aeroverno, these creatures have no physical form, existing on the ethereal plane. They gain sustenance by directly absorbing the energies given off by the elements. The unfortunately magician who is nearby at the time can temporarily lose much of his elemental units as this small creature feeds. The ilkarn give off, as a waste product, certain low energy waves which seem to greatly excite plant growth.

While their appearances seem random, some speculate that those with the ability to summon and control other kinds of elemental spirits can also attract and communicate with the Ilkarn.

Jacer	Move: Land 10', Water 20', Air 0'	
	DP: 20	
Height: 6 x 6'	Modifiers: Combat 2, Missile 0, Grapple 7, Linear 0	
Weight: 100 lbs.	DVs: Combat 3, Missile 3, Grapple 3, Linear 3	
	Damage: none	
Frequency: Occasional	Abilities: Envelope Prey	Paralysis
Rate: 78	Resist Magic 3	Susceptible to Fire 2
	Inferior INT 3	Resist Water 3

A jacer is a large, semi-transparent, multicellular creature only found in warm bodies of water. It has no permanent shape, but is always about six feet to a side. It can form tentacles from its body mass that can reach out over twenty feet. It can swim to any depth, and can exist on land for short periods, oozing slowly over ground.

Its body exudes a paralyzation poison that immobilizes its target, usually a warm blooded mammal. The victim is enveloped by the jacer, which descends to the ocean floor. There it forms tentacles and microscopic tendrils, which enter the victim's mouth, nostrils, and other body openings. The jacer supplies oxygen, and food in the form of small sea creatures. The victim processes the food, and the jacer steals nutrients from the victim's blood.

The jacer spends most of its time in underwater caverns, feeding slowly from its victim. The unlucky mammal can live for months before its body finally dies of the parasitic attachment.

The jacer feels a need to reproduce every two years or so. It ensnares a fresh victim, but rather than living off it, the jacer implants a bud within the victim's stomach. The bud grows, slowly digesting the surrounding tissue. Once the incubator has been consumed, the jacer releases its new offspring.

The jacer is hunted for its poison to prepare Jacekull, a toxin that irretrievably paralyzes its victim and stops the heart after about two hours. Due to its amorphous nature, the jacer is very magic resistant, and its flesh is sometimes sought as a component in complex protection mixtures.

Karitt	Move: Land 60', Water 0', Air 0'	
	DP: 20	
Height: 2 x 5'	Modifiers: Combat 2, Missile 0, Grapple 8, Linear 0	
Weight: 150 lbs.	DVs: Combat 5, Missile 5, Grapple 5, Linear 5	
	Damage: 1d18 per hit	
Frequency: Occasional	Abilities: Hide 1	Burrow 6
Rate: 17	Silent Movement	Inferior INT 2
	Exceptional HEA 1	

A karitt is a creature of the sand, resembling a large squid. Normally found in dryer grasslands and ocean shores, its body is about five feet long when fully grown, and has two fifteen foot long tentacles. Its skin is a rough, leathery hide that varies in color from brown to grey.

A karitt can move at incredible speeds through sand by thrusting its tentacles forward through the sand, then drawing its body forward. Movement through loose soil is one third the rate for sand. It cannot traverse any other terrain, and cannot swim.

These creatures are nocturnal and solitary. If it detects possible food moving on the surface of the sand, it will silently approach under the sand and grab its prey with its tentacles. It then bites the helpless victim to death. The tentacles have 10 DP each, and are severed after taking that much damage. This is in addition to the listed DP, which represent the karitt's body.

Karitts reproduce by laying eggs. These are coveted as a delicacy by nomadic tribes.

There are documented cases of powerful lords who built sand-filled moats and stocked them with karitts. The karitts became territorial, taking up equal sections of the moat.

Mudbus	Move:	Land 40', Water 40', Air 0'
	DP:	25
Height: 6'	Modifiers:	Combat 2, Missile 0, Grapple 1, Linear 0
Weight: 100 lbs.	DVs:	Combat 6, Missile 6, Grapple 6, Linear 6
	Damage:	1d6 per hit
Frequency: Common	Abilities:	Hide 1
		Burrow 2
Rate: 5		Diseased Bite
		Inferior INT 2
		Exceptional AGI 1

This rather unusual swamp creature grows to about six feet long, and is cylindrical in shape. Eight powerful legs allow it to swim, walk and burrow through the soft mud of the swamp at surprising speeds. Its soft hide is covered with short but thick grey fur.

The mudbus eats small mammals and amphibians. It hunts by burrowing beneath the soft surface and waiting for vibrations through the dirt. When it detects something is directly above it, it springs up through the earth and attacks its prey. Able to throw prey off their feet and into the waters of the swamp, the mudbus can easily maneuver in the murky waters, when others cannot.

This most odious creature is not thought useful for any human purposes, and is generally hunted down and destroyed when it ventures too near human habitations. Orcs have been known to consume the mudbus' flesh, but this may be only a rumor.

Mummy	Move:	Land 20', Water 0', Air 0'
	DP:	35
Height: 6'	Modifiers:	Combat 5, Missile 3, Grapple 7, Linear 0
Weight: 200 lbs.	DVs:	Combat 3, Missile 3, Grapple 3, Linear 3
	Damage:	1d24 per hit
Frequency: Occasional	Abilities:	Terror
		Inferior INT 1
Rate: 22		

When a rich or important person died in ancient times, he was provided for in death as in life. Alchemists preserved the dead body with a now lost process, thought by some to be a black art. They erroneously believed that the continued existence of the body was needed to assure existence after death. For most people this embalming had no effect.

If someone died violently or suspiciously, and he was very willful or believed there was unfinished business, he became mummy. It walks the surface of Jaern at night, seeking revenge themselves against his killer or grave robber, or completing an unfulfilled quest. He exists, in undead form, until his purpose is fulfilled.

The embalming chemicals are unstable and decompose quickly in the sunlight, so mummies hide in caves, graves, and underground sepulchers during the day. They suffer 1d4 damage points per melee of exposure to direct sunlight. They do not have normal body functions, so are unaffected by poisons, diseases, or moderate temperature changes. They require neither food nor rest.

Because of their alchemical treatment, a mummy's body does not decay over time. Removing its wrappings has no effect. Since it is undead it cannot regenerate or heal normally, and must be repaired or healed by magical means. If subjected to temperatures below 32 degrees Fahrenheit, it slowly becomes less active and eventually enters a hibernation state that will last until the temperature rises above freezing.

A mummy often attacks its victim by grabbing and crushing the life out of him. Sometimes it will throw its victim against walls, over cliffs, or down holes. Their strength is legendary, and they are to be feared.

On the positive side (if it can be called such) it cannot wield weapons or use tools since its hands are tightly wrapped in bandages. It cannot speak, but doesn't wish to communicate anyway. Its only purpose is to fulfill its self-imposed quest, and be allowed to pass on to the next plane of existence. Woe to anyone who strays into their path.

Priests of Anubis can sometimes gain control over these creatures and press them into their service. While the mummies will follow commands under magical duress, they usually turn upon the caster once released.

Octopod	Move:	Land 10', Water 120', Air 0'
	DP:	15
Height: 4'	Modifiers:	Combat 3, Missile 0, Grapple 12, Linear 0
Weight: 50 lbs.	DVs:	Combat 10, Missile 9, Grapple 9, Linear 9
	Damage:	1d6 per hit
Frequency: Common	Abilities:	Hide 3 Inferior INT 2 Exceptional HEA 1
Rate: 17		Ink Jet 6 Exceptional HEA 1 Water Breathing

Octopods dwell in rocky crevasses, and may be found anywhere in Jaern's oceans. They average about four feet across, but specimens of 20 feet have been spotted. They have eight arms lined with a double row of fleshy suckers with which they can climb or securely hold prey. Their armspan is typically double their body diameter. They move by crawling slowly along the bottom (listed land rate), or move backwards rapidly by expelling a jet of water (listed swimming rate).

Octopods are meat eaters. They feed on small fish, or can use their rasp-like tongues to drill through shellfish. Large specimens attack by drifting down on their prey, or by coasting just under the surface to grapple swimming creatures or men with their tentacles. The victim is hauled beneath the surface and held until it drowns; the octopod then feeds on the flesh with its beak-like mouth.

All octopods can expel an inky fluid that obscures vision under water. They use this ability to escape potential danger. They reproduce by laying eggs, which take six weeks to hatch and are tended throughout that time by the female. Octopods are sometimes hunted for food, though many claim their flesh has all the appeal of an old leather boot.

Oorn	Move:	Land 0', Water 0', Air 0'
	DP:	60
Height: 200'	Modifiers:	Combat 0 Missile 0, Grapple 0, Linear 0
Weight: 2000 lbs	DVs:	Combat 3, Missile 3, Grapple 3, Linear 3
	Damage:	none
Frequency: Occasional	Abilities:	Hide 1 Adhere Inferior AGI 2
Rate: 9		Paralysis Inferior INT 3

Not strictly a creature, an Oorn is actually a large plant with treelike limbs. It floats at the surface of the ocean, and puts out bark covered limbs both above and below the water. Growing up to 200 feet in size, these plants pose a navigational hazard to ships and are generally hunted and destroyed near ports and river deltas.

Small water and flying creatures attempt to eat the leaf-like tendrils of the Oorn. These tendrils then brush against the feeder's skin, adhering to them and injecting a paralyzing agent. If the creature succumbs, the Oorn wraps more tendrils about it, drawing forth and ingesting the unfortunate feeder's blood and discarding its body.

Large and floating as they do, Oorn are often used by the Onivero or some nomads as a home. The Onivero have learned how to tend to these plants, feeding them properly and using natural herbs to neutralize their poisons. They then build platforms on these plants and sheltered places to sleep. Wandering to where the ocean currents drag the Oorn, these inhabitants live a random life, traveling to where chance leads them.

Rich in life force, Oorn are sometimes sought out by *Hirudo* down on their luck looking for easy, but tasteless, prey.

Osser	Move: Land 80', Water 40', Air 0'	
	DP: 32	
Height: 8'	Modifiers: Combat 8 Missile 0, Grapple 4, Linear 0	
Weight: 450 lbs	DVs: Combat 15, Missile 14, Grapple 14, Linear 14	
	Damage: 1d20 per hit	
Frequency: Common	Abilities: Hide 5	Inferior INT 1
Rate: 24	Exceptional STR 1	Exception AGI 1

This large mammalian hunter lives mainly in the grasslands of the southern islands. It has six muscular legs on a powerful body, and can run quickly. It is covered in leathery grey hide, is about 8 feet long, and has a large head with a wide maw filled with sharp teeth. Two tusk like horns protrude upward from the sides of its mouth.

The Osser hunts and feed on many grassland herbivores. It is more cunning than many of its prey and will herd them into isolated canyons or valleys, restricting their movements until their prey are in the best position to be attacked. Ossers only hunt for food, and instinctively avoid killing the young and females ready to produce young, to prevent their food source from being eliminated. Ossers are territorial, one male presiding over an area of about 20 square mets. Two ossers fighting over territory or possession of a female is an awesome sight.

They choose their mate for a single mating season. Their young are born live in a litter of two to four young. The mother cares for them for one hunting season, and then releases them to survive on their own. Some outdoorsman have discovered and raised orphaned ossers, treating them as pet or a hunting animal.

Panther	Move: Land 150', Water 0', Air 0'	
	DP: 40	
Height: 6'	Modifiers: Combat 6 Missile 0, Grapple 0, Linear 0	
Weight: 160 lbs.	DVs: Combat 9, Missile 9, Grapple 9, Linear 9	
	Damage: 1d8 per hit	
Frequency: Occasional	Abilities: Fur 1	Enhanced Smell 2
Rate: 17	Enhanced Vision 1	Jumping 6
	Quickness	Silent Movement

Panthers can be found on plains, forests, and open lands. They are extremely quick and can outrun most prey over short distances. A panther usually has a sleek black coat of fur. Some people hunt these creature for their beautiful hide which is considered to be a luxury in the Avoran empire.

Quezl	Move: Land 0', Water 60', Air 0'	
	DP: 6	
Height: 6"	Modifiers: Combat 6 Missile 0, Grapple 0, Linear 0	
Weight: 1 lbs.	DVs: Combat 18, Missile 12, Grapple 6, Linear 12	
	Damage: 1d2 per hit	
Frequency: Occasional	Abilities: Scales 3	Toxic Attack 8
Rate: 34	Burrow 10	Cling 2
	Enhanced Hearing 3	Diseased Bite
	Regeneration 2	Susceptible to Fire 2
	Resist Poison 3	Inferior INT 3

This small, deadly fish grows to 7 or 8 inches long. It has very thick scales, and a voracious maw filled with razor sharp teeth. It has brightly colored fins, and a strange spiral-shaped tail fin. Its bulging eyes glow phosphorescent green.

It can create sudden bursts of speed by quickly untwisting its tail fin. It hunts by waiting for its prey to come to it, sometimes hiding behind coral, rocks or debris. It closes its eyes to keep from revealing its presence. When the prey is within ten feet, the quezl makes a sudden burst of acceleration, buries its teeth in its victim, and injects its poison. The victim dies, and the quezl feeds.

Quezl especially prize slow moving, highly armored mollusks, because it can chew through the hardest shell if given enough time. It can harmlessly ingest most other poisonous fish and mollusks, and actually metabolizes their poisons to create its own death toxin.

Ralst	Move: Land 120', Water 0', Air 0'	
	DP: 16	
Height: 5'	Modifiers: Combat 2 Missile 0, Grapple 0, Linear 0	
Weight: 450 lbs.	DVs: Combat 5, Missile 6, Grapple 5, Linear 6	
	Damage: 1d6 per hit	
Frequency: Common	Abilities: Hide 1	Charge 12
Rate: 10	Camouflage 12	Inferior INT 2
	Exceptional PER 1	

Ralsts are large mammals usually found in large herds roaming the grasslands of northern Jaernian islands. They have four hooved feet, a elongated head and snout, and large majestic horns. They also have a very unusual covering of hair which is colored so like the grasses and weeds of the lands they live, that an entire herd can pass within a few hundred feet, and give no visual sign that they are their.

Being unseen, the sound of a few hundred ralsts roaring by is quite scary. Other animals will take cover when a herd runs nearby. Ralst are herbivores, eating and digesting the grass, but themselves are on the menus of a large number of grassland predator. Once hunted to near extinction about two hundred years ago, an effort by animal domesticators to use them as meat animals failed because they were so easy to loose, but did succeed in building their number, insuring their survival.

When a ralst is alone and is threatened by a predator, it will stand perfectly still and close its eyes, trying to blend with the grasses and not be seen. This deception usually only works if the ralst is downwind of the predator tracking it. When in large groups, they run when threatened, sometimes even doubling back and trampling its hunters from it shear weight and momentum. Travelers in the wild are well warned to learn the sound of a ralst herd in stampede so they may take cover.

Raven

Height: 10"
Weight: 8 lbs.

Frequency: Common

Rate: 1

Move: Land 10', Water 0', Air 80'

DP: 8

Modifiers: Combat 0 Missile 0, Grapple 0, Linear 0

DVs: Combat 4, Missile 4, Grapple 3, Linear 4

Damage: 1d2 per hit

Abilities: Feathers 1

Enhanced Vision 1

Enhanced Hearing 1

Inferior INT 2

These black birds dominate the skies of many Jaernian forests. Unlike earthly birds of the same name, these birds are quite carnivorous. They hunt in large packs and occasionally will attack even large creatures, depending on their numbers for success. Depending on their heightened senses, they usually hunt only in good weather. During inclement weather, they perch in trees and lower their food requirements by going into a trancelike state.

The raven's most dangerous natural enemy is the Torgon, whom will fly through a pack at several times the raven's top speed and scoop a few ravens into its deadly maw. Many inhabited isles that have hunted and destroyed their original Torgon populations are plagued with an overpopulation of these ravens.

Elves from the Silven Isle have developed a way of harvesting the birds by using trained falcons to spook a pack into movement between two large trees. There the elves quickly pull ropes that place a net into the raven's path, capturing many birds at one time. Elven dishes made of raven are famous for their unique taste.

Shadow Walker

Height: unknown
Weight: unknown

Frequency: Never

Rate: 167

Move: Land 60', Water 80', Air 120'

DP: 80

Modifiers: Combat 10 Missile 0, Grapple 7, Linear 0

DVs: Combat 13, Missile 13, Grapple 13, Linear 13

Damage: 1d20 per hit

Abilities: Hide 5

Resist Fire 3

Ethereal (Always On)

Magic Shield

Deliver 4

Resist Magic 2

Resist Lightning 3

Invisibility (Always On)

Death Venom 2

It is believed that only one of these creatures was ever made. It was created as an assassin, a weapon of last resort by some long forgotten mage. Whether it was activated by accident or design, we may never know. But it is still out there, skimming on the ethereal plane, executing the instructions of its long forgotten progenitor.

No one who has seen the true form of this creature and lived to tell the tale. The only evidence of its abilities are the grisly remains of its victims. Rumor has it that the creature can be lured by the clever invoker, and perhaps it will negotiate services in return for unknown compensation, but there are no public records of these transactions.

Shark	Move:	Land 0', Water 120', Air 0'
	DP:	24
Height: 8'	Modifiers:	Combat 8 Missile 0, Grapple 0, Linear 0
Weight: 800 lbs.	DVs:	Combat 11, Missile 11, Grapple 11, Linear 11
	Damage:	1d20 per hit
Frequency: Common	Abilities:	Hide 4
		Inferior INT 2
Rate: 16		Enhanced Hearing 2
		Enhanced Smell 2
		Poor Eyesight 2

Sharks are primitive carnivorous fish, often called "killing machines" because of their apparent single-mindedness in attacking and killing anything that swims. The numbers listed are for an average shark; reduce or increase them proportionately according to the size (i.e., a 16 foot shark would have twice as many DP and do twice the damage that an average one would). They are covered with a thick, rough hide, generally a silvery gray color.

A shark has poor vision, but has a very keen sense of smell and hearing (that is, it senses vibrations rather than sound per se). It attacks by circling its prey, the circles becoming tighter and tighter until the shark attacks with its razor sharp teeth. The attack is meant to stun and disable the victim. If the bite isn't clean, the shark will shake its victim, like a dog shakes a rat, until a large gobble of flesh is torn loose.

Sharks are typically solitary creatures, though they are not territorial and will congregate readily to feed, sometimes in a frenzy in which nothing, not even the feeding sharks, are safe.

Sharks mate haphazardly in shallow, warm water lagoons. The female lays egg sacks, which are anchored to rocks or other bottom debris and later fertilized by a passing male. When the young hatch they are on their own, but are efficient little (about six inches long) killers from their first minute of life.

Sharks are hunted primarily for their hide (used much like leather) and their teeth (razors and fine cutting instruments). Their meat has a strong, bitter flavor that is repugnant to all except the Onivero, who consider it a delicacy and pay handsomely for a shark steak. Empty egg sacks sometimes appear in the markets, tanned and fitted out as small pouches.

Sharze	Move:	Land 40', Water 30', Air 120'
	DP:	40
Height: 5'	Modifiers:	Combat 5, Missile 0, Grapple 7, Linear 0
Weight: 110 lbs.	DVs:	Combat 5, Missile 5, Grapple 5, Linear 5
	Damage:	1d12 per hit
Frequency: Occasional	Abilities:	Fur 2
		Night Vision
Rate: 15		Inferior INT 2
		Enhanced Vision
		Susceptible to Fire 1

Normally inhabiting small rocky islands, these land creatures live a life very dependent on the sea. Never in groups of more than two or three, these creatures prey on fish and other marine creatures. Large mammals with wings and thick short fur, they have a wingspan of up to 10' long, strong hind legs, and forepaws with sharp claws. Their fur varies in color from grey to bright green.

Bearing live young, the female sharze carries her young for 16 to 18 months. She is protected by her mate, who stays with her until the young are born. Only one sharze is born at a time. The mother weans her young at 8 months, and they fly off to establish their own territory.

Valuable for their meat and fur, the sharze were hunted near extinction about 1200 years in the past. At that time humans discovered that the sharze held some mystic significance to the Onivero, who came forward and demanded all sharze hunting to cease. Today, the foolhardy adventurer seeking to kill a sharze for any reason than self-defense makes some powerful enemies quickly.

Skeleton	Move: Land 30', Water 0', Air 0'	
	DP: 8	
Height: 6'	Modifiers: Combat 1, Missile 1, Grapple 2, Linear 0	
Weight: 30 lbs.	DVs: Combat 9, Missile 17, Grapple 3, Linear 17	
	Damage: 1d6 per hit*	
Frequency: Common	Abilities: Bone 3	Resist Charm 2
Rate: 5	Resist Cold 1	Resist Fire 1
	Susceptible to Lightning 1	Susceptible to Sunlight 1
	Inferior INT 1	Inferior AGI 1
	Exceptional STR 1	Exceptional WIL 1

Animated forms of the long dead, these creatures are usually animated for a purpose. They serve as guardians, warriors, or slaves to necromantic magicians, Anubian priests, witches and warlocks. When they are activated they may be charged with a specific task, after which they collapse back to a pile of bones, or they may be given a more general duties. The life force inhabiting these bodies is long gone, and the creator's magic takes its place animating these gross parodies of living creatures.

Being able to follow only the simplest of orders, these creatures are neither quick, nor agile. They can attack the living with their sharp bony fingers, or can be taught the rudimentary use of a weapon, such as a dagger, short sword or club. Their lack of real life negates the need for them to eat, rest or do any of the things living humanoids need to do. If their creator dies, they will take no further orders, and carry out what they were told last. A suitably power Revokate can destroy the magic animating these creatures.

Skimmer	Move: Land 0', Water 80', Air 80'	
	DP: 24	
Height: 4'	Modifiers: Combat 8, Missile 0, Grapple 0, Linear 0	
Weight: 35 lbs.	DVs: Combat 8, Missile 6, Grapple 4, Linear 6	
	Damage: 1d12 per hit	
Frequency: Occasional	Abilities: Scales 1	Air Breathing
Rate: 15	Water Breathing	Enhanced Vision 2
	Inferior INT 2	

This rather strange fish grows to a length of about four feet. Its two pectoral fins have evolved into crude, but effective, wings that it uses to fly above the surface of the waves. It has two large eyes on mobile stalks that allow it to see well below and above the sea. Its mouth is filled with sharp teeth, and its powerful tail is horizontal instead of vertical like most other fish.

It mainly feeds on small sea birds. It normally hunts while submerged, and attacks by accelerating to top speed and grasping the prey in its maw as it leaps into the air. The skimmer plunges back into the sea, dragging the bird with it. It will occasionally feed on small fish as well, taking similar tactics, but from above the water.

Sailors sometimes see groups of skimmers traveling a few feet above the water. Skimmers generally avoid ships and large marine creatures. They also tend to stay far from shore and land, because if they ever come to ground they are totally helpless.

Slug	Move: Land 10', Water 0', Air 0'	
	DP: 1	
Height: 2"	Modifiers: Combat 0, Missile 0, Grapple 0, Linear 0	
Weight: 1 ounce	DVs: Combat 2, Missile 2, Grapple 2, Linear 2	
	Damage: none	
Frequency: Common	Abilities: Cling 3	Burrow 2
Rate: 1	Inferior INT 3	Inferior AGI 1
	Resist Poison 3	Resist Charm 3
	Poor Eyesight 2	Resist Sleep 2
	Exceptional HEA 2	

This poor creature is at the bottom of the food chain. It is a small land mollusk, usually brown in color. It has two small antennas and very poor vision. It moves by undulating its body, and lives by eating leaves, roots and other plant materials.

Terodrako	Move: Land 120', Water 40', Air 160'	
	DP: 120	
Height: 20'	Modifiers: Combat 7, Missile 5, Grapple 7, Linear 0	
Weight: 4500 lbs.	DVs: Combat 26, Missile 15, Grapple 7, Linear 15	
	Damage: 1d32 per hit	
Frequency: Rare	Abilities: Scales 4	Exceptional HEA 2
Rate: 187	Resist Magic 3	Resist Earth 3
	Exceptional STR 3	

Descendant of a species of large flying lizards, these creatures have learned to harness the power of elemental earth. Their enormous bodies measure 40' long from nose to tail. They are covered with a thick layers of very durable scales. They have a wingspan of 60' and can fly at speeds of up to 48 mets per hour and run along the ground at 36 mets per hour.

Terodrako mate but once in their life, and once every 6 to eight years a female will produce a clutch of 3 to 6 eggs. These eggs hatch in about three months, and the infant creatures require care from their mother for a period of two years. Naturally, most terodrako would live to an age of around 300 years, but most fall victim to conflict and the violent nature of most humanoids long before their natural span is reached.

With nearly human intelligence, this formidable creature's largest asset is its guile. It has the ability to learn and use any elemental earth spell following the normal rules for spell acquisition and use. Some of the more exceptional specimens can even speak human tongues.

These creatures prefer caves for their lairs, and live mostly in mountainous regions in the northern and southern temperate and polar regions. They are exceptionally strong, and not quite as clever as their other drako cousins. They have a tendency to enjoy the acquisition of material wealth and have a rather nasty temper if any is taken, or not given to them when asked.

Terovervo	Move: Land 40', Water 0', Air 0'	
	DP: 50	
Height: 9'	Modifiers: Combat 6, Missile 1, Grapple 7, Linear 0	
Weight: 700 lbs.	DVs: Combat 13, Missile 13, Grapple 9, Linear 13	
	Damage: 1d12 per hit	
Frequency: Occasional	Abilities: Rock 1	Silver Shield
Rate: 31	Resist Fire 2	Resist Cold 1
	Susceptible to Magic 1	Sculpt 3
	Susceptible to Water 2	Chasm 2
	Spirit Armor 4	Speech 9

Terovervo are elemental spirits of earthly nature. They live and breathe the earth and rock around them. They are usually seen as giant humanoids with vague arms and legs. They are usually a mottled brown and black color. Rare terovervo will have flecks of bright red or orange in them. These flecks are precious stones.

Terovervo can move unhindered through rock, sand and stone, but cannot move through metallic substances. They use their rock-hard fists in combat to inflict massive bludgeoning damage on those who get in their way.

These spirits are often conjured up by vile mages. The Terovervo generally dislike this, and chafe under the yoke of their human summoners. While they make powerful allies, they also are formidable enemies.

Tiger

Height: 7'

Weight: 450 lbs.

Frequency: Common

Rate: 22

Move: Land 90', Water 0', Air 0'

DP: 24

Modifiers: Combat 5, Missile 0, Grapple 7, Linear 0

DVs: Combat 6, Missile 6, Grapple 6, Linear 6

Damage: 1d24 per hit

Abilities: Fur 1

Jumping 6

Inferior INT 2

Frequent Eating 3

Enhanced Smell 2

Silent Movement

Exceptional AGI 3

Tigers are large members of the feline family. Walking on all fours, they are about three feet tall at the shoulder and up to seven feet in length. They are covered with a thick, luxurious hide of striped yellow and black fur. They are carnivores, with a diet of large herbivores, and the unlucky man who gets in their way.

Usually found in large forests and jungles, tigers are sometimes seen in plains areas as well. They are solitary hunters, and rarely detected as they sneak up on their prey until it's too late. They rush the unsuspecting future meal, using their weight to bear it to the ground, and kill it with their fangs and sharp claws. They rarely hunt at night. One tiger can provide food for a host of jungle scavengers that feast on the remains after the tiger has had its fill.

Tigers reproduce normally, in litters of one and six cubs. The mother tiger nurtures and cares for her young for a year before allowing them to go off on their own. Female tigers defend their young with great viciousness.

Tigers hunt only for food, never for sport. When full or sated, they will allow potential prey to pass close by without harm. The traveler should be wary of them, however, for they must eat at least twenty pounds of raw meat a day to sustain their large bodies.

Tigers have been domesticated by humans, but most of these "trained" animals are untrustworthy and may reject their training when they hear the call of the wild. They are hunted for their beautifully marked, luxurious fur.

Torgon

Height: 2 x 8'
Weight: 100 lbs.

Frequency: Common

Rate: 38

Move: Land 0', Water 0', Air 140'

DP: 50

Modifiers: Combat 0, Missile 8, Grapple 0, Linear 0

DVs: Combat 7, Missile 7, Grapple 7, Linear 7

Damage: 1d24 per hit

Abilities: Hide 2

Detonation 6

Mist 4

Inferior INT 2

Originally a native of the moon Obenar, these creatures were inadvertently introduced to Jaern when they passed through an unattended Ryman after the destruction of the Unnameable One's city. They slowly adapted to the higher pressure and gravity of Jaern, and today are considered fierce predators.

Torgons are cylindrical creatures, about eight feet long and two feet in diameter. The front of the creature is a large circular maw surrounded by long, razor sharp teeth. At the rear is an orifice used to expel high-pressured air for propulsion. They sometimes mix the air with vaporized water, release a heavy fog. Their leathery hide is very resilient, and highly prized for protective clothing and armor.

The torgon's peculiar digestive system breaks down organic materials into nutritional materials, and hydrogen. It stores the gas in bladders under its hide. The light gas offsets the weight of the creature, allowing it to float in the air. The torgon sucks air in through its mouth and expels it at high velocities. Its aerodynamic shape allows the torgon to travel through the air at high speeds.

Torgons usually hide during daylight, travelling in groups of three to eight during the night. Their primary prey is any large herbivore, but they have been know to attack humans. They will make a high pass above their targets and release a thick fog, which settles to the ground. They silently make parallel passes through the fog, attempting to rip their victims to shreds and eat them.

Their leathery hide protects them from most hazards. When cut, the wound exudes a gooey fluid that spreads over the cut and hardens, like a patch. They are susceptible to fire damage, and if they catch fire they can explode (doing 6d6 damage points to all within ten feet).

They are creatures of pure instinct and have no intelligence. They live at high altitudes, and prefer to rest in mountain caverns. They reproduce by budding; the development time from bud to separation is four weeks. Human hunters stalk these creatures for their hide and teeth, the latter now in vogue as shaving instruments.

It is rumored that some small humanoids have captured these creatures and used them for mounts. This does not seem impossible, but it is highly unlikely to have actually occurred.

Trythipe	Move: Land 20', Water 0', Air 120'	
	DP: 24	
Height: 7'	Modifiers: Combat 0, Missile 0, Grapple 8, Linear 0	
Weight: 120 lbs.	DVs: Combat 8, Missile 7, Grapple 7, Linear 7	
	Damage: 1d20 per hit	
Frequency: Occasional	Abilities: Hide 2	Inferior INT 2
Rate: 17	Exceptional STR 1	

A flying creature, this lizard has long thin arms that support large areas of skin that act as wings. Sturdy bones and strong muscles help it become a flying projectile, whose favorite attack is to swoop into a shallow dive, strike its prey head on, skewering it on its pointed beak. It then pulls up high into the air, and if its prey still lives, drops it from a great height. It can then land and devour its now dead prey in leisure and safety. This attack is considered a missile attack rather than a hand-to-hand weapon attack.

Needless to say, this rather muscular and heavy flying creature requires a lot of fuel to keep its body going. Most trythipes consume their own weight in prey each day. Each requires about one hundred square meters of hunting territory, and if challenged by another of its own kind, will engage in a duel to the death in the skies, where each attempts to spear the other.

Trythipe mate briefly and then go their separate ways. The female bears a clutch of six to eight eggs. When these hatch, she cares for and feeds the young for several months until they can fly and hunt for their own food. Dwarves believe that eating trythipe meat will bring them strength, and will often hunt for them, incapacitating them by stringing up nets in obscure places and chasing them through.

Ujovi	Move: Land 10', Water 30', Air 0'	
	DP: 12	
Height: 5'	Modifiers: Combat 0, Missile 0, Grapple 0, Linear 0	
Weight: 120 lbs.	DVs: Combat 3, Missile 3, Grapple 3, Linear 3	
	Damage: none	
Frequency: Occasional	Abilities: Anesthetize 6	Paralysis
Rate: 24	Replicate	Inferior INT 1

The Ujovi is a very adaptable and dangerous creature distantly related to the Jacer. In its original state, it is a large amorphous blob of living matter, with a transparent body and visible internal organs. It lives in the sea, and can gain sustenance from paralyzing, enveloping and injecting small fish and animals. In this form, without any kind of natural defenses, it is very vulnerable to any kind of physical attack.

It is on reaching maturity that this creature's true defense becomes available. When it finds a creature of approximately its size, it paralyzes the creature to keep it from moving. It then attaches itself to the creature. Extruding tentacles into the creature, one by one it attaches a little of its mass to each cell, reproducing it and destroying the original. If this process proceeds to completion, it becomes its target. It gains all of its target physical abilities, and slowly, over time, can remember its target's memories. It usually takes one hour to make the physical replication, but will take an additional one to three days to access and be able to use its target's memories.

In no form can the ujovi manipulate elemental or divine magic. After gaining its target's memories, it can and does act just as its original target. But after a period of four to five years, it loses the cohesion of its new form and must reproduce. At this time, its form will begin to falter, its skin or hide losing definition. The ujovi must then immerse itself in a large body of water, and soon after it will revert to the amorphous state, splitting into two during the process. The two newly formed ujovi retain none of the memories of its parent, and must spend the next four to five years feeding and growing to maturity, restarting the cycle.

If, in its replicated form, it is injured to the point of death, it can revert to its amorphous state, but it must find and replicate another host within six hours or die. It can also voluntarily enter this form to delay the onset of reproduction.

In either case, it retains its own, and its former forms, memories. Ujovi that purposely replicate from one host to another over long time periods can grow to be quite knowledgeable and dangerous. This perverted form of "imitation" life is so vile that even the adherents of Isis and Osiris agree on the need for its destruction.

Ulrich

Height: 2 x 6'
Weight: 30 lbs.

Frequency: Occasional

Rate: 7

Move: Land 10', Water 30', Air 0'

DP: 5

Modifiers: Combat 4, Missile 0, Grapple 0, Linear 0

DVs: Combat 4, Missile 4, Grapple 4, Linear 4

Damage: 1d12 per hit

Abilities: Fur 1

Enhanced Smell 2

Poor Eyesight 1

Burrow 5

Inferior INT 1

These semi-intelligent creatures are small, four legged mammals. They can grow to two feet long and six inches in girth. They have strong back legs, and small forepaws with almost razor sharp claws. They are covered in grey or brown fur. They have small black eyes, a sensitive nose, and a mouth with blunt teeth. They have almost invisible recessed holes for ears.

Ulrichs are root eaters, living underground and burrow about searching for roots. They usually den in packs of ten to twenty, and are the bane of farmers, whose only defense is to use one of the ulrich's natural enemies to keep them at bay.

Their sharp talons allow them to move through the ground with relative ease, and make them a formidable opponent in a scrap. Here is an estimate of their movement rate through various materials.

Material	Distance per melee
Sand	25'
Loose dirt	10'
Packed dirt	5'
Concrete	1'
Stone	none
Metal	none

If captured when very young, ulrichs are easily trained. They are often used by thieves, as they can travel undetected and return with small objects. Other creative uses have been employed as well.

Upper class ladies often use trained ulrichs as a "living" wrap and pet, which accompanies them wherever they go.

Unicorn

Height: 6'
Weight: 1000 lbs.

Frequency: Rare

Rate: 77

Move: Land 140', Water 20', Air 0'

DP: 40

Modifiers: Combat 4, Missile 0, Grapple 0, Linear 0

DVs: Combat 4, Missile 6, Grapple 4, Linear 6

Damage: 1d24 per hit

Abilities: Fur 1

Resist Poison 3

Enhanced Hearing 1

Bolster 3

Exceptional HEA 3

Charge 8

Silent Movement

Beam Port 8

Tracking 9

Exceptional PWR 2

Exceptional PER 2

A unicorn resembles a large Arabian horse with have a striking one to two foot horn protruding from its forehead. It is covered with white hair, or white hair with gray or black markings.

Unicorns are herbivores, living off grasses and other plants of the plains and fields. They are a long-lived breed, with a life span of 100 to 200 years. They are intelligent, and have their own language. They usually live in herds of 10 to 30. They are social creatures, rarely venturing out on their own.

They are very magical in nature, and derive their existence from the land where they are born. They rarely leave that place, and if forced to they slowly fade over time, eventually dying. Unicorns live in harmony with all life, and have no natural predators other than man. They can communicate freely with all animals. Though not native to Jaern, they do communicate with and occasionally assist the Onivero.

Their magical nature is evident in other ways. They can automatically detect the presence of poisons, and are very resistant to magical effects. They heal at twice the normal rate, but suffer twice the ordinary damage from weapons made of iron, as iron is a foreign metal to them. They can teleport from danger when threatened.

Powdered unicorn horn is an important ingredient in many magics, and a part of many beneficial potions. Because of human hunters, unicorns are very wary of people, and rarely allow themselves to be seen. They accept none but their most trusted human friends as riders, and then only reluctantly. They view humans as a wasteful, harmful, and viscous lot, with a few exceptions.

Vatrole	Move: Land 30', Water 120', Air 0'	
	DP: 60	
Height: 24'	Modifiers: Combat 8, Missile 0, Grapple 12, Linear 0	
Weight: 1200 lbs.	DVs: Combat 15, Missile 9, Grapple 5, Linear 9	
	Damage: 1d20 per hit	
Frequency: Occasional	Abilities: Scales 2	Swallow Prey
Rate: 62	Air Breathing	Water Breathing
	Electric Shock 3	Resist Water 3
	Inferior INT 2	Exceptional STR 2

This creature of the depths is near the top of the food chain. Snakelike, it often grows to a length of twenty to thirty feet long. It is covered with thick scales with an unusual blue hue, which makes it very difficult to detect by the unwary. It preys mostly on large carnivores like sharks, or any larger sea creatures. It finds dolphins a particular delicacy, and will go to great lengths to outswim, exhaust and devour the unfortunate dolphin traveling alone. Dolphins in groups will usually outsmart and outmaneuver the hunting vatrole.

Vatrole are born live in small groups of two or three and are abandoned by their mother immediately. They generally live and rest near the sea bottom, but often travel near the surface to hunt some of its larger targets. While they can travel squirming like snakes overland, they will generally prefer to stay in the waters.

Some vatrole have developed an unusual attack style when they encounter sailing vessels far from land. They will position themselves several hundreds of feet to either side of the ship, just below the water. Then, working up to full swimming speed, they will approach the vessel, vault out of the water, skimming just above the deck and attempting to swallow anything moving in their path. Continuing they will either clear the far rail, or hit the deck and squirm over the other side. Not a pleasant way to die.

Xaxo	Move: Land 10', Water 0', Air 0'	
	DP: 4	
Height: 6"	Modifiers: Combat 0, Missile 0, Grapple 0, Linear 0	
Weight: 1 lbs.	DVs: Combat 11, Missile 6, Grapple 7, Linear 6	
	Damage: 1d2 per hit	
Frequency: Common	Abilities: Chitin 2	Beam Port 7
Rate: 1	Inferior INT 3	Exceptional PER 1
	Resist Fire 1	Cling 3

A small insect creature, the xaxo has six segmented arms arranged radially around a disk shaped body. Three large segmented eyes on short stalks can see in any direction. The underside of their body contains their mouth. They have thick chiton which protects them from many physical attacks. They are grey in color, and generally blend in well with the surrounding rocks.

These creatures live on smaller insects and the spare plant life they can find on the mountain slopes. They are sensitive to light and movement, and spend all of the time they are not hunting for food basking in the sunlight, chemically storing Onra's radiant energy within themselves.

This has allowed them to develop a very unusually defense mechanism. When something large and threatening approaches them, they use the energy they have gathered and reflexively beam port as far from danger as they can. This ability has made them very difficult to capture for study. Nomads often use liquids from these creatures' bodies as ingredients for their potions, believing them possessing the power of Onra. This same revelation causes the priests of Ra to regard these insects as holy, protecting them from harm.

Yartz	Move: Land 80', Water 30', Air 0'	
	DP: 7	
Height: 4"	Modifiers: Combat 0, Missile 0, Grapple 0, Linear 0	
Weight: 2 lbs.	DVs: Combat 4, Missile 5, Grapple 4, Linear 5	
	Damage: 1d4 per hit	
Frequency: Occasional	Abilities: Fur 1	Deplete EU 4
Rate: 5	Teleport 3	Susceptible to Fire 1
	Detonation 1	Cling 3
	Inferior INT 2	Exceptional PER 1
	Enhanced Smell 1	

These are small, rodent-like creatures. They are covered with thick, striped black and white fur, have small ears like other rodents, but no tails. Their front paws have small hand-like claws, and their rear legs are disproportionately large and strong. Yartz live in large groups, and are unusual in that they do not eat food. Their digestive tracts are only used when they are infants, to digest their mother's milk. Once weaned, a unique organ near their brains allows them to collect and use elemental magic energies as sustenance. They also use the energy to move magically.

These creatures attack other creatures of a magical nature by teleporting next to them, grasping their prey with their strong hind legs, and draining the elemental magic from them. This is particularly distressing to magicians, as the attack consumes their elemental units at a rate of 1d4 per round.

The beautiful fur of these creatures is highly prized by furriers, but they are difficult to capturing and impossible to raise in captivity. Yartz are hunted by nomads for the magic channeling organ, which is an ingredient in many of their incants once it is dried and powdered.

Zather	Move: Land 0', Water 0', Air 60'	
	DP: 15	
Height: 6'	Modifiers: Combat 0, Missile 0, Grapple 8, Linear 0	
Weight: 40 lbs.	DVs: Combat 5, Missile 5, Grapple 5, Linear 5	
	Damage: 1d12 per hit	
Frequency: Occasional	Abilities: Camouflage 10	Inferior INT 3
Rate: 10	Poor Eyesight 1	Resist Fire 2
	Resist Sleep 3	Exceptional AGI 2
	Squeeze 6	

Zathers evolved in the heavy jungles near the equator. They seem a single ribbon of flesh, wound spirally as if around a tube. If unwound, a zather would be 40 to 60 feet long. In its normal shape it looks like a six foot tall and three foot wide cylinder. Stretching its flesh into a thin ribbon, the zather rotates quickly, creating enough lift to fly. It is not very maneuverable, but is quite adept at falling from above. Its green molted skin allows it to blend in with foliage, with little change of being seen.

It is the terror of the forest, and large mammals fall prey to its rather unique attack. A zather hangs or hover in the crown of a large tree, waiting for unsuspecting prey to walk beneath it. It drops on its target and winds its coils about the prey, constricting and crushing the helpless creature to death. Then it feeds.

Zather skin is highly prized by hunters for its amazing elastic properties. Zathers are not very bright, and have limited sight. A favorite hunting method is to place statues of large mammals or people in forest clearings, and killing the creature as it attempts to crush the statue.

It is believed that Onivero have domesticated zather to use their muscular abilities aboard their hydro-sails and in some of their other strange constructions.

37 Creating Adventures

The information in this chapter will assist you, as the Game Master, to create new adventures. Following the steps below should make it easier to create adventures that are not only challenging, but fun for everyone involved.

37.1 Determining the Goal

- Every adventure, from the most planned to the most impromptu, starts with a goal. This is an idea in the designer's mind of just what he or she wishes to accomplish through the adventure. It is not a specific task for the adventurers to accomplish, but more of a general reason for creating the adventure in the first place. Here are some examples: Testing the Adventurers' Adherence to Their Motives
- Teaching Players Not to Trust Appearances
- Advancing an Ongoing Plot Line
- Showcasing a Particular Adventurer's Uniqueness
- Allowing an Adventurer to Fulfill a Self-imposed Quest
- Relieving Tension with a "Hack and Slash" Adventure
- Introducing an Important Magical Item
- Introducing a New Actor
- Reinforcing an Actor's Personality and Familiarity
- Allowing the Players to Accomplish Self-imposed Goals

37.2 Choose the Environment

While this may not seem as important as some steps, knowing the environment you'll be working in is a big design help. Different environments include:

Environment	% times used	1d20 Roll
Underground	35%	1 – 7
Wilderness	35%	8 – 14
City	15%	15 - 17
Sea	10%	18 - 19
Weird	5%	20

Varying the environment from week to week is best. Don't sacrifice playability and detail for the desire to use a "weird" environment (like other planes or planets); players get quickly jaded. Neophyte GM's should stick with underground or wilderness settings, as they make for easier designs. You can successfully tackle the more difficult environments once you get some design experience.

37.3 Actors

Every adventure you create should always include at least one lead actor. These personae are catalysts for the interaction between you and the adventurers. Use a few actors you already have, or create one or more new ones. A close look at an actor's history may well define the plot of the adventure. Try to reason out what that actor may have done in the recent past that would cause him or her to come into contact with the adventurers at this time.

Also create several bit actors, with just a short description, to add color and detail to the adventure. The players shouldn't be able to guess who the lead actors are just because they are the only ones with detailed physical descriptions. Look at the *Creating Actors* section to learn how to create lead and bit actors.

37.4 Determine the Plot Line

Developing the plot line is perhaps the hardest step. You must decide the general means by which the adventurers will reach the goal you have set for them. This is a very intuitive process, and as such there is no rule by which you can generate this. Here are some possible goals, with an example plot line for each to give you an idea of the possibilities.

37.4.1 Testing the Adventurer's Adherence to Their Motives

A group of adventurers, all followers of Isis, is hired by a merchant to seek out a specific magical item. The adventurers discover that the item he covets sustains the lives of many impoverished villagers. Will they refuse to acquire the item for their employer?

37.4.2 Teaching Players Not to Trust Appearances

The adventurers set out to rescue a maiden being held captive by an evil akvodrako. The real situation is that the maiden is a vile witch who is holding the akvodrako captive, waiting to lure would-be rescuers to their deaths.

37.4.3 Advancing an Ongoing Plot Line

Having recovered the Key of Life through a series of adventures, the adventurers must return it to the island of Alborn to perform the Rite of Renewal to restore life and health to all.

37.4.4 Showcasing a Particular Adventurer's Uniqueness

Sunstar, a self-styled super heroine, defends the causes of good and justice where she can. Design a super-villain actor to terrorize the countryside and allow her and her companions to seek him out and bring him to justice.

37.4.5 Allowing an Adventurer to Fulfill a Self-imposed Quest

Sir Valence de Vice, a paladin of medium standing, has decided it is time to seek out a horse worthy of his station. Allow him to find this steed, if he proves worthy.

37.4.6 Relieving Tension with a "Hack and Slash" Adventure

A large group of orcs has invaded a nearby castle. Go clean them out and restore the castle to its rightful owners.

37.4.7 Introducing an Important Magical Item

The famed Cup of Truth will give whoever drinks from it the ability to answer one question. The adventurers desperately need the answer to some question, and they must face the cup's guardian to obtain it.

37.4.8 Introducing a New Actor

Yel'arc, a mage from the Pellidor, has moved to Karfelon and intends to stay. She deals in magic curious and artifacts ancient. She hires the adventurers to investigate some old caverns she discovered by the shore.

37.4.9 Reinforcing an Actor's Personality and Familiarity

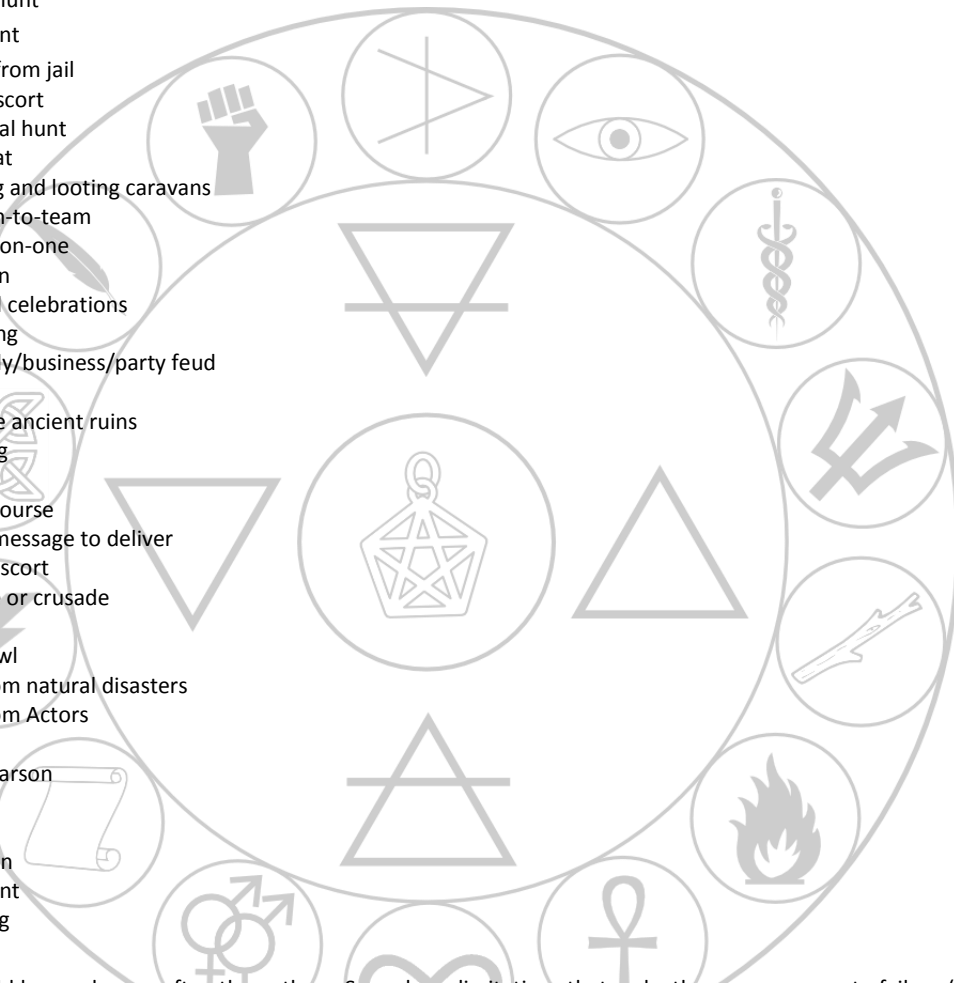
The adventurers are again hired by Alabaster, this time to destroy a shrine to the dead god, Shiva (very apt), as part of his revenge-quest against the gods.

37.4.10 Allowing the Players to Accomplish Self-imposed Goals

Her two friends turned to stone, Shintael decides she must get them returned to flesh . . . no matter what the cost.

Obviously, coming up with your plot line is sometimes much more difficult than it may seem, so below is a partial list of different plots that can be used to accomplish your goals.

- Assassination
- Assault or raid as an ambush
- Assault or raid on a fortress
- Assault or raid on a ship
- Assault or raid on a town
- Big game hunt
- Bounty hunt
- Breakout from jail
- Caravan escort
- Commercial hunt
- Coup d'état
- Destroying and looting caravans
- Duel, team-to-team
- Duel, one-on-one
- Exploration
- Feasts and celebrations
- High-jacking
- Inter-family/business/party feud
- Intrigue
- Investigate ancient ruins
- Kidnapping
- Madman
- Obstacle course
- Parcel or message to deliver
- Personal escort
- Pilgrimage or crusade
- Piracy
- Public brawl
- Rescue from natural disasters
- Rescue from Actors
- Riot
- Sabotage/arson
- Salvage
- Smuggling
- Spy mission
- Tournament
- Trailblazing



Some of these should be used more often than others. Some have limitations that make them more prone to failure (especially those requiring a particular adventurer to be present). As such, a good mix of adventures should only occasionally use these. Using the same idea more than once in a row could lead to mutiny in the players. Lastly, consider combining two (or more) in one adventure, one being the primary goal, and the other a secondary goal.

37.5 Motivation

- Why will your adventurers go on this adventure? An adventure is useless if the prospective adventurers don't want to go. You must construct a reasonable and likely motive to entice your players into having their adventurers participate in the adventure. Some motives include: Greed (i.e., pay them off!)
- Temples can request or force adventurers into action
- Rescuing a well-liked companion
- Repayment of a favor granted to the adventurers by an actor
- Playing upon the intent or sympathies of various adventurers

Remember, the best adventures are those the players **choose** to send their adventurers on, not the ones you force them on.

37.6 Setup

Given that you have set a goal, developed the plot line, chosen the environment, created all the needed actors, and have selected the appropriate motivation to entice the players on this adventure, the next thing you must do is set it all up. It is easiest to list the recent events for each actor that lead up to his or her current position and location. Once you get the actors started on their way, the rest of the adventure will simply flow forth because of what has happened and how the actors and adventurers react.

37.7 Scheduling Scenes

At this point you should decide the length of your adventure. Most should be one session long, but longer ones are acceptable occasionally. Allowing for setup time, town actions, and clean up time, a 4 hour session can usually accommodate 3 to 5 scenes.

A little experience at Game Mastering will help you get a feel for how long different kinds of scenes take, but initially (and in any kind of complex adventure) a timetable is very helpful. List the scenes you will use, one line for each, and place real times beside them. The timetable will let you adjust the flow of play while running the adventure.

37.8 Design Scene details

A scene is not simply a party of adventurers meeting some creatures or actors. You need to know several things about the scene beforehand to be able to run it properly.

37.8.1 Time

Determine, from travel plans and other estimates, what time of day the scene will occur . . . meeting undead in the sunlight is not very likely, for example. The lighting conditions may dictate much about upcoming combat, if any.

37.8.2 Terrain

Where is this all occurring? Who can see whom? What is the surrounding terrain like?

37.8.3 Surprise

Usually you will want to pre-determine which side will have free rounds of action at the start of a scene. When the scene starts, consider any actions the adventurers have taken to prevent surprise. You may have to alter your plans in response to their actions, but so be it. For example, if the players have been clever, reward them by lowering the number, or cancelling all, free rounds you had planned against them in a scene.

37.8.4 Attitude

How will the actors or creatures meeting the party react to them? Hostile? Friendly? Inquisitive? This often depends on whom they are and what they are doing. Remember, not all scenes should involve a combat. Often the adventurers will face situations where they must think. These could be conversations with actors where the adventurers seek information to help them reach their goal, or attempt to influence an actor to perform some action to assist them.

37.9 Balancing Combats

Adventures should be challenging to make the game enjoyable and exciting, but not so deadly as to frustrate and discourage the players. The basic tool for balancing combat scenes is adventurer and creature Ratings.

To get the rating of an adventuring party, add up all the ratings of the members in that party. To get the rating of a group of antagonists, add up the ratings of the actors and creatures within that group. Using the party's rating, you can then balance the

combats by making their antagonists a percentage of their rating. Because the adventurers can take time to recover between some combats, they can usually face about 150% of their rating during an adventure.

37.9.1 Adventurer Death

Death happens in fantasy worlds, just as in the real world. No one ever likes to see their adventurer die, but if it never happens, the players can easily get a false sense of “I can do anything!” which will make your adventures lack the challenge and thrill they deserve. When an adventurer dies, you should allow the player to realize that the fault is due to misplay on their part. When an adventurer dies in a trap, the others of his or her party should be allowed to see and understand the trap so that they know that there was a safe way around it. You should NEVER set out to specifically kill adventurers.

37.9.2 Attrition Rates

Attrition rates can only be spoken of statistically. You don’t go out and kill a few more adventurers just to bring up your “kill ratio!” But, by examining how many adventurers die in your games, you can make some useful changes. Death should be a common enough companion in your campaign so that the adventurers fear it, but they should rarely be knee deep in blood.

Small campaigns with 3-5 people probably should see an adventurer death every 5-6 gaming sessions. Large campaigns with 10 or more people will probably meet the **Grim Reaper** most gaming sessions. Remember, adventurer deaths (or near deaths) can be used to increase the feeling of tension in a campaign as you approach the climax of a series of adventures. But if you overdo it, your players will become immune to the drama, and eventually tire of the game, feeling there is no way to “win.”

If you notice your attrition rate is drastically outside this range, slowly rebalance your adventures. Plan for higher or lower ratings of creatures or actors meeting your adventurers during combat scenes. Changing by 5% per adventure is fast enough to get results, while slow enough so that you can tell when to stop.

37.10 Choosing and Placing Magical Items

Magic availability is best done in moderation. None at all will make players angry, a little will whet their appetite for it, while too much will make them blasé about it. Players who direct walking arsenals of magic exercise their knowledge of the rules more than their creativity or roleplaying skills. Almost every adventure should have some accessible magical items, but rarely should a pirate’s horde be found.

Magical items should rarely be in locked cabinets or secret places; they should be used by their owners. If you had such powerful items would you keep them locked away, or would you hang on to them and use them as needed? Actors should carry their magical items and use them if appropriate. Magical items should be considered tools, not prize booty.

Non-intelligent creatures, as a rule, don’t carry little backpacks filled with treasure. When the adventurers kill an eagle, are they expecting Treasure Type Q and C (magic only)? Where is the eagle carrying this stuff? In its little eagle backpack? Get real. Eagles don’t secrete magical items in their nests, either. Nests are used to store little eagles and dead mice.

37.11 Placing Treasure

Treasure should be placed with the same care as magic. Who has the treasure? Why do they have it? What do they do with it? Actors and creatures do not carry or hide treasures just as a prize for their captors.

Look at each actor and creature in the adventure you are designing. What would make sense for them to be carrying? If they are wealthy, how would they store that wealth? Remember that the amount of treasure you give will be equal to what the adventurers have to spend. What is available to buy in your campaign? Are these all things you want your adventurers to be able to acquire? Set the amount of treasure given out so you are comfortable with the things your adventurers can buy.

37.12 Assigning Adventure Experience

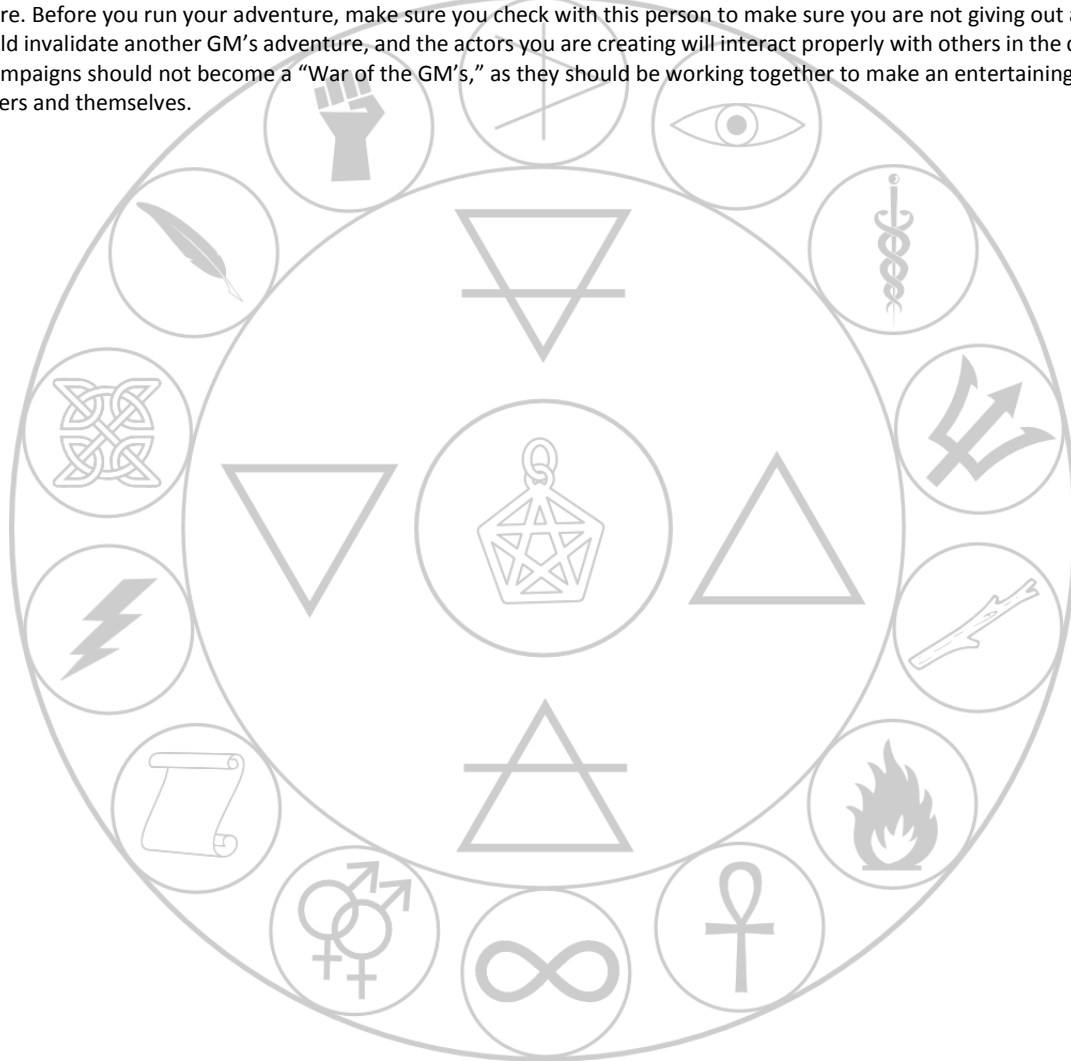
Adventure experience is often the largest share of the experience a player earns for his or her adventurer. How much you give sets the pace for your game and campaign. As designed, the creatures, models, and actors are rated assuming an adventurer will gain 2,500 EP per gaming session. Approximately two thirds of this is experience gained for successfully completing an adventure.

Assign the goals you think the players should accomplish for this adventure, then assign an appropriate amount of experience to reflect this.

If the major goal of an adventure is to save a hostage from a reckless band of orcs, and a minor goal is recognizing and recovering the treasure the orcs stole from the Sanctuary of Isis, you could assign the major goal to be worth 1200 EP and the minor goal to be worth 500 EP, for a total of 1700 EP.

37.13 Adventure Approval and Redesign

If you are Game Mastering in a large campaign with other GM's, there should be one person responsible to co-ordinate play, maintain consistency from one game to the next, and make decisions about the appropriateness of different aspects of an adventure. Before you run your adventure, make sure you check with this person to make sure you are not giving out any magic that could invalidate another GM's adventure, and the actors you are creating will interact properly with others in the campaign. Large campaigns should not become a "War of the GM's," as they should be working together to make an entertaining game for the players and themselves.



38 Judging Adventures

38.1 Your Job as a Game Master

First off, you are there to see the players enjoy the game. This is more important than any of the rules. This does not mean you help them succeed, or that you modify things in their favor (a cakewalk is no challenge and boring), but when a rule gets in the way of your game, don't use it.

Secondly, while the rules help you to handle your players' actions, no rules set can cover everything that might happen. When a player tries to do something outside the printed rules, think clearly, decide how likely it is that his action would succeed, assign a dice roll to it, and tell him what he needs to roll. You, as GM, are there to Adjudicate, that is, act as a judge. If just following the rules was enough, there would be a lot less need for a GM. You act as an arbitrator between your players and the world you have created.

You are not obliged to explain the reasoning behind an adventure, or unseen happenings that affected the adventurers. Mystery is what makes many adventures exciting. You shouldn't go to any effort to confuse your players, but by not divulging everything leaves you other plot devices to use in the future.

38.2 Credibility

If there was one topic that was most crucial to a GM wanting to run a long term, popular campaign, it is his credibility as a Game Master. For the players in such a campaign to enjoy roleplaying fully, they must believe that they are in a consistent, understandable and realistic environment. If they cannot see their actions having a reasonable and particular result on the environment, they won't feel that they have any control over what happens to their adventurers.

When you are Game Master, you too are roleplaying. Rather than being a friend or associate of your players, you are roleplaying being an impersonal agent whom is running a simulation of a different reality. Your players should not believe you are either an antagonist out to destroy them, or a "Guardian Angel," protecting their lives and belongings from harm. It is their actions that should determine their success, and not your "manipulation" of the events to save or harm them.

There are several things to avoid. When your players make a mistake, don't offer to "roll back time" to allow them to recover. Don't accept any default actions about what they might have done in the past. Once you allow something like this, your players will expect you to always allow this, being angry and dissatisfied when you don't. Don't offer suggestions or analysis of the situation around them, they are the ones who are experiencing the simulation, and solving things for them steals the sense of accomplishment and insults their abilities. The situations in the game are like life, they should learn from the experience, luckily having the ability to start anew when they make a large mistake.

In a large gaming group with multiple game masters, it is absolutely essential that the players never believe that any of the Game Masters are performing actions as a GM to affect their own adventurers. Thus a Game Master in this situation should make not allow any object he allows the players to gain to ever fall into the hands of any of his own adventurers, or become crucial to their survival in the hands of his companions. He should not bestow any power, magic or ability that will aid his own adventurer, however indirect.

All these actions and rules boil down to one thing. Once you modify game play for your own purpose, or to help your friends, you destroy their illusion that the game is a reality that they affect and effects them. Once is enough, your players will not trust your Game Mastering, reducing your game down to a political popularity contest.

38.3 Running the Adventure

Keeping your players active and busy are your best tools in giving them an enjoyable game. A good grasp of the rules, clear communications with the players, and an ordered and consistent method of handling combat will help you in this task.

38.3.1 Maintaining the Illusion

Maintaining the “realism” of your fantasy setting is all important to involving players in the game. Try to avoid discussing any non-pertinent rules during play, forcing them from the situation of playing to talking about the game or the game system is both disconcerting and annoying. Try to plan your gaming sessions to avoid outside interruptions and distractions. Competing with outsiders talking with your players and people reading comic books is disconcerting both to the other players and to you. You want to believe that the actions and environment they are involved with require all their concentration and thought.

During gaming breaks, after the game and at any time you are not playing, do not talk about things that “could have been.” Do not answer questions about how your adventure was “supposed to go”. Do not let your adventure write-ups out. Players cross examining your write-ups, your actions and your motivations after the fact leave you open to their criticisms and disapproval. The results of an adventure happens while playing, and should not become a contest of wills and words after the fact.

If you do have confusion or wish a second opinion on how to handle specific gaming situations, speak privately with the Campaign Coordinator or another GM. The less mechanics and visible GMing seen by the players, the more involved in the gaming environment they become, the more they enjoy the game. This cannot be stressed enough!

38.3.2 Action Modes and When to Use Them

The three modes of play, **Summarized Actions**, **Free Actions**, and **Melee Actions**, are used to change the time frame of play. In each mode, time travels slower than the last, and the options available to the players are greater.

When playing in a mode that cannot accommodate an adventurer’s action, switch to the next slower mode. If the action slows down, gets boring, or there are no “new developments,” switch to the next faster mode. Leave Melee Action mode when there are no further combat actions. Leave Free Action mode when the players have no actions to take and you want to advance the time to the next interesting scene or arrival.

38.3.3 Getting the Game Going

When your players gather to play, be ready for them. Have any gaming materials you use available and organized. Have the adventure you plan to run at hand, and be familiar with it. Make sure the players have their adventurer cards or records. If you are using a chalkboard, list their adventurers on it and prepare an order of combat, or marching order. Always start the adventure by telling them where their adventurers are, what condition they are in, and give them a brief summary of what they have done leading up to the present. Start in Free Action mode and ask what actions they wish to take.

38.3.4 Judging a Combat

38.3.4.1 When and How an Scene Should Start

If an adventurer or actor attempts a combat action while in Free Actions mode, switch to Melee Action mode. The one attempting the first action gets a **Free Round** to perform a single action that starts combat. If you adjudicate that anyone else notices this action, start the normal combat sequence by asking for an initiative role.

Be sure you know the position of all the adventurers when going into a combat. If you are using a chalkboard or miniatures, set their positions. The players will be asking about distances, line of sight, and travel times to enter melee. Be prepared to answer these questions quickly and easily.

If your players insist on being unorganized, assign distances and positions at random, or by the position they are seated about the gaming area. They’ll soon learn it’s to their advantage to get their act together.

38.3.4.2 Judging Grapples

If an adventurer is initially leaping on another from above, (e.g., from horseback), he receives a +1 on his first grapple roll. If he drops on him from above (e.g., from an overhanging tree), he receives a +3. Both grapplers are considered at a –4 CDV or MDV

disadvantage to all other melee attacks, but anyone attempting to thrust a sword into a grappling match will find that if he misses, he must roll to hit the other grappler.

Suppose that Klihru the Foul Breath is about to kill the magician who Rastel of the Broken Stick believes is the adventurers' only hope for survival. Klihru has a grapple modifier of 4, and a grapple defense value of 15. Rastel, by contrast, has a grapple modifier of 2, and a grapple defense value of 12.

Determine initiative first. In this case, since Klihru would never suspect Rastel of such active behavior, he is totally taken by surprise, allowing Rastel a free round.

Rastel attempts to hold Klihru. He rolls 1d20 to grapple, adding in his grapple modifier and comparing the result to Klihru's grapple defense value. He rolls a 14, adds 2, and compares the sum (16) with Klihru's 15 GDV. Rastel succeeds in holding Klihru.

Now that Klihru is held, on his next round, he rolls 4d6 vs. his STR in an attempt to break free, receiving a 17 . . . above his STR, thus failing the attempt. Rastel's companions then bind Klihru while waiting for his wits to clear, removing that threat and ending the combat.

38.3.4.3 Adventurers Shooting into Melee

Shooting into a combat is never clever. If your players try this and miss their target, you should determine what chance they have to strike foes or friends. If all combatants are approximately the same size, the chance of hitting anyone is evenly random. If the combatants are different sizes, determine the chances based on approximate size.

Bolton the Blind wants to fire an arrow into a battle between his pal, Frimbo, and an enraged griffin (five times Frimbo's size). Bolton's player should roll 1d6; the griffin is the target on a one through five, and Frimbo on a roll of six.

38.3.4.4 Attacking Blind

When an adventurer insists on attacking, and he has no vision, or there is no light, or his opponent is invisible but present, there is an automatic penalty of 8 on the roll "To Strike". Any attempts to notice position or details in these conditions is at two dice extra on any check against PER.

38.3.5 Awarding Experience

Assigning experience is your chance to tell your players the kind of play you value. Players will eventually learn which actions gain experience, and as much as you try to be obscure, they will play to those actions to gain the most experience possible. Make sure you are rewarding them for actions you think are appropriate to your campaign.

Here are five different types of actions that may be rewarded by experience. You needn't limit yourself to these action types if something else is more important to you. Also, feel free to change the amounts of experience awarded for each type to reflect your campaign.

38.3.5.1 Skill Experience

As a rule of thumb, award a skill's base cost in experience points as a reward for a new, unusual, or creative use of a skill. This does not mean giving experience every time someone manages to walk across a narrow beam, or stay on horseback without falling. It does mean rewarding the clever carpenter who uses his skill to construct a large wooden badger and leaves it as a gift for his enemies, who don't suspect that he and his companions are hidden within. Experience rewarded for using skills creatively may sometimes be combined with situation experience.

38.3.5.2 Situation Experience

Award situation experience equal to the total adventure experience divided by the number of scenes in an adventure. Not all scenes should be combats; and even scenes with enemy combatants need not end in combat. Reasoning, talking, and problem solving are all viable and reasonable alternatives to combat. Experience should be given to individual adventurers, or a group of

adventurers, who solve a situation in a creative or unique way. Solutions could include things like speaking with an enemy and tricking him out of information, finding the right clue to identify a murderer, or even deciphering the key to a puzzle door.

If an adventure is worth 1,600 EP and there are four scenes, a situation would be worth 400 EP. If two people are instrumental in such a solution, each would receive 200 EP.

38.3.5.3 Roleplaying Experience

Very good roleplayers may occasionally give incredible performances while playing. This might involve them acting out their adventurers' actions or taking control in brazen and bizarre ways.

Menru helps his party slay a demon on a remote island, only to be confronted by the demon's followers, who believe the demon was a god. Menru steps forth and claims that he is the next incarnation of the god and has come to replace the demon (effectively acted out by Menru's player). Menru uses magic and tricks to back his claim, and the followers swallow the story.

An award of 1,000 EP is reasonable for incredible acts of roleplaying, but maintain a high standard for what is "incredible."

38.3.5.4 Combat Experience

As a rule of thumb, award experience equal to 100 times the sum of the ratings of the defeated creatures for combat experience. Each individual who participated in the combat, by actually damaging the opponents or by using magic to support those who did, should receive an equal share.

38.3.5.5 Adventure Experience

The total EP given for goals in an adventure should range from 1,200 to 2,000, depending on the difficulty of the adventure. Assign each goal a portion of the total adventure experience to be awarded to each adventurer if the goal is accomplished. If the party splits and only some are involved in accomplishing a goal, only they should get EP for that goal.

38.3.6 Misses and Critical Wounds

Attempts at striking with hand weapons and hitting with missile weapons sometimes have unusual results. Anytime a "1" is rolled "to strike" or "to hit," it is considered an automatic miss. Depending on the circumstances, the GM may adjudicate that the weapon used may have been dropped on the backswing, or slipped from the hand of its user.

Rolling a 20 on a "to strike" or "to hit" roll is always a successful hit, regardless of the defense value of the opponent. If the roll is 20, and any number less than a 20 would hit, the hit or strike is also considered a Critical Hit. When a player rolls a critical hit, the GM secretly rolls 1d100 (using 1d20 to represent the tens and another the ones digits). If the GM rolls a critical hit on an adventurer, that adventurer rolls percentile dice. Either way, the result is looked up on the appropriate *Critical Hit Table*. Each weapon is either a piercing, edged, or a blunt weapon, use the appropriate critical chart.

Use the "Normal Roll" column to find the result. If the hit was on an adventurer, roll the damage dice and announce the result to his player. If the hit was on a creature, announce the result from the table and ask the attacking player to roll damage.

38.3.7 Skill Checks

Skill checks are made when an adventurer attempts an action that is not covered by a specific rule. Choose the skill most appropriate for the attempted action; if there is no skill, match the action against the most appropriate stat. Then you, as the GM, decide how difficult the task is, and assign the check from one to six d6, as follows:

very easy	1d6
easy	2d6
average	3d6
hard	4d6
very hard	5d6
extremely hard	6d6
impossible	7d6

Announce to the player the skill or stat to check against, and the number of dice to use in the check. The player rolls the assigned number of d6; if the total is equal to or less than the rank of the skill or stat, the check succeeds and the action is successful.

If a check against a skill fails, add the skill's "extra dice" to the previously assigned number of d6 and allow the player to check against the skill's limiting stat. If an adventurer doesn't have a skill at all, he still gets to check against the skill's limiting stat at a higher number of dice.

Taliafero wishes to walk across a 50 foot long rope suspended across a gorge. The GM announces a 3d6 (average) check against the Acrobatics skill is to be made. If Taliafero doesn't have that skill, or misses the check, the GM adds 1 and announces a 4d6 check against his AGI. If he fails that check, he fails the attempt and falls off the rope.

Here are some other tasks that could be assigned skill checks for using the skill Acrobatics:

1d6	Jump Rope
2d6	Jump 8' wide trench
3d6	Walk 50' across a rope
4d6	Jump down unto bucking horse
5d6	Stand and swordfight on the back of a bucking horse
6d6	Traverse a wildly waving rope across a ravine in 40 mph winds

And here are some tasks accomplished using the STR stat:

1d6	Run
2d6	Pick up 50 lb
3d6	Pick up 100 lb
4d6	smash 1" thick wooden door
5d6	smash 1" thick stone wall
6d6	bend 1" thick iron bars

To help you understand the chances of succeeding in these checks, the following table gives the percentage chance of succeeding any skill or resistance check at any dice value, against any rank.

Number of dice	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1 :	50	66	83	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
2 :	8	16	27	41	58	72	83	91	97	100	100	100	100	100	100	100	100	100	100	100	100	100
3 :	<1	1	4	9	16	25	37	50	62	74	83	90	95	98	99	100	100	100	100	100	100	100
4 :	-	<1	<1	1	2	5	9	15	23	33	44	55	66	76	84	90	94	97	98	99	99	100
5 :	-	-	<1	<1	<1	<1	1	3	5	9	15	22	30	39	50	60	69	77	84	90	94	96
6 :	-	-	-	<1	<1	<1	<1	<1	<1	1	3	6	9	14	20	27	36	45	54	63	72	79

38.3.8 Resistance Checks

When any adventurer, actor, creature, or object is threatened with physical or magical harm, a **Resistance Check (or RC)** is made to determine if the effect succeeds against its target. Like skill checks, you determine the chance that this effect will succeed by setting the number of d6 for the player to roll. You also set the appropriate stat to check against for this effect. The player must roll equal to or less than the appropriate stat to resist the effect. The table in the last section shows you the chance that such a check will succeed.

1d6	vs HEA	not catch cold in rain
2d6	vs HEA	not collapse after 1 minute run
3d6	vs HEA	not collapse after 5 minute run
4d6	vs HEA	not drop from sleep gas
5d6	vs HEA	not fall unconscious with no oxygen
6d6	vs HEA	not die from freezing solid

Objects can be harmed by magical and physical threats. While keeping strict track of every object an adventurer is carrying is not practical, the GM may decide that an object should be subjected to a resistance check against a harmful effect, especially if the object is magical or crucial to the adventure's outcome. When this occurs the attributes of the object, like those of people, are compared against a resistance check. The stats of an object are different than those of a person:

Fire	resistance to being burned
Ice	resistance to being harmed by freezing
Water	resistance to being destroyed by immersion
Acid	resistance to being destroyed by acid
Str	physical durability of the object
Power	resistance against magical effects

Like other resistance checks, determine the difficulty of the check, and have the possessor of the object make an RC against the appropriate stat. If the stats for an object do not exist, you, as GM, should simply determine them during play based on the stats of some common items in the following table:

Object	Fire	Ice	Water	Acid	Str	Power
Amulet (silver)	18	20	16	11	5	3
Armor (plate)	10	12	13	8	7	2
Arrow	5	9	11	4	7	2
Crystal Ball	17	17	23	20	2	2
Glass Bottle	17	17	23	20	2	2
Gold Ring	18	20	14	12	4	1
Parchment	2	9	4	4	2	2
Robe	5	9	12	4	7	2
Staff (wood)	7	14	11	7	10	2
Sword	20	20	13	10	19	2
Umbrella	5	9	12	4	7	2

Items are always made up from basic materials. To set resistance checks for an item, consider all the materials which make up part of that item, look up their resistance checks, and choose the worst of each in each category.

Enchanted items need to add 3 for each enchantment to their PWR stat.

Item	Fire	Ice	Water	Acid	Str	Power
adamant	24	24	19	14	21	3
bamboo	8	10	12	4	10	2
bone	13	11	9	11	11	3
brass	19	20	16	10	12	2
burlap	5	9	13	4	7	2
canvas	6	10	10	5	7	2
cardboard	3	10	5	4	3	2
clay	20	13	6	10	2	2
cloth	5	9	12	4	7	2
copper	18	20	16	10	11	2
diamonds	9	24	19	5	24	3
dried meat	5	9	6	3	2	2
feather	1	8	15	3	2	2
fur	4	12	13	5	7	2
glass	17	17	23	20	2	2
gold	18	20	14	12	4	1
hemp	5	9	7	4	7	2
iron	20	20	13	10	19	2
ivory	13	11	9	9	10	3
lead	15	20	16	10	5	2

leather	10	12	15	8	7	2
oil	1	10	6	10	0	2
paper	2	9	4	4	2	2
platinum	21	22	15	10	18	2
porcelain	18	15	23	15	2	2
salt	19	22	1	4	11	2
silk	4	9	8	4	7	2
silver	18	20	16	11	5	3
steel	20	20	16	10	17	2
stone	24	16	15	13	17	2
terisium	24	24	19	11	15	5
tin	18	20	13	9	10	2
vegamite	12	15	19	8	15	2
water	10	5	24	10	0	2
wax	1	18	14	18	2	2
wood	7	14	11	7	10	2

38.4 Carrying Things

Many gaming systems go to great lengths to track the weight and bulk of each item carried by the adventurer. In the vast majority of cases, this is an incredible waste of playing time. Constantly tracking these items involves calculating total carrying weight and size for many items as each item is acquired and lost. Instead, just use a little common sense with your players.

Carrying a complete arsenal is not practical. A main weapon, a backup and a dagger or two should be sufficient. Spears do not fit in backpacks. Neither do two handed swords. These must have proper scabbards to hold them. A second set of plate or chain armor in the backpack will cause most people to fall backwards from the weight. A two weeks supply of robes and various clothes needs a steamer trunk, and doesn't fit in a backpack. Two hundred feet of rope (hemp, not space age polymer plastic fibers) will make its possessor look like a hemp mummy.

For most of the time, the GM can ignore tracking all these carried things. But if an adventurer pulls out something which would be ridiculous to be carrying, or try to leave behind his four needed pack mules, point this out, and have him make alternate arraignments.

38.5 Nomadic Guardian Spirits

Nomads take pot luck when it comes to pairing them up with guardian spirits when they are inducted. And to begin with, all they feel is a vague presence. But over time this could develop into a open communication with the spirit. How far and how fast this goes is dependant on how much time you, as the GM, can put into the development of this guardian spirit.

When a player first creates a nomad adventurer, at the same time you should set aside an adventurer card for that adventure's guardian spirit. At least create a name, a sex, a race and pick one of the stereotypes from the list for bit actors. It would be highly unlikely over the course of the first adventure that the spirit and the nomad would develop the ability to comunicate, but the posibility of incants, magics and other sendings that could interact with the spirit exists.

Over the next few adventures, slowly and occasionally, the spirit can drop phrases, comments, one liners to the nomad. Let the player learn the spirit's name, and the time period he is from. Between adventures try to write the spirit up as if it were an actor (using the outline in the chapter for creating actors). What drives this spirit? What is he looking for in a relationship with the nomad?

Remember, the spirit is usually much more life experienced than the nomad to whom he is bound. He does not always what to provide the answers, or do the thinking for the player. As a GM you do not want to be burdened with creating constant chatter from another actor. Save the interaction to help guide the nomad, provide important clues (not solutions) and use the nomad to give background material.

One particularly effective way of doing this is to allow the spirit to replay scenes from the spirit's life on Jaern. At any time the nomad stumbles across the place the spirit once was, or encounters a moral situation similar to something the spirit once had to handle, the nomad gets a thoughtful far away look for a few moments and you replay a scene from the spirits life in the nomad's mind. A scene of an arbitrary length could be replayed in a single round, with the action seeming to come to a halt around the nomad. (Of course this is in black and white and has appropriate background music to enhance the drama!).

This can be a good tool for giving background information, and setting up adventures. If, for example, the nomad is on a long term seeking for wisdom or knowledge, you can use the visions to help him find truth (or relative truth, many will argue there is no absolute truth). If the nomad is violating the precepts of his own beliefs, the visions could show the results of the spirit or someone he knows doing the same in the past. If the spirit has unfinished business in the real world, the visions could be used to communicate what this is, and how the nomad can assist. Used carefully, these visions could be a lot more useful and entertaining than any direct communication between spirit and nomad.

38.6 Divine Intervention Attempts

Adventurers may at times call upon their deities for assistance. (See the rules for this in section 2.19). During play you should keep track of the number of failed divine intervention attempts. If an attempt does succeed, roll 2d6 and subtract the number of failed attempts to determine the general mood of the deity toward the caller. Twelve means the deity likely will go to great effort to assist the caller, saving them from death if that is the reason of the call. A result of two means the deity probably will kill the caller outright for his presumption in talking to the deity directly.

The deity will often not personally deal with the situation at all, instead choosing to send a minion or underling to deal with the matter. If you do this, make it clear to the player within the roleplaying context that this has happened.

Remember that the circumstances of the call can modify the deity's reaction. For example, an adventurer sacrificing his life to save other followers would probably earn a +3 on the above roll. Another adventurer, saving his own hide after causing the death of other followers, could earn a -3 on this roll.

You must use your discretion and carefully consider the personality of the deity as well. Many deities work in subtle ways, changing small things to gain big effects, but some can even put in a personal appearance, causing a halt to action and much bowing and scraping. Take a careful look at a deity's description before deciding what the deity will do. The power of these gods can be considered very great, but do remember, it is at best an amplification of the skills and magic outlined within this manual. They cannot make wholesale changes without threatening the balance and believability of your campaign.

38.7 Predictions of the Future

While adjudicating you may be called upon to make predictions about the future. Players may call upon Seers from a Convent of At'ena, or may use the Air spell Futuresee to gain information about the next few days. Players may not consider the implications of getting this view of the future, for once a vision is viewed, it must come to pass. That means if the vision is true, you, as the GM, must see that it comes to pass. You likely will have to manipulate events by secretly modifying die rolls, changing plot lines, introducing new actors and subtly steering the adventure to meet the predicted vision.

This is NOT a good thing to have to do. Players resent steering, because they will rightfully feel that they have no control over their destiny. They should consider this carefully before consulting a Seer or using future magic. But if they insist, there are a few ways you can soften the blow.

First off, Seers and spells are not always correct about the future. The Futuresee spell has a specific die roll to determine this. If you determine that it should fail, make up a plausible alternative vision that does not have to come to pass. Seers may also give deceptive or wrong answers if it is politically expedient to do so. Don't use this option too often, because your players will lose their faith in magic and grow frustrated.

When you give a vision, consider the player's question carefully. Did they word the question to get the information that they needed? You can be VERY literal in your vision or answer, invalidating their magic if they have not phrased the question carefully. Making the vision as vague as possible within the limits of their question is also perfectly legitimate. And if the vision is expressed in words, remember that different things can be considered true or false depending on what point of view you take.

When you need to make a prediction, consider what events could lead up to the vision. How will your players react when you place their adventurers in that situation? If you must make a judgement deciding if your adventurers will accomplish a goal, consider their attitude leading to that goal. Reward positive behavior, punish negative behavior.

In summary, discourage true visions of the future as much as possible without directing the players. Be as vague as you can get away with when stating the results. Use the vision to predict an appropriate result. Steer as little as possible to make the vision come to pass.

38.8 Time Travel

Time travel, you ask? Where have we specified spells for this? Well, honestly, nowhere. But what campaign doesn't eventually stumble across devices or magic that whisk the adventurers away to another time? Everything we have said above about predicting the future goes triple for travelling to the adventurers' past. Things they do can and should affect events they have already played. If you can VERY carefully set this up so they see the effects before they create the causes, you are doing an almost inhumanly good job of GMing. But don't let this complication cause you to force the players' actions. It is legitimate to trick or entice players into certain paths, but not to constantly force them.

Before you consider any adventures in different times, choose one model of how time travel can affect the present and stick to it. We use the concept of there being one time stream, and any attempts to change the past were made, succeeded, and lead to the present. This model causes you to carefully channel all time travel away from the adventurers' past, or from historical events that could change it. If the players do land at such a nexus point, their actions must result in changing the event to cause it to occur the way they originally remember it happening.

If your model of time travel allows the present to be changed, we suggest that the adventurers present at the point of nexus or change retain memories of the original present. When they return, things will be different. This can even keep other adventurers from being born, so the players should carefully consider the consequences of their adventurers' actions before they attempt to change the time stream. Repeated trips to the past to repair a changed time stream can be very entertaining (mostly to the GM).

38.9 Secrecy

Conquering an obstacle gives no satisfaction when you already know the proper method. Nothing is more dissatisfying as setting up an interesting situation, with careful clues leading up to an entertaining conclusion, only to have it solved by a player who was leaked the solution earlier outside the game. When you plan an adventure, or work with others on a major plot, keep it secret. Do not tell any players, do not tell any GM who is not involved in the plot. Do not tell outsiders who exclaim "I don't play," invariable the information finds its way back to your players.

38.10 Playing

When you play an adventurer in the same campaign that you Game Master, some extra precautions are needed. You need to take a more background seat whenever any adventure gets near any situation that you have any knowledge about. This DOES put you at a disadvantage. If there is a possibility your adventure could have solved a problem, but you as a GM know that solution, you must forsake the opportunity and allow others the challenge. Appearing to affect the game in any way with your GM knowledge will destroy your credibility and weaken the feel of reality within the game.

38.11 Solving Problems

Adventuring should always be enjoyable. When you or your players are frustrated or angry about the game, out of the context of their adventures, then you have a problem. They come in many different guises and reasons, but all should be addressed and solved rather than allowing the gaming session to become too heated or frustrating. Some common problems and ways to approach their solutions are described here.

38.11.1 How to start

The problem in getting an adventure started is that you and your players may have two different agendas to accomplish. Novice players may be content with being told what to do, but this won't last long. You must solve the dilemma of making them go on the prepared adventure, but at the same time give the appearance they have free will.

The solution to this is **Motivation**. The players should direct their adventurers to do the things you wish them to do, but because they **want** to. Read the section in *Creating Adventures* on motivation, and know enough about your players to be able to tempt them into your adventure.

It is usual for adventurers to tend to any business they need to get done in town at the start of a gaming session. They may want to identify magic, visit and pay obeisance at temples, prepare or pickup special weapons or equipment, or report in about recent events to various actors. Use these trips to lay the clues and hooks for your upcoming adventure.

After a time, players may catch on to this and start paying too much attention to the events occurring while the game is starting. Prepare and use different **red herrings**, i.e., clues that have no meaning. Intermix these with your real clues to give a feeling of real life to the players, and to make them think more about which clues are significant and which are not.

Stubborn players may resist these attempts. Occasionally it may be necessary to push the adventure to a start. Methods for this include kidnapping relatives of adventurers, assassination attempts, teleportation, use of local law keepers, and chance scenes with the major actor of an adventure. Be very careful not to overdo forcing an adventure start; players tire of this quickly. If they are being particularly resistant to the adventure you have prepared, it is sometimes best to let them try what they want to do. This may involve the creation of a spontaneous adventure and should only be done by a very experienced GM.

38.11.2 Cheaters

It is regrettable that some people feel compelled to falsify die rolls and possessions to gain the upper hand while playing. If you believe that you have player doing this, the first thing to do is to be sure. Falsely accusing someone of cheating can be disastrous to you and them. Make sure you catch them in the act. Don't accuse them at the gaming table; this just leads to denial and a confrontation that will do your game no good.

People who cheat do so for a reason. Most of them do so because they want to be accepted as a good player by the others involved in the game. Some believe the power their adventurer wields helps them dominate other players in real life. They sometimes think the only way they can excel at the game is to stack the odds in their favor.

Take the player aside after the game is over, or during a break. Make sure you talk to him privately, because embarrassing him in front of others will do no good. Explain you have discovered what he has been doing. Tell him you will not allow cheating in your campaign and that any further infractions might result in his being ejected. Arrange to undo the results of the cheat. For example, if he created an enchanted item out of nothing for his adventurer, make him donate it to his temple or a local charity. If you make it less painful and embarrassing for him to come clean, there is a greater chance that he will.

Remember, it is your campaign. If he continues to cheat, his drive for power will only make the game less enjoyable for the other players. Be firm and toss the continual cheater out of the campaign. Don't fall prey to the temptation to simply punish them in game terms by cheating back at them. Once you lose your impartiality, your players will never know if you are playing fair, or cheating yourself.

38.11.3 Power Gamers

Less obvious than cheaters, but potentially even more dangerous to your game, are players who play for the domination and control of the other players and adventurers. They try to bend rules to the limit, and are more interested in the mechanics than the roleplaying. The best solution for this problem to eject power gamers from the campaign, if possible.

To minimize the impact of power gamers, be firm about the interpretation of the rules. If they are obviously bending a rule out of shape, overrule them. If they find a legitimate hole in the rules, allow its use only once, and then fix the rule. No game will ever have all these possible loopholes fixed; the responsibility for keeping the game in control is yours as a GM and you must not hesitate to take charge when you think someone is taking unfair advantage of the other players or you.

38.11.4 Noise

Clear communication is crucial to running a good game. Make sure your players realize you are the one to designate who is speaking currently. If they are not all paying attention, wait until they are before giving any descriptions or results.

When you need to communicate with a single player, make eye contact, and be sure he is listening to what you are saying. He mustn't accept any action as done unless he receives confirmation from you that you have heard and understood his action. Nothing is as discouraging as to give a result, only to have a player claim his adventurer did something to invalidate it, an action that you didn't hear. If you don't hear and acknowledge an action or statement, then it didn't occur.

38.11.5 Passive players

Most people enjoy roleplaying more when they are actively participating in the game. Unfortunately, there are times one or more players assume leadership roles which prevents timid players from participating. If you see this happening, design a scene or adventure that thrusts the timid players to the fore. Make their adventurers be the ones quested or hired, use their relatives to start adventures, or isolate them from the main group and make them roleplay without the other adventurers around to dominate them. Often these players will surprise you with some very interesting and skillful playing.

38.11.6 Pacing

A fast-paced game is always more exciting than one in which people spend more time consulting the rules than playing. Go out of your way to be fluent with the rules so that you need to consult them infrequently. The rules provide a framework for roleplaying, but the roleplaying is the enjoyable part. The less the rules are consulted during play, the more entertaining the game becomes.

The Adventure Quest system is designed with a minimum of charts and lookups needed during play. Most of the rules are based on common sense solutions to common problems. When you come upon a situation that is not covered by the rules, just make a reasonable ruling and get on with play. If a player takes an unconventional action, it is better to assign an appropriate chance of success, have him roll dice to determine the result, and continue play. Spending a lot of time going through the rule book to extrapolate the rules to cover such a situation only slows play and promotes boredom. Remember, since we just tried to create probabilities from common sense solutions, you can do just the same.

38.11.7 Stuck parties

When you set up a situation for which you believe there is only one solution, don't be surprised if the players come up with a solution you didn't anticipate. Give it a chance to work. Allowing players to solve situations and escape seemingly certain death adds excitement and gives them a sense of accomplishment.

When you design an adventure, you may create a scene or trap that requires a specific solution. While the solution may seem obvious or easily derivable, your players may be totally oblivious to your solution. Be open minded. If they do something that you believe has a chance of succeeding, give them that chance. It is frustrating spending hours trying to solve a trap. (A particular sequence in a popular module where I spent three hours with a group of people trying to open doors in different ways comes to mind. What a total waste of time.) The game is supposed to fun.

Remember, you did not design this scene to kill all the adventurers. If the players seem unable to come up with a solution, at the point that play looks as if it is turning boring, introduce an answer, but one with a price. An actor could enter the scene and assist them, at a cost. One of the adventurers could accidentally stumble on the solution, but injure himself in the process. An adventuring nomad's guardian spirit could come up with the solution, but reveal a dark secret in the nomad's past. Of course, don't award any experience for solving a scene if you have to show them the solution.

38.11.8 Death Situations

When an adventurer dies, how his player reacts can be a problem. The first thing to stress is that he is just playing a game, and he shouldn't be upset by the loss of something that never really existed. The second thing to do is to hand him an adventurer card or record and ask him to create another adventurer, whom you will insert into the action as soon as is reasonably possible. The fun in roleplaying is the play, not the power.

Don't get upset with the player's reaction. Losing an adventurer can be very traumatic for many people, and you may have to wait for them to calm down. Even if they leave the gaming session, they will be back if they enjoy playing.

After a player loses an adventurer, don't refer to that adventurer unless it is by an actor in the context of the game. Reminding him of his dead adventurer might cause undue distress. Remember, despite the current activities in your campaign, the way to keep players is to make sure that they enjoy playing.

38.11.9 Lost parties

When adventurers are unable to complete the adventure you have prepared because they're lost or off track, show them their mistake. This help must be within the context of the game, and must always come at a cost. Introduce a bit actor who has the

right information, but who must be defeated, or paid, to speak. Wind their path back to the proper one, but after an scene with a hostile creature. You can even have a deity appear to them in a dream, or in person, to show them their stupidity and levy a proper penance for their actions. The point here is that you want to give them the opportunity to continue, but only after realizing their error and paying for it.

38.11.10 Off-plot parties

Sometimes your players will not wish to accomplish the goal you have set for them. You cannot force them to; they are participating in a game, not reading a novel. They must have choices open to them that could affect the outcome. If they insist on wandering off to accomplish their goals, the best you can do is design new goals, on the fly, to satisfy them.

Free will is important to the players, and if they are strong in their drive toward a goal, let them attempt to succeed. If necessary, take a break from the gaming session (send your players to a convenience store, perhaps?) and quickly sketch an actor or two to help or counter the adventurers on their self-imposed goal.

38.11.11 Limited Game Time

Gaming sessions are not infinitely long. While many ardent gamers are willing to play into the night, most gamers and GMs lose their edge and tire after four or five hours of continuous gaming. When you plan a gaming session, set a cutoff time. As each scene is reached, note the time and how far you are into adventure. If you are on schedule, proceed. If you are slightly behind, drop an inconsequential creature scene. If you are far behind, plan a dramatic place to stage a cliff-hanger and complete the adventure during the next gaming session. With a little experience and skill, you will find that properly timing adventures improves your players' opinions of your campaign.

38.11.12 Spontaneous Adventures

Reality is that sometimes you may not have time to prepare an adventure. When you first start, we strongly recommend you prepare each adventure. As you gain experience, it will be possible to create an adventure on the fly. These adventures will rarely be as interesting as a prepared adventure, but if you must GM unprepared, at a minimum always prepare, or have pre-prepared, a couple of actors to introduce or use at the start of a gaming session. Well done actors with reasonably complete backgrounds can sometimes create an adventure on their own.

38.12 Summary: Dan's Rules of Game Mastering

- ✓ **Allow the Players Free Will!**
- ✓ **Always Be Impartial!**
- ✓ **Communicate!**
- ✓ **The GM Is Always Right!**
- ✓ **Use Common Sense!**

39 Running Campaigns

Keeping track of all that goes on in a campaign is a formidable task. Documenting everything in detail is impossible, but failure to document enough leads to inconsistencies. As comprehensive as a 30 volume encyclopedia is, it still won't tell you the name of your neighbor's pet dog.

The trick is to **not** document everything, at least not in detail. Identifying what's important helps minimize the amount of book-keeping you must do to keep track of everything. The following sections suggest ways to organize the book-keeping for your campaign.

39.1 Introduction

There is no single correct way to handle the book-keeping for a campaign, for each has different requirements. To better understand the following sections in relation to your campaign, it would be good for you to get acquainted with the campaign that spawned these ideas, the "Fantasy Club."

The Fantasy Club has been gaming every week for the past 25 years. It is quite large, with a membership of 20 to 40 people. Games are conducted on Saturday evenings. Since not everyone attends every game, the composition of adventuring parties is constantly changing.

During the summer months there are 10 to 15 players per gaming night, so only single adventures are run. During the rest of the year, attendance can be over 20 players a night, so three, four or even five different adventures are run in an evening. In the autumn, a series of beginners' games are run Saturday evenings to acclimate newcomers to the campaign. About 120 adventures are conducted per year by a significant number of Game Masters. Coordinating between the multiple game masters is important.

While your campaign is not likely to get this large, the techniques that follow work for us and will likely work for you, too. The needs and problems of your campaign may be quite different, so don't get hung up about changing things. Adopt what seems helpful, but above all develop a system with which you'll be comfortable.

39.2 Adventurer Card

These 4x6 index cards contain all the information a player needs to run his adventurer during a game. Use a file-box, with alphabetic tabs, to store the cards by adventurer name between games.

Using a pen on these cards is a common error. Nothing is immutable; even a player's name can change (through marriage, adoption, etc.)! **Always use a pencil.**

39.2.1 Spell Lists

As a player cultivates his adventurer's spell casting abilities, he needs to keep track of which spells he knows. The easiest way is to list them on the back of the Adventurer Card. List them in columns, by spell group, with the name of the spell group at the head of the column.

39.2.2 Equipment Lists

Adventurers often own more equipment than they could ever possibly carry with them, not to mention wagons, ships, homes, even castles. It can be important to distinguish between what the adventurer carries with him and what he leaves at home.

The simplest method is to put carried items on the front of the card; equipment listed on the back of the card is considered in storage, at a place designated by the player.

39.2.3 Wealth

Some people just seem to attract **money**, and adventurers are no exception. Like equipment, an adventurer can accumulate more money than he can carry. And like equipment, excess wealth can be listed on the back of the card as "at home."

Another option is to put the excess money into a bank, if your campaign has a bank. Just list “bank” right under the “silver” heading on the Adventurer Card, with the amount deposited.

39.3 Magical Item Log Book

Every special, or magical, item obtained by an adventurer is assigned a **unique serial number**, which is recorded in the Magical Item Log Book. The player records the serial number next to the item when he lists it on his Adventurer Card. The Game Master records the serial number and a complete description of the item in the log book.

When a player’s adventurer uses an item, he tells the Game Master its serial number. The Game Master simply looks up the number in the log book and reads the description to find what the item does.

There are several advantages of this system. The Game Master does not have to keep track of whom owns which item, because the players do. Whenever an item is sold, or given from one adventurer to another, the players simply update their cards accordingly.

The nature of a magical item can remain a mystery to the player, because all he knows is the serial number and what he has personally witnessed the item do. In fact, the item need not even be special. If several items so logged are not magical (i.e., red herrings), the players are always a little bit in the dark. They can’t say “Of course its magical. It has a serial number!”

Serial numbers are assigned sequentially, in the order that they are handed out. If an item is “charged,” the Game Master records the new number of charges in the log book. If an item is destroyed, he records this fact as well, with the date of destruction.

39.4 Adventure Briefs

A fundamental part of the adventure design process is the writing of an adventure brief, an outline of what potentially could occur during an adventure. Follow the steps outlined in the chapter on creating adventures, writing down the results of each step. Judging the adventure with this brief in hand will give you quick and easy access to the elements of your adventure. Note on the brief what major changes your players took as you judged the adventure. Saving these briefs in a notebook gives you an invaluable reference source for the history and flow of the campaign. The players should not have access to this information, as it often contains data they shouldn’t know.

39.5 Assistant Game Masters

In a gaming session with many players, it can sometimes be helpful to have a second person assisting the GM. This person can be responsible for keeping track of the adventure brief, for tracking DP of the creatures and actors involved, to dice for actors and creatures. They can roleplay some actors, while the GM roleplays others.

Assisting the GM is a very good way to learn how to GM. As an assistant learns more he can be given more responsibility during a gaming session. The GM can allow the assistant to adjudicate a combat during an adventure, and then latter discuss what went right, and what did not.

39.6 Multiple Game Masters

In very large campaigns, with many players, there may be more than one person willing to adjudicate. One GM needs to be in charge of all plots, planning and direction for the campaign, but with his permission any other person could prepare an adventure to judge. The campaign GM needs to approve all plots and all magic which is to be available to the adventurers. If a GM wants to play in the campaign that they occasionally judge for, they should avoid using the opportunity for learning about magic and plots that they do not need for the adventures they create. A GM should NEVER involve his own adventurers in an adventure which he is adjudicating, for this would seriously compromise his credibility.

39.7 Player Synopsis

A history of the campaign, from the adventurers’ point of view, that the players can refer to is useful. However, it is more work than most Game Masters can keep up with on their own. So recruit the players to help.

Allow interested players to keep personal diaries, or scribe official documents for the temples or library. This activity often appeals to a player's sense of roleplaying. These records are kept in character, of course, and the Game Master can reward the effort with experience points.

There are several major advantages to this approach. First, it distributes the effort of maintaining the campaign records among more people, helping to prevent any single individual from becoming overburdened. More importantly, the record is kept from their point of view, not the Game Master's. Players may pick up on ideas the GM never anticipated, and miss other more vital issues. Monitoring these records helps give the GM an idea of how well the players have grasped the current plot lines. Finally, many players enjoy doing this. If so, let them!

39.8 Wills

Players can be allowed to write personal wills for their adventurers, which stipulates what is to be done with their personal wealth and possessions when they die. The GM charges them a fee, to simulate the filing of the will by a barrister in the campaign, and records the will in the will notebook. A player may not will his possessions to one of his other adventurers.

39.9 Spell Code Books

There are times when a player wants to cast spells without others in his party knowing exactly what he is casting, cast complex spell sequences so often that it slows the game down giving the entire description each time, or cast a new spell that will surprise everyone. A **spell code book** can easily handle these situations.

The code book is really just sheets of paper rather than actual books. There are always two identical copies, one for the GM and one for the player. Whenever the player wishes to cast a spell, he simply refers to the spell by its number or name in the code book. The GM then references the code in his copy and acts accordingly.

39.10 Secret Notes

The GM often needs to communicate privately with a player during a game, to discuss information or events that should remain unknown to the rest of the players. Whispering in the corner of the room is one approach, but is not appropriate or convenient for all situations, and it can be disruptive to the flow of the adventure. The answer to this problem is often secret notes.

Preparing some of these notes prior to the adventure (when you are writing the adventure brief) can save you time during the adventure itself.

In theory, other players should pretend that these notes do not even exist, and not base their actions upon them. Players sometimes take the presence of these notes very seriously and modify their actions upon the delivery of such notes to other players.

A simple remedy to this problem is to introduce a few "**red herrings**" as notes. For example, a note similar to the following is sure to confuse people who take the note too seriously.

That tree on the right of the path, about 30 feet ahead of the front of party, looks very familiar to you. Yes! Now you are sure of it. You distinctly remember seeing that strange burn mark on it about 3 or 4 mets back.

For some humor, you can even be a little more blatant.

Do not reveal the contents of this note to anyone. First, giggle out loud. Now pretend you are reading for a minute. Blah blah, read read. OK, now frown and look at the party leader for a moment. Blah blah, read read. Look at the party leader again. Roll 2d6 and give me the number. Now write something down on the bottom of this note and hand it back.

As silly as it may sound, an easy way to deliver a secret note is to fold it into a paper airplane and send it "air mail."

Besides, its fun.

39.11 Adventurer Name Plates

In a large campaign, it can be difficult to remember each other's adventurers' names. A very simple solution is for each player to take an 8 1/2 by 11 inch piece of stiff paper or light cardboard, fold it lengthwise, and write their adventurer's name on it. A quick glance can keep things straight and not interrupt the flow of the adventure.

39.12 Using the Chalkboard

A blackboard (chalkboard) or white board (dry erase marker board) are so handy for moderating an adventure that we highly recommend getting one for your sessions. You'll not regret the minor expense.

39.12.1 Player List

A common practice is to write a list of all the adventurers in the party on the board. Useful information includes: adventurer name, two letter mnemonic, race, armor, and claimed profession. Depending upon the particular adventure and campaign, you may wish to add to or delete from this basic information.

This list is particularly useful for groups of players that seldom adventure together. A simple glance at the board can answer basic questions.

39.12.2 Marching Order

A **marching order** is a visual depiction on the board of the adventurers' positions when they are traveling. Use the two letter mnemonic from the adventurer list to represent the relative positions. Putting a big arrow on the board as well helps everyone to keep the direction of travel clear. The players should write their marching order on the board. The GM simply states how wide the ranks should be, or other physical limitations, and let the players decide whom should be where. This encourages them to work together and communicate better. It also removes the GM from any squabbles about who is where.

It is useful to designate the condition of the adventurers in this marching order. Put an "X" through the mnemonic of those dead or unconscious. Circle torch bearers. Put a dotted circle around invisible adventurers.

Whatever it is, if the GM feels it is important to keep track of, he should draw attention to it.

39.12.3 Movement and Combat

During the action phase of melee, erase each adventurer from the board and record his new location as he indicates his movement. This clarifies movement and helps avoid confusion.

The positions on the board can help determine a variety of factors. Where has a spell been targeted and who is in the area of effect? Does an individual have **line of sight** on a target? What is the distance between two individuals? These questions and more are most easily answered via the board.

39.12.4 Pictures

Many GMs are not artists, but they must draw pictures on the board to illustrate the places and situations the adventurers face. These drawings do not need to be elaborate; in fact, it is best to make them simple. Use stick figures for people, triangles for mountains, and boxes for buildings. The players will fill in the details from the GM's narration and their imaginations. That's part of the fun. The drawings are like a blueprint or map, and simply synchronize everyone's individual mental pictures.

39.13 Recycling of Dead Adventurers

When a player's adventurer dies, he turns in his Adventurer Card to the Game Master. Save these old cards for use later as templates for actors.

39.14 Actor Backgrounds

The GM should describe the history and background of an actor as part of the design process. Expand the brief as events occur in the campaign, to reflect the continuing development of the actor's character and personality. This allows the actor to be portrayed consistently, and be more dynamic in his behavior.



40 Designer Notes

40.1 Dodging Complexity

In designing Adventure Quest, we made a conscious decision that our number one goal was to maximize people's enjoyment. That is certainly an easy statement to make, but how did we reduce this to rules to help us guide the development of the gaming system?

Watching people playing roleplaying games for a long time it was clear that they enjoyed doing some actions, and found others boring.

People like making decisions that affect the future success of their adventurer.

The number of options available to the player at any one time seem to relate directly with their enjoyment of the situation. More options means more thought by the player, and more sense of accomplishment when the action is decided. But these options need to be real options, each with different results. Large numbers of options that all have the same result don't give the player the feeling that their decisions are effecting the outcome of the gaming sessions.

Simple is Best

In every circumstance, given two different mechanisms to model the same event, the simplest, the fastest is the more enjoyable. Simple mechanisms allow the action to occur faster, getting more action in a gaming session. Things that take up time should be avoided as much as is possible.

Make Combats Fast and Exciting

Real combats occur in seconds. Exciting action in movies and television is fast paced. A roleplaying combat that drags is boring and time consuming. Also it must be possible for the weaker combatant to win. If the results of the combat are too well predicted beforehand, the combat itself is superfluous.

Realistic Models

Gaming systems which place restrictions on what your adventure can do, what skills they can pursue and what options they have available to them frustrate and anger potential players. Coming up with an idea to solve a situation, and not being able to execute it because the gaming system gets in the way is frustrating. We accept that totally reality is not possible, but where it doesn't greatly conflict with simplicity and playability, we strive for realism.

- 1) **RolePlaying Maxims:** Maximize the number of unique resulting options.
- 2) Pick the simplest mechanisms possible.
- 3) Make combat action Fast and Exciting.
- 4) Make the action seem real.

These maxims lead to a number of related corollaries.

40.1.1 Don't Take Control from Players

Presenting options to the player and giving them the chance to play out those options is a major part of their enjoyment of the game. When a player's adventurer is put under mind control, the player's participation in the game ends until the mind control is gone. Almost nothing angers and frustrates a player as losing control of his own adventurer. Avoid complete control as much as possible, and limit any partial control over adventurers to very specific situations and actions.

40.1.2 Don't Pit Players Against Each Other

Any situation where one adventurer is set up against another can easily cause a like conflict between those adventurer's players. People take things personally, get angry, and stop enjoying playing. Never specifically set up circumstances to encourage strife between members of the same party, and when they insist on doing this themselves, don't encourage them.

40.1.3 Nondeterministic Combat Results

A simple statistical analysis has shown us that the dice rolls used during combat should all result in uniform distributions. This means that rolls made to check the success of an attack and the resulting damage should be done with one die for each check. Using more than one die in any check changes the probability distribution in a way that makes the results very predictable. Once the players see the pattern in the results, it will no longer be challenging or interesting to actually participate in combat, with near certain knowledge of the end. Combat does not have options, if you can predict the results.

40.1.4 Charts are Bad

Charts for combat results, or any action results should be held at an absolute minimum needed to provide the proper realism. A chart lookup temporarily stops action, while all wait to get the results from the person consulting the chart. We strove to keep the number of charts as low as possible for Adventure Quest. (Look in Appendix B for the five charts we do have).

40.1.5 Flexibility in Adventurer Advancement

Many systems define rigid “classes” that arbitrarily decide, for you, what skills your adventurer can use. Your adventurer looks like every other adventurer in that class at that level of advancement. In real life, you decide what mix of skills you develop. In Adventure Quest, you can buy most skills and spells without restriction, with your original training determining the expense of the skill you seek.

40.1.6 Advancement Every Gaming Session

Playing for 10 gaming session with the same skills, stats and magic and then advancing all at once gives no short term reward for good play. In Adventure Quest we make sure that we reward for taking risks, and we let players apply those rewards to their adventurers at the conclusion of every gaming session.

40.1.7 Make No Moral Judgments

The fictional actions of the players within the game are just that, fictions. Do not label them good or evil, because every adventurer does what is “good” for them. They follow a particular code of morals that should not be compared against our real culture. In the Jaern genre, all the priesthoods believe that they are doing the right thing, following their set motivations and fulfilling their goals. By avoiding labeling them “good” and “evil” according to our cultural standards, we avoid much conflict that would exist between the players and between the adventurers.

40.1.8 Dice Usage

You should not need to own a hoard of dice to play any game. It is expensive, noisy, and too much time is spent chasing dice around the playing area. We strived to use a minimum of different dice in Adventure Quest. One twenty, twelve, ten, eight and four sided along with 6 six sided dice is more than sufficient to play Adventure Quest.

40.2 How we use these

When we propose or review a new rule, we use the above maxims and corollaries to help decide if we should work that idea or rule into the existing system.

- ✓ Does this idea add options for the player?
- ✓ Is the idea simple to implement and use?
- ✓ Does this add fun for the players?
- ✓ Is the campaign more realistic with this rule in place?

Answering yes to all these questions is the means the idea or rule is worth continuing to consider.

40.3 Magic Effects

Predicting the effects of magics on people and things in every circumstance is beyond the scope and size of any gaming system. Rather than trying to enumerate every occurrence of every effect against every target, instead we hope to let you understand the model we have used to simulate the virtual reality that goes into Adventure Quest tm.

Understanding of this material is certainly not needed to enjoy playing Adventure Quest. The written rules will cover the vast majority of situations and circumstances where magical and spiritual energies are used while gaming. But if you wish to have a more in-depth idea of why the rules are written as they are, and be able to extend them to cover unique circumstances, read on.

40.4 Magic

“Any sufficiently advanced technology is indistinguishable from magic.”

— Arthur C. Clark

In creating Adventure Quest, we looked at the task of creating a system for handling magic and its interactions with our simulated reality. Looking at fantasy fiction and at other gaming systems, the first thing which was noticed was the completely arbitrary reasoning on the effects of magic. In most fiction, how magic works seems completely at mercy of the plot. It is inconsistent, unpredictable, and unbounded. In other gaming systems, the rules that do exist for using magic seem arbitrary, and not guided by any upper level design.

This led to an easy decision. We would not base the magic in Adventure Quest on any single work of fiction, or make it an arbitrary corpus of rules with no unifying backing. Instead, we tried to base the existence, interaction and use of magic as an extended technology, a way of manipulating strange magical energies in familiar ways, similar to how we manipulate electricity, radio waves, magnetism and gravity.

40.4.1 The Model

We begin by deciding how to model the existence of magic. While designing the background material for Jaern, it was evident that we wanted to include magicians, priests and nomads. These three backgrounds of adventurers would need to manipulate elemental, divine and spiritual magics. Three kinds of magic, working with hopefully similar mechanisms, but not interacting heavily with each other.

If we look at physics, and the study of various energies we quickly come across the existence of the electromagnetic spectrum. This is a way of classifying energies of different kinds in a continuous spectrum of different frequencies. These different forms of energy work by consistent laws, and manifest themselves in very different ways. If we then create an analogy with the various kinds of magic, we can postulate the existence of a Spiritualmagic spectrum. This spectrum helps use consistent rules to define the different “magical” effects prevalent in a fantasy environment like Jaern.

Lowest in frequency, Spiritual magic, or Incants effect the forces of life. All living creatures generate fields of this life force and the practitioners of Spiritual magic manipulate this energy.

Higher in frequency, all objects give off an elemental “chattering” that corresponds roughly to Brownian Motion and generates waves of Elemental Magic. These magics are all in one frequency, but each of the four elements of earth, water, air and fire generate these magics with a different phase relationships. Elemental mages learn to channel and control one these energies, and with additional effort learn how to retard the phase of their magics by ninety degrees, allowing them to control the magics of both their learned element, and the next lower phased element.

The deities in this genre slowly gathers a small fraction of the life energies of all his worshippers, and reradiates these in a higher frequency as the source for Divine Magic. Each diety does this slightly differently, resulting in different wavelengths of divine energy.

40.4.2 Storing of Magical Energies

If we assume that human and humanoids have learned how to gather, store and release these energies, we further assume that the control and storing of any particular frequency band is separate from the same ability with any other type. When a single adventurer has learned to control more than one type, the storing of these energies is handled separately for each type.

Since divine and elemental magics are different in frequency this means that Divine Units or DUs cannot be used to power elemental spells, and vice versa. Divine magic from one deity cannot be used to power another deity's spells, and any deity would not believe the sincerity of prospective priest if that priest was already casting some other deity's magic.

Spiritual magic is a different case from elemental and divine magics, since the life force of the user is acting as a control for magic from the Kurago. In this case, the user does not keep a separate spell and life force total, but uses his life force directly to manifest his spiritual magic, or incants. We ended up representing this using the adventurer's earned experience as the source for creating and controlling these incants.

40.4.3 Magic Source Separation

Adventures will occasionally visit places off their home planet, on other planes, and in other universes with similar and dissimilar physical laws. At these times, some sources of magic are no longer available to them.

Elemental energy is slowly given off by almost any physical material. Since the magic is stored by the caster, these are not taken away when he travels. However there are places where he cannot regain spell units. Anywhere on his plane, and in similar planes in his universe should allow him to recharge spell units. If a caster visits other universes, where the physical laws differ enough to change the frequencies emitted by matter, or where matter does not even exist, he cannot regain lost spell units.

Priests get divine magic from their deities. When they travel, they also do not lose what they have, but any other planet, plane or universe will prevent them from regaining energy for their magic. Also these places will prevent priests from using any spell which requires the intervention or assistance of his deity, as that deity is not present. There are rare cases of other universes where the elemental energy of that universe falls into the divine frequency for one of the Jaernian deities. In such a place, priests of that deity can regain lost spell units.

Spiritual magic comes from the nomad's connection to the Kurago. Since this is already a connection to another plane, this is not obstructed by visits to other planes and planets. However visiting another universe will block the nomad's access to the Kurago and to his Spirit Guardian. All his existing incants will cease to function, and he will be unable create any more. When he returns to his universe, his existing incants will once again work.

One other strange circumstance for those who use magic, traveling through time. Elemental casters are not effected as their source of energy exists in any time period. If a priest's deity exist, the priest may regain spell units. If he attempts to use a spell involving the deity's intervention, they deity may or may not acknowledge him. In a different time period, a nomad will be unable to contact his spirit guardian. His existing incants will function, but he will be unable to create new incants.

40.4.4 Revokation

The ability to cancel existing magic is crucial to the adventurer's ability to overcome magic effects. We postulate that a caster of a particular magic can learn how to put out an interfering field of rapidly alternating magic which can break down and cancel magic fields of a similar frequency. This means a Revoke cast by a priest using his priestly magics is only effective against effects created by other divine magic, and is not effective against effects created by elemental or spiritual magic.

40.4.5 Complexity of Spell Descriptions

Many game systems include tomes of arcane spells and spell descriptions. We tried to make spell descriptions and parameters as simple and systematic as we could. Targeting for spells is well defined, ranges, durations, area of effects are explicitly stated for every spell. And, in an effort to make spells clear, we stated the full description of every spell in 6 lines or less. If a spell is more complicated or needs clarification, the clarification will be in the Appendix.

We know that spells and incants often require some physical component or components. But spending time tracking all this bits and pieces is a bore. We assume that except in special cases where the GM states a certain component is not available, that casters keep an ample supply of these. Save the playing time for the action, not the bookkeeping.

Balance is always a difficult subject in most gaming systems. To make the gauging of the strength of an adventurer or creature even possible we attempted to have spells of like effects in equal ranks to have numerically equal effects. Any spell doing damage usually does 1d6 per rank of the spell. Ranges to similar spells increase as the rank increases. Resistance checks needed generally range from 3d6 checks for rank 1 through 4 spells to 6d6 checks for rank 13 through 16 spells.

Spells, and incants, like all buyable things in Adventure Quest, are bought on a geometric curve that raises the cost for each succeeding rank evenly as larger and larger effects are purchased. This blunts the edge of an adventure attempting to become superhuman in one spell group or skill, and encourages more rounded adventurers.

Like physical laws governing the conservation of energy, we postulate a conservation of magic. Looking at the effects of all the various magics, we attempted to make sure the spell energy put into a spell was equal to the effect gotten out of the spell! This is especially important when applied to any kind of changeling or morphing abilities. A spell casting adventurer cannot Transmogrify himself into a magician with more magic. Conversion will not allow the caster to convert a spell to a higher ranking spell. Shadow Life allows the caster's shadow independent action, but does not duplicate the spell energy. Magic should never allow the adventurer to create magic out of nothing. There is no free lunch.



41 Critical Hit Charts

Table 1: Blunt Weapon Critical Wounds

Normal Roll	Damage Multi	Results
01	x1	Self Hit, roll normal damage on self
02-03	x1	Weapon Broken, -5 to strike and damage
04-05	x1	Haft cracked, 50% chance of breaking on use
06-09	x1	Arms shocked, lose one round
10-50	x2	Double Damage
51-70	x3	Triple Damage
71-73	x2	Weapon or shield broken
74-77	x3	Armor Damage, lose d2 DV
78	x2	d6 ribs broken
79	x2	Leg/tail broken
80	x2	Arm/wing broken
81	x2	Shoulder/wing damage
82	x2	Arm/wing smashed, unusable
83	x2	Leg/tail smashed, unusable
84	x2	Hand smashed, unusable
85	x2	Chest Hit, winded and gasping d4 rounds
86	x2	Stomach hit, stunned 14 - HEA rounds
87	x3	Groin smashed, stunned 20 - HEA rounds
88	x3	Head hit, stunned d4 minutes, normal damage with helmet
89	x2	Hand severed
90	x2	Face hit, blood blinds d4 rounds if no helmet
91	x2	Face hit, permanently blind if no helmet
92	x3	Head hit, unconscious d4 days, if helmet unconscious d4 minutes and double damage
93	x3*	Knee cap shattered, no movement
94	x3*	Jaw broken, no speech
95	x3	Kidney destroyed, if both gone death in HEA/2 rounds
96	x4	Internal organs crushed, death in HEA/2 rounds
97	x4	Chest caved in, death in HEA/3 rounds
98	x3	Spine severed, paralyzed
99	x5	Head crushed, INSTANT DEATH, if helmet triple damage
00	x6	Head torn off, INSTANT DEATH

*victim is bleeding. Lose 1 DP/round until wounds are bound or healing magic is applied.

Table 2: Bludgeon Critical Wound Table

Roll	Outcome
01-02	Roll again, apply results to self
03-08	Shoulder hit, 1 point of damage
09-12	Shoulder hit and target falls
13-20	Glancing hit 1d2 damage
21-30	Stun 1d6 rounds
31-40	Stun 1d6 rounds and fall
41-70	Unconscious 1d6 x 10 minutes
71-80	Unconscious 2d6 hours*
81-86	Comatose 1d6 days*
87-90	Coma 1d6 weeks*
91-00	Death

*roll an additional d6

1-4	no additional result
5	blind 1d6 days
6	amnesia 1d6 weeks

Table 3:Edged Weapon Critical Wounds

Normal Roll	Assassin Roll	Damage Multi	Results
01	--	x1	Self Hit, roll normal damage on self
02-03	01	x1	Blade broken, use at a -5 to strike and damage
04-05	02	x1	Blade bent, use at a -3 to strike and damage
06-07	03	x1	Blade cracked, use at a -1 to strike and damage
08-10	04	x2	Blade stuck in opponent, 3d6 vs STR to free
11-40	05-15	x2	Double damage
41-60	16-25	x3	Triple damage
61-72	26-35	x4	Quadruple damage
73-77	--	x2	Weapon or shield broken
78-82	--	x3	Armor Damage, lose d4 DV
83	--	x2	d6 ribs broken
84	--	x2	Leg/tail broken
85	--	x2	Arm/Wing broken
86	--	x3	Shoulder/Wing damage
87	36-40	x2*	Hand severed
88	41-45	x3*	Arm/Wing severed
89	46-50	x3*	Leg/Tail severed
90	51-55	x3*	Groin cloven, incapacitated 20 - HEA minutes
91	--	x3	Head hit, stunned d4 minutes, normal damage with helmet
92	56-60	x4*	Face hit, permanent blindness, blood blinds d4 rounds if helmet, triple damage
93	61-65	x4	Head hit, unconscious d4 days, if helmet unconscious d4 minutes, triple damage
94	66-70	x4*	Kidney destroyed, if both gone death in HEA/2 rounds
95	71-75	x4*	Internal organs pureed, death in HEA/2 rounds
96	76-80	x4*	Chest opened, heart and lungs slashed, death in HEA/3 rounds
97	81-85	x5*	Spine severed, paralyzed
98	86-90	x6	Head split, INSTANT DEATH, if helmet x4 damage
99	91-95	x6	Cleft in twain, INSTANT DEATH
00	96-00	x6	Head severed, INSTANT DEATH

*victim is bleeding. Lose 1 DP/round until wounds are bound or healing magic is applied.

Table 4:Piercing Weapon Critical Wounds

Normal Roll	Assassin Roll	Damage Multi	Results
01-03	01	--	Weapon broken, no damage
04-07	02	x1	Point blunted, -2 to strike and damage
08-10	03	x2	Weapon stuck/Bow string snapped, 3d6 vs STR to free/restring
11-30	04-09	x2	Double damage
31-45	10-16	x3	Triple damage
46-55	17-24	x4	Quadruple damage
56-60	25-32	x5	Quintuple damage
61-66	--	x3	Armor Damage, lose 1 DV
67-68	--	x2	Shoulder/Wing pierced
69-70	--	x2	Leg/Tail pierced
71-72	--	x2	Arm/Wing pierced
73-74	33-36	x3	Hamstrung, unable to walk for 30 - HEA days
75-76	37-40	x3	Hand impaled, 2d6 vs STR to remove
77-78	41-44	x2	Ear sheared
79-80	45-48	x3	Nose removed
81-82	49-52	x4	Eye hit, permanent blindness
83-84	53-57	x3*	Stomach hit
85-86	58-62	x3*	Kidney hit, lose 1d4 HEA, if both gone death in HEA/2 rounds
87-88	63-67	x4*	Liver pierced, lose 1d6 HEA
89-90	68-72	x4*	Lung hit, incapacitated until healed, lose 1d3 HEA, die if other lung gone
91-92	73-77	x5*	Groin pierced, incapacitated until healed
93-94	78-82	x6*	Head hit, if helmet only double damage
95-96	83-88	x6	Heart pierced, INSTANT DEATH
97-98	89-94	x6	Throat pierced, INSTANT DEATH
99-00	95-00	x6	Eye pierced, INSTANT DEATH

*victim is bleeding. Lose 1 DP/round until wounds are bound or healing magic is applied.

Table 5: Grapple Critical Wounds

Normal Roll	Results
01	Attacker trips and opponent has the option to grapple him without a roll
02-03	Attacker breaks a finger and is unable to use hand until fixed
04-05	Attacker damages armor he is wearing, -1 to all armor DVs
06-09	Attacker's finger gets jammed and he cannot use his hand for 1 round
10-50	Rib cracked, take 1d4 damage
51-70	Rib broken, take 1d8 damage
71-73	Weapon or shield broken
74-78	Armor Damage, lose d2 DV
79	Left Leg/Tail broken
80	Left Arm/Wing broken
81	Left Shoulder/Wing dislocated
82	Arm/Wing smashed, unusable
83	Leg/Tail smashed, unusable
84	Hand smashed, unusable
85	Chest hit, winded and gasping 1d4 rounds
86	Stomach hit, stunned 14 – HEA rounds
87-88	Groin smashed, stunned 20 – HEA rounds
89	Head hit, stunned 1d4 minutes*
90	Face hit, blood blinds for 1d4 round unless wearing helmet
91	Face hit, permanently blind if no helmet
92	Head hit, unconscious d4 days, if helmet unconscious d4 minutes
93	Knee cap shattered, no movement
94	Jaw broken, no speech
95	Kidney destroyed, if both gone death in HEA/2 rounds
96	Internal organs crushed, death in HEA/2 rounds
97	Chest caved in, death in HEA/3 rounds
98	Spine severed, paralyzed
99	Head crushed, INSTANT DEATH, if helmet triple damage
00	Head torn off, INSTANT DEATH

Table 6: Linear Weapon Critical Wounds

Normal Roll	Assassin Roll	Damage Multi	Result
01	01	1x	Catastrophic failure, failure based on weapon
02-03	--	--	Weapon malfunction, requires repair, no hit
04-06	02-03	1x	Weapon malfunction, requires repair, hit
07-10	04-05	1x	Weapon mishandled, lose 1 round, hit
11-30	06-10	2x	Double damage
31-50	11-16	3x	Triple damage
51-60	17-25	4x	Quadruple damage
61-64	26-31	2x	Shoulder/Wing hit ²
65-69	32-38	2x	Leg/Tail hit ²
70-73	39-45	2x	Arm/Wing hit ²
74-76	46-52	3x	Knee hit, leg unusable ^{1 2}
77-78	52-58	3x	Elbow hit, arm unusable ^{1 2}
79-80	59-60	2x	Ear removed ¹
81-82	61-62	3x	Nose removed ¹
83-87	63-72	3x	Stomach hit ^{1 2}
88-89	73-76	4x	Groin hit, incapacitated until healed ¹
90-93	77-83	4x	Chest hit, death in HEA rounds ³
94-95	84-90	5x	Throat hit, death in HEA rounds ³
96-97	91-95	6x	Head hit, death in HEA/2 rounds ³
98-99	96-98	15x	Chest Destroyed, INSTANT DEATH
00	99-00	15x	Head Destroyed, INSTANT DEATH

1 – Bleeding, lose 1 DP/round until wounds are bound or healing magic is applied

2 – Pain, actions involving damaged appendage require 4d6 vs WIL

3 – Mortal Wound, death is immanent unless healed within the time limit

Failures by Weapon (for Catastrophic Failures)

Modern Firearm – Freak ricochet, roll weapon damage on self

Muzzle Loader – Weapon explodes, roll weapon damage on self

Plasma Weapon – Weapon overheats and bursts upon firing, no hit

"Laser" Gun – Reverse discharge or freak ricochet, roll damage on self

Normal Roll	Damage Multi	Results
01-03	x1	Weapon breaks, damage firing ship
04-07	--	Weapon breaks, no damage
08-10	x2	Weapon damaged, unusable
11-30	x2	Double damage
31-45	x3	Triple damage
46-55	x4	Quadruple damage
56-60	x5	Quintuple damage
61-66	x3	Hull Damage, lose 1 ADV
67-68	x2	Main sail shredded, -50% speed
69-70	x2	Upper sail shredded, -25% speed
71-72	x2	Boon sail shredded, -50% turning rate
73-74	x3	Oars sheared, oaring impossible
75-76	x3	One weapon hit and destroyed
77-78	x2	Crow's nest destroyed
79-80	x3	Figurehead destroyed
81-82	x4	Rigging fouled, 1d6R until ship can move
83-84	x3	Passage to below deck hit, blocked by debris
85-86	x3	Attack boat/Life boat destroyed
87-88	x4	Cargo bay flooded
89-90	x4	Helm destroyed, uncontrolled until repaired
91-92	x5	Rudder destroyed, uncontrolled until repaired
93-94	x6	Cefo killed
95-96	--	Mast falls, ship cannot move
97-98	--	Ammo hit, ship explodes and sinks immediately
99-00	--	Keel breaks, ship sinks immediately

x2	Upper sail shredded, -25% speed
x2	Boon sail shredded, -50% turning rate
x3	Oars sheared, oaring impossible
x3	One weapon hit and destroyed
x2	Crow's nest destroyed
x3	Figurehead destroyed
x4	Rigging fouled, 1d6R until ship can move
x3	Passage to below deck hit, blocked by debris
x3	Attack boat/Life boat destroyed
x4	Cargo bay flooded
x4	Helm destroyed, uncontrolled until repaired
x5	Rudder destroyed, uncontrolled until repaired
x6	Cefo killed
--	Mast falls, ship cannot move
--	Ammo hit, ship explodes and sinks immediately
--	Keel breaks, ship sinks immediately

42 Appendix A: Spell Clarifications

42.1 Mutate

The *Mutate* spell allows a caster to change a creature's DNA. This allows the caster to give a creature new abilities and features or take away existing ones. The mutate spell only requires the creature to spend XP if the creature is willing (regardless of the RC), the RC is only for mutating the creature with disadvantages or features that do not require experience points. In no way can the mutate spell allow a creature to gain XP as mutating disadvantages costs the creature no XP and only grants XP for the Mutate spell currently being cast. So any XP gained from disadvantages must be spent immediately or is lost.

If the mutate requires spending experience points, the creature can spend up to 5,000 XP on a single ability or purchase a single rank in an ability, whichever costs more, for a single change and each change should be handled separately even if they are all used to purchase the same ability. Any ability or feature that gives the creature an advantage costs the creature XP based on how much advantage it gives the creature. In addition, mutates can only be used to give a creature physical abilities. It cannot grant creatures mental or magical abilities. All changes from the mutate spell are given to the body of the target, meaning if they change bodies, the mutates do not move to the new body.

For example, a creature wants to mutate the regeneration ability which has a base cost of 1,000 XP. If the creature is granted three changes (because Mutate was finessed four times), the creature would purchase two ranks with the first change (because 3 ranks would exceed the 5,000 XP spending limit) and one rank with the next two changes. This would give the creature 4 ranks of regeneration and cost the creature a total of 10,000 XP.

42.2 Transmogrify

The *Transmogrify* spell allows the caster to change another living creature into a different living creature as long the new creature has a rating that is less than or equal to the old creature. In order for this spell to work correctly, the caster must choose a creature that is not of higher rate than the creature he is casting the spell on, or the spell will simply fail. Otherwise, the target buys down all of its abilities, skills, DP, spells, etc. and obtains a pool of experience points. They then must purchase all of the abilities and DP of the creature they are being changed into. If they cannot purchase all of the abilities and DP, the spell fails because the creature was too high rate. If they have experience left in the pool, they then purchase back any of the skills, spells, or DP bought down previously (not any new ones). If any experience is left over, it is lost while the creature is in its transmogrified form.

If a creature that is transmogrified has the spell effect dropped or revoked, they change back into the creature they previously were and the experience they spent while transmogrified is immediately spent on the same things that it was spent on while transmogrified. If this results in the experience being lost or otherwise unusable, then that is what happens. For example, if a creature purchased skill in the new creature's natural weapon and then changed back, that experience is effectively lost because, while they understand how to use that weapon, they no longer have it to use.

42.3 Reassemble

The *Reassemble* spell works by taking a broken object and restoring it to its original condition. In order for this to function, the caster must have over 50% of the original object and the spell will use other materials to fill in the pieces that are not available. The caster will need the materials that need to be replaced either from purchasing them or finding them. If the spell doesn't have the proper materials to restore the object completely, the spell will fail and nothing will happen. Materials cannot be substituted for similar materials; this spell will only work if the caster has the exact materials, even if they are in their component forms, needed to restore the object.

42.4 Rebound

The *Rebound* spell allows the casters to turn melee attacks back onto his attackers. If a creature gets multiple attacks against someone under this spell effect, they may choose to stop attacking them after the first attack is rebounded back at them. At that point, they may choose an alternate target or give up their remaining attacks.

42.5 Conversion

The *Conversion* spell will convert an elemental spell directed at someone under its effect into a lower ranked elemental spell they have purchased and redirect it at a new target. This will work for any spell that is targeted within the radius of the spell, not necessarily directly at the person affected by conversion. This includes area of effect spells, but only if the spell is centered within conversion's area of effect.

42.6 Soul Home

The *Soul Home* spell allows the caster to implant a soul stored with the *Soul Catcher* spell into another living creature's body. If the body already has a soul and the creature fails to resist the spell, it has its soul pushed aside and the implanted soul controls the body. Ultimately, this will result in a fight for control of the body by the two souls inhabiting it.

Regardless, when a soul has control of a body, it gets the physical attributes associated with the body (STR, HEA, AGI, and COM), but keeps all of its other attributes, with the exception of PER which is averaged between the two. The soul that controls a body does not gain any of the knowledge that the body had prior to the soul controlling it. It also does not get any of the instinctual or mental abilities that the creature had prior to the new soul taking control. For example, if the creature has wings, the new controlling soul will not know how to use them and will have to purchase the fly skill in order to use them.

42.7 Retreat Time

The *Retreat Time* spell allows the caster to reverse time by a single round. After casting this spell, the current round is aborted (because it will never happen) and the previous round will begin again. Initiative is not rerolled and everyone, except the caster, acts on the same initiative number as before (if you cannot remember, do the best you can). The caster can choose any initiative number to act on, meaning that he can go first, last, or in any position that he wishes. The round proceeds as it did before with everyone performing the same actions as they did when the round was previously played. They actually do not even have to announce actions or roll dice because the events resolve exactly the same as before. The caster can perform any action he wishes and if it alters the situation, like warning someone of impending danger or killing an enemy another is targeting, characters affected by the result of the action may modify their actions accordingly.

42.8 Phantasmal Fire/Air/Water/Earth

The *Phantasmal* spells will duplicate the visual, sound, and smell effects of any spell within the spells element. The spells will be completely harmless and, as such, will not cause creatures to go unconscious or create any other type of negative effect. It is possible for creatures to lose a round of action due to surprise.

The target, duration, and area of effect are identical to the original spell, so permanent spells would last until the phantasmal spell is dropped or revoked and the spells can be plugged as normal via the *Spell Plugging* skill.

42.9 Invisibility

The *Invisibility* spell shifts light around the target out of phase thus making the target invisible to standard vision. The target will still radiate heat and, thus, can be seen via heat vision. In addition, a creature that is invisible via this spell can see another creature also invisible under this spell. A creature that is invisible can interact with other objects but the spell will drop if the creature tries to pick up or drop an object, which includes firing a gun or throwing something. Physical attacks with a melee weapon will also cause the spell to end. If the invisible creature is hit with any physical object, this will also break the spell. This can include physical objects that are created via a spell effect, such as *Hail*. Spell effects will not break the invisibility if they do not actually physically strike the creature that is invisible.

42.10 Pause/Suspend/Halt Time

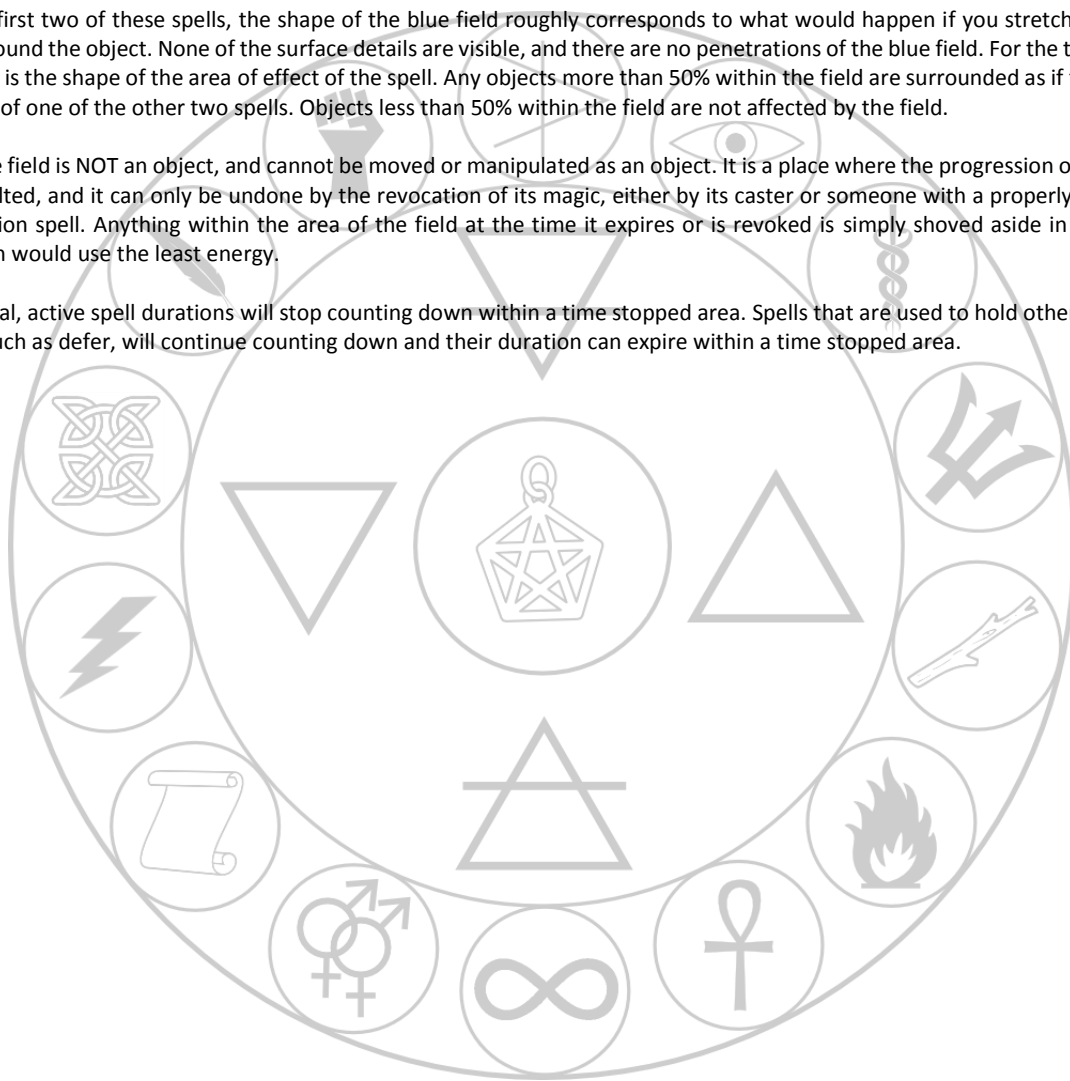
The three Necromancy spells, **Pause Time**, **Suspend Time** and **Halt Time** are used by an earth mage to halt the passage of time. They are used on a target, or in the case of the third spell, an area. The fields create an area in which time itself is frozen.

This area appears as a blue field, with what seems to be a transparent surface. But nothing can be seen within the field, and this field has no substance. It exists outside the normal flow of time and cannot be interacted with in anyway other than being revoked. This includes any spells or abilities which deal with immaterial or ethereal objects, as the blue field is neither. All that exists at the location of the blue field is the magic which holds the area out of time.

For the first two of these spells, the shape of the blue field roughly corresponds to what would happen if you stretched plastic wrap around the object. None of the surface details are visible, and there are no penetrations of the blue field. For the third spell, the field is the shape of the area of effect of the spell. Any objects more than 50% within the field are surrounded as if they were a target of one of the other two spells. Objects less than 50% within the field are not affected by the field.

The blue field is NOT an object, and cannot be moved or manipulated as an object. It is a place where the progression of time has been halted, and it can only be undone by the revocation of its magic, either by its caster or someone with a properly powerful Revocation spell. Anything within the area of the field at the time it expires or is revoked is simply shoved aside in whatever direction would use the least energy.

In general, active spell durations will stop counting down within a time stopped area. Spells that are used to hold other spells in place, such as defer, will continue counting down and their duration can expire within a time stopped area.



43 Appendix B: Running the Gods

43.1 General Information

The gods that this document was written for are true gods in the sense that they have powers beyond any humanoid creature on the planet, they are capable of traveling dimensions naturally, including throughout a single dimension, and they have divine energy, which they can use to shape themselves and the world around them. A single human or group of humans would have no chance against a powerful god without the aid of another divine power or very powerful magic item.

Though, they are gods, this does not mean that they have an infinite amount of power at their fingertips. Each one gets a limited supply of power each day and can choose to use it as they wish. Any activity they perform beyond the scope of what is normally possible using physical powers or normal magic powers costs them some of their daily supply of divine energy or, for major things, some of their own life force, or base divine energy. This means the each god is selective on how he uses this power and the more power required the less likely he is to fulfill a request.

It should also be noted that this section is for GM purposes only. This is simply provided for consistency in rulings and not so that players can attempt to “thwart” the gods. In general, there should be no in game knowledge of information in this section.

43.2 Natural Powers

The gods have some powers that they gain simply because they have divine energy running through them. These powers require no energy to use and can be performed as often as desired.

43.2.1 Immortality

Gods are immortal. They do not age in the physical sense and they cannot die from old age. They can be killed in battle or die from some other means. The gods also do not depend on their physical bodies to live; some even choose not to have a physical body. As such, their physical bodies are not as difficult to kill, but that does not in itself kill the god.

43.2.2 Immunities

Because of the god's divine energy, their bodies are immune to certain things. They do not get exhausted, so they never need sleep or rest. They also are not required to eat or breathe meaning they cannot die from starvation or suffocation. A god's body is immune to all toxins because the divine energy they have can instantly negate them. This means they cannot be poisoned, contract any disease, or be harmed by any substances that are not actually corrosive.

43.2.3 Hearing Prayers

Once a follower has been ordained, the god is able to hear his prayers. The time it takes to hear these prayers depends on what the god is doing at the time. The god must concentrate on the prayers in order to hear them or he can choose any of his other divine helper to hear and respond to prayers. Most gods will not respond directly to prayers and it typically requires a DI roll or Miracle for a god to intervene.

43.2.4 Detect Divine Energy

Gods are capable of detecting their own divine energy, as well as the energy of other divine beings. If they have already associated the energy with a divine being, they will know with divine being it belongs to. The distance that this detection works depends on the power of the god as follows. Godling: 100 feet, Demigod: 1 mile, Lesser Deity: 100 miles, Greater Deity: 1,000 miles. In addition, on solely controlled planes, a deity can sense any divine presence plane-wide.

43.2.5 Divine Aura

Due to the energy that gods have, their presence has strange effects on non-divine beings. Any non-divine being who sees a god will know there is something special about the person they are looking at. Their reaction is determined by the view of the god and the power of the god. When viewing a god, a non-worshipper must make a 5d6 WIL check or lapse into a state of awe.

In this state they cannot make any offensive actions. If the person is opposed to the god they are viewing, they are unable to perform any activity as long as they are awed.

A lesser god may choose to make his presence more known. In this case his divine power creates a more powerful effect to people around him. A non-worshiper must make a 5d6 WIL check or pass out. If the person is opposed to the god, he must also make a 4d6 HEA check or experience heart failure followed by death within 5 minutes.

A greater god can cause his body to glow with divine power. In this state, non-worshippers must make a 4d6 vs HEA check or instantly die from catastrophic heart failure. If they make this check, they must make a 5d6 vs WIL check or pass out for a full day. If they make this check, they must make another 6d6 vs WIL check or flee for a full hour. Any person opposed to the god instantly dies from a catastrophic heart failure with no resistance check.

A god may also actively prevent his worshippers from being affected by another god's aura by projecting his own on an individual or group of individuals. In this case, an individual can just be awed by another god's aura.

43.2.6 Resistance

A God is better able to resist physical, magical, and mental effects due to their divine energy. Gods can take two dice off from any resistance check they must make. In addition, luck has little to no effect on them unless it is divinely driven. (Luck amulets cannot affect their resistance checks, unless they or another divine being is using them).

43.3 Divine Energy

A god has access to power that can manipulate himself and the world around him. The power used to accomplish this is called divine energy. The more powerful a god is the more divine energy he possesses. There are two types of divine energy, base energy and daily energy. When referring to divine energy (DE), it will refer to daily energy unless stated otherwise.

The base energy is the life force of a god and determines how powerful a he is. A powerful Jaern god has about 20,000 points of base energy. A recently created god will have significantly less base than this, but will gain base as he gain followers and experience. This energy is basically the life force of the god, without it he will no longer be divine. The use of this energy can be used to produce an extension of oneself or to give oneself very special abilities (to be discussed later).

The daily DE is a daily allowance of energy, which regenerates each day. The amount of energy obtained each day is determined by a percentage of base, number of worshippers, temples, and many other sources. This energy is used to give power to priest's spells, perform daily functions, and perform godly events such as miracles and DI calls. This energy can also be used in battle for offense and defensive purposes.

43.4 Determining Regenerating DE

The amount of daily DE a god gets is determined as follows:

20% of divine base +

the square root of number of worshippers, up to your base divine energy (living or whose soul is with the god) +

2 per piece of consecrated ground (holy ground, declared holy for a purpose) +

5 per sanctuary (where worship groups assemble to worship) +

10 per temple (where ceremonies and large services are held) +

other sources of DE.

43.5 Spending Divine Energy (Both Daily and Base)

The divine energy that a god has can be used for various effects. This includes day-to-day tasks, like powering his priests and other creations, and more specific tasks, like attacking or defending or enhancing the god or a follower. When spending daily

energy, the energy returns to him as normal each day. When spending base energy, the energy is converted and is forever lost unless stated otherwise. Because you are reducing your base, this will also decrease the amount of DE you get each day.

43.5.1 Enhancing Senses

By using a combination of daily and base DE, the god may enhance his existing senses or even create an entirely new one. The cost varies with the senses he wishes to enhance. Senses are rated based on the current ability of the god, these ranking are Nonexistent, Primitive, Poor, Average, Enhanced, Superior, and Cosmic. In order to increase an existing sense, the God must spend 20 points of base energy.

In order to create a new sense, the god must first duplicate the sense himself through a divine wish (to be explained later), magic, or by some other means. After the god has created the sense in him using this method, the god then must spend 50 points of base energy to make it permanent. When this is done. The sense acts as at the Poor Rating, meaning the god must concentrate in order to use the sense properly.

43.5.2 Divine Blast

A divine blast involves converting the god's DE into raw energy. This blast can be directed to any location that the god can see at the time, naturally, through magic or divine power. The attack will affect a single target and cannot be stopped through anything short of a divine shield. No magical or physical effects can block this attack. This attack will do 7 damage points per point of divine energy used. There is no resistance check on this type of attack. All magic items on the target must roll 5d6 vs PWR or be destroyed.

43.5.3 Divine Shield

A divine shield is basically the opposite of a divine blast. A divine shield is capable of stopping anything. The only way to get through the shield is by destroying it. A god can instantly create a divine shield around anything in any shape, including around other active magical shields; the larger the area to be protected, the more divine energy it takes to power it. Divine shields move with the object it is attached to and are also one-way; anything inside it can attack outside, but anything outside cannot breach it. When created, the shield will last 10 minutes. Gods can only create shield around themselves, soul-bearing creatures they have a link with, like priests or their temples, and any other objects.

The base shield size is a 5' radius sphere. For this size, there is a one-to-one correspondence with the amount of DE invested in the shield and its strength. Larger shield costs more DE for the same strength. There is a purely linear scale, so a 10' radius sphere would cost 2 DE per point of strength and a 100' radius would cost 20 DE.

Each point of DE used in a divine blast will destroy one strength point from a divine shield. The use of magic directly on the shield or anything inside it is completely ineffective and area of effect spells cannot penetrate the shield. For each point of strength the shield has, it can absorb 7 points of damage, or 13 spell units worth of magical energy. After it has taken its maximum amount of damage or absorbed the maximum units the shield is gone. For damage spells, the shield will always save for half damage, unless it is an agility check.

In addition to the above, a god may choose to make the shield not block certain things because he is already immune to them and doesn't want the shield worn down because of them. If the god is immune to fire, he may choose to allow all fire based attacks through the shield. The god can only key their shield for things that they have experienced before.

It is also possible to link their shield with their divine energy pool. Instead of a normal shield, this will cost one point of DE per minute the shield remains up, in addition to the cost to setup the shield. This shield will remain until the God decides to drop it. When the shield is attacked, the god has three options: Do nothing, add more energy to the shield (each point adds an additional strength point to the shield up to its original amount), and link the shield directly to their DE. If the last option is chosen, the god no longer has to add more energy to the shield, it is done automatically. The shield will take the exact amount of energy from the god's DE pool to counter the attack. This has no limits and could use up the god's entire DE pool until the shield is dropped or destroyed.

43.5.4 Possession

A god has the ability to take control of another being's body and use it as he sees fit. For every five points DE that the god uses adds 1d6 to the WIL check required to overcome the possession attempt. If the victim makes the RC, he doesn't realize that the possession attempt occurred and the DE is wasted. If the attempt is successful, the god has total control of the body. If the mortal is aware of the attempt and is willing, no DE must be spent and the attempt is automatically successful.

As long as the god focuses on the victim, the possession lasts indefinitely. As soon as the god takes his focus off of the victim, control returns to him. Once possessed, the god may choose to: share control with the owner of the body, take total control and push the victim's consciousness aside (the victim will know everything that happens when he regains control), take total control and lock away the victim's consciousness (they now will be clueless when he regains control and will not even know time passed), take total control and destroy the victim's consciousness (the victim will be dead when control is ended). The god may choose between these options at will, except after the consciousness is destroyed.

While possessing the body, the god can choose to read the victim's mind, even if the victim retains consciousness. The god will have to sort through the victim's mind and mental clutter which could slow down or prevent the attempt to gain knowledge. More than one god may not possess a body at the same time. When the god leaves a body he may choose an amount of time before the consciousness will return, putting the victim in a coma until then.

43.5.5 Spells

Spells can be cast purely with DE. The spell cast using DE is exactly like the normal spell including the resistance check. The amount of DE required to cast the spell is equal to half its rank and the casting time is always one round and involves the god simply thinking about casting the spell. The spells that can be cast include any spell that the god has seen cast, read the technique for casting in a book, probed someone's mind directly for, absorbed from a magic item, or was taught by someone else. Gods can also recharge any regenerating magic item by spending half of the rank of the spell in the item. The item is instantly recharged.

43.5.6 Divine Lacing

Since pure divine energy has the ability to bypass any physical or energy barrier, the god may want to use this divine energy to enhance a spell, known as Divine Lacing. Lacing a spell in this way will allow the spell to bypass any defense not using pure divine energy. This does not enhance the effect of the spell at all, nor does it extend its range. It does cause the spell to hit with full effect except for range restrictions. Resistance checks only apply to resist the effect; damage resistance checks to reduce or negate damage do not apply. Lacing only requires one point of DE. The only reason to use more DE is if the god believes it will be countered by pure divine energy.

In order to lace a spell with divine energy, the god must be able to cast the spell normally, either as a capability or by using spell units. Otherwise, he must use divine energy to cast the spell at all and the spell cannot be laced. Gods can lace their own spells and any others granted from previous gods they were priests of at one time, for they can grant their own requests for magic. If two laced spells counter each other, like fireball vs. immolate, they both act as normal on each other.

43.5.7 Divine Spirit

A god may manifest himself mentally as conscious divine energy. A divine spirit is simply a mental projection and leaves no divine signature. The divine spirit can use all of the mental abilities that the god normally has access to. The spirit can cast spells, but cannot use or carry any physical objects. The spirit is invisible, but can be detected by anything that detects souls, life, mental presence, etc. The god can use a point of DE to cloak the spirit from all detection attempts, but then they will leave a divine signature. Projecting a divine spirit costs 20 points of DE and lasts for ten minutes. Spending another 20 points of DE can extend this duration by ten minutes.

43.5.8 Avatar

The god may also create a physical extension of himself. The body has no consciousness in itself; it is simply an extension of the god's consciousness. Avatars have all of the non-divine abilities of the god. They also cannot be resurrected and, if slain, must be recreated again.

Avatars do not produce a divine signature and, thus, cannot be detected as divine. The god simply transfers his consciousness into the avatar to control it. He can jump back and forth at will between his current location and the avatar. When the god's consciousness leaves the avatar, the avatar is totally mindless until his return. The god may not use divine energy from this body unless he transfers it from his existing location or physical body. In this case, the old body becomes an avatar and this body becomes his main body. Since this body wasn't made from as much divine energy as his main body, it can only hold the god's energy for one full day at which point there is a 1% cumulative chance per day it will burn up from the surge of energy running through it.

The cost of creating an avatar body is 50 base energy and 250 daily DE plus any enhancements to the body the god wishes to create.

43.5.9 Burning Base DE

Burning Base Divine Energy allows a god to change the way the universe works, either how it relates to a single person, place, or thing, or, at greater cost, to an entire population, plane, or concept. This can include granting miracles, uttering curses, enabling special abilities, or altering fate or destiny.

Burning Base DE in this way is used up and cannot be recovered. In using it though, the god has created a minor independent force in the universe that will continually work to create the affect that the god desired. Because the force is created using base DE, it is a very strong force and can only be negated by using an equal amount of base DE.

The cost of these effects varies considerably. To calculate this, consider how much daily DE it would take to create this effect temporarily; for example, the cost to cast a spell using pure daily DE. Another possibility would be to use the cost to create the effect with a divine wish; this cost is multiplied by ten to get an amount of base DE to produce this effect on a permanent basis.

Examples include:

Once a permanent curse or blessing is placed on someone, a priest can normally dispel it using the appropriate spell. If the god spends one point of base DE, dispelling the curse/blessing will only temporarily negate it for one day.

When a spell is cast that normally has a limited duration, a god may spend half the rank of the spell in base DE to make this effect permanent. Revoking this spell will only bring it down for a single day. Likewise, a god may spend a single point of DE on a normally permanent spell to prevent it from being revoked for more than a day.

43.5.10 Divine Wishes

Wishes are the most limited and direct category of direct expression. When a god wants to use a wish, the following steps should be followed:

- 1) Determine exactly what the effect of the wish will be. Exact wording is not necessary; gods are not going to screw themselves. You just want to make sure you know exactly what the intent is.
- 2) To determine the cost, assign a power level to the requested action. If there already exists a spell to create a similar effect, then determine the cost to use this spell. Also consider the area that needs to be affected, the duration, the conflicts with other energies in the area, the conflicts with the universal constants, like time, and so on. Also consider if a resistance roll will be applicable or not. If you determine that the requested action is more than any spell could do, this would raise the cost.
- 3) Determine the daily DE needed to fulfill the wish. This would be the cost to throw the spell effect if it existed, multiplied by five due to the inefficiency of the use of DE.
- 4) Implement the effect and subtract the daily DE from the god's daily allotment.

43.5.11 Soul Capture

Gods have the ability to capture and hold lone-souls. If a mortal dies in a god's presence, the god may opt to reach out and take the soul instead of allowing it to be picked up and brought to Infero and then eventually travelling to its final destination. Gods can choose any place where they keep their base divine energy as a soul repository.

A soul can have the following states: in use, lone (floating around with no body), absorbed (in a god's plane and free to roam around this plane), drawn (a god is transferring an in use or lone soul to his plane), pulled (a god is trying to forcefully transfer an in use or lone soul to his plane), contested (more than one god is trying to take the soul to his plane).

Gods cannot take souls that are in use unless the soul is willing. They can possess or attack a mortal in an attempt to kill him and cause the soul to become a lone-soul, but they cannot take a soul that is in use without permission or a fight. Under normal conditions, when a soul leaves a body, the body drops dead.

A god can draw a lone-soul across great distances and even through planes. The soul begins drifting in the god's general direction. Depending on the distance this can take a few moments or a few days. Drawing a soul does not take any DE to do. When a soul reaches the god's home plane, it becomes part of the god's worshipper total and the god can do with the soul as he wishes. (Normally the soul is free to roam around this plane and mingle with the other souls there.) There is no limit to the number of souls that can exist in a single plane, but a god can only gain energy from the number of souls equal to his base divine energy.

Worshippers of the god will automatically be drawn to their god's home plane. To draw a non-worshipper's soul, the god can spend one DE to bring his plane to the souls attention, but the soul still gets to choose where it goes. If only one god is drawing the soul, he wins and the soul goes there. If, on the other hand, two gods are attempting to draw a soul, the more DE put in the "bigger the light" and the more likely a soul is to choose that path.

If "Last Rites" is cast in a recently dead body, the soul is automatically and instantly drawn to the god that last rites were performed for. This is regardless of the souls consent. Most gods are willing to give these souls to the gods which they worshipped.

43.5.12 Ascension

A lesser god or higher has the ability to reward a follower with god status himself. This is not to be taken lightly because it costs the god 1,000 points of base divine energy. The new godling will receive 100 points of base divine energy to start his new path. The abilities of a godling include the ones here and others mentioned later.

43.5.13 Supporting a Demigod

A god may choose to support a demigod. This will cost the God 100 points of daily DE each and every day. The demigod will gain 300 points of base divine energy as long as the support continues to be maintained.

43.6 Using Other Beings to do the God's Work

Gods can use their divine energy to promote mortals to higher positions in his religion and give him extra powers to promote the god. He can also use his divine energy to elevate mortals to god status or support another lower ranking god.

43.6.1 Ranking among the Gods

The amount of base divine energy depends of a god's rank. Godlings are recently ascended divine beings with 100 points of base divine energy. The next rank is demigod, which is achieved when you gain a sphere of influence. You gain an extra 200 points of base when to achieve this rank. The next rank is supported demigod, which gains you can extra 300 points of base. You obtain this rank when a higher ranked god backs you with his divine energy. The next rank is lesser god, where you gain an additional 5,000 points of base. In order the get to this rank you must claim a plane that you can call home. The next rank is obtained when you have as many worshippers as you do base divine energy (souls either in your home plane or with bodies). When this happens, you become a greater god and gain an additional 10,000 points of base. After you achieve this rank, you will gain 1% base energy per year for every year that the amount of worshippers you have is equal to your base divine energy.

A god who spends base divine energy also gets an additional 1% divine energy back each year until he reaches the minimum for his rank (100 for godling, 300 for demigod, 600 for supported demigod, 5,600 for lesser god, and 15,600 for a greater god.)

43.6.2 Godlings and Demigods

Godlings and demigods could be considered apprentice gods or helper god. While they are gods in the fact that they have base divine energy, they have very little of it. They mainly exist to do a higher god's busy work.

Godlings and demigods have the power to request any church member of chancellor or minion status. People who are requested to appear know who is calling them and why. They have the freedom to refuse to appear, but they may have to answer to their god if they do. The method of summons depends on the god and can simply involve calling out a name or it could be a big production to impress other followers.

They also have the power to recognize any other element of the god's infrastructure. This includes artifacts, priests, and other minions, unless the element is intentionally disguised by the god. The basic understanding of the element's function and purpose is included.

Another ability they have is recognizing whether an action will meet with divine approval. A god may suppress this ability at will, to test the godling, for example. All that is required to use this ability is to stop and think about an action.

Godlings and demigods can also act as a channel or focus for divine energy from any divine being of the church. The energy can also be "loaned" to the being to allow him to wield it himself.

43.6.3 Supported Demigods

In order to advance in rank among the gods, a demigod must be supported by a lesser or greater god. This provides him with a number of extra benefits.

In order for a lesser or greater god to support a demigod, he must commit 100 DE per day toward the demigod. When this occurs, the demigod instantly increases in status to supported demigod and gains 300 points of base divine energy.

Supported demigods gain the following benefits on top of the ones granted from previous ranks: The supported demigod may use abilities from the supporter's sphere of influence as innate abilities just as the higher god can. Though, the supporting god may pick and choose which abilities the supported demigod has the ability to use. In addition, the supported demigod gains access to planar travel and can move between planes up to four times per day, though he may always travel back to his supporting god's home plane.

Just as a demigod can instantly become supported, this support can also be instantly taken away. In this event, the supported demigod lowers in rank to demigod, loses 300 points of base divine energy, and loses all the abilities granted to a supported demigod.

43.6.4 Minions

A minion is a faithful mortal servant who has been rewarded for their service to their god. They are rewarded with a divinely backed special ability. They do not have divine energy themselves; they have been recognized for their excellent performance. It is much less expensive to promote a mortal to minion status than to ascend them into godhood. Minions receive many special abilities, normally beginning with an extended lifespan. These abilities are granted by burning base divine energy as described above. Minions normally carry out tasks of honor and are granted abilities to help them with these tasks.

A minion can also be supported with divine energy. It costs 10 points of daily divine energy per day to support a minion and grants them the following abilities: They may request the immediate appearance of any chancellor or minion status. They may travel between their god's planes up to two times per day.

They will immediately recognize any other element of the deity's infrastructure unless the deity deliberately disguises it, including artifacts, priests, and minions. A basic understanding of the element's purpose and function is included. In addition, the minion can tell whether an action will meet with divine approval, which, again, the deity may suppress for any reason.

43.6.5 Chancellors

When gods wish to designate earthly tasks to a follower, such as a high priest, he can promote them to chancellor. While this rank can be bestowed upon mortal or divine beings alike, typically it is a position reserved for mortals. When a being is put into this position, demigods of the deity are required to answer to him when the deity is absent.

Chancellors have the ability to request the immediate appearance of anyone of chancellor or minions status and can travel between planes up to ten times per day. In addition, they can act as a focal point for divine energy from any divine being with the deity's structure.

Typically, the chancellors are designated as the beings that listen to the boring prayers to the deity that don't demand an answer, such as approving dedications, ordination, excommunications, atonements, sanctifies, and sometimes even mortifications. He will report any negative use of the deity's power to a higher up or can request an intervention for something beyond his ability. As such, chancellors will immediately recognize any other element of the deity's infrastructure unless the deity deliberately disguises it, including artifacts, priests, and minions. A basic understand of the elements purpose and function is included. In addition, the chancellor can tell whether an action will meet with divine approval, which, again, the deity may suppress for any reason.

43.6.6 Priests

The cornerstone of a religion is its followers and in order to get these followers, priests are expected to get new followers and keep the current followers faithful. Priests use spells to help convert people, keep members, and help a religion grow. A god must use some of his daily divine energy in order to give priests the units to cast spells. It will cost the god 1 point of daily divine energy per day to give 10 priests units for one day. It costs nothing when a priest actually casts a spell; it just calls upon the divine energy contained on the plane to cast the spell. If none of their god's divine energy is currently present on a plane, the spell will fail.

43.6.7 Servitors

Divine servitors are divinely based life forms created for the benefit of a god or the god's church. By using base divine energy, a god is able to take a willing mortal life and evolve it into a divine creation or servitor. The soul of the mortal is able to merge with the god's base divine energy to form a servitor.

A servitor is unable to reproduce. While they are alive, immortal, and divine, servitors cannot breed or bear new life. A servitor exists until destroyed in some way. Additional powers and abilities depend in the creator. If the creator dies without recalling the base from the servitor first, the servitor becomes independent. The power it retains depends on circumstances.

The servitor's divine signatures are the same as its creator. Servitors cannot have their own worshippers, servitors, artifacts, minions, godlings, and so forth. These divine creatures are incapable of their own motives; while they are capable of independent thought and action, their entire existence is created around the aims of their creator. It is possible for a servitor to be confused by underlings or other gods.

Servitors are beings with base divine energy and daily divine energy. They have access to all divine abilities described for godlings, with the exception that they cannot have worshipers, temples, or artifacts. They can act as primal focuses for their god and be part of a communication network handling traffic between the god and the church. They immediately recognize any other element of the god's infrastructure and know whether the god will favorably receive an action. The god can "turn off," deactivate, slay, or otherwise terminate the servitor at any time and reclaim the servitor's base divine energy. He will regain 25% of the base DE he originally put into the servitor.

In order to create a servitor, the god must first find a willing life form that is dedicated to the god. If a soul is not willing, it cannot accept the divine energy and, thus, cannot become a servitor. The more powerful the life form is, the more material the god has to work with. It is much easier to enhance current abilities than it is to create new ones. Servitors taken from individual life forms often keep their mortal names.

It costs at least 50 points of base divine energy to transform a soul into a servitor. The god can allot as much base as desired, as long as the god can afford the expenditure. The servitor will have 50% the amount of base DE as the god spends to create him. Once the servitor is formed, the god can enhance its physical attributes, give it extra senses, or add special abilities. The abilities are created using base divine energy as described above.

A god may also choose to support their servitor by spending DE equal to 10% of the base divine energy originally spent creating the servitor. When supported, the god gains the power to know where the servitor is at all times. The god can also use the servitor as a focus of channel for divine energy, funnel divine energy attacks, shields, or any other manipulation the god wishes. The god can also direct the servitor's actions as an automaton. The god will also have full knowledge of the servitor, including mortal abilities, history, and memories. Everything in the servitor's mind is open to the god whenever he chooses to look.

43.7 Artifacts

Unlike normal artifacts, which are based purely on magical energy, divine-based artifacts are created by divine beings using base divine energy. Divine artifacts seem like normal artifacts until you actually start using them from a while. The presence of divine energy makes these artifacts more successfully create the desired effect, be it more damage, cover a wider area, or last longer. They are also more difficult to destroy, damage, or even dent.

Most divine based artifacts don't do divine energy things, as in they don't fire divine blast, cast divine laced spells, etc. The divine energy in the items is used mainly to make the effects in the item more potent.

Divine artifacts do have one property that makes them very different than ordinary artifacts. They will counter act any spell that may normally stop them from functioning. This could be another spell with the opposite effect or a revocation being cast on the artifact itself. The artifact also cannot be destroyed or permanently functionally damaged except by divine energy itself. Negation, revocation, or null-magic areas do not affect the artifact. The artifact is immune to normal spells, abilities, and all other non-divine forces. The artifact also gains very limited intellect and willpower unless they are specifically designed not to do so.

Creation of a divine artifact is simple. The first step is to find an item that can withstand the divine energy being infused with it. This just requires an item with strength, like adamantite or diamond. Once this is found the normal steps for creating a magic item are followed, except in place of Terisium, base divine energy is used. The amount is equal to twenty times as much as it would take Terisium. Additional abilities can be added to the item at ten times their normal daily DE cost, but in base DE. So, to divinely lace a spell in the item, it would cost an additional 10 base divine energy. To create an item that can throw 10 divine blasts per day would cost 100 base DE.

In addition, a god may choose to divinely support an artifact. This requires 10% of the original cost of the item in daily DE. When supported, the god will know where the item is at all times. The god can also more easily control or possess any mortal who is bearing the artifact and has used it. You would cut the DE needed to possess this mortal by 50%. The artifact can also be used as a focal point for divine energy, for funneling divine attacks, shields, etc. through.

43.8 The Power of the Divine

The power divine energy has is on the top of the power scale, but what is the power scale. It is a simple rating system to determine what force can trump another force. At the bottom of the scale are the physical forces of the universe. Almost any magical or mental force known can alter these forces. Next up on the scale are mental forces, like telepathy or psionics. While they can compete with the physical forces, they are no match for magical or divine force. The next up are the elemental and divine spells. Divine spells are slightly higher on the scale, but they do overlap with elemental spells. This includes a spell in a standard magic item. Next on the scale are non-divine artifacts. These are magic items that have not been created in the standard way with standard spells. These can overlap with spells depending on the power of the enchantment on the item. The next up the scale are divine based artifacts. These artifacts were created using base divine energy as described above. At the top of the scale is pure base divine energy. This energy is able to cut through and protect against any other force that exists.

43.9 Spheres of Influence

In order to have spells that a priest can use, a god must develop a sphere of influence. This is something that the god has a deep understanding of and the ability to control. Usually a god's sphere of influence is included with their name, like "God of the Body" or "God of Death." It is basically a part of the universe that they are able to control. It is possible for two gods' spheres to overlap or even duplicate each other. It is also possible for a god to have multiple spheres. A demigod (supported or not) may have one, a lesser god two, and a greater god can have three.

Gaining a sphere of influence is a very time consuming process. The god must learn everything there is to know about his subject matter as it relates to divine energy, after this is done he can claim it as a sphere, but then must back up this claim with base divine energy.

To keep things simple, it takes about 50 to 500 points of daily divine energy per day for about five to ten years to experiment with a sphere of influence. The amount depends on how complex the sphere is and how much experience the god already has in the sphere.

Claiming a sphere of influence requires that a god call their preeminence in their fields to the attention of their worshipers. One of the best ways to do this is to undertake a heroic quest. This will get the attention of the masses and there is usually extra

power associated with the completion of such a task. Examples of quests include: forging a truly amazing sword using extremely rare materials to claim your sphere in forging or organizing the largest music festival on the face of the planet to show you are the god of music.

The last step is to back up your claim by committing base divine energy to your sphere. After all research is complete and the god's mastery of the sphere is within the minds of the public, they must put the same amount of energy in base as they did each day researching the sphere. Once this is complete, the god may buy abilities related to the sphere.

43.9.1 Sphere Abilities

The sphere abilities are basically the spells that priests get, only to a lesser degree. This means a god can either come up with abilities on his own by spending base divine energy, or we can assign his followers to research spells that the god can adopt into an ability at significantly less cost in base. It costs a god the equivalent amount of base divine energy as the spell rank of the spell based on the ability to come up with his own ability, in addition he must spend that amount in daily divine energy each day for a number of days equal to its rank. The advantage this option has is that the god doesn't have to research abilities in order, as priests do when researching spells. When a priest researches a spell, the god can adopt it as an ability for one-fourth the rank of the spell in base energy (with a minimum of one).

All abilities can be used by the god with no divine energy cost and as many times as he wishes. There also is no duration to the abilities as there are with spells. The resistance checks are one die higher when used as an ability and the area and target range can be tripled. Finessing doesn't matter because the god can change the effect to fit his will.

43.10 Planes

Starting at supported demigod, a deity has the ability to hop between or within planes at will. He can go to any other plane as long as he knows about it and it is not the home plane of another god.

43.10.1 The Home Plane

To become a lesser god, a god must claim a home plane. A home plane is simply a plane where the souls he captures go and a place where he can hang out and be safe from other gods. In order to claim a plane as your home plane, you must spend 100 points of base divine energy to mark the plane as yours. Then you must keep all other divine beings from putting any divine base into the plane. If you are able to do this for one year, the plane will be claimed as yours and you regain the one hundred base divine energy you put into the plane. If you fail, the base you put into the plane is absorbed by the plane and is lost forever. Any god in a plane will instantly know if base divine energy was put into a plane and can then put a point of his own into it to prevent the plane from being claimed. All energy put into a plane that is not your home plane or doesn't result in it becoming your home plane is lost.

Another thing a god can do if he has a home plane is to store some of his base divine energy in the plane. This energy is still usable for all purposes it just sits within the plane and not with the god. If a god ever gets killed and his base divine energy destroyed, his home plane is able to form another copy of the god from the base he put into the plane. This requires him depositing at least 1,000 points of base divine energy. If a plane recreates the god from his divine energy, he regains 75% of the base divine energy he had upon his death. It takes at least 25 years for this process to complete itself.