

Elysium LARP
TNE Live Roleplaying System (V 1.0)

<http://elysiumlarp.org.uk>

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The rules generally use the male pronoun; this is in no way meant this to be sexist. New passages of the rules we will try to write in a gender neutral way, but changing all existing instances is too much work.

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Chapter 1

The World

1.1 Kingdom of Exiles

About 100 years ago, the surviving members of a rebellion against The Hierarchy crossed the Last Sea, and formed the small Kingdom of Exiles. The Kingdom is surrounded on all sides by wilderness filled with savage monsters and organised tribes.

When they arrived, the exiles found evidence of civilisation in the form of ruins and destroyed towns and cities. They were also attacked by two tribes, who called themselves the 1st Dragon Riders and the 8th Fox Scouts. The attacks were beaten off, helped by the fact that the Dragon Riders and the Fox Scouts started fighting amongst themselves when they discovered each others presence. From prisoners and research amongst the ruins, scholars discovered that both groups were from a race of men who called themselves the Hassani. The Hassani had built up a large civilisation covering an unknown but large area, but destroyed themselves in a massive civil war. All that's left are the ruins of their cities and groups descended from the armies which fought, and still fight today. The ruins were and are the topic of much discussion and controversy, as their accounts of the history of the area now occupied by The Kingdom are contradictory and convoluted, and scholars across the Kingdom find it hard to agree on any common points about the history of the Hassani nation at all.

A few things are commonly known however; approximately 15 years after the arrival of the first exiles from across the Last Sea, the Hassani as a whole decided that the newcomers had grown too large in number and in strength to be accepted as a neutral party any longer, and had become a threat. This resulted - it is thought - in the remnants of the Hassani nation cooperating with one another to drive out the newcomers. Few further details are known, as one of the offensive strategies used by one side or other was a massive memory wipe. It is not known if this was deliberate, or a miscasting, but everyone in the Kingdom was effected. All knowledge or historical fact from before 15AE is therefore based solely on conclusions drawn from what information was left after the battle - what little written material had not been burnt was relied upon heavily, and it is estimated that more than a few warriors accidentally switched sides because they could not remember which army they belonged to. It is thought that, nearly a hundred years later, the Kingdom has still not yet reached the level of magical and miraculous education it had previously experienced.

1.1.1 Ruling the Kingdom

The Kingdom is run by nobles of varying ranks, who together form The Council. Each noble receives a number of votes equivalent to his rank, Earl - 1, Baron - 2, Duke - 3, Archduke - 4, Prince - 5. Guildmasters are also members of The Council, and have 3 votes unless they are already entitled to more. Also Knights of the Kingdom each get one vote (see Chapter: Guilds).

There is only one Prince (Prince Lazar), who may veto any vote which did not have the approval of more than three quarters of The Council.

There are 4 Archdukes, chosen by the Prince from the Council, and approved by The Council, who bear the titles The Sword, The Mind, The Eye and The Heart. The Sword commands the armies of the Kingdom, and hence is usually a warrior. The Mind commands the Mages, and is usually also the Archmage of the Wardens (see Chapter: Guilds). The Eye is in command of internal and external intelligence and information, and is usually a Scout (or Thief). The Heart represents the temples of the Kingdom, and is usually a Priest.

The Prince and Archdukes are the only members of The Council who can nominate a person for a title. This is subject to approval by The Council in the normal way.

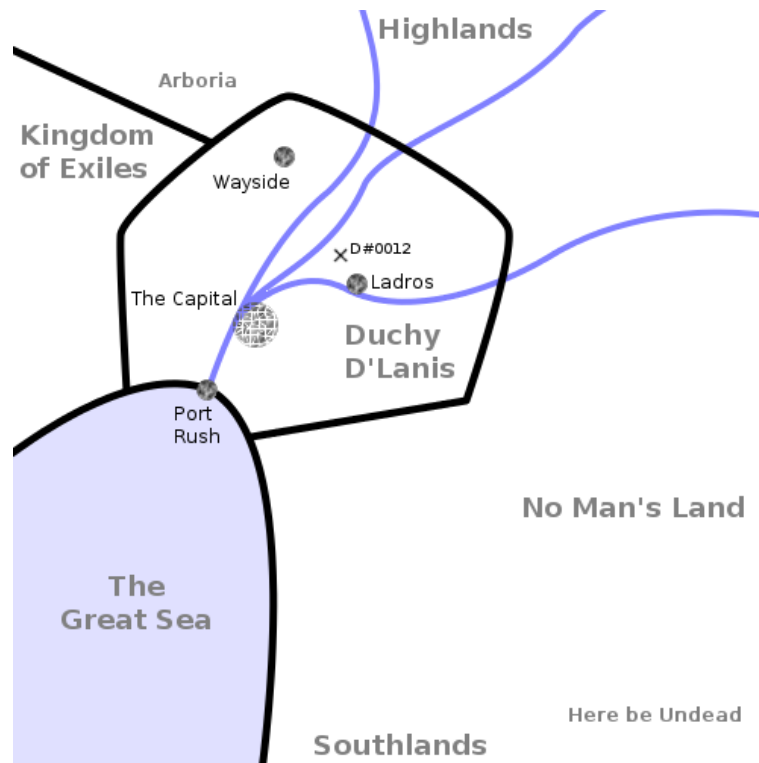
Dukes and above all rule over portions of the Kingdom. A few Barons and Earls also control land, though most are powerful and experienced adventurers.

1.2 The Duchy

The Duchy was founded in the year 00AE, along with most of the rest of the Kingdom by Duchess Amara D'Lanis and her late husband. Since she is an elf, she is still ruling the duchy and is generally well liked by her subjects.

The Duchy is somewhat vast, sizewise. It is estimated that to cross it on foot East-West or North-South would take at least 6 weeks on the shortest route. Obviously this time becomes shorter if using horses, but these are expensive animals, available only to nobles, and not achievable by commoners; the best they could hope for would be a donkey or a mad air wizard.

1.2.1 Map



Rough map of the Duchy and the surrounding areas. Not to scale.

1.2.2 The Capital

The capital is built on the site of an old Hassani settlement between the triple courses of a river called the Three Sisters. When the capital was first founded, Amara D'Lanis decided to keep the Hassani name for the city to try and integrate her band of newcomers with the existing locals. Unfortunately, this name is 50 letters long, but only contains 2 vowels; many arguments have arisen over how it is pronounced and what it means, so most of the population refer to the city simply as 'The Capital' to avoid problems.

The capital is the true melting pot of the Duchy - all types of humanoid can be found here, although humans are by far the most numerous. While it is not the primary centre for trade - that honour goes to Port Rush - nearly all trade routes do pass through it. This high level of transience within the population makes estimating the number of inhabitants difficult. Some scholars have put it as low as 50,000, some have put it as high as 1 million.

The capital has definite areas within it - the market region is situated at the very centre, and is constantly active. A short distance away is the Temple district, where the Temples of Justice, Life, Freedom, Order, Balance and Might are all set around a single square that is constantly patrolled by non-aligned Defenders. Also in the central area of the city are the Towers - all in close proximity to one another - and the Circle. The main branch of the Wardens is situated midway between the Towers and the Temple district, while the main Defender barracks and training centre (known as The Royal Regiment) for Archers, Guards and Pathfinders is situated outside of the centre, although there are many smaller training and recruitment centres dotted throughout the city. Also present are the typical merchant, artisan and business quarters found in any larger settlement.

1.2.3 Other Areas of Interest

Other than the capital, there are three main cities within the Duchy.

The main port, on the coast in the south-west of the Duchy is Port Rush, centred around the delta of the Three Sisters river. Port Rush is a hub of activity and trade, the river allows for easy transport to the Capital (on a reasonably fast boat, the journey can be done in a week), and it is said anything can be found there if you are willing to pay enough and look hard enough.

To the north of the capital by about 200 miles is the city of Wayside. Originally nothing more than a crossroads when the Duchy was first founded, it has grown rapidly since relations with the Barbarian clans of the north were established. The population is mostly human due to the proximity of the Northern Border a mere 50 miles away, and is a popular place for Barbarians looking to make the Duchy their home permanently to settle. Resultantly mages or magic users can find themselves being given a cold shoulder by locals if they reveal themselves as such, but the Towers, the Circle and the Wardens do have representatives there, for all requests for their services are few and far between.

To the East of the capital is Ladros, also known as the 'Elven City', mainly because elves comprise the majority of its populace. A centre for magical learning, many of the more recent developments in magic can be traced to Ladros, and the Towers and the Circle have large residencies here. It prides itself on being the most beautiful city in the Duchy (although the inhabitants of the capital, Port Rush and Wayside would beg to differ) as well as the oldest - many of the elder elves claim Ladros was in place even before the capital in the time of the Hassani, but no scholar has ever been able to conclusively prove this. It is rare to find either barbarians or druids in or in the vicinity of Ladros, due to the high and casual useage of magic within it.

1.2.4 Laws

The laws of the Duchy are varied and old - many of them still contain small print and loopholes that should have been taken out long ago. As such, it is hard to write a complete discussion on either the laws or the legal process present within the Duchy, but a few constants have emerged.

All matters of law are handled by the Temple of Justice and the Temple of Order - it is they who oversee disputes of the law, both criminal and domestic, and are responsible for handing down judgements (the Temple of Order) and deciding punishments (the Temple of Justice). Punishments are normally carried out by the Temple of Might, but there have been exceptions. The Duchess technically has the capacity to veto any judgement passed out by the Temples, but she has never used it so far.

Often any criminal matter involving a Defender will be processed within the Defenders in a court martial, but this can be challenged by the Temples should they feel an individual needs to face a justice that will not be met by the Defenders.

1.2.5 Crimes

Commonly punished by execution without the possibility of resurrection:

- Necromancy involving the banishment of a soul to the plane of tortured souls.
- Becoming undead.
- Being a member of the Temple of Anarchy.

Commonly punished with execution (sometimes more than one of them) and resurrection, or exile:

- Being a Drow, or consorting with Drow.
- Being a member of the Temple of Chaos or the Temple of Death.
- The summoning of demons.
- Necromancy not involving the banishment of a soul to the plane of tortured souls.
- Murder, rape or arson.
- Attacking a Defender, or member of a Defender unit.
- Kidnapping.
- Mutiny.
- Slavery.

Commonly punished by jail, a fine, or other similar punishment:

- Theft.
- Fraud.
- Perjury.
- Assault.

1.3 Outside the Kingdom

1.3.1 No Man's Land

Some of the lands outside the Kingdom recognise no one leader or ruling group - this land is known as 'No Man's Land'. It is filled with tribes of men and humanoids, monsters and Undead. Most of these have no particular design on the Kingdom, but still pose a threat when they cross the border looking for food. Exile from the Kingdom is a common punishment for breaking the laws of the land and the exiles who survive here usually bear no friendship for Kingdom subjects.

The wilderness of No Man's Land contains those who are actively plotting, singly or in groups, to attack and bring down the Kingdom. Some are exiles and outlaws, others are still subjects who use the wilderness to hide their plots and others still are from tribes or groups who were never part of the Kingdom.

Necromancers and Demonologists hide out here, having either escaped just ahead of arrest or making their way there before they were discovered. It is also speculated that several of the proscribed guilds have bases here, beyond the Kingdom borders.

The Guards patrol just inside the border, while The Pathfinders send scouts just outside to give warning of any attack.

1.3.2 Other Lands

There are countless other rulers and their domains outside the Kingdom - it would be foolhardy to list them all, so we will mention only the most notable.

To the north are the clans of the Barbarians - prejudiced, magic-hating bigots for the most part, they are arranged into clans of varying sizes and, it is said, spend a lot of time warring amongst themselves. Their physical prowess in battle has meant they are currently welcomed as patrol members for the Defenders, but their presence can often cause friction between themselves and any magic using party members, especially non-human ones.

To the south are the tribes of the Amazons. As prejudiced as barbarians in many ways, they believe in female superiority at best, complete subjugation of men at worst - it is rumoured some of them condone slavery. Their society is druidic, so they are also far from fond of magic, although they don't have the knee jerk reaction to it that barbarians do, but are also less likely to war among themselves.

The druidic land of Arboria is to the north-west of the Duchy. Since 107AE they have been embroiled in a civil war over who is the correct heir to the throne, with one faction welcoming dark druids to their ranks and one side refusing them.

Chapter 2

The System

The TNE System is a points based system. Players spend *Character Points* to buy and improve their character's skills.

Characters can choose from a variety of classes, or a multi-class combining any two classes. They can also choose one of five races, human, half-orc, elf, half-elf or half-ogre.

2.1 During Play

There is one person in control of an individual game who is called the Games Master (or 'GM'), regardless of what other positions they may hold within the club. There may be a single GM with secondary co-GM(s) in charge of individual encounters and the monster crew, or there may be two (or even more) GMs who are equal in the job of running the game. For more information on what a GM is responsible for, please see the 'Advice for GMs' section.

There are four key commands which control the flow of the game. They are nearly always called by the GM(s).

“Time In” Called to signify that the players are now in the game world in the roles of their characters. Used to start/restart the game.

“Time Out” Called to stop the game. On a “Time Out”, all players should stop whatever they are doing.

This is normally used after a battle so that damage received, spells cast and other bookkeeping can be performed. However, in exceptional circumstances a player may call time out if he is in danger (or sees someone else in danger).

“Time Freeze” Called to suspend the game. All characters should freeze, close their eyes and hum, sing or whistle.

This is used when the game world is changing abruptly around the character. The classic example is when a creature/character is using a teleportation ability. Can be used by either players or monsters.

“Time Stop” Also called to suspend the game. However, characters remain aware of their surroundings.

This is used when something is happening in the game world too fast for the characters to react, but they are still aware of the activity. (For example, a Vampire leaping upwards 20' to a ledge.)

2.2 Life Points, Body Points and Damage

All characters have a Life Point total and 6 location Body Point totals. The amount of Body Points on each location is a function of the characters Life Points as follows

Location	Life Point Fraction
Head	1/3
Right Arm	1/3
Left Arm	1/3
Chest	2/3
Left Leg	1/3
Right Leg	1/3

All fractions are rounded up.

When a character is hit, both the Body Points on the location struck and his Life Points are reduced.

There are two types of damage in the system, **Normal** and **Power**, explained below.

2.2.1 Character Death

A character is considered Dead when

- his Life Points drop below $-1 \times (\text{Current Death Threshold} + \text{Willpower})$. If a character has a Death Threshold of 6 and a Willpower of 2, he dies when his Life Points drop below -8.
- the Body Points on his Head or Chest drop below -10.

A character is considered to be *dying* when

- his Life Points drop below 0
- the Body Points on his Head or Chest drop below 0.
- the Body Points on his other locations drop below -10.

A dying character loses 1 Life Point per minute, but can still be healed during this time. A character dies when his Life Points drop below his Death Threshold + Willpower score (as above).

High level Miracles can be used to bring a character back to life, but the character's Death Threshold is permanently lowered by 1. Once a character's Death Threshold has reached 0, he can no longer be brought back from the dead.

When a character dies and is brought back to life, his Standing and Mana remain unchanged.

2.2.2 Normal Damage

The base amount of Normal damage caused by a blow depends on the character's weapon as follows:

Weapon	Damage
Dagger	2
Club	3
Sword/Axe/Mace/Hammer	4
Bastard Sword (1H)	4
Bastard Sword (2H)	5
2H Club	5
Staff	6
2H Greatsword/Axe/Mace	7
Spear	7
Longbow ¹	6
Crossbow ¹	6
Hand Crossbow ¹	4
Throwing Dagger	2
Throwing Star	2
Throwing Axe	4
Improvised	1
Fist ²	1
Claws	2+

¹ Attacks from arrows and crossbow bolts are both Piercing and Swift, thus defences from Armour and Dexterity are halved. (See Additional Damage Attacks, below.) Silver arrows exist and do *two* points less damage but must be bought individually. There are no superior or other 'high quality' arrows.

² "Fist" attacks are a bit of a misnomer as when using this skill a player should keep his hand open or only very loosely bunched and should do his utmost to avoid hitting the head.

Well crafted weapons exist, which have modified Normal damage as follows.

Quality	Damage	Damage (Bows/Crossbows)
Silver	-2	-2 (for arrows/bolts)
Exotic Material	-1	-2 (for arrows/bolts)
Superior	+1	Allows use of Strength
Masterwork	+2	+2
Legendary	+4	+4

Superior weapons are not uncommon. Master weapons are rare. Legendary weapons are usually artifacts, with additional powers and effects. Superior silver weapons and masterwork silver weapons exist but the damage penalty for a silver weapon stacks with the damage boost for a high quality item. Silvered weapons deal less damage to most things but much more damage to were creatures. Exotic material weapons are weapons crafted from a material not commonly used for them. For example a normal one-handed bone sword will have a base damage of 3 as opposed to 4. Superior and other higher quality versions also exist as usual.

The amount of Armour Points a character has on the location hit is subtracted from the damage done.

On gaining the Weapon Proficiency skill for a particular weapon, the character can do the base amount of damage. This base amount can also be improved by buying further skill increases (Specialisation, Expertise, Mastery, etc). The damage caused can also be increased by gaining the various levels of Strength.

If a character uses a weapon with which he has no skill, his base damage is 0 plus any bonuses for Strength.

On a successful hit which does normal damage, the character calls the type of attack and the amount of damage caused. The main types of attack are

- Blade, Blunt
- Power
- Holy, Unholy, Chaos
- Fire, Ice, Lightning, Mystic, Light, Dark

“Blade” and “Blunt” calls depend on the weapon being used. In most circumstances the exact type of damage is not important to the target so these calls can be dropped (so that only the Normal damage value itself is called). When the call *is* important and the target cannot easily determine the damage type, he can ignore the damage (though he should not say “bounce”).

Note also that some of the calls can be combined (see Power Damage below).

Example *Marcus Avery, a character with the Sword Proficiency and Strength skills causes $(4 + 2 =)6$ points of damage on a successful attack. When the player lands a blow on an opponent (or a friend) he simply calls “Blade 6” (or, more commonly, simply “6”).*

Bruising Damage

A minimum of 1 point of bruising damage is caused by weapons (including claws) which do Normal damage, unless the target’s Normal Armour is at least 4 times the amount of damage caused. (Note that Power Damage never causes bruising.)

Example *G’Mord is wearing Studded Leather which, with his Specialisation skill, gives him 3 points Normal Armour and he also has 5 points of Toughness. He thus has 8 points of Normal Armour. Any blow of less than or equal to 2 (i.e.: $8 / 4$) points has no effect. Any blow of 3-8 points causes 1 point of bruising damage. Any blow of more than 8 points damages him in the manner described above.*

Note that any defence from Dexterity is taken from the damage before determining whether a bruise is caused.

Example *After a few adventures G’Mord learns Armoured Dexterity 2. When struck by a blow doing 4 points of Normal Damage, his Dexterity is used to reduce this to 2, and as his Normal Armour is 4 times this amount, he takes no damage and calls “dodge-bounce”.*

Using fists (or other “soft” weapons) causes no bruising damage, so if the target’s Normal Armour exceeds the fist damage no wounds are inflicted.

Example *G’Mord is left weaponless and has to fall back on his Double Strength and Fist Specialisation. He is fighting an armoured Orc wearing Banded mail, which gives him 5 points of Normal protection. Unfortunately, G’Mord is only doing 4 points of damage with his fists and so harmlessly rains blows on the Orc’s chest in a truly girly fashion.*

2.2.3 Power Damage

Power damage is (usually) caused by spells and miracles, and cannot be stopped by Normal armour. The base amount of damage is 1, and each further category of increases the damage by 1. When a hit is scored, the player must call out the amount of damage caused and sometimes the type of Power used. (In the latter case the Player Ref. may warn the players.) In order to do Power damage with a weapon, the character must be able to do Normal damage (i.e. either be at least proficient in the weapon or have Strength).

If the character is also doing Normal damage, he must call the Normal damage first. If the opponent is damaged by both Normal and Power damage the two are added together. (In some cases where Normal damage is obviously having no effect, the Normal damage call is not necessary.)

Example *During a combat, Warden Salogel casts a Flame Blade 2 on Marcus Avery's sword, which causes it to do an additional 2 points of Fire damage. Marcus Avery's player now calls "Blade 6, Fire 2" on a successful attack.*

The GM then tells the players that only magical and holy damage seems to be having an effect, so Marcus Avery's player simply calls "Fire 2".

If multiple Power effects are cast on a weapon, the Power damage caused is the one that causes the most damage.

Example *Castlemaine Forecks casts Bless 4 on Marcus Avery's sword, which still has the Flame Blade 2 active. Marcus Avery's player now calls "Blade 6, Fire 2, Holy 4". If he hits a Skeleton, which is effected by both the Fire and Holy damage, the Skeleton takes the "Holy 4" as this is highest.*

If a character would bruise from the normal part of an attack but also takes power damage, he does not bruise.

Example *Warden Milo Strongshield wears metal armour providing him with 5 points of Normal Armour. He is attacked by a goblin for "Blade 3", taking a point of bruising damage. Later he is attacked by the goblin shaman for "Blunt 5, Unholy 1". His armour reduces the "Blunt 5" to a bruise, however as he has no power armour he takes 1 point of Unholy Power Damage (but does not bruise).*

He then casts up Harden 1 which provides him with a point of Power Armour. He is attacked again by the same Shaman; this time the Harden 1 blocks the Unholy 1; thus he takes a bruise again.

2.2.4 Poison Damage

Certain attacks from monsters and some unscrupulous players may inflict poison damage if the attack successfully connects. For a poison to be effective the initial attack must cause at least one point of non-bruising damage (either via normal damage or power damage).

The character with the poison adds the poison call to his first attack.

Example *The party is ambushed by bandits, some of which are carrying daggers with a Weakness poison. One bandit strikes Eagleson with a poisoned dagger for "Blade 4, Weakness Poison". Since Eagleson has 15 points of normal armour he takes a point of bruising damage but the poison has no effect.*

Another bandit manages to attack Zephyra. Since she only has two points of normal armour, she takes 2 points of normal damage and is also affected by the Weakness poison.

2.2.5 Subdue Damage

Subdue Damage is temporary Normal Damage. The character takes the damage as normal, to Body and Life Points but the damage is recovered 10 minutes later. It is not possible to suffer broken or severed limbs from Subdue Damage. Nor is it possible to go below -1 Life Points or -1 Body Points (the damage stops at -1, knocking the character unconscious or disabling the location).

Example *Thomas Carver has taken Sword Subdue Proficiency. His Strength skill increases the damage by 1 (instead of 2 for Normal Damage), so when using this skill he calls "Subdue Blade 5".*

Note that Power Damage can never be treated as Subdue Damage.

2.2.6 Additional Effects

As well as Normal and Power Damage, there are other effects which can be caused.

Shield Breaks If an attack does at least 20 points of damage (normal and power damage stack), it will break any Normal Shield that it strikes. Superior shields only break if the attack does at least 25 points of damage.

Every level of protective spell or miracle adds an additional 5 to the amount of damage required. So a Normal Shield with Protection (R) will break if hit for at least 25 points of damage in a single blow.

Broken Limbs If an attack does 10 or more points of Body Point damage and takes a location below 0, that location is broken. Healing does not affect that location until the bone is set. If the location is the head or chest, the character falls unconscious. Even if the location is an arm or leg, the character collapses due to the pain. Until the location is set, the character is unable to perform any strenuous action, such as fighting, casting spells, casting miracles or druidic miracles, perform rituals, run, etc... The character can still use items such as potions and some conditioned items, but any other items (such as scrolls or items with an activation phrase) cannot be used. If the character with a broken limb has the Set Broken Bone skill, it can be used but it takes twice as long (an entire minute) due to the immense amount of pain.

To fix a broken limb, it must first be set using the Set Broken Bone skill and then receive at least a 20 points of wounds healing (from a single source). This will set the location to 0. Note that the character performing the Set Broken Bone does not have to be the same character that performs the healing. This wounds healing can come from any of the following sources:

- Heal Wounds 20 or higher
- Tree Heal 4 or higher
- Sunbathe 4 or higher
- Tree Drain 6 or higher
- The Paladin “Lay on Hands” ability
- The Thorn Knight “Self Healing” ability

If only the Set Broken Bone skill is used, the location is immobilised and unusable, but the character can otherwise act normally.

Example *Kendall fails to dodge and takes a total of 14 damage to his Right Arm, taking it to -4 and thus breaking it. Mathonwy sets the broken limb and casts Heal Wounds 20. At this point Kendall's Right Arm is on 0 and can be used again.*

Severed/Disabled Limbs If a location is reduced below -10 it has either been severed (if the weapon used was sharp) or crushed (if the weapon was blunt). Normal healing has no effect, though the limb can still be regenerated. Obviously, if the location is the Head or Chest, the character is killed outright. If any other location is severed or crushed, the character loses 1 Life Point per minute due to bleeding, which can be halted with either Bind Wounds or Body healing on the location.

The life damage resulting from a severing attack is capped at point the location reaches -11.

Example *Druid Rhegor has 30 Life Points and has managed to seriously annoy a mighty Sliver Queen who decides to avenge her dead babies. She attacks him for 100 Power 100, striking at his Arm. The location had 10 Points of life and is reduced to -11 and thus chopped off. He only takes 21 points of life damage, instead of the full 200.*

Slowed A Slowed character can only move at half speed. Any defence from Dexterity is halved (rounded down). The Player should roleplay being Slowed, reacting slowly, walking at a slow pace, talking slowly, etc, etc. A character cannot be Slowed multiple times.

Paralysis A character is Paralysed if his Toughness is less than the level of the Paralysis attack. Whilst Paralysed, the character is held immobile (the player must immediately stand still and not move), although he is still aware of the world around him (and can thus refuse beneficial miracles or spells cast on him). After 5 minutes the Paralysis wears off enough for the character to move, but he is effectively Slowed for another minute.

Example *Grunhilda has a Toughness of 3. A Necromancer touches her with a Paralysis 1 but as her Toughness is more than the Paralysis level, she is unaffected.*

The Necromancer attacks her one more time with a Paralysis 4. As the Paralysis effect is more than her Toughness, it takes full effect and Grunhilda is paralysed.

Knockback The attacks of some characters are so powerful, they throw their target backwards. Unless the target of the knockback has at least Strength, it is thrown 10' backwards, but remains on its feet. If the target of the knockback is holding a shield and the knockback hits the shield, it must be dropped at the spot before the character is thrown 10' backwards.

This call can also be preceded by a higher levels of Strength, which indicates the level required to resist the Knockback (e.g. "Double Knockback" requires at least Double Strength to resist).

Swift Some attacks are so quick that they are very hard to dodge. The call for this type of attack is preceded by "Swift" (e.g. "Swift Claw 6") and any defence from Dexterity is halved (rounded down).

Undodgeable Undodgeable attacks ignore Dexterity. The call for this type of attack is preceded by "Undodgeable" (e.g. "Undodgeable Blade 10").

Piercing Piercing attacks are normal damage attacks that are especially useful against opponents in armour (both physical and from mystical sources). Against piercing attacks, the amount of normal armour is halved (rounded down). The call for this type of attack is preceded by "Piercing" (e.g. "Piercing Blade 4").

Note that power armour is not affected by this.

Example *Rath the human priest is wearing a suit of banded mail (5 points of armour) and he has cast Harden 2 and Toughness 3. His armour is 8 power 2 in total.*

He is attacked for "Piercing 5, Unholy 3". His armour is halved to 4 power 2 and thus he takes 2 points of damage (1 normal, 1 power).

Through Through attacks ignore all physical armour and armouring spells and miracles. The call for this type of attack is preceded by "Through" (e.g. "Through Blade 10").

Power armour is not affected. Note that toughness is normal armour, thus it is also ignored by a Through strike.

True Strike True Strike attacks ignore all dexterity, normal armour and power armour (from any source).

The call for this type of attack is preceded by "True Strike" (e.g. "True Strike Blade 10").

Example *It does not matter what armour Arris is in. He got hit by a True Strike 8 unholy 2, thus he takes 10 points of damage.*

Blindness The character must act as if he is blinded for the duration of the effect. He cannot move faster than a slow walk, he loses all bonuses from Dexterity due to the inability to see attacks and all Normal damage is divided by 4 (rounded down) as he cannot accurately perform attacks.

Intrinsic An "Intrinsic" ability is a spell or miracle that a character can cast without needing to use lengthy vocals. Protective effects that target spells or miracles (Dispel, Chaos Resistance, Effect Immunity, etc) also protect against Intrinsic effects.

Example *A Fire Elemental attacks the party calling "Intrinsic Fire Dart 2" and Breeze quickly casts "Effect Immunity 1 - Fire Dart" on himself. He can no longer be harmed by any Fire Dart spell and calls "No Effect" when the Fire Elemental targets him.*

Natural A "Natural" ability usually duplicates a spell or miracle that a character can use without vocals. However, the ability is not magical in nature and thus protective effects that target spells or miracles (Such as Disruptive Aura or Effect Immunity) are ineffective against Natural effects. Power armour protects as normal.

Example *A party encounter a large Lizard-like creature that attacks using its fiery breath, calling "Natural Fire Dart 2". This time the Breeze's "Effect Immunity 1 - Fire Dart" will not protect him from the effect.*

2.2.7 Other Calls

During a fight, players can use other calls to indicate what is happening to their characters.

Dodge “Dodge” is used when an opponent’s attack is completely avoided, usually due to Dexterity.

Example *Llan Estell has an Unarmoured Dexterity of 4. When attacked by a Ghoul doing “Unholy 3, Paralysis 3”, the player calls “Dodge” to indicate to the Ghoul player that his attacks are being completely avoided.*

Bounce “Bounce” is used when an opponent’s attacks are landing, but are causing no damage, usually due to Armour or other protections.

Example *A Zombie in 8 points of Normal Armour is being attacked by Pathfinder Jimmy with a 1H Sword doing “Blade 6”. As this damage is not sufficient to break through the armour (and Undead don’t take Bruising damage), the Zombie player calls “Bounce” to indicate that the Jimmy’s attacks are bouncing off and causing no damage.*

Bounce is also used to indicate that a non-damaging effect is not sufficient to overcome the character.

Example *Druid Bear has Coma 2 cast on him by an enemy Mage. However, as his Willpower is 4 the spell has no effect and the player calls “Bounce” to indicate that he resisted the spell.*

Dodge Bounce The two calls above are combined into “Dodge Bounce” when an opponent’s attacks are being partially avoided and the rest is not sufficient to break through the character’s protection.

Example *Llan Estell is fighting a more powerful Ghoul doing “Unholy 6, Paralysis 4”. Fortunately for him, a Humacti Bregan has cast “Bless 3” on him, which means that Llan can avoid most of the attack and the remaining 2 points of Unholy damage are deflected by the Bless. The player calls “Dodge Bounce” to indicate to the Ghoul player that his attacks are being partially avoided and partially bounced.*

No Effect “No Effect” is used when a character is completely immune to an opponent’s attacks. The main difference between this call and the ones above are that increasing the power of the attack will make no difference.

Example *Blackwing disguises himself as a Zombie in order to infiltrate a necromantic cult. On the way he runs into a Priest of Life, who immediately tries to destroy him by casting “Holy Word 10”. As “Holy Word” has no effect on the living, Blackwing’s player calls “No Effect” to indicate that the miracle cannot harm him.*

Cheska on the other hand just hits him anyway, as she does not have access to Life Miracles.

This call is also used to indicate that a character is completely immune to a non-damaging effect.

Example *A stranger is approaching the party dressed all in black. Not knowing his intentions, a party Mage casts “Command 3 - Halt” on him. However, the stranger is actually Vortex the Deathknight and is thus immune to mental spells, so the player smugly calls “No Effect”.*

2.2.8 Armour

Armour reduces the amount of damage inflicted by a blow as follows.

The minimum damage caused by a Normal attack is 1 and the minimum damage caused by a Power attack is 0. Thus, a character hit for 3 points of damage while wearing Plate Mail still takes 1 point of damage, whereas a character hit for Fire 1 damage while the protective spell Fire Skin 2 is in effect takes no damage.

Armour	Normal	Power
Furs/Hide	2	0
Leather	2	0
Troll Skin ¹	2	1
Studded Leather	2	0
Scale	5	0
Chain	5	0
Banded	5	0
Plate	5	0

¹ The only way to get Troll Skin is to kill a troll without using any sharp weapons, skin it before it regenerates using the manufacture skill Skinning and then burn the rest of the body. The skin can then be made into armour using the Make Armour skill. Superior and higher quality Troll skin also only provides 1 point of power armour. The power armour from Troll Skin stacks with all other power armour.

Well crafted armours exist, which have improved Normal protection as follows.

Quality	Normal Armour
Superior	+1
Masterwork	+2
Legendary	+4

Superior armours are not uncommon. Master armours are rare. Legendary armours are usually artifacts, with additional powers and effects.

Two pieces of armour can be overlapped which gives protection equal to the sum of of the two types of armour minus 1. However, the maximum skill that can be used with layered armour is Armour Specialisation.

Plate (Metal) over Chain (Metal) gives (5 + 5 - 1 =) 9 points of protection.

The armour skills Specialisation, Expertise and Mastery skills increase the protection of any armour by 1, 2 and 3 respectively.

Example *A character with Leather Advanced Mastery wearing a single suit of leather armour has $2 + 4 = 6$ points of normal armour. If the same character puts on a second layer of leather armour the normal armour drops to $2 + 2 + 1 - 1 = 4$ points of normal armour.*

2.3 Gaining Experience

Experience is measured by Character Points which are gained through playing, either as an adventurer (character points, or CP) or as a monster (monster points, or MP). Monster points can be spent on any character with the following restrictions:

Character Rank	Cost of 1 CP	Maximum MP that can be spent in one go (between adventures)
2.0 to 9.9	1 MP	up to rank 10.0
10.0 to 19.9	2 MP	30
20.0 to 29.9	3 MP	30
30.0 to 39.9	4 MP	30
40.0 to 49.9	5 MP	30
50.0 to 59.9	6 MP	30
...

At the end of an adventure, the GM(s) assign Points for both the adventurers and monsters based on the criteria below. The GM(s) receive a base experience of 2 monster points per hour.

Character Points can be spent on skills, with the cost related to the Character's race, class and Guild (see later).

2.3.1 Advanced Skills

Characters can buy all the basic skills as listed on the skill tables, to any level desired, but a few skills can only be bought once a character has hit a certain rank. These skills are:

- Weapon Skills beyond Mastery
- Strength Skills beyond Triple Strength
- Spells, Miracles, Rituals and Ceremonies beyond level 4
- Backstab, Sniping and Disable Device Skills beyond Mastery

The Ranks at which these skills can be bought at:

Rank	Spells, Miracles	Rituals, Ceremonies	Strength	Weapon Skills, Backstab, Sniping, Disable Device
15	up to level 5	up to level 5	Quadruple	Advanced Mastery
20	up to level 6	up to level 6		
30	up to level 7	up to level 7	Quintuple	
40	up to level 8	up to level 8		Legendary Mastery
50	up to level 9	up to level 9	Sextuple	
60	up to level 10	up to level 10		Legendary Mastery +
70	—	up to level 11	Septuple	Legendary Mastery ++
80	—	up to level 12		Legendary Mastery +++
...

Note that there is no such limit on armour skills, and there is an unlimited number of armour skills. A character can only start to “save” for a high level skill once he has achieved the correct rank bracket.

Example *Fire Dart 10, a level 5 Fire spell costs Phoenix $(5 + 1) \times 2 = 12$ points. The earliest possible Rank she could get Fire Dart 10 at is Rank 16.2.*

2.3.2 Character Point Cost Reductions

Some Guilds reduce the Character Point costs for some skills. In this case, the new Character Point cost is rounded down, though to a minimum of 1 Character Point.

Example *A Half-Orc Warrior belonging to the Gladiators can learn all hand weapon skills at half cost. When learning Dagger Proficiency, with a base cost of 1 Character Point, the adjusted cost is still 1 Character Point. ($1 / 2$, rounded down to 0, with a minimum of 1). When learning Dagger Specialisation, with a base cost of 2 Character Points, the adjusted cost is 1 Character Point.*

An Elven Warrior belonging to the Guards can learn all Armour skills at half cost. When learning Leather Specialisation, base cost of 3 Character Points, the adjusted cost is 1 Character Point.

2.3.3 Adventurer Experience

For adventurers, the amount of Character Points starts with a base of 2 per hour from rank 2. At rank 30.0 (roughly after the completion of the character’s first year) this drops to 1 per hour. These points can further be adjusted through awarding minus and bonus points for each adventurer for

Roleplaying Points will be awarded for accurately portraying the character’s race (e.g. Half Orcs are dumb), expounding the views of the character’s Guild (e.g. Gladiators sneering at magic protection), staggering back at the effect of attack spells, good spell vocals, falling over and lying still when dead, etc.

Points may be subtracted for poor roleplaying.

“Usefulness” Points will be awarded for how well the character’s profession was played. Warrior’s consistently fighting, Scout’s scouting ahead (and not just 20’ ahead of the party), useful and timely casting of spells, etc, etc.

As with roleplaying, points may be subtracted for acting poorly as your chosen class.

These categories are far from exhaustive - minus and bonus points may be awarded on justifications that do not exactly match either of the above categories.

2.3.4 Monster Experience

For monsters, the amount of Character Points starts with a base of 1 per hour. These points are then adjusted depending on how well the player followed the Monster guidelines outlined below.

Do not be competitive A game is **not** a competition between the monster players and the character players. A monster character may lose or win in an encounter, but a monster player can never lose or win.

Play the part Monsters and NPCs are the main (and possibly only) route that other players have to the game world. Evil Necromancer’s should be obviously nasty and horrible, Orcs enjoy fighting and are generally obnoxious, Sprites talk in squeaky voices, Priests of Justice are generally helpful to those in need unless they’re known criminals, etc, etc.

Overact Ham acting, silly accents and mannerisms are all encouraged and go a long way to making an encounter memorable.

Don't hit players when they're down Any character who is on the floor should not be considered a valid target. Similarly, any character who is effectively taken out of a battle should not normally be considered a valid target (e.g. an Entangled character).

Note that this guideline may be waived in certain circumstances. Usually only for plot reasons but any player who is known to collapse to the floor at the first sign of trouble is *always* a valid target.

Damage and Death There are several guidelines for battle encounters

1. Remember that most monsters have locations so try to keep track of your locational damage. (After all, we expect the adventurers to do the same.)
2. Don't overplay your hits.
3. Fall over and don't move when dead.

2.4 Restriction Classifications

There are two types of restrictions that may be found for various guilds, classes or races; these are roleplay (RP) and non-roleplay (nRP). The names are slight misnomers, as RP restrictions are not called so because they influence roleplay, but because they may be negated in certain circumstances by sufficient roleplay. nRP restrictions are restrictions that will always be in place, regardless of how much roleplay a character does.

nRP Restrictions For example, regardless of how much roleplay is performed, a Pathfinder will never be able to use metal armour, a Barbarian will never be able to allow a spell to be instant-cast on them, a Gladiator will never be able to take a combat enhancing spell or miracle, an Amazon will never be able to stop believing that females are superior to males.

RP Restrictions However, a Druid may get ref clearance to accept an elemental spell from a particular Mage if sufficient roleplay has been performed, and a Barbarian may be given the OK to treat one particular non-human normally, rather than with distrust. Guild restrictions are often classified as RP as a character is physically able to disobey them, but may face severe IC consequences for doing so.

Certain things should be noted about roleplay restrictions:

- A RP restriction may be lifted for individuals after what the refs have judged to be a sufficient amount of roleplay between two characters. A RP restriction will never be lifted *carte blanche* — if that is desired, then changing class or guild to lose the restriction should be considered.
- Ref clearance is required before the restriction may be lifted. It must be the ref team, not the player, that judges when the amount of roleplay that has taken place is sufficient.
- Ref clearance is not given on whim, or on short notice. The ref team should be notified when roleplay designed to address a RP restriction is started, and will let the players know when they've done enough to consider the restriction removed. The time period involved will differ from case to case and is dependant on how defining that restriction is for the class, guild or race in question, but will normally be a minimum of months, sometimes as long as years.
- The roleplay required to address a restriction is active, rather than passive. It requires one character seeking out the other, not just the both of them being present on missions or meals. If it is the restricted character seeking the other out, then the player should be prepared to justify his character's actions to the ref team, and possibly face IC repercussions as a result.
- Obviously, in terms of bonuses to balance restrictions, bonuses for nRP restrictions are more potent than bonuses for RP restrictions.

Chapter 3

Characters

All characters belong to one of several Classes and one of five Races. Each Race has their own starting abilities, and after that the Race and Class determine the amount of Character Points required for the different skills in the system. Each Race also has Thresholds for Life Points, Mana and Standing which are used to modify the Character Point cost of learning the associated skill, “Enhance Life”, “Enhance Mana” and “Improve Standing”. For every Threshold points bought, the Character Point cost for improving the value by 1 increases by 1.

Example *Trash, the Half Ogre Warrior, learns Enhance Life at a base cost of 1. As a Half Ogre, his Life Points Threshold is 57, so the first 57 points of Life only cost 1 Character Point each, the second 57 points of Life cost 2 Character Points each, the third 57 points of Life cost 3 Character Points each, and so on.*

3.1 Races

The allowed player races are

Human Humans form the majority of the world’s sentient population, and are generally considered to be “jacks of all trades”, though they also seem to produce the most Priests.

	Starting	Threshold
Death Threshold	: 10	—
Life Points	: 30	30
Mana	: 2	60
Standing	: 5	180
Chi	: 1	—

Elf Elves are particularly noted for their dexterity, their physical accuracy and for their magical ability. This makes them good Scouts and excellent Mages. They do lack physical prowess, and are somewhat weaker than other races.

There are many different types of Elves, ranging from the diminutive Wood Elf to the tall, arrogant High Elf. All use the same skill table.

	Starting	Threshold
Death Threshold	: 5	—
Life Points	: 27	27
Mana	: 6	210
Standing	: 2	60
Chi	: 2	—

An Elven player should wear pointy-ears. The wearing of “Mr Spock” hats, headbands, long hair, etc, is not really sufficient.

Half Elves Half elves are the offspring of a Human and an Elf or two Half Elves. They have both the good and bad sides of pure Humans and Elves to a lesser degree. Thus, for example, they are more adept at the magical skills than humans but not as adept as elves.

	Starting	Threshold
Death Threshold	: 7	—
Life Points	: 30	27
Mana	: 4	100
Standing	: 3	80
Chi	: 2	—

Half Orcs Half Orcs are normally disdained by the rest of the civilised world as the scum they usually are. They inherit some of the hardiness of their orcish side, and some of the flexibility of their human side.

	Starting	Threshold
Death Threshold	: 7	—
Life Points	: 33	45
Mana	: 1	40
Standing	: 4	100
Chi	: 0	—

A Half Orc player should at least have a brown and green face and, if possible, they should also wear “piggy” noses. They should also speak in a hoarse, gruff voice. Generally, Half Orcs are dumb.

Half Ogre Half Ogres are also normally disdained by society, though some look on them with sympathy. They are the offspring of female humans, elves and half-orcs who were seldom willing to bear such a monster. Half Ogres have brown and grey faces and are not very intelligent. Some of them also inherit the protruding canines from their father.

	Starting	Threshold
Death Threshold	: 7	—
Life Points	: 42	57
Mana	: 0	20
Standing	: 2	60
Chi	: 0	—

A Half Ogre player should at least have a brown and grey face and, if possible, upward pointing fangs. They should speak in a deep, hoarse voice. Generally, Half Ogres are very dumb.

3.2 Classes

The 4 basic Classes available to all races are Warrior, Mage, Priest and Scout. Humans can also be Druids, Barbarians or Amazons. Elves and Half-Elves can also be Druids. Also open to all 5 basic Races are Gypsies, but these are less common.

3.2.1 Multi-Classes

Any two of the four base classes (Warrior, Priest, Scout and Mage) can be combined, to form a Warrior/Mage for example, and in this case the Character Points cost for the skills is averaged between the two classes, rounding down with a minimum of 1 Character Point. If one class lists a skill cost of ‘-’, the resulting multi-class also cannot buy this skill. The following restrictions apply:

- Druids, Barbarians and Amazons cannot be multi-classed.
- Any Priest based multi-class (such as a Priest/Scout) cannot learn Druidic skills and cannot follow the Path of Nature.

3.2.2 Changing Classes

When a character changes class all the Character Point costs for the new class are increased by 1. This includes changing from one School of Magic to another or from one Path to another. For skills based on level, such as Learn Spell and Learn Miracle, the 1 point increase in Character Point cost is added *after* the multiplication.

Example *The Character Point cost of a spell for a Human Mage is $3x(\text{level} + 1)$. If a Human Scout becomes a Mage, the Character Point cost is raised to $3x(l + 1) + 1$.*

Note that Mages cannot change to an opposed School. Hence a Fire Elementalist can never become a Water Elementalist.

Priests can change to another Path, but will lose any miracles and any other abilities, powers or favours they acquired from the Principle to which they no longer have access. If a Priest's miracles are no longer balanced between his new Principles, he must redress the balance as soon as possible. All new Character Points must be spent on learning miracles from the new Path(s) until the Priest has an equal number of miracles from all Principles. There may, of course, be other in game consequences for such a change of allegiance. Ceremony and consecrate skills, if any, can no longer be used and will have to be bought again.

Example *A Priest of Justice with both 10 Life and 10 Order miracles becomes a Priest of Freedom. In addition to the increased cost for his skills, he will also lose all of his Order miracles, though he can still cast Life miracles, and must spend any new Character Points on learning 10 Chaos miracles.*

Example *A Priest of Justice with Ceremony (Justice) 3 becomes a Priest of Freedom. After buying Ceremony (Freedom) 1 he can start to use his already learnt life ceremonies again, but he can not use any order or justice ceremonies.*

When changing to a multi-class, the Character Points are calculated as above and then increased by 1.

A Barbarian or Amazon changing class to one of the basic four classes will at least earn the disdain of all other Barbarians or Amazons, and they will also instantly and permanently lose all acquired bonuses such as rage, bonus damage towards males, spirit guides and fetches.

Only in exceptional circumstances can a kingdom member become a member of a Barbarian clan or Amazon tribe, and in all cases this change has to be approved by the ref team.

If a follower of the Path of Nature becomes a Priest (or vice versa) he loses access to all his previous miracles and rituals, and half his standing.

3.3 Rank

A characters Rank is simply equal to his total Character Points divided by 10 (with all fractions dropped). Characters start with a minimum of 20 Character Points, and hence are at Rank 2. If a character has not used all his Character Points, for example when saving for a high cost skill, they still count towards his Rank.

Chapter 4

Skills

4.1 Weapons, Shield and Armour Skills

Weapon <Skill> Allows a character to do use a particular weapon. A character using a weapon without at least being proficient in its use does no damage (unless the weapon is wielded with great strength).

Skill Level	Damage	Longbow and Crossbow Damage
Proficiency	base	base
Specialisation	base + 1	base + 2
Expertise	base + 2	base + 4
Mastery	base + 3	base + 6
Advanced Mastery	base + 4	base + 8
Legendary Mastery	base + 5	base + 10
Legendary Mastery +	base + 6	base + 12
...

For example, Sword Proficiency allows a character to do 4 points of damage (the base amount for a sword) with all one handed swords, and gives no skill with any other weapon.

Subdue <Skill> Allows a character to do Subdue Damage with a particular weapon. This involves hitting with the flat of the blade, hitting non-vital areas, etc. The amount of Subdue Damage follows the same progression as normal damage. The Character Point cost for Subdue <skill> is the same as for the relevant weapon <skill>. A character must have the appropriate Weapon <skill> before learning this skill.

Note that some creatures cannot be subdued (Undead for example).

Subdue Damage is treated exactly like Normal Damage except that all Body Points and Life Points lost are recovered 10 minutes later.

Favoured Weapon Allows a character to select a particular weapon type that he has used extensively as his Favoured Weapon. The base damage for the specified weapon type is increased by 1, and this increase also effects the amount of damage that can be added due to Strength.

Example *Black Wing has chosen a Dagger as his Favoured Weapon, and now does a base damage of 3 when using it. As he also has Double Strength, he can further increase the damage by 3, instead of the usual 2 points of normal damage.*

A character can only have one favoured weapon type. If he decides to make a different weapon type his favoured, he must spend the character points again.

Skill cost is the same as "Expertise" for the weapon and the character must already have the relevant Weapon Expertise skill.

Small Shield Allows a character to use a shield of area less than 1 square foot.

Medium Shield Allows a character to use a shield of more than 1 square foot and up to 4.5 square feet.

Large Shield Allows a character to use a shield of more than 4.5 square feet. Large shields require the character to also have Strength.

<**Armour**> **Specialisation** Increases the protection granted by the specified armour type by 1 point of normal protection. If a character wears two layers of the same type, then this skill only applies to one layer unless the skill is bought twice.

Example *Magrew learns Non-Metal Specialisation. When he wears his Thick Leather Armour on its own, or underneath or above another type of armour, he gains 3 points of Normal Armour instead of the usual 2.*

If he wears another layer of non-metal armour such as fur on top, his total protection would be $3 + 2 - 1 = 4$. If he buys Non-Metal Specialisation again this bonus is applied to both layers and thus he would be in 5 points of normal armour.

<**Armour**> **Expertise** Increases the protection granted by the specified armour type by 2 points of normal protection. If a character wears two layers of the same type, then this skill only applies to one layer unless the skill is bought twice. This armour skill has no effect if a character wears two layers of armour.

<**Armour**> **Mastery** Increases the protection granted by the specified armour type by 3 points of normal protection. If a character wears two layers of the same type, then this skill only applies to one layer unless the skill is bought twice. This armour skill has no effect if a character wears two layers of armour.

4.2 Physical and Mental Skills

Enhance Life Gives a character 1 additional Life Point each time it is taken. For every 3 Life Points, the character gains 2 Body Points on the Chest and 1 Body Point on all other locations.

The cost for learning Enhance Life increases by one for every band, as defined by the Life Point Threshold for the character's race.

Enhance Mana Each level of Enhance Mana increases the characters Mana by 1.

The cost for learning Enhance Mana increases by 1 for every band, as defined by the Mana Threshold for the character's race.

Enhance Standing Each level of Enhance Standing increases the characters Standing by 1.

The cost for learning Improve Standing increases by 1 for every band, as defined by the Standing Threshold for the character's race.

Enhance Chi This skill is indicative of the finesse of a fighter with their weapon, and thus may be used for special strikes. The amount used in each skill can be seen in the table below.

Skill	Chi Points Required
Knockback	1
Disarm Proficiency	1
Disarm Specialisation	2
Disarm Expertise	4
Disarm Mastery	7
Disarm Advanced Mastery	11
Swift/Piercing	2
Undodgeable/Through	6
True Strike	18

Gladiators may use chi for other means, which is detailed in their guild description.

Ambidexterity Allows a character to use one handed weapons in either hand simultaneously. Without this skill, the weapon in the off hand does no damage no matter how skilled the character is in its use.

Strength The character is strong which allows him to do extra damage when attacking and to break out of some spell or miracle effects. The extra damage depends on the weapon type and level of strength as follows:

Strength Level	Weapon ¹ and Claws	Bows	Fists
Single Strength	+2	+2	+1
Double Strength	+3	+4	+2
Triple Strength	+4	+6	+3
Quadruple Strength	+5	+8	+4
...

¹ Additional Weapon damage due to Strength, Double Strength, etc is limited to double the normal weapon damage. There is no such cap on claw, bow or fist damage.

The skill also allows a character to break out of the effect of some spells and miracles and when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 2 people. A character with Double Strength is equivalent to 3 people, a character with Triple Strength is equivalent to 4 people, etc...

Finally, if the character uses a weapon in which he has no skill, then he will do $1 + \textit{strength bonus}$ points of damage, but after a number of blows equal to the weapon's base damage, it will become useless (not necessarily broken, but too blunted and / or bent for effective use).

Strength (and higher versions) can be used with Bows and Crossbows, but only if the character is using a superior bow or crossbow.

A character's innate strength can stack with a miraculous or magical castings.

Armoured Dexterity Each level of this skill gives the character 1 point of dexterity while the character is wearing armour. (*See Section "Dodging Power Damage" in Chapter "Notes on Spells and Miracles" for full effects of Armoured Dexterity and Power Damage.*)

The character must see the attack in order to dodge it, thus a surprised character can gain no benefit from this skill.

A character who has his feet *or* arms entangled only gains half the benefit (rounded down) of his Armoured Dexterity. A character who has both feet and arms entangled (or gripped, etc...) gains no benefits from his Armoured Dexterity.

Unarmoured Dexterity As above except that the character must not wear *any* armour.

Example *Kadija has 2 points of Dexterity. She is attacked by a Goblin doing 2 points of damage. As her dexterity is sufficient to avoid the attack her player calls "Dodge" and takes no damage.*

Later, she is hit by a giant frog for 4 chaos 1. Her player first subtracts 2 points from the normal damage. Since Kadijas dexterity is not enough to completely avoid the frog's attack she takes 2 chaos 1.

Finally, she is attacked by an ice frog caster who casts an Ice Dart 4 at her. Since this attack contains no normal damage, she subtracts her 2 points of power damage from the dart and thus only takes 2 points of damage to every location and 2 points of life damage.

On a later adventure she has improved her dexterity to 4 points. She is again attacked by the same frog for 4 chaos 1. This time her dexterity completely avoids the 4 points of chaos damage and thus she can dodge the entire attack.

All Round Sight This skill allows a character to use dexterity skills against attacks from behind. A character cannot have more ranks of All Round Sight than he has in his (highest) Dexterity skill.

Example *Aishe has 6 Levels of Unarmoured Dexterity and 4 Levels of All Round Sight. When attacked from behind, she can still reduce any damage taken by 4.*

Toughness Each level of this skill gives the character 1 point of normal protection which is added to the normal protection gained from any physical armour he is wearing or armouring effects he is under.

Willpower This skill allows the character to resist the effects of certain effects and also to enhance the effect of certain spells and miracles.

In addition, Willpower effectively increases the character's Death Threshold as the character can choose to use his will to cling to Life.

Example *Delaware, an Elven Warrior, has a Death Threshold of 2 (having lost 3 in an unfortunate incident with a Goblin and a large spoon) and a Willpower of 2, which means he can stay alive whilst his Life Points are -4 or higher. Once his life points reach -5 he dies.*

Increased Willpower does not allow a character to be brought back from the dead once his Death Threshold reaches 0.

4.3 Chi Skills

Kata Chi points may be regained once per day to their full, normal amount by performing a 'kata'. The kata must last 5 minutes, and involve constant movement. If the kata is interrupted - for instance if the fighter takes damage or is otherwise distracted it is lost and cannot be attempted again within the next hour.

Disarm Proficiency Disarm Proficiency allows a character to disarm an opponent wielding a weapon whose skill level with a weapon is at Proficiency or less. To use this skill costs one chi point. This skill is taught by the Gladiator guild; all others must pay 2 florins to attend the training class.

Disarm must be taken with a particular weapon type (although you cannot disarm with daggers as they are too small) and the character must already have the relevant Weapon Specialisation skill.

Disarm Specialisation This skill is similar to Disarm Proficiency, but the character can disarm an opponent whose skill level with his weapon is at Specialisation or less. To use this skill costs two chi points. This skill is taught by the Gladiator guild; all others must pay 4 florins to attend the training class.

The skill requires the character to have the relevant Weapon Expertise skill.

Disarm Expertise This skill is similar to Disarm Proficiency, but the character can disarm an opponent whose skill level with his weapon is at Expertise or less. To use this skill costs four chi points. This skill is taught by the Gladiator guild; all others must pay 6 florins to attend the training class.

The skill requires the character to have the relevant Weapon Mastery skill.

Disarm Mastery This skill is similar to Disarm Proficiency, but the character can disarm an opponent whose skill level with his weapon is at Mastery or less. To use this skill costs seven chi points. This skill is taught by the Gladiator guild; all others must pay 8 florins to attend the training class.

The skill requires the character to have the relevant Weapon Advanced Mastery skill.

Piercing The character can make a Piercing Attack with a particular weapon type. (This skill cannot be bought for weapons which already have a Piercing attack; Longbows for example.)

This skill requires the character to have at least Mastery in the weapon type. To use this skill costs two chi points. This skill is taught by the Gladiator guild; all others must pay 6 florins to attend the relevant training classes.

Skill cost is the same as for "Mastery" in the weapon type.

Through The character can attack through armour with a particular weapon type by finding the inevitable gaps in the armour.

This skill requires the character to have at least Advanced Mastery in the weapon type and to have learnt Piercing Attack. To use this skill costs six chi points. This skill is taught by the Gladiator guild; all others must pay 2 groats to attend the relevant training classes.

The call for this attack is "Through".

Skill cost is the same as for "Advanced Mastery" in the weapon type.

Swift The character can make a Swift Attack with a particular weapon type. (This skill cannot be bought for weapons which already have a Piercing attack, Longbows for example.) To use this skill costs two chi points. This skill is taught by the Gladiator guild; all others must pay 6 florins to attend the relevant training classes.

This skill requires the character to have at least Mastery in the weapon type.

Skill cost is the same as for "Mastery" in the weapon type.

Undodgeable The character can attack ignoring Dexterity with a particular weapon type.

This skill requires the character to have at least Advanced Weapon Mastery in the weapon type and to have learnt Swift Attack. To use this skill costs six chi points. This skill is taught by the Gladiator guild; all others must pay 2 groats to attend the relevant training classes.

The call for this attack is “Undodgeable”.

Skill cost is the same as for “Advanced Mastery” in the weapon type.

A character cannot use the the Through and Undodgeable Strike skills at the same time.

True Strike The character can attack ignoring all armour and dexterity with a particular weapon type. In addition, a True Strike attack also goes through *all* defensive spells and miracles.

This skill requires the character to have Legendary Weapon Mastery and at to have learnt both Through and Undodgeable Strike. To use this skill costs eighteen chi points. This skill is taught by the Gladiator guild; all others must pay 2 groats to attend the relevant training classes.

The call for this attack is “True Strike”.

Skill cost is the same as for “Legendary Mastery” in the weapon type.

Knockback The character can make a Knockback Attack at the cost of one chi point with a particular weapon type. One handed blades cannot be used to perform a Knockback skill.

This skill requires the character to have at least Strength. If a character has double strength, he may perform a double knockback for no extra chi cost; likewise with triple strength, etc. In addition, if he doesn’t also have at least Expertise in the weapon, it will break when performing the Knockback attack. This skill is taught by the Gladiator guild; all others must pay 3 florins to attend the training class.

Skill cost is the same as (Strength + <weapon> expertise)/2.

Notes:

- There are further weapon skill levels beyond Legendary Mastery.
- There are further levels of Strength after Triple Strength.
- A character does not always have to use his maximum strength.

4.4 Magic Skills

Read/Write Magic Runes Allows a character to read/write a chosen set of runes of a particular school. This skill is a prerequisite for learning any spell at level 5 or above or writing any ritual. This skill may be taken multiple times for different rune sets. This skill is taught by the Towers and Circle. All others must pay 2 florins to attend the training classes.

Meditate Meditate restores a character’s Mana back to his normal, full amount. It takes 15 minutes to perform, during which time the character must not perform any other action (such as moving, talking, fighting, etc), otherwise the benefits of meditation are lost.

Meditate can only be performed once per day. If interrupted, the character cannot attempt to meditate again within the next hour.

Learn Spell Allows a character to learn a particular spell. Note that the level cost refers to the effective level of the spell. Spells at level 4 or below are considered free knowledge and everyone has access to them. Spells of level 5 or above are taught by the Circle, Towers or Wardens only. Any others wishing to learn a spell of level 5 or above must pay (level +1) florins to attend the relevant training class.

Example *Flare, a Human Fire Elementalist, wishes to learn a 2nd Level Earth spell Grip (R). His base cost for the Learn Spell skill is $3x(\text{level} + 1)$. Grip is not a Fire spell, and hence it is treated as one level higher, making the cost for the spell*

$$3x((2 + 1) + 1) = 12 \text{ Character Points}$$

Multicast Multicasting is a skill which allows a character to cast more than one spell simultaneously. All the spells in the multicast must be

- of different types (ie: if one spell is Fire Dart 6 you can’t have any other Fire Dart spell as part of the multicast),
- known by the character (ie: the relevant Learn Spell skill must have been taken).

The Character Point cost for the Multicast skill is equal to the total Character Points for the relevant Learn Spell skills.

Example *Flare has spent a total of 15 Character Points on learning the spells Flame Blade 1 (6 CP's) and Fire Skin 2 (9 CP's). The cost for learning Multicast for these two spells is 15 Character Points.*

Create Talisman Allows a character to enchant a small object (normally a piece of jewelry such as a pendant or ring) up to his level in Create Talisman. A Talisman protects a character's life force when casting spells, reducing any damage taken by its level. In order to do this, the Talisman must be within 1" of the caster's body and the spell must be cast through it. (This requires no extra action but does mean that only one Talisman can be used per spell.) Creating a Talisman takes an entire day.

When a character first creates a Talisman, he places a small portion of his life force into it. This causes no detrimental effect on the caster for the first two Talismans, but for every further Talisman created his Death Threshold is lowered by 1.

Once created, a Talisman cannot be easily destroyed, as it is empowered by the character's life force. It is immune to normal attacks and shattering spells and miracles. A ritual of level 25 or above can be used to destroy a Talisman.

A word to the munchkins... Talismans must be small objects, not shields, weapons, armour or similar item.

Enchant Item This skill allows a character to enchant an object to hold a spell. (See the "Magic Items" chapter for more information.)

Magic Ritual This skill is used when creating and performing rituals to cast a magical effect.

Separate Magic Ritual skills are required for each of the Schools of Magic, though the Elemental School is further divided by element as usual. (i.e: Magic Ritual (Fire), Magic Ritual (Necromantic), Magic Ritual (General), etc...). Magic Ritual can only be learnt for the Schools that the character can cast.

The Magic Ritual skills start at level 0 and follow the same rules for learning spells (i.e: the level is counted as one higher for all non-primary Schools).

Example *Flare, an elven Fire Elementalist, wishes to learn Magic Ritual (Earth) level 0. His base cost for Magic Ritual is $8 + l$, making the cost for this skill*

$$8 + (0 + 1) = 9 \text{ Character Points}$$

Note that an Elementalist cannot usually perform a ritual of the opposing element.

See the "Rituals" chapter for more information.

Joint Magic Ritual Needs to be bought for a specific ritual group. A skill of level 0 allows a character to contribute mana, and a skill of level 1 or above allows the character to contribute knowledge and mana. See the "Rituals" Chapter for more information.

Magic Ritual Slot Normally a character gains a "free" ritual slot every 2 Ranks. Each time this skill is bought the character gains an additional ritual slot. See the "Rituals" Chapter for more information.

4.5 Religious Skills

Read/Write Religious Runes Allows a character to read/write one of the nine Religious Runes. This skill is a prerequisite for learning any miracle at level 5 or above or writing any rituals. The first set of Religious Runes a character must learn is always the one associated with his own Path. He can then learn the Religious Runes of the Paths closest to his own (but not diagonally related).

Example *The Raven is a Priest of Justice and hence the first set of Runes he learns must be those of Justice. After that he could learn the Runes for Life and Order, but not those of Balance.*

He cannot learn any druidic runes.

Philippe de Pont-sur-Eau, a Human Paladin of Life, can learn the Runes of Justice, Balance and Freedom after learning those of his own Path.

This skill is taught by the relevant temple. Any others wishing to learn it must pay 2 florins to attend the relevant training classes.

Prayer Prayer restores a character's Standing back to his normal, full amount. It takes 15 minutes to perform, during which time the character must not perform any other action (such as moving, talking, fighting, etc), otherwise the benefits of praying are lost.

Prayer can only be performed once per day. If interrupted, the character cannot attempt to pray again within the next hour.

Learn Miracle Allows a character to learn a particular miracle. Note that the level cost refers to the effective level of the miracle.

Example *Harold Cumberland, a Human Priest of Freedom, wishes to learn Harm 8, a 1st level miracle of Chaos. His base cost for the Learn Miracle skill is $2x(l + 1)$. As Harold Cumberland is not a Priest of Chaos, Harm 8 is treated as being one level higher, and hence costs him*

$$2x((1 + 1) + 1) = 6 \text{ Character Points}$$

Miracles at level 4 or below are considered free knowledge and everyone has access to them. Miracles of level 5 or above are taught by the relevant temples or wardens only. Any others wishing to learn a miracle of level 5 or above must pay (level + 1) florins to attend the relevant training class.

Combined Prayer Using Combined Prayer a character can cast more than one miracle simultaneously. All the miracles in the Combined Prayer must be

- of different types (ie: if one miracle is Heal Life 8 you can't have any other Heal Life miracle as part of the combined prayer),
- known by the character (ie: the relevant Learn Miracle skill must have been taken).

The Character Point cost for the Combined Prayer skill is equal to the total Character Points for the relevant Learn Miracle skills.

Example *Faust has spent 4 Character Points on Destroy (R) and 10 Character Points on Dispel 4. The cost for learning Combined Prayer with these two miracles is thus 8.*

Create Holy Symbol Allows a character to consecrate a small object (normally a piece of jewelry such as a pendant or ring) up to his level in Create Holy Symbol. A Holy Symbol protects a character's life force when casting miracles, reducing any damage taken by its level. In order to do this, the Holy Symbol must be within 1" of the caster's body and the miracle must be cast through it. (This requires no extra action but does mean that only one Holy Symbol can be used per miracle.) Creating a Holy Symbol takes an entire day.

When a character first creates a Holy Symbol, he places a small portion of his life force into it. This causes no detrimental effect on the caster for the first two Holy Symbols, but for every further Holy Symbol created his Death Threshold is lowered by 1.

Once created, a Holy Symbol cannot be easily destroyed, as it is empowered by the character's life force. It is immune to normal attacks and shattering spells and miracles. A ritual of level 25 or above can be used to destroy a Holy Symbol.

A word to the munchkins... Holy Symbols must be small objects, not shields, weapons, armour or similar items.

Consecrate Item This skill must be taken for a specific Path or Sect, and allows a character to make an object to hold a miracle castable by that Path or Sect. (See the "Magic Items" Chapter for more information.)

A character can only learn Consecrate Item for his own Path or Sect. If he ever changes this, he can no longer use the old Consecrate Item skill.

Religious Ritual This skill is used when performing rituals to create a religious effect.

Religious Ritual is learnt for a specific Path (i.e: Religious Ritual (Order), Religious Ritual (Justice), Religious Ritual (Balance)). See the "Rituals" Chapter for more information.

Joint Religious Ritual Needs to be bought for a specific ritual group. A skill of level 0 allows a character to contribute standing, and a skill of level 1 or above allows the character to contribute knowledge and standing. See the "Rituals" Chapter for more information.

Religious Ritual Slot Normally a character gains a "free" ritual slot every 2 Ranks. Each time this skill is bought the character gains an additional ritual slot. See the "Rituals" Chapter for more information.

4.6 Druidic Skills

All skills mirror the set of *magic* skills, except that druidic miracles are miracles use standing to cast.

Druids can learn from the following 13 set of runes:

- General
- Weather
- Elemental (druidic) and also Elemental (earth, air, fire, water or sun)
- Tree
- Animal
- Dark (druidic), Dark (darkness or shadow).

4.7 Medical Skills

Bind Wounds This skill can be used to stop a character from dying when the Body Points on his Head or Chest drop below 0. A suitable bandage must be applied to the location. The effect lasts for 15 minutes, at which time the blood soaked bandages must be replaced.

Set Broken Bone If an attack does 10 or more points of damage and takes a location below 0, that location is broken. For the head and chest, the character is immediately knocked unconscious. For the arms and legs, that limb is unusable, and the character collapses due to the pain.

In order for a character to use the location, a character with the skill Set Broken Bone must tend to the character and bind up the wound.

If the character receives 20 points of body healing in one go, (from a Heal Wounds 20, for example) after the location has been set, the bone is repaired, and the location is set to 0.

Use of this skill requires 30 seconds of role-play, a full minute if you are setting your own broken bone.

Discern Wounds Allows a character to find out exactly how badly each location of a character or creature is damaged and how much Life Points the character has. The skill takes 30 seconds to use to exactly determine the extent of the character's injuries (the player is told the Life and Body Points). The skill can also be used quickly to gain an instant overview of a character's injuries, where the player using the skill is told any location that is on less than one-quarter Body Points and whether the character is on less than one-quarter Life Points.

Discern Disease Allows a character to discern whether a character or creature is diseased, the level of the disease, its effects and the level of Cure Disease required to cure it. Takes one minute to use.

Discern Poison Allows a character to distinguish between potions, weapon oils and poisons - it does not allow them to exactly identify the nature of the liquid.

Discern Spiritual Influence Allows a character to discern whether a character or creature is possessed, charmed or otherwise under the influence of someone or something else. This also reveals the exact level and name of any active spells or miracles of type O(W) and M which are active on the character. Takes a minute to use.

Discern Paralysis Allows a character to discern whether another character or creature is suffering from the effects of paralysis, petrification or similar and how much longer the effect will last. Takes a 30 seconds to use.

4.8 Knowledge Skills

Recognise Creature Allows a character to recognise a creature with a Rank of up to 10, though he will not necessarily know about any of its special abilities. Each time this skill is learnt, the Rank recognised increases by 10.

Example *Mask, a Scout who has learnt Recognise Creature once, spots a monster (actually a Goblin) and does Recognise Creature Rank 10. As base (ie: lowest) level for a Goblin is 1, the creature player tells Mask that he is a Goblin. However, he doesn't tell him that this particular Goblin is a Rank 15 Goblin Champion.*

If Mask learnt Recognise Creature again, he would use Recognise Creature Rank 20. This time he could tell that the creature above is a Goblin Champion.

Recognise Undead Allows a character to recognise an Undead type with a base type Rank up to 10, though he will not necessarily know about any of its special abilities. Each time this skill is learnt, the Rank recognised increases by 10.

Example *Harp, a Priest who has learnt Recognise Undead twice, is being approached by something he suspects to be Undead and calls "Recognise Undead Rank 20". The creature is actually a Zombie and as the base level for a Zombie is 1, the creature player tells Harp what he is, but not that he is actually a Rank 8 Zombie.*

If a character has learnt both Recognise Creature and Recognise Undead, the Rank from the Recognise Creature is added to that of Recognise Undead.

Example *Rickard, a Scout who changed class to Priest, has learnt Recognise Creature twice and Recognise Undead once. He can thus call "Recognise Creature Rank 20" and "Recognise Undead Rank 30".*

Recognise Smell Allows a character to recognise a creature with a base type Rank of up to 10 by its smell. This can be used to check out a cave for example, as well as walking up to a creature and smelling it directly. Note that not all creatures are identifiable by this method. Each time this skill is learnt, the Rank recognised increases by 10.

Recognise Magic Allows a character to tell whether something or someone within 1 inch of his hand is magical or is under the influence of a spell. It also allows the character to gauge the current Mana of a character as follows

Current Mana	Reading
1-15	"low"
16-50	"medium"
51-100	"high"
101+	"very high"

When this skill is used on himself, the character can tell exactly how much Mana he currently has - without it, he cannot tell.

Recognise Miracle Allows a character to tell whether something or someone within 1 inch of his hand is under the influence of a miracle. It also allows the character to gauge the current Standing of a character as follows

Current Standing	Reading
1-15	"low"
16-50	"medium"
51-100	"high"
101+	"very high"

When this skill is used on himself, the character can tell exactly how much Standing he currently has - he cannot without it.

Evaluate Allows a character to determine the Quality of an item (Standard, Superior, etc) and also estimate within it's monetary value within 10%. Note that this does not allow a character to identify magic items, the monetary value of a magic item is the base item, for instance a glove costing 2 florins enchanted with a daily Heal Wounds 20 would still only be recognisable as a mundane 2 florin glove.

Identify Allows a character with an identify skill of equal or more than the level of a magical or miraculous item to understand what it is, and to use it. This skill is taught by the Pathfinders, Towers and Circle only. Any others wishing to learn must pay 2(level + 1)florins to attend the relevant training classes.

Example *Kadija has bought two levels of identify, and thus can identify level 1 and level 0 items. While out on patrol, they come across a level 1 poison of harm 8 and thus Kadija is able to recognise it and prevent Blackwing from downing it in a misguided attempt to make himself stronger.*

Later on, they come across a level 3 poison of harm 20. Kadija does not have the required identify skill to recognise it, but thankfully Seeker Cumberland has bought 'discern poison' and thus knows it's harmful, so he prevents Blackwing from necking that one too.

4.9 Subterfuge Skills

Throat Slit/Hamstring A particularly nasty skill which can kill or disable a living opponent almost instantly.

For throatslit the character must take the victim by surprise, and drag a dagger across his throat. For hamstring, the character must take the victim by surprise and drag a dagger across the back of the knee. If the attack damages (not bruises; and power damage does not count) the opponent, an artery has been slit and the victim bleeds at a rate equal to the damage taken in Life Points per second. It also does Body damage to the location in the usual way.

Armour protects against Throat Slit/Hamstring only if the phys-rep covers the location. Thus a chainmail coif, or a pair of leather trousers will protect against the attack, but a helmet or leg plates will not. When performing the attack, the onus is on the attacker to do so safely, i.e. not attempt to throat slit or hamstring a sprinting opponent. The GM is entirely within their rights to disallow, or even retribute an attack if they feel it has been done in an unsafe manner.

Example *Nifft, an Elven Scout with Dagger Proficiency attempts to Throat Slit an Ogre. Unfortunately his target has Toughness which reduces the damage by 2, and the blow does no damage. Nifft has to beat a hasty retreat before he gets smashed.*

Later in his career, Nifft has increased his skill with his dagger and now has Dagger Specialisation. Once again he attempts to Throat Slit the Ogre, this time doing 3 points of damage. This penetrates the Ogre's skin, who starts bleeding to death at a rate of 1 Life Point per second.

Note that Throat Slit/Hamstring cannot be taken by characters who follow the Path of Life, Justice or Freedom and a character cannot follow the Path of Life, Justice or Freedom once he has taken this skill.

For a Throat Slit/Hamstring to be valid, the attack must start on one side of the neck or leg and go right round to the other side.

Backstab/Sniping <Skill> Increases the Normal damage a character does with a Weapon if an opponent has his back turned to him or is helpless. Backstab Proficiency is available to all characters, and is considered a common knowledge skill, thus there is no cost to learn it. Any levels beyond Proficiency are taught by the pathfinders only. All others who wish to learn it must pay training fees.

Skill	Damage Increase	Training Fees
Proficiency	+3	
Specialisation	+6	2 florins
Expertise	+9	5 florins
Mastery	+12	1 groat
Advanced Mastery	+15	2 groats
Legendary Mastery	+18	4 groats

When attacking an unaware opponent, *only the first attack* will have its damage increased as presumably after that the opponent is no longer unaware. A character with the Ambidexterity skill can gain the extra Normal damage with both his attacks, as long as they are done (roughly) simultaneously.

Against helpless opponents all attacks will have their damage increased until the opponent is no longer helpless.

Disable Device <Skill> Allows a character to disable or manipulate traps, locks and other mechanical devices. Whether the manipulation is successful may depend on GM, and quality of roleplay done around the subject. To manipulate a lock, a phys-rep of the lock picks is required, and should be carried on the character.

This skill also allows a character to disable a condition on conditioned items. This also applies to spell primes cast on inanimate objects (such as swords or floor tiles). Conditions can also be *changed*, but this raises the effective level of the trap by 2.

Use of this skill requires at least 30 seconds of roleplay per trap or condition and requires the character to have identified the item or spell (either via Magic Divination or the Identify skill or a sufficient skill in the relevant item creation skill).

This skill is taught by the Pathfinders only. Any other characters wishing to learn it must pay to attend the relevant training classes.

Skill	Mechanical	Items	Training Fees
Proficiency	simple	up to level 2	2 florins
Specialisation	moderate	up to level 4	4 florins
Expertise	complex	up to level 6	6 florins
Mastery	very sophisticated	up to level 8	8 florins
Advanced Mastery	convoluted	up to level 10	10 florins
Legendary Mastery	insane	up to level 12	12 florins

4.10 Manufacture Skills

The time taken to create normal armour is equal to the armour points in days. This duration is multiplied by 2 for superior armour and 4 for masterwork armour. Thus a suit of chain, covering chest and arms, takes $(5 + 5 + 5 =)$ 15 days. The same suit of superior chain takes 30 days.

The time taken to create normal weapons is the weapon's damage in days. This is multiplied by 2 for superior weapons and 4 for masterwork weapons. Thus a bastard sword will take 5 days to make, a superior bastard sword will take 10 days and a masterwork sword will require 40 days to complete.

Making a standard item is a simple process, but any higher quality items are very complex to create and take up a significant amount of skill, time and energy. Each superior and masterwork item created costs a certain number of character points (CP) to reflect this investment. (This CP cost is always constant: changing class does not affect it and it can never be half-costed.)

Normal base of weapon or armour	CP for Superior	CP for Masterwork
2 (Daggers, Leather Armour)	8	40
3 (Clubs)	12	50
4 (1H Swords)	16	60
5 (Bastard Swords, Metal Armour)	20	80
6 (Staves)	20	80
7 (Greatswords)	24	100

Note: The CP cost is for an entire suit of armour, and is not divided even if only a single piece of armour is ever crafted. For example, a superior leather helmet will cost 8 CP and the following chest piece, greaves and arm plates are effectively 'free'.

Creating a silvered weapon requires 2 groats worth of silver for a normal weapon, 10 groats worth of silver for a superior weapon and 20 groats worth of silver for a masterwork weapon.

Skinning This allows a character to skin a creature from which leather armour can be made. Leather armour made from some creatures (such as Trolls) is more effective than normal leather armour.

In order to use this skill, the creature must have been killed *entirely* by non-sharp weapons and without magical or chaos power damage (unholy strike is OK), and the character must have a small edged implement such as a dagger or short sword. The skill takes 15 minutes to use.

4.11 Human Skills Costs

Skill	Warrior	Priest	Scout	Mage
<u>Weapons, Shield and Armour</u>				
1H Weapon Proficiency	3	6	3	9
1H Weapon Specialisation	6	12	6	18
1H Weapon Expertise	12	24	12	36
1H Weapon Mastery	24	48	24	72
2H Weapon Proficiency	6	12	12	18
2H Weapon Specialisation	12	24	24	36
2H Weapon Expertise	24	48	48	72
2H Weapon Mastery	48	96	96	144
Fist Proficiency	2	4	2	6
Fist Specialisation	4	8	4	12
Dagger Proficiency	2	4	2	6
Dagger Specialisation	4	8	4	12
Dagger Expertise	8	16	8	24
Dagger Mastery	16	32	16	48
Staff Proficiency	6	12	12	9
Staff Specialisation	12	24	24	18
Staff Expertise	24	48	48	36
Staff Mastery	48	96	96	72
Subdue <skill>		<i>as weapon <skill></i>		
Favoured Weapon		<i>as weapon expertise</i>		
Throwing Proficiency	3	6	3	9
Throwing Specialisation	6	12	6	18
Throwing Expertise	12	24	12	36
Throwing Mastery	24	48	24	72
Longbow Proficiency	6	12	6	18
Longbow Specialisation	12	24	12	36
Longbow Expertise	24	48	24	72
Longbow Mastery	48	96	48	144
Crossbow Proficiency	9	18	9	27
Crossbow Specialisation	18	36	18	54
Crossbow Expertise	36	72	36	108
Crossbow Mastery	72	144	72	216
Small Shield Use	2	4	8	8
Medium Shield Use	4	8	16	16
Large Shield Use	6	12	24	24
Armour Specialisation	2	4	2	6
Armour Expertise	4	8	4	12
Armour Mastery	8	16	8	24
Armour Advanced Mastery	16	32	16	48
Metal Armour Specialisation	8	16	24	24
Metal Armour Expertise	16	32	48	48
Metal Armour Mastery	32	64	96	96
Metal Armour Advanced Mastery	64	128	192	192
<u>Chi</u>				
Kata	16	32	16	32
Disarm Proficiency (1 chi)		<i>as <weapon> Specialisation * 2</i>		
Disarm Specialisation (2 chi)		<i>as <weapon> Expertise * 2</i>		
Disarm Expertise (4 chi)		<i>as <weapon> Mastery * 2</i>		
Swift/Piercing (2 chi)		<i>as <weapon> Mastery</i>		
Through/Undedgeable (6 chi)		<i>as <weapon> Advanced Mastery</i>		
Truestrike (18 chi)		<i>as <weapon> Legendary Mastery</i>		
Knockback (1 chi)		<i>as (<weapon> Expertise + Strength) / 2</i>		

Human Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
Physical / Mental				
Enhance Life	1	2	2	3
Enhance Mana	4	4	3	1
Enhance Standing	2	1	1	2
Enhance Chi	8	16	8	16
Ambidexterity	10	15	10	20
Strength	20	30	40	40
Double Strength	40	60	80	80
Triple Strength	80	120	160	160
Armoured Dexterity (per level)	$12 * level$	$18 * level$	$12 * level$	$24 * level$
Unarmoured Dexterity (per level)	$9 * level$	$12 * level$	$6 * level$	$12 * level$
All Round Sight (per level)	$9 * level$	$12 * level$	$6 * level$	$12 * level$
Toughness (per level)	$10 * level$	$15 * level$	$20 * level$	$20 * level$
Willpower (per level)	$9 * level$	$12 * level$	$9 * level$	$6 * level$
Magic				
Read/Write Magic Runes	6	6	4	2
Meditate	18	18	12	6
Learn Spell	$9 * (l + 1)$	$9 * (l + 1)$	$6 * (l + 1)$	$3 * (l + 1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Create Talisman	$4 + l$	$4 + l$	$3 + l$	$1 + l$
<i>l = level</i>				
Enchant Item	$36 + l$	$36 + l$	$24 + l$	$12 + l$
<i>l = level</i>				
Magic Ritual	$36 + l$	$36 + l$	$24 + l$	$12 + l$
<i>l = ritual level</i>				
Joint Magic Ritual	$18 + l$	$18 + l$	$12 + l$	$6 + l$
<i>l = level</i>				
Magic Ritual Slot	18	18	12	6
Religious				
Read/Write Religious Runes	3	1	2	3
Prayer	12	4	8	12
Learn Miracle	$6 * (l + 1)$	$2 * (l + 1)$	$4 * (l + 1)$	$6 * (l + 1)$
<i>l = miracle level</i>				
Combined Miracle		<i>variable</i>		
Create Holy Symbol	$3 + l$	$1 + l$	$2 + l$	$3 + l$
<i>l = level</i>				
Consecrate Item	$30 + 3p + 2l$	$10 + 3p + 2l$	$20 + 3p + 2l$	$30 + 3p + 2l$
<i>l = ritual level, p = principles</i>				
Religious Ritual	$30 + 3p + 2l$	$10 + 3p + 2l$	$20 + 3p + 2l$	$30 + 3p + 2l$
<i>l = ritual level, p = principles</i>				
Joint Religious Ritual	$15 + l$	$5 + l$	$10 + l$	$15 + l$
<i>l = level</i>				
Religious Ritual Slot	12	4	8	12
Druidic				
Read/Write Druidic Runes	3	-	2	3
Commune	12	-	8	12
Learn Druidic Miracle	$6 * (l + 1)$	-	$4 * (l + 1)$	$6 * (l + 1)$
<i>l = miracle level</i>				
Combined Druidic Miracle		<i>variable</i>		
Create Druidic Symbol	$3 + l$	-	$2 + l$	$3 + l$
<i>l = level</i>				
Anoint Item	$24 + l$	-	$16 + l$	$24 + l$
<i>l = level</i>				
Druidic Ritual	$24 + l$	-	$16 + l$	$24 + l$
<i>l = ritual level</i>				
Joint Druidic Ritual	$12 + l$	-	$8 + l$	$12 + l$
<i>l = level</i>				
Druidic Ritual Slot	12	-	8	12

Human Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<u>Medical</u>				
Bind Wounds	9	3	3	6
Set Broken Bone	9	3	3	6
Discern Wounds	9	3	3	6
Discern Disease	9	3	3	6
Discern Spiritual Influence	9	3	3	3
Discern Poison	9	3	3	6
Discern Paralysis	9	3	3	6
<u>Knowledge</u>				
Recognise Creature	6	9	3	6
Recognise Undead	6	3	3	6
Recognise Smell	6	9	3	6
Recognise Magic	9	9	6	3
Recognise Miracle	9	3	6	9
Evaluate	6	9	3	6
Identify	$6 * (l + 1)$	$4 * (l + 1)$	$3 * (l + 1)$	$3 * (l + 1)$
<u>Subterfuge</u>				
Throat Slit / Hamstring	20	30	10	30
Backstab Proficiency	20	30	10	30
Backstab Specialisation	40	60	20	60
Backstab Expertise	80	120	40	120
Backstab Mastery	160	240	80	240
Sniping Proficiency	40	60	20	60
Sniping Specialisation	80	120	40	120
Sniping Expertise	160	240	80	240
Sniping Mastery	320	480	160	480
Disable Device / Lock Proficiency	6	9	3	9
Disable Device / Lock Specialisation	12	18	6	18
Disable Device / Lock Expertise	24	36	12	36
Disable Device / Lock Mastery	48	72	24	72
<u>Manufacture</u>				
Skinning	20	30	10	20
Make Non-Metal Armour	20	30	10	20
Make Superior Non-Metal Armour	40	60	20	40
Make Masterwork Non-Metal Armour	80	120	40	80
Make Metal Armour	10	20	30	30
Make Superior Metal Armour	20	40	60	60
Make Masterwork Metal Armour	40	80	120	120
Make Non-Metal Weapon	20	30	10	20
Make Superior Non-Metal Weapon	40	60	20	40
Make Masterwork Non-Metal Weapon	80	120	40	80
Make Metal Weapon	10	20	30	30
Make Superior Metal Weapon	20	40	60	60
Make Masterwork Metal Weapon	40	80	120	120

4.12 Elf Skills Costs

Skill	Warrior	Priest	Scout	Mage
<u>Weapons, Shield and Armour</u>				
1H Weapon Proficiency	5	10	5	15
1H Weapon Specialisation	10	20	10	30
1H Weapon Expertise	20	40	20	60
1H Weapon Mastery	40	80	40	120
2H Weapon Proficiency	10	20	20	30
2H Weapon Specialisation	20	40	40	60
2H Weapon Expertise	40	80	80	120
2H Weapon Mastery	80	160	160	240
Fist Proficiency	4	8	4	12
Fist Specialisation	8	16	8	24
Dagger Proficiency	4	8	4	12
Dagger Specialisation	8	16	8	24
Dagger Expertise	16	32	16	48
Dagger Mastery	32	64	32	96
Staff Proficiency	10	20	20	15
Staff Specialisation	20	40	40	30
Staff Expertise	40	80	80	60
Staff Mastery	80	160	160	120
Subdue <skill>		<i>as weapon <skill></i>		
Favoured Weapon		<i>as weapon expertise</i>		
Throwing Proficiency	3	6	3	9
Throwing Specialisation	6	12	6	18
Throwing Expertise	12	24	12	36
Throwing Mastery	24	48	24	72
Longbow Proficiency	5	10	5	15
Longbow Specialisation	10	20	10	30
Longbow Expertise	20	40	20	60
Longbow Mastery	40	80	40	120
Crossbow Proficiency	12	24	12	36
Crossbow Specialisation	24	48	24	72
Crossbow Expertise	48	96	48	144
Crossbow Mastery	96	192	96	288
Small Shield Use	3	6	12	12
Medium Shield Use	6	12	24	24
Large Shield Use	9	18	36	36
Armour Specialisation	3	6	3	9
Armour Expertise	6	12	6	18
Armour Mastery	12	24	12	36
Armour Advanced Mastery	24	48	24	72
Metal Armour Specialisation	12	24	36	36
Metal Armour Expertise	24	48	72	72
Metal Armour Mastery	48	96	144	144
Metal Armour Advanced Mastery	96	192	288	288
<u>Chi</u>				
Kata	12	24	12	24
Disarm Proficiency (1 chi)		<i>as <weapon> Specialisation * 2</i>		
Disarm Specialisation (2 chi)		<i>as <weapon> Expertise * 2</i>		
Disarm Expertise (4 chi)		<i>as <weapon> Mastery * 2</i>		
Swift/Piercing (2 chi)		<i>as <weapon> Mastery</i>		
Through/Undedgeable (6 chi)		<i>as <weapon> Advanced Mastery</i>		
Truestrike (18 chi)		<i>as <weapon> Legendary Mastery</i>		
Knockback (1 chi)		<i>as (<weapon> Expertise + Strength) / 2</i>		

Elf Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
Physical / Mental				
Enhance Life	2	3	3	5
Enhance Mana	2	2	1	1
Enhance Standing	6	2	4	6
Enhance Chi	6	12	6	12
Ambidexterity	5	7	5	10
Strength	30	45	60	60
Double Strength	60	90	120	120
Triple Strength	120	180	240	240
Armoured Dexterity (per level)	$8 * level$	$12 * level$	$8 * level$	$16 * level$
Unarmoured Dexterity (per level)	$6 * level$	$8 * level$	$4 * level$	$8 * level$
All Round Sight (per level)	$6 * level$	$8 * level$	$4 * level$	$8 * level$
Toughness (per level)	$12 * level$	$18 * level$	$24 * level$	$24 * level$
Willpower (per level)	$6 * level$	$8 * level$	$6 * level$	$4 * level$
Magic				
Read/Write Magic Runes	3	3	2	1
Meditate	12	12	8	4
Learn Spell	$6 * (l + 1)$	$6 * (l + 1)$	$4 * (l + 1)$	$2 * (l + 1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Create Talisman	$3 + l$	$3 + l$	$2 + l$	$1 + l$
<i>l = level</i>				
Enchant Item	$24 + l$	$24 + l$	$16 + l$	$8 + l$
<i>l = level</i>				
Magic Ritual	$24 + l$	$24 + l$	$16 + l$	$8 + l$
<i>l = ritual level</i>				
Joint Magic Ritual	$12 + l$	$12 + l$	$8 + l$	$4 + l$
<i>l = level</i>				
Magic Ritual Slot	12	12	8	4
Religious				
Read/Write Religious Runes	12	4	8	12
Prayer	48	16	32	48
Learn Miracle	$24 * (l + 1)$	$8 * (l + 1)$	$16 * (l + 1)$	$24 * (l + 1)$
<i>l = miracle level</i>				
Combined Miracle		<i>variable</i>		
Create Holy Symbol	$12 + l$	$4 + l$	$8 + l$	$12 + l$
<i>l = level</i>				
Consecrate Item	$120 + 3p + 2l$	$40 + 3p + 2l$	$80 + 3p + 2l$	$120 + 3p + 2l$
<i>l = ritual level, p = principles</i>				
Religious Ritual	$120 + 3p + 2l$	$40 + 3p + 2l$	$80 + 3p + 2l$	$120 + 3p + 2l$
<i>l = ritual level, p = principles</i>				
Joint Religious Ritual	$60 + l$	$20 + l$	$40 + l$	$60 + l$
<i>l = level</i>				
Religious Ritual Slot	48	16	32	48
Druidic				
Read/Write Druidic Runes	3	-	2	3
Commune	12	-	8	12
Learn Druidic Miracle	$6 * (l + 1)$	-	$4 * (l + 1)$	$6 * (l + 1)$
<i>l = miracle level</i>				
Combined Druidic Miracle		<i>variable</i>		
Create Druidic Symbol	$3 + l$	-	$2 + l$	$3 + l$
<i>l = level</i>				
Anoint Item	$24 + l$	-	$16 + l$	$24 + l$
<i>l = level</i>				
Druidic Ritual	$24 + l$	-	$16 + l$	$24 + l$
<i>l = ritual level</i>				
Joint Druidic Ritual	$12 + l$	-	$8 + l$	$12 + l$
<i>l = level</i>				
Druidic Ritual Slot	12	-	8	12

Elf Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<u>Medical</u>				
Bind Wounds	9	3	3	6
Set Broken Bone	9	3	3	6
Discern Wounds	9	3	3	6
Discern Disease	9	3	3	6
Discern Spiritual Influence	9	3	3	3
Discern Poison	9	3	3	6
Discern Paralysis	9	3	3	6
<u>Knowledge</u>				
Recognise Creature	6	9	3	6
Recognise Undead	6	3	3	6
Recognise Smell	6	9	3	6
Recognise Magic	9	9	6	3
Recognise Miracle	9	3	6	9
Evaluate	6	9	3	6
Identify	$6 * (l + 1)$	$4 * (l + 1)$	$3 * (l + 1)$	$3 * (l + 1)$
<u>Subterfuge</u>				
Throat Slit / Hamstring	20	30	10	30
Backstab Proficiency	20	30	10	30
Backstab Specialisation	40	60	20	60
Backstab Expertise	80	120	40	120
Backstab Mastery	160	240	80	240
Sniping Proficiency	20	30	10	30
Sniping Specialisation	40	60	20	60
Sniping Expertise	80	120	40	120
Sniping Mastery	160	240	80	240
Disable Device / Lock Proficiency	6	9	3	9
Disable Device / Lock Specialisation	12	18	6	18
Disable Device / Lock Expertise	24	36	12	36
Disable Device / Lock Mastery	48	72	24	72
<u>Manufacture</u>				
Skinning	15	22	7	15
Make Non-Metal Armour	15	22	7	15
Make Superior Non-Metal Armour	30	45	15	30
Make Masterwork Non-Metal Armour	60	90	30	60
Make Metal Armour	10	20	30	30
Make Superior Metal Armour	20	40	60	60
Make Masterwork Metal Armour	40	80	120	120
Make Non-Metal Weapon	15	22	7	15
Make Superior Non-Metal Weapon	30	45	15	30
Make Masterwork Non-Metal Weapon	60	90	30	60
Make Metal Weapon	10	20	30	30
Make Superior Metal Weapon	20	40	60	60
Make Masterwork Metal Weapon	40	80	120	120

4.13 Half-Elf Skills Costs

Skill	Warrior	Priest	Scout	Mage
<u>Weapons, Shield and Armour</u>				
1H Weapon Proficiency	4	8	4	12
1H Weapon Specialisation	8	16	8	24
1H Weapon Expertise	16	32	16	48
1H Weapon Mastery	32	64	32	96
2H Weapon Proficiency	8	16	16	24
2H Weapon Specialisation	16	32	32	48
2H Weapon Expertise	32	64	64	96
2H Weapon Mastery	64	128	128	192
Fist Proficiency	3	6	3	9
Fist Specialisation	6	12	6	18
Dagger Proficiency	3	6	3	9
Dagger Specialisation	6	12	6	18
Dagger Expertise	12	24	12	36
Dagger Mastery	24	48	24	72
Staff Proficiency	8	16	16	12
Staff Specialisation	16	32	32	24
Staff Expertise	32	64	64	48
Staff Mastery	64	128	128	96
Subdue <skill>		<i>as weapon <skill></i>		
Favoured Weapon		<i>as weapon expertise</i>		
Throwing Proficiency	3	6	3	9
Throwing Specialisation	6	12	6	18
Throwing Expertise	12	24	12	36
Throwing Mastery	24	48	24	72
Longbow Proficiency	5	11	5	16
Longbow Specialisation	11	22	11	33
Longbow Expertise	22	44	22	66
Longbow Mastery	44	88	44	132
Crossbow Proficiency	10	21	10	31
Crossbow Specialisation	21	42	21	63
Crossbow Expertise	42	84	42	126
Crossbow Mastery	84	168	84	252
Small Shield Use	2	5	10	10
Medium Shield Use	5	10	20	20
Large Shield Use	7	15	30	30
Armour Specialisation	2	5	2	7
Armour Expertise	5	10	5	15
Armour Mastery	10	20	10	30
Armour Advanced Mastery	20	40	20	60
Metal Armour Specialisation	10	20	30	30
Metal Armour Expertise	20	40	60	60
Metal Armour Mastery	40	80	120	120
Metal Armour Advanced Mastery	80	160	240	240
<u>Chi</u>				
Kata	14	28	14	28
Disarm Proficiency (1 chi)		<i>as <weapon> Specialisation * 2</i>		
Disarm Specialisation (2 chi)		<i>as <weapon> Expertise * 2</i>		
Disarm Expertise (4 chi)		<i>as <weapon> Mastery * 2</i>		
Swift/Piercing (2 chi)		<i>as <weapon> Mastery</i>		
Through/Undedgeable (6 chi)		<i>as <weapon> Advanced Mastery</i>		
Truestrike (18 chi)		<i>as <weapon> Legendary Mastery</i>		
Knockback (1 chi)		<i>as (<weapon> Expertise + Strength) / 2</i>		

Half-Elf Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
Physical / Mental				
Enhance Life	1	2	2	4
Enhance Mana	3	3	2	1
Enhance Standing	4	1	2	4
Enhance Chi	7	14	7	14
Ambidexterity	7	11	7	15
Strength	25	37	50	50
Double Strength	50	75	100	100
Triple Strength	100	150	200	200
Armoured Dexterity (per level)	10 * level	15 * level	10 * level	20 * level
Unarmoured Dexterity (per level)	7 * level	10 * level	5 * level	10 * level
All Round Sight (per level)	7 * level	10 * level	5 * level	10 * level
Toughness (per level)	11 * level	16 * level	22 * level	22 * level
Willpower (per level)	7 * level	10 * level	7 * level	5 * level
Magic				
Read/Write Magic Runes	4	4	3	1
Meditate	15	15	10	5
Learn Spell	8 * (l + 1)	8 * (l + 1)	5 * (l + 1)	3 * (l + 1)
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Create Talisman	3 + l	3 + l	2 + l	1 + l
<i>l = level</i>				
Enchant Item	30 + l	30 + l	20 + l	10 + l
<i>l = level</i>				
Magic Ritual	30 + l	30 + l	20 + l	10 + l
<i>l = ritual level</i>				
Joint Magic Ritual	15 + l	15 + l	10 + l	5 + l
<i>l = level</i>				
Magic Ritual Slot	15	15	10	5
Religious				
Read/Write Religious Runes	7	2	5	7
Prayer	30	10	20	30
Learn Miracle	15 * (l + 1)	5 * (l + 1)	10 * (l + 1)	15 * (l + 1)
<i>l = miracle level</i>				
Combined Miracle		<i>variable</i>		
Create Holy Symbol	7 + l	2 + l	5 + l	7 + l
<i>l = level</i>				
Consecrate Item	75 + 3p + 2l	25 + 3p + 2l	50 + 3p + 2l	75 + 3p + 2l
<i>l = ritual level, p = principles</i>				
Religious Ritual	75 + 3p + 2l	25 + 3p + 2l	50 + 3p + 2l	75 + 3p + 2l
<i>l = ritual level, p = principles</i>				
Joint Religious Ritual	37 + l	12 + l	25 + l	37 + l
<i>l = level</i>				
Religious Ritual Slot	30	10	20	30
Druidic				
Read/Write Druidic Runes	3	-	2	3
Commune	12	-	8	12
Learn Druidic Miracle	6 * (l + 1)	-	4 * (l + 1)	6 * (l + 1)
<i>l = miracle level</i>				
Combined Druidic Miracle		<i>variable</i>		
Create Druidic Symbol	3 + l	-	2 + l	3 + l
<i>l = level</i>				
Anoint Item	24 + l	-	16 + l	24 + l
<i>l = level</i>				
Druidic Ritual	24 + l	-	16 + l	24 + l
<i>l = ritual level</i>				
Joint Druidic Ritual	12 + l	-	8 + l	12 + l
<i>l = level</i>				
Druidic Ritual Slot	12	-	8	12

Half-Elf Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<u>Medical</u>				
Bind Wounds	9	3	3	6
Set Broken Bone	9	3	3	6
Discern Wounds	9	3	3	6
Discern Disease	9	3	3	6
Discern Spiritual Influence	9	3	3	3
Discern Poison	9	3	3	6
Discern Paralysis	9	3	3	6
<u>Knowledge</u>				
Recognise Creature	6	9	3	6
Recognise Undead	6	3	3	6
Recognise Smell	6	9	3	6
Recognise Magic	9	9	6	3
Recognise Miracle	9	3	6	9
Evaluate	6	9	3	6
Identify	$6 * (l + 1)$	$4 * (l + 1)$	$3 * (l + 1)$	$3 * (l + 1)$
<u>Subterfuge</u>				
Throat Slit / Hamstring	20	30	10	30
Backstab Proficiency	20	30	10	30
Backstab Specialisation	40	60	20	60
Backstab Expertise	80	120	40	120
Backstab Mastery	160	240	80	240
Sniping Proficiency	30	45	15	45
Sniping Specialisation	60	90	30	90
Sniping Expertise	120	180	60	180
Sniping Mastery	240	360	120	360
Disable Device / Lock Proficiency	6	9	3	9
Disable Device / Lock Specialisation	12	18	6	18
Disable Device / Lock Expertise	24	36	12	36
Disable Device / Lock Mastery	48	72	24	72
<u>Manufacture</u>				
Skinning	17	26	8	17
Make Non-Metal Armour	17	26	8	17
Make Superior Non-Metal Armour	35	52	17	35
Make Masterwork Non-Metal Armour	70	105	35	70
Make Metal Armour	10	20	30	30
Make Superior Metal Armour	20	40	60	60
Make Masterwork Metal Armour	40	80	120	120
Make Non-Metal Weapon	17	26	8	17
Make Superior Non-Metal Weapon	35	52	17	35
Make Masterwork Non-Metal Weapon	70	105	35	70
Make Metal Weapon	10	20	30	30
Make Superior Metal Weapon	20	40	60	60
Make Masterwork Metal Weapon	40	80	120	120

4.14 Half Orc Skills Costs

Skill	Warrior	Priest	Scout	Mage
Weapons, Shield and Armour				
1H Weapon Proficiency	2	4	2	6
1H Weapon Specialisation	4	8	4	12
1H Weapon Expertise	12	24	12	36
1H Weapon Mastery	36	72	36	108
2H Weapon Proficiency	4	8	8	12
2H Weapon Specialisation	8	16	16	24
2H Weapon Expertise	24	48	48	72
2H Weapon Mastery	72	144	144	216
Fist Proficiency	1	2	1	3
Fist Specialisation	2	4	2	6
Dagger Proficiency	1	2	1	3
Dagger Specialisation	2	4	2	6
Dagger Expertise	6	12	6	18
Dagger Mastery	18	36	18	54
Staff Proficiency	4	8	8	6
Staff Specialisation	8	16	16	12
Staff Expertise	24	48	48	36
Staff Mastery	72	144	144	108
Subdue <skill>		<i>as weapon <skill></i>		
Favoured Weapon		<i>as weapon expertise</i>		
Throwing Proficiency	2	4	2	6
Throwing Specialisation	4	8	4	12
Throwing Expertise	12	24	12	36
Throwing Mastery	36	72	36	108
Longbow Proficiency	6	12	6	18
Longbow Specialisation	12	24	12	36
Longbow Expertise	36	72	36	108
Longbow Mastery	108	216	108	324
Crossbow Proficiency	9	18	9	27
Crossbow Specialisation	18	36	18	54
Crossbow Expertise	54	108	54	162
Crossbow Mastery	162	324	162	486
Small Shield Use	4	8	16	16
Medium Shield Use	8	16	32	32
Large Shield Use	12	24	48	48
Armour Specialisation	3	6	3	9
Armour Expertise	6	12	6	18
Armour Mastery	12	24	12	36
Armour Advanced Mastery	24	48	24	72
Metal Armour Specialisation	24	48	72	72
Metal Armour Expertise	48	96	144	144
Metal Armour Mastery	96	192	288	288
Metal Armour Advanced Mastery	192	384	576	576
Chi				
Kata	20	40	20	40
Disarm Proficiency (1 chi)		<i>as <weapon> Specialisation * 2</i>		
Disarm Specialisation (2 chi)		<i>as <weapon> Expertise * 2</i>		
Disarm Expertise (4 chi)		<i>as <weapon> Mastery * 2</i>		
Swift/Piercing (2 chi)		<i>as <weapon> Mastery</i>		
Through/Undedgeable (6 chi)		<i>as <weapon> Advanced Mastery</i>		
Truestrike (18 chi)		<i>as <weapon> Legendary Mastery</i>		
Knockback (1 chi)		<i>as (<weapon> Expertise + Strength) / 2</i>		

Half Orc Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
Physical / Mental				
Enhance Life	1	1	1	2
Enhance Mana	6	6	4	2
Enhance Standing	4	1	3	4
Enhance Chi	10	20	10	20
Ambidexterity	10	15	10	20
Strength	15	22	30	30
Double Strength	30	45	60	60
Triple Strength	60	90	120	120
Armoured Dexterity (per level)	$16 * level$	$24 * level$	$16 * level$	$32 * level$
Unarmoured Dexterity (per level)	$12 * level$	$16 * level$	$8 * level$	$16 * level$
All Round Sight (per level)	$12 * level$	$16 * level$	$8 * level$	$16 * level$
Toughness (per level)	$8 * level$	$12 * level$	$16 * level$	$16 * level$
Willpower (per level)	$12 * level$	$16 * level$	$12 * level$	$8 * level$
Magic				
Read/Write Magic Runes	9	9	6	3
Meditate	42	42	28	14
Learn Spell	$21 * (l + 1)$	$21 * (l + 1)$	$14 * (l + 1)$	$7 * (l + 1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Create Talisman	$10 + l$	$10 + l$	$7 + l$	$3 + l$
<i>l = level</i>				
Enchant Item	$84 + l$	$84 + l$	$56 + l$	$28 + l$
<i>l = level</i>				
Magic Ritual	$84 + l$	$84 + l$	$56 + l$	$28 + l$
<i>l = ritual level</i>				
Joint Magic Ritual	$42 + l$	$42 + l$	$28 + l$	$14 + l$
<i>l = level</i>				
Magic Ritual Slot	42	42	28	14
Religious				
Read/Write Religious Runes	6	2	4	6
Prayer	24	8	16	24
Learn Miracle	$12 * (l + 1)$	$4 * (l + 1)$	$8 * (l + 1)$	$12 * (l + 1)$
<i>l = miracle level</i>				
Combined Miracle		<i>variable</i>		
Create Holy Symbol	$6 + l$	$2 + l$	$4 + l$	$6 + l$
<i>l = level</i>				
Consecrate Item	$60 + 3p + 2l$	$20 + 3p + 2l$	$40 + 3p + 2l$	$60 + 3p + 2l$
<i>l = ritual level, p = principles</i>				
Religious Ritual	$60 + 3p + 2l$	$20 + 3p + 2l$	$40 + 3p + 2l$	$60 + 3p + 2l$
<i>l = ritual level, p = principles</i>				
Joint Religious Ritual	$30 + l$	$10 + l$	$20 + l$	$30 + l$
<i>l = level</i>				
Religious Ritual Slot	24	8	16	24
Druidic				
Read/Write Druidic Runes	9	-	6	9
Commune	-	-	-	-
Learn Druidic Miracle	-	-	-	-
<i>l = miracle level</i>				
Combined Druidic Miracle		<i>variable</i>		
Create Druidic Symbol	-	-	-	-
<i>l = level</i>				
Anoint Item	-	-	-	-
<i>l = level</i>				
Druidic Ritual	-	-	-	-
<i>l = ritual level</i>				
Joint Druidic Ritual	-	-	-	-
<i>l = level</i>				
Druidic Ritual Slot	-	-	-	-

Half Orc Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<u>Medical</u>				
Bind Wounds	15	5	5	10
Set Broken Bone	15	5	5	10
Discern Wounds	15	5	5	10
Discern Disease	15	5	5	10
Discern Spiritual Influence	15	5	5	5
Discern Poison	15	5	5	10
Discern Paralysis	15	5	5	10
<u>Knowledge</u>				
Recognise Creature	10	15	5	10
Recognise Undead	10	5	5	10
Recognise Smell	10	15	5	10
Recognise Magic	15	15	10	5
Recognise Miracle	15	5	10	15
Evaluate	8	12	4	8
Identify	$12 * (l + 1)$	$9 * (l + 1)$	$6 * (l + 1)$	$6 * (l + 1)$
<u>Subterfuge</u>				
Throat Slit / Hamstring	10	15	5	15
Backstab Proficiency	10	15	5	15
Backstab Specialisation	20	30	10	30
Backstab Expertise	40	60	20	60
Backstab Mastery	80	120	40	120
Sniping Proficiency	40	60	20	60
Sniping Specialisation	80	120	40	120
Sniping Expertise	160	240	80	240
Sniping Mastery	320	480	160	480
Disable Device / Lock Proficiency	10	15	5	15
Disable Device / Lock Specialisation	20	30	10	30
Disable Device / Lock Expertise	40	60	20	60
Disable Device / Lock Mastery	80	120	40	120
<u>Manufacture</u>				
Skinning	20	30	10	20
Make Non-Metal Armour	20	30	10	20
Make Superior Non-Metal Armour	60	90	30	60
Make Masterwork Non-Metal Armour	180	270	90	180
Make Metal Armour	15	30	45	45
Make Superior Metal Armour	45	90	135	135
Make Masterwork Metal Armour	135	270	405	405
Make Non-Metal Weapon	20	30	10	20
Make Superior Non-Metal Weapon	60	90	30	60
Make Masterwork Non-Metal Weapon	180	270	90	180
Make Metal Weapon	15	30	45	45
Make Superior Metal Weapon	45	90	135	135
Make Masterwork Metal Weapon	135	270	405	405

4.15 Half Ogre Skills Costs

Skill	Warrior	Priest	Scout	Mage
<u>Weapons, Shield and Armour</u>				
1H Weapon Proficiency	3	6	3	9
1H Weapon Specialisation	6	12	6	18
1H Weapon Expertise	18	36	18	54
1H Weapon Mastery	54	108	54	162
2H Weapon Proficiency	4	8	8	12
2H Weapon Specialisation	8	16	16	24
2H Weapon Expertise	16	32	32	48
2H Weapon Mastery	32	64	64	96
Fist Proficiency	1	2	1	3
Fist Specialisation	2	4	2	6
Dagger Proficiency	2	4	2	6
Dagger Specialisation	6	12	6	18
Dagger Expertise	18	36	18	54
Dagger Mastery	54	108	54	162
Staff Proficiency	4	8	8	6
Staff Specialisation	8	16	16	12
Staff Expertise	16	32	32	24
Staff Mastery	32	64	64	48
Subdue <skill>		<i>as weapon <skill></i>		
Favoured Weapon		<i>as weapon expertise</i>		
Throwing Proficiency	5	10	5	15
Throwing Specialisation	10	20	10	30
Throwing Expertise	30	60	30	90
Throwing Mastery	90	180	90	270
Longbow Proficiency	20	40	20	60
Longbow Specialisation	40	80	40	120
Longbow Expertise	120	240	120	360
Longbow Mastery	360	720	360	1080
Crossbow Proficiency	15	30	15	45
Crossbow Specialisation	30	60	30	90
Crossbow Expertise	90	180	90	270
Crossbow Mastery	270	540	270	810
Small Shield Use	4	8	16	16
Medium Shield Use	8	16	32	32
Large Shield Use	12	24	48	48
Armour Specialisation	4	8	4	12
Armour Expertise	8	16	8	24
Armour Mastery	16	32	16	48
Armour Advanced Mastery	32	64	32	96
Metal Armour Specialisation	32	64	96	96
Metal Armour Expertise	64	128	192	192
Metal Armour Mastery	128	256	384	384
Metal Armour Advanced Mastery	256	512	768	768
<u>Chi</u>				
Kata	24	48	24	48
Disarm Proficiency (1 chi)		<i>as <weapon> Specialisation * 2</i>		
Disarm Specialisation (2 chi)		<i>as <weapon> Expertise * 2</i>		
Disarm Expertise (4 chi)		<i>as <weapon> Mastery * 2</i>		
Swift/Piercing (2 chi)		<i>as <weapon> Mastery</i>		
Through/Undedgeable (6 chi)		<i>as <weapon> Advanced Mastery</i>		
Truestrike (18 chi)		<i>as <weapon> Legendary Mastery</i>		
Knockback (1 chi)		<i>as (<weapon> Expertise + Strength) / 2</i>		

Half Ogre Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
Physical / Mental				
Enhance Life	1	1	1	1
Enhance Mana	9	9	6	3
Enhance Standing	6	2	4	6
Enhance Chi	12	24	12	24
Ambidexterity	20	30	20	40
Strength	8	12	16	16
Double Strength	16	24	32	32
Triple Strength	32	48	64	64
Armoured Dexterity (per level)	$20 * level$	$30 * level$	$20 * level$	$40 * level$
Unarmoured Dexterity (per level)	$15 * level$	$20 * level$	$10 * level$	$20 * level$
All Round Sight (per level)	$15 * level$	$20 * level$	$10 * level$	$20 * level$
Toughness (per level)	$6 * level$	$9 * level$	$12 * level$	$12 * level$
Willpower (per level)	$15 * level$	$20 * level$	$15 * level$	$10 * level$
Magic				
Read/Write Magic Runes	15	15	10	5
Meditate	90	90	60	30
Learn Spell	$45 * (l + 1)$	$45 * (l + 1)$	$30 * (l + 1)$	$15 * (l + 1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Create Talisman	$22 + l$	$22 + l$	$15 + l$	$7 + l$
<i>l = level</i>				
Enchant Item	$180 + l$	$180 + l$	$120 + l$	$60 + l$
<i>l = level</i>				
Magic Ritual	$180 + l$	$180 + l$	$120 + l$	$60 + l$
<i>l = ritual level</i>				
Joint Magic Ritual	$90 + l$	$90 + l$	$60 + l$	$30 + l$
<i>l = level</i>				
Magic Ritual Slot	90	90	60	30
Religious				
Read/Write Religious Runes	12	4	8	12
Prayer	48	16	32	48
Learn Miracle	$24 * (l + 1)$	$8 * (l + 1)$	$16 * (l + 1)$	$24 * (l + 1)$
<i>l = miracle level</i>				
Combined Miracle		<i>variable</i>		
Create Holy Symbol	$12 + l$	$4 + l$	$8 + l$	$12 + l$
<i>l = level</i>				
Consecrate Item	$120 + 3p + 2l$	$40 + 3p + 2l$	$80 + 3p + 2l$	$120 + 3p + 2l$
<i>l = ritual level, p = principles</i>				
Religious Ritual	$120 + 3p + 2l$	$40 + 3p + 2l$	$80 + 3p + 2l$	$120 + 3p + 2l$
<i>l = ritual level, p = principles</i>				
Joint Religious Ritual	$60 + l$	$20 + l$	$40 + l$	$60 + l$
<i>l = level</i>				
Religious Ritual Slot	48	16	32	48
Druidic				
Read/Write Druidic Runes	15	-	10	15
Commune	-	-	-	-
Learn Druidic Miracle	-	-	-	-
<i>l = miracle level</i>				
Combined Druidic Miracle		<i>variable</i>		
Create Druidic Symbol	-	-	-	-
<i>l = level</i>				
Anoint Item	-	-	-	-
<i>l = level</i>				
Druidic Ritual	-	-	-	-
<i>l = ritual level</i>				
Joint Druidic Ritual	-	-	-	-
<i>l = level</i>				
Druidic Ritual Slot	-	-	-	-

Half Ogre Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<u>Medical</u>				
Bind Wounds	18	6	6	12
Set Broken Bone	18	6	6	12
Discern Wounds	18	6	6	12
Discern Disease	18	6	6	12
Discern Spiritual Influence	18	6	6	6
Discern Poison	18	6	6	12
Discern Paralysis	18	6	6	12
<u>Knowledge</u>				
Recognise Creature	12	18	6	12
Recognise Undead	12	6	6	12
Recognise Smell	12	18	6	12
Recognise Magic	18	18	12	6
Recognise Miracle	18	6	12	18
Evaluate	6	9	3	6
Identify	$20 * (l + 1)$	$15 * (l + 1)$	$10 * (l + 1)$	$10 * (l + 1)$
<u>Subterfuge</u>				
Throat Slit / Hamstring	40	60	20	60
Backstab Proficiency	30	45	15	45
Backstab Specialisation	60	90	30	90
Backstab Expertise	120	180	60	180
Backstab Mastery	240	360	120	360
Sniping Proficiency	60	90	30	90
Sniping Specialisation	120	180	60	180
Sniping Expertise	240	360	120	360
Sniping Mastery	480	720	240	720
Disable Device / Lock Proficiency	16	24	8	24
Disable Device / Lock Specialisation	32	48	16	48
Disable Device / Lock Expertise	64	96	32	96
Disable Device / Lock Mastery	128	192	64	192
<u>Manufacture</u>				
Skinning	30	45	15	30
Make Non-Metal Armour	40	60	20	40
Make Superior Non-Metal Armour	120	180	60	120
Make Masterwork Non-Metal Armour	360	540	180	360
Make Metal Armour	20	40	60	60
Make Superior Metal Armour	60	120	180	180
Make Masterwork Metal Armour	180	360	540	540
Make Non-Metal Weapon	40	60	20	40
Make Superior Non-Metal Weapon	120	180	60	120
Make Masterwork Non-Metal Weapon	360	540	180	360
Make Metal Weapon	20	40	60	60
Make Superior Metal Weapon	60	120	180	180
Make Masterwork Metal Weapon	180	360	540	540

Chapter 5

Guilds of the Kingdom

The term Guild is used to represent an association or group of people organised for mutual support and protection. Guilds range from the Thieves' Guild (The Brethren) through to Guilds representing the Paths of the Universe.

Membership of a Guild is optional and (normally) only **one** Guild can be joined. A character must meet the requirements of the Guild before he will be allowed membership. Each Guild grants bonuses and favours to their members, and in return requires that members obey set restrictions.

nRP Requirements A Guild member must

- Pay a tithe of 10 % of any monetary gain they make.

RP Requirements A Guild member must

- Obey guild superiors (i.e: any Guild member of a higher Rank).
- Further the Guilds goals and power.
- Follow any further requirements dependant on the Guild.

Some of the Guilds are proscribed by the Kingdom. Members of an illegal Guild face banishment or death if they are discovered. Characters of such a Guild are allowed to join a legal Guild, subject to approval of their Guildmaster. They must (seem to) meet the requirements of the second Guild, and can gain any of the bonuses except for those involving Character Points.

5.1 Character Point Reductions

Some Guilds reduce the Character Point costs for some skills. In this case, the new Character Point cost is rounded down, though to a minimum of 1 Character Point.

Example *A Half-Orc Warrior belonging to the Gladiators can learn all hand weapon skills at half cost. When learning Dagger Proficiency, with a base cost of 1 Character Point, the adjusted cost is still 1 Character Point. (1 / 2, rounded down to 0, with a minimum of 1). When learning Dagger Specialisation, with a base cost of 2 Character Points, the adjusted cost is 1 Character Point.*

An Elven Warrior belonging to the Guards can learn all Armour skills at half cost. When learning Leather Specialisation, base cost of 3 Character Points, the adjusted cost is 1 Character Point.

5.2 Joining a Guild

When a character is created he can be a member of any one Guild for which he meets the requirements. After that, the character can only join another Guild in game. Each Guild has its own policy, but generally speaking they require the character to leave his old Guild before applying to join the new one. The character retains any of the skills he learnt while a member of the old Guild, but can gain no new ones. Note that some Guilds do not give their members the freedom to leave and pursue those who do with extreme prejudice.

After making an application, the character must demonstrate his devotion to the beliefs of the new Guild before being fully accepted. Some Guilds, usually those dedicated to a cause, will require the character to follow all the restrictions of the Guild without gaining any of the benefits for a time to prove he is truly dedicated. Only after the character has proved his worth will he be invited to join as a full member.

Exactly how long it takes to be fully accepted in a new Guild depends on the Campaign being run and the character involved. As a guideline it is suggested characters must demonstrate their loyalty for an average of 5 levels before being accepted.

Once a character has joined a new Guild, he has an effective Rank of 1 for calculating any bonuses the Guild gives him.

5.3 Defenders of the Kingdom

The Defenders of the Kingdom are formed into 4 branches, the Guards, the Pathfinders, the Archers and the Wardens. Each branch provides different skills and abilities and are trained to work closely with the other branches. Each Baron within the Kingdom acts as the local commander for his area and, if necessary, given the honorary rank of Guard Lieutenant-Major. Most lords, however, are usually serving members of the one of these Guilds and have a higher rank than this.

Characters can join the Defenders immediately and are inducted into the branch appropriate to their class. The Kingdom's armed forces are always looking for new recruits.

All Defenders have the following Requirements and Bonuses, in addition to any imposed by their branch.

RP Requirements A member of the Defenders must

- defend all subjects of the Kingdom,
- never flee battle if it places or leaves a subject of the Kingdom in danger.

These two requirements can be overridden by a higher ranking Defender.

Bonuses A member of the Defenders gains the following bonuses.

- He does not have to pay a tithe to Defenders. In fact, as the standing armed forces of the Kingdom, Defenders are paid by the Kingdom for their services. Normal pay is usually taken up with normal living expenses.

Defenders gain titles as they progress in Rank, adding their branch name to the beginning. Thus a Rank 25 member of the Guards has the title Guard Lieutenant or Guard Corporal. All Defenders start with the title 'Private', in addition to their branch title.

Roleplaying note: Until the rank of Lance-Corporal, Defenders live in bunk rooms with their colleagues. After this they may be allocated an individual room, the size of which is dependant on rank.

There are two types of titles within the defenders; Commissioned Officers (COs), and Non-Commissioned Officers (NCOs). These titles are for role-play only - their bonuses are identical. The chief difference between COs and NCOs is that COs are active leaders, whereas NCOs are supporting officers. COs may also progress above the rank of Captain - an NCO may never progress above their equivalent rank of Sergeant Major, although they will still gain the bonuses as if they had.

In terms of the chain of command, COs outrank NCOs regardless of comparative experience levels. Thus a Lieutenant can outrank a Sergeant-Major. COs are often held in contempt by the rank-and-file of the military as stereotype suggests they are incompetent but rich toffs who have been 'relegated' to being a CO to remove them from the 'real' chain of command, although there are exceptions.

To become a CO, a character must apply for the promotion - after this, he has 10 ranks to either;

- lead 3 successful missions.
- gain 3 positive mission reports from those he has led. These must be from different characters, rather than the same character over three different missions.

If a character fails to achieve this, they will remain an NCO - a character that does not apply to become a CO is automatically made an NCO.

A character may succeed in these objectives before rank 20, or even rank 10, but the first CO title will not be awarded until a minimum of rank 10.

When the character reaches Lance-Corporal at rank 5, and for every title above that, he gains bonus Character Points that can be used on any skill. These Character Points do not count against his overall level.

Example *At Rank 15.0, G'Mord reaches the Rank of Corporal (1st Class), and is awarded 3 bonus Character Points which he spends on various skills. However, he is still counted as being Rank 15.0.*

These Character Points are awarded only once for a particular title, and if a character is demoted then promoted again, he does not gain more bonus Character Points.

Example *After a particular event in which several Kingdom citizens die, G'Mord is demoted to Corporal (2nd Class). After a few more heroic adventures, he is once more promoted to Corporal (1st Class). However, this time he does not gain the 3 bonus Character Points.*

In addition, when the character reaches Corporal/Lieutenant (2nd Class) he gains the ability to Rally other Defenders or lower rank than himself, or himself. This requires the NCO to make a loud, rallying call and can be used to remove fear and other mental effects on Defenders. If the character ever leaves the Defenders, he loses this ability.

Example *G'Mord is leading two other Defenders, a Guard and a Warden, when they are attacked by a Priest of Death and the Undead he has controlled. During G'Mord shouts "Where are you going you cowardly mummy's boy?! Get your ass back in the fight or I'll kill you myself. Remove Fear." The Guard has the Fear effect removed and returns to the fight.*

Realising that G'Mord is the real threat, the Priest casts Freeze with Fear 2 on him. G'Mord immediately shouts "You ain't stopping me you gutless sheep shagger. Remove Fear", using his Rally ability to free himself.

Lance Corporal - Usually gained at Rank 5.

- Bonus 3 character points.

NCO - Corporal (2nd Class), CO - Lieutenant (2nd Class) - Usually gained at Rank 10.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on one Defender - 1/day.

NCO - Corporal (1st Class), CO - Lieutenant (1st Class) - Usually gained at Rank 15.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on one Defender - 1/day.

NCO - Corporal, CO - Lieutenant - Usually gained at Rank 20.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on one Defender - 2/day.

NCO - Sergeant (2nd Class), CO - Commander (2nd Class) - Usually gained at Rank 30.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on one Defender - 2/day.

NCO - Sergeant (1st Class), CO - Commander (1st Class) - Usually gained at Rank 40.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to two Defenders - 2/day.

NCO - Sergeant, CO - Commander - Usually gained at Rank 50.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to two Defenders - 2/day.

NCO - Sergeant-Major, CO - Captain - Usually gained at Rank 60.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to two Defenders - 3/day.

CO only - Major - Usually gained at Rank 70.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to two Defenders - 3/day.

CO only - Lt-Colonel - Usually gained at Rank 80.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to three Defenders - 3/day.
- Clear Mind(T) on one Defender - 1/day.

CO only - Colonel - Usually gained at Rank 90.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to three Defenders - 3/day.
- Clear Mind(T) on one Defender - 1/day.

CO only - Brigadier - Usually gained at Rank 100.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to three Defenders - 4/day.
- Clear Mind(T) on one Defender - 2/day.

CO only - General (One Star) - Usually gained at Rank 110.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to three Defenders - 4/day.
- Clear Mind(T) on one Defender - 2/day.

CO only - General (Two Star) - Usually gained at Rank 120.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to four Defenders - 4/day.
- Clear Mind(T) on up to two Defenders - 2/day.

CO only - General (Three Star) - Usually gained at Rank 130.

- Bonus 3 Character Points. This stacks with all previous bonus CP.
- Remove Fear(R) on up to four Defenders - 4/day.
- Clear Mind(T) on up to two Defenders - 2/day.

Guards, Pathfinders, Archers and Wardens are in the same chain of command. When two commanders of the same rank are in the same force, the precedence of order is

1. The commander of the mission. If a Defender has been given overall command of the mission by a higher ranking Defender, then all Guards, Pathfinders, Archers and Wardens should obey his commands.
2. The commander in the same branch, so Pathfinders obey Pathfinder leaders above Guard, Archer or Warden leaders.

Thus Guards within a group should obey the orders of a Rank 15 Guard Sergeant above those of a Rank 18 Pathfinder Sergeant, but would follow the orders of a Rank 21 Archer Lieutenant.

3. The longest serving commander (i.e: highest Rank). Thus Guards within a group would obey the orders of a Rank 48.0 Guard Commander above those of a Rank 45.0 Guard Commander.

Whether non-Defender members of a group obey the orders of the highest ranking Defender depends on a variety of conditions. If the group is performing a Defender based mission (i.e: it has been instigated by the local General), then only those willing to obey the orders of the mission leader are allowed to join the group. If the group is performing a mission on behalf of another organisation, such as a Temple for example, Defenders are usually sent along to help, but other members of the group are not subject to the orders of the ranking Defender. In this case, the ranking Defender will usually defer to the mission leader.

Changing Defender branches is allowed and usually happens immediately. The character keeps his Guild Title when he does so, though gaining other Rank based abilities follows the rules outlined above in "Joining a Guild".

Example *Jack, a Rank 22 Guard Lieutenant, changes class to Scout and joins the Pathfinders. His title becomes Pathfinder Lieutenant and he immediately gains the +10 bonus to Recognise Creature and Recognise Smell. At Rank 32, and every 10 Ranks afterwards, he will gain the Pathfinder's chosen enemy ability.*

5.3.1 The Guards

The Guards provide the light and heavy infantry of the Defenders. Guards are used to protect the borders of the Kingdom.

Guildmaster Knight Guard General (Five Star) Ignaceous (Iggy), the Sword of the Kingdom.

nRP Requirements A member of the Guards must

- be a full or multi-classed Warrior.

Bonuses A member of the Guards gains the following bonuses.

- He can learn Armour (both metal and non-metal) skills and shield skills at half Character Point cost.
- He can learn Toughness skills at three-quarter Character Point cost.

5.3.2 The Pathfinders

The Pathfinders provide the scouts and outriders for the Defenders. Pathfinders perform regular patrols just outside the borders.

Guildmaster Knight Pathfinder General (Five Star) Drift

nRP Requirements A member of the Pathfinders must

- be a full or multi-classed Scout,
- never wear metal armour,
- never use any shield other than a small shield.

Bonuses A member of the Pathfinders gains the following bonuses.

- He may learn one of One Handed Weapon or Throwing at half cost. Only one particular weapon and only basic weapon skills (Proficiency, Specialisation, etc) can be learnt at half cost. Specialist skills (Disarm, Knockback, etc) are learnt at normal cost, with the exception of piercing and swift which are also learnt at half cost.
- He may perform a piercing or swift strikes using only one Chi point, rather than the normal two. This does not affect the amount of Chi points required to perform Undodgeable, Through or True Strikes.
- He may learn Recognise Creature and Recognise Smell at half cost. He also gains a bonus of +10 Ranks when using these skills. (e.g: a Pathfinder who has learnt Recognise Creature twice calls "Recognise Creature Rank 30", instead of "Recognise Creature Rank 20".)
- Pathfinders learn about the enemies of the Kingdom during their scouting missions, which teaches them how to fight more effectively against them. For each 8 Ranks the Pathfinder can choose a particular enemy. When fighting this enemy, the Pathfinder gains +1 to Normal Damage and +1 Dodge bonus to defence. A particular enemy can be selected multiple times (to a maximum of 5) with the bonus increasing each time. This bonus applies to a type of creature. (Picking one type also grants a bonus to all the sub-types in brackets.)
 - Goblins
 - Orcs (includes Half-Orcs)
 - Large Humanoids (includes Ogres, Trolls, Giants, Half-Ogres)
 - Skeletal (includes Liches, Death Knights and Blood Souls)
 - Zombies
 - Ghouls
 - Incorporeal Undead (includes Shadows, Ghosts, Warrior Ghosts, etc...)
 - Vampires
 - Demons
 - Fey (includes Fey, Spirits, Sprites, etc...)
 - Human (includes Half-Elf)
 - Elf (includes Half-Elf)
 - Quadrupeds (includes Wolves, Dogs, Donkeys, etc...)
 - Elementals (Fire Elementals, Earth Elementals, etc...)

This list is not exhaustive. When selecting an enemy, the Refs should be consulted to confirm the choice.

5.3.3 The Wardens

The Wardens is one of the new Guilds created by the schism of the College. Arch Wizard Sarith realised that there was no organised magical arm to defend the Kingdom, with the armed forces relying on volunteers from the College and the Temples. To remedy this situation, he petitioned the Prince and Barons to alleviate this problem and created the Wardens.

The Wardens comprise of the spell casting class, Mages and Priests, with the numbers divided roughly equally. All Schools of magic are welcome, though Priests must be from the Paths of Might, Order, Justice, Balance, Life or Freedom. Priests of Freedom are rare, however, due to the hierarchical nature of the armed forces. The Wardens primary role in combat is provide support to the Guards in whatever way is appropriate for their School or Path.

Guildmaster Knight Arch Wizard Sarith, Air Elementalist and the Mind of the Kingdom.

nRP Requirements A member of the Wardens must

- be a full or multi-classed Mage or Priest.

Bonuses A member of the Wardens gains the following bonuses.

- May learn one weapon skill at warrior base cost. Only one particular weapon and only basic weapon skills (Proficiency, Specialisation, etc) can be learnt at warrior base cost. Favoured Weapon and Chi skills (Disarm, Knockback, etc...) must be learnt at normal cost.
- May either learn healing miracles **or** defensive miracles as if they were one level lower. (Level 0 miracles are at half cost.) The choice is made when the character first joins the Wardens and cannot be changed afterwards.
- May either learn weapon enhancing spells **or** defensive spells as if they were one level lower. (Level 0 spells are at half cost.) The choice is made when the character first joins the Wardens and cannot be changed afterwards.

5.3.4 The Archers

Archers were originally unique to the elves and formed their main armed force, dedicated to guarding the borders and repelling invaders. With the rise of the kingdom and the inclusion of the elven races within it, the Archers became part of the kingdom's army and over the years have taught their skills to the other races within it. Thus, there are no proscriptions on the races, though most are elves, half-elves and humans. Following the ancient traditions, there are also no proscriptions on the class of the archer and though most archers are scouts and mages, there are a few warriors and priests who also belong to the Guild.

Guildmaster Knight Archer General (Five Star) Greenwood

nRP Requirements A member of the Archers must

- never wear metal armour,
- never use any shield other than a small shield.

Bonuses A member of the Archers gains the following bonuses.

- Can learn all ranged weapon skills at half Character Point cost, including specialist skills (Trough Strike, etc).
- Can learn the "Sniping" skill at half cost.

5.4 Thorn Knights

The Thorn Knights are a guild unique to the elves. They are dedicated to protecting other elves, sacrificing their own lives if necessary. Its members are the only ones to have access the Warlock school of magic within the kingdom.

Guildmaster Thorn Knight Stormwalker

nRP Requirements A member of the Thorn Knights must

- be an Elf.

RP Requirements A member of the Thorn Knights must

- defend all those of elven descent, with their lives if necessary (this does not apply to Drow and generally not to Necromancers at the guild leader's discretion),
- kill all Drow,
- not teach or give access to Warlock spells (via magic items, for example) to any person who is not a Thorn Knight,
- hunt down and kill anybody who practises Warlock magic and is not a Thorn Knight (in case of elves they must be made to join the Thorn Knights).

Bonuses A member of the Thorn Knights gains the following bonuses.

- May use the title Thorn Knight.
- Gains access to the Warlock spell list.
- Has the choice of either one handed or two handed weapon skills at half cost, including chi strikes (Disarm, Knockback, etc).
- Gains the ability to cast higher levels spells with only 1 hand as long as a weapon remains in the other hand. Basically, the weapon becomes part of the spell casting gestures. The Rank at which the Thorn Knight can cast with one hand is

Rank	Spell Level
10	1
30	2
60	3
100	4

- Gains Enhance Life and Chi at warrior base cost.
- Gains the Self Healing ability equal to Rank. This ability takes a minute during which the Thorn Knight cannot be disturbed. Self Healing can be used all at once or split over many uses. A Rank 11 Thorn Knight can restore 11 Life Points and 11 Body Points on every location (similar to a Paladin's 'Lay on Hands' ability).
- Gains the Noble Sacrifice ability, which is usually used as a last resort to defend the elves in his care. When Noble Sacrifice is used, the Thorn Knight gains the following benefits
 - A Strength increase by two levels.
 - 2 extra points of Dexterity (which can be enhanced using spells in the normal way).
 - 1 extra point of Toughness (which can be enhanced using spells in the normal way).
 - Immunity to fear and fear effects.
 - An additional 18 Life Points.
 - An effective Death Threshold of 10.
 - 10 extra points of Chi.
 - The ability to remain active even if his life points drop below 0. The Thorn Knight still dies if he his life points fall below his negative death threshold + his willpower.
 - The ability to keep using a location even if its body points drop below 0. The limb does stop working when it loses more than twice its maximum body points.
For example, a Thorn Knight with 45 life points, increased to 63 by the additional 18 life points, has 21 body points on his arms. If he sustains more than 42 points of damage on an arm, reducing it below -21 body points, it becomes unusable.

The Noble Sacrifice ability lasts for 15 minutes. Once it ends, the Thorn Knight dies.

- At Rank 20, the Noble Sacrifice ability improves to Heroic Sacrifice. When this ability is used, the Thorn Knight gains the benefits below. These are in addition to those gained by Noble Sacrifice, except for the benefits that supercede the ones above.
 - A Strength increase by three levels.
 - 4 extra points of Dexterity (which can be enhanced using spells in the normal way).
 - 2 extra points of Toughness (which can be enhanced using spells in the normal way).
 - An additional 36 Life Points.
 - An effective Death Threshold of 15

- 20 extra points of Chi.
- Every attack made can be either a swift or piercing strike (chosen when the attack is made). This also halves the cost of undodgeable and through strikes to 3 (instead of the usual 6) and the cost of true strikes to 9 (instead of the usual 18).

The Heroic Sacrifice ability lasts for 15 minutes. Once it ends, the Thorn Knight dies. The Thorn Knight can also use his Heroic Sacrifice ability as a Noble Sacrifice lasting for 1 hour.

- At Rank 50, the Heroic Sacrifice ability improves to Supreme Sacrifice. When this ability is used, the Thorn Knight gains the benefits below. These are in addition to those gained by Heroic Sacrifice, except for the benefits that supercede the ones above.
 - A Strength increase by four levels.
 - An additional 72 Life Points.
 - 8 extra points of Dexterity (which can be enhanced using spells in the normal way).
 - 4 extra points of Toughness (which can be enhanced using spells in the normal way).
 - An effective Death Threshold of 20.
 - 40 extra points of Chi.
 - Every attack made can be either an undodgeable or through strike (chosen when the attack is made). This also lowers to cost of true strike strikes to 1/3 to 6 (instead of the usual 18).

The Supreme Sacrifice ability lasts for 15 minutes. Once it ends, the Thorn Knight dies. The Thorn Knight can also use his Supreme Sacrifice ability as a Heroic Sacrifice lasting for 1 hour or as a Noble Sacrifice lasting for 4 hours.

5.5 Paladins of the North

Becoming a Paladin is a calling from the Powers, not an ability bestowed by mere mortals. Any character who receives the calling immediately becomes a Paladin and is welcomed into the Guild.

Guildmaster Knight High Paladin Avalon.

nRP Requirements A member of the Paladins of the North must

- be a multi-classed Warrior/Priest of Justice, Life or Freedom.

RP Requirements A member of the Paladins of the North must

- defend members of the same Path, giving his life if necessary,
- extend his protection to allies of his Path,
- protect the weak from the strong,
- act chivalrously at all times.

The interpretation of the restrictions based on protecting “allies” and the “weak” is deliberately left to the Paladin. For example, defending weaker characters who are opposed to his Path is a grey area. However, the Paladin may be called upon to justify his actions to his peers and, in exceptional circumstances, to his Path. If a Paladin breaks one of his restrictions, he will lose all his special abilities until he atones, usually by performing a difficult and dangerous quest.

Bonuses A member of the Paladins of the North gains the following bonuses.

- He may use the title Paladin.
- He may learn Improve Standing at Priest base cost for his race.
- He gains one point Power and Normal protection at Rank 10 which is added to all other protections. This protection improves to 2 after 5 Ranks, to 3 after further 10 Ranks, to 4 after further 15 Ranks, etc.. The following table lists the first few levels for the sake of clarity:

Paladin Rank	Protection	Ranks until the next increase
10	1	5
15	2	10
25	3	15
40	4	25
60	5	30
85	6	35
...

- He is immune to all fear inducing spells, miracles and effects.
- He can “Lay on Hands”. This cures a number of Life Points and Body Points equal to his Rank on each location by touching the person to be cured, which can include himself. This curing can be spread over a number of uses. Thus a 10th Rank Paladin can heal a total of 10 Life Points and 10 Body Points on all locations. This power is recovered after the Paladin has slept for at least 2 hours.
- Cure Minor Disease. At Rank 5, the Paladin gains a single use of Cure Minor Disease, which increases by one use for every 5 Ranks. (See the Life miracle “Cure Minor Disease”.) As per the miracle, three uses of this ability can be used to cure a moderate disease, nine uses can be used to cure a major disease, etc... This power is recovered after the Paladin has slept for at least 2 hours.
- At 15th Rank, the Paladin gains an Aura of Courage 1. All friendly characters within 10’ gain the effects of a Courage 1 miracle (i.e: their Willpower is effectively 1 higher when resisting Fear inducing attacks). The power of the Aura increases by 1 for every 10 Ranks and stacks with all other Willpower enhancing spells and miracles.
- At 20th Rank, the Paladin gains the ability to boost the bravery of his companions once per day. To use this ability the Paladin must make a speech and if sufficiently rousing (decided by the GM and general consensus) all friendly characters within 10’ can automatically resist the next Fear inducing attack (even if they move outside the Paladin’s Aura of Courage.
Extra uses of this ability are gained every 10 Ranks.
- At 10th level, the Paladin’s main weapon is Dedicated by his Path, becoming a Superior Weapon and it gains a permanent, stackable Bless. In addition, at Rank 50 the weapon is improved to a Masterwork Weapon and at Rank 100 the weapon is further improved to a Legendary Weapon. The level of the blessing starts at level 0 (Bless 1 at Rank 10). It increases by one level after 4 Ranks, by another level after 8 Ranks, by another level after 12 Ranks, etc... The following table lists the first few levels for the sake of clarity:

Paladin Rank	Weapon Blessing	Ranks until the next increase
10	Bless 1	4
14	Bless 2	8
22	Bless 3	12
34	Bless 4	16
50	Bless 5	20
70	Bless 6	24
...

In an exception to the normal rule, additional miracles can still be cast on the weapon. For example, a Sword blessed with a Bless 1 can still have a Chaos Blade 2 cast on it. However, it can never have an enhancing miracle of the opposite Principle cast on it. For example, the Sword above can never have an Unholy Blade miracle cast on it.

In addition, any casting of Bless stacks with the blessing of the weapon. For example, casting a Bless 1 on a Sword blessed with a Bless 1 has the effect of a Bless 2.

Note that the Paladin will only receive this benefit once. If he proves himself unworthy by losing his Dedicated weapon, he will not gain another without performing some extremely difficult task as atonement.

5.6 Hunters

The Hunters are a guild dedicated to wiping out specific enemies of the Kingdom and have three distinct branches. These are:

- The Humacti; dedicated to destroying all undead and necromancers.
- The Illuminati; dedicated to destroying all Drow and shadowmasters.
- The Demon Hunters; dedicated to removing all demonic influence from this plane and destroying all Demonologists.

Any character may join the Hunters at any time - they are always willing to welcome new colleagues to their ranks to join their constant fight. A character may only belong to one branch of the Hunters at a time, as they are expected to be dedicated, and well nigh fanatical, about their quest to rid this plane of their ‘prey’, often to the exclusion of any other objective.

Each branch has its own leader; each of these leaders take it in turns to lead the guild, normally for a period of between 3 and 5 years. Currently, the Grand Humact Buffy is in charge.

Each branch also has its own history.

5.6.1 The Humacti

The Humacti follow in the tradition set by the great Priest of Life, Humact. During his life his goal was to rid the world of all Undead and those who created them. The Humacti are also loosely affiliated to the Temple of Life.

Guildmaster Grand Humacti Magnus Baiulus Lux.

RP Requirements A member of the Humacti must

- hunt down and destroy all Undead,
- hunt down and destroy all Necromancers and Priests of Death known to raise Undead.

Bonuses A member of the Humacti gains the following bonuses.

- Can use the title Humacti or Hunter of Undead.
- Can learn Turn Undead miracles at half Character Point cost.
- Immunity to Fear inducing effects caused by Undead.
- Gains Normal and Power protection equal to his Rank/10 effective only against Undead attacks (melee, ranged and magical). Spells and Miracles which give protection have their effects *added* to this value.
- Gains a bonus to Willpower and Toughness equals to his Rank divided by 10 when resisting effects from Undead.

5.6.2 The Illuminati

The Illuminati were once the only keepers of Light magic, but during the political upheaval surrounding the split of the college in 105AE into the Towers and the Circle, several higher ranked members took the opportunity to leave the guild to start afresh elsewhere; thus there is now a Tower of Light, and both the Circle and the Wardens also have access to the list. Some Illuminati despise their former colleagues for their perceived 'desertion', others are more understanding of their motives; this attitude varies between members, as does an individual's willingness to work with members of the Wardens, Tower and Circle who can use light magic.

Guildmaster Grand Illuminati Dawnstrider.

RP Requirements A member of the Illuminati must

- hunt down and destroy all Drow,
- hunt down and destroy all Drow Shadowmasters.

Bonuses A member of the Illuminati gains the following bonuses.

- Can use the title Illuminati or Hunter of Drow.
- Can learn Shield of Light spells at half Character Point cost.
- Immunity to Fear inducing effects caused by Drow.
- Gains Normal and Power protection equal to his Rank/10 effective only against Drow attacks (melee, ranged and magical). Spells and Miracles which give protection have their effects *added* to this value.
- Gains a bonus to Willpower and Toughness equals to his Rank divided by 10 when resisting effects from Drow.

5.6.3 The Demon Hunters

The Demon Hunters are rumoured to have once been under the command of the Temple of Order, and although they currently deny this, they give no hint as to the branch's actual origins before they were part of the Hunters either. They became part of the Hunters in 105AE, at the same time as the split in the College of Magic, and have grown in popularity since, but are still the smallest branch of the Guild.

Guildmaster Grand Demon Hunter Calidrey Sequor.

RP Requirements A member of the Demon Hunters must

- hunt down and destroy all Demons,
- hunt down and destroy all Demonologists.

Bonuses A member of the Demon Hunters gains the following bonuses.

- Can use the title Demon Hunter.
- Can learn the Repel Demon and Order Lace miracles and the Drain Mana spells at half Character Point cost.
- Immunity to Fear inducing effects caused by Demon.
- Gains Normal and Power protection equal to his Rank/10 effective only against Demon attacks (melee, ranged and magical). Spells and Miracles which give protection have their effects *added* to this value.
- Gains a bonus to Willpower and Toughness equals to his Rank divided by 10 when resisting effects from Demons.

5.7 The Gladiators

Characters can become Gladiators immediately as long as they fulfil all the requirements. The more bloodthirsty citizens of the Kingdom are always looking for new blood.

Guildmaster Grand Champion Val Cuirass.

nRP Requirements A member of the Gladiators must

- be a full Warrior,
- never learn or use any magic, religious, druidic or subterfuge skills or items,
- never allow spells or miracles which are combat enhancing or have a fifteen minute duration to be cast on them or their possessions. (A character who casts such a spell/miracle *must* be killed.) (Note that healing is very much down to the individual Gladiator, but the general opinion of the guild tends towards refusing it at all during combat, but allowing it at other times.)

RP Requirements A member of the Gladiators must

- never refuse a challenge to combat.

Bonuses A member of the Gladiators gains the following bonuses.

- May use the title Gladiator up to Rank 15, Champion above Rank 15.
- Learn all hand weapon skills and chi skills at half Character Point cost (Disarm, Knockback, Kata, etc, but *not* Enhance Chi).
- Gains bonus Chi at a rate of *rank*/4 rounded down. Should they leave the guild, they may keep these points, although they lose the extra abilities that they may be put towards.

In addition to all the normal uses of Chi points, Gladiators may also use them in the following ways:

Power damage For 1 point the Gladiator can cause 1 point of Power damage with any weapon.

This will last for 15 minutes and can be stacked (i.e: 2 points can be expended to do 2 points of Power damage).

This damage is capped according to a Gladiator's Rank, in the same way a ritualist is capped when learning blade spells or miracles. The full table of Rank brackets is shown in the section "Gaining Experience" in the chapter "The System". For instance a gladiator below Rank 15.0 may do up to 5 points of power damage, a Rank 20.0 gladiator may do up to 7 points of power damage, a Rank 60.0 gladiator may do up to 11 points of power damage, a Rank 70.0 gladiator may do up to 12 points of power damage, etc...

Note that this does *not* protect the Gladiator's weapon.

Power Armour For 1 point the Gladiator can have 1 point of Power Protection. This will last for 15 minutes and as with Power damage, can be stacked. However, there is no limit to the amount of power armour that can be gained in this way.

Strength Boost For 3 points the Gladiator can boost his Strength by one level for 15 minutes. This use cannot be stacked. Thus a Gladiator with Triple Strength can use 3 points to gain Quadruple Strength for 15 minutes.

Double Strength Boost For 9 points the Gladiator can boost his Strength by two levels for 15 minutes. This use cannot be stacked. Thus a Gladiator with Triple Strength can use 9 points to gain Quintuple Strength for 15 minutes.

Boost Toughness For 4 points the Gladiator can boost his Toughness by 1 level. This lasts for 15 minutes and can be stacked.

Determination For 2 points the Gladiator can boost his Willpower by 1 level to resist the effects of a single spell or miracle. The Gladiator must use this ability within 3 seconds of the attacking spell or miracle. The player must give some indication that he is performing the “Determination” action (loud shout, saying “No!” loudly, ...). This use can be stacked.

Example *Cyrus has a Willpower of 2 and is targeted by a Fear 4. He immediately uses 4 Gladiator Points to boost his Willpower by 2, shaking off the effects.*

Iron Mind For 6 points the Gladiator can boost his Willpower by 1 level for 15 minutes. This ability cannot be stacked, but can be used immediately after the Gladiator is first targeted by such a spell or miracle (within 3 seconds, as for Determination).

Steel Mind For 18 points the Gladiator can boost his Willpower by 2 levels for 15 minutes. This ability cannot be stacked, but can be used immediately after the Gladiator is first targeted by such a spell or miracle (within 3 seconds, as for Determination).

5.8 The Adventurers

The Adventurers is a relatively new guild, formed initially by some young aristocrats who wanted a legitimate excuse to go on missions, but has grown in size and popularity, and now takes all comers, asking relatively little in return. There have been occasions where they have refused an “adventure” if they deemed the pay was not sufficient, but have always strongly disputed any accusation they are mercenaries.

Characters may be members of the Adventurers from creation.

Guildmaster Adventurer Mut Harping.

RP Requirements A member of the Adventurers must

- tithe 20% of their income to their guild (as opposed to the normal 10%), and must declare all income - be it in monetary or item form - to the guild.
- always help another member of the Adventurers if he or she is in trouble.
- always further the interests of the Adventurers.
- always improve the standing of the Adventurers in the eyes of other guilds by obeying the party leader on missions.
- never use the title “Mercenary”.

Bonuses A member of the The Adventurers gains the following bonuses.

- May use the title ‘Adventurer’.
- Have their training class fees paid for them by the guild **or** for every 2 ranks gained while part of the guild, they gain one item token. These tokens can then be redeemed for one shot items of the following levels to be used on missions:

Item Level	Token Cost
0	1
1	2
2	4
3	8
4	16
...	...

5.9 The Towers

The Towers is one of the new Guilds created by the schism of the College, named after the Eight Towers that form its new headquarters. Two of the Towers, that of Darkness and Warlocks, stand empty as no one has stepped forward to teach these Schools. The Towers of Earth, Air, Fire, Water, General and Light are currently occupied, with organised curriculums to teach those who wish to learn.

Members of the Towers believe that only through concentrating on one aspect of magic can a Mage truly learn its deepest secrets. Each member focuses his efforts on mastering one School, largely ignoring the others. However, each member also acknowledges that the magic of the other Schools is equally as important to the whole.

Members of the Towers and members of the Circle both agree that all Schools of magic are equal, but they disagree on the method of pursuing the study of the deeper mysteries.

Characters can join the Towers immediately. Membership is open to all who qualify and who wish to learn about magic.

Guildmaster Arch Wizard Theo, High Wizard of Earth. The Guildmaster is elected from the Masters of the Towers every 5 years.

nRP Requirements A member of the Towers must

- be a full or multi-classed Mage,
- concentrate on learning spells and ritual magic from his base School.

RP Requirements A member of the Towers must

- always help another member of the Towers if he is in trouble.

Restrictions A Tower Mage must obey the following restrictions when learning spells:

- A Tower Mage only has automatic access to spells from his own School. In order to learn spells from a different School, he must petition both the Master of his own Tower and the Master of the Tower for the different School. Only if both agree will he be taught the spell.

The Player must ask the Ref team whether his character can learn the spell, giving details of all his current spells.

- The total spell levels for a Tower Mage's School must be at least three times the total spell levels of all the other Schools combined. When calculating the total spell levels in a School, the amount added to the sum for each spell is equal to its level + 1.

For example, a Tower Fire Mage who has

- 4 Level 0 Fire spells
- 2 Level 1 Fire spells
- 2 Level 2 Fire spells
- 1 Level 3 Fire spell
- 1 Level 4 Fire spell

has a total spell level of

$$(4 \times 1) + (2 \times 2) + (2 \times 3) + (1 \times 4) + (1 \times 5) = 23$$

Thus he can have a maximum total of 7 spell levels in all the other Schools he can cast from.

Bonuses A member of the Towers gains the following bonuses.

- May use the title Initiate Wizard up to Rank 10, Wizard up to Rank 20, Journeyman Wizard up to Rank 30, High Wizard up to Rank 40, Master Wizard up to Rank 50 and Arch Wizard above rank 50.
- He can learn spells from his own School as if they were one level less. Level 0 spells are at half cost.
- He may learn Magic Ritual Level 0 for his own School at half cost.
- He may learn spells above level 4 from his own School, provided the Master of his Tower agrees that he should be taught.

- At Rank 20, the Tower Mage can choose to specialise in a particular spell chain, provided that he knows all the spells in the chain up to Level 4. Due to his improved knowledge, he can optionally cast the spell as if it was one level higher. Thus, a Fire Mage who has specialised in Flame Blade can cast a Flame Blade 0 as a Flame Blade 1. This bonus is for both instant cast spells and rituals.
This ability can take the spell effect above the Level 10 boundary, so a specialised Flame Blade 10 would act as a Flame Blade 11, even though such a spell is normally not possible without a ritual. Note that the spell is still level 10, for all it comes out more powerfully, so a dispel or an spell immunity will still be effective.
When specialising in a spell chain that is not continuous, such as the Earth spell Strength, the extra level will not have any real effect.
- At Rank 50, the Tower Mage can master his specialised spell chain, provided that he knows all the spells in the chain to level 8. Due to his superior knowledge, he can optionally cast the spell as if it was two levels higher. Thus, a Fire Mage who has mastered Flame Blade can cast a Flame Blade 0 as a Flame Blade 2. This bonus is for both instant cast spells and rituals.
This ability can take the spell effect above the Level 10 boundary, so a mastered Flame Blade 10 would act as a Flame Blade 12, even though such a spell is normally not possible without a ritual. Note that the spell is still level 10, for all it comes out more powerfully, so a dispel or an spell immunity will still be effective.
When mastering a spell chain that is not continuous, the extra two levels may not have any real effect. However, if the gaps are only one level, such as for the Earth spell Strength, the mastered spell will be cast at the next highest effect.
- All members of the Towers are considered to already have Joint Ritual 0 when forming Ritual Groups containing only other members of their Tower. For example, a Tower Fire Mage is considered to have Joint Ritual 0 when forming a Cabal with another Tower Fire Mage, but not with a Tower Air Mage.

5.10 The Circle

The Circle is one of the new Guilds created by the schism of the College. Members of the Circle believe that the true way to discover the deepest secrets of magic is to learn as much about all the Schools as possible. Though each Mage is restricted by the rules of magic to only a few Schools, members work within this restriction to learn as broad a knowledge as possible. Some members also take the view that this ideal of a broad knowledge should be extended beyond just magic, though the Circle does not require this.

Members of the Circle and members of the Towers both agree that all Schools of magic are equal, but they disagree on the method of pursuing the study of the deeper mysteries.

Characters can join the Circle immediately. Membership is open to all who qualify and who wish to learn about magic.

Guildmaster Arch Wizard Madrigor, High Wizard of General magic. The Circle is run by the Council, and Arch Wizard Madrigor is its current Leader.

nRP Requirements A member of the Circle must

- be a full or multi-classed Mage,
- keep a balance of spells from the all the Schools he can learn.

RP Requirements A member of the Circle must

- always help another member of the Circle if he is in trouble

Restrictions A Circle Mage must obey the following restrictions when learning spells:

- The total spell levels for any of a Circle Mage's Schools can never exceed twice the total spell levels of all the other available Schools combined. When calculating the total spell levels in a School, the amount added to the sum for each spell is equal to its level + 1.

For example, a Circle Fire Mage who has

- 4 Level 0 Fire spells
- 2 Level 1 Fire spells
- 2 Level 2 Fire spells
- 1 Level 3 Fire spell

– 1 Level 4 Fire spell

has a total spell level of

$$(4 \times 1) + (2 \times 2) + (2 \times 3) + (1 \times 4) + (1 \times 5) = 23$$

Thus he must have at least a total of 12 spell levels in all the other Schools he can cast from.

- A Circle Mage must also learn Magic Ritual skills such that his skill with one School cannot exceed twice that of all the other School's combined.

For example, a Circle Fire Mage with a Magic Ritual (Fire) skill of 4 must have at least a total of 2 skill levels in Magic Ritual skills for the other Schools.

Bonuses A member of the Circle gains the following bonuses.

- May use the title Initiate Wizard up to Rank 10, Wizard up to Rank 20, Journeyman Wizard up to Rank 30, High Wizard up to Rank 40, Master Wizard up to Rank 50 and Arch Wizard above rank 50.
- He gains additional Mana equal to his Rank.
- Due to his deeper knowledge of opposing Schools of magic, he can dispel spells from one School by using a spell from the opposing School. The spell used to dispel the target spell must be at least two levels higher.

For example, a Circle Fire Mage can use any level 2 Earth spell to dispel a level 0 Air spell.

Example *Cerchio, a Circle Fire Mage, is targeted by a Weaken Will 1 and can see the enemy Water Mage casting a follow up spell. He quickly casts a Fire Dart 6, using the vocals for the spell as normal, but ending with "Dispel 1" instead of "Fire Dart 6".*

- Every 15 Ranks, he can reduce the level increase for learning spells from a School by 1 (to a minimum of 0). The Mage can only choose a School from which he has learnt spells and the reduction only applies to any new spells learnt.

Example *As a Fire Mage, Cerchio has the following Schools by default*

<i>School</i>	<i>Level Adj.</i>
<i>Fire</i>	<i>+0</i>
<i>Earth</i>	<i>+1</i>
<i>Air</i>	<i>+1</i>

He's also learnt the General spell "Effect Immunity", which makes the General School his fourth School.

<i>School</i>	<i>Level Adj.</i>
<i>Fire</i>	<i>+0</i>
<i>Earth</i>	<i>+1</i>
<i>Air</i>	<i>+1</i>
<i>General</i>	<i>+2</i>

At Rank 15, Cerchio decides to reduce his General spells by one level. Any new General spell he learns will be treated as only one level higher. At Rank 30, Cerchio decides to reduce his General spells by one level again and at Rank 45 he applies the bonus to the School of Light (as he's learnt "Blur" from that School). This makes his Schools and levels

<i>School</i>	<i>Level Adjustment</i>	<i>Initial Level Adjustment</i>
<i>Fire</i>	<i>+0</i>	<i>+0</i>
<i>Earth</i>	<i>+1</i>	<i>+1</i>
<i>Air</i>	<i>+1</i>	<i>+1</i>
<i>General</i>	<i>+0</i>	<i>+2</i>
<i>Light</i>	<i>+2</i>	<i>+3</i>

- From Rank 50 he can learn spells, Magic Ritual and all other similar skills for all opposing Schools. Spells from the new spell list can be learnt as if they were one level higher, as the standard rules.

Example At Rank 50, Cerchio gains the ability to learn spells from the School of Water (and the School of Darkness), which makes his Schools and levels

<i>School</i>	<i>Level Adjustment</i>	<i>Initial Level Adjustment</i>
<i>Fire</i>	+0	+0
<i>Earth</i>	+1	+1
<i>Air</i>	+1	+1
<i>General</i>	+0	+2
<i>Light</i>	+2	+3
<i>Water</i>	+4	+4

- All members of the Circle are considered to already have Joint Ritual 0 when forming Ritual Groups containing only other members of the Circle.

5.11 The 9 Temples

There are 9 Temples, one for each of the Paths, with each one containing places of worship for any of the deities of the Path. A Priest is not required to be a member of a Temple, but can follow his own calling.

Characters can join the Temple appropriate to their Path immediately. It is also quite common for non-Priests to be lay members of a Temple.

5.11.1 Temple of Justice

Guildmaster Knight High Marshal Justen.

nRP Requirements A member of the Temple of Justice must

- be a full or multi-class Priest of Justice.

RP Requirements A member of the Temple of Justice must

- never refuse a request to mediate a dispute,
- be fair and honest in all his dealings with others,
- bring all members of the Temple of Anarchy to justice,
- help and support any other member of the Temple.

Bonuses A member of the Temple of Justice gains the following bonuses.

- He may use the title Marshal.
- He may learn Order miracles as if they were one level lower (this cancels out the effective level increase).
- He can learn Detect Lie and Truthful Aura Justice Miracles at half cost. In addition, these miracles have the Willpower required to resist them increased by 1. For example, a Detect Lie 1 cast by a Marshal is equivalent to a Detect Lie 2.
- All members of the Temple are considered to already have Joint Ceremony 0 when forming Ceremonial Groups containing only other members of the Temple.

5.11.2 Temple of Order

Guildmaster High Judge Grayson.

nRP Requirements A member of the Temple of Order must

- be a full or multi-classed Priest of Order.

RP Requirements A member of the Temple of Order must

- never knowingly tell a lie,
- never cause damage or destruction as this aids the forces of entropy and decay, thus increasing the power of Chaos*,
- rule on all disputes of law,
- see that the laws of the Kingdom are always upheld,

- obey the orders of his superiors, unless they contradict the laws of the Kingdom.

Bonuses A member of the Temple of Order gains the following bonuses.

- He may use the title Judge.
- He can learn Medical skills at half Character Point cost.
- He can learn spells which repair or mend at half Character Point cost.
- He gains a measure of protection as his internal order strengthens. For every 5 levels, the Priest acquires 1 point of Normal and Power protection, starting at 1 point at levels 0-4, 2 points at levels 5-9, etc.
- He gains additional Standing equal to his Rank. This additional Standing will remain if the character leaves the Temple, unless the character leaves the Path of Order.
- All members of the Temple are considered to already have Joint Ceremony 0 when forming Ceremonial Groups containing only other members of the Temple.

* If a Judge causes damage or willfully destroys anything, be it on a person or object, there is a backlash from the forces of Order to which he is strongly allied. He takes Body Point damage on all locations equal to his Rank and his Death Threshold is lowered by 1 for the next 24 hours.

* If a Judge leaves the temple, he is considered to have broken, or 'destroyed' the contract he held between himself and the temple, thus he takes Body Point damage on all locations equal to his Rank and his Death Threshold is lowered by 1 for the next 24 hours.

5.11.3 Temple of Might

Guildmaster Knight Grand High Master Maul.

nRP Requirements A member of the Temple of Might must

- be a full or multi-classed Priest of Might.

RP Requirement A member of the Temple of Might must

- always obey a superior,
- always take responsibility for his inferiors,
- never aid another unless it improves his own position,
- never call on the aid of another.

Bonuses A member of the Temple of Might gains the following bonuses.

- May use the title Master up to Rank 15, High Master above Rank 15, Great Master above Rank 45 and Grand Master above Rank 90.
- Gain basic weapon skills (Proficiency, Specialisation, ...) and the Knockback skill at 1/2 Character Point cost. All other specialist skills (Disarm, Undodgeable Strike, ...) are learnt at normal cost.
- Can learn Death miracles as if they were one level lower (this cancels out the effective level increase).
- At Rank 8 gains the ability to resist one fear effect (shown by shouting 'No!' or something similar) at will. Gains an additional use of this ability every 8 Ranks afterwards.
- All members of the Temple are considered to already have Joint Ceremony 0 when forming Ceremonial Groups containing only other members of the Temple.

5.11.4 Temple of Life

Guildmaster Master Healer Francis.

nRP Requirements A member of the Temple of Life must

- be a full Priest or multi-classed Scout/Priest or Mage/Priest (Fighter/Priests of Life cannot be members of the Temple of Life).

RP Requirements A member of the Temple of Life must

- never cause the death of any living creature (they are also vegetarians),

- never refuse healing to an innocent (i.e: one who has not caused the death of another).

Bonuses A member of the Temple of Life gains the following bonuses.

- He may use the title Healer.
- He can learn Medical skills at half Character Point cost.
- He may buy the “subdue” skill with a weapon without buying the normal skills as a precursor.
- He gains additional Standing equal to his Rank.
- He gains Power and Normal protection equal to his Rank/10 (rounded down). This protection will remain if the character leaves the Temple, unless the character leaves the Path of Life.
- All members of the Temple are considered to already have Joint Ceremony 0 when forming Ceremonial Groups containing only other members of the Temple.

5.11.5 Temple of Balance

Guildmaster High Guardian Fabian.

nRP Requirements A member of the Temple of Balance must

- be a full or multi-classed Priest of Balance,

RP Requirements A member of the Temple of Balance must

- maintain the balance of power between all the Paths within the Kingdom,
- never take anything without giving the price,
- never give anything without taking the price.

Bonuses A member of the Temple of Balance gains the following bonuses.

- He may use the title Guardian.
- He gains additional Standing equal to his Rank. This additional Standing will remain if the character leaves the Temple, unless the character leaves the Path of Balance.
- All members of the Temple are considered to already have Joint Ceremony 0 when forming Ceremonial Groups containing only other members of the Temple.

5.11.6 Temple of Freedom

Members of the Temple of Freedom are more loosely organised than most of the other temples. Their leaders do not actually order the other members, but instead offer advice and suggestions, leaving each individual to make up his own decision. Votes are held on all major decisions, with each member having an equal say.

The Temple of Freedom contains the largest library in the Kingdom, and it is open to all. Knowledge, the freedom to think and the freedom of speech are all closely linked.

Guildmaster Knight Loremaster Tomas.

nRP Requirements A member of the Temple of Freedom must

- be a full or multi-classed Priest of Freedom.

RP Requirements A member of the Temple of Freedom must

- preserve knowledge above all other considerations,
- actively search for new knowledge,
- must fight physical and mental oppression wherever they find it.

Bonuses A member of the Temple of Freedom gains the following bonuses.

- He may use the title Seeker.
- He automatically gains Read/Write Freedom Temple Runes, and can learn Read/Write Temple runes for all other Paths.
- He can learn all Read/Write Runes (Magic, Religious and Druidic) skills at half Character Point Cost.

- He may use the Temple library to research any skill he desires to learn, rather than attending training classes for it. The amount of time required for this research is (twice the cost of the class in florins) days. For skills not normally available to the general public the time required is (twice the cost of the skill in CP) days.
- He may learn one skill chosen from Enhance Mana, Medical, Magic, Manufacture and Knowledge at half the normal cost (not including Read/Write runes, as they are already half-cost) for every 5 Ranks, with the following restrictions:
 - If using this ability to learn spells, the half cost applies to only a single spell. Likewise if using this ability to learn rituals, identify, rec creature, etc..., it applies to only a single instance of that skill.
 - When applying this bonus to Enhance Mana it is valid for only 15 points of mana, however this bonus can be chosen more than once to buy more than 15 points of mana at half cost.
- All members of the Temple are considered to already have Joint Ceremony 0 when forming Ceremonial Groups containing only other members of the Temple.

Chapter 6

Notes on Spells, Miracles and Druidic Miracles

6.1 Learning Spells, Miracles and Druidic Miracles

6.1.1 Modifications

As well as the normal spells and miracles, characters may also learn modified versions of standard effects. The character must already know the basic version of the spell or miracle. As the modifications raise the level of the spell or miracle, they require more standing and mana to cast, and may also only be available at a later Rank.

Modifications effectively increase the level of the spell or miracle (and thus skill requirement and standing or mana cost). This increase in level however does not make a spell or miracle harder to dispel or block with Antimagic Shell or Disruptive Aura. The modification options *can* be combined with one another and are:

Self to Touch (+2) A self only effect can be cast on another person other than the original caster. This option is only valid if the spell or miracle chain does not already feature a touch (or ‘other’) version. (A valid example would be a self to touch Detect Undead, an invalid example would be a self to touch Earth Merge.)

If the effect provides information to the caster (is of type **I**, such as Magic Divination, Power Sight or Detect Undead) the person touched will receive this knowledge as if they had cast the spell or miracle in the first place.

Touch to Range (+2) Can be used to extend the range of a touch spell or miracle to 20’. This can not be used if the chain already includes a ranged or mass version. (A valid example would be a touch to range Ice Blade, an invalid example would be a touch to range Harm).

Touch/Range to Poison (+1) Can be used to cast a spell or miracle on a weapon. The effect is connected to the first hit as per the usual poison rules.

Range to Touch (-1) Can be used to reduce the range of a ranged spell or miracle to ‘touch’. This can not be used if the chain already includes a touch version. (A valid example would be a range to touch Fire Dart, an invalid example would be a range to touch Grip).

Range to Mass (+4) Everyone and everything (if applicable) within 10’ of a nominated point up to 20’ away from the caster will be effected by the base spell or miracle.

This can not be used if the chain already includes a mass or equivalent version. (A valid example would be a touch to range to mass Life Shield, an invalid example would be a range to mass Destroy (Mass Destroy exists), another invalid example would be a range to mass Fire Dart (Fireball is an equivalent effect).)

Extended Range (+2 per 20 foot) Can be used to increase the range of a ranged spell by 20 foot.

If a character gets a bonus to a casting chain (for example Druids, Wardens, Hunters and Tower Mages), then this bonus also applies to all spell/miracle masteries of the same chain.

Example *High Wizard Pilgrim, a Rank 17 elven earth mage already knows Metal Resistance 5 (a level 4 earth spell).*

Self to Touch Metal Resistance 5 is effectively a level 6 earth spell, thus he must be at least Rank 20 before he can start saving for the $2x(6 + 1) = 14$ character points this spell will cost him.

6.2 Casting

6.2.1 Casting Requirements

Casting spells and miracles requires the use of hands and voice. For every level of spell or miracle, 3 words of vocals must be said in at least normal speaking volume, though the spell or miracle name can be part of the vocal (Level 0 spells and miracles require at least 2 words). Level 0 spells and miracles require that the characters “favoured” arm is free, while higher levels require both arms to be free. Ambidextrous characters can have either arm free.

Casting also requires a small amount of concentration, thus the character cannot (normally) be moving faster than walking pace. As Mages and Priests improve in Rank, this restriction eases a little. Full Mages (non-multi classed) can cast level 0 spells while running at Rank 15, level 1 spells while running at Rank 30, level 2 spells while running at Rank 45, and so on. Similarly, full Priests follow the same pattern for miracles and full Druids follow the same pattern for druidic miracles. (Characters from other classes don’t automatically gain this ability, though some may earn it as a Hero Ability.)

A character who takes damage while casting has the spell/miracle interrupted losing the full amount of Mana or Standing and takes casting damage as if the spell or miracle had been cast. A character is interrupted even if he takes no damage, unless the call is ‘bounce’ - so a struck character with Endurance will still be interrupted, but a character with enough normal or armour is not. A character cannot use Dexterity while casting a spell or miracle. A character can voluntarily stop casting and suffers no adverse effects provided he spends 5 seconds concentrating, otherwise he loses the full amount of Mana or Standing.

Example *Mara, a Fire Mage, is preparing to cast Fire Dart 12 at a particularly good looking Human Warrior who’s making mincemeat of the party, when he turns towards her. Not wanting to be turned into Mara-kebab, she turns tail and flees, losing the 7 Mana for the aborted spell.*

Later, the party are fighting a group of Goblins and Mara is once again preparing a Fire Dart spell. Just before she casts it, however, the last Goblin goes down. She briefly considers casting it at someone in the party but decides that, as she might need it later on, she’d better spend 5 seconds of concentration to withdraw the spell and keep the Mana.

A character who is in pain cannot concentrate sufficiently, and thus if any locations’ Body Points fall below zero or is broken, he cannot cast spells or miracles. A character may cast spells or miracles if a leg (or two) is missing, as long as the location has been healed so it is not bleeding. (Use of the Bind Wounds skill is not sufficient.)

Notes on Casting

Spells and miracles which can be used against an opponent use the “Point and Shout” method. That is the caster should point at his chosen target and shout out the spell’s or miracle’s effect. If the target didn’t notice, no power is lost and the caster can try again, shouting louder. Note that normally only the last couple of words of the vocals (containing giving the spell’s or miracle’s name) need to be shouted.

6.2.2 Battle Casts

Any learned spell, miracle or druidic miracle is cast using the normal 3 words per level. If speed is more important than conservation of power a character can choose to use a “Battle Cast” instead of a normal invocation. This technique is available to all characters and there is no skill required to use it.

A Battle Cast is not interrupted if the caster is damaged and only requires 4 words regardless of the spell’s or miracle’s level. However, a Battle Cast also requires 4 times the normal mana or standing required to power the spell or miracle and also incurs 4 times the normal life cost (talismans and holy symbols reduce this damage as normal, but the multiplication happens first). Note that if the character is unable to cast in the first place (unusable limbs) or unable to finish the casting vocals (interrupted by a thunderclap, halt, fear, freeze, weakness or a disabled, broken or severed limb) then the character is also unable to battle cast.

Example *Traci, who has a level 6 talisman, is being attacked by two enemies at once, and everyone else seems to not pay attention to her plight. To avoid dying she decides to use a battle cast of Ice Dart 10 to quickly get rid of one attacker.*

She yells ”Die, foul beast! Ice Dart 10!” and expends 24 points of mana (instead of the usual 6) which fortunately kills the Goblin. She would also take 20 points of life damage (instead of the usual 5) which her level 6 talisman reduces to 14. Even though the Goblin managed to hit her during the casting of the spell, the spell is not interrupted. By now the party has noticed she is in danger and starts cheering on the other Goblin to finish the job...

6.2.3 Releasing Touch Spells/Miracles

Touch spells and miracles require that the target be touched within 30 seconds or the effect is lost (this goes for both beneficial and harmful spells and miracles). Level 0 effects require only a one handed touch, all other levels require two hands *to the same location*.

If another spell or miracle is cast before the touch spell or miracle has been released then the touch spell or miracle is lost.

Example *Klink has cast a Drain Life 14 and is rushing towards an opponent when he is entangled. As he doesn't want to get pummelled into the ground, he decides to cast a Dispel Magic 1 to free himself. Doing so, he loses the Drain Life 14.*

6.2.4 Increasing the Duration of Spells/Miracles

Spells and miracles with a 15 minute duration can be extended by dropping the level of effect as follows.

Levels Dropped	Duration
1	1 hour
2	4 hours
3	16 hours
4	64 hours

Some spells and miracles occur at different periods, for example Strength and Double Strength. Dropping a level only counts the previous spell or miracle levels. (See Example 2 below.)

Also, touch spells or miracles can only be dropped down to other touch spells or miracles, similarly ranged effects can be downcast to other ranged effects and mass effects can be downcast to other mass effects. Thus Double Grip (T) can be dropped down 2 levels to Grip (T) (lasting 4 hours) but not to Grip (R). Mass Enhance Will 2 can be downcast 2 levels to Mass Enhance Will 1, but it cannot be downcast 3 levels to Enhance Will 2.

If a spell or miracle is extended in this way, its level for purposes of dispelling is the lower level.

A character does not regain the Mana or Standing for a spell or miracle that has been extended until the spell or miracle completes. This is true for both sleeping and Meditate or Prayer.

Example *Fire Skin 3 provides 3 points of Power Armour for 15 minutes. The same spell could be cast as if were one level lower (ie a Fire Skin 2) in which case it would provide 2 points of Power Armour, last for 1 hour and only require a Dispel Magic 2 to remove.*

Example *Double Strength is a level 4 Earth Spell. It can be cast as one level of effect lower as Strength in which case it will last for 1 hour. (Note that Strength is a level 2 Earth spell.)*

6.3 Cancelling Spells/Miracles

The caster of a spell or miracle can release it at any time by concentrating for 30 seconds. While concentrating the character cannot move, talk or take any other action, though he is still aware of his surroundings, and if he takes damage then his concentration is broken. In addition, cancelling a miracle requires the caster to audibly pray to his deity.

6.4 Dispelling Spells/Miracles

Normally, the power of the Dispel required to remove a spell or miracle effect is equal to the level of the spell/miracle. (i.e: to dispel a level 3 spell requires a Dispel Magic 3). There are two exceptions to this rule:

- When a ranged spell or miracle has a lower level touch equivalent. In this case the Dispel level is equal to the level of the touch spell.

Example *Klink is effected by an Entangle (R), a Level 2 spell. As Entangle has a Level 1 touch equivalent, only a Dispel Magic 1 is required to release him.*

- When the spell or miracle cast is a Mass version of a lower level spell or miracle, all characters are treated as being individually targetted by the lower level effect. The Dispel level follows the rules above, and must be cast separately on each effected character.

Example *Cedric, Cuthbert and Celia are all effected by a Mass Entangle. To release each of the characters, 3 Dispel Magic 1 spells are required.*

6.5 Mass Spells/Miracles

When a character casts a Mass version of a spell or miracle, he nominates a point within 20' (which may be a person, object or anything else equally obvious) and everyone or everything (as applicable) within 10' is targeted by the non-Mass version of the effect. Mass Dispel effects target every object and every character within the area of effect *once*.

The caster can select which characters (but not which objects) in the area are affected.

Example *Mathonwy casts Mass Heal Life 8, centred on Guard G'Mord who is fighting in a line against a group of Ogres. All characters within 10' are effected by a Heal Life 8, though as Mathonwy does not want to heal the enemy he only selects the members of the party. The call is "Mass Heal Life 8 on party, centred on G'Mord".*

Travesty also tries to be helpful and casts Mass Destroy, centred on G'Mord who is still in a line against a group of Ogres. All items (every piece of armour, every weapon and every magic item) in a 10' radius around G'Mord are effected by a Destroy (T). Unfortunately for G'Mord the enemies had everything protected, and he did not. The call is "Mass Destroy, centred on G'Mord... Ooops."

6.6 Breaking Objects

After casting a touch spell or miracle which destroys, the caster has 30 seconds to grasp an object. When touching a weapon (this includes an attacking weapon) the caster is not harmed, but after the first touch (successful or not) the spell or miracle is used up.

6.7 Stacking Weapon Spells and Miracles

A weapon can have any number of spells and miracles cast on it to improve its Normal and Power damage with the following restrictions:

- All spells must be from the same School. The different magic spirits will not work together. Any weapon improving spell from a different School will have no effect.
- All miracles must be from the same Principle. Any weapon improving miracle from a different Principle will have no effect.
- Only one of each particular spell or miracle can be cast on a weapon and a higher level version displaces the lower level.

If multiple spells and miracles are cast on a weapon, the damage called is the best Normal and best Power damage for the opponent. It is up to the player to make sure his calls are accurate.

Example *Caffrey is involved in a fight with Skeletons led by an Orc Shaman. He has cast Bless 3 on his Staff and a friendly Mage has also cast Ice Blade 2 on it. Against the Skeletons, he calls "6 Holy 3" and against the Orc he calls "6 Ice 2".*

Example *Cedric, a Humacti, has a mace with a permanent Bless 1. If he casts Bless 3 on it, for 15 minutes the Bless 1 is displaced. If the Bless 3 is dispelled, the weapon is non-magical for the remaining duration of the Bless 3.*

Flare, preparing for a fight, casts Fire Skin 2 on himself. A little way in, he realises that he needs more protection and casts Fire Skin 4, displacing the Fire Skin 2.

6.8 Stacking Defensive Spells or Miracles

Any combination of spells or miracles can be active on a character, even if they are of opposing paths or schools. For example it is possible to stack the castings of Radiate (Fire) and Enhance Will (Water) or the castings of Toughness (Order) and Dexterity (Chaos).

Defensive spells and miracles are marked with a type of “D” or “D(A)”. Only a single defensive miracle and a single defensive spell may be active on a character at any one time, unless they are from the same path or school.

Thus a character may have both a Life Shield and a Bless cast upon him, or both a Harden and an Iron Skin, but may not have an Iron Skin and a Fire Skin.

Only the best normal armour and the best power armour is counted, so a character with a Harden 4 and an Iron Skin 8 will have 8 points of normal protection and 4 points of power protection.

If a second, non-compatible effect is cast on a character that already has one in place, the higher casting will displace the lower one.

Example *Calamity is wearing Troll Studded Leather, giving him 2 Normal Armour points and 1 Power Armour point when he casts Harden 3. His Normal Armour value is taken from his Harden as this gives the best normal armour value, and the two will not stack, but his Power Armour value will stack with troll skin, so is 3 from the Harden and 1 from the troll skin, giving him 3 Normal and 4 Power armour.*

Example *Maximilian Loukakis, a Scout/Priest, with light magic is under the effects of the defensive Earth spell Iron Skin 6 when he casts the Light spell Aura on himself. As Aura is also a defensive spell but from a different school, it has no effect and dissipates, although Loukakis still has to spend the Mana.*

The following table lists defensive spells and miracles. Effectively a character can have one miracle from the top half and one spell from the bottom half running at the same time. However, their protection does not stack; from the two effects the one with the best normal defence provides normal defence and the one with the best power defence provides power defence.

School/Path	Spell/Miracle	Type	Defence
Life	Life Shield	D	special
Life	Bless	D	N, P
Order	Harden	D(A)	N, P
Tree	Bark Skin	D(A)	N
Tree	Non-Metal Resistance	D	N(DR)
Tree	Non-Metal Immunity	D	N(DR)
Animal	Fur Skin	D	N
Weather	Eye of the Storm	D	N, P
Weather	Cloud Form	D	N(DR)
Elemental	Elemental Protection	D	special
Fire	Fire Skin	D	P
Earth	Iron Skin	D(A)	N
Earth	Metal Resistance	D	N(DR)
Earth	Metal Immunity	D	N(DR)
Air	Storm Skin	D	P
Light	Aura	D	N, P
Darkness	Dark Skin	D	N, P
Necromancy	Normal Resistance	D	N(DR)
Necromancy	Normal Immunity	D	N(DR)
Warlock	Mystic Armour	D(A)	N, P

6.9 Willpower Spells/Miracles

Some spells and miracles, marked with “O(W)”, are resisted by a target’s Willpower. To determine the level of Willpower required, half the caster’s current Willpower (rounded down) is added to the level provided by the spell or miracle, up to a maximum of double the effect.

The call for the spell/miracle is the combined Willpower total.

Example *When Zephyra casts Coma 1 against an opponent, she can add half her Willpower of 2 to the spell, calling “Coma 2”.*

If her Willpower was 4, she could still only cast the Coma 1 as “Coma 2” as this is the maximum allowed effect. However, she would cast Coma 2 as “Coma 4”.

Example *Zephyra then casts Mass Coma 1 on a group of Goblins and with her Willpower of 4 she can call “Mass Coma 2”.*

6.10 Multiple Dexterity, Toughness and Willpower Spells/Miracles

Spells and miracles that increase Dexterity, Toughness or Willpower do not stack with similar spells/miracles, though they do stack with the character's skill, and with other defensive miracles.

Example *Napier has cast Dexterity 3 on himself which combines with his Armoured Dexterity 1 skill to give him Armoured Dexterity 4. An additional Iron Skin 6 cast on Napier will not dispel the Dexterity.*

Example *Ymgeleddwr has access to the Warlock list, from which he casts Toughness 2 and Dexterity 2. A little later a Priest of Justice casts a Toughness 3 miracle on him, making his Toughness bonus 3. His Dexterity bonus is still 2.*

6.11 Armoured/Unarmoured Dexterity and Spells/Miracles

Some defensive spells and miracles, marked with a type of "D(A)", effect the recipient as if they were wearing armour. While under the effects of such a spell a character gains no benefit from his Unarmoured Dexterity, though his Armoured Dexterity will still be useful.

6.12 Using Strength to Break Free of Effects

Some spells and miracles require Strength to break out of (e.g: Grip, Entangle). If the target does not have the required level of Strength or better he cannot break out of the spell or miracle on his own.

For effects requiring Strength to escape, 2 other characters can combine to lift the target out of the spells effect. For effects requiring Double Strength 4 people are required. For effects requiring Triple Strength to escape 6 people are required to free the target.

When calculating the total number of people needed to free a trapped character, those with Strength are equivalent to 2 people, Double Strength as 3 people and Triple Strength as 4 people. Thus to free a character from a Double Grip spell (which requires Double Strength) the following combinations would work:

- 3 ordinary characters
- 1 character with Strength and 1 ordinary characters
- 2 characters with Strength
- 1 character with Double Strength

6.12.1 "Gripping" Spell Effects and Exceptional Strength

If a character has three more levels in Strength than a spell or miracle requires to break free, then he can break free instantly. Thus a character with Quadruple Strength can instantly break free from effects which require Strength to break free, a character with Quintuple Strength can similarly escape from effects which require Double Strength, etc...

6.13 Dodging Power Damage

There are several forms of Power Damage, from weapons and from direct spells and from miracles.

Weapon Power Damage To dodge Power Damage from a weapon, its Normal Damage must be completely dodged.

Example *Kendall is being attacked by a nasty man wielding a Sword. His attacker is doing Blade 5 Fire 3. In order to avoid the flames on the sword, he needs a Dexterity skill of at least 5. Anything less and he takes the full 3 points of Fire Damage.*

Note that some creatures only do Power Damage, in which case Dexterity is used against this damage as per normal.

Example *Kendall, having a really bad day, is later attacked by a Ghoul doing “Unholy 4 Paralysis 2” damage with his claws. To avoid being paralysed, Kendall must have at least 4 points of Dexterity.*

Spell Power Damage When casting direct damage spells, Elementalist call forth the element into their hand and then hurl it at the target. Dexterity reduces the damage in the usual way as the character nimbly leaps out of the way.

Example *Dem has 3 points of Unarmoured Dexterity and is attacked by a Fire Dart 2. This attack causes no damage to him as it is reduced to 0. Seeing this, the unfriendly Fire Mage casts a Fire Dart 6 at him. Dem can't avoid all of the damage, but it is reduced by 3.*

Miracle Power Damage Miracle Power Damage manifests itself directly in the target, as opposed to a calling forth a physical effect. Thus Dexterity cannot be used to reduce the damage.

6.14 Raise Dead and Resurrection

In order for Raise Dead or Restore the Dead to be effective, the character's Head and Body must both be present and attached to each other. If only one of these locations is present these miracles automatically fail.

6.15 Spell and Miracle Types

- O** Offensive. This spell or miracle can be cast on a non-willing target, or an object owned by an unwilling target. Spells or miracles not marked with “O” can be automatically resisted and cannot be cast on owned objects without the owner's permission.
- O(D)** Offensive, Dodgeable effect. The effects of this spell or miracle can be partially or totally avoided using Dexterity. Any damage left over can be further reduced by other defences, such as protective spells or miracles, armour, Toughness as appropriate.
- O(T)** Offensive, spell or miracle with effects modified by Toughness.
- O(W)** Offensive, Willpower resisted spell or miracle. This effect is automatically resisted by characters with sufficient Willpower.
- D** Defensive. This spell or miracle protects the target from direct harm.
- D(A)** Defensive and armouring. This defensive spell or miracle counts as wearing armour.
- M** Mental. This spell or miracle does not work on the undead.
- I** Informational. The spell or miracle gathers information and though this is not considered an offensive spell or miracle, it cannot usually be resisted.
- i** Inanimate. The spell or miracle can only be cast on inanimate objects, swords, shields, chairs, etc...
- P** Protective. This spell or miracle protects an item from being broken by other spells or miracles. A protective spell or miracle also increases the damage required to break the item by 5 per level. (E.g: a Shield with a level 3 protective spell or miracle on it requires at least $(20 + 20 =)$ 40 points of damage to break.
- ns** Not Stackable. Usually a higher level spell or miracle can be cast when a lower level one is active, superceding its effect. However, spells or miracles with a type of “ns” cannot be stacked in this way and a previous casting must also be cancelled or dispelled before any new casting will be effective.
- No additional type information.

Chapter 7

Of Magic and Mages

Mages spend Character Points to learn spells, and use **Mana Points** to cast them, the exact amount dependent on the **Spell Level** and the school of the Mage. Mana Points can be increased by spending Character Points on the skill Enhance Mana.

All characters who use Magic must carry a spell book with them listing all the spells the characters knows, with notes on the vocals and any other casting requirements. For Mages this book must be at least A5 size and for other classes it must be at least A6 size.

Spells of level 4 and below are freely available from various sources. Above this level a Mage must find the spell (or be given it by his Guild).

7.1 Learning Spells

To learn a spell, the character must spend Character Points. Spells are linked in chains, and lower level versions must be learnt before the higher level ones. All spells in the same line of the spell table are in the same chain (see the spells for the Schools), though some spells also specify other chain(s) in their description.

Example *In order to learn Flash 2, a Mage must first learn Light and Flash 1.*

7.2 Casting Spells

Casting a spell requires the character to say a set of vocals, in at least a normal speaking voice. The vocal must contain a number of words equal to three times the spell's level (level 0 spells require at least two words). In addition, Level 0 spells and miracles require that the characters "favoured" arm is free, while higher levels require both arms to be free.

Metal *armour* interferes with the casting of magic, and hence a spell caster cannot normally wear such. Enchanted armour does exist which allows the casting of spells up to the level of the enchantment. (See "Ensorcel Armour" spell.)

When a spell is cast, the character uses his Mana to power it. Mana is regained at a rate of 1 per 15 minutes of rest, or by using the Meditate skill. The Mana cost for a spell is

$$\text{Level} + 1$$

If a character does not have enough Mana left to cast a spell, he can call on his life force instead. For every point required, the caster loses 5 Life Points and has his Death Threshold temporarily lowered by 1. As the Mage is using his life force to power the spell this loss of life cannot be prevented in any way. If it was prevented then the spell would not be powered and hence not take effect.

Example *A Fire Mage with no Mana left is attacked by an Orc and in order to save her life decides to cast a Fire Dart 4, a level 2 spell. This is powered directly from her life and the Mage loses 15 points from her current Life Points and her Death Threshold is lowered by 3.*

Every time an instant cast spell is cast, the caster takes Life Point damage equal to the spell's level. (Thus 0 level spells cause no damage.) If a character has a Talisman (see Magic Skills below), the amount of damage is reduced by the level of the Talisman. Thus a character with a Talisman 2 will not take damage from any spell with a level of 2 or less, will only take 1 point of damage for a level 3 spell, 2 for a level 4, etc. (Note that this damage is in addition to any other damage caused by lack of Mana to cast the spell.)

7.3 Schools of Magic

Mages have a Primary School from which they learn spells at the base Character Point cost. Mages can also choose additional Schools during their lifetimes, with spells from each new School being treated as one level higher than the previous School for purposes of learning, though this does not effect the casting level of the spell.

Example *A Mage has General as her Primary School, and learns spells from this School at the standard level. She then takes Water as a Secondary School, learning spells from this School as if they were one level higher (and also automatically learning spells from both Earth and Air as if they were two levels higher). So the level 1 Water spell Ice Dart 2 is treated as level 2 for determining the Character Point cost. However, it is still cast as a level 1 Water spell.*

The following types of Mages exist

Primary School	Name
General	Wizard
Fire	Pyromancer
Earth	Geomancer
Water	Hydromancer
Air	Aeromancer
Light	Photomancer
Hunter	Hunter
Warlock	Warlock

It is possible for a character to change their Primary School, or even the order of the Secondary Schools chosen. However, doing so is treated as changing classes (ie: all Character Point costs are increased by 1, though the character is still a Mage).

7.3.1 Elementalists and Opposing Schools

The Schools of Fire, Earth, Water and Air are combined into a single Elemental School. Members of this School are collectively known as Elementalists, and strive to understand and use the 4 underlying components of the universe. All Elementalists discover that they have a natural affinity for one of the elements, and are unable to utilise its opposite, though they can still cast spells from the other two elements. The School of Light and the School of Darkness are also opposed.



All Elementalists must chose a Primary element to specialise in, and can then learn and cast spells from this element at the standard Character Point cost as per the standard rules. However, they can also learn spells from *both* the two nearest elements as if the spells were one level higher.

Example *Bae'ella'gor chooses to specialise in Water Magic, and thus can learn Water spells at the base Character Point cost, and cast Water spells at the base Mana Cost. In addition, Bae'ella'gor can learn Air and Earth spells as if they were one level higher, though casting them at their real level. He can never learn or cast Fire spells. His Schools and their respective level adjustments for learning are thus*

School	Level Adjustment
Water	+0
Air	+1
Earth	+1

Elementalists can learn spells from other Schools, with each subsequent School increasing the Character Point cost as per the standard rules.

Example *Bae'ella'gor also learns the General level 0 spell Dispel 0, making the General School his fourth School. This makes his Schools and their respective level adjustments for learning*

School	Level Adjustment
Water	+0
Air	+1
Earth	+1
General	+2

A few adventures later, he decides to learn the Light spell *Aura 1*, making his Schools and their respective level adjustments for learning

School	Level Adjustment
Fire	+0
Air	+1
Earth	+1
General	+2
Light	+3

Choosing Light also means he can no longer learn any spells from the School of Darkness.

7.3.2 Restricted Schools

Player characters do not normally access to Darkness, Demonology, Necromancy and the Black Flame.

The Warlock School is only available to members of the Thorn Knights Guild (see Guilds of the Kingdom). Any Elf found in possession of Warlock spells must join the Thorn Knights or face life imprisonment. Any other race (and this includes Half Elves) will be hunted down and killed if found in possession of Warlock spells.

Any Player wishing to learn from a restricted School must first ask the ref team for permission, who will explain the likely consequences of this. However, the general process for learning from a School which is not taught within the Kingdom is

1. Learn the relevant magic runes. From a spell book, the time taken for this is the cost of (*Read/Write Magic Runes*) $\times 2$ in months.
2. To learn an instant cast spell a written reference (from a spell book or magic scroll) is required.
3. Rituals up to level 2 may be bought, however rituals above that level require hints and guidance (a teacher, or written reference to at least 3 (less if there are less spells on that level) written instant cast spells from that level from spell books or scrolls.

7.4 The General School

All characters, no matter their School of Magic, have access to the General List. Mages who have the General List as their base list are commonly known as Wizards.

7.4.1 General Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Detect Magic	Magic Sight	Magic Divination		
Dispel Magic 0	Dispel Magic 1	Dispel Magic 2	Dispel Magic 3	Dispel Magic 4
		Antimagic Shell 0	Antimagic Shell 1	Antimagic Shell 2
Extension 0	Extension 1	Extension 2	Extension 3	Extension 4
Spell Prime 0	Spell Prime 1	Spell Prime 2	Spell Prime 3	Spell Prime 4
Mana Gift 1		Mana Gift 2		Mana Gift 4
Spell Gift 0	Spell Gift 1	Spell Gift 2	Spell Gift 3	Spell Gift 4
Drain Mana 5	Drain Mana 10	Drain Mana 15	Drain Mana 20	Drain Mana 25
	Effect Immunity 1			Effect Immunity 2

Detect Magic

Range : 10' radius
 Duration : instantaneous
 Type : I
 Effect :

The caster will be made aware of all sources of magic within 10', even those hidden behind or within something else.

Magic Sight

Range : line of sight
 Duration : 15 minutes
 Type : I
 Effect :

Any magical items, active spells and entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

Magic Divination

Range : 20'
 Duration : instantaneous
 Type : I
 Effect :

The caster learns how many spells and of what level and from which School are active on a target. The target can be a character or an object. If cast on a magic item, the character can use the item immediately (ie: without having to claim the item for the usual 24 hours).

Dispel Magic <n>

Range : 20'
 Duration : instantaneous
 Type : O
 Effect :

Removes any spell of level <n> or less. This spell can also dispel miracles of 2 levels lower. The caster must decide as the spell is cast whether he is removing a spell or miracle. (ie: Dispel Magic 3 can be cast as Dispel Miracle 1.) The caster can nominate a particular spell/miracle, a location or item or just the target character, and in the latter two cases, the highest level spell/miracle targetable by the Dispel will be removed.

Example

“Dispel that Flame Blade” *Cast on a particular spell running on a weapon. If the Dispel is not of sufficient level, it will have no effect.*

“Dispel on your body” *Cast on a target’s body to remove the highest level magical protection possible by the Dispel.*

“Dispel on you” (points at target) *To remove the highest level magical spell active on the target or any of his carried items.*

Anti Magic Shell <n>

Range : self
 Duration : 15 minutes
 Type : —
 Effect :

Anti Magic Shell creates a sphere with a radius of 10’ around the caster. Within this radius, all spells of level <n> or less cease to function. Effected spells cast within the area are immediately dispelled, as are instantaneous spells cast into the area. Spells with a duration which enter the shell are temporarily nullified, but start working again once outside the shell.

Note that the Anti Magic Shell effects all spells, including those cast by “friendly” characters.

This spell has no effect on any miracles and *cannot* be cast as an Anti Miracle Shell.

Extension <n>

Range : touch
 Duration : (var)
 Type : —
 Effect :

Extension <n> increases the duration of a spell with a base duration of 15 minutes that has been cast by the same character, provided it is cast immediately after the spell to be effected. Extension <n> increases the duration of a spell of level <n> to 1 hour. For every level above <n>, the duration is multiplied by 4 (as per the usual rules).

Extension can also be cast on spells cast by another character, but the level is counted as one level higher. It can also be cast on miracles, which are treated as two levels higher. Miracles cast by another character are treated as three levels higher.

Down-casting a spell or miracle and then casting Extension on it has no effect.

	Spell Level				
	0	1	2	3	4
Extension 0	1hr	—	—	—	—
Extension 1	4hrs	1hr	—	—	—
Extension 2	16hrs	4hrs	1hr	—	—
Extension 3	64hrs	16hrs	4hrs	1hr	—
Extension 4	256hrs	64hrs	16hrs	4hrs	1hr
...			...		
+1 level	Different caster				
+2 levels	Miracle				
+3 levels	Miracle by different caster				

Spell Prime <n>

Range	: touch
Duration	: permanent, until triggered
Type	: —
Effect	:

Spell Prime <n> allows the caster to pre-cast another **spell** of level <n> or less so that it is cast when a specified condition is met. The spell to be primed must be cast immediately after the Spell Prime. The condition can be fairly general, but cannot specify something that the caster isn't able to sense naturally.

Only one Spell Prime can be active on a character or object at any one time. The Spell Prime will last until its duration expires or the condition is met.

Example *Worried about taking on a Chaos Priest with Weakness miracles, Gritt casts Spell Prime 2 followed by Strength with the condition of "If I suffer from a weakness effect".*

Note that spells with a range of "self" can only be primed on the caster himself. The mana tied up in a primed spell and the mana tied up in the spell prime cannot be regained by any means until the spell prime triggers, is cancelled or dispelled.

Mana Gift <n>

Range	: touch
Duration	: (variable)
Type	: —
Effect	:

Mana Gift allows the character to transfer his own Mana to another Mage. Once the spell has been cast, the character transfers <n> points of mana to another character and <n> points of mana every minute afterwards.

This spell can increase the recipient's Mana beyond his usual maximum, with the extra Mana being lost 15 minutes after the spell has ended.

If the receiving Mage is of the same School (and the same element for Elementalist) the rate is doubled. An Elementalist cannot transfer Mana to another Elementalist with an opposing element (with the exception of high ranking Circle mages).

Example *Flare, a Fire Mage, can use Mana Gift to transfer 2 points of Mana per minute to another Fire Mage or to transfer 1 point of Mana per minute to an Earth or Air Mage. He cannot transfer Mana to a Water Mage.*

Spell Gift <n>

Range	: touch
Duration	: 15 Minutes
Type	: —
Effect	:

Spell Gift <n> allows the caster to pass knowledge of a spell of level <n> or lower to another. For the duration of the spell, the recipient can cast the spell (using his own Mana) as if he had spent Character Points to learn it. However, for the duration of the spell, the giver loses all knowledge of the spell and also all knowledge of spells which require it to be known.

An Elementalist cannot transfer a spell to another Elementalist if the spell comes from his opposing School.

Example *Flare can use Spell Gift 1 to transfer Fire Dart 4 to any character who is not a Water Mage. For 15 minutes, he loses all knowledge of Fire Dart 4 and also Fire Dart 6 and above (as they require knowledge of Fire Dart 4).*

Flare can also use Spell Gift 1 to transfer Earth Merge to any character who is not an Air Mage. In particular, the spell can be gifted to a Water Mage.

Drain Mana <n>

Range : touch
Duration : instantaneous
Type : O
Effect :

This spell allows the caster to forcibly remove <n> points of Mana from a touched target.

Effect Immunity <n>

Range : touch
Duration : 15 minutes
Type : —
Effect :

The touched character or object gains immunity to <n> named effects, specified when the Effect Immunity is cast. The immunity effects all levels of the spell/miracle/ability up to and including level 10.

Example *Breeze casts an Effect Immunity against Fear on himself, and can thus ignore any Fear spell, miracle or ability cast at him, no matter what level it is.*

Rain casts an Effect Immunity against Magic Sight on himself, he can no longer use Magic Sight but can also no longer be seen with Magic Sight.

Mantis casts an Effect Immunity against Paralysis on himself, and can thus ignore both the Paralysis Spell of Necromancers as well as the Paralysis ability of Ghouls.

7.5 The School of Fire

The School of Fire contains spells that manipulate fire. Fire spells are mainly centred around causing damage and destruction.

7.5.1 Fire Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Ignite	Fire Dart 2	Fire Dart 4	Fire Dart 6	Fire Dart 8
Destroy (T)	Fire Skin 1 Destroy (R)	Combust 2 Fire Skin 2	Combust 4 Fire Skin 3 Disintegrate (T)	Combust 6 Fire Skin 4 Disintegrate (R)
Light		Heat Metal (T) Flash (R)		Heat Metal (R) Flare 1
Fire Blade 1	Radiate (self) Fire Blade 2	Fire Blade 3	Radiate (T) Fire Blade 4	Fire Blade 5

Fire Dart <n>

Range : 20'
Duration : instantaneous
Type : O(D)
Effect :

Fire Dart <n> causes <n> points of Fire power damage to every location of the target creature and <n> life point damage. The spell vocals should end with the words “Fire Dart <n>” to indicate the damage and the caster should point at the targeted character.

Ignite

Range : 20'
Duration : 15 minutes
Type : O
Effect :

Create a small flame comparable to that of a large candle. (Clarification: Such a candle cannot exceed 1m in length, 20cm in diameter and must be made out of tallow as opposed to wax.) This ignites a single flammable object within 20' of the caster. If the object is being worn by a creature, it takes 1 point of fire damage per minute for 15 minutes or until the fire is put out.

Clothes, armour, hair, etc... can be put out by 10 seconds of assorted role-play including at least one reference to the word "tits" and also the user must have a beard. This precludes false beards.

Combust <n>

Range : 20'
Duration : instantaneous
Type : O(T)
Effect :

Combust <n> causes <n> points of Power damage to every location of the target creature and <n> Life Point damage. The spell vocal should end with the words "Combust <n>" to indicate the damage and the caster should point at the targeted character.

Even though this spell causes Power damage, the character's Toughness reduces the damage.

Example *Wisp is in a Storm Skin 3 when he is targeted by a Combust 6 spell. The Storm Skin reduces this by 3, so Wisp only takes 3 Life Point damage and 3 Body Point damage to all locations.*

Fire Skin <n>

Range : touch
Duration : 15 minutes
Type : D
Effect :

Fire Skin <n> gives the character touched <n> points of Power protection. The amount of protection is doubled against fire and heat attacks. (ie: A Fire Skin 2 will negate a Fire Dart 4.)

Destroy (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
Duration : instantaneous
Type : O, i
Effect :

This spell destroys any object either touched or up to 20' away, unless the object is protected.

The call for this spell is "Fire Destroy".

Disintegrate (T)/(R)

Range : touch (level 3)
 : 20' (level 4)
Duration : instantaneous
Type : O, i
Effect :

This spell destroys any object either touched or up to 20' away, unless the object is protected. The pieces take 15 man-minutes of collecting before they object can be mended.

The call for this spell is "Fire Disintegrate".

Heat Metal (T)/(R)

Range : touch (level 2)
 : 20' (level 4)
Duration : 15 minutes
Type : O, i
Effect :

Heat Metal can be used on **any** (both protected and unprotected) metal item. An effected item slowly heats up over several minutes, causing Fire based Power damage to anyone in contact with it.

The item initially causes 1 point of Fire Power damage at the end of the first minute. For every subsequent minute, the Power damage caused increases by 1 until the end of the 8th minute (ie: 2 points at the end of the second minute, 3 points at the end of the third, etc). After the 8th minute the Power damage decreases

by 1 until the duration ends (ie: 7 points at the end of the 9th minute, 6 points at the end of the 10th, etc).

This Body Point damage is caused every minute to all locations touched by the metal object. The Life Point damage is equal to the total amount of Body Point damage caused.

Light

Range : (touch)
 Duration : 15 minutes
 Type : —
 Effect :

The caster can create light in his hand. (The player must provide his own light source as a phys. rep. for this spell.)

Flash

Range : 20'
 Duration : 3 seconds
 Type : O
 Effect :

Flash blinds the target character for 3 seconds.

Flare <n>

Range : 20'
 Duration : 30 seconds
 Type : O(T)
 Effect :

Flare blinds the target character for 30 seconds. If the target character has at least <n> Toughness then the spell has no effect.

Radiate (var)

Range : self (level 1)
 : touch (level 3)
 Duration : 15 minutes
 Type : —
 Effect :

For the duration of the spell, the effected character radiates heat which is sufficient to burn any plants that he touches, allowing him to escape from the Entangle spell taking 5 seconds per entangled location to burn the plants. Note that Trip, Grip, Double Grip or similar spells and miracles which fix him to the earth will still be effective. The character also gains the following benefits

- Immunity to Freeze
- Slow duration is reduced by half

The effected character leaves a blackened trail behind him, which makes the use of this spell very unpopular with Druids.

Fire Blade <n>

Range : touch
 Duration : 15 minutes
 Type : i, P
 Effect :

Fire Blade <n> can be cast on any weapon and adds <n> Fire power damage for 15 minutes.

The call upon a successful hit is “Fire <n>”, if the weapon is doing additional damage.

The weapon is affected by a Destroy (T) spell as soon as the spell expires. The weapon can be protected against this effect by the use of spells or miracles, for example the order miracle Protection (R) or the general spell Effect Immunity.

7.6 The School of Earth

The School of Earth contains spells that manipulate earth and metal. Earth spells are good for both defence and attack, although only covering Normal damage.

7.6.1 Earth Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Endurance 3	Endurance 6	Endurance 9	Endurance 12	Endurance 15
Bludgeon 1		Strength 1		Strength 2
Blade Sharp 1		Bludgeon 2		Bludgeon 3
	Single Grip (T)	Blade Sharp 2	Double Grip (T)	Blade Sharp 3
	Earth Merge	Single Grip (R)	Earth Merge	Double Grip (R)
	Self	Stone Merge	Other	Stone Merge
Warp (T)	Warp (R)	Self		Other
Mend (T)	Mend (R)		Gather and Mend	
	Ensorescel	Ensorescel	Ensorescel	Ensorescel
	Armour 0	Armour 1	Armour 2	Armour 3
	Iron Skin 2	Iron Skin 4	Iron Skin 6	Iron Skin 8
				Metal Resistance 5

Endurance <n>

Range : touch
Duration : 15 minutes
Type : ns
Effect :

Endurance <n> provides an ablative buffer of <n> points, reducing any damage taken until the points have all been used up.

Example *Dingly-del, an Elven Mage, casts Endurance 9 on himself just before he is hit for 4 points of damage by a Goblin. This causes him no damage, but the “buffer” from his Endurance is reduced to 5.*

He then casts a level 3 spell which would normally cause him 3 points of damage. However, this damage also comes off his Endurance, leaving 2 points left.

He is then struck by another Goblin, also doing 4 points of damage. The last points from his Endurance are used up and Dingly-del takes the remaining 2 points of damage.

Spells and miracles which cause damage to every location as well as life (e.g: Fire Dart, Disruption, etc) have their base damage reduced by the Endurance with any left over taken off all locations and life.

Example *Later on Dingly-del is again involved in battle, this time against an enemy Fire Mage, and quickly casts his Endurance 9. He is almost immediately hit by a Fire Dart 6. This takes down 6 points from his Endurance but leaves him unharmed. The enemy Mage then repeats the trick, taking down the remaining 3 points from his Endurance with the rest getting through. Dingly-del takes 3 points of damage to each location and 3 points to his life.*

Note, as with any effect of type **ns** only one Endurance spell of any level can be cast on a character at any one time and the spell is still in effect even after it has been reduced to 0. To cast another Endurance before a previous one expires thus requires the original one to be dispelled or cancelled.

Example *Dingly-del wants to recast Endurance 9, but the previous one is still in effect. He can either wait for 15 minutes or cast Dispel Magic on the old Endurance 9 or concentrate for 30 seconds to cancel the spell.*

Strength <n>

Range : touch
Duration : 15 minutes
Type : —
Effect :

Increases the target’s strength by <n> levels of strength for 15 minutes. This spell is not cumulative with any other strength increasing spell or miracle, but does stack with any natural strength the target has.

Bludgeon <n>

Range : touch
 Duration : 15 minutes
 Type : i
 Effect :

Increases the Normal damage of a bludgeoning weapon by <n> points up to a maximum of twice the weapon's Normal damage. (ie: a 1H Mace which does 4 points of damage can have up to Bludgeon 4 cast on it.) A spell of too high a level has its effect reduced to the maximum possible for the weapon.

The additional damage is non-magical and hence the weapon is not protected. The call is simply the new level of damage. (eg: a character wielding a 1H Mace with Bludgeon 2 calls "Blunt 6" on a successful attack.)

The enhancement from this spell increases the amount of Strength that can be added to the damage.

Blade Sharp <n>

Range : touch
 Duration : 15 minutes
 Type : i
 Effect :

Increases the Normal damage of a bladed weapon by <n> points of up to a maximum of twice the weapons Normal damage. (ie: a 1H Sword which does 4 points of damage can have up to Blade Sharp 4 cast on it.) A spell of too high a level has its effect reduced to the maximum possible for the weapon.

The additional damage is non-magical and hence the weapon is not protected. The call is simply the new level of damage. (eg: a character wielding a 1H Sword with Blade Sharp 2 calls "6".)

The enhancement from this spell increases the amount of Strength that can be added to the damage.

<Strength> Grip

Range : touch or 20'
 Duration : 15 minutes
 Type : O
 Effect :

Grip causes the ground to hold the target character for 15 minutes. *Any* part of the target's body touching the ground is affected. If the character has <Strength> Strength he can break the hold in 5 seconds per location. (ie: A character with both feet under the effects of Single Grip can break the hold in 10 seconds if he has one level of Strength.)

Higher levels of <Strength> Grip have the following additional effects:

Triple Grip This spell sinks the target into the ground up to his knees (or his arms up to the elbows). As these locations are effectively under ground they cannot be attacked. Earthquake will effect all gripped limbs.

Quadruple Grip The target sinks into the ground up to his waist. Earthquake will effect all gripped limbs and also the body.

Quintuple Grip Sinks the target into the ground up to his neck. As only the head is above the ground, the rest of his body cannot be damaged by attacks. Earthquake will effect all limbs except the head.

Earth Merge Self/Other

Range : self (level 1)
 : touch (level 3)
 Duration : 15 minutes
 Type : —
 Effect :

A character effected by this spell sinks into the earth, and is put in stasis. For the duration of the spell he is unable to move, communicate or effect the environment around him and the world cannot effect the character. When the spell ends, the character emerges from the same point that he entered the earth.

Note that while merged with the earth, the character regains standing and mana as per normal. In addition, the character can be targeted by this spell just before using the skills Prayer, Meditate or Commune.

This spell can only be used on earth (mud, dirt, ...), not stone or any other surface. Note that this spell can merge the character into earth slopes or cliffs.

Stone Merge Self/Other

Range : self (level 2)
 : touch (level 4)
 Duration : 15 minutes
 Type : —
 Effect :

This spell is the same as Earth Merge, except that the character can sink into stone as well as earth.

Warp (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Type : O, i
 Effect :

Warp destroys any non-metal object either touched or up to 20' away, unless the object is protected.

Mend (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Type : i
 Effect :

Mends any one object, up to a volume of 1 cubic foot.

Gather and Mend

Range : 20' (level 3)
 Duration : instantaneous
 Type : i
 Effect :

Mends any one object, up to a volume of 10 cubic foot. This spell also collects all the pieces of the broken object before mending it. Thus it can be used to instantaneously fix something that would normally require 15 man minutes of piece collecting first, for example an object destroyed by a Disintegrate or an object which has been affected by a Gale after being broken.

Ensorcel Armour <n>

Range : touch
 Duration : 15 minutes
 Type : i, P
 Effect :

This spell allows the caster to ensorcel a layer of (usually metal) armour so that spells of level <n> or less can be cast while wearing it. This spell can also be used to protect non-metal armour.

Iron Skin <n>

Range : touch
 Duration : 15 minutes
 Type : D(A)
 Effect :

Iron Skin makes the target's skin tougher, protecting him from normal damage. The target gains <n> points of Normal Armour.

Metal Resistance <n>

Range : self
 Duration : 15 minutes
 Type : D
 Effect :

For the duration of this spell, all normal damage inflicted by a metal weapon (or metal part of a weapon) is reduced by <n>, with the reduction occurring **after** all other defenses are taken into consideration.

Power damage inflicted by a metal weapon (or metal part of a weapon) still harms the recipient of the spell as usual.

In order to learn Metal Resistance <n>, the character must know Iron Skin up to the same level. For example to learn Metal Resistance 5 (a level 4 spell), the character must know Iron Skin 8 (the level 4 Iron Skin).

7.7 The School of Water

The School of Water contains spells that manipulate water and ice. As most living creatures are mostly water, spells from this School can be used to influence minds and control plants. In its icy form, water spells can also cause harm directly.

7.7.1 Water Spells

Level 0	Level 1	Level 2	Level 3	Level 4
	Ice Dart 2 Freeze (T)	Ice Dart 4 Freeze (R) Coma 1	Ice Dart 6	Ice Dart 8 Slow (T) Coma 2 Mass Command 1
	Command 1 Clear Mind (T) Enhance Will 1 Weaken Will 1		Command 2 Suggestion 1 Clear Mind (R) Enhance Will 2 Weaken Will 2	Mass Weaken Will 1
Trip (R)	Entangle (T)	Entangle (R) Plant Strength 1	Trip 'n' Entangle (T)	Trip 'n' Entangle (R)
Rust (T) Ice Blade 1 Disguise Smell 10	Rust (R) Ice Blade 2 Disguise Smell 20	Ice Blade 3 Disguise Smell 30	Ice Blade 4 Disguise Smell 40	Ice Blade 5 Disguise Smell 50

Ice Dart <n>

Range : 20'
Duration : instantaneous
Type : O(D)
Effect :

Ice Dart <n> causes <n> points of Ice power damage to every location of the target creature and <n> life point damage. The spell vocals should end with the words "Ice Dart <n>" to indicate the damage and the caster should point at the targeted character.

Freeze (T)/(R)

Range : touch (level 1)
: 20' (level 2)
Duration : 10 seconds
Type : O
Effect :

Causes the target character (touched or within 20'), to freeze for 10 seconds or until attacked.

Freeze temporarily freezes all the water in the effected creatures body, thus it will not work on the following creatures, as they have no water in their body:

- Skeletons, Liches, Death Knights, Blood Souls
- Ghosts
- any creature under the effects of Air Form, Earth Form, Fire Form and Shadow Form

Note that while the effect lasts the target is *not* aware of its surroundings and thus cannot refuse any beneficial spells or miracles (such as Harden, Iron Skin or healing).

Slow (T)/(R)

Range : touch (level 4)
: 20' (level 5)
Duration : 5 minutes
Type : O
Effect :

Causes the target character (touched or within 20') to be slowed.

Slow works by partially freezing any water in the targets body, thus it will not work on the following creatures, as they have no water in their body:

- Skeletons, Liches, Death Knights, Blood Souls
- Ghosts
- any creature under the effects of Air Form, Earth Form, Fire Form and Shadow Form

Command <n>

Range : 20'
 Duration : 10 seconds
 Type : O(W), M
 Effect :

The caster gives a one word command which must be obeyed if the target fails to resist. Commands which cause damage or have a permanent effect are ignored (hence Command "Die!" will have no effect).

This spell does effect creatures even if they cannot understand the caster's language, as this spell works directly on the mind.

Suggestion <n>

Range : 20'
 Duration : 10 seconds
 Type : O(W), M
 Effect :

The caster gives a one sentence command which must be obeyed if the target fails to resist. Suggestions which cause damage to the target or have a permanent effect on the target are ignored (hence the Suggestion "Run off that cliff!" will have no effect).

A sentence is any phrase without any conjunctions (eg: "and", "or", etc) up to a maximum of 10 words.

Clear Mind (T)/(R)

Range : touch (level 1)
 : 20' (level 3)
 Duration : instantaneous
 Type : M
 Effect :

Clear Mind removes the effect of one offensive mental spell or miracle (marked with type M) cast on the target character. Note that this spell **cannot** be used on caster as he will not be aware that there is anything wrong.

Example *Twinkle is attacked by a nasty Water Mage who casts a Coma 1 on her. Fortunately, a nice Water Mage casts Clear Mind on her, and the effect of the Coma spell is immediately removed.*

Enhance Will <n>

Range : touch
 Duration : 15 minutes
 Type : —
 Effect :

Enhance Will increases the target's Willpower by <n> for the duration of the spell. This spell will not remove any existing effects on the target.

Note that this spell is not cumulative with any other Willpower increasing spell or miracle, though it does stack with the Willpower skill.

Weaken Will <n>

Range : 20'
 Duration : 15 minutes
 Type : O
 Effect :

Weaken Will decreases the target's Willpower by <n> for the duration of the spell.

Coma <n>

Range : 20'
 Duration : 15 minutes
 Type : O(W), M
 Effect :

Causes a target who fails to resist to fall into a coma for 15 minutes or until damaged. The spell directly effects the mind, causing signals from the brain to be stopped. Thus a strong signal, such as pain, will enable the character to awaken.

Note that while the effect lasts the target is *not* aware of its surroundings and thus cannot refuse any beneficial spells or miracles (such as Harden, Iron Skin or healing).

Trip (R)

Range : 20'
 Duration : instantaneous
 Type : O(D)
 Effect :

Causes any plants around the targeted character to tangle together, which trip him if he's moving (the player should fall to his knees).

An All Round Sight skill of at least 4 is sufficient to avoid the effects of Trip. Also, if there are no ground level plants in the area, the spell has no effect.

Entangle (T)/(R)

Range : touch (level 1)
 : 20' (level 2)
 Duration : 15 minutes
 Type : O
 Effect :

Entangle causes any plants near the target to entangle his limbs. Thus a character on grass will have his legs entangled, while a character on grass and near a tree will his legs, arms and head entangled. A character with Radiate or at least Strength can break the hold, taking 5 seconds per entangled location.

Trip 'n' Entangle (T)/(R)

Range : touch (level 3)
 : 20' (level 4)
 Duration : 15 minutes
 Type : O
 Effect :

This spell combines the spell Trip and spell Entangle into one. The target is tripped and where it falls the plants entangle it, requiring at least Strength to break free.

Note that the target is only tripped if it is moving when the spell is cast and there are ground level plants. It will still be entangled by any other plants around it (such as tree branches grabbing his body and arms).

An All Round Sight skill of at least 4, is sufficient to avoid the effects of the Trip, though the target is still entangled.

Plant Strength <n>

Range : 20'
 Duration : 15 minutes
 Type : —
 Effect :

This spell effects entangling plants, strengthening them and increasing the level of Strength required to break free by <n>.

It also repairs damaged plants, healing them of 25 x <n> points of damage.

Rust (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Type : O,i
 Effect :

Rust destroys any metal object either touched or up to 20' away, unless the object is protected.

Ice Blade <n>

Range : touch
 Duration : 15 minutes
 Type : i, P
 Effect :

Ice Blade <n> can be cast on any weapon and adds <n> Ice power damage for 15 minutes.

The call upon a successful hit is “Ice <n>”, if the weapon is doing additional damage.

The weapon is effected by a Rust (T) spell as soon as the spell expires. The weapon can be protected against this effect by the use of spells or miracles, for example the order miracle Protection (R) or the general spell Effect Immunity.

Disguise Smell <n>

Range : self
 Duration : 15 minutes
 Type : M
 Effect :

This spell changes the olfactory presence of the caster to that of some other creature. (The creature must be something the caster has smelled before.) Any character with rec smell below <n> will be fooled by this illusion. Any character with rec smell <n> or above can tell that the smell is an illusion and can also tell what the character really smells like. As with all mental spells, the caster may add half his willpower (rounded down) towards this spell, increasing the effective level of the spell by 1 each time.

Note that this spell does not change the appearance of a character, so rec creature is another method of determining what is under the illusion.

Example *A Mage who also has two points of Willpower, can cast Disguise Smell 20 as Disguise Smell 30. He can finally realise part of his life long dream to smell like a Beholder.*

Another character who drunk a lot of meths is blind but also has rec smell 10. He is completely fooled by this illusion and runs away (into a tree).

A well trained Pathfinder has rec creature 30 and rec smell 30 - he would be fooled were it not for the fact that he can see that the Mage is clearly not a Beholder.

7.8 The School of Air

The School of Air contains spells that manipulate the air and electricity. Air spells can be used in defence and attack, but also provide methods for moving quickly from one place to another.

7.8.1 Air Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Air Blast 2	Air Blast 4	Air Blast 6	Air Blast 8	Air Blast 10 Air Bomb 2
Wall of Air 1	Storm Skin 1 Wall of Air 2	Storm Skin 2 Wall of Air 3	Storm Skin 3 Wall of Air 4	Storm Skin 4 Wall of Air 5
Shocking Grasp 2	Shocking Grasp 4 Storm Hands 1 Sleep 1	Shocking Grasp 6 Storm Hands 2	Shocking Grasp 8 Storm Hands 3 Sleep 2	Shocking Grasp 10 Storm Hands 4
Blink 0 Recall 0	Recall 1 Float (Self)	Recall 2	Blink 0 Other Recall 3 Float (T)	Blink 4 Recall 4
Extinguish		Gale		Double Gale

Extinguish

Range : 20'
 Duration : instantaneous
 Type : —
 Effect :

This causes a gust of air to extinguish a fire up to the size of a torch.

Gale / Double Gale

Range : 20'
 Duration : 1 minute
 Type : O
 Effect :

Gale lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach. This spell will extinguish any fire up to the size of a campfire.

Double Gale has exactly the same effect except that all characters without at least Double Strength will be blown directly away from the caster, and all other creatures are slowed when they approach. This spell will extinguish any fire up to the size of a bonfire 10' high.

Both spells also protect the caster from missile weapons. Gale reduces all missile damage by 8, Double Gale reduces all missile damage by 16.

In addition, if a Gale is cast on a destroyed weapon it takes 15 man-minutes to retrieve all the pieces.

Two or more mages casting Gale side by side will have their effects stack. For example three mages casting Gale will require Triple Strength to resist and will reduce all missile damage by 24.

Wall of Air <n>

Range : special
 Duration : 15 minutes
 Type : —
 Effect :

This spell allows the caster to create an immovable, solid wall of air up to 10' long, protecting all those behind the wall from weapons and other physical attacks.

Normal damage from all attacks passing through the Wall of Air are reduced by $2x\langle n \rangle$. If the Normal damage from a weapon is completely negated, then any Power damage is also negated.

Note that Wall of Air is not an Armouring enchantment cast on a character, but provides an extra layer of protection present in the environment. Thus, the protection provided by the Wall of Air stacks with any Normal protection that a character has.

Wall of Air spells cannot themselves be stacked. If the character is protected by more than one Wall of Air spell, only the highest level spell is counted.

Example *An Air Mage casts Wall of Air 3 in a circle around himself, while also protected by Harden 3. He is then attacked by an Orc with a 1H Axe, doing 9 points of Normal damage. The Wall of Air reduces this to 3 and the Harden then reduces this to 0 (though he still takes a point of bruising damage).*

He is then attacked by a Goblin with a Dagger, doing 5 Normal and 3 Fire damage. The Wall of Air reduces the Normal damage to 0, so the Goblin's attack is completely negated.

In order to cast this spell, the player needs a 10' long piece of brightly coloured cord or ribbon as a Phys Rep. When casting the spell, this is used to determine the extent of the wall.

Storm Skin <n>

Range : touch
 Duration : 15 minutes
 Type : D
 Effect :

Storm Skin <n> gives the character touched <n> points of Power protection. The amount of protection is doubled against lightning attacks. (ie: A Storm Skin 2 will negate a Shocking Grasp 4.)

Shocking Grasp <n>

Range : touch
 Duration : instantaneous
 Type : O
 Effect :

Shocking Grasp allows the Mage to cause <n> Power damage with each hand. Thus, if both hands hit, then $2 \times \langle n \rangle$ points of damage are caused. The damage from each hand is treated *separately* when determining the effect of the target's Power armour.

Example *Keela is in a Fire Skin 2 when he is attacked by a Shocking Grasp 4 by a Goblin Witch Doctor. Both hands hit him, one on the Chest and one on his Left Arm. The Fire Skin 2 reduces the damage from each hand by 2, so Keela takes 2 Body Points of damage to his Chest and Left Arm and 4 Life Points of damage.*

This spell can be cast through a metal weapon, but only half damage is caused. Thus a Shocking Grasp 4 cast through a sword held in both hands only does 4 points of Power damage. If only one hand is used, only 2 point of Power damage is caused. (Fractions are rounded down.)

Storm Hands <n>

Range : self
Duration : 15 minutes
Type : —
Effect :

Storm Hands is a more controlled version of Shocking Grasp. For 15 minutes the Mage can cause <n> points of Power damage with his main hand. If the mage has the Ambidexterity skill he may use both hands. The call is “Lightning <n>”.

Air Blast <n>

Range : 20'
Duration : instantaneous
Type : O(D)
Effect :

Air Blast does <n> points of Normal damage to every location of the target creature and <n> points of Life Point damage.

Air Bomb <n>

Range : 20', radius 10'
Duration : 15 minutes
Type : O(D)
Effect :

Air Bomb <n> has the same effect as Air Blast <n> to all targets within its area of effect. The Mage can place the centre point up to 20' away and all characters within a 10' radius of the point are effected. Note that the Mage can target the spell on himself, but will also be effected by the spell.

The targeted character gains no defence from Dexterity and for all others in the area of effect Dexterity is only half as effective.

Sleep <n>

Range : 20'
Duration : 15 minutes (see below)
Type : O(T)
Effect :

A band of air tightens around the target's throat, causing him to fall unconscious if his Toughness is less than <n>. The target will remain unconscious for 15 minutes, or until damaged.

This spell will not work on the undead.

Note that while the effect lasts the target is *not* aware of its surroundings and thus cannot refuse any beneficial spells or miracles (such as Harden, Iron Skin or healing).

Blink 0

Range : self (level 0)
 : touch (level 3)
Duration : instantaneous
Type : —
Effect :

Blink moves the target instantaneously from one spot to another. The player must shout “Blink - time freeze”, and can then walk 10 paces (normal walking steps) in a *straight* line to another position. He cannot walk through anything or anybody, must take the full 10 paces unless he is obstructed and his facing remains unchanged.

Blink 4

Range : self
 Duration : instantaneous
 Type : —
 Effect :

As Blink 0 except with Blink 4 the caster can choose to either change his facing *or* go through solid objects.

Recall <n>

Range : various (see below)
 Duration : 15 minutes (target point)
 : varies (teleport)
 Type : —
 Effect :

Recall 0 allows the caster to return to a previously prepared point up to 20', effectively teleporting there through intervening solid barriers. Magical Wards will still prevent movement if the caster cannot physically move through them whether placed around the caster or his target point.

First the caster must prepare the spot by casting a Recall spell. This imprints the area within the caster's mind, creating a connection between the two. This connection will last for 15 minutes, but higher levels of the Recall spell can be used to extend the duration in the normal way. Extension spells and Extend miracles can also be used. A character can only have one such connection and preparing a new site removes the old one.

To return to the site, the caster casts another Recall. Recall 0 can only be cast on the character and will only take him 20'. For every additional level, the caster can choose one of the following

- Double the range (40', 80', 160',...)
- Take one other character

Casting Recall when the prepared site is out of range causes the targets of the spell to be temporarily trapped in the ethereal plane, bounced about by the magical whiplash. After a few seconds they will reappear at the departure point, unconscious for 5 minutes.

After the player has cast the Recall spell, he simply puts his hand in the air to signify that he is no longer present and makes his way to the prepared site. If in his own or the referees opinion it is too far, he walks back to where he started and acts unconscious for the next 5 minutes.

Example *Wisp is about to enter what looks like a goblin invested cave, so she decides to set up an escape route. Locating a likely spot just off the path, she casts Recall 0 on the area and then Extension 1 to make sure it lasts for 4 hours. Then she and her brave adventuring friends enter the cave.*

Though everything starts well, they eventually come across a Goblin Shaman who's proving a bit too much for them. Wisp is cornered on her own and decides that its time to make a quick exit. Not being exactly sure how far away the site is, she casts Recall 4 and uses every level to double the range (giving a distance 320'). Fortunately, this is well within range and she escapes the massacre.

Float (var)

Range : self (level 1)
 : touch (level 3)
 Duration : 15 minutes
 Type : —
 Effect :

For the duration of the spell, the effected character is floating 1" above the ground. He cannot be effected by Grip, Double Grip or similar spells and miracles which fix him to the earth. He is also immune to any Earthquake effects or spells. Note that entangling spells will still be effective.

7.9 The Warlock School

Warlocks use magic to enhance their combat skills.

7.9.1 Warlock Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Weapon Prof. Small Shield Use		Weapon Spec. Medium Shield Use		Weapon Exp. Large Shield Use
	Armour Spec.	Metal Armour Spec.	Armour Expertise	Metal Armour Expertise
Endurance 6	Endurance 9	Endurance 12	Endurance 15	Endurance 18
Mystic Armour 2		Strength 1 Mystic Armour 3		Strength 2 Mystic Armour 4
Mystic Blade 1	Mystic Blade 2	Mystic Blade 3	Mystic Blade 4	Mystic Blade 5
Dexterity 1		Dexterity 2		Dexterity 3
Toughness 1		Toughness 2		Toughness 3
Transfer Life 1		Transfer Life 2		Transfer Life 3

<Weapon> Prof/Spec/Exp

Range : self
Duration : 15 minutes
Type : —
Effect :

This spell allows the Warlock to use a particular <weapon> type (chosen when the spell is cast) as if he had the appropriate <weapon> skill.

<Weapon> can be any weapon skill, including ranged and throwing weapons.

<Size> Shield Use

Range : self
Duration : 15 minutes
Type : —
Effect :

This spell allows the Warlock to use a <Size> Shield.

Armour <Skill>

Range : self
Duration : 15 minutes
Type : —
Effect :

This spell allows the Warlock to use a particular non-metal armour type (chosen when the spell is cast) as if he had the appropriate armour skill.

Metal Armour <Skill>

Range : self
Duration : 15 minutes
Type : —
Effect :

This spell allows the Warlock to use a particular metal armour type (chosen when the spell is cast) as if he had the appropriate armour skill.

Endurance <n>

Range : self
Duration : 15 minutes
Type : ns
Effect :

Endurance <n> provides an ablative buffer of <n> points, reducing any damage taken until the points have all been used up.

Example *Dingly-del, an Elven Mage, casts Endurance 9 on himself just before he is hit for 4 points of damage by a Goblin. This causes him no damage, but the “buffer” from his Endurance is reduced to 5.*

He then casts a level 3 spell which would normally cause him 3 points of damage. However, this damage also comes off his Endurance, leaving 2 points left.

He is then struck by another Goblin, also doing 4 points of damage. The last points from his Endurance are used up and Dingly-del takes the remaining 2 points of damage.

Spells and miracles which cause damage to every location as well as life (e.g: Fire Dart, Disruption, etc) have their base damage reduced by the Endurance with any left over taken off all locations and life.

Example *Later on Dingly-del is again involved in battle, this time against an enemy Fire Mage, and quickly casts his Endurance 9. He is almost immediately hit by a Fire Dart 6. This takes down 6 points from his Endurance but leaves him unharmed. The enemy Mage then repeats the trick, taking down the remaining 3 points from his Endurance with the rest getting through. Dingly-del takes 3 points of damage to each location and 3 points to his life.*

Note, as with any effect of type **ns** only one Endurance spell of any level can be cast on a character at any one time and the spell is still in effect even after it has been reduced to 0. To cast another Endurance before a previous one expires thus requires the original one to be dispelled or cancelled.

Example *Dingly-del wants to recast Endurance 9, but the previous one is still in effect. He can either wait for 15 minutes or cast Dispel Magic on the old Endurance 9 or concentrate for 30 seconds to cancel the spell.*

Strength <n>

Range : self
Duration : 15 minutes
Type : —
Effect :

Increases the target's strength by <n> levels of strength for 15 minutes. This spell is not cumulative with any other strength increasing spell or miracle, but does stack with any natural strength the target has.

Mystic Armour <n>

Range : self
Duration : 15 minutes
Type : D(A)
Effect :

Mystic Armour <n> gives the Warlock <n> points of Normal and Power armour.

Mystic Blade <n>

Range : touch
Duration : 15 minutes
Type : i, P
Effect :

Mystic Blade <n> can be cast on any weapon and adds <n> Mystic power damage for 15 minutes.

The call upon a successful hit is "Mystic <n>", if the weapon is doing additional damage.

Dexterity <n>

Range : self
Duration : 15 minutes
Type : —
Effect :

Dexterity <n> increases the caster's Armoured or Unarmoured Dexterity by <n>.

Toughness <n>

Range : self
Duration : 15 minutes
Type : —
Effect :

This spell increases the caster's Toughness by <n>.

Transfer Life <n>

Range : touch
Duration : special
Type : —
Effect :

Using this spell, the Warlock can transfer his Life Points to another at a rate of <n>/minute to a maximum of 5 minutes. The Warlock's Body Points and Life Points are reduced at <n> per minute and the target character gains <n> Body and Life Points per minute.

The caster can chose from which location the Body Points are taken each minute, and he can also chose on which location the target character gains these Body Points.

If the caster causes himself to start dying during the course of the spell (for example due to his Life Points dropping below 0 or his Head Body Points dropping below 0) the spell ends.

This spell can increase the recipient's Life and Body Points beyond his normal maximum, though the transfer rate is halved (ie: for every 2 Life Points transferred from the Warlock, the recipient gains 1 Life Point). Extra Life and Body Points are lost after 15 minutes.

7.10 The School of Mystic Archery

Archer spells are intimately related to the caster's bow skill. The knowledge of how to cast a spell can only be assimilated once the character's knowledge of the bow has reached the required level.

7.10.1 Archer Spells

Bow Skill	Maximum Spell Level
Proficiency	1
Specialisation	3
Expertise	5
Mastery	7
Advanced Mastery	9
Legendary Mastery	10

If the character chooses any secondary schools they do not follow these restrictions.

Level 0	Level 1	Level 2	Level 3	Level 4
Elemental Arrow 2	Elemental Arrow 4	Elemental Arrow 6	Elemental Arrow 8	Elemental Arrow 10
Heavy Arrow 1	Heavy Arrow 2	Heavy Arrow 3	Heavy Arrow 4	Heavy Arrow 5
Light Arrow 1	Light Arrow 2	Light Arrow 3	Light Arrow 4	Light Arrow 5
	Embed 0	Embed 1	Embed 2	Embed 3

Elemental Arrow <n>

Range : 1 arrow
 Duration : 15 minutes or until shot
 Type : i
 Effect :

The caster empowers an arrow with an element, chosen when this spell is first learnt (at level 0). If the arrow strikes, it does <n> points of Power damage in addition to any Normal damage.

Standard allowed elements are Ice, Lightning, Fire and Sun, related to the most common elements found in the world. (Drow Archers can, and usually do, learn Dark Arrow. Thorn Knights can learn Mystic Arrow.)

The Elemental Arrow spell can be spread over several arrows, in multiples of 2 damage.

Example *Robin has learnt Fire Arrow 6. His options are to cast it on*

- *one arrow, which will do 6 Fire Power damage if it hits,*
- *two arrows, one of which will do 4 Fire Power damage, and the other will do 2 Fire Power damage,*
- *three arrows, all of which will do 2 Fire Power damage.*

He cannot cast the Fire Arrow 6 on two arrows so that both do 3 Fire Power damage.

A character can learn this spell multiple times, choosing a different element each time. The spell is treated as 1 level higher for learning purposes for each additional element.

Example *Robin has already learnt Fire Arrow and decides to learn Ice Arrow, treating the spell as one level higher when calculating the Character Point cost. Later he decides to learn Sun Arrow, treating it as two levels higher.*

Heavy Arrow <n>

Range : 1 arrow
 Duration : 15 minutes or until shot
 Type : i
 Effect :

Heavy Arrow modifies the arrow head so that it is heavier, doing <n> additional Normal damage. However, the arrow attack is no longer “Swift”.

Casting Heavy Arrow over Light Arrow cancels out both effects.

Light Arrow <n>

Range : 1 arrow
 Duration : 15 minutes or until shot
 Type : i
 Effect :

Light Arrow modifies the arrow head so that it is lighter, doing <n> additional Normal damage. However, the arrow attack is no longer “Piercing”.

Casting Light Arrow over Heavy Arrow cancels out both effects.

Embed <n>

Range : 1 arrow
 Duration : 15 minutes or until shot
 Type : i
 Effect :

Embed <n> allows the caster to place any spell with a level of <n> or less and with a range of Touch into the arrow. The spell to be embedded must be cast immediately after the Embed spell.

Note that “friendly” spells (such as Fire Skin) can be embedded, but the recipient still takes the arrow damage. Note: Such a “friendly” arrow is not friendly at all, hence the spell contained within cannot be refused.

7.11 The School of Light

The School of Light contains spells that manipulate light and the sun. Some of its spells can only be cast in daylight, and thus this School becomes significantly weaker during the night or underground.

Spells in *italics* can only be cast in daylight or light shade (not during the night or underground, but they could be cast in a forest or under light cloud cover).

7.11.1 Light Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Light		Flash (R)		Flare 1
Glowing Mark 1	Glowing Mark 2	Glowing Mark 3	Glowing Mark 4	Mass Glowing Mark 1
Disguise Form 10	Disguise Form 20	Disguise Form 30	Disguise Form 40	Disguise Form 50
Blur 1		Shield of Light 0 Blur 2	Shield of Light 1	Shield of Light 2 Blur 3 <i>Invisibility</i>
	Aura 1	Displaced Image 1 Aura 2	Aura 3	Aura 4
	Remove Fear	Sun Dart 2 <i>Sunbathe 1</i>	Sun Dart 4	Sun Dart 6
			Remove Demoralise	

Light

Range : self or touch
 Duration : 15 minutes
 Type : —
 Effect :

The caster can create light in his hand. (The player must provide his own light source as a Phys. Rep. for this spell.) Unlike the Fire “Light” spell, this is not effected by the Air spell Extinguish.

Flash

Range : 20'
 Duration : 3 seconds
 Type : O
 Effect :

Flash blinds the target character for 3 seconds.

Flare <n>

Range : 20'
 Duration : 30 seconds
 Type : O(T)
 Effect :

Flare blinds the target character for 30 seconds. If the target character has at least <n> Toughness then the spell has no effect.

Glowing Mark <n>

Range : 20'
 Duration : 15 minutes
 Type : O
 Effect : Glowing Mark lines the target’s body with a glowing yellow light, which

doesn’t actually cause any damage, but does make the target easier to see, even in bright daylight.

For the duration of the spell, the target’s dexterity bonus is reduced by <n> (no matter the source), to a minimum of 0. In addition, Glowing Mark 4 or above also negates the effects of any invisibility effect, causing the target to be seen clearly.

Disguise Form <n>

Range : self
 Duration : 15 minutes
 Type : M
 Effect :

This spell changes the physical appearance of the caster to that of some other creature. (The creature must be something the caster has seen before.) Any character with rec creature below <n> will be fooled by this illusion. Any character with rec creature <n> or above can tell that the form is an illusion, but does not know what is beneath it. As with all mental spells, the caster may add half his willpower (rounded down) towards this spell, increasing the effective level of the spell by 1 each time.

Character with Magic Sight can see completely through the illusion. Undead are also immune to this as the caster would still ping to “Detect Life”. Similarly, an intelligent Undead using this spell would also be detectable by Detect Undead and related miracles.

Note that this spell does not change the smell of a character, so rec smell is another method of determining what is under the illusion. Also note that the spell does not alter the voice of the caster. When imitating a specific individual, unless the caster tries very hard to imitate the voice as well, people who have met this individual will easily guess that something is not quite right.

Example *A Light Mage who has two points of Willpower can cast Disguise Form 20 as Disguise Form 30. He can finally realise part of his life long dream to look like a Beholder.*

Another character who only has rec creature 10, is completely fooled by this illusion and runs away.

A Pathfinder has rec creature 30, which is enough to alert him to the fact that all is not quite as it seems.

A character with rec smell 10 who has sniffed the Mage before can immediately recognise him.

Shield of Light <n>

Range : self
 Duration : 15 minutes
 Type : —
 Effect :

For the duration of the spell, the caster is immune to any Darkness spell of level <n> or less, though he is not immune to secondary effects. Thus a Light Mage with a Shield of Light 2 is immune to a Dark Dart 4, but not to the Power damage of a sword with a Dark Blade 1 cast on it.

Blur <n>

Range : self
 Duration : 15 minutes
 Type : —
 Effect :

Blur bends light around the caster, distorting his outline. This gives the caster a protection similar to that granted by <n> points of dexterity, but without the need to perform a “dodging” action (i.e: it’s effective even if the caster is unaware of the attack). This spell stacks with any natural dexterity the caster already has, but it does not stack with any other dexterity enhancing spells or miracles.

Note that this spell will not work against the Undead and the following creatures (as they do not have eyes): Shambling Mounds, Elementals, Magic Golems. This spell also does not work against anyone with Magic Sight as they can see through the illusion.

Note: Demons do have eyes and they are not afraid to use them. (Unless they also have magic sight.)

If active in darkness, this spell drops by 4 levels. Thus Blur 1 and Blur 2 have no effect, but Blur 3 drops down to Blur 1.

Invisibility

Range : self
 Duration : 15 minutes
 Type : —
 Effect :

This spell causes light to bend around the caster, making him invisible to creatures which use light as their primary sense. (See the Blur spell for a complete list.) The spell is easily disrupted by violent motions and by the summoning of power. The Invisibility spell ends if the caster performs any of the following actions

- moves faster than a normal walk,
- makes an attack,
- casts any spell or miracle, whether directly or via an item.

If the caster is attacked by a wildly swinging character who is aware that there’s someone invisible nearby, he takes half normal damage (rounded up). Power damage is taken fully.

The player must wear a red baseball cap (or similar) to signify his Invisible state. He can ignore damage from deliberate attacks, but can still take collateral damage if he is hit “accidentally” (e.g: while walking through a battle line, hit by a wildly swinging character who is aware that there’s someone invisible nearby). The player should tell the GM about *all* attacks when battle-boarding and he has the final say on any damage taken.

If active in Darkness, Invisibility has no effect. Note that invisibility does not stop other people from hearing you.

Displaced Image <n>

Range : self
 Duration : 15 minutes
 Type : ns
 Effect :

Displaced Image hides the caster and creates <n> additional images, in a slightly different position, causing the next <n> attacks to miss. Attacks that do not take a targets Dexterity into account (eg: Drain Life, Unholy Word, Disruption, etc) or area of effect attacks (eg: Fireball, Mass Harm, etc) will ignore the effects of the Displacement. Also, attacks from Undead and other creatures that do not use sight as their primary sense (for the complete list see the Blur spell) will ignore the effects of the Displaced Image spell.

As soon as the Displaced Image takes damage, it is destroyed. A Displaced Image is not affected by any of the protective bonuses (or penalties) of the caster (eg: Dexterity, armour, Aura, Blur, etc). (In the real world, if the Player is hit by any attack, a Displaced Image is destroyed.) Physical area attacks (eg: Fireball, though not Mass Harm or Mass Drain Life) will destroy all the Displaced Images and also damage the caster as normal.

Once all the Displaced Images are destroyed or dispelled, the caster is no longer hidden. Note, only one Displaced Image of any level can be cast on a character at any one time and the spell is still in effect even after all images have been destroyed. To cast another Displaced Image before a previous one expires thus requires the original to be dispelled or cancelled.

Aura <n>

Range : touch
Duration : 15 minutes
Type : D
Effect :

Aura <n> creates a field of light surrounding the character, giving him <n> points of Power protection. In daylight, the character also gains <n> / 2 (rounded down) points of normal armour.

Example *Geoffrey is wearing Leather Armour, providing 2 Normal Armour, and has a Aura 3, providing 3 Power Armour and 1 Normal Armour (which does not stack with the Leather Armour). If he casts Blur, his total armour will be increased to 2 power 3 blur 1.*

A bandit attacks him for "Blade 6". The 6 is reduced to 5 by his 1 point of Dexterity (from Blur) and his other armour reduces this further to 3.

A few adventures later, Geoffrey has learnt Armoured Dexterity 1, and the Blur spell will provide an additional bonus to that increasing his armour to 2 power 3 dex 1 blur 1.

Later, a goblin shaman attacks him for "Blade 4, Unholy 4". His two points of Dexterity (1 armoured dex, 1 from Blur) reduce the normal damage to 2. As he fails to completely dodge this the blow connects and his armour and Aura further reduces this to 0 normal and 1 power damage. He takes 1 point of unholy damage.

Sun Dart <n>

Range : 20'
Duration : instantaneous
Type : O(D)
Effect :

Sun Dart <n> causes <n> points of Sun power damage to every location of the target creature and <n> life point damage. The spell vocals should end with the words "Sun Dart <n>" to indicate the damage and the caster should point at the targeted character.

This spell does double damage to any creature vulnerable to sunlight, such as Vampires.

Sunbathe <n>

Range : self
Duration : 5 minutes
Type : —
Effect :

This spell allows the caster to heal both his Life and Body points by sitting and resting in bright, direct sunlight. For each minute he is healed of <n> points of Life damage and <n> points of Body damage, spread intelligently (ie: it goes to the worst location at the Player Refs. discretion). If the caster moves, is distracted, attacked or the caster somehow ends up in direct shadow the spell ends.

Note: Sitting in the shade of a tree (for example within a forest) does not count as direct sunlight. Another character holding a large object (for example a shield) over the head of the caster moves the caster into shadow and thus also ends the spell. This also includes people walking in front of the caster causing them to be in shadow for a brief period of time. *Clouds do not stop this spell from working, as long as the sun was not behind clouds when the spell was first cast.*

Remove Fear/Demoralise

Range : touch
Duration : instantaneous
Type : —
Effect :

Removes the effect of Fear or Demoralise from the touched character. Note that both Remove Fear and Remove Demoralise **cannot** be used on the caster as he will not be aware that there is anything wrong.

7.12 The School of Darkness

The School of Darkness is practised primarily by Drow, who do not teach their secrets to outsiders. However, it is assumed that some highland clans also practise this magic. Its spells manipulate darkness, both real and in the minds of others.

Spells in *italics* can only be cast at night or heavy shade (not during the day or in light shade, but they could be cast in a cave or under very heavy cloud cover - the sun must not be visible at all).

7.12.1 Darkness Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Extinguish		Blindness 1		Blindness 2 Darksight
Shadow Walk 0		Shield of Darkness 0 Shadow Walk 1	Shield of Darkness 1 Shadow Merge	Shield of Darkness 2 Shadow Walk 2
Dark Blade 1	Dark Dart 2 Dark Blade 2 Dark Skin 1 <i>Weakness</i> Fear 1	Dark Dart 4 Dark Blade 3	Dark Dart 6 Dark Blade 4 Dark Skin 2 <i>Double Weakness</i> Fear 2	Dark Dart 8 Dark Blade 5 <i>Mass Fear 1</i>

Extinguish

Range : 20'
Duration : instantaneous
Type : —
Effect :

Extinguish destroys any light source, including Light spells. To distinguish it from the Air spell, the vocal should end with the words “Dark Extinguish”.

Blindness <n>

Range : touch (in light)
: 20' (in darkness)
Duration : 5 minutes
Type : O(W), M
Effect :

A target character who fails to resist is struck blind.

Shield of Darkness <n>

Range : self
Duration : 15 minutes
Type : —
Effect :

For the duration of the spell, the caster is immune to any Light spell of level <n> or less, although he is not immune to secondary effects. Thus a Dark Mage with a Shield of Darkness 4 is immune to a Sun Dart 2, but he cannot see through Invisibility.

Darksight

Range : self
Duration : 15 minutes
Type : —
Effect :

For 15 minutes the character can see perfectly well, even if blinded or within magical darkness. In addition, the character see through Blur, Invisibility and related effects. When attacking, the character can modify the call with “Darksight” to indicate that the attack will ignore the above effects. (eg: “Darksight Blade 6 Dark 8”, “Darksight Dark Dart 10”.)

Shadow Walk <n>

Range : self
 Duration : instantaneous
 Type : —
 Effect :

Shadow Walk 0 moves the caster instantaneously from one shadow to another. The spell must be cast in darkness or shadows.

Once cast the player shouts “Shadow Walk - Time Freeze” and can then walk 10 paces (normal walking steps) in a *straight* line to another patch of darkness or shadow, keeping his orientation the same. The player cannot walk through any solid object or a patch of light, but can stop before taking the full 10 paces if he is in an area of darkness or shadow.

Shadow Walk <n> allows <n> options to be chosen from the following list.

1. Increase distance by 10 paces.
2. Change facing.
3. Cast on another person instead of the caster.

If the caster miscalculates and he would end up in light, he is stunned for 30 seconds, unable to move or defend himself or take any other action than to scream in pain.

Shadow Merge

Range : self
 Duration : 15 minutes
 Type : —
 Effect :

Using this spell the caster’s body and possessions turn into shadow. For the duration of this spell, the character is unable to move or physically effect his environment and likewise the environment cannot effect him. This means that

- he is completely immune to normal damage,
- he cannot hold any items in his hands,
- he is effectively non-detectable by non-magical means,
- if he reveals himself, by casting spells for example (for a complete list see what would break the light spell Invisibility), he can be seen normally. Afterwards the character becomes invisible again.

If the character is exposed to light while in this state he takes 1 Life Point damage per second (this life point loss is considered to be True Strike damage and cannot be mitigated by any means other than Endurance). While under the effects of a Shadow Merge, Sun Dart does double damage.

Dark Dart <n>

Range : 20’
 Duration : instantaneous
 Type : O(D)
 Effect :

Dark Dart <n> causes <n> points of Dark power damage to every location of the target creature and <n> life point damage. The spell vocals should end with the words “Dark Dart <n>” to indicate the damage and the caster should point at the targeted character.

Dark Blade <n>

Range : touch
 Duration : 15 minutes
 Type : i, P
 Effect :

Dark Blade <n> can be cast on any weapon and adds <n> Dark power damage for 15 minutes.

The call upon a successful hit is “Dark <n>”, if the weapon is doing additional damage.

Dark Skin <n>

Range : touch
 Duration : 15 minutes
 Type : D
 Effect :

Dark Skin <n> wraps the character in living darkness, giving him <n> points of Power protection. In darkness, the recipient of this spell also gains <n> / 2 (rounded down) points of normal armour.

Weakness/Double Weakness

Range : touch
Duration : 15 minutes
Type : O
Effect :

Drains the target character of Strength/Double Strength. A character who drops below normal Strength collapses. Such a character may not cast any spells or miracles and can only move at a slow crawl.

Weakness effects are **not** cumulative.

Fear <n>

Range : 20'
Duration : 15 minutes
Type : O(W), M
Effect :

A target character who fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

7.13 The School of Necromancy

Necromancers explore the mysteries of death and the spirit planes which house deceased souls.

Necromancers are usually considered to be the foulest of people, dabbling in things which should be left well alone. Creating an Undead creature banishes the soul which originally inhabited the body to the Plane of Tortured Souls (one of the Planes of Death), where it is held prisoner and kept in perpetual torment. Thus Necromancers commit a crime worse than murder. Nearly all civilised people will kill a Necromancer on sight.

The raising and control of Undead involves summoning and binding souls of the dead. These are usually taken from one of the Planes of Death, or related Paths, as the controllers of these realms actively encourage souls being returned and used to cause more suffering and death.

The main goal in life for Necromancers is to discover the very high level ritual Living Death, which will transform the caster into an intelligent Undead.

7.13.1 Necromantic Spells

Detect Undead

Range : line of sight
Duration : 15 minutes
Type : I
Effect :

The caster will be made aware of all undead creatures within his line of sight, even those that cannot be seen by normal eyesight. This spell can also determine:

- Whether an undead will regenerate after being “killed”.
- Whether a character with a Bind the Soul spell running will regenerate after being killed.

Discern Nature of Undead

Range : 20'
Duration : instantaneous
Type : I
Effect :

This spell gives the caster the type, rank and effective willpower to control or turn the target undead creature.

Discern Spiritual Strength

Range : touch
Duration : instantaneous
Type : I
Effect :

This spell can be cast on either a living or dead body, and reveals the target's current and maximum Death Thresholds. (These values can be different due to overcasting.)

Interrogate the Dead

Range : touch
 Duration : 1 minute
 Type : I
 Effect :

The caster can ask three yes/no questions of any intelligent creature killed within the last 15 minutes. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this spell will not work on a "killed" Undead creature (their spirit no longer exists), nor will it work on any body which is under the effects of a Bless or Consecrate the Dead miracle, or on a character with a death threshold of 0.

Speak with Dead

Range : touch
 Duration : 1 minute
 Type : I
 Effect :

The caster can ask three questions of any intelligent creature killed within the last 15 minutes. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this spell will not work on a "killed" Undead creature (their spirit no longer exists), nor will it work on any body which is under the effects of a Bless or Consecrate the Dead miracle, or on a character with a death threshold of 0.

Talk with Dead

Range : touch
 Duration : 1 minute
 Type : I
 Effect :

The caster can ask nine questions of any intelligent creature killed within the last hour. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this spell will not work on a "killed" Undead creature (their spirit no longer exists), nor will it work on any body which is under the effects of a Bless or Consecrate the Dead miracle, or on a character with a death threshold of 0.

Cause Wound <n>

Range : touch
 Duration : instantaneous
 Type : O
 Effect :

Causes <n> Power Life Point damage and Body Damage to the location of a touched character. For the Level 0 Spell, only one hand is required. For all other levels two hands are required otherwise the spell has no effect.

This spell can be used to take a character below his Death Threshold.

Steal Life <n>

Range : touch
 Duration : up to 15 minutes, see Effect
 Type : O
 Effect :

Steals <n> Life Points from a character the caster is touching, giving them to the caster. This spell can take a character above his maximum Life, but only for 15 minutes, after which time the additional Life Points are lost. Normal Armour does not protect against this spell, though Power Armour does. The spell does not work on Undead creatures.

This spell cannot take a character below his Death Threshold, as there's no more life to steal beyond that point.

In order to learn Steal Life, the Necromancer must know Cause Wound to at least the same level. So, to learn Steal Life 4, the Necromancer must know Cause Wound 4.

Fear <n>

Range : 20'
 Duration : 15 minutes
 Type : O(W), M
 Effect :

A target character who fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

Freeze with Fear <n>

Range : 20'
 Duration : 15 minutes
 Type : O(W), M
 Effect :

A target character who fails to resist is frozen with fear. The effect lasts for 15 minutes (or until the caster is dead). Remove Fear or other effect that removes mental effects will release the character. If the character is attacked (by anyone) he becomes unfrozen, but the Fear effect remains. Similarly, a Remove Paralysis or similar effect will unfreeze the character, but the Fear effect remains.

To learn this spell, the character must already have learnt Mass Fear <n>.

Note that the target is still fully aware of its surroundings and can refuse beneficial spells and miracles as normal.

Paralysis <n>

Range : touch
 Duration : 5 minutes
 Type : O(T)
 Effect :

A target character touched by the caster and with Toughness less than <n> is Paralysed for 5 minutes and slowed for a further minute.

Note that the target is still fully aware of its surroundings and can refuse beneficial spells and miracles as normal.

Bind the Soul <n>

Range : self
 Duration : permanent
 Type : —
 Effect :

Necromancers learn how to summon, bind and control the souls of the dead, and this knowledge can be extended to their own soul. In order to cast Bind the Soul, the Necromancer must sacrifice and kill another, intelligent being who is not a follower of Death, Might or Anarchy. The victim is banished to the Plane of Tortured Souls in place of the Necromancer.

If the Necromancer dies, he loses no death threshold and after one minute his body will be healed with an amount equal to his sacrifice's maximum Life Points (up to his original maximum Life Points) and his soul recalled and bound back into his body. Any missing location will be regenerated and set to 0. This spell can be dispelled, but otherwise nothing else will stop it.

A Necromancer who has learnt Bind the Soul <n> can have <n> Bind the Soul spells active (of any level). For instance a character who has learnt Bind the Soul 2 can have two Bind the Soul spells active.

This spell leaves a permanent mark on the caster; once cast the caster will ping to the skill discern spiritual influence with "Touched by Necromancy". Also, after the character has died and has come back to life all life healing from *any* source (including the Warlock Transfer Life, Tree healing, and a Paladin's Lay on hands ability) will only be half as effective (rounded down). The only exception to this is Steal Life, which will work normally.

The divine powers do not look kindly onto the use of this spell and any priest who is partly or fully Life aligned (Justice, Life, Freedom and Balance) and is brought back to life by this spell (unless under duress, but ignorance is not an excuse) will be excommunicated by their God, Path or Ancestors.

Example *Scarp the Elven Necromancer has 27 Life Points and has sacrificed a peasant (with 30 Life Points) after casting Bind the Soul. Later, he is ambushed and his head is severed and life reduced to -5. After one minute, his life is healed for 30 Life Points putting him on 25 Life Points, and 18 Body Points on the Chest (he is an Elf) and 9 Body Points on all other locations, except his head which is set to 0 body points.*

Flesh Rot

Range : touch
 Duration : permanent
 Type : —
 Effect :

Flesh Rot is used on a dead body to remove all its flesh prior to animating it as a Skeleton.

Such a body can still be brought back to life, but all locations have to be re-grown with the high level Balance miracle Regrow.

Animate Dead <n>

Range : 20'
 Duration : instantaneous
 Type : —
 Effect :

Animate Dead 1 creates a basic Undead which can be any of the following as long as the minimum rank of the undead is met

- Skeleton (if the dead creature has been flesh rotted)
- Zombie
- Ghoul (if the dead creature has voluntarily or involuntarily committed cannibalism, half races commit cannibalism if they eat either of their base races)
- Shadow

Once animated, the Undead will continue to function until is is destroyed.

Each increase in the level of the spell increases the Undead's rank, thus giving the initial creature more Character Points to spend on skills from the relevant table or on the Undead powers found in the Creatures chapter.

The animated Undead is not controlled in any way. If the Necromancer wishes to issue orders, he must cast Control Undead. Alternatively, if the Undead is intelligent, the Necromancer may be able to negotiate with it, as most of them will be grateful for the chance to leave the Plane of Tortured Souls and cause more death. (Note that Animate Dead and Control Undead can be combined using Multi-cast skill in the normal way.)

Note that Animate Dead cannot be dispelled because it is not a permanent effect. (This is analogous to not being able to dispel Heal Wounds to undo any curing.)

Control Undead <n>

Range : 20'
 Duration : 15 minutes
 Type : O(W)
 Effect :

The targeted Undead creature must obey the commands of the caster as long as its Willpower is less than <n>. Control is immediately broken if

- the caster ever attacks the Undead,
- the Undead is destroyed,
- another character casts a Control Undead which is *higher* than <n>,
- the caster orders the Undead to make a permanent sacrifice of Life, Mana or Standing.

Unintelligent Undead are willing to attack even if they face certain destruction. However, if the Necromancer orders an intelligent Undead into a situation where it will obviously be destroyed, his control will be broken.

After the duration of the spell, control reverts back to a previously cast Control Undead (if its duration has not expired). Otherwise, the Undead becomes free willed.

Resistance to Normal Damage <n>

Range : self
 Duration : 15 minutes
 Type : D
 Effect :

For the duration of this spell, all normal damage is reduced by <n>, with the reduction occurring **after** all other defenses are taken into consideration.

Power damage still harms the recipient of the spell as usual.

7.14 The School of Demonology

Demonologists gain knowledge on how to summon the various entities of the Plane of Chaos. Such entities are collectively known as demons. Some Demonologists start off with the best of intentions, as not all demons are evil, but most are soon corrupted by the powers granted to them by the more powerful, darker demons.

Demonologists were once allowed to practice their art in the Kingdom, but after several incidents of summoning demons too powerful to control, possession and sacrificing of innocents during summoning rituals it became obvious that practitioners were not able to control either themselves or the demons they summoned. Thus the practice of Demonology was outlawed.

Demonology is still practised in secret within the Kingdom, and more openly outside its borders. Anyone caught within the Kingdom is either exiled if no harm has been done, or executed if his research has caused any suffering. Demonologists across the borders are normally left to their own devices unless they threaten a member of the Kingdom, in which case a mission is sent out to bring them to justice. Needless to say, there is no love lost between Demonologists and Kingdom subjects.

Demonology is largely ritual based, as the higher Ranking and thus more powerful Demons are beyond the scope of spells.

7.14.1 Demonology Spells

Summon Demon <n>

Range : 20'
 Duration : 5 minutes
 Type : —
 Effect :

Summon Demon 2 summons a Rank 2 Demon with the following abilities

Rank	2+
Skill Table	Demon
Life	45 (60)
Mana	5 (200)
Standing	10 (400) (Chaos)
Free Skills	Claw Proficiency

Each extra level of Summon Demon increases the demon's Rank, increasing its Character Points as usual. These Character Points can be spent on skills from the Demon Skill Table or on the powers described in the Creatures chapter.

The Demon is only able to stay on the summoned plane for the duration of the Summon spell, *unless* contained within a Pentacle or the target of a Bind Demon spell.

The summoned Demon will immediately try to attack its summoner, so the Demonologist needs to have a method for avoiding this. The usual methods are to summon the Demon into a Pentacle or quickly cast a Control Demon spell.

Control is immediately broken if

- the caster ever attacks the Demon,
- the Demon is destroyed,
- another Demonologist casts a Control Demon of a higher level than the current controller,
- the caster orders the Demon to make a permanent sacrifice of Life, Mana or Standing.

Demons are usually willing to attack even if they face certain death because when they are “killed” they merely return to the Plane of Chaos. The exception to this is if the Demon is somehow controlled on its home Plane.

Power Pentacle <n>

Range : touch
Duration : var
Type : —
Effect :

This spell imbues a pentacle with power, increasing its level by <n>. This spell can be cast multiple times, and the only advantage of the higher level versions is a slightly increased mana efficiency. This power lasts until the pentacle is broken.

Bind Demon <n>

Range : 20'
Duration : variable
Type : O
Effect :

Bind Demon is used to extend the duration that a Demon can remain on the plane it has been summoned to after being summoned as follows:

Level	Duration
1	1 hour
2	4 hours
3	16 hours
4	64 hours

Dismiss Demon <n>

Range : 20'
Duration : Instantaneous
Type : O(W), M
Effect :

The targeted Demon is immediately returned to its home Plane if it fails to resist.

Control Demon <n>

Range : 20'
Duration : 15 minutes
Type : O(W), M
Effect :

The targeted Demon must obey the commands of the caster if it fails to resist. If the Demonologist knows the Demon's True Name, the spell effect is effectively doubled. (If the caster can add willpower to this spell, this doubling is done afterwards.) Control is immediately broken if the caster attacks the Demon or otherwise places the Demon in danger. Control can also be lost if another Demonologist casts a Control Demon of a higher level than <n>.

Wrack <n>

Range : 20'
Duration : Instantaneous *plus special*
Type : O
Effect :

Wrack <n> causes <n> points of Power damage to every location of the target creature and <n> Life Point damage. In addition, if any damage is caused, the spell also causes extreme pain, which stops the target from initiating any action for 5 seconds. If attacked, he can still defend himself but cannot attack back, for example. *At the very least, the player should scream and drop to at least one knee.*

When cast on a Demon, Wrack has the additional effect of reducing its Rank by <n> for 24 hours. (*The Demon loses the last skills bought with any part of the 10 x <n> Character Points.*)

Chapter 8

Of Religion and Priests

Priests follow a deity whose Power is based on one of the Nine Paths, which spring from the Four Principles of the Universe. (The name of the characters God can be any that the player chooses.) Priests use Character Points to learn miracles, and use Standing to cast them. Druids are not priests and follow the Path of Nature.

All priests, regardless of path, have the following restrictions:

- They must never pass up an opportunity to promote their path or their God(dess)(es).
- They may never accept a miracle from an opposing path. Healing is the exception to this rule (but this is occasionally overridden by the restrictions of some temples) but role-play around the subject is never discouraged.

8.1 The Four Principles

The Four Principles which govern the universe are

	Life	
Order		Chaos
	Death	

Each of the Four Principles grants Powers to the Gods, and these in turn are passed onto Priests in the form of Miracles.

8.1.1 The Nine Paths

The Four Principles can be combined to give the Nine Paths of the Universe as follows

Justice	Life	Freedom
Order	Balance	Chaos
Might	Death	Anarchy

Gods who follow one of the 5 non-Principle Paths (Justice, Freedom, Balance, Might and Anarchy) are granted powers from all Principles which are adjacent. Hence a Goddess of Justice can grant Miracles from both Life and Order.

However, due to their distance from the Principle, all Miracles are treated as being 1 level higher when a Priest attempts to learn it, though for casting purposes it is still considered to be at its normal level. Thus a 2nd level Order miracle is treated as a 3rd level miracle when granted to a Priest by a deity of Might, Balance or Justice.

To maintain equilibrium, after learning a miracle from one Principle, a Priest cannot learn another miracle from that Principle until he has learnt one from all other Principles that the Path embodies. Thus a Priest of Justice must learn a Life Miracle after learning an Order Miracle. A Priest of Balance must learn a miracle from each of the Principles in turn.

Example *Marc Fieldstalker, a Human Priest who follows Justice, has received the miracle Heal Wounds 4, a Level 0 miracle of Order.*

Marc Fieldstalker's base cost to learn a miracle is $2x(\text{level} + 1)$. Since he follows Justice, Heal Wounds 4 is considered to be 1 level higher when learning, and hence he had to spend

$$2x((0 + 1) + 1) = 4$$

Character Points to acquire it.

The non-Principle Paths also have their own miracles. These can be learnt by characters of that Path at its base level and cannot be learnt by any other characters.

8.1.2 Restricted Paths

The Paths of Death and Chaos are restricted. There are no player accessible Guilds for these paths and all characters who follow these Paths are closely monitored by the agents of the Kingdom.

The path of Anarchy is generally not suitable for player characters, and any character following the Path of Anarchy must be approved by the ref team, *and be prepared to be killed by the party.* (See: PvP writ.)

8.2 Learning Miracles

To learn a miracle, the character must spend Character Points. Miracles are linked in chains, and lower level versions must be learnt before the higher level ones. All miracles in the same line of the miracle table are in the same chain (see below) though some miracles also specify their chain(s) in their description.

Example *In order to learn Heal Wounds 8, Marc Fieldstalker must first learn Heal Wounds 4.*

8.3 Casting Miracles

Casting a miracle requires the character to say a set of vocals, in at least a normal speaking voice. The vocal must contain a number of words equal to three times the miracle's level (level 0 miracles require at least two words). In addition, Level 0 spells and miracles require that the characters "favoured" arm is free, while higher levels require both arms to be free.

When a miracle is cast, the character uses his Standing to power it. Standing is regained at a rate of 1 per 15 minutes of rest or by using the Prayer skill. Miracles can be cast while wearing any type of armour, and cost

$$\text{Level} + 1$$

in Standing. If a character does not have enough Standing left to cast a miracle he can call on his life force instead. For every point required, the caster loses 5 Life Points and has his Death Threshold temporarily lowered by 1. As the Priest is using his life force to power the miracle this loss of life cannot be prevented in any way. If it was prevented then the miracle would not be powered and hence not take effect.

Example *High Mistress Cheska, a Human Priestess of Might, has had a busy day and is down to only 1 Standing. She is Entangled and decides to cast the level 2 miracle "Strength" and avoid being killed.*

This costs 3 points of Standing, 2 points of which comes directly from her life. Her current Life Point total is reduced by 10 and her Death Threshold is lowered by 2.

As with casting spells, casting miracles causes damage equal to their level. This damage is reduced by having a Holy Symbol, with the level of the Holy Symbol being subtracted from the amount of damage caused. (Note that this damage is in addition to any other damage caused by lack of Standing to cast the miracle.)

8.4 The Path of Life

Characters who follow the Principle of Life believe in the sanctity of life, and will do their utmost to preserve it. As such they are the protectors of life.

How far the regard for life is taken does depend on the character. Some believe that no person or creature should be allowed to die if at all possible, while others believe that if a person or creature commits murder or any other evil act, then he has lost his right to life.

Undead creatures are a mockery of life, and must always be destroyed and so must the creators of such creatures.

8.4.1 Life Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Death Dispel Death 0 Detect Undead	Power Sight Dispel Death 1	Dispel Death 2 Discern Nature of Undead	Discern Path Dispel Death 3	Dispel Death 4
Heal Life 4 Courage 1	Heal Life 8 Remove Fear (T) Cure Minor Disease	Heal Life 14 Courage 2	Heal Life 20 Remove Fear (R) Cure Moderate Disease	Mass Heal Life 4 Courage 3
Repel Undead Life Shield 1 Will to Live 1	Life Shield 2	Life Shield 3 Will to Live 2	Life Shield 4 Mass Will to Live 1	Life Shield 5 Will to Live 3
Holy Word 2	Holy Word 4 Death Resistance 1	Holy Word 6	Holy Word 8 Death Resistance 2	Holy Word 10
Life Gift 1 Miracle Gift 0 Life Lace 4 Bless 1	Miracle Gift 1 Life Lace 8 Bless 2 Undead Ward 1 Turn Undead 1	Life Gift 2 Miracle Gift 2 Life Lace 12 Bless 3	Miracle Gift 3 Life Lace 16 Bless 4 Undead Ward 2 Turn Undead 2	Life Gift 4 Miracle Gift 4 Life Lace 20 Bless 5 Mass Turn Undead 1
		Discern Spiritual Strength		

Discern Death

Range : 20'
Duration : instantaneous
Type : I
Effect :

All followers of the Paths of Death, Might, Anarchy or Balance and all objects with a miracle from one of these Paths, within 20' that the caster can see will glow.

This miracle also detects any character that is *undead* or has been brought back to life by the necromantic spell Bind the Soul.

Power Sight

Range : sight
Duration : 15 minutes
Type : I
Effect :

Any miraculous items, active miracles and divine entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

Discern Path

Range : 20'
Duration : instantaneous
Type : I
Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

Dispel Death

Range : 20'
Duration : instantaneous
Type : O
Effect :

Removes any one Death miracle of level <n> or less.

Detect Undead

Range : 10' radius on self
 Duration : 15 minutes
 Type : I
 Effect :

The caster will be made aware of all undead creatures within a 10' radius, even those that cannot be seen by normal eyesight. This miracle can also determine:

- Whether an undead will regenerate after being “killed”.
- Whether a character with a Bind the Soul spell running will regenerate after being killed.

Discern Nature of Undead

Range : 20'
 Duration : instantaneous
 Type : I
 Effect :

This miracle gives the caster the type, rank and effective willpower to control or turn the target undead creature.

Heal Life <n>

Range : touch
 Duration : instantaneous
 Type : —
 Effect :

Heals <n> Life Points (*NOT* Body Points) on a character the caster is touching. For the Level 0 Miracle, only one hand is required. For all other levels two hands are required otherwise the miracle has no effect.

Courage <n>

Range : touch
 Duration : 15 minutes
 Type : M
 Effect :

Courage increases the target's effective Willpower by <n> when subjected to Fear inducing effects. This miracle will not remove any existing Fear effects on the target.

Remove Fear (T/R)

Range : touch (level 1)
 : 20' (level 3)
 Duration : 15 minutes
 Type : M
 Effect :

Removes the effect of Fear from the touched character or from a target character. Note that this miracle **cannot** be used on the caster as he will not be aware that there is anything wrong.

Cure <Type> Disease

Range : touch
 Duration : permanent
 Type : —
 Effect :

Cure <Type> Disease instantly cures any <Type> disease cause by the Death Miracle.

Cure <Type> Disease can also be case 3 times to remove a disease one level higher, for instance 3 castings of Cure Minor Disease can remove a Moderate Disease; and 9 castings of Cure Minor Disease can remove a Major Disease, and so on.

Repel Undead

Range : self
 Duration : instantaneous
 Type : O
 Effect :

All Undead are thrown back from the caster to a distance of 10' (those beyond 10' are not effected). It requires at least Triple Strength to resist the effects of this miracle.

Life Shield <n>

Range : touch
 Duration : 15 minutes
 Type : D
 Effect :

This miracle reduces any life point loss by <n> under the following restrictions:

- Life point loss has not already been reduced by physical armour or defensive (both D(A) and D) effects.
- The life point loss is not casting damage or overcasting damage.

Thus a character with Life Shield 4 and no armour hit by a sword for 6 points of damage will still take 6 Body Points of damage as per normal but will only lose 2 Life Points. This miracle is especially interesting for scouts.

Example *A character with Life Shield 4 and Dexterity 3 hit by a sword for 6 points of damage will only take 3 Body Points of damage but no life damage.*

A character with Life Shield 4 and Toughness 3 hit by a goblin for 2 points of damage will take a 1 Body Points of bruising damage and no life damage.

A character with Life Shield 4 wearing chain mail for 5 points of armour hit by a sword for 7 points of damage will take 2 Body Points of damage and 2 Life Points of damage (the life point damage of 7 has already been reduced to 2 by the physical armour and the Life Shield will not reduce it any further).

The same character is then hit by a Fire Dart 6 and takes 6 Body Points of damage to each location but takes only 2 Life Points damage.

Finally the same character again is the victim of a Throat Slit 6. His physical armour reduces this to a Throat Slit 1 causing him to bleed at a rate of 1 Life per second, however the Life Shield completely negates the bleeding damage.

Will to Live <n>

Range : touch
 Duration : 15 minutes
 Type : M
 Effect :

Will to Live <n> increases a character's Death Threshold for the purposes of bleeding to death by <n>, stacking with the character's Willpower. In addition, it also reduces the effects of a Demoralise miracle by <n> (to a minimum of 0).

Example *Carlsberg has been targeted by a Demoralise 3 and casts Will to Live 2 on himself. this partially counteract its effect, though he is still under the effects of a Demoralise 1.*

If the caster continues to touch the target and concentrate he can help the character stay alive by adding his full Willpower to the target's Death Threshold in addition to that provided by the miracle.

Example *Elenor, a low level Priest of Life, is tending to a fallen compatriot. She quickly determines that her Heal Life 8 has no effect, presumably because he has been targeted by a Death Curse. She casts Will to Live 1 and concentrates on keeping her friend alive. For the duration of the miracle, the target's Death Threshold is increased by 1 from the miracle and a further 2 from Elenor's Willpower.*

Holy Word <n>

Range : 20'
 Duration : instantaneous
 Type : O
 Effect :

Causes <n> points of Power damage to a targeted Undead creature within 20' of the caster.

Death Resistance <n>

Range : self
 Duration : 15 minutes
 Type : ns
 Effect :

The caster *and his possessions* gains immunity from the next <n> Death, Might, Anarchy and Balance miracles cast at him, whether or not they are beneficial. The Death Resistance takes effect *before* all other protections are taken into account.

When negating simultaneous miracles, such as from a multi-cast miracle, miracles are negated from highest level to lowest.

Life Gift <n>

Range : touch
Duration : variable
Type : —
Effect :

Life Gift allows the caster to give <n> points of standing per minute to another character with the following restrictions:

1. The recipient must follow the Path of Life, Justice, Freedom or Balance. If the recipient follows the same Path as the caster, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

Miracle Gift <n>

Range : touch
Duration : 15 minutes
Type : —
Effect :

Miracle Gift <n> allows the caster to pass knowledge of a Life miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own standing) as if he had spent character points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A Life miracle can be gifted to any character who does not follow the Path of Nature, though the recipient *will* have to answer to his Path if it is not appropriate to do so.

Example *Raphael, a Human Priest of Balance can use Life Gift 1 to transfer Life Lace 8 to any character who does not follow the Path of Nature. For 15 minutes, he loses all knowledge of Life Lace 8 and also the miracles above it, such as Life Lace 12. He still knows Life Lace 4, however.*

Life Lace <n>

Range : 20'
Duration : instantaneous
Type : O
Effect :

Forces Life into a target. This has the effect of draining <n> points of Standing if the target follows the Principle of Death and <n>/2 if the target follows the Principle of Might or Anarchy. The target can regain Standing as per normal.

Bless <n>

Range : touch
Duration : 15 minutes
Type : D (cast on a person)
: P, i (cast on a weapon)
Effect :

Bless can be cast on a character or a weapon. When cast on a character, it gives the recipient 2x<n> Normal Armour and <n> Power Armour points effective against all Undead attacks, Death miracles and Necromantic spells. In addition, a character who is Blessed cannot be animated as an Undead, nor can an Undead regenerate if its body has been Blessed. Usually the latter requires the Undead to have been “killed” as otherwise it can refuse to take the miracle.

When cast on a weapon, it adds <n> holy Power damage for the duration of the miracle, which is only effective against Undead and extra planar creatures of Might, Death, Anarchy and Balance.

The call for the additional damage is “Holy <n>”.

Undead Ward <n>

Range : special
 Duration : 15 minutes
 Type : O(W)
 Effect :

The Priest marks a line of the floor (preferably with some visible phys-rep like a piece of red cord) which can be a maximum of 5 feet in length. The line may stretch across an opening, be made into a circle or be any other shape the Priest requires. This miracle only affects undead creatures.

Creatures that fail to resist may not cross the line until the miracle wears off. Though the creatures cannot cross the line, they can still attack (including spells and miracles) over it, as long as they themselves do not move over it. Non-undead creatures can cross the ward without problems. In particular, a non-undead creature can step over the ward, attack and then step back without effecting the ward.

The length of the ward can be extended, with each doubling of the length reducing its level by 1 down to a minimum of Undead Ward 1. Thus a Undead Ward 3 can be cast to stretch 10 feet as Undead Ward 2 or 20 feet as Undead Ward 1.

Turn Undead <n>

Range : 20'
 Duration : 15 minutes
 Type : O(W)
 Effect :

A target Undead that fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

Turn Undead can be cast as Destroy Undead of two levels lower. The target Undead is immediately destroyed if it fails to resist. This miracle does not stop the Undead regenerating if it has the ability to do so.

Example *Just knows that the Skeletons attacking the group must have a Willpower less than 1 as otherwise they would have been able to cross his Undead Ward 1. He casts Turn Undead 3 as Destroy Undead 1, killing one of the attackers.*

Discern Spiritual Strength

Range : touch
 Duration : instantaneous
 Type : I
 Effect :

This miracle can be cast on either a living or dead body, and reveals the target's current and maximum Death Thresholds. (These values can be different due to overcasting.)

8.5 The Path of Order

Stability, endurance.

8.5.1 Order Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Chaos	Power Sight		Discern Path	
Dispel Chaos 0	Dispel Chaos 1	Dispel Chaos 2	Dispel Chaos 3	Dispel Chaos 4
Heal Wounds 4	Heal Wounds 8	Heal Wounds 14	Heal Wounds 20	Mass Heal Wounds 4
Protection (R)				
Mend (T)	Mend (R)		Gather and Mend	
	Toughness 1		Toughness 2	
	Harden 1	Harden 2	Harden 3	Harden 4
Repel Demon		Strength 1		Strength 2
	Withdraw Self		Withdraw Other	
Extend 0	Extend 1	Extend 2	Extend 3	Extend 4
	Chaos		Chaos	
	Resistance 1		Resistance 2	
Order Gift 1		Order Gift 2		Order Gift 4
Miracle Gift 0	Miracle Gift 1	Miracle Gift 2	Miracle Gift 3	Miracle Gift 4
Order Lace 4	Order Lace 8	Order Lace 12	Order Lace 16	Order Lace 20
	Halt 1		Halt 2	Mass Halt 1

Discern Chaos

Range : 20'
Duration : instantaneous
Type : I
Effect :

All followers of the Paths of Chaos, Freedom, Anarchy or Balance and all objects with a miracle from one of these Paths, within 20' that the caster can see will glow.

Power Sight

Range : sight
Duration : 15 minutes
Type : I
Effect :

Any miraculous items, active miracles and divine entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

Discern Path

Range : 20'
Duration : instantaneous
Type : I
Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

Dispel Chaos

Range : 20'
Duration : instantaneous
Type : O
Effect :

Removes any one Chaos miracle of level <n> or less.

Heal Wounds <n>

Range : touch
Duration : instantaneous
Type : —
Effect :

Heals <n> Body Points (*not* Life Points) on a character the caster is touching. For the Level 0 Miracle the location healed is the touched location. For all other levels the healing is intelligent (ie: the healing spreads over the worst locations for the maximum benefit, at the Player Refs. discretion).

Protection (R)

Range : 20'
 Duration : 15 minutes
 Type : i
 Effect :

Protects any one object, up to a volume of 1 cubic foot from being warped, melted or otherwise broken. This miracle will also stop a weapon being used by a strong character from being broken.

Mend (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Type : i
 Effect :

Mends any one object, up to a volume of 1 cubic foot.

Gather and Mend

Range : 20'
 Duration : instantaneous
 Type : i
 Effect :

Mends any one object, up to a volume of 10 cubic foot. This miracle also collects all the pieces of the broken object before mending it. Thus it can be used to instantaneously fix something that would normally require 15 man minutes of piece collecting first, for example an object destroyed by a Disintegrate or an object which has been affected by a Gale after being broken.

Toughness <n>

Range : touch
 Duration : 15 minutes
 Type : —
 Effect :

This miracle increases the targets Toughness by <n>.

Harden <n>

Range : touch
 Duration : 15 minutes
 Type : D(A)
 Effect :

Harden toughens a character's skin, giving him <n> points of Normal and Power protection.

Withdraw Self/Other

Range : self (level 1)
 : touch (level 3)
 Duration : 15 minutes
 Type : —
 Effect :

A character effected by this miracle withdraws from the world to the Plane of Order and is unable to move, communicate or effect the environment around him. In turn the world cannot affect the target.

This miracle can only effect willing targets. Withdraw Self can only effect the caster while Withdraw Other can be cast on another (willing) target.

Note that while withdrawn, the character regains Standing/Power as per normal. In addition, the character can cast this miracle just before using the skills Prayer or Meditate.

Strength <n>

Range : touch
 Duration : 15 minutes
 Type : —
 Effect :

Increases the target's strength by <n> levels of strength for 15 minutes. This miracle is not cumulative with any other strength increasing spell or miracle, but does stack with any natural strength the target has.

Repel Demon

Range : self
 Duration : instantaneous
 Type : O
 Effect :

All Demons are thrown back from the caster to a distance of 10' (those beyond 10' are not effected). It requires at least Triple Strength to resist the effects of this miracle.

Extend <n>

Range : *variable*
 Duration : *variable*
 Type : —
 Effect :

Extend <n> increases the duration of a non-Chaos miracle with a base duration of 15 minutes that has been cast by the same character, provided it is cast immediately after the miracle to be effected. Extend <n> increases the duration of a miracle of level <n> to 1 hour. For every level above <n>, the duration is multiplied by 4 (as per the usual rules).

Extend can also be cast on miracles cast by another character, but the level is counted as one level higher. It can also be cast on spells, which are treated as two levels higher. Spells cast by another character are treated as three levels higher.

	Miracle Level				
	0	1	2	3	4
Extend 0	1hr	—	—	—	—
Extend 1	4hrs	1hr	—	—	—
Extend 2	16hrs	4hrs	1hr	—	—
Extend 3	64hrs	16hrs	4hrs	1hr	—
Extend 4	256hrs	64hrs	16hrs	4hrs	1hr
...			...		
+1 level	Different caster				
+2 levels	Spell				
+3 levels	Spell by different caster				

Followers of Balance may extend Chaos miracles they themselves have cast.

Chaos Resistance <n>

Range : self
 Duration : 15 minutes
 Type : ns
 Effect :

The caster *and his possessions* gains immunity from the next <n> Chaos, Freedom, Anarchy and Balance miracles cast at him, whether or not they are beneficial. The Chaos Resistance takes effect *before* all other protections are taken into account.

When negating simultaneous miracles, such as from a multi-cast miracle, miracles are negated from highest level to lowest.

Order Gift <n>

Range : touch
 Duration : variable
 Type : —
 Effect :

Order Gift allows the caster to give <n> points of standing per minute to another character with the following restrictions:

1. The recipient must follow the Path of Order, Justice, Might or Balance. If the recipient follows the same Path as the caster, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

Miracle Gift <n>

Range : touch
 Duration : 15 minutes
 Type : —
 Effect :

Miracle Gift <n> allows the caster to pass knowledge of a Order miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own standing) as if he had spent character points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A Order miracle can be gifted to any character who does not follow the Path of Nature, though the recipient *will* have to answer to his Path if it is not appropriate to do so.

Example *Raphael, a Human Priest of Balance can use Order Gift 1 to transfer Order Lace 8 to any character who does not follow the Path of Nature. For 15 minutes, he loses all knowledge of Order Lace 8 and also the miracles above it, such as Order Lace 12. He still knows Order Lace 4, however.*

Order Lace <n>

Range : 20'
Duration : instantaneous
Type : O
Effect :

Forces Order into a target. This has the effect of draining <n> points of Standing if the target follows the Principle of Chaos and <n>/2 if the target follows the Principle of Freedom or Anarchy. The target can regain Standing as per normal.

When cast on a Demon when it is not on its home plane, Order Lace causes an additional <n> "Life Point" damage.

Halt <n>

Range : 20'
Duration : 10 seconds (see below)
Type : O(W), M
Effect :

Halt causes any target that fails to resist to freeze for 10 seconds, or until the target takes damage.

Note that the target is still fully aware of its surroundings and can refuse beneficial spells and miracles as normal.

8.6 The Path of Chaos

Entropy, destruction, freedom.

8.6.1 Chaos Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Order Harm 4	Power Sight Harm 8	Harm 12 Disruption 2	Discern Path Harm 16 Disruption 4	Mass Harm 4 Disruption 6
Destroy (T) Curse 1	Destroy (R) Curse 2	Curse 3 Weakness	Disintegrate (T) Curse 4	Disintegrate (R) Mass Curse 1 Double Weakness
Chaos Blade 1 Dispel 0	Chaos Blade 2 Dispel 1	Chaos Blade 3 Dispel 2 Disruptive Aura 0	Chaos Blade 4 Dispel 3 Disruptive Aura 1 Order Resistance 2	Chaos Blade 5 Dispel 4 Disruptive Aura 2
Chaos Gift 1 Miracle Gift 0 Chaos Lace 4 Remove Slow (T)	Miracle Gift 1 Chaos Lace 8 Freedom 1 Dexterity 1	Chaos Gift 2 Miracle Gift 2 Chaos Lace 12	Miracle Gift 3 Chaos Lace 16 Remove Paralysis (T) Dexterity 2	Chaos Gift 4 Miracle Gift 4 Chaos Lace 20 Freedom 4

Discern Order

Range : 20'
Duration : instantaneous
Type : I
Effect :

All followers of the Paths of Order, Justice, Might or Balance and all objects with a miracle from one of these Paths, within 20' that the caster can see will glow.

Power Sight

Range : sight
 Duration : 15 minutes
 Type : I
 Effect :

Any miraculous items, active miracles and divine entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

Discern Path

Range : 20'
 Duration : instantaneous
 Type : I
 Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

Harm <n>

Range : touch
 Duration : instantaneous
 Type : O
 Effect :

Causes <n> Power Body Damage to the location touched. For the level 0 miracle, only one hand is required. All other levels require both hands or the miracle has no effect.

This miracle can break a location but cannot sever a location, i.e. it cannot take a location below -10.

Mass Harm <n>

Range : 20'
 Duration : instantaneous
 Type : O
 Effect :

As per the usual mass rules, but the damage goes to the location with currently the most body points (this is usually the chest location).

Disruption <n>

Range : 20'
 Duration : instantaneous
 Type : O
 Effect :

Causes <n> Power Body Damage to each location of the chosen target and <n> Life Point damage. Unlike the "Dart" spells, this miracle does not shoot anything at the target, instead the effect manifests directly in the targets body. Thus Dexterity and other dodge related abilities (such as Blur) cannot be used to reduce the damage.

Destroy (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Type : O, i
 Effect :

This miracle destroys any object either touched or up to 20' away, unless the object is protected.

Disintegrate (T)/(R)

Range : touch (level 3)
 : 20' (level 4)
 Duration : instantaneous
 Type : O, i
 Effect :

This miracle destroys any object either touched or up to 20' away, unless the object is protected. The pieces take 15 man-minutes of collecting before they object can be mended.

Curse <n>

Range : 20'
Duration : 15 minutes
Type : O
Effect :

Makes a character more vulnerable to damage. All Normal and Power defence that the target has is reduced by <n> (to a minimum of 0).

When a character is under the effects of a Curse, the character's best defence against an attack is calculated as usual and then reduced by the amount of the Curse to a minimum of 0.

Example *Hades is wearing Chainmail, which gives him 5 points of Normal protection and is also protected by a Bless 3. In addition, he has 2 points of Armoured Dexterity.*

In a fight with an Anarchy Priest he is the target of a Curse 2, which lowers his protection from any attack by 2. During the fight he is attacked by:

Skeleton - Blunt 10 *His Chainmail and Dexterity give the best defence against this attack, providing 7 points of protection. This is reduced to 5 by the curse and Hades takes 5 damage.*

Anarchy Priest - Unholy Word 4 *The Bless is his only protection against this, providing 3 points of protection. This is reduced to 1 and he takes 3 points of Life Point damage.*

Fire Mage - Fire Dart 6 *Only his Dexterity protects him from this attack. Unfortunately, this is completely negated by the Curse and he takes 6 points of Body Point damage to all locations and 6 Life Points of damage.*

Skeleton - Blade 8 from behind *As he did not see this attack, Hades can only count on his Chainmail for protection. This protection is reduced to 3 and he takes 5 points of damage.*

Weakness/Double Weakness

Range : touch
Duration : 15 minutes
Type : O
Effect :

Drains a target the character is touching of Strength/Double Strength. A character who drops below normal Strength collapses. Such a character may not cast any spells or miracles and can only move at a slow crawl.

Weakness effects are **not** cumulative.

Chaos Blade <n>

Range : touch
Duration : 15 minutes
Type : i
Effect :

After the effect wears off the weapon becomes permanently damaged, doing 1 point less of Normal damage. Hence a 1H Sword, with a base of 4 points, will have a base of 3 points after a Chaos Blade wears off. If the base damage of a weapon drops to 0, it is destroyed. A weapon damaged by Chaos Blade can be mended by spells or miracles in the usual way.

Note that Chaos Blade does **not** protect against destructive spells and miracles. For example, a Sword with Chaos Blade 3 would still be destroyed by a Rust spell.

A weapon that is permanently enchanted with a Chaos Blade suffers damage over time, doing 1 point less Normal damage. When the weapon is damaged such that it's Normal damage reaches 0, it is destroyed. While under the effects of a Chaos Blade, the weapon cannot be mended by either magical or mundane means. The rate at which the damage occurs depends on the quality of the weapon (see below).

It is possible to temporarily remove the Chaos Blade using Dispel, repair the weapon and then wait for the Chaos Blade to return.

Quality	Period
Normal	1 week
Superior	1 month
Master	1 year
Legendary	100 years

Dispel <n>

Range : 20'
Duration : instantaneous
Type : O
Effect :

Dispels any miracle or spell with a level of <n> or less.

Disruptive Aura <n>

Range : touch
Duration : 15 minutes
Type : —
Effect :

Protects a character or object from the influence of spells and miracles. The target is immune to spells and miracles of level <n> or less, including beneficial ones (eg: heals, protections, etc). Any spell or miracle of level <n> or less already on the target is dispelled.

Order Resistance <n>

Range : self
Duration : 15 minutes
Type : ns
Effect :

The caster *and his possessions* gains immunity from the next <n> Order, Justice, Might and Balance miracles cast at him, whether or not they are beneficial. The Order Resistance takes effect *before* all other protections are taken into account.

When negating simultaneous miracles, such as from a multi-cast miracle, miracles are negated from highest level to lowest.

Chaos Gift <n>

Range : touch
Duration : variable
Type : —
Effect :

Chaos Gift allows the caster to give <n> points of standing per minute to another character with the following restrictions:

1. The recipient must follow the Path of Chaos, Freedom, Anarchy or Balance. If the recipient follows the same Path as the caster, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

Miracle Gift <n>

Range : touch
Duration : 15 minutes
Type : —
Effect :

Miracle Gift <n> allows the caster to pass knowledge of a Chaos miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own standing) as if he had spent character points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A Chaos miracle can be gifted to any character who does not follow the Path of Nature, though the recipient *will* have to answer to his Path if it is not appropriate to do so.

Example *Raphael, a Human Priest of Balance can use Chaos Gift 1 to transfer Chaos Lace 8 to any character who does not follow the Path of Nature. For 15 minutes, he loses all knowledge of Chaos Lace 8 and also the miracles above it, such as Chaos Lace 12. He still knows Chaos Lace 4, however.*

Chaos Lace <n>

Range : 20'
Duration : instantaneous
Type : O
Effect :

Forces Chaos into a target. This has the effect of draining <n> points of Standing if the target follows the Principle of Order and <n>/2 if the target follows the Principle of Justice or Might. The target can regain Standing as per normal.

When cast on a Demon when it is not on its home plane, Chaos Lace additionally heals it of <n> "Life Point" damage.

Remove Slow (T)

Range : touch
Duration : instantaneous
Type : —
Effect :

Removes the effects of Slow from the target character. This miracle can also be used to remove Halt and Freeze effects.

Remove Paralysis (T)

Range : touch
Duration : instantaneous
Type : —
Effect :

Removes the effects of Paralysis from the target character, as well as the effects removed by Remove Slow.

Freedom 1/4

Range : touch
Duration : 15 minutes
Type : —
Effect :

Freedom 1 protects the character from effects that bind or hold and that normally require Strength to escape. This releases any character currently being held as well as safeguarding him from the effects for the duration of the miracle. In addition the character is protected from Halt and Freeze effects.

Freedom 4 protects the character from effects that bind or hold and that normally require Double Strength to escape. This releases any character currently being held as well as safeguarding him from the effects for the duration of the miracle. In addition the character is protected from Slow effects, as well as the effects protected from by Freedom 1.

Dexterity <n>

Range : touch
Duration : 15 minutes
Type : —
Effect :

Dexterity <n> increases the target's Unarmoured or Armoured Dexterity by <n>.

8.7 The Path of Death

Characters who follow the Principle of Death believe in the sanctity of death. If a person or creature is fated to die, then nothing should be allowed to interfere.

How far the regard for death is taken does depend on the character. Some believe that it is their mission in life to send as many living things to death as they can before they too die, while others believe that you only have the one chance and hence you should make the most of it, not letting anything get in your way.

Undead are servants of Death, rewarded by their Deity for their exemplary service during life. Necromancers are sometimes seen as allies, sometimes as unwitting tools of Death and sometimes as invaders and enemies.

8.7.1 Death Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Life Dispel Life 0 Detect Undead	Power Sight Dispel Life 1	Dispel Life 2 Discern Nature of Undead Drain Life 12	Discern Path Dispel Life 3	Dispel Life 4
Drain Life 4	Drain Life 8	Death Curse 12	Drain Life 16	Mass Drain Life 4
Death Curse 4	Death Curse 8	Death Curse 12	Death Curse 16	Mass Death Curse 4
		Suppress Spirit 1 Demoralise 1		Demoralise 2
	Cause Minor Disease Repel Life		Cause Moderate Disease	
Unholy Strike 1 Unholy Word 2 Interrogate the Dead	Unholy Strike 2 Unholy Word 4	Unholy Strike 3 Unholy Word 6 Speak with the Dead	Unholy Strike 4 Unholy Word 8	Unholy Strike 5 Unholy Word 10 Talk with the Dead
	Fear 1		Fear 2	Mass Fear 1 Freeze with Fear 1
	Life Resistance 1		Life Resistance 2	
Death Gift 1 Miracle Gift 0 Death Lace 4	Miracle Gift 1 Death Lace 8 Life Ward 1	Death Gift 2 Miracle Gift 2 Death Lace 12	Miracle Gift 3 Death Lace 16 Life Ward 2	Death Gift 4 Miracle Gift 4 Death Lace 20
Summon Undead Servant 1	Summon Undead Servant 2 Control Undead 1	Summon Undead Servant 4	Summon Undead Servant 8 Control Undead 2	Summon Undead Servant 12 Mass Control Undead 1

Discern Life

Range : 20'
Duration : instantaneous
Type : I
Effect :

All followers of the Paths of Life, Justice, Freedom or Balance and all objects with a miracle from one of these Paths, within 20' that the caster can see will glow.

This miracle also detects any character that is *alive*.

Power Sight

Range : sight
Duration : 15 minutes
Type : I
Effect :

Any miraculous items, active miracles and divine entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

Discern Path

Range : 20'
Duration : instantaneous
Type : I
Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

Dispel Life

Range : 20'
 Duration : instantaneous
 Type : O
 Effect :

Removes any one Life miracle of level <n> or less.

Detect Undead

Range : self, line of sight
 Duration : 15 minutes
 Type : I
 Effect :

The caster will be made aware of all undead creatures within his line of sight, even those that cannot be seen by normal eyesight. This miracle can also determine:

- Whether an undead will regenerate after being “killed”.
- Whether a character with a Bind the Soul spell running will regenerate after being killed.

Discern Nature of Undead

Range : 20'
 Duration : instantaneous
 Type : I
 Effect :

This miracle gives the caster the type, rank and effective willpower to control or turn the target undead creature.

Drain Life <n>

Range : touch
 Duration : instantaneous
 Type : O
 Effect :

Causes <n> Unholy Power Life Point damage, which is effective against living creatures and extra planar creatures of Justice, Life, Freedom and Balance.

For the Level 0 Miracle, only one hand is required. For all other levels two hands are required otherwise the miracle has no effect.

This miracle cannot take a character below his Death Threshold, as there's no more life to drain beyond that point.

Death Curse <n>

Range : 20'
 Duration : 15 minutes
 Type : O
 Effect :

For the duration of this miracle the effect character has all Life healing, no matter its source, reduced by <n>.

Suppress Spirit <n>

Range : 20'
 Duration : 15 minutes
 Type : O
 Effect :

For the duration of this miracle, the target has his Death Threshold effectively reduced by <n> to a minimum of 0. If the character's Life Points drop below his effective Death Threshold, he dies.

If a character's Life Points are already below his adjusted Death Threshold, the character dies.

This miracle can be cast multiple times and its effects stack.

Demoralise <n>

Range : 20'
 Duration : 15 minutes
 Type : O, M
 Effect :

The target of a Demoralise miracle is demoralised, causing his will to live to be reduced. He becomes less willing to defend himself. His Dexterity bonus is reduced by <n>, to a minimum of 0. In addition, his Willpower is reduced by <n>. (This includes Dexterity gained from the chaos miracle, druidic miracle and the Warlock spell Dexterity. It does affect the dexterity gained from the Light spell 'Blur'.)

Cause <Type> Disease

Range : touch
Duration : 24 hours
Type : O
Effect :

Cause Disease infects the target with a non-natural disease, which will last for 24 hours. The only way it can be removed is to wait for it to pass or with the life miracle Cure <Type> Disease.

A character can only be afflicted by one disease, but a higher level one will displace a lower level one. None of the effects can be mitigated by any miraculous or magical means (not even Endurance or Power Armour).

The effects from Cause Minor Disease are:

- After 6 hours, lowers the targets strength by 1.
- Loss of 1 point of life every hour.

The effects from Cause Moderate Disease are:

- After 1 hour, lowers the targets Strength by 1.
- After 6 hours, lowers the targets Strength by 2 (in total).
- Loss of 1 point of life every 30 minutes.

Higher levels of Cause Disease can be cast down; this does not increase its duration but the caster can choose from the following options:

Poison (Downcast by 1 Level) Can target a weapon instead of a character; this will cause the weapon to be coated by a disease poison as per the poison and magic item rules.

Increased Duration (Downcast by 1 Level) Each time this option is chosen the duration of the disease increases by 24 hours.

Contagious (Downcast by 2 Levels) If this option is chosen the disease will spread amongst members of the same race. In order for a disease to spread, characters must spend 5 consecutive minutes within 5' of infected characters. Touching does not reduce the time required to spread a contagious disease.

Example Carlsberg is talking to Eagleson, who unknown to both is suffering from a Contagious Disease. About two minutes into the conversation Fiddelo, who has the same disease joins them. Shortly afterwards Eagleson leaves and Carlsberg spends the next three minutes talking to Fiddelo. As he has just spent a total of 5 minutes within 5' of infected characters, Carlsberg catches the disease.

Virulent (Downcast by 3 Levels) If this option is chosen the disease will spread even across different races. In order for a virulent disease to spread, characters must spend 1 consecutive minute within 5' of infected characters. Touching (skin to skin) immediately spread a virulent disease.

Repel Life

Range : self
Duration : instantaneous
Type : O
Effect :

All living creatures are thrown back from the caster to a distance of 10' (those beyond 10' are not effected). It requires at least Triple Strength to resist the effects of this miracle.

Unholy Strike <n>

Range : touch
Duration : 15 minutes
Type : i, P
Effect :

Unholy Strike can be cast on any weapon, imbuing it with Death. The weapon causes additional <n> Unholy Power damage for the duration of the miracle, which is effective against living creatures and extra planar creatures of Justice, Life, Freedom and Balance.

The call for the additional damage is “Unholy <n>”.

Unholy Word <n>

Range : 20'
Duration : instantaneous
Type : O
Effect :

Causes <n> points of Unholy Power Life Point damage, which is effective against living creatures and extra planar creatures of Justice, Life, Freedom and Balance.

Interrogate the Dead

Range : touch
Duration : 1 minute
Type : I
Effect :

The caster can ask three yes/no questions of any intelligent creature killed within the last 15 minutes. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this miracle will not work on a “killed” Undead creature (their spirit no longer exists), nor will it work on any body which is under the effects of a Bless or Consecrate the Dead miracle, or on a character with a death threshold of 0.

Speak with the Dead

Range : touch
Duration : 1 minute
Type : I
Effect :

The caster can ask three questions of any intelligent creature killed within the last 15 minutes. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this miracle will not work on a “killed” Undead creature (their spirit no longer exists), nor will it work on any body which is under the effects of a Bless or Consecrate the Dead miracle, or on a character with a death threshold of 0.

Talk with Dead

Range : touch
Duration : 1 minute
Type : I
Effect :

The caster can ask nine questions of any intelligent creature killed within the last hour. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this miracle will not work on a “killed” Undead creature (their spirit no longer exists), nor will it work on any body which is under the effects of a Bless or Consecrate the Dead miracle, or on a character with a death threshold of 0.

Life Resistance <n>

Range : self
Duration : 15 minutes
Type : ns
Effect :

The caster *and his possessions* gains immunity from the next <n> Life, Justice, Freedom and Balance miracles cast at him, whether or not they are beneficial. The Life Resistance takes effect *before* all other protections are taken into account.

When negating simultaneous miracles, such as from a multi-cast miracle, miracles are negated from highest level to lowest.

Death Gift <n>

Range : touch
 Duration : variable
 Type : —
 Effect :

Death Gift allows the caster to give <n> points of standing per minute to another character with the following restrictions:

1. The recipient must follow the Path of Death, Might, Anarchy or Balance. If the recipient follows the same Path as the caster, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

Miracle Gift <n>

Range : touch
 Duration : 15 minutes
 Type : —
 Effect :

Miracle Gift <n> allows the caster to pass knowledge of a Death miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own standing) as if he had spent character points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A Death miracle can be gifted to any character who does not follow the Path of Nature, though the recipient *will* have to answer to his Path if it is not appropriate to do so.

Example *Raphael, a Human Priest of Balance can use Death Gift 1 to transfer Death Lace 8 to any character who does not follow the Path of Nature. For 15 minutes, he loses all knowledge of Death Lace 8 and also the miracles above it, such as Death Lace 12. He still knows Death Lace 4, however.*

Death Lace <n>

Range : 20'
 Duration : instantaneous
 Type : O
 Effect :

Forces Death into a target. This has the effect of draining <n> points of Standing if the target follows the Principle of Life and <n>/2 if the target follows the Principle of Justice or Freedom. The target can regain Standing as per normal.

Fear <n>

Range : 20'
 Duration : 15 minutes
 Type : O(W), M
 Effect :

A target character who fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

Freeze with Fear <n>

Range : 20'
 Duration : 15 minutes
 Type : O(W), M
 Effect :

A target character who fails to resist is frozen with fear. The effect lasts for 15 minutes (or until the caster is dead). Remove Fear or other effect that removes mental effects will release the character. If the character is attacked (by anyone) he becomes unfrozen, but the Fear effect remains. Similarly, a Remove Paralysis or similar effect will unfreeze the character, but the Fear effect remains.

To learn this miracle, the character must already have learnt Mass Fear <n>.

Life Ward <n>

Range : special
 Duration : 15 minutes
 Type : O(W)
 Effect :

The Priest marks a line of the floor (preferably with some visible phys-rep like a piece of red cord) which can be a maximum of 5 feet in length. The line may stretch across an opening, be made into a circle or be any other shape the Priest requires. This miracle only affects living creatures.

Creatures that fail to resist may not cross the line until the miracle wears off. Though the creatures cannot cross the line, they can still attack (including spells and miracles) over it, as long as they themselves do not move over it. Non-living creatures can cross the ward without problems. In particular, a non-living creature can step over the ward, attack and then step back without effecting the ward.

The length of the ward can be extended, with each doubling of the length reducing its level by 1 down to a minimum of Life Ward 1. Thus a Life Ward 3 can be cast to stretch 10 feet as Life Ward 2 or 20 feet as Life Ward 1.

Summon Undead Servant <n>

Range : touch
 Duration : 15 minutes
 Type : —
 Effect :

This miracle allows the caster to summon a previously contacted spirit from the Plane of Death. To contact such a spirit the character must make a deal and sacrifice a portion of his life (1 Death Threshold). When casting this miracle, the character summons the undead servant into the dead target body. Obviously, a single servant can only inhabit one body, so if a character has only contacted one such servant he cannot animate multiple corpses.

When the a character first learns this miracle, he or the ref. team must create an undead creature using the standard creature rules. The following table lists the possible undead servants that can be contacted.

Type	Rank Modifier
Zombie	0
Skeleton	5
Ghoul	15
Death Knight	35
Lich	35
Vampire	50

When creating an undead servant the rank modifier is subtracted from <n>. For example Summon Undead Servant 12 allows the caster to summon a Rank 12.0 Zombie, or a Rank 7.0 Skeleton. It does not allow the caster to summon any higher undead, such as Ghouls.

Additional levels allow the player to improve the undead up to Rank <n>, however this makes it impossible to summon this undead creature with lower levels of summon undead servant again.

Example *A priest of death sacrifices 1 DT and contacts an undead spirit which will take the form of a rank 1.0 skeleton. This undead is effectively Rank 6.0 to summon, thus to summon this spirit the priest must then learn Summon Undead Servant 1, Summon Undead Servant 2, Summon Undead Servant 4 and Summon Undead Servant 8.*

If he casts Summon Undead Servant 8 he can summon this rank 1.0 skeleton. (He immediately notices this is a bit pointless and improves his skeleton to Rank 3.0 so that nothing is 'wasted'. This improvement requires no CP on the side of the death priest, it can be done 'for free'.)

Later the priest learns Summon Undead Servant 12 and can now improve his Skeleton to Rank 7.0. (This undead can no longer be summoned with Summon Undead Servant 8.) Alternatively, he could keep his undead at Rank 3.0, but instead downcast Summon Undead Servant by 1 level, so that the skeleton remains an entire hour at his side.

If the caster ever abuses his undead servant, it will never reappear again (and there may be further penalties applied by the The Path of Death. On the other hand, its quite hard to abuse an undead, but the following actions are considered abuse:

- the caster willfully attacks the servant (accidental back-swings do not count) or willfully orders or allows others to destroy it,
- the caster willfully orders the servant to make a permanent sacrifice of life, or a sacrifice of mana or standing.

The player must also supply the kit and the monster player for the undead servant, or come to some arrangement with the GM.

The caster does not need to control the servant, however others can control it in the usual way. (Hence it might be useful for the caster to control it anyway, in order to make it more difficult for others to break the control.)

This miracle does not work on a body under the effects of a Consecrate the Dead miracle or Bless miracle. Once the miracle ends and the undead servant leaves the body again, the original soul returns and can be resurrected in the usual way. If the servant was a skeleton all the body's flesh must be regenerated first with the high level Balance miracle Regrow.

Control Undead <n>

Range : 20'
Duration : 15 minutes
Type : O(W)
Effect :

The targeted Undead creature must obey the commands of the caster if it fails to resist. Control is immediately broken if

- the caster ever attacks the Undead,
- the Undead is destroyed,
- another character casts a Control Undead of the required level or higher,
- the caster orders the Undead to make a permanent sacrifice of Life, mana or standing.

Unintelligent Undead are willing to attack even if they face certain destruction. However, if the Necromancer orders an intelligent Undead into a situation where it will obviously be destroyed, his control will be broken.

After the duration of the spell, control reverts back to a previously cast Control Undead (if its duration has not expired). Otherwise, the Undead becomes free willed.

8.8 The Path of Justice

8.8.1 Justice Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
	Detect Lie 1		Detect Lie 2	Mass Detect Lie 1

Detect Lie <n>

Range : touch
Duration : special
Type : O(W), M
Effect :

This miracle allows the caster to discern whether the target's next statement is a lie if he fails to resist. The miracle lasts for a maximum of 15 minutes.

The caster does not know if the miracle is successful (ie: if a character has a greater Willpower, the caster does not know the miracle is not effecting him.)

Note that a lie is an intentionally false statement contrary to the knowledge of the caster. Thus the information provided can still be wrong but will not be detected as a lie if the target believes the information to be true.

8.9 The Path of Freedom

8.9.1 Freedom Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
	Uncanny Dodge 1		Uncanny Dodge 2	

Uncanny Dodge < n >

Range : self
 Duration : 15 minutes (special)
 Type : ns
 Effect :

After casting Uncanny Dodge <n>, the caster can apply a +4 dexterity bonus to <n> attacks for the duration of the miracle. The caster must call “Uncanny Dodge” to the the attack being dodged. At higher levels, the Uncanny Dodge can be combined into a single dexterity boost, thus Uncanny Dodge 2 can either be used to boost the caster’s dexterity by 4 against two attacks or to boost the caster’s dexterity by 8 against a single attack.

Note, only one Uncanny Dodge miracle of any level can be cast on a character at any one time and the miracle is still in effect even after it has been used. To cast another Uncanny Dodge before a previous one expires thus requires the original one to be dispelled or cancelled.

8.10 The Path of Balance

8.10.1 Balance Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
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8.11 The Path of Might

8.11.1 Might Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
	Mighty Blow 1		Mighty Blow 2	Challenge

Mighty Blow < n >

Range : self
 Duration : 15 minutes (special)
 Type : ns
 Effect :

After casting Mighty Blow <n>, the caster can perform <n> attacks doing +4 Normal damage for the duration of the miracle. The caster must add the call “Mighty” to the damage call **before** the attack is made, and if he misses that usage is wasted. At higher levels, Mighty Blows can be combined into a single blow. Thus Mighty Blow 2 can either be used to perform two attacks each with +4 Normal damage or a single attack with +8 damage.

Note, only one Mighty Blow miracle of any level can be cast on a character at any one time and the miracle is still in effect even after it has been used. To cast another Mighty Blow before a previous one expires thus requires the original one to be dispelled or cancelled.

Challenge

Range : caster plus one other character
 Duration : special
 Type : —
 Effect :

This miracle is cast while challenging another character to single combat and if the other character accepts, both characters become locked into a duel to the death by the Path of Might.

This miracle lasts until one or both of the characters are dead. For the duration of the duel

- both characters must do their utmost to kill his opponent. If a character fails to do so, he dies,
- The characters cannot effect or be effected by external forces, either harmful or beneficial.

If a character dies during a challenge, no spell, miracle or ability (such as Bind the Soul, Regeneration, etc) will save him.

The miracle can only be dispelled by a character whose Willpower is greater than the combined Willpower of the combatants and if successful, both he and the character’s in the Challenge die.

8.12 The Path of Anarchy

8.12.1 Anarchy Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Dark Bless 1	Hide Path Dark Bless 2 Retribution 1	Dark Bless 3	Mislead Path Dark Bless 4 Retribution 2	Dark Bless 5

Hide Path

Range : self
Duration : 15 minutes
Type : —
Effect :

For the duration of this miracle, the character is not detected by Discern Chaos or Discern Death miracles. Discern Path also shows the character as not having a Path.

Mislead Path

Range : self
Duration : 15 minutes
Type : —
Effect :

The character chooses another Path and for the duration of this miracle all Discern Principle miracles and Discern Path will behave as if he belonged to that Path.

Example *Travesty casts Mislead Path, choosing Justice as the detected Path. For the duration of the miracle, he will glow if targeted by a Discern Order or Discern Life and his Path will be identified as “Justice” if targeted by a Discern Path.*

Dark Bless <n>

Range : touch
Duration : 15 minutes
Type : —
Effect :

For the duration of this miracle, the caster does <n> extra damage with every attack he makes but takes an extra <n> damage from every attack against him (even if he would normally take no damage from the attack). This extra damage only applies if the attack physically connects to the character.

If the damage from an attack is completely or partially Normal damage, the additional damage is also Normal damage. If the damage is only Power damage, the additional damage is also Power damage, but the amount is halved (rounded down).

Example *Travesty has cast Dark Bless 4 on himself and then attacks an opponent with his Greatsword, which also has Chaos Blade 6 cast on it. He would normally be doing “Blade 10, Chaos 6” but with the Dark Bless he is doing “Blade 14, Chaos 6”.*

His opponent retaliates, attacking for “Blade 6”. Travesty wears plate mail (5 points of armour) and also has 4 points of dexterity. Normally he would only take a point of bruising damage but due to the Dark Bless he takes 5 points of damage.

If he casts Demoralise 1 on his enemy he would normally dodge-bounce the attack. Because the attack still connects he would take 4 points of damage due to the Dark Bless.

If he casts Demoralise 2 on his enemy his 4 points of Dexterity are enough to completely avoid the attack and he can utterly mock his unfortunate victim.

After a few minutes mocking, Travesty decides to finished his opponent and casts Unholy Word 2. With the Dark Bless 4, the damage from each Unholy Word 2 is increased by 2.

Retribution <n>

Range : self
Duration : 15 minutes
Type : ns
Effect :

The caster can cause any attack against him to also affect his attacker, up to a maximum of <n> attacks. Retribution damage is done to the same location(s) that were targeted in the original attack and the attacker's defences reduce this damage as usual. The caster takes damage from the attack as usual.

The call for this miracle is "Retribution <damage>". Any retribution must be done within a three seconds of the attack or the chance is lost.

Note: Dark Bless does not affect the damage returned with Retribution.

Example *Glyph casts Retribution 3 just before a party of do-gooders attack. During the fight, a Mage casts Holy Word 4 on him (the Vampire disguise once again confusing the party), and as it would be pointless Glyph chooses not to use one of his Retributions.*

A few seconds later a Half Orc Warrior attacks him for "Blade 12, Fire 4", hitting him in the Left Leg. Glyph immediately uses one of his Retributions to return the damage (with the call "Retribution Blade 12, Fire 4 Left Leg" and pointing to his attacker's Left Leg).

The Half Orc is wearing Thick Leather Greaves, Toughness 3 and Armoured Dexterity 2, all of which reduce the damage as usual. This causes the Half Orc Warrior to pause for a second, during which time Glyph hobbles off to hide behind his favourite Ogre Zombie.

Note, only one Retribution miracle of any level can be cast on a character at any one time and the miracle is still in effect even after it has been reduced to 0. To cast another Retribution before a previous one expires thus requires the original one to be dispelled or cancelled.

Chapter 9

Of Nature and Druids

Druids are followers of the Path of Nature, dedicated to defending the environment from harmful and needless exploitation and destruction. They have a particular hatred for Orcs and Goblins, who are known to be destructive and uncaring, and this spills over into suspicion of Half Orcs. Druids do not distrust or hate Elementalists as such, however for some unknown reason magic does not seem to be compatible with druidic miracles, and as such they would generally refuse beneficial spells in order to keep their own powers.

Their greatest enemies are the Dark Druids who corrupt Nature for their own gain.

All Druids and Lay-Druids (who do not follow the path of a Dark Druid), have the following RP restrictions:

- They must oppose any plan which will harm nature.
- They must destroy any Dark Druids and may never accept a beneficial miracle from them.
- They may not use metal armour.

Furthermore all full Druids (who do not follow the path of a Dark Druid), but not lay-druids, also have the following RP restrictions:

- They cannot use any manufactured metal item (armour or weapons).
- They must hate and distrust Orcs and Goblins and must encourage their destruction (or at least removal from the area).
- They must at least be distrustful Half-Orcs.

Only Humans, Elves and Half Elves can become Druids or Lay-Druids as the other races do not have the affinity for Nature that these races can achieve. Characters who are not druids or priests (Warriors, Scouts, Mages, etc...) can be Lay-Druids and learn druidic miracles from a *single* list only. They can be a member of any kingdom guild as usual.

Characters who are full Druids (Druids, Druidic Shamans and Amazon Druids) cannot be a member of a kingdom guild, but they do gain 'Druid Bonuses', for instance a Bear druid gains Strength at Rank 20, or a Tree Druid gains a bonus to the casting of Barkskin. *Lay-Druids do not get any of these bonuses.*

Furthermore *beneficial* druidic miracles do not work on (and offensive druidic miracles cannot be cast by) anyone who:

- is currently willingly wearing metal armour or using a metal weapon.
- has accepted or cast a beneficial elemental magic spell or light magic spell in the last 15 minutes.

This includes miracle gifted druidic miracles and also druidic items.

Any character who knows spells from the School of Darkness cannot learn druidic miracles, but they can learn dark druidic miracles.

9.1 Druidic Miracles

The druidic sect determines a druid's primary list, however above Rank 10 the druid can pick secondary, tertiary, etc... lists in any order desired, each time increasing the effective level to learn druidic miracles or rituals by 1.

Example *If a Druid's primary list is the Animal list, then he learns miracles from this list at base cost. He has also picked the Elemental list as his secondary list, allowing him to learn miracles on it as if they were one level higher.*

*To learn Freeze (R) a level 2 miracle, he must pay $((2 + 1) + 1) * 2 = 8$ Character Points.*

*If he were to learn Tree Heal 1, a level 0 tree miracle, the Tree list would become his tertiary list and he would have to pay $((0 + 2) + 1) * 2 = 6$ Character Points.*

9.2 Druidic Sects

Although every Druid respects nature in all its various forms, each one has an affinity for one particular part. Druids with the same affinity gather together in Sects for mutual protection and pooling of knowledge. The Sects work together and disputes among them are uncommon with outright fighting even more so. When a character first decides to become a Druid, he must chose one of the Sects below.

9.2.1 Tree Druids

Tree Druids are mainly concerned with the welfare of plants, defending them from needless destruction and exploitation. Up to Rank 10, Tree Druids are known as Acolytes. Above Rank 10, they can choose a particular type of tree and become full Druids, taking the name of their tree in their title (e.g: Oak Druid, Elm Druid, ...). A full Tree Druid gains the following bonuses

- If cast by a full Tree Druid, Tree Heal and Tree Heal Other provide the target with an extra point of healing every minute.
- Innate Plant Walk. Plants will simply not deliberately impede a Tree Druid.
- Increase to the level of any running Barkskin miracle on the druid equal to Rank/20 (rounded down).

Example *A Rank 21 Tree Druid may cast Bark Skin 4 (a level 2 miracle) on himself which then acts like a Bark Skin 6 miracle. (The miracle still dispels at level 2.)*

The Holy Symbols of Tree Druids should represent their chosen tree. Acolytes, not having a chosen tree, are unable to create Holy Symbols.

9.2.2 Animal Druids

Animal Druids identify with the wild animals of the world and seek to keep them free in their natural environment. Up to Rank 10, Animal Druids are known as Acolytes. Above Rank 10, they can choose a particular type of animal, and become full Druids, taking the name of their animal in their title (e.g: Bear Druid, Wildcat Druid, ...). They also take on some of the attributes of their chosen animal. The Holy Symbols of Animal Druids should represent their chosen animal. Acolytes, not having a chosen animal, are unable to create Holy Symbols. The following is a sample list of animals and is by no means exhaustive.

Bear A bear (or other large animal such as a lion) druid can choose one of the following bonuses:

- Stackable increase of strength at Rank 20. This bonus improves by another level of strength after 30 ranks, by another level after 40 ranks, etc... Thus a rank 50 bear druid gets +2 to strength and a rank 90 bear druid gets +3 to strength and so on.
- One Knockback attack with either a claw attack or a weapon every 8 Ranks.

Wildcat (or other fast animals) Stackable Unarmoured Dexterity bonus equal to Rank/20 (rounded down). One Swift attack with one claw attack every 8 Ranks.

Snake Harm 4 Poison Rank/5 times per day. Several uses can be combined, i.e. a Rank 20 Snake Druid can either deal Poison Harm 16 with a claw attack once, or Poison Harm 8 twice, or Poison Harm 4 four times a day.

(The level of Harm is capped at what a chaos priest of equal rank could cause.)

Spider Paralysis 1 Poison Rank/8 times per day. Several uses can be combined, i.e. a Rank 16 Snake Druid can either deal Poison Paralysis 2 with a claw attack once, or Poison Paralysis 1 twice.

(The level of Paralysis is capped at what a necromancer of equal rank could cause.)

All Animal Druids gain the following bonuses:

- If an Animal Druid's chosen animal has claws, Claw Hands does an extra point of damage.
- If an Animal Druid's chosen animal has fur, scales or feathers, Fur Skin gives an extra point of protection.

9.2.3 Elemental Druids

Elemental Druids worship the four elements from which all life and power springs and the Sun. Up to Rank 10, Elemental Druids are known as Acolytes. Above Rank 10, they can choose a particular element, taking the name of their element in their title (e.g: Earth Druid, Water Druid, Sun Druid, etc...). Note that, although fire is a natural process which can release land for new growth, Fire Druids are very rare due to its destructive nature. Once an Elemental Druid has chosen his element, he can learn the spells from the Elemental Spell List as miracles at one level higher (e.g: an Earth Elementalist can learn level 0 Earth spells as if they were level 1 miracles). The possible types of Elemental Druid are:

- Water
- Earth
- Air
- Fire
- Sun

The Holy Symbols of Elemental Druids should represent their chosen element. Acolytes, not having a chosen element, are unable to create Holy Symbols.

All Elemental Druids gain the following bonuses:

- If an Elemental Druid casts Elemental Protection against his chosen element, its effects are increased by 1. So a Fire Druid will gain 2 points of protection from a Elemental Protection 1 (Fire) miracle. Earth druids gain this bonus against Metal.

9.2.4 Weather Druids

Weather Druids identify most closely with the power that the weather has over the environment and are the most aloof Sect of all. It is this Sect that mostly settles any disputes amongst the others. Up to Rank 10, Weather Druids are known as Acolytes. At Rank 10 they have earned the title Weather Druid, though some take a more specific title (e.g: Storm Druid, Cloud Druid, etc). The Holy Symbols of Weather Druids must represent one of the incarnations of weather (lightning, rain, etc...). Acolytes are unable to create Holy Symbols and gain no additional benefits from certain miracles.

All Weather Druids gain the following bonuses:

- Lightning Dart does an additional point of damage.
- A Weather Druids using the offensive aspect of Eye of the Storm will do 1 more damage.

9.2.5 Dark Druids

All Druids accept that death is a part of life. However, some Druids become fascinated and corrupted by death, turning their backs completely on the living. Such Druids are called Dark Druids and are hated and spurned by all true Druids.

Up to Rank 10, Dark Druids are known as Acolytes. At Rank 10, they earn the title Dark Druid. The Holy Symbols of Dark Druids are symbols of Death, such as skulls and bones, although a lightning blasted tree is also traditional.

Note that higher level true Druids are aware of the existence of dark druid miracles but refuse to learn them.

9.3 Druidic Skills Costs

Skill	Human	Elf	Half Elf
Weapons, Shield and Armour			
1H Weapon Proficiency	9	15	12
1H Weapon Specialisation	18	30	24
1H Weapon Expertise	36	60	48
1H Weapon Mastery	72	120	96
2H Weapon Proficiency	18	30	24
2H Weapon Specialisation	36	60	48
2H Weapon Expertise	72	120	96
2H Weapon Mastery	144	240	192
Fist Proficiency	6	12	9
Fist Specialisation	12	24	18
Dagger Proficiency	6	12	9
Dagger Specialisation	12	24	18
Dagger Expertise	24	48	36
Dagger Mastery	48	96	72
Staff Proficiency	9	15	12
Staff Specialisation	18	30	24
Staff Expertise	36	60	48
Staff Mastery	72	120	96
Subdue <skill>		<i>as weapon <skill></i>	
Favoured Weapon		<i>as weapon expertise</i>	
Throwing Proficiency	9	9	9
Throwing Specialisation	18	18	18
Throwing Expertise	36	36	36
Throwing Mastery	72	72	72
Longbow Proficiency	18	15	16
Longbow Specialisation	36	30	33
Longbow Expertise	72	60	66
Longbow Mastery	144	120	132
Crossbow Proficiency	27	36	31
Crossbow Specialisation	54	72	63
Crossbow Expertise	108	144	126
Crossbow Mastery	216	288	252
Small Shield Use	10	15	12
Medium Shield Use	20	30	25
Large Shield Use	30	45	37
Armour Specialisation	3	4	3
Armour Expertise	6	9	7
Armour Mastery	12	18	15
Armour Advanced Mastery	24	36	30
Metal Armour Specialisation	24	36	30
Metal Armour Expertise	48	72	60
Metal Armour Mastery	96	144	120
Metal Armour Advanced Mastery	192	288	240
Chi			
Kata	32	24	28
Disarm Proficiency (1 chi)		<i>as <weapon> Specialisation * 2</i>	
Disarm Specialisation (2 chi)		<i>as <weapon> Expertise * 2</i>	
Disarm Expertise (4 chi)		<i>as <weapon> Mastery * 2</i>	
Swift/Piercing (2 chi)		<i>as <weapon> Mastery</i>	
Through/Undedgeable (6 chi)		<i>as <weapon> Advanced Mastery</i>	
Truestrike (18 chi)		<i>as <weapon> Legendary Mastery</i>	
Knockback (1 chi)		<i>as (<weapon> Expertise + Strength) / 2</i>	

Druidic Skills Costs (continued)

Skill	Human	Elf	Half Elf
Physical / Mental			
Enhance Life	2	3	2
Enhance Mana	6	3	4
Enhance Standing	1	1	1
Enhance Chi	16	12	14
Ambidexterity	15	7	11
Strength	30	45	37
Double Strength	60	90	75
Triple Strength	120	180	150
Armoured Dexterity (per level)	18 * level	12 * level	15 * level
Unarmoured Dexterity (per level)	12 * level	8 * level	10 * level
All Round Sight (per level)	12 * level	8 * level	10 * level
Toughness (per level)	15 * level	18 * level	16 * level
Willpower (per level)	12 * level	8 * level	10 * level
Magic			
Read/Write Magic Runes	6	3	4
Meditate	18	12	15
Learn Spell	9 * (l + 1)	6 * (l + 1)	8 * (l + 1)
<i>l = spell level</i>			
Multicast		<i>variable</i>	
Create Talisman	4 + l	3 + l	3 + l
<i>l = level</i>			
Enchant Item	36 + l	24 + l	30 + l
<i>l = level</i>			
Magic Ritual	36 + l	24 + l	30 + l
<i>l = ritual level</i>			
Joint Magic Ritual	18 + l	12 + l	15 + l
<i>l = level</i>			
Magic Ritual Slot	18	12	15
Religious			
Read/Write Religious Runes	-	-	-
Prayer	-	-	-
Learn Miracle	-	-	-
<i>l = miracle level</i>			
Combined Miracle		<i>variable</i>	
Create Holy Symbol	-	-	-
<i>l = level</i>			
Consecrate Item	-	-	-
<i>l = ritual level, p = principles</i>			
Religious Ritual	-	-	-
<i>l = ritual level, p = principles</i>			
Joint Religious Ritual	-	-	-
<i>l = level</i>			
Religious Ritual Slot	-	-	-
Druidic			
Read/Write Druidic Runes	1	1	1
Commune	4	4	4
Learn Druidic Miracle	2 * (l + 1)	2 * (l + 1)	2 * (l + 1)
<i>l = miracle level</i>			
Combined Druidic Miracle		<i>variable</i>	
Create Druidic Symbol	1 + l	1 + l	1 + l
<i>l = level</i>			
Anoint Item	8 + l	8 + l	8 + l
<i>l = level</i>			
Druidic Ritual	8 + l	8 + l	8 + l
<i>l = ritual level</i>			
Joint Druidic Ritual	4 + l	4 + l	4 + l
<i>l = level</i>			
Druidic Ritual Slot	4	4	4

Druidic Skills Costs (continued)

Skill	Human	Elf	Half Elf
Medical			
Bind Wounds	3	3	3
Set Broken Bone	3	3	3
Discern Wounds	3	3	3
Discern Disease	3	3	3
Discern Spiritual Influence	3	3	3
Discern Poison	3	3	3
Discern Paralysis	3	3	3
Knowledge			
Recognise Creature	3	3	3
Recognise Undead	9	9	9
Recognise Smell	3	3	3
Recognise Magic	12	12	12
Recognise Miracle	3	3	3
Evaluate	9	9	9
Identify	$4 * (l + 1)$	$4 * (l + 1)$	$4 * (l + 1)$
Subterfuge			
Throat Slit / Hamstring	30	30	30
Backstab Proficiency	30	30	30
Backstab Specialisation	60	60	60
Backstab Expertise	120	120	120
Backstab Mastery	240	240	240
Sniping Proficiency	60	30	45
Sniping Specialisation	120	60	90
Sniping Expertise	240	120	180
Sniping Mastery	480	240	360
Disable Device / Lock Proficiency	9	9	9
Disable Device / Lock Specialisation	18	18	18
Disable Device / Lock Expertise	36	36	36
Disable Device / Lock Mastery	72	72	72
Manufacture			
Skinning	10	7	8
Make Non-Metal Armour	10	7	8
Make Superior Non-Metal Armour	20	15	17
Make Masterwork Non-Metal Armour	40	30	35
Make Metal Armour	-	-	-
Make Superior Metal Armour	-	-	-
Make Masterwork Metal Armour	-	-	-
Make Non-Metal Weapon	10	7	8
Make Superior Non-Metal Weapon	20	15	17
Make Masterwork Non-Metal Weapon	40	30	35
Make Metal Weapon	-	-	-
Make Superior Metal Weapon	-	-	-
Make Masterwork Metal Weapon	-	-	-

9.4 The Aspect of Druidicism

9.4.1 General Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Druidism		Discern Sect		Discern Path
Miracle Gift 0	Miracle Gift 1	Miracle Gift 2	Miracle Gift 3	Miracle Gift 4
Nature Gift 1		Nature Gift 2		Nature Gift 4

Discern Druidism

Range : 20'
 Duration : instantaneous
 Type : I
 Effect :

All followers of the Path of Nature and all objects with a druidic miracle within 20' that the caster can see will glow.

Discern Sect

Range : 20'
 Duration : instantaneous
 Type : I
 Effect :

The caster will be able to determine the Primary Sect of one character within 20'. If the target has no Druidic miracles, no information is gained.

Discern Path

Range : 20'
 Duration : instantaneous
 Type : I
 Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

Miracle Gift <n>

Range : touch
 Duration : 15 minutes
 Type : —
 Effect :

Miracle Gift <n> allows the caster to pass knowledge of a druidic miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own standing) as if he had spent character points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A druidic miracle can be gifted to any character who does not follow any of the nine Paths, though the recipient *will* have to answer to his Path if it is not appropriate to do so.

Example *Eric Chasseur (aka Hunter) can use Miracle Gift 1 to transfer Tree Heal 2 to any character who has not learnt any non-Druidic miracles. For 15 minutes, he loses all knowledge of Tree Heal 2 and also the miracles above it, such as Tree Heal 3. He still knows Tree Heal 1, however.*

Nature Gift <n>

Range : touch
 Duration : var
 Type : —
 Effect :

Nature Gift allows the caster to give <n> points of standing per minute to another character with the following restrictions:

1. The recipient must follow the Path of Nature. If the recipient follows the same Sect as the caster, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

9.5 The Aspect of Weather

9.5.1 Weather Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Thunder Clap 1 Extinguish	Lightning Dart 2 Eye of the Storm 1	Lightning Dart 4 Thunder Clap 2 Gale Eye of the Storm 2 Magnetise 1	Lightning Dart 6 Eye of the Storm 3	Lightning Dart 8 Thunder Clap 3 Double Gale Eye of the Storm 4 Cloud Form Magnetise 2

Lightning Dart <n>

Range : 20'
Duration : instantaneous
Type : O(D)
Effect :

Lightning Dart <n> causes <n> points of Lightning power damage to every location of the target creature and <n> life point damage. The druidic miracle vocals should end with the words “Lightning Dart <n>” to indicate the damage and the caster should point at the targeted character.

Thunder Clap <n>

Range : 10' radius
Duration : 10 seconds
Type : O(T)
Effect :

The Druid claps his hand at the end of the miracle vocals and calls “Thunder Clap <n>”. Any character (except the caster) with Toughness less than <n> is stunned for 10 seconds (unable to do anything but stagger around).

Gale / Double Gale

Range : 20'
Duration : 1 minute
Type : O
Effect :

Gale lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach. This miracle will extinguish any fire up to the size of a campfire.

Double Gale has exactly the same effect except that all characters without at least Double Strength will be blown directly away from the caster, and all other creatures are slowed when they approach. This spell will extinguish any fire up to the size of a bonfire 10' high.

Both miracles also protect the caster from missile weapons. Gale reduces all missile damage by 8, Double Gale reduces all missile damage by 16.

In addition, if a Gale is cast on a destroyed weapon it takes 15 man-minutes to retrieve all the pieces.

Two or more characters casting Gale side by side will have their effects stack. For example three characters casting Gale will require Triple Strength to resist and will reduce all missile damage by 24.

Eye of the Storm <n>

Range : self
Duration : 15 minutes
Type : D (protective aspect)
: — (offensive aspect)
Effect :

The caster is surrounded by whirling winds and lightning. This miracle can be cast in one of two ways (both can be active at the same time on a single character).

Protective Aspect The caster gains <n> Normal and Power Armour.

Offensive Aspect The caster can do <n> Lightning Power Damage with his hands.

Cloud Form

Range : self
 Duration : 15 minutes
 Type : D
 Effect :

The caster turns himself into a hazy cloud. In this form, he is unable to physically effect or be effected by solid objects and can only move at a slow walking speed.

- All Normal damage is reduced by 10, with the reduction occurring **after** all other defences are taken into consideration. Also, due to his slow speed, any Dexterity bonuses are halved.
- He cannot physically attack, although he can still cast spells and miracles and use hand touch attacks (such as the offensive aspect from Eye of the Storm).
- The character is immune to tripping and entangling effects. However, he cannot escape from gripping effects of any level due to his inability to push off from the ground. All other stopping effects such Halt, Paralysis, Freeze, Slow, etc. work normally.
- If targeted by a Gale or similar effect, the Druid is flung back at double normal speed, taking Life and Body Point damage to all locations equal to four times the number of levels of Strength required to resist. (ie: 4 points for Gale, 8 points for Double Gale, etc.) However, these effects do free the character from gripping effects.

Magnetise <n>

Range : touch, 2' radius
 Duration : 30 seconds
 Type : O
 Effect :

This druidic miracle causes one metal object to become very magnetic for a short while causing it to be glued to the closest metal object held (or worn if no other metal objects are nearby). This requires <n> levels of Strength to resist (which cannot be used for anything else when using any of the metal objects).

Example *A weather druid cast Magnetise 1 on Lucien's chain mail. He holds two metal objects: a sword and a shield. The miracle effectively causes the shield (as its a bit closer than the sword) to be glued in an uncomfortable fashion to his chest.*

As Lucien has one level of Strength he can use it to resist the effects of the miracle and use the sword and shield normally, but for those 30 seconds he effectively loses one level of Strength.

9.6 The Aspect of the Trees

9.6.1 Tree Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Tree Heal 1	Tree Heal 2	Tree Heal 3	Tree Heal 4	Tree Heal 5
Trip	Entangle (T)	Tree Heal Other 1	Trip 'n' Entangle (T)	Tree Heal Other 2
Tree Blink	Plant Strength 1 Plant Walk Self	Tree Merge	Plant Walk Other	Trip 'n' Entangle (R) Plant Strength 2 Tree Walk
Warp (T) Shillelagh 1	Warp (R) Shillelagh 2 Barkskin 2	Shillelagh 3 Barkskin 4	Shillelagh 4 Barkskin 6	Shillelagh 5 Barkskin 8 Non-Metal Resistance 5
Grow Normal Wooden Weapon				

Tree Heal <n>

Range : self
 Duration : 5 minutes
 Type : —
 Effect :

This miracle allows the Druid to heal both his Life and Body points by touching a tree. For each minute the Druid is healed of <n> points of Life damage and <n> points of Body damage, spread intelligently (ie: it goes to the worst location at the caster's discretion). If the Druid stops touching the tree, the miracle also stops and must be recast.

Tree Heal Other <n>

Range : touch
 Duration : 5 minutes
 Type : —
 Effect :

This miracle is a version of Tree Heal which can be cast on another character.

To learn Tree Heal Other <n> requires the character to know the Tree Heal miracle on the same level. For instance to learn Tree Heal Other 1 requires the knowledge of Tree Heal 3, to learn Tree Heal Other 2 requires knowledge of the miracle Tree Heal 5.

Trip (R)

Range : 20'
 Duration : instantaneous
 Type : O(D)
 Effect :

Causes any plants around the targeted character to tangle together, which trip him if he's moving (the player should fall to his knees).

An All Round Sight skill of at least 4 is sufficient to avoid the effects of Trip. Also, if there are no ground level plants in the area, the druidic miracle has no effect.

Entangle (T)/(R)

Range : touch (level 1)
 : 20' (level 2)
 Duration : 15 minutes
 Type : O
 Effect :

Entangle causes any plants near the target to entangle his limbs. Thus a character on grass will have his legs entangled, while a character on grass and near a tree will his legs, arms and head entangled. A character with Radiate or at least Strength can break the hold, taking 5 seconds per entangled location.

Trip 'n' Entangle (T)/(R)

Range : touch (level 3)
 : 20' (level 4)
 Duration : 15 minutes
 Type : O
 Effect :

This druidic miracle combines the druidic miracle Trip and druidic miracle Entangle into one. The target is tripped and where it falls the plants entangle it, requiring at least Strength to break free.

Note that the target is only tripped if it is moving when the druidic miracle is cast and there are ground level plants. It will still be entangled by any other plants around it (such as tree branches grabbing his body and arms).

An All Round Sight skill of at least 4, is sufficient to avoid the effects of the Trip, though the target is still entangled.

Plant Strength <n>

Range : 20'
 Duration : 15 minutes
 Type : —
 Effect :

This druidic miracle effects entangling plants, strengthening them and increasing the level of Strength required to break free by <n>.

It also repairs damaged plants, healing them of 25 x <n> points of damage.

Tree Blink

Range : self
 Duration : instantaneous
 Type : —
 Effect :

Tree Blink moves the caster from one tree to another. The player must touch the trunk of a tree and can then walk up to 10' to another tree trunk. During this time he is not visible and cannot be attacked (the player holds his hand in the air to signal this). The player must walk at a reasonable pace (no dawdling) and can move around obstacles. Once at the destination tree, he can “step out” facing any direction.

The size of both the destination and starting tree trunks must be large enough to accommodate the player's body.

Plant Walk Self/Other

Range : self (level 1)
 : touch (level 3)
 Duration : 15 minutes
 Type : —
 Effect :

For the duration of this miracle, the target is immune to any natural or unnatural plant restraining effects, such as Trip and Entangle.

Tree Merge

Range : self
 Duration : 15 minutes
 Type : —
 Effect :

Casting Tree Merge allows the caster to merge his body into a tree. While within the tree, he cannot be seen, but can see normally out of the tree. If the tree is attacked, the Druid will take half of the normal damage (rounded up) and full power damage.

Note that, while within the tree the Druid can use the Commune skill as normal.

Tree Walk

Range : varies
 Duration : varies
 Type : —
 Effect :

As “Tree Blink” except that the caster can either travel 20' or “Tree Blink” with another character.

Warp (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Type : O, i
 Effect :

Warp destroys any non-metal object either touched or up to 20' away, unless the object is protected.

The call for this miracle is “Druidic Warp”.

Shillelagh <n>

Range : touch
 Duration : 15 minutes
 Type : i, P
 Effect :

Shillelagh can be cast on any purely wooden weapon and causes it to deal <n> Power Damage. The type of damage is “Power”.

Barkskin <n>

Range : self
 Duration : 15 minutes
 Type : D(A)
 Effect :

Barkskin makes the caster's skin tougher, providing protection from normal damage. The target gains <n> points of Normal armour.

Non-Metal Resistance <n>

Range : self
 Duration : 15 minutes
 Type : D
 Effect :

For the duration of this druidic miracle, all normal damage inflicted by a non-metal weapon (or non-metal part of a weapon) is reduced by <n>, with the reduction occurring **after** all other defenses are taken into consideration.

Power damage inflicted by a non-metal weapon (or non-metal part of a weapon) still harms the recipient of the druidic miracle as usual.

In order to learn Non-Metal Resistance <n>, the character must know Bark Skin up to the same level. For example, to learn Non-Metal Resistance 5 (a level 4 miracle), the character must know Bark Skin 8 (the level 4 Bark Skin).

Grow <Type> **Wooden Weapon**

Range : touch
 Duration : instantaneous
 Type : —
 Effect :

This miracle allows the Druid to grow a wooden weapon (a club, two handed club, staff or bow (but not crossbows)). The weapon takes 2 * *base* minutes to grow, for example a normal club takes 6 minutes to grow and a superior club takes 8 minutes to grow. This druidic weapon can be used like a normal weapon of its kind with the following exceptions:

- Casting beneficial magic on the weapon automatically withers (destroys) it.
- The weapon will wither on its own after 24 hours, unless the druid plants it again.
- A dispel miracle or dispel will instantly wither the weapon, unless it is protected (for example by a Shillelagh).

A withered druidic weapon cannot be mended by any means. There must be some kind of trees available from which the weapon will grow.

9.7 The Aspect of the Animal

9.7.1 Animal Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Claw Hands 2 Fur Skin 1	Claw Hands 4 Fur Skin 2	Fur Skin 3 Strength 1	Claw Hands 6 Fur Skin 4	Fur Skin 5 Strength 2
Nature's Lore 10	Nature's Lore 20	Nature's Lore 30	Nature's Lore 40	Nature's Lore 50 Enhanced Senses
Befriend Animal 1	Animal Leap 0	Befriend Animal 2	Animal Leap 1 Mass Befriend Animal 1	Befriend Animal 3
Animal Empathy		Talk with Animal		

Claw Hands <n>

Range : self
 Duration : 15 minutes
 Type : —
 Effect :

The Druid's hands are turned into claws which do <n> points of Normal damage per hit. (To use both claws, the druid must learn the skill Ambidexterity.)

Fur Skin <n>

Range : self
Duration : 15 minutes
Type : D
Effect :

Fur Skin makes the caster's skin grow a lot of fur (or gain some other protective layer such as scales for snake druids), protecting the caster from normal damage. The caster gains <n> points of Normal armour.

Strength <n>

Range : self
Duration : 15 minutes
Type : —
Effect :

Increases the target's strength by <n> levels of strength for 15 minutes. This druidic miracle is not cumulative with any other strength increasing spell or miracle, but does stack with any natural strength the target has.

Nature's Lore <n>

Range : self
Duration : 15 minutes
Type : I
Effect :

Increases both the character's Recognise Creature and Recognise Smell skill by <n>.

Enhanced Senses

Range : self
Duration : 15 minutes
Type : —
Effect :

For 15 minutes the character gains exceptionally keen senses (mainly smell) which allows fighting even if blinded or within magical darkness. In particular the character may ignore the following effects:

- Flash
- Flare
- Suggestion "close your eyes" or similar
- Blindness
- Invisibility

This miracle *does not* allow the character to see through Blur. In order to learn Enhanced Senses, the character must already know Nature's Lore 50.

Animal Leap <n>

Range : self
Duration : instantaneous
Type : —
Effect :

Animal Leap 0 gives the caster the ability to leap up to 10' in the direction he's facing or straight up. If leaping forwards, he can clear objects up to 6' tall.

For every additional level, the character can either

- Add another 10' forwards or upwards.
- Change his facing.
- Carry another character (also requires Strength for one character, Double Strength for two). *Carrying more than two characters requires it also to be phys-repped OOC.*

Note that during a leap, the character is still visible. For a forward leap he must be allowed past, but other character's can turn to follow his direction. For an upward leap, the caster can shout "Time Stop" and climb up the required distance as everyone watches.

Befriend Animal <n>

Range : 20'
 Duration : 15 minutes
 Type : O(W), M
 Effect :

The caster is able to befriend a normal animal that fails to resist. For the duration of the miracle the caster and the target animal both consider themselves to be close friends. Neither will take any hostile action against the other, nor will they allow anyone else to cause the other harm, doing everything in their power to aid their friend.

Animal Empathy

Range : 20'
 Duration : instantaneous
 Type : I
 Effect :

The caster becomes aware of the emotional state of one animal (ie: hungry, tame, curiosity, indifference, pain, etc).

Talk with Animal

Range : 20'
 Duration : 15 minutes
 Type : I
 Effect :

This allows the character to hold a conversation with an animal, chosen at the time of casting. Note that the conversation will still be limited by the animals intelligence and that some animals have nothing interesting to say (eg: real world cows, squirrels, etc).

9.8 The Aspect of the Elements

Full druids with this list as their primary list may chose one of the following magic lists and learn spells from it as their secondary list (as if they were miracles).

- The School of Fire
- The School of Water
- The School of Earth
- The School of Air
- The School of Light

9.8.1 Elemental Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Mend (T) Rust (T)	Mend (R) Rust (R) Single Grip (T) Freeze (T) Elemental Protection 1	Single Grip (R) Freeze (R) Elemental Protection 2 Unarmoured Dexterity 2	Gather and Mend Double Grip (T) Elemental Protection 3	Double Grip (R) Slow (T) Elemental Protection 4 Unarmoured Dexterity 3

Rust (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Type : O, i
 Effect :

Rust destroys any metal object either touched or up to 20' away, unless the object is protected.

The call for this miracle is "Druidic Rust".

Mend (T)/(R)

Range	: touch (level 0)
	: 20' (level 1)
Duration	: instantaneous
Type	: i
Effect	:

Mends any one object, up to a volume of 1 cubic foot.

Gather and Mend

Range	: 20'
Duration	: instantaneous
Type	: i
Effect	:

Mends any one object, up to a volume of 10 cubic foot. This druidic miracle also collects all the pieces of the broken object before mending it. Thus it can be used to instantaneously fix something that would normally require 15 man minutes of piece collecting first, for example an object destroyed by a Disintegrate or an object which has been affected by a Gale after being broken.

<Strength> Grip

Range	: touch or 20'
Duration	: 15 minutes
Type	: O
Effect	:

Grip causes the ground to hold the target character for 15 minutes. *Any* part of the target's body touching the ground is affected. If the character has <Strength> Strength he can break the hold in 5 seconds per location. (ie: A character with both feet under the effects of Single Grip can break the hold in 10 seconds if he has one level of Strength.)

Higher levels of <Strength> Grip have the following additional effects:

Triple Grip This druidic miracle sinks the target into the ground up to his knees (or his arms up to the elbows). As these locations are effectively under ground they cannot be attacked. Earthquake will effect all gripped limbs.

Quadruple Grip The target sinks into the ground up to his waist. Earthquake will effect all gripped limbs and also the body.

Quintuple Grip Sinks the target into the ground up to his neck. As only the head is above the ground, the rest of his body cannot be damaged by attacks. Earthquake will effect all limbs except the head.

Freeze (T)/(R)

Range	: touch (level 1)
	: 20' (level 2)
Duration	: 10 seconds
Type	: O
Effect	:

Causes the target character (touched or within 20'), to freeze for 10 seconds or until attacked.

Freeze temporarily freezes all the water in the effected creatures body, thus it will not work on the following creatures, as they have no water in their body:

- Skeletons, Liches, Death Knights, Blood Souls
- Ghosts
- any creature under the effects of Air Form, Earth Form, Fire Form and Shadow Form

Slow (T)/(R)

Range	: touch (level 4)
	: 20' (level 5)
Duration	: 5 minutes
Type	: O
Effect	:

Causes the target character (touched or within 20') to be slowed.

Slow works by partially freezing any water in the targets body, thus it will not work on the following creatures, as they have no water in their body:

- Skeletons, Liches, Death Knights, Blood Souls
- Ghosts
- any creature under the effects of Air Form, Earth Form, Fire Form and Shadow Form

Elemental Protection <n>

Range : self
 Duration : 15 minutes
 Type : D
 Effect :

For the duration of this miracle, all damage inflicted by specific element (chosen at the time of casting from the list below) is reduced by <n>, with the reduction occurring **after** all other defences are taken into consideration. Elemental Protection can be cast versus:

- Water (Ice Damage)
- Fire
- Air (Lightning Damage but also Air Blast Damage)
- Metal (Swords, etc...)
- Wood

Example *An Earth Elemental Druid casts Elemental Protection 3 (Metal) which provides him with damage reduction of 4 against metal. He is also wearing some armour providing him with 4 points of normal armour. He is attacked by a Skeleton wielding a sword for “Blade 6, Fire 3”. His armour first reduces this damage to 2 Fire 3, and the Elemental Protection then further reduces this to 0 Fire 3. He takes 3 points of Fire Damage.*

Later, he is attacked by a bandit with an axe for “Blade 8”. His physical armour reduces this to 4 points of damage and the Elemental Protection further reduces it to 0. He does not bruise from this attack and calls “Bounce”.

Unarmoured Dexterity <n>

Range : self
 Duration : 15 minutes
 Type : —
 Effect :

Unarmoured Dexterity <n> increases the caster’s Unarmoured Dexterity by <n>.

Chapter 10

Barbarians

Barbarians live along a mountainous border of the kingdom. Initially there were clashes between the various clans and the kingdom guards, but currently both sides have agreed to a truce and barbarians from the clans are now not an uncommon sight.

Barbarians are all human and they have a deep mistrust of all non-human races. They also fear and hate magic and will never allow any spell to be cast on them or their possessions. Mages, at best, are considered weaklings who cannot rely on their own abilities and at worst people who are possessed by spirits hungry for power.

Each barbarian clan has its own witch doctor or shaman, responsible for spiritual guidance and protecting the clansmen from magical attack. Both witch doctors and shamans use rituals to produce “magical” or “miraculous” effects, though the underlying philosophy is very different from kingdom mages and priests.

Roleplaying Note: Barbarians are easily identified by their strong accents (usually Scottish) and kilts.

10.1 Barbarian Warriors

nRP Requirements A Barbarian Warrior must

- be human,
- never wear more than one layer of armour as this shows obvious weakness,
- kill anyone who instant-casts a spell on him or his possessions.

RP Requirements A Barbarian Warrior must

- kill anyone who casts a spell on him or his possessions,
- show contempt for non-combatants,
- show mistrust of non-humans,
- show obvious hatred of known spell users.

Bonuses Barbarians Warriors receive the following bonuses.

- Increased Life Point threshold to 45, instead of the normal Human Life threshold of 30.
- When conscious, instantly recognise a spell when cast on him or his possessions (as opposed to a miracle).
- Barbarians can enter a berserk rage a number of times per day equal to their Rank divided by 8 (rounded down). The rage lasts until there are no standing enemies in sight. Note that known party mages *can* be considered enemies, though this is a decision left to the individual barbarian. During the rage the barbarian gains the following:
 - A Strength increase of 1 category (i.e: a Barbarian with Strength effectively has Double Strength).
 - The ability to remain active even if his Life Points drop below 0, though he will still die when his Death Threshold + Willpower is reached.
 - The ability to ignore pain and keep using a location even if its Body Points drop below 0. However, any location that drops below -10 is still severed or crushed.
 - An effective increase of 15 Life Points, with associated Body Points. Once the rage ends, these Life Points are lost again. This can not kill the barbarian but it may leave him with only a minute left to bleed.

Example *Storm Skyla McLeugh has 33 Life and enters a rage. His effective Life is raised to 48, putting him on 32 Body Points on the chest and 16 Body Points on all other locations. He fights heroically for a long while and finally kills everything in sight, but takes quite a beating. As the rage ends he has 10 Life Points remaining.*

Once the rage ends, he loses 15 points of life, 10 Body Points on the chest (this does not break the chest, even if it would take the chest below 0) and 5 Body Points on every other location. As his life is now on -5 he collapses.

Had he fought for a bit longer, lowering his life to -6, the resulting Life Point loss would have left him on -10 with only one minute left to bleed.

- At Rank 24, barbarians can enter a greater berserk rage, a stronger version of berserk rage, which counts as 3 uses of the berserk rage ability. As with rage, the greater rage lasts until there are no standing enemies in sight and known party mages *can* be considered enemies. Whilst in a greater rage, the Barbarian gains all the abilities of rage given above (except where superceded) and also gain the following:
 - A Strength increase of 2 categories (i.e: a Barbarian with Triple Strength effectively has Quintuple Strength). (This replaces the strength bonus from the berserk rage.)
 - An effective increase of 30 Life Points, with associated Body Points. (This replaces the 15 Life Point increase from Berserk Rage.) Once the rage ends, these Life Points are lost again. Unlike with Berserk Rage, **this can potentially kill the barbarian**: The damage is not capped at his negative Death Threshold + Willpower.
 - An effective Dexterity *decrease* of 2, as the Barbarian is more interested in killing his opponents than defending himself.

10.2 Barbarian Witch Doctors

Witch doctors use magic rituals from a *single* School of Magic, and may also learn rituals from the General School of Magic (at one level higher). Most communicate with the spirits that inhabit the world (Elemental School and the School of Light) though a few talk to their ancestors (Necromantic School and Warlock School) or otherworld creatures (Demonology School, Darkness School). The latter are more feared than respected by other barbarians and are generally not welcomed in the kingdom. Witch doctors bear the same distrust and hatred of mages.

Warlock witch doctors are extremely rare and are actively hunted down by the Thorn Knights and are thus not welcome in the Duchy due to the massive tensions it would cause.

Witch doctors can never learn magic from the Black Flame.

nRP Requirements A Barbarian Witch Doctor must

- be human,
- never wear more than one layer of armour as this shows obvious weakness,
- kill anyone who instant-casts a spell on him or his possessions.

RP Requirements A Barbarian Witch Doctor must

- kill anyone who casts a spell on him or his possessions,
- show mistrust of non-Humans,
- show obvious hatred of known spell users.

Bonuses Barbarian Witch Doctor receive the following bonuses.

- When conscious, instantly recognise when a spell has been cast on him or his possessions.
- All members of the same clan are considered to already have Joint Magic Ritual 0 when forming ritual groups containing only other members of the that clan.
- At Rank 5, the witch doctor can call for a Fetch by performing a ritual. This is a magic creature that usually takes the form of an animal, who guides, protects and helps the witch doctor. Initially the Fetch gives the following benefits:
 1. The witch doctor can borrow an ability from the Fetch. Initially, the Witch Doctor can borrow only one of the following:

Ability	Amount
Life Points	3
Mana	3
Unarmoured Dexterity	1
All-Round Sight	1
Willpower	1
Toughness*	1

For every 8 Ranks, the Witch Doctor can borrow one extra ability.

The witch doctor can choose the ability to borrow at the beginning of the day and immediately after meditating. The witch doctor gains the selected abilities and the Fetch loses them for 24 hours or until the witch doctor selects new abilities to borrow. The witch doctor cannot borrow an ability that his Fetch does not possess.

Example *Fazer McFadden is a Rank 8 Earth witch doctor and at the beginning of the day he decides to borrow Toughness 1 from his Fetch. He is soon embroiled in an adventure involving several water mages. During his meditation he decides to borrow Willpower 1 instead, losing the Toughness 1, which will hopefully prove more useful.*

2. Spell store. The witch doctor can teach his Fetch spells, which he can then cast using the standard rules for instant spells. (i.e: use 3 words per level, spend the required mana and take casting damage).

To teach his Fetch a spell, the witch doctor performs the magic ritual version using the standard ritual rules.

The Fetch remembers spells until the witch doctor decides to cast them. Once the spell slot has been used to cast a spell the witch doctor must perform the magic ritual again before it can be used again.

Initially, the Fetch can only remember one level 0 spell and one level 1 spell.

Example *Nab McFeegle decides to teach his Fetch the level 0 water spell Trip (R). He performs a water ritual to cast the Trip (R), but instead of casting the spell at a target he modifies the end to teach his Fetch the spell.*

Nab can now cast Trip (R) once as an instant spell. Afterwards he has to perform the ritual again.

3. The Fetch can intercept power attacks, taking the damage from the attack instead of the Witch Doctor. Any Life Points lost are recovered after the witch doctor has slept for at least two hours. (Note that the Fetch cannot intercept only part of the damage. Intercepted damage is either all taken by the Fetch or all taken by the witch doctor.)

If an attack consists of normal and power damage, all normal damage is taken by the witch doctor.

Example *Fazer is attacked by an Orc doing Blade 7, Unholy 4. He asks his Fetch to intercept the attack, which means that he takes the Blade 7. His Fetch takes the Unholy 4 Power damage. The Fetch cannot take only some of the power damage - it either takes the Unholy 4 or the Fazer does.*

A Fetch can be healed by the witch doctor. Every Life Point healed requires 1 minute of concentration and uses 1 Mana. If a Fetch is reduced to less than 0 Life Points it returns to its home plane and will not reappear again for 24 hours. During this time, the witch doctor loses all the benefits from the Fetch.

4. The Fetch can take on casting damage from rituals.
5. Magic Sight. By concentrating for 1 minute, the witch doctor can look through his Fetch's eyes. The Magic Sight lasts for 15 minutes, or until the Witch Doctor stops concentrating. (This Magic sight cannot be extended in any way and as soon as the witch doctor performs any strenuous activity such as running or fighting the effects immediately end.)

10.2.1 Fetches

The witch doctor can send the Fetch away, which is usually done if he believes that the Fetch will "die" if it stays. The Fetch will go to its home plane and does not return for 15 minutes, during which time the witch doctor loses all the benefits from the Fetch.

The witch doctor can improve the Fetch's abilities by using his own (unspent) Character Points, transferring them to the Fetch via a ritual. Performing this ritual requires at least 1 hour, during which time the witch

doctor can perform no other activity beyond the basics of living. *The character's Rank is based on the number of Character Points earned, so still includes any that have been transferred to his Fetch.*

The base abilities and Character Points required to improve the Fetch are as follows.

Ability	Base	Character Points
Life Points	12	2
Mana	9	1
Unarmoured Dexterity	1	8 x level
All-Round Sight	1	8 x level
Willpower	0	8 x level
Toughness ¹	0	12 x level
Spells ²	1 level 0	level + 4
	1 level 1	

¹ A Fetch's Toughness **does** reduce the damage from power damage. So a Fetch with Toughness 1 has the damage from a Fire Dart 2 reduced by 1. A Fetch's dexterity is only counted if the attack is aimed at the Fetch; it may not be used when taking an attack for the witch doctor.

² The maximum level for spell slots is 10. A witch doctor can store any spell up to the level of the spell slot, the level does not have to be exact. Any spell slot of any level can be bought at any time, the standard rank brackets do not apply.

Example *Turnip McFeegle, a Rank 9 witch doctor, goes on a mighty adventure and earns 20 Character Points. He decides to transfer 12 of these to his Fetch, giving it the ability to learn an additional level 0 spell (for 4 points) and Willpower 1 (for 8 points). The remaining 8 Character Points he spends on his own skills. He is now a Rank 11 Character.*

Notes

- Fetches are magical creatures, and so are detectable via Detect Magic, Magic Sight and Magic Divination.
- The witch doctor can cast spells on the Fetch, but not miracles. This includes spells with a range of "Self".
- Dispel Magic <n> causes a Fetch damage equal to $2 * n$. (The Chaos miracle Dispel does not harm them.) The Fetch's Toughness *does not* reduce this damage. For example, Dispel Magic 3 causes 6 points of Life Damage to the Fetch. Mass Dispel Magic 0 causes no damage. Antimagic Shell does not have any effect.
- A character with Magic Sight can detect the Fetch and can target them with ranged spells and miracles (for example unholy word 2, but not drain life 4 as this requires touching the Fetch).
- Fetches have no wounds and body and are thus immune all Diseases and Harm effects.
- Fetches are only harmed by power damage and are immune to mental effects due to their radically different minds.
- Fetches cannot be physically harmed as they can easily avoid these relatively slow attacks. This means, for example, that a character using a Sword with Flame Blade 2 cannot successfully attack a Fetch with it.
- The mana from a Fetch cannot be used to create magic items, nor can it be sacrificed, etc...

10.3 Barbarian Shamans

Shamans are dedicated to one of the nine Paths or to a single aspect of druidicism, and use rituals to cast miracles. Most shamans follow the path of Balance, though any path can be followed. Druidic shamans follow a *single* aspect of druidicism (note that Elemental shamans do not gain the spell list, however dark druid shamans do gain the additional list as it augments their base list) and also have access to the general druidic list (at one level higher). Druidic shamans must also follow all nRP and RP requirements a full Druid must follow, in addition to the barbarian shaman requirements.

Shamans also share the same distrust and hatred of mages as other barbarians. They view most priests as rude and demanding children, as rather than request miracles and offer sacrifices they call on the path hastily and without proper ceremony.

nRP Requirements A Barbarian Shaman must

- be Human,

- never wear more than one layer of armour as this shows obvious weakness,
- kill anyone who instant-casts a spell on him or his possessions.

RP Requirements A Barbarian Shaman must

- kill anyone who casts a spell on him or his possessions,
- show mistrust of non-Humans,
- show obvious hatred/contempt of known spell users,
- show contempt of known non-ritual miracle users,
- never accept a Miracle Gift or Standing Gift from a priest or druid.

Bonuses Barbarian Shaman receive the following bonuses.

- When conscious, instantly recognise a spell when cast on him or his possessions (as opposed to a miracle).
- All members of the same clan are considered to already have Joint Religious/Druidic Ritual 0 when forming ritual groups containing only other members of the that clan.
- At Rank 5, the shaman can call for a spirit guide by performing a ceremony. This is normally an ancestor, who guides, protects and helps the shaman. (The base statistics for the spirit guide are given below.) Initially the spirit guide gives no benefits.

10.3.1 Spirit Guides

The shaman can improve the spirit guides abilities by using spirit guide points, transferring them to the spirit guide via a ceremony. When the Shaman initially gains his spirit guide (usually at Rank 5) he also gains 2 spirit points. For every 5 Ranks afterwards, the shaman gains another spirit point which he can use to improve his guide. Once spent, a spirit point can not be changed. Performing this ceremony requires at least 1 hour, during which the Shaman can perform no other activity beyond the basics of living. The base abilities and spirit point cost to improve the spirit guide are as follows.

Ability	Base	Spirit Points
1 Power Armour	0	1 for the first point 2 for the second point 3 for every point onwards
1 Willpower against Magic	0	2
Miracle Slot	0	1
10 Standing (for the guide)	0	1

Power Armour Every time this ability is bought the shaman gains an additional point of Power Armour (which stacks with everything).

Willpower against Magic The spirit guide can protect the shaman from some of the effects of magic. Every time this option is chosen the shaman gains an additional point of Willpower (which stacks with everything) against magic spells *only*.

Miracle Slot The shaman can perform a ceremony and ask the spirit guide to hold it. They can together release the effects of the miracle by using the normal instant cast rules (casting damage applies). The standing to power the miracle comes from the spirit guide. If the guide does not have enough standing to power the miracle the shaman takes standard overcasting damage. Once used, the miracle slot remains empty until the shaman performs another ceremony to use it. Every time this option is chosen the spirit guide can hold an additional miracle.

10 Standing This option increases the spirit guide's standing by 10.

Example *Felix McCraggen, a Rank 8 Justice shaman gained his spirit guide at Rank 5. He used his two spirit points to buy 10 Standing for his spirit guide and one point of power armour. After bringing several foes to justice he has earned 72 Character Points. He is now Rank 15.2 and gains two additional spirit guide points. He decides to buy one miracle slot and saves the remaining spirit point until he is Rank 20.0 so he can buy another point of power armour.*

Notes

- Spirit guides are miraculous creatures, and so are detectable using Discern <Path> (i.e. Discern Life), Power Sight and Discern Path. Discern <Path> only detects the spirit guide if the Shaman himself would be detected. (A Justice Shaman will have a Justice Guide, which would only be detectable by Discern Order and Discern Life.)
- A character who can detect the spirit guide via Power Sight can target them with <Path> Lace miracles. (If the spirit guide provides power armour to the shaman this also protects the spirit guide from <Path> Lace miracles.)
- Spirit guides are immune to mental effects due to their their radically different minds.
- Spirit guides cannot be physically attacked, dispelled or killed.
- A shaman can use <Path> Gift to transfer standing to and from Spirit guide.
- A spirit guide can cast miracles on itself with the help of the shaman (for example Harden to provide addition power armour for the spirit guide *only* to resist <Path> Lace miracles). And no, a spirit guide cannot carry a contagious disease.
- Some of the more fanatical Humacti believe spirit guides are Undead Spirits and must be killed by killing their wards. This position is neither supported nor opposed by the Kingdom, and the Temple of Life also remains neutral; nor is there any consensus from the individual barbarian clans, some claiming they are and the others do not.
- If the Shaman successfully prays, the spirit guide also regains all standing as per the usual praying rules. Similarly if the shaman rests for 15 minutes both the shaman and the guide gain a point of standing (as per the usual rules).
- The standing from a spirit guide cannot be used to create items, nor can it be sacrificed, etc...

10.4 Changing Class

It is uncommon but possible for a barbarian to change class. The following restrictions apply:

- A shaman can never become a witch doctor, and a witch doctor can never become a shaman. (This also applies if a character tries to change from a shaman to a warrior and then to a witch doctor.) If this is desired, then the player should consider to become a human mage or human priest instead.
- A shaman or witch doctor that changes to a warrior keeps their spirit guide or Fetch, but it will never improve again (nor can CP be spent on a Fetch), unless they later change back to shaman or witch doctor.
- A warrior changing class to witch doctor must pay +1 on all skills as usual. This also applies to all skills bought for the Fetch. He gains the Fetch after 10 ranks of being a witch doctor and can borrow an additional ability every 12 ranks instead of the usual 8.
- A warrior changing class to shaman will gain a spirit guide after 10 Ranks and the guide will improve every 10 Ranks afterwards instead of the usual 5.

10.5 Barbarian Skills Costs

Skill	Warrior	Witch Doctor	Shaman
<u>Weapons, Shield and Armour</u>			
1H Weapon Proficiency	2	6	4
1H Weapon Specialisation	4	12	8
1H Weapon Expertise	12	36	24
1H Weapon Mastery	36	108	72
2H Weapon Proficiency	4	12	8
2H Weapon Specialisation	8	24	16
2H Weapon Expertise	24	72	48
2H Weapon Mastery	72	216	144
Fist Proficiency	1	3	2
Fist Specialisation	2	6	4
Dagger Proficiency	2	6	4
Dagger Specialisation	4	12	8
Dagger Expertise	12	36	24
Dagger Mastery	36	108	72
Staff Proficiency	4	6	6
Staff Specialisation	8	12	12
Staff Expertise	24	36	36
Staff Mastery	72	108	108
Subdue <skill>		<i>as weapon <skill></i>	
Favoured Weapon		<i>as weapon expertise</i>	
Throwing Proficiency	3	9	6
Throwing Specialisation	6	18	12
Throwing Expertise	18	54	36
Throwing Mastery	54	162	108
Longbow Proficiency	6	18	12
Longbow Specialisation	12	36	24
Longbow Expertise	36	108	72
Longbow Mastery	108	324	216
Crossbow Proficiency	12	36	24
Crossbow Specialisation	24	72	48
Crossbow Expertise	72	216	144
Crossbow Mastery	216	648	432
Small Shield Use	5	20	10
Medium Shield Use	10	40	20
Large Shield Use	15	60	30
Armour Specialisation	2	6	4
Armour Expertise	4	12	8
Armour Mastery	12	36	24
Armour Advanced Mastery	36	108	72
Metal Armour Specialisation	24	72	48
Metal Armour Expertise	48	144	96
Metal Armour Mastery	144	432	288
Metal Armour Advanced Mastery	432	1296	864
<u>Chi</u>			
Kata	24	48	48
Disarm Proficiency (1 chi)		<i>as <weapon> Specialisation * 2</i>	
Disarm Specialisation (2 chi)		<i>as <weapon> Expertise * 2</i>	
Disarm Expertise (4 chi)		<i>as <weapon> Mastery * 2</i>	
Swift/Piercing (2 chi)		<i>as <weapon> Mastery</i>	
Through/Undedgeable (6 chi)		<i>as <weapon> Advanced Mastery</i>	
Truestrike (18 chi)		<i>as <weapon> Legendary Mastery</i>	
Knockback (1 chi)		<i>as (<weapon> Expertise + Strength) / 2</i>	

Barbarian Skills Costs (continued)

Skill	Warrior	Witch Doctor	Shaman
Physical / Mental			
Enhance Life	1	3	2
Enhance Mana	-	1	-
Enhance Standing	2	-	1
Enhance Chi	12	24	24
Ambidexterity	10	20	15
Strength	15	30	22
Double Strength	30	60	45
Triple Strength	60	120	90
Armoured Dexterity (per level)	$10 * level$	$20 * level$	$15 * level$
Unarmoured Dexterity (per level)	$7 * level$	$10 * level$	$10 * level$
All Round Sight (per level)	$7 * level$	$10 * level$	$10 * level$
Toughness (per level)	$8 * level$	$16 * level$	$12 * level$
Willpower (per level)	$12 * level$	$8 * level$	$12 * level$
Magic			
Read/Write Magic Runes	-	4	-
Meditate	-	6	-
Create Talisman <i>l = level</i>	-	$1 + l$	-
Enchant Item <i>l = level</i>	-	$9 + l$	-
Magic Ritual <i>l = ritual level</i>	-	$9 + l$	-
Joint Magic Ritual <i>l = level</i>	-	$6 + l$	-
Magic Ritual Slot	-	6	-
Religious			
Read/Write Religious Runes	8	-	2
Prayer	16	-	4
Create Holy Symbol <i>l = level</i>	$4 + l$	-	$1 + l$
Consecrate Item <i>l = ritual level, p = principles</i>	$32 + 3p + 2l$	-	$8 + 3p + 2l$
Religious Ritual <i>l = ritual level, p = principles</i>	$32 + 3p + 2l$	-	$8 + 3p + 2l$
Joint Religious Ritual <i>l = level</i>	$16 + l$	-	$4 + l$
Religious Ritual Slot	16	-	4
Druidic			
Read/Write Druidic Runes	6	-	2
Commune	12	-	4
Create Druidic Symbol <i>l = level</i>	$3 + l$	-	$1 + l$
Anoint Item <i>l = level</i>	$30 + l$	-	$10 + l$
Druidic Ritual <i>l = ritual level</i>	$18 + l$	-	$6 + l$
Joint Druidic Ritual <i>l = level</i>	$12 + l$	-	$4 + l$
Druidic Ritual Slot	12	-	4

Barbarian Skills Costs (continued)

Skill	Warrior	Witch Doctor	Shaman
<u>Medical</u>			
Bind Wounds	9	6	3
Set Broken Bone	9	6	3
Discern Wounds	9	6	3
Discern Disease	9	6	3
Discern Spiritual Influence	9	3	3
Discern Poison	9	6	3
Discern Paralysis	9	6	3
<u>Knowledge</u>			
Recognise Creature	6	6	6
Recognise Undead	12	12	3
Recognise Smell	6	6	6
Recognise Magic	12	3	12
Recognise Miracle	12	12	3
Evaluate	20	20	20
Identify	$40 * (l + 1)$	$10 * (l + 1)$	$10 * (l + 1)$
<u>Subterfuge</u>			
Throat Slit / Hamstring	30	60	60
Backstab Proficiency	30	60	60
Backstab Specialisation	60	120	120
Backstab Expertise	120	240	240
Backstab Mastery	240	480	480
Sniping Proficiency	60	120	120
Sniping Specialisation	120	240	240
Sniping Expertise	240	480	480
Sniping Mastery	480	960	960
Disable Device / Lock Proficiency	15	10	10
Disable Device / Lock Specialisation	30	20	20
Disable Device / Lock Expertise	60	40	40
Disable Device / Lock Mastery	120	80	80
<u>Manufacture</u>			
Skinning	10	20	15
Make Non-Metal Armour	10	20	15
Make Superior Non-Metal Armour	20	40	30
Make Masterwork Non-Metal Armour	40	80	60
Make Metal Armour	30	30	30
Make Superior Metal Armour	60	60	60
Make Masterwork Metal Armour	120	120	120
Make Non-Metal Weapon	10	20	15
Make Superior Non-Metal Weapon	20	40	30
Make Masterwork Non-Metal Weapon	40	80	60
Make Metal Weapon	30	30	30
Make Superior Metal Weapon	60	60	60
Make Masterwork Metal Weapon	120	120	120

Chapter 11

Amazons

The Amazons are a wandering tribe comprised solely of women which travel across the plains and forests just outside the Kingdom. The Kingdom has no formal treaties with any of the tribes, but does not restrict access by visiting Amazons as there has been no trouble (as yet).

Amazons are all Human females as through a quirk of Fate or the Gods, they are not able to bear male children. This has also led to a certain amount of distrust for all men, varying with the individual. Amazons are either Warriors, Scouts or Druids.

There are no Amazon Mages as their society lacks the basic educational level for this type of magic. Individual Amazons can learn spells, but first they must find someone who is willing to teach them.

Similarly, Amazons do not generally have access to miracles from the Nine Principles, instead following the Principle of Nature. It is possible for Amazon Warriors and Scouts to gain such miracles as long as they have not become Lay-Druids (ie: learnt any Druidic Miracles) and they can find someone who is willing to teach them.

(Before an Amazon player can spend any Character points on any Magic skill, or to buy miracles from one of the Four Paths, they must gain approval from the Refs and name the character who is their teacher.)

11.1 Amazon Tribeswoman

nRP Requirements An Amazon must

- be a Human female,
- be confident in the superiority of females over males (especially Human males).

RP Requirements An Amazon must

- show at least distrust of all humanoid males,
- never start a fight with another female (of any race).

Bonuses Amazons receive the following bonuses.

- Increased Life Point Threshold to 45, instead of the normal Human Life Threshold of 30.
- Every 10 ranks they can choose one of the options below
 - +1 willpower bonus against mental effects if cast by a humanoid male (eg: Coma, Command, Fear, Halt, etc), to a maximum of +5.
 - +1 damage against humanoid males when using melee and missile weapons to +5.

For every 4 bonuses selected, the Amazon must choose one of the options below

- -1 willpower bonus against mental effects if cast by a humanoid female.
- -1 damage against humanoid females when using melee and missile weapons.
- At 15th level they are immune to all “Command” effects from any humanoid male.
- At 30th level they are immune to all “Suggestion” effects from any humanoid male.
- At 50th level they are immune to all “Charm” effects from any humanoid male.

For the purposes of the above rules, a “humanoid male” is defined as an intelligent male humanoid that is or was once alive. As well as normal Humanoids, this covers such creatures as Male Human Vampires, Liches, Male Demons, but does **not** cover Skeletons, Zombies, Ghouls or other types of unintelligent Undead.

If you’re not sure whether something counts as a Humanoid Male, then it probably doesn’t.

11.2 Amazon Skills Costs

Skill	Warrior	Druid	Scout
<u>Weapons, Shield and Armour</u>			
1H Weapon Proficiency	2	7	2
1H Weapon Specialisation	5	15	5
1H Weapon Expertise	15	45	15
1H Weapon Mastery	45	135	45
2H Weapon Proficiency	5	15	10
2H Weapon Specialisation	10	30	20
2H Weapon Expertise	30	90	60
2H Weapon Mastery	90	270	180
Fist Proficiency	1	4	1
Fist Specialisation	3	9	3
Dagger Proficiency	2	7	2
Dagger Specialisation	5	15	5
Dagger Expertise	15	45	15
Dagger Mastery	45	135	45
Staff Proficiency	5	7	10
Staff Specialisation	10	15	20
Staff Expertise	30	45	60
Staff Mastery	90	135	180
Subdue <skill>		<i>as weapon <skill></i>	
Favoured Weapon		<i>as weapon expertise</i>	
Throwing Proficiency	3	9	3
Throwing Specialisation	6	18	6
Throwing Expertise	18	54	18
Throwing Mastery	54	162	54
Longbow Proficiency	5	10	5
Longbow Specialisation	10	20	10
Longbow Expertise	20	40	20
Longbow Mastery	40	80	40
Crossbow Proficiency	10	30	10
Crossbow Specialisation	20	60	20
Crossbow Expertise	60	180	60
Crossbow Mastery	180	540	180
Small Shield Use	5	25	20
Medium Shield Use	10	50	40
Large Shield Use	15	75	60
Armour Specialisation	2	3	2
Armour Expertise	4	6	4
Armour Mastery	8	12	8
Armour Advanced Mastery	16	24	16
Metal Armour Specialisation	24	72	72
Metal Armour Expertise	48	144	144
Metal Armour Mastery	96	288	288
Metal Armour Advanced Mastery	192	576	576
<u>Chi</u>			
Kata	24	48	24
Disarm Proficiency (1 chi)		<i>as <weapon> Specialisation * 2</i>	
Disarm Specialisation (2 chi)		<i>as <weapon> Expertise * 2</i>	
Disarm Expertise (4 chi)		<i>as <weapon> Mastery * 2</i>	
Swift/Piercing (2 chi)		<i>as <weapon> Mastery</i>	
Through/Undedgeable (6 chi)		<i>as <weapon> Advanced Mastery</i>	
Truestrike (18 chi)		<i>as <weapon> Legendary Mastery</i>	
Knockback (1 chi)		<i>as (<weapon> Expertise + Strength) / 2</i>	

Amazon Skills Costs (continued)

Skill	Warrior	Druid	Scout
Physical / Mental			
Enhance Life	1	2	2
Enhance Mana	4	6	3
Enhance Standing	2	1	1
Enhance Chi	12	24	12
Ambidexterity	10	15	10
Strength	20	30	40
Double Strength	40	60	80
Triple Strength	80	120	160
Armoured Dexterity (per level)	10 * level	15 * level	10 * level
Unarmoured Dexterity (per level)	7 * level	10 * level	5 * level
All Round Sight (per level)	7 * level	10 * level	5 * level
Toughness (per level)	11 * level	16 * level	22 * level
Willpower (per level)	9 * level	12 * level	9 * level
Magic			
Read/Write Magic Runes	12	12	8
Meditate	27	27	18
Learn Spell	9 * (l + 1)	9 * (l + 1)	6 * (l + 1)
<i>l = spell level</i>			
Multicast		<i>variable</i>	
Create Talisman	4 + l	4 + l	3 + l
<i>l = level</i>			
Enchant Item	45 + l	45 + l	30 + l
<i>l = level</i>			
Magic Ritual	45 + l	45 + l	30 + l
<i>l = ritual level</i>			
Joint Magic Ritual	27 + l	27 + l	18 + l
<i>l = level</i>			
Magic Ritual Slot	27	27	18
Religious			
Read/Write Religious Runes	6	-	4
Prayer	18	-	12
Learn Miracle	6 * (l + 1)	-	4 * (l + 1)
<i>l = miracle level</i>			
Combined Miracle		<i>variable</i>	
Create Holy Symbol	3 + l	-	2 + l
<i>l = level</i>			
Consecrate Item	36 + 3p + 2l	-	24 + 3p + 2l
<i>l = ritual level, p = principles</i>			
Religious Ritual	36 + 3p + 2l	-	24 + 3p + 2l
<i>l = ritual level, p = principles</i>			
Joint Religious Ritual	21 + l	-	14 + l
<i>l = level</i>			
Religious Ritual Slot	18	-	12
Druidic			
Read/Write Druidic Runes	3	1	2
Commune	12	4	8
Learn Druidic Miracle	6 * (l + 1)	2 * (l + 1)	4 * (l + 1)
<i>l = miracle level</i>			
Combined Druidic Miracle		<i>variable</i>	
Create Druidic Symbol	3 + l	1 + l	2 + l
<i>l = level</i>			
Anoint Item	24 + l	8 + l	16 + l
<i>l = level</i>			
Druidic Ritual	24 + l	8 + l	16 + l
<i>l = ritual level</i>			
Joint Druidic Ritual	12 + l	4 + l	8 + l
<i>l = level</i>			
Druidic Ritual Slot	12	4	8

Amazon Skills Costs (continued)

Skill	Warrior	Druid	Scout
<u>Medical</u>			
Bind Wounds	9	3	3
Set Broken Bone	9	3	3
Discern Wounds	9	3	3
Discern Disease	9	3	3
Discern Spiritual Influence	9	3	3
Discern Poison	9	3	3
Discern Paralysis	9	3	3
<u>Knowledge</u>			
Recognise Creature	6	6	3
Recognise Undead	12	12	9
Recognise Smell	12	12	3
Recognise Magic	9	12	6
Recognise Miracle	9	3	6
Evaluate	20	20	20
Identify	$20 * (l + 1)$	$15 * (l + 1)$	$10 * (l + 1)$
<u>Subterfuge</u>			
Throat Slit / Hamstring	20	30	10
Backstab Proficiency	20	30	10
Backstab Specialisation	40	60	20
Backstab Expertise	80	120	40
Backstab Mastery	160	240	80
Sniping Proficiency	20	30	10
Sniping Specialisation	40	60	20
Sniping Expertise	80	120	40
Sniping Mastery	160	240	80
Disable Device / Lock Proficiency	20	30	10
Disable Device / Lock Specialisation	40	60	20
Disable Device / Lock Expertise	80	120	40
Disable Device / Lock Mastery	160	240	80
<u>Manufacture</u>			
Skinning	15	7	7
Make Non-Metal Armour	20	10	10
Make Superior Non-Metal Armour	40	20	20
Make Masterwork Non-Metal Armour	80	40	40
Make Metal Armour	20	-	60
Make Superior Metal Armour	40	-	120
Make Masterwork Metal Armour	80	-	240
Make Non-Metal Weapon	20	10	10
Make Superior Non-Metal Weapon	40	20	20
Make Masterwork Non-Metal Weapon	80	40	40
Make Metal Weapon	20	-	60
Make Superior Metal Weapon	40	-	120
Make Masterwork Metal Weapon	80	-	240

Chapter 12

Gypsies

The Gypsies have had a long and chequered history. Once they were masters of their own lands; however, several centuries ago, they were enslaved by the Hassani and brought to their Empire as soldiers and servants. With the fall of the Hassani Empire they took the opportunity to escape and reform their society once more, but now were forced into the position of dispossessed vagabonds, fearful of all around them. The clans became even more close-knit and distrustful of outsiders, believing that only those who shared their blood could be counted upon.

All things are in a state of change once more. As the number of Gypsies in the Kingdom grows, so they have come to realise that they can't hold apart from the outside world any more. The young and curious, and for that matter the old and curious, have begun to leave the clans on a temporary basis to find out more about those who would call themselves rulers of the lands, posing as entertainers and fortune tellers or hiring themselves out as hunters and trackers.

Connected by blood and shared history, all the clans stand together despite their differences; no two clans ever have the same take on life even with the shifting web of alliances and feuds between them, but if there is one thing guaranteed to bring them together, it's a threat from outside. On the rare occasion that they find someone outclan who matches the gypsy spirit, they might well be accepted into their ranks - with dire punishments visited on those who try to use or betray them.

All gypsies have a knack for talking to gods and spirits, albeit on a very minor level, and the majority of them survive through speed, stealth and trickery. The exceptions are the drabarne, the wisemen and women that work with the gods of the clans, and the gilabne, the bards who have a stronger connection to the spirits of the lands to match their wanderlust.

Roleplaying note: Gypsies are highly suspicious of outclan humans, but less so of the non-hostile non-humans (as there's no real shared history). They should show a downright dislike or hostility towards all Hassani, but are less suspicious of other travellers - entertainers, peddlers etc. All gypsies share a distrust of any organised military, including the duchy.

nRP Requirements A Gypsy must

- be a Scout, Scout/Priest or Scout/Mage (using the usual skill tables for Humans, Elves, etc...)
- never wear metal armour

RP Requirements A Gypsy must

- not harm any other gypsy
- defend other gypsies (even from the patrol)
- give aid to a Wanderer (see below) or any other who bears a clan token of any clan
- follow orders from any gilabne or drabarne and from rom baro of own clan
- never give aid to an Outcast (see below)
- wear headscarf and clan symbol at all times with pride

Bonuses Gypsies receive the following bonuses

- Scout/Mages receive the title Gilabno/Gilabni, or Singer.
- Scout/Priests receive the title Drabarno/Drabarni, or Wise One.
- Buy any level 0 instant casting (magic, religious and druidic) at half cost.
- Half cost Evaluate.

- For every 5 Ranks (after becoming a gypsy) the gypsy can chose to cast one of the following once per day as an intrinsic ability (each option can be chosen more than once):
 - <Path> Power Sight (Must be from a path the gypsy can cast from)
 - <Path> Discern Path (Must be from a path the gypsy can cast from)
 - Nature Discern Sect (Only available to lay-druid gypsies)
 - Nature Discern Path (Only available to lay-druid gypsies)
 - Magic Sight
 - Magic Divination

These castings cannot be extended by any means, and Discern Path and Power Sight must come from a path the gypsy can cast from. Thus they can be blocked by the appropriate path resistance and they can be dispelled or blocked by Antimagic Shell, Disruptive Aura and Effect Immunity as usual.

12.1 Joining

Gypsies must either be born into their clan, or sponsored into it by an existing gypsy who must help convince the drabarno and rom baro to let them join.

12.2 Leaving

Any gypsy who leaves with the blessing of the clan's drabarno becomes a **Wanderer**. Wanderers retain allegiance to the clans in general, but can no longer gain any Gypsy bonuses. If they are found to be deliberately acting against the gypsies, aiding an Outcast or are caught hurting or killing another Gypsy or Wanderer, they will become Outcast.

Any gypsy who leaves without the blessing of the drabarno, especially if they are someone who has been sponsored into the clan, or is caught breaking restrictions will become marime, or Outcast. Outcasts automatically gain a permanent non-miraculous gypsy Curse 1 which is stackable with any other curses and can only be removed by any drabarne who deems them sufficiently punished (i.e. most likely they're stuck with it)

Chapter 13

Magic Items

Magic items are created using the Enchant Item, Consecrate Item and Anoint Item skills. (This chapter will refer to all such items as ‘magic items’ regardless of their origin.) These skills allow a character to embed a known spell or miracle into an item. There are effectively three main types of magic item:

One-shot A cheap to create item that can only be used once. One-shot items can be made as ‘normal’ items, but they can also take the form of potions, weapon oils, poisons and scrolls.

Daily An item that can be used once per day. This could be something like a wand of fire dart or an artifact weapon with special powers.

Permanent An item that is active all the time. This could be something personal such as a permanent life shield, or it could be an enchanted weapon.

13.1 Creating Magic Items

Creating a magic item requires two steps.

1. Determine the type of item to create (possibly using special options).
2. Embed the spell or miracle into the chosen item.

The relevant item creation skill required to make an item is equal to the level of the *effect* (spell or miracle or druidic miracle) plus any options. The *power* (mana or standing) required to create an item is equal to

- the power cost of the effect
- multiplied by the factor of the item type (0 for scrolls, $\frac{1}{2}$ for one-shot items, 1 for daily items and 4 for permanent items)
- multiplied by the factor of any chosen options ($\frac{3}{4}$ for embedded items or harmful poisons and $\frac{3}{2}$ for refreshing items)
- multiplied by the number of charges created.

This number is rounded up in case of fractions. The time required to create items is

Item Type	Creation Time
One-Shot	skill required + 1 hours
Daily	skill required + 1 days
Permanent	(skill required + 1) * 3 days

During this time a character may take a break (for instance to go on a mission), but the time required to enchant the item is then increased by four days. (This is cumulative with all subsequent interruptions.)

Example *Rain is creating a permanent Endurance 9 item. This normally takes 9 days to complete, but he is called out on short notice to prevent an apocalypse on the seventh day. He resumes work afterwards but requires more 6 full days of work.*

Embedding a specific effect requires knowledge of it, either via a ritual or via an instant-cast. For an item without any special options the item creation skill required is equal to the level of the effect.

Any special options (for example limiting the use of the item to a specific race) may increase skill required, but this does not increase level of the effect, and thus does not change power costs.

Some options are only applicable to a specific item type, they are listed in the relevant section. A few options are applicable to any item type, they are listed at the end of this chapter.

One-Shot and Daily items can be created with more than one charge. The time taken to create those is the same as if they had been created separately. There are two advantages to this:

- There is only one item to carry around.
- In cases where only a fraction of the original power is required to create the item, this multiplication is applied first. For instance making two separate one-shot items of heal life 4 would require two lots of $\frac{1}{2}$ (rounded up to 1) standing, costing the creator two standing in total. A single item with two charges costs $2 * \frac{1}{2}$ standing (which is 1 in total).

13.2 Using and Identifying Magic Items

If a magic item has been identified, it can be used. There are four methods of identifying a magic item:

- Magic Divination cast on the item (only works with magic items, not with miraculous items)
- The character has *access to* (he is not required to actually know) the spell/miracle chain and his identify skill plus his enchant/consecrate skill is equal to or greater than the skill required to make the item.
- The characters identify skill is equal to or greater than the skill required to make the item.
- The character attunes to the item by keeping it in his possession for 24 hours. (This does not apply to potions, oils and poisons.)

Scrolls, potions, oils and poisons can be used immediately. It should be noted that unless a character can identify a potion, oil or poison via the identify skill or the relevant consecrate/enchant skill he has no way of telling what it is or does.

Example *Starfire the elven fire mage has an identify skill of 3 and an enchant skill of 5. He finds a peculiar stick and he can work out that it is a daily wand of ice dart 2. (His identify skill is 3, but the item only requires enchant 2 to make.) He then finds an amulet and can recognise it as an amulet of fire skin 9. (His enchant of 5 plus the identify skill of 3 (which is actually four levels, counting 0) is equal to the skill required to make the amulet.) Finally, he finds a glove, but has no idea what it is. Because it looks trendy he wears it anyway and after 24 hours he knows that he has managed to find the legendary glove of raise dead (which would require an identify skill of at least 6).*

Using an item depends on its type:

Potion A potion must be drunk by an alive and conscious person for the effect to activate. The effect only effects the imbiber of the potion. It is not sufficient to pour a potion down an unconscious persons throat.

Weapon Oil A weapon oil must be applied to the blade or striking surface of a weapon (requires at least 1 minute of role-play).

Poison A poison must be carefully applied to a weapon (requires 30 seconds of careful application, if interrupted in any way the poison is applied to the character instead).

Scroll A scroll must be read. (Scrolls written in specific runes or a specific language also require knowledge of the runes or language.)

Permanent A permanent item acting on the carrier of the item requires the item to be identified by that character.

Other Items All other items require an activation phrase.

The activation phrase for an item is “By the power of X, Item do thy work!” or “In the name of X, Item do thy work!”. X can be a specific god, a path or a school of magic.

13.3 One-Shot Items

One shot items require $\frac{1}{2}$ the standing/mana of the original spell. Once used these items are no longer useful. They can be re-created, but there is no specific method to recharge them. Once used, the creator recovers all power invested into the item by the next time he rests, meditates/prays/communes or sleeps. The following options are applicable to one-shot items:

Potion One-Shot items can be manufactured as drinkable potions at no extra cost.

Weapon-Oil One-Shot items can be manufactured as oils which the user can apply to a weapon for the effect to take place. Drinking such a potion is a bad idea, and you will be at the mercy of the GM if you do so.

Poison (+1 skill, $\frac{3}{4}$ power if unrefusable effect) Poisons can be applied to weapons, and the effect takes place on the first successful strike with the weapon. Drinking such a potion is a very dumb idea - the effect is applied to the drinker. Note: There is no way to distinguish a poison from a normal potion unless you can identify the item itself. It is also impossible to identify potions, oils and poisons by attuning to them. Also note that the $\frac{3}{4}$ power factor only applies if the effect cannot be refused, such as Harm 4. A Heal Life 4 'poison' can still be made, but does not benefit from this $\frac{3}{4}$ factor.

Scroll (+1 skill, 0 mana/standing) Scrolls must normally be written in the relevant temple or path runes. To write a scroll in common or any other language further increases the skill required by 1. The mana or standing to power the embedded spell comes from whoever reads the scroll. It is possible to embed mana or standing into a scroll to "help out" (this mana or standing goes with the usual rate of $\frac{1}{2}$), but this further increases the skill required by 1.

Example To create a Harm 20 poison (a level 5 effect) requires $6 * \frac{1}{2} * \frac{3}{4} = 2.25$ (rounded up to 3) standing.

13.4 Daily Items

Daily items require the full amount of standing/mana to create. Daily items can be used once per day. They can be used again once the owner of the item has slept.

13.5 Permanent Items

Permanent items are active all the time. Only 15 minute effects can be placed in a permanent item. IC they achieve this by casting a 1 hour version of the spell every hour. This means if the effect is dispelled, the user of the item will have to wait up to an hour before the spell refreshes. Making a permanent item requires an enchant skill equal to the spell level (you do not actually have to downcast the spell) and requires 4 times the standing/mana of the original spell.

Example Foo, the human fighter has a permanent Harden 1 item. At 10:55 a nasty chaos priest dispels this Harden. Foo only has to wait 5 minutes for the Harden to return. The annoying chaos priest notices this and dispels the spell again at 11:01. Foo now has to wait 59 minutes before the Harden 1 returns and decides it is probably a good idea to kill Mr. Chaos Priest.

There is one special option available for permanent items:

Refreshing (skill +2, $\frac{3}{2}$ power) This options causes the spell to refresh every 15 minutes, as opposed to every hour. This is exceedingly useful for those who wish to create permanent endurance items.

Example Rain wants to create a permanent Endurance 3 item that refreshes every 15 minutes. For this he will be required to know the Endurance 3 spell (level 0). To make a standard permanent level 0 item he would have to know Enchant 0, however the refreshing option increases the skill level required by 2 and the power required by a factor of $\frac{3}{2}$.

To make the item he requires Enchant 2 and $4 * \frac{3}{2} = 6$ points of mana.

13.6 Standard Options

The following options are available for all items (except when specifically excluded):

Embedded (skill +1, $\frac{3}{4}$ power) This limits the target of the effect to the item itself. This is especially useful for enchanted weapons or protecting magic items themselves.

Cancelable (+1 skill) This option enables the creator of an item to permanently disable it by concentrating for 30 seconds. This does not require physical contact or knowledge of where the item is. This is useful in case your items get stolen. This does not apply to scrolls without mana/standing. In cases of scrolls with mana/standing, this only removes the mana/standing from the scroll.

Bound (+1 skill and a component) This option limits the use of the item to a specific group or person. The component required is consumed during the creation of the item and should represent the person or the group the item is bound to. (A classic example would be a strand of hair or perhaps a stereotypical drawing of a particular race.) Groups of people can be a combination of specific people, a guild, a race, etc...

Cannot be used with: Potions, Oils or Poisons.

Conditional (+2 skill per condition) Replaces the activation phrase of an item with a specific condition. The only way for a conditioned item to be activated is the fulfilment of that condition. This can be useful to create magic traps or emergency life saving items. This condition can be disabled or changed by character with a sufficient skill level in 'Disable Device'.

Cannot be used with: Scrolls, Potions, Oils, Poisons and Permanent Items.

Activation Phrase (+1 skill) Replaces the activation phrase of an item with a different one (at least three words, excluding the name of the spell/miracle).

Cannot be used with: Potions, Oils, Poisons and Permanent Items.

13.7 Destroying Magic Items

Since a magic item is only a normal object, a simple Destroy (T) or similar will break the item. If the magic item is a shield, a normal shield breaking attack will destroy it. Similarly if the magic item is a weapon an unskilled user might break it.

Once broken a magic item cannot be used. (In case of permanent items the effect will still be active, but it will no longer refresh.) A magic item will permanently lose all its power (as if it had been cancelled) unless it is mended within the next 30 seconds. If it is not mended within that time the creator(s) of the item will regain all power spent when creating it as if the item had been cancelled.

To protect a magic item it is possible to embed effects such as: Protection, Effect Immunity, Disruptive Aura, <Type> Blade (if the item is a weapon) and Ensorcel Armour (if the item is a piece of armour). In particular, Endurance does not work as it doesn't actually protect objects from breaking. Also, a conditioned Mend (T) does not work as once the item is broken the item can no longer activate.

A broken potion, oil or poison cannot be mended by normal means, they require the a Gather and Mend spell or miracle.

13.8 Notes

13.8.1 Downcasting Spells or Miracles

It is possible to embed a downcasted version of an effect in an item, however the user of the item has no control over this. I.e. a Fire Skin 4 item can only be used as such, and cannot be activated as a Fire Skin 2 item for four hours. To achieve the latter effect a mage can embed a downcast "Fire Skin 4 to 2" in the item. (The skill/power/time requirements for this are the same as for a Fire Skin 4 item.) This also applies to scrolls.

13.8.2 Tower Bonus and Druid Bonus

Tower mages and druids may create items, but their bonus does not apply to the created items, even if they themselves use the item. However, if the item is bound to the original creator all bonuses apply.

13.8.3 Invalid items

It should be noted any item can be made into a magic item with the following exceptions (to stop people taking the piss):

- Talismans / Holy Symbols / Druidic Symbols (as they are totally indestructible)
- Any item you would OOC mind being removed from you on a game (such as underwear, socks, your shoes, etc...)

Generally items should be ‘wearable bling’ (rings, hats, scarfs, gems, etc...) or weapons or armour.

Chapter 14

Rituals

Whereas instant spells and miracles are well known, tightly controlled methods for causing an effect, rituals tap into the more fundamental forces of the universe. Thus rituals can be used for casting spells and miracles beyond level 10 and combining the powers of several characters as well as the more usual single character casting a simple spell or miracle.

However, the greater flexibility and power of rituals comes with a price. Rituals take much longer to cast than instant spells or miracles, they require some thought to prepare, and also the extra power can harm or even kill the caster(s).

There are effectively three different types of rituals:

- A solo ritual (performed by one caster)
- A solo ritual (performed by one caster and aided by one or more characters)
- A joint ritual (performed by two or more casters)

The overall process of a ritual is:

1. **Writing a ritual** A character can write any number of rituals at any level up to his maximum ritual skill.
2. **Allocating ritual slots** From his written collection a character can select a small number of rituals to use. This selection can be changed but takes one hour per ritual.
3. **Performing a ritual** Any ritual selected in a ritual slot can be performed as long as the character has enough standing (or mana) and time.

14.1 Writing Rituals

A character may write any ritual which his skill allows. This research takes a full day's work, so only one ritual may be researched and written per day. A character must write down all prerequisite spells or miracles in a chain.

Example *Before a Life Shaman can write Heal Life 8, he must write Heal Life 4.*

Before a Death Priest can write Freeze with Fear 1, he must write Fear 1, Fear 2 and Mass Fear 1.

Note that a character does not have to keep their paths balanced, as is required with instant casts. For instance a Might ritualist could only write down Death Rituals, but no Order Rituals if he wished. Also note; rituals are very personal and cannot be passed to another ritualist (the script would simply not work for them). Joint rituals (explained later) must also be written by all characters involved, and cannot be passed on to other members of the ritual group.

14.1.1 Player Created Rituals

Players may also research entirely new rituals. This requires approval by the ref team. Bear in mind other people may have the same idea, and anyone else asking for the same ritual will likely get approval, and monsters may also start using the ritual.

14.2 Allocating Ritual Slots

At the point a character first buys a ritual or ceremony skill he gains 1 “ritual slot” and another one every 2 Ranks (rounded down) afterwards. A character can only actively remember one ritual for each slot.

Example *Calamity is a career ritualist. He bought Religious Ritual 0 (Balance) as soon as he had enough character points and starts to gain ritual slots from Rank 0 onwards. Thus at Rank 0 he would have 1 ritual slot, at Rank 2 he would have 2, and at Rank 4 he would have 3, and so on.*

Philippe is a part-time ritualist. He bought Religious Ritual 0 (Life) starting at Rank 14.3. At Rank 16.3 he gains his second ritual slot.

A character can spend one hour and learn any ritual from his written reference; six hours if the reference is not available. A character may also chose to replace a previously learnt ritual with a different one.

Example *Conan, the Barbarian, is a Rank 13.2 Shaman. Thus he can remember 7 rituals. After researching for 51 days he has written all Order rituals up to level 4. He could chose the following rituals from his written reference:*

1. *Heal Wounds 20*
2. *Harden 4*
3. *Strength*
4. *Repel Demon*
5. *Mend (T)*
6. *Harden 3 to Harden 1 for 4 Hours*
7. *Order Gift 1*

If he wishes to learn Protection (R) he would have to ‘forget’ one of the above.

A character may only perform the remembered rituals. Rituals cannot be downcast at the time of casting, but downcast versions of rituals can be remembered.

Example *Conan does not have Heal Wounds 4 remembered, he can not perform it. He could spend a hour and remember Heal Wounds 4 (but has to forget another ritual instead).*

Conan may cast Harden 3 to Harden 1 as has remembered that Ritual. He could also cast Harden 4. He cannot cast Harden 3, nor can he cast Harden 3 down to a Harden 2 nor Harden 4 to Harden 1, as he has not remembered any of these rituals.

Characters can also buy extra ritual slots beyond the ones they gain automatically.

Suggestion: Players should declare their current ritual slots at the beginning of a game on the battle board. Alternatively, they could have a number of cards, each with the name of a ritual on it to represent each of their ritual slots.

14.2.1 Options

Modifications to well known spells and miracles can also be researched (taking a full day as usual.) They are treated completely new spells or miracles and if the ritualist wishes to perform them he must allocate a “ritual slot” as usual.

Modifications effectively increase the level of the spell or miracle (and thus skill requirement and standing or mana cost). This increase in level however does not make a spell or miracle harder to dispel or block with Antimagic Shell or Disruptive Aura. The modification options *can* be combined with one another and are:

Self to Touch (+2) A self only effect can be cast on another person other than the original caster. This option is only valid if the spell or miracle chain does not already feature a touch (or ‘other’) version. (A valid example would be a self to touch Detect Undead, an invalid example would be a self to touch Earth Merge.)

If the effect provides information to the caster (is of type **I**, such as Magic Divination, Power Sight or Detect Undead) the person touched will receive this knowledge as if they had cast the spell or miracle in the first place.

Touch to Range (+2) Can be used to extend the range of a touch spell or miracle to 20’. This can not be used if the chain already includes a ranged or mass version. (A valid example would be a touch to range Ice Blade, an invalid example would be a touch to range Harm).

Touch/Range to Poison (+1) Can be used to cast a spell or miracle on a weapon. The effect is connected to the first hit as per the usual poison rules.

Range to Touch (-1) Can be used to reduce the range of a ranged spell or miracle to ‘touch’. This can not be used if the chain already includes a touch version. (A valid example would be a range to touch Fire Dart, an invalid example would be a range to touch Grip).

Range to Mass (+4) Everyone and everything (if applicable) within 10’ of a nominated point up to 20’ away from the caster will be effected by the base spell or miracle.

This can not be used if the chain already includes a mass or equivalent version. (A valid example would be a touch to range to mass Life Shield, an invalid example would be a range to mass Destroy (Mass Destroy exists), another invalid example would be a range to mass Fire Dart (Fireball is an equivalent effect).)

Extended Range (+2 per 20 foot) Can be used to increase the range of a ranged spell by 20 foot.

If a character gets a bonus to a casting chain (for example Druids, Wardens, Hunters and Tower Mages), then this bonus also applies to all spell/miracle masteries of the same chain.

Example *An Earth Witch Doctor can remember 4 rituals. He has allocated his ritual slots to Grip (R), Mend (T), Endurance 9 and Iron Skin 6. He has been warned that the mission will involve chasing down some annoying bandits, so he wants an extra ace up his sleeve. He has already written an extended range version of Grip (R). In order to remember it he must forget another, in this case he chooses his ordinary Grip (R).*

He can now perform the extended range Grip (R) ritual, but he can no longer perform the normal Grip (R) ritual.

The extended range Grip (R) can still be dispelled at the same level as Grip (R) (level 1). Antimagic Shell 1 also protects against Grip (R), thus it also protects against extended range Grip (R) (even though it requires Magic Ritual (Earth) 4 to research and perform).

14.2.2 Battle Casts

A battle cast version of a ritual also requires a separate ritual slot (similar to a downcast version of a spell or miracle). This is only possible if a instant cast version of a ritual exists, for example it is *never* possible to battle cast a Summon Fire Elemental or to battle cast a Soul Rip.

A battle cast ritual can be performed as if were a normal instant cast spell. This entails the usual 3 words per level, casting damage, and it *can* be interrupted as normal. A battle cast ritual still requires 4 times the power required as any other battle cast, but it does not cost more life than a normal instant cast. If interrupted, a battle cast ritual is considered to be a normal ritual and is handled as described below (life damage to caster, life power damage to caster and bystanders, but no other casting damage).

Example *A rank 4 justice ritualist has 3 ritual slots and has allocated them as follows:*

1. *Heal Life 4*
2. *Heal Wounds 4*
3. *Battle Cast - Heal Life 4*

This ritualist can chose at any time to “instant cast” for example Heal Life 4 (which will cost 4 points of standing instead of the usual 1 point of standing). However, the ritualist cannot chose to battle cast Heal Wounds 4; this would require an hour to swap out one of the ritual slots for the ritual Battle Cast - Heal Wounds 4.

A battle cast ritual cannot be “battle casted” again, thus there is *no way* to battle cast a ritual so that it requires only 4 words and cannot be interrupted.

14.3 Performing Rituals

The time taken to perform a ritual is *level* minutes. (Level 0 rituals also take one minute to perform.) It is impossible to perform rituals not currently allocated in a “ritual slot”. A ritual requires a ritual circle. The caster may not to move away further than 10 foot from its centre and requires:

- A ritual circle (or some other closed shape, such as a square or a pentagram) of at least 1 metre in diameter, which should be clearly visible (string, glitter, ring of rocks, chalk dust, drawn into sand, etc...).

- One ritual focus per level, either consumable (flame, food, salt, etc...) or reusable (crystals, knife, book, rune-cards, holy symbol, etc...). A single weapon can be a ritual focus for a weapon enhancing spell or miracle. Clothing, armour, etc... cannot be ritual foci. For each missing component the caster takes 2 points of life damage per ritual level per minute. This damage is considered to be casting damage and can only be mitigated by a holy symbol, talisman or the Endurance spell.

This damage can knock a character unconscious, but similar to drain life cannot take his life below negative death threshold. If the character passes out due to this damage, the ritual is considered to have failed, but no further backlash occurs.

It is left up to the character how to perform a ritual, it could involve sitting in meditation in the circle, it could involve writing out runes in blood, it could involve the character praying to his god(s) or ancestors, it could involve the caster(s) dancing around the circle, etc.

At the end of the ritual the character expends the standing required; it is possible to perform a ritual that will kill the caster due to overcasting. Rituals (unless battle-cast) do not incur normal casting damage.

A character can chose to stop a ritual at any point by the same procedure a spell or a miracle is cancelled. (Thirty seconds of concentration for a mage or druid and thirty seconds audible prayer for a priest. Note that this is longer than it takes to cancel the casting of an instant cast spell or miracle.)

A ritual is disrupted if

- One of the casters is attacked physically during the ritual
- One of the casters is attacked with magic or miracles during the ritual (unless it is a no-effect due to effect immunity or bounces due to power armour)
- One of the casters is affected by a mind control spell or miracle (fear, suggestion, etc...)
- The ritual circle is disrupted during the ritual

A disrupted ritual costs mana or standing as normal and the backlash may damage everyone involved in it and in an area around the ritual. This damage can potentially kill the caster(s) instantly.

- All casters take life damage according to $2 * (level + 1)$. This damage is casting damage and can be mitigated with by a talisman, holy symbol or the Endurance spell.
- All casters and everyone around the ritual in a 20 foot radius take (undodgeable) power damage to life according to $2 * (level + 1)$. This damage is considered to be elemental or divine as applicable to the spell's school or the miracle's path. If there is no power damage type associated with the path or school of the ritual, it causes simply power damage. (Effectively, the only path that does not (normally) damage everyone is the path of life which inflicts holy damage. All other paths or schools either cause power damage or some kind of elemental damage.) This damage is considered power damage, thus Endurance, Life Shield, Elemental Protection and all other Power Armour protects.

Example *A failed Transport 0 ritual (a level 8 air spell) first causes $2 * (8 + 1) = 18$ points of casting damage to everyone involved in the casting of the ritual. The backlash then causes a further 18 points of lightning damage (to life only) to everyone in a 20' radius around the ritual.*

*Breeze happens to be in that radius, but he is on a Storm Skin 4 at the time so only takes $18 - (4 * 2) = 10$ points of life damage. G'Mord is not so lucky and only in a Harden 1 at the time so he takes $18 - 1 = 17$ points of life damage.*

14.3.1 Sacrifices

Some more dubious individuals may wish to use the life force of other sentient beings to power their rituals. Each individual sacrificed (resulting in death) during a ritual reduces the standing cost by 3, to a minimum of 1 per caster. Each sacrifice also counts as a ritual focus (even if it killed at the beginning of the ritual and not at the end).

The definition of sentient and alive is roughly "goblin or more". You may not sacrifice flies or rats. (You can try, but the Gods of Death will smite you for your insolence.) Note: Elementals are not alive. Demons cannot be sacrifices as they do not truly die, they merely return to their home plane.

Note that this options is only available for magic rituals and/or death aligned rituals (Might, Death, Anarchy). Balance aligned ritualists may perform death rituals with sacrifices, but may not use them for any other paths. A partly life aligned mage (aligned to the path of Justice, Life or Freedom) may use sacrifices in magic rituals but the relevant deity will *not* be impressed.

14.3.2 Delaying the Effect

It is possible to “hold on” to a ritual after completion, expending one point of power per minute per caster. During this time the caster(s) may walk at a slow walk, but must not engage in any distracting activity, especially fighting.

Example *The party is about to fight some really nasty Drow. Their Might Priest chooses to have a little surprise prepared and performs a Touch to Range Moderate Disease out of sight. Once he is finished, he and the party slowly walk to the Drow party.*

He holds on to the ritual expending 1 point of standing each minute. Once he is in range of the Drow he can release the ritual, targeting their leader.

14.4 Ritualists and Ritual Groups

In order to create truly powerful effects, ritualists must work together in a Ritual Group.

Working harmoniously with others to create effects requires training to control the power. Without this training, a character cannot control the variations and fluctuations introduced by other ritualists.

The joint ritual skill is not required for solo ritualists, but are required for two or more ritualists to work together.

Join Ritual <n> This skill is specific to each ritual group that the character joins. A character can join more than one ritual group but the skill has to be bought separately for each ritual group.

At level 0, it allows the character to contribute mana or standing towards a solo ritual performed by a character from the ritual group (and to accept mana or standing from other members of the ritual group).

At level <n>, it allows the character to contribute or accept <n> levels towards a ritual with the ritual group. The maximum number of levels a character can contribute in this way is limited to his *ritual skill*/5, rounded down. Thus a character with a ritual level of 4 or lower cannot any contribute levels to a ritual. There is no such limit on the number of levels a character can accept.

Example *Snow, a water ritualist with a ritual skill of 7 and Monsoon another water ritualist with a ritual skill of 5 decide to learn ice blade 8 together. Snow is the primary caster, and Monsoon can contribute a maximum of 1 level towards the ritual. In order to successfully learn and cast the ritual, both Snow and Monsoon require join cabal 1 (eXtreme ice).*

Characters do not need to know any ritual skills to learn joint ritual 0. In the case where a character does not have any ritual skill, he can only provide mana or standing.

Higher levels of joint ritual can be bought but use of the skill is limited to skill of the caster.

Example *Foo, an elven circle mage has level 5 water ritual and level 2 air ritual. He buys level 4 joint ritual, which he can use to accept up to 4 further levels from other ritualists when performing water rituals. When cooperating on air rituals he may only accept up to 2 extra levels, so the highest rituals he may research (assuming the necessary minions) are level 9 water and level 4 air.*

14.4.1 Contributing Mana or Standing

With level 0 of joint ritual a character can contribute as much mana or standing to a standard solo ritual as he sees fit. A character can not contribute mana or standing to a joint ritual, in these powerful rituals everyone has to pay the full price.

A character does not require a specially written ritual to accept mana or standing from a member of his ritual group. Any normal solo ritual can be aided in this manner.

14.4.2 Contributing Levels

With levels 1 and above of joint ritual a character can contribute levels to specially learnt rituals. To learn such a joint ritual involving <n> participants, every caster must learn a unique joint ritual (which takes up <n> ritual slots instead of the usual 1 for each caster to remember).

Example *All von Angstines have joint ritual 1 (VA). Morrigan (with might ritual 7) can remember 15 rituals and Calamity (with balance ritual 5) can remember 9. They decide to learn Unholy strike 8. Since the ritual involves two people, both have to use 2 “ritual slots” to learn this ritual. Only this particular group may perform the ritual. In particular this ritual cannot be performed by Travesty (who has anarchy ritual 7) and Calamity.*

To cast the ritual everyone must remember it. This means Calamity could only remember 7 further rituals (2 are taken by the joint unholy strike) and Morrigan could only remember 13 rituals for the same reason.

Suggestion: When writing down rituals slots on cards or declaring them at the beginning of a game, joint rituals should be written as “Joint Ritual (<group>, <caster 1>, ...) Effect”.

Example *When declaring their joint ritual, both Morrigan’s and Calamity’s player should have a card with “Joint Religious Ritual (VA, Morrigan, Calamity) Unholy Strike 8” on it.*

The mana or standing cost cannot be shared in joint ritual and every participant must pay the full price. Joint rituals cannot be aided by other members of the ritual group, every caster involved must pay the full price.

Example *To cast the Unholy Strike 8 ritual, both Morrigan and Calamity must spend 8 points of standing. If they cooperate to cast Unholy Strike 7, they can share the 7 points of standing more or less equally between them.*

Cooperating ritualists must both have access to the spell or miracle chain, and they must both have all the prerequisites written. For instance a balance priest cannot learn a joint ritual for Mighty Blow, but a might and anarchy priest can cooperate to cast Drain Life. A fire mage does not normally have access to the water list and thus cannot help a water mage. (The high level circle bonus can change this.)

Joint rituals *cannot* be stored in a Shaman’s Guide or in a Witch Doctor’s Fetch. Joint rituals *cannot* be used for enchanting or consecrating.

Example *To summon Obeso requires a level 24 death ritual. The cult of Obeso sets out and recruits followers out of the Temple of Death. Each cultists buys joint ritual (cult of Obeso) levels 0 and 1 upon initiation into the cult. To effectively contribute they will need at least 5 levels of death ceremony each.*

The cult leader is a high ranking death priest with 12 levels of death ceremony. In order to learn the ritual of summon Obeso, 12 more levels of ceremony are required, thus the cult leader requires at lest Join Conclave (cult of Obeso) 12.

Once everything is together, the cult can research the ritual, each spending 13 ritual slots to learn it. Performing the ritual requires the presence of all 13 ritualists, 24 foci, 24 minutes and 25 standing each.

Note that a character with only 11 ranks in death ritual cannot perform the ritual, as he can only accept up to 11 extra levels.

Chapter 15

Money

The main currency of the Kingdom are Groats. It is a 10-based system, and the following sub-divisions exist:

$$1 \text{ goat} = 10 \text{ florins} = 100 \text{ copper.}$$

15.1 Earning Money

Every character gains a single florin (or 10 coppers) for every CP. This means a new character starting out at rank 2.0 already has a starting capital of 20 florins (or 200 coppers).

15.1.1 Tax

Your character may be part of a guild that requires a tithe. This tithe applies to only the income based on CP. Thus a character in the towers (which have a 10% tithe) only gains 9 coppers for every CP gained instead of the usual 10.

15.1.2 Trade

You character can trade with other player characters. Any monetary gain from this is not subject to tax.

15.1.3 Finding Money

Your character can also sometimes find or steal money. This is also not subject to tax.

15.1.4 Selling items

Your character can also produce and sell products such as superior swords and permanent items. Between players characters all details are left form them to work out. However a character can also sell the following items (only) to an NPC organisation at 1/3 list price (rounded down to the nearest copper).

- Daily and Permanent items, that *cannot* be cancelled by the PC
- Full suits of superior and masterwork armour (helm, chest, legs and arms)
- Superior and masterwork weapons made out of standard (non-exotic, non-silver) materials.

15.2 Spending Money

Characters can also use money to buy equipment from NPC shops.

15.2.1 Buying Weapons

The cost of a superior melee weapon can be calculated by the base damage of the non-superior weapon times 4 groats. The cost of a masterwork melee weapon can be calculated in a similar fashion, it is the base damage of the weapon times 10 groats plus 20 groats.

Weapon Type	Cost (Normal)	Cost (Superior)	Cost (Masterwork)
Dagger	0	8g	40g
Club	0	12g	50g
1H Weapon	0	16g	60g
Bastard Sword	0	20g	70g
Staff	0	24g	80g
2H Weapon	0	28g	90g
Bow/Crossbow	0	20g	70g
Silver Weapon	—	+10g	+20g
Silver Arrow/Bolt	2g	—	—
Exotic Material	0	+5g	+10g
Exotic Arrow/Bolt	—	—	—

Silver arrows can be re-used as long as the character can retrieve them. (An arrow shot at a fleeing were-wolf is stuck in the were-wolf and cannot be retrieved even though it drops down to the floor OOC.)

Exotic material weapons are weapons crafted from a material not commonly used for them. For example a one handed sword crafted out of bone or stone is an exotic material weapon. Arrows always have a metal head, bone headed arrows are an exotic material weapon.

15.2.2 Buying Armour

The cost of superior armour can be calculated by the base armour value times 6 groats (30 for masterwork). Trollskin armour can also be bought, but it is much more expensive. Non-superior trollskin armour cannot be bought, the duchy NPCs simply see no point in making it, given how rare it is in the first place.

Armour Type	Cost (Superior)	Cost (Masterwork)
Non-Metal	12g	60g
Metal	30g	150g
Trollskin	36g	180g

15.2.3 Buying One-Shot Items

The cost for one-shot items (all of which expire after 1 year) is:

$$1 \text{ goat per } 0.5 \text{ points of power} + 4 \text{ florins per extra level of skill}$$

For example a simple level 3 potion will cost 4 groats. A level 3 poison on the other hand requires an enchant skill of 5 instead of 3; hence the price will be 4 groats + 8 florins.

Here are some examples:

Item	Cost
A level 0 Item (e.g. Heal Wounds 4)	1g
A level 1 Item (e.g. Heal Wounds 8)	2g
A level 2 Item (e.g. Heal Wounds 14)	3g
A level 3 Item (e.g. Heal Wounds 20)	4g
A level 3 Potion	4g
A level 0 Poison (e.g. Harm 4)	1g 8f
A level 3 Scroll	4f
A level 3 Scroll (with 1 standing)	1g 4f
A level 3 Conditioned Item (e.g. Harm 16)	4g 8f

15.2.4 Buying Daily and Permanent Items

The cost for these items is:

$$4 \text{ groats per point of power} + 4 \text{ florins per extra level of skill}$$

Here are some examples:

Item	Cost
A Daily Level 0 Item (e.g. Heal Wounds 4)	4g
A Daily Level 3 Item (e.g. Ice Blade 4)	16g
A Daily Embedded Level 3 Item (e.g. Ice Blade 4)	12g 4f
A Permanent Embedded Level 0 Item (e.g. Protection (R))	12g 4f
A Daily Bless 1 (16 hours)	16g
A Permanent Level 0 Item (e.g. Endurance 3)	16g
A Permanent Refreshing Level 0 Item (e.g. Endurance 3)	24g 8f

Appendix A

Quick Introduction for people who know TL

This appendix aims to summarise the most important changes to the system, aimed at people who come from TL. Its still better to read the entire set of rules from scratch, but this aims to be a quick overview to get you started.

A.1 Core System

- Limbs sever below -10, not at -10
- Bastard swords have a base of 5, not 7 when wielded two-handed
- Exotic material weapons (such as a bone sword) have -1 base
- Silver weapons (useful against were-wolves) have -2 base
- Clarification that superior arrows do not exist. Superior bows allow use of strength but does not add damage, a MW bow and higher adds damage.
- Add 'poison' damage. Think of this as 'old ghoulish paralysis' damage. It is an effect connected to damage, and you only suffer it if you take actual damage.
- Shield breaks happen at 20 or more (as opposed to more than 20). Power damage also counts.
- Clarify how broken bones work: A broken bone set and healed with HW 20, starts at 0, not -10.
- Clarify that the life damage of severing blows is capped at the point where the limb hits -11. Example: A base human hit for 200 on the arm will take exactly 21 life points damage.
- Slow cannot be broken with triple strength.
- Paralysis is 5 minutes + 1 minute slow.
- Knockback also "disarms" shield users if not resisted.
- Swift and Undodgeable half and ignore all dex, even if its from magic (blur) or miracle sources (dex).
- Piercing and Through halve and ignore all normal armour, no matter the source. This includes iron skin, harden, toughness, normal armour. It does not half damage resistance (such as metal resistance or cloud form).
- True strike ignores all damage resistances, dex, armour and all miracles and spells of type D and D(A). However endurance will work.
- Change all non-metal armour to have base 2, all metal armour has base 5.
- Remove combination skills. Cap armour skills to 1 level when wearing two layers.
- Remove cap of armour bonus from skill (previously limited to armour base).

- Define when certain skills can be bought within the rules (i.e. Rank 15 to gain level 5 effects and Quad strength, etc...)
- Define RP and nRP restrictions for guilds (the former can sometimes be broken, the latter are set in stone).
- Once characters hit rank 30.0, their progression slows down. For every 2 CP they earn on a game, their rank only increases by .1 instead of .2

A.2 Races

- Change elven base DT to 5. Elves are also the best race for Chi, but their expensive weapon skills make human the most effective overall. Elves start with 2 base chi.
- Humans start with 1 base chi.
- Half-elves start with 2 base chi and have 7 base DT. Half-elves also have rounded-down skill costs (except for buy miracle, buy spell and buy druidic miracle).
- Humans, Elves and Half-Elves all make identical druids (except elves have a much lower standing threshold).
- Half-orcs and half-ogres start with no chi.

A.3 Skills

- Remove chosen weapon. Change favoured weapon to apply to a weapon type, for example '1H Sword'. Thus it should be useful for ambidex users.
- Add chi skills. They are bought once (per weapon) and can be used as long as you have chi. Kata is a 'prayer' for chi users. (Takes 5 minutes.)
- Pray and Med can be attempted again if interrupted (after an hour).
- Strength has a lower progression: It adds +2 damage for the first level of strength, but for every subsequent level its only +1. Subdue and normal damage progress identically. Strength also stacks with all strength castings (order, warlock, animal and earth).
- Knockback is done at whatever strength the character has.
- Change how priest rituals and item skills are calculated.
- Only one item skill is required and does not have to be bought separately for each list (both miracle and magic).
- Clarify druidic skills. Also any character (except priests) can buy druidic miracles as long as they follow some (not all) of the druid restrictions. This makes them de-facto lay-druids (but they can be in any kingdom guild)
- Identify is a new skill that allows you to use items straight away.
- Throat slit also allows to hamstring.
- Disable device is a new skill that allows manipulation of traps (mechanical, magical and miraculous).
- Clarify manufacture skills and add masterwork skills. Making high quality kit requires a permanent sacrifice of CP (to balance with magic items).
- Bonus for scouts: Warrior cost 1H skills, warrior cost non-metal armour skills, warrior cost armoured dex. Swap scout and priest willpower cost.
- Holy symbols no longer add to miracles.

A.4 Guilds

- Change defender progression. It should now be fairer and eliminate OOC nepotism. Also more ranks, quicker.
- Major boost to pathfinders. Allow use of player races as favoured enemies and add bonus to swift/piercing strikes. More rapid progression (every 8 ranks).
- Wardens gain both miracle and magic boost, and warrior base weapons (instead of half cost).
- Thorn knights are called thorn knights again. Permit any class to join and give access to all magic. Boost to sacrifice and clarify bonuses.
- Remove order paladins (as strengthen has been removed). Disease curing bonus changes since diseases also have changed. Change progression to both power armour and bless. (Faster in the start, slower at HL.)
- Hunters are a new three part guild: Demon hunters, Undead hunters (Humacti) and Drow hunters (Illuminati).
- Gladiators gain chi instead of gladiator points. They also gain extra uses for their chi. Clarify restrictions.
- Adventurers is a new guild. They either give you free one-shot items or free training. Open to all.
- Clarify order temple bonuses. Power armour no longer applies if you leave the temple.
- Improve temple of might. Better weapon cost, and once every 8 ranks resistance to fear.
- Bonus to temple of life, can buy subdue without weapon skills.
- Change to temple of freedom (which skills can be half cost mainly).

A.5 Notes on spells and the like

Chapter 6 collects all notes and descriptions and clarifications. Its a good idea to re-read it.

A.5.1 Spell masteries

Most importantly there is a new spell-mastery system (it allows you to buy mastery spells which are modifications of the original spells). You can use the new mastery spells (such as extended range fireball at 2 levels higher) as long as you have mana. As they increase the spell level properly you may also have to wait longer until you can buy them.

A.5.2 Battle casts

Basically, it allows you to cast uninterrupted and without vocals, but it requires 4 times the power. This also applies to rituals (allows you to cast a ritual as a normal instant cast, but again requires 4 times the power).

A.6 Magic

- All power blades start with 1 at level 0.
- All elemental lists: Weaker forms, and rules to summon elementals.
- General: Spell Immunity is now called Effect Immunity. It protects against all effects, no matter its source.
- General: Lower antimagic shell to start at level 2.
- General: Spell prime is permanent (from 15 min) and range touch (from self).
- General: Add reflection as a HL effect (only good against magic).
- Fire: Remove flaming hands.
- Fire: Combust starts at level 2 instead of 1. Same for Scorch.

- Fire: Weaker radiate: Slow reduces to half. Not immune against trip. Entangle requires 5 seconds per location to escape.
- Fire: Mass Destroy is level 9 and very powerful (destroys everything).
- Fire/Light: Flash/flare is resisted by toughness.
- Earth: New (slower) progression for Bladesharp and Bludgeon.
- Earth: New progression for Iron Skin. (2 at level 1, 4 at level 2, etc...)
- Earth: Gradual progression for metal resistance/immunity.
- Earth: Warp affects all non-metal objects. Mass Warp is level 8.
- Water: Coma up one level, but its now ranged.
- Water: Enhance and weaken will down one level.
- Water: Add disguise smell spell.
- Water: Slow cannot be escaped by strength, but only lasts 5 minutes.
- Water: Mass rust is level 8.
- Air: Storm hands applies to both hands. (But may require ambidex.)
- Air: Gale may stack with other mage's gale (if they stand next to each other).
- Air: Rename gale chain to gale, double gale, triple gale, etc...
- Air: Triple gale and above can be turned on/off and lasts 5 minutes
- Air: Air bomb down one level.
- Air: Add new HL transport spell.
- Warlock: Unify all weapon skills into one spell.
- Warlock: Add armour prof spells.
- Warlock: Rename mystic armour spells to 'Mystic Armour <n>'
- Warlock: Remove knit wounds.
- Warlock: Restore old transfer life behaviour (works like tree heal).
- Warlock: Change special strike spells to require chi.
- Archer: It is a magic list again.
- Archer: Remove living arrow.
- Archer: Lower Embed by 1 level.
- Archer: Change special strike arrows to require chi.
- Light: Add disguise form spell.
- Light: Change progression of blur, etc... It now works like and stacks with dex and aura.
- Light: Add sunbathe spell (works like tree heal)
- Light: Lower level of radiance. Make summon sunlight useful.
- Light: Shield of light can be cast in darkness.
- Darkness: Blindness is touch in daylight.
- Darkness: Clarify how casting works above ground.
- Darkness: Dark skin gives N power and half N normal armour.

- Darkness: Add eclipse ritual.
- Necro: Change progression of animate dead. Add rules and clarifications on what can be animated.
- Necro: Change progression of cause wounds and steal life. (+4 each level)
- Necro: Add clarification to bind the soul.
- Necro: Add gradual progression to normal damage resistance/immunity.
- Necro: Clarify rituals. Add living death ritual.
- Demonology: Change progression of summon demon.
- Black Flame: New 'bad' spell list.

A.7 Miracles

- <Path> Resistance: Is now of type 'ns'.
- Life/Death: Change how diseases work (more like the old diseases again)
- Life: Repel undead starts at level 0.
- Life: Clarify undead ward. Also you can attack over it.
- Life: Lower Raise dead chain by 1 level. Lower time requirements.
- Life: Even lower time requirements for Restore the Dead.
- Order: Remove Strengthen.
- Order: Repel demon starts at level 0.
- Chaos: Chain harm progression (linear, +4 each increment)
- Chaos: Make freedom chain cheaper by removing some ranged miracles.
- Chaos: Remove fracture.
- Chaos: Make shrivel dangerous again (sets to 3 + power armour)
- Chaos: Make mass destroy (level 9) more dangerous.
- Death: New disease rules (similar to old diseases). Preset effects and more user friendly.
- Death: Demoralise up one level. No longer reduces normal damage, only dex and willpower. Clarify that it reduces all dex, no matter the source.
- Death: Repel life starts at level 1.
- Death: Drain life progression (linear, +4 each increment)
- Death: Change progression and rules for summon undead servant.
- Necromancy/Death: Speak with dead chain a level lower. Add level 10 debate with dead.
- Death: Make enervate dangerous again (sets to 10 + power armour)
- Freedom: Add uncanny dodge (mirrors mighty blow). Note: This is not available at the start of the 2008 campaign.
- Balance: Lower regrow by 1 level.
- Anarchy: Remove Reflection and Deflection.
- Anarchy: Up retribution by 1 level. Clarify that it needs to be cancelled and recast.
- Anarchy: Make dark bless more dangerous for armoured characters. Damage increase applies after all armour calculations, dark bless 5 + a bruise would equals 6 points of damage.

A.8 Druids

- Add specific RP and nRP restrictions to druids and characters that know any druidic miracle.
- Druids no longer hate mages.
- Earth druids may not wear metal armour.
- Beneficial Druidic miracles stop working and druidic miracles cannot be cast if: The character wields or uses metal or the character has cast any spell or accepted a beneficial spell in the last 15 minutes.
- Tree heal bonus applies to all trees if cast by tree druids.
- Clarify bark skin bonus.
- Clarify bear bonus and add option for knockbacks.
- Change rules for snake. Add option for spider (paralysis).
- Allow sun druids (elemental).
- Weather druids no longer gain double eye of the storm, they gain +1 to only the offensive aspect.
- Druids now buy miracles like a circle mage: They can potentially learn from all druidic aspects.
- General: Add standing gift.
- Weather: Eye of the storm can be cast in two ways: The doubles the standing cost to replicate the old behaviour. Also progression is linear and every level.
- Weather: Cloud form is DR 10, then DR 15 and finally DR 20.
- Weather: Add magnetise a strength resisted effect.
- Weather: Remove flash/flare.
- Weather: Thunder clap no longer affects the caster.
- Tree: Move tree blink/merge/walk/teleport chain to start at level 0. That should make it useful.
- Tree: Remove talk with tree.
- Tree: Bark skin works like Iron Skin, and no longer gives power armour.
- Tree: Shillelagh is now only power damage, no longer normal damage boosting.
- Tree: Add grow wooden weapon.
- Tree: Add gradual progression for non-metal resistance/immunity. Also no longer limited to just wood.
- Tree: Change progression of tree heal and tree heal other.
- Tree: Remove summon ent.
- Animal: Change progression of claw hands. Faster at low levels, slower at HL.
- Animal: Add nature's lore (adds rec creature and rec smell)
- Animal: Add enhances senses (works almost like blindfight)
- Animal: Fur skin is now D, not D(A), thus works with dex.
- Animal: Clarify animal leap.
- Animal: Adjust were form. Should be balanced now. Not that it is of type D and thus does not stack with fur skin.
- Elemental: Add unarmoured dex to the elemental list. Originally it was on the animal list but it was too horrible.
- Elemental: Elemental protection is now of type D and thus works with dex.

- Elemental: Remove elemental form from the elemental list, the druid must get it from the specific magic list (thus elemental shamans do not get it).
- Dark/Death: Add option to gain death list at base cost or shadow list at base cost.
- Dark/Death: Lower instant tree drain by 1 level.
- Dark/Death: Add shambling mound miracle.
- Dark/Death: Remove a lot of duplicate miracles (druid should get those from either Shadow or Death).

A.9 Barbarians

- Toughness one point cheaper.
- Life cost for shaman and WD increased.
- All barbarians can only wear a single layer of armour.
- Greater rage can kill you. Gain greater rage at rank 24 instead of 40.
- Clarification of spell-identification bonus.
- WD: Fetch slots can only be used once and need to be 'refilled' with a ritual.
- WD: Fetch skills are more expensive and stuff can only be borrowed every 8 ranks.
- WD: Add ability to buy general magic.
- Shaman: Add druidic shamans (limited to a single list only + general)
- Shaman: Old style spirit guides, but overall less powerful than fetches.
- Adjust progression to fetch and guides on barbarian class changes.
- Clarify that a barbarian can change class to 'Kingdom Citizen' and vice versa.

A.10 Gypsies

This is a new 'guild'. Useful for scouts and scout multiclasses.

A.11 Rituals and Magic Items

These sections have been totally rewritten, its a good idea to just read them.

A.12 Money

- Add a chapter on money
- Change how money is earned, and how tax works
- Add ability to sell certain produce to NPCs (at a third of list price)

A.13 Creatures

- Add a quadruped table
- Add werewolf rules
- Add shambling mounds
- Add some basic animals, and also a dire animal template
- Balance demon and undead rules and abilities
- Add mummy monster

Appendix B

TNE Changes

B.1 Pre-Playtest 1

1. Bring all blade spells and miracles in line (they all start at level 0 and do 1 point of power damage to begin with). They all have their oddities and downsides, some are more powerful than others though. Roughly in order of usefulness (in two groups):

Blade	Downside
Mystic Blade	—
Dark Blade	—
Shillelagh	Only works on wooden weapons
Ice Blade	Rust ¹
Fire Blade	Destroy ¹ , Fire Skin (2x the power armour)
Bless	Only works against undead
Chaos Blade	Does not protect weapon, degrades weapon
Unholy Strike	Does not work against undead

¹ After the spell ends (normally or is dispelled) the weapon is under the effects of a Rust T or a Destroy T.

2. Rewording of the Black Flame. Nothing changes stats-wise, but the sacrifices should make more sense now, and the Black Flame's history, justifications, attitudes and general goals should also be a lot clearer now. Also added a HL spell to the Black Flame which is effectively a temporary excommunicate on a single path only (resisted by willpower). Balance priests will hardly notice, and single path priests get shafted.
3. Rework the death version of Summon Undead Servant. This is now more or less open to player characters, but is also considered to be very very dodgy; generally leading to arrest or exile. The progression is more or less balanced and should give a powerful new tool to dedicated death aligned priests. Higher versions of the miracle also allow the summoning of 'better' undead, such as Ghouls or Death Knights.

Also added a clarification about resurrection of the used bodies - it is possible but sometimes costly (regrow on every limb to regenerate flesh).

B.2 Post-Playtest 1 - Improvements

1. Give the Demon Hunters all of Repel Demon, Order Lace and Drain Mana at half cost. (Drain Mana so that non-order priests and non-humans are also a viable option.) Also make the toughness bonus generic (not just v.s. Paralysis).

Also bring Illuminati and Humacti bonuses in line with that.

2. Raise level of Coma by one.
3. Make Disable Device more powerful (effectively drop down by 1 level). Also add ability to manipulate spellprime based traps.

4. Remove Druid's built in hate of mages. Also lower the time-out of magic blocking druidic miracles to 15 minutes. Druids will generally still refuse magic, because it blocks their own power. However in general they will now judge each mage individually, if they respect nature or not.
5. Change Pray/Med/Commune/Kata so that it can be restarted after an hour if the previous attempt has been interrupted. This should hopefully make medding more "interesting". Change Duration for Kata to 5 minutes.
6. Add starting chi for the 5 basic races. Lower costs for chi in general for player races by 2 points (except for Amazons and Barbarians).
7. Cap gladiator power damage at the same level as a mage's or priest's blade spells/miracles. Add "Kata" to the list of skills that can be bought at 1/2 CP cost. Move Enhance Chi skill into the Physical/Mental section to clarify this, and also add chi use cost for special strikes to the skill table (this should make it easier to stat things).
8. Re-introduce the CO / NCO split for the Defenders. This time their bonuses are identical and there are well defined guidelines and procedures to decide which way a character will go. This was done to reduce and hopefully eliminate OOC favouritism.
9. Reword Pathfinder bonus v.s. creatures; simplify the lot and make it more powerful and userfriendly in places. Also allow player races as favoured enemy; however remove classes or guilds, as it doesn't make a huge amount of sense. ("Suggestion 2: Fight like a Dark Blade".)

B.3 Post-Playtest 2 - Improvements

1. Improve Temple Might priests. Lower weapon costs to 1/2 and give ability to resist fear effects every 8 Ranks.
2. Increase level of Retribution by 1.
3. Nerf Barbarian Rage (because we got killed on the playtest).
4. Lower scout medical costs and chi costs, both to base.
5. Add a chapter on "Money". This details the process of calculating the cost any NPC item prices.
6. Another rework of defender CO/NCO split. Hopefully people are happy now.
7. The "Skills" chapter has been unified (a lot of duplicate skill descriptions have been ripped out and replaced with tables).
8. The creature section has been made more less consistent and hopefully clearer and saner. For Elementals, please go to the HL elemental rituals for now.
9. Add additional titles to the Towers and the Circle.

B.4 Post-LARP 1 - Improvements

1. Clarify Life and Undead Ward, and allow ability to attack over the ward.
2. Slightly relax conditions on Sunbathe.
3. Boost Enhance Smell; it is now called Nature's Lore and adds to both Rec Smell and Rec Creature.
4. Add a new miracle to the Animal list *Enhanced Senses*. It more or less works like Darksight, but does not allow you to ignore Blur related effects. However it does work in daylight.
5. Clarify and de-twink druidic shamans: they can be elemental shamans but they do not gain the spell list (which would totally obsolete WD).
6. Raise shaman druidic item skills from $6 + level$ to $10 + level$. It was a wee bit sick otherwise.
7. Slight changes to witch doctors, Fetch bonuses every 8 ranks, slightly cheaper costs instead. Healing only costs 1 mana / life point. Reword the dispel magic damage for Fetches so it makes slightly more sense. Add option to damage Fetches with miracles as well as magic. Clarify warlock witch doctors, making them effectively 'illegal' in the Duchy. Clarify that WD cannot learn Black Flame magic.

8. Warriors get greater rage at rank 24 instead of 40 and it only uses 3 instead of 5 rages.
9. Clarify Life Shield by rewording the effect. Hopefully it makes more sense now.
10. Make Will to Live less retarded, it no longer provides free DT, thus making permanent WtL items a bit less attractive to elves. (Can't believe I missed that one – you could actually use Will to Live to bring back a character with 0 DT.)
11. Improve example tables in the money section, making them a bit more abstract.
12. Lower level of Instant Tree Drain by 1, it was a bit weak and underused previously.
13. Change how Dark Bless extra damage works (due to Ryan). Far less twinkly now if Dark Bless is cast on somebody in stupid amounts of armour, as the extra damage is applied *afterwards*. Also add a note to Retribution to stop the stupid “anarchy amplifier” from working. (Air Blast 108 was stupid anyway.)
14. Add Reflection as a higher level general magic spell. It can reflect magic or miracles (if downcast) but not both and it cannot reflect physical attacks or indirect castings.
15. Add make masterwork skills, and change mechanics so that making items will permanently cost CP. Add ability to sell certain items to NPCs.
16. Give a boost to the wardens, in particular mage wardens: Weapon skills at warrior base and all wardens get both the miracle and the spell bonus.
17. Give archers access to all ranged weapon skills at 1/2 cost.
18. Add tree druid miracle “Grow Wooden Weapon” (due to Chris R). This creates a druidic weapon from a tree for 24 hours.
19. Add back Repel Animal to the dark druid list.
20. Boost Thorn Knight Sacrifice ability.

B.5 Post-Playtest 3 - Improvements

1. Fix some contradictions in the item rules. Improve wording to use ‘effect’ and ‘power’ instead of spell/miracle and mana/standing. Make poison potions easier to create and give a bonus to harmful effects.
2. Add “Touch/Range to Poison” spell/miracle mastery. This modifies an effect so it can be cast on a weapon, with all the usual poison rules. The death miracle Cause Disease can still be downcast by one level as a poison or a character can buy the mastery; this is a tradeoff of flexibility and cost versus power.
3. Allow self-bound items to profit from tower and druid bonuses.
4. Clarify that guild bonuses also apply to all spell/miracle masteries. For example a tower mage specialising in Fire Dart will get the +1 bonus to both normal Fire Darts and Range to Touch Fire Darts.
5. Add Shambling Mound template, and also add “Create Shambling Mound” to the dark druid list.
6. Add weather druid miracle “Magnetise”. This should keep metal users happy...
7. Lower Tree Blink to level 0, Tree Merge to level 2, Tree Walk to level 4 and Tree Teleport to level 8. Slightly improve Tree Blink and Tree Walk to a 10’ and 20’ range respectively.
8. Clarify Tree druid barkskin bonus and grant the +1 to tree heal to all trees, not just the chosen one.
9. Tweak animal druid bonuses. Slow down bear progression, slightly faster cat progression, much faster snake progression. Add option for spider druids.
10. Tweak Cause Disease on the death list. Its now a longer lasting effect and a bit more deadly.
11. Move the ‘embedded’ option into the standard magic item option list, as it should be available to all magic item types.
12. Add Joint Magic/Druidic/Religious 0 bonus to Shamans and WD; mirroring the temples and mage guild bonuses.

B.6 Post-Playtest 4 - Improvements

1. Adjust armour rules again. Skill is no longer limited to Mastery, however the maximum skill that can be used when layering armour is Specialisation. Also, skill can be used to exceed the armour's base defence, for example you can use Armour Advanced Mastery and Leather Armour to gain 6 points of normal armour.
2. Tweak animal list: Remove Camouflage as it is just too horrible. Move Unarmoured Dexterity to the Elemental List (which should be a pain for the ritualists, but not so much for the instant casters). Change progression of Claw Hands to something more irregular (CH2 at level 0, CH4 at level 1, CH6 at level 3 and +1 to claw hands every two levels afterwards).
3. Change how Strength affects claw damage, it is now the same as the damage bonus for normal weapons, i.e. +2 for Strength and then only +3 for Double Strength, etc...
4. Were Form is now of type 'D' so that the normal armour no longer stacks with Fur Skin (but dex and toughness still counts of course). Also remove the Fur Skin bonus, but add a +3 power armour boost to compensate. Change silver damage from True Strike to Through (thus part of the damage can be dodged). Reduce Claw Hands bonus to +2.
5. Add another option for bear druids: Knockback instead of strength bonus. Slight tweaking to the progression of the other animal bonuses and clarification that they also apply to other similar animals. For example lion druids (big strong animal) can also choose from the bear template, and rat or bird druids (fast animals) can also choose from the wildcat template, etc...
6. Add costs for silvered weapons, both for manufacture and for buying. Silvered weapons have a lower base damage (-2) than ordinary weapons. Silvered arrows also do two points less damage and must be bought individually.
7. Add rules for high quality bows. Superior bows allow use of strength but give no damage bonus. Masterwork bows give +2 damage as normal. Clarify that there are no superior/masterwork arrows.
8. Speed up shaman power armour progression for the first two points and slow it down afterwards. Instead of 1 power armour for 2 spirit points, it is now 1 point for the first point, 2 points for the second and 3 points for every subsequent point.
9. Add a table and rules for quadrupeds. Add wolves and werewolves to the creature chapter. Also add lions, badgers and a dire animal template.
10. Add concept of 'exotic material' weapons, i.e. bone or stone swords or arrows. The base damage for those weapons is one point lower than their standard counterpart. Also add options for buying those weapons.
11. Remove ability to sell non-superior trolls skin armour as this was a way to make an infinite amount of money. Also reduce manufacturing time for superior kit as CP costs should hopefully balance things out.

B.7 Post-Playtest 5 - Improvements

1. As the armour base no longer limits the amount of extra armour you can gain from skills the barbarian one-layer restriction is not very useful anymore. To fix this, the barbarian armour progression is now *2, *3, *3, ... instead of the usual *2 progression. Also show four levels of armour skills instead of three to make this more obvious.
2. Replace the Appendix A (The Big Rewrite) with Appendix C. This is a much better change summary, but very brief. It summarizes all changes up until this one.
3. Slight rework of the Freedom Temple bonuses: Half cost can also apply to buying mana, however only for 15 points at a time. Also clarify time taken to research 'illegal' skills.
4. Rework Flash/Flare chain for both the light and fire list. Flash cannot be resisted and Flare is toughness resisted and progresses more rapidly.
5. Move Glowing Mark from the fire to the light list.

6. Changes to the Light list. The theme is defence and trickery. All light spells can be cast at any time and work fully at any time. The only exceptions are: Invisibility (does not work at night, cannot be cast at night), Improved Invisibility (works as invisibility at night, cannot be cast at night), Blur (works 4 levels lower at night), Sunbate (does not work at night) and Aura (provides $N/2$ normal armour during the day). Individual changes the the spell list:

- Sun Dart and Sun Burst move up one level. However this spell does double damage to: Vampires, Shadow Merged characters, characters in Shadow Form.
- Remove Sun Blade (the list is about defence).
- Add a removal chain: At level 1 you can remove fear, at level 3 demoralise, at level 5 blindness, at level 7 weakness and at level 9 paralysis.
- Remove Radiance and Summon Sunlight chains as they no longer make sense.

7. Changes to the Darkness list. The theme is combat control and offence. All darkness spells can be cast at any time and work fully at any time. The only exceptions are: Blindness (is touch during day, ranged at night), Mass Blindness (can only be cast during night), Mass Fear (can only be cast at night), Dark Skin (provides $N/2$ normal armour during the night), Weakness (only castable during the night), Shadow Walk (per definition: moves characters from one shadow to another), Shadow Merge (per definition: requires shadow to merge into) and Shadow Form (the spell ends when exposed to natural direct sunlight). Individual changes the the spell list:

- Blindness moves up one level.
- Shadow Merge only makes the character visible during a spellcasting action. During Shadow Merge a character cannot move at all (not even turn).
- Dark skin starts at level 1 and progresses every other level.
- Remove Dark Entangle chain. (I have never seen it played correctly.)
- Change Weakness chain mirror the Chaos Weakness chain, but one level lower. Its range is now touch.
- Shadow form now gives an Aura of Fear and is disrupted if the caster is exposed to direct natural sunlight.
- Remove Summon Darkness chain.

B.8 Post-Playtest 6 - Clarifications

1. Clarification: Only the Undead are not affected by spells marked with 'M'. All other creatures are (including elementals, demons, and so on).
2. Clarification: Only the Undead and other non-living things are immune to sleep.
3. Clarification: Halt is a mental effect as its resisted by willpower. Thus it also doesn't work on the Undead (but it works fine against golems, elementals, animals, etc...).
4. Clarification: Spirit guide and fetch standing/mana cannot be put into items.
5. Clarification: You are unaware under Freeze, Coma and Sleep and cannot bounce beneficial effects.
6. Clarification: You are fully aware under Freeze with Fear, Paralysis and Halt and can bounce any beneficial effect if you want to.
7. Simplification: Large shields require strength, independant of size.
8. Clarification: No items for gladiators. Sorry.

B.9 Post-Playtest 7 - Clarifications and Improvements

1. Make manufacture skills much cheaper as they no longer provide infinite money. Also fix barbarian masterwork metal weapon manufacture skill (thanks Tim for noticing that obscure one).
2. Remove requirements for learning Restore and Revive (they are weak enough as is).
3. Warrior druidic skills are times 3, in line with their other religious skills.

4. Put down a “60 ranks of mage, mage multiclass or witch doctor” restriction on the form spells. Also clarify that forms can’t be stacked.
5. Clarification: Manufacture CP cost for individual items can never be half cost (fixes: freedom priest twink).
6. Clarification: Destroyed items not mended after 30 seconds will allow the original creator(s) to regain all power invested, as if the item had been cancelled.
7. Battle Casts of instant casts cost 4 times normal life damage (which is applied before holy symbols and talismans reduce it). Thus with a level 8 talisman a battle casted level 5 spell will still cost $20 - 8 = 12$ life points.
8. Clarification: Interrupted battle cast rituals are considered to be rituals for the purposes of life damage and power damage to caster and bystanders.
9. Clarification: How broken limbs work, what can be done to fix them. Allow use of certain items with broken bones, but not all.
10. Clarification: Allow use of set broken bone on self.
11. Clarification: Note at the end of the item chapter on valid items that can be made into magic items, and which items cannot (or should not) be magic items.