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Characters

Character Creation

Character generation follows the following sequence:

1. Choose race.
2. Roll for advantages.
3. Roll for special skills.
4. Choose class.
5. Roll for disadvantages.
6. Create description.

Grade

A character's Grade starts at 1. Grade increases with Experience Points (XP). Some creatures start at higher than Grade 1.

Statistics

A character has four STATs.

STAT	Description	Notes
BD	Body	Strength and Toughness
DX	Dexterity	Agility and Coordination
IN	Intelligence	Reason and Wisdom
WP	Will Power	Bravery and Charisma

Skills

Skill	STAT	Used for
Athletic	BD	Physical skills such as running, jumping, climbing and riding.
Gymnastics	DX	Used for tumbling, dodging and balancing.
Knowledge	IN	Academic subjects.
Languages	IN	Reading, writing and speaking languages.
Magic	IN	Resisting magic.
Medical	IN	Medical treatment.
Melee	DX	Melee attacks.
Missile	DX	Missile attacks
Perception	IN	Spotting and searching.
Social	WP	Persuading and bargaining.
Stealth	DX	Sneaking, hiding and ambushing.
Survival	IN	Nature Lore, hunting, foraging, tracking and navigating.

Languages

Characters start with the ability to speak one language (their native language) and one other they choose. Each point of Language skill adds one language or the ability to read and write one language.

Abilities

Any ability which allows a re-roll can be used once per combat round per ability or for a task roll once per task attempt. This means if a character has the same ability twice then a re-roll can be made twice per combat round or task attempt. The ability to force an opponent to make a re-roll counts as the use for the task or combat round.

Ability	Effect
2H	Can use non-ranged 2H weapons.
2H Spears	Can use 2H Spears.
Accuracy	Allows the character to re-roll melee attacks.
Ageless	Doesn't Age. Needs 12 XP to go up a grade (i.e. on 12, 24, 36 etc).
Aimed Attack	Allows the character to re-roll Missile or Thrown attacks.
Alertness	Adds 4 to Move for determining turn order.
Ambush	When setting up an ambush the figure can make one Stealth roll for all the ambushers rather than using the Stealth of the poorest ambusher. Requires 30 seconds per ambusher to set up.
Bows	Can use Bows.
Block	When hit by an attack can force a re-roll against which only Block can be used.
Bravery	Can re-roll Fear checks.
Careful	Can re-roll Fumble checks.
Creature Class Bonus	The character can make re-rolls when making any roll against the creature (e.g. to hit, damage, perception, stealth). and can also force the creature to make a re-rolls against him/her. Weapons used by the character against the creature cause damage as though enchanted.
Crossbows	Can use crossbows and arbalests.
Damaging Attack	Can re-roll damage throws.
Dark Sense	Can sense in total darkness to 4 range without taking a penalty.
Day Vision	Can see normally in daylight.
Disarm Traps	Can use Stealth skill to disarm traps.
Disease Immunity	Unaffected by disease.
Dodge	When hit by an attack can force a re-roll against which only Dodge can be used.
Ensoresment Resistance	Can force a re-roll to hit against Ensoresment attacks.
Extra Knockback	Add a D10 to damage for determining knockback.
Flee and Pursue	Can re-roll flee and pursue rolls.
Heavy Weapons	Character can use heavy weapons.
Improved Follow Up X	Allows X additional follow up attacks per turn. Each follow up has the standard restrictions.
Large (n)	Add n to BD for all except Athletics. Subtract n from Gymnastics and Stealth. A creature with 4 is 1 ½ man-size, large 6 is twice man size, 8 is three times man size and so on (larger sizes have diminishing returns though so 80 is the size of a mountain).
Light Protection, Medium Protection, Heavy Protection, Extra-Heavy Protection.	Maximum armour and shield weight allowed.
Light Weapons	Character can use light weapons.
Long-Lived	Ages Slowly. Needs 11 XP to go up a grade (i.e. on 11, 22, 33 etc).
Magical Sense	Character can see a glow around active spells and enchantments and can determine their power and school.
Magically Trained	Can use Magic skill to use items and cast spells.
Mounted Combat	Able to fight when mounted without penalty.
Night Vision	Can see normally at night and semi-darkness.
Parry	When hit by an attack can force a re-roll against which only Parry can be used.
Pick Locks	Can use stealth skill to pick locks.
Rate Heavy (n)	Add n to move if using heavy or extra heavy armour or shield.
Rate Light (n)	Add n to move if using no more than light armour or shield.
Recovery	Can re-roll saves to Recover.
Resistance (Type)	Allows forcing re-roll of damage caused by any damage of the listed type and allow re-rolls of resistance rolls against the listed thing.
Sharp Senses	Senses have 16 range before taking a penalty. Allows re-rolls of Perception checks.
Shield	Can use a shield.

Ability	Effect
Small (n)	Subtract n from damage and KB/KD resistance and any feat requiring strength. Add n to Gymnastics and Stealth. 2 is $\frac{3}{4}$ man-sized, 4 is $\frac{1}{2}$ man-sized etc, 6 is $\frac{1}{4}$ man-sized etc.
Sneak Attack	Adds 10 damage to attacks where the target didn't sense the attacker and to attacks from the rear or flank or attacks against a target who is engaged to the flank or rear by an ally.
Stand Fast	Add a D10 to knockback resistance.
Thrown	Can use any thrown weapon.
Toughness	Can force opponents to re-roll damage.
Tracking	Can use perception skill to track; working out direction of travel, time of travel and type of creature from tracks alone.
Weapon Specialism	Choose a weapon or a weapon/shield combination. Can make re-rolls when using it or force re-rolls when defending with it.

Race

The following races are allowed for player characters – other intelligent humanoids are describes in Ultra Fantasy Creatures. Modification cannot bring a STAT to 0.

Race	Description
Changeling	Changelings are born of one Sidhe parent and one human parent. They are not very common but can be found living in human society or occasionally in the Otherworld. They are also sometimes caused Halflings because they are half of each world. They have pale, sometimes freckled skin with green eyes and brown, red or fair hair, a slender build and tend to be good looking with delicate features and pointed ears. They do not grow facial hair. They have quick, nimble movements. Males average 5'11" and females average 5' 8".
Dwarf	Dwarves live in mountainous area and favour underground dwelling places. They are usually farmers, craftsmen or traders. They have pale or ruddy skin with blue or brown eyes and any hair colour from black to fair. Male dwarves are usually heavily bearded. They are of stocky build with strong, firm movements. Males average 5'2" and females 5'.
Gnoll	Gnolls are forest dwellers who farm and hunt and are not very warlike. They have pale skin, brown eyes and black hair. They do not grow facial hair. They are of moderate build. Males average 4'11" and females 4'8".
Gnome	Gnomes usually live in hilly areas and are generally farmers. They have pale skin, blue or brown eyes and brown or fair hair. Males are usually bearded. They are of stocky build and males average 5' and females 4'10".
Half Elf	Half-Elves are found in human or elvish society. Their characteristics are in between those of their parents.
Half Orc	Half-Orcs are found in human or orcish society. Their characteristics are in between those of their parents.
High Elf	High-Elves are usually urban dwellers and are often craftsmen, merchants, artists, soldiers or aristocrats. They generally have other races as servants or slaves to provide manual labour. They have fair to brown skin and black or brown hair. Their eyes are green or brown. They do not grow facial hair. They are fairly lightly built with graceful movements. Males average 6'3" and females 6'0".
Wood Elf	Wood-Elves inhabit forested areas and subsist by hunting, gathering and simple farming. They have brown, fair, red or black hair and brown or green eyes. Their skin is fair. They are lightly built with quick movements. Males average 5'10" and females 5'8".

Race	STATS	Skills	Abilities	Advantages	Special Skills	Wealth (sp)
Changeling	DX +2 WP +2	Magic 2, Stealth 2, Gymnastics 2	Day Vision, Night Vision, Rate Light 1, Rate Heavy -1. Cannot use Extra-Heavy equipment. Long-Lived, Resist Poison, Disease Immunity, Sharp Senses, Ensorcellment Resistance, Magically Trained.	2	1	
Dwarf	DX -2 WP +2	Perception 2, Athletic 2, Melee 4	Dark Sense, Day Vision, Night Vision, Resist Poison, Resist Heat, Resist Cold, Ensorcellment Resistance, Rate Heavy 1, Rate Light -1, Long-Lived, Toughness, Recovery.	3	1	+100
Gnoll	DX +1	Perception 2, Stealth 2	Dark Sense, Day Vision, Night Vision, Resist Heat, Resist Cold, Rate Heavy -1, Small 4. Can't use extra-Heavy equipment.	3	1	-20
Gnome	BD -1, IN +1	Perception 2, Stealth 2, Magic 2	Dark Sense, Day Vision, Night Vision, Resist Heat, Resist Cold, Rate Heavy -1, Long-Lived, Small 2. Can't use Extra-Heavy equipment.	2	1	
Half Elf	DX +1, IN +2, WP +2	Social 2, Perception 2, Magic 1	Day Vision, Rate Light 1. Long-Lived, Resist Poison, Resist Cold, Disease Immunity.	2	1	
Half Orc	IN -2		Day Vision, Night Vision, Toughness, Disease Immunity, Resist Poison, Resist Cold, Resist Heat	3	2	-20
High Elf	DX +2, IN +2, WP +2	Magic 2, Knowledge 2, Perception 2, Social 2	Day Vision, Night Vision, Bravery, Resist Cold, Rate Light, Ageless, Recovery, Resist Poison, Disease Immunity, Sharp Senses, Magically Trained.	2	1	+100
Human			Day Vision.	3	2	
Wood Elf	BD -2, DX +2, IN +2, WP +2	Athletics 4 Magic 2, Survival 2, Stealth 2, Perception 2	Day Vision, Night Vision, Bravery, Resist Cold, Rate Light 2, Rate Heavy -1. Cannot use Extra-Heavy equipment. Ageless, Recovery, Resist Poison, Disease Immunity, Sharp Senses, Magically Trained.	2	1	

Advantages

If an advantage gives the character an ability s/he already has a re-roll is allowed.

D100	Advantage
01-02	Agile: can re-roll Athletics and Gymnastic skills.
03	Ambidextrous: no off-hand penalties.
04-05	Attractive: The character is dauntingly good looking. Can re-roll Social skills against humanoids of the opposite sex. Can force humanoids of the opposite sex to re-roll any roll against the character.
06	Backing: A clan, family or organisation can be relied upon to support the character the best of their ability. They are loyal to the character. Backing gives the character + 900 sp, and up to 1800 sp per year to pay personal ransoms and rescue attempts if ransom is impossible.
07	Callous: The character is hardened to circumstances, difficult to shock and has no qualms about killing, deserting friends, back stabbing or leaving the weak and innocent to die. The character is not obviously evil and can behave as well as anyone but is capable of acting as necessary. These vicious tendencies mean the character has the Damaging Attack ability.
08-09	Charismatic: can re-roll Social skills.
10-12	Clever: IN +2.
13	Constitution: the character has a Wound Limit 1 higher than normal and gains Recovery, Resist Poison, Resist Disease.
14-15	Co-ordination: can re-roll Stealth and Missile skills.
16-17	Dextrous: DX +2.

D100	Advantage
18-19	Escape Effect: The character always prepares a cunning way of escaping. If s/he needs to escape from a trap, combat or other sticky situation roll 11+ for it to work and the character escapes.
20-22	Fast Healer: divide all times to recover from wounds by half.
23-25	Fast Manoeuvres: The character has +1 move, pays no movement to turn and can stand up without using an action. S/he can move through one (and only one) threatened hex per turn without triggering an opportunity attack or stop thrust.
26-28	Fearless. The character has the Bravery ability.
29-30	Fate: each game session the character can make or force 3 re-rolls either made by him/her or against him/her.
31-33	Hardened: character takes Jolts as normal but requires 4 extra damage to cause a Wound.
34-36	Hidden Reserves: +2 Wound Limit.
37-38	Initiative: The character goes before anyone without initiative in a turn and in the first turn of any combat s/he has an extra move action.
39-40	Improved Follow Up (+1).
41-43	Item: choose a magical item requiring up to 4 MP. The item it is in will also be of excellent quality.
44-45	Light Sleeper: Character wakes up very quickly and is alert. Only takes 1 move action to wake instead of 2 turns. The character needs only ½ the normal sleep. The character can sleep sitting up, wearing armour and holding a weapon in hand. S/he makes perception rolls at no penalty whilst asleep to detect approaching enemies.
46-48	Magic Shield: The character has Ensorcellment Resistance.
49-50	Magical Backlash: Anyone attacking the character with magic attack suffers the backlash. This is Pain Damage of +WP+Grade.
51-52	Magical College: membership of a magical college allows free spell research and ¼ price identification of magical items. The character starts with 4 extra spells in his/her spell book. Or: Religious Cult: membership of a substantial religious organisation allows free healing and other religious support.
53-54	Magician: Choose one school of magic, extra 1 magic point per grade. Start with +1 spell in book of that school. Gain the ability Magically Trained. Magical Skill +1.
55-57	Massive: Large 4 or if already Large then Large +2.
58-60	Mount: The character has a special animal mount: it is unusually loyal and counts as excellent, war trained and grade 2. When the owner reaches 4 th Grade and each grade thereafter the mount also goes up a grade. The animal will come when called, hide and wait to re-join its master and perform other tricks. The Mount isn't killed except in extreme circumstances. If it appears to be killed or disabled the character it will reappear within a month. If the mount is stolen or lost it will find a way to return if this is even vaguely plausible.
61-63	Natural Leader: will be the leader of a group unless there is another natural leader. Can re-roll Leadership checks. Each game session the character can allow 3 re-rolls by his/her followers.
64-66	Night Vision, Day Vision, Dark Sense or Magical Sense: if the character already has both Night Vision and Dark Vision then gain Dark Sense. If character already has Dark Sense then gain Magical Sense.
67-69	Noble: Character is a noble with greater authority and legal rights. + 900 sp.
70-71	Patron: The character has a useful contact who can often be relied on for help and information. The contact should be an important figure who can regularly be called on for: <ul style="list-style-type: none"> • Information. • Rescue or ransom. • A tip off regarding the location of the enemy or their plans. • Work. The contact will reliably support the character at all times.
72-73	Powerful: magic using classes have +2 magic points per grade, non-magic users have Ensorcellment Resistance.
74	Protected Abilities: The character's STATs cannot be drained by any cause e.g. magic and poison.
75-76	Quick: +2 Move.
77	Reason: +3 Languages. Can re-roll Knowledge and Magic.
78	Relentless: The character does not suffer the -1 penalties for each Hurt. +1 Wound Limit.
79-81	Resistance: Choose any 3 resistances from Acid, Heat, Cold, Electricity, Physical or Poison.
82-84	Robust: BD +2.
85	Sixth Sense: The character gets a 'feeling' warning of danger. No one ever gets a surprise turn against the character and s/he gains the ability Alertness and can re-roll Perception.
86-87	Skilled: roll 3 extra special skills.
88-89	Small: +2. If already Large then Large -2. Always roll again i.e. additional advantage.
90-92	Strong: Damaging Attack special ability and can re-roll any feat of strength.

D100	Advantage
93-95	Toughness.
96-97	Wealth: character is rich though not noble such as the child of an important merchant. S/he has 1500 sp, an income of 900 sp per year and in an emergency e.g. for a personal ransom can call on up to 10x income with a corresponding decrease in annual income.
98-99	Willpower: +2 WP.
00	Wisdom: can re-roll Healing, Perception and Survival.

Wound Limit

Player Characters start with a Wound Limit of 3. This means that they become Disabled and Dying on the 3rd Hurt that they take.

Special Skills

Special skills add 2 to the skill.

D12	Skill
1	Athletic
2	Gymnastic
3	Knowledge
4	Languages
5	Magic
6	Medical
7	Melee
8	Missile
9	Perception
10	Social
11	Stealth
12	Survival

Class

Characters start at grade 1. The character's initial abilities are determined by their class.

Champion

Champions are warriors who follow a single god or goddess. They may be monotheists or they may believe in other deities but only worship one. Champions are humans or dark elves. Each Champion will choose a god or goddess to follow that allows Champions and has additional powers associated with that god or goddess.

Class	BD	DX	IN	WP
Stats	12	11	8	12
Skills	Athletic 2, Knowledge 3, Languages 1, Medical 2, Melee 3, Missile 2, Perception 1, Social 2, Survival 1, Magic 3.			
Abilities	2H, Extra-Heavy, Shield, Heavy Weapons, Crossbow, Mounted Combat, Class Bonus (Undead, Otherworld Creatures), Ensorcellment Resistance, Bravery, Damaging Attack, Stand Fast.			
Disadvantages	1+ Cruel and Proud.			
Wealth	120 sp.			
Powers	Cause Pain: Ensorcellment. Range 10. Causes Pain Damage of +WP + Grade. Champions have certain special powers associated with their god or goddess (listed in the Religion section).			

Cleric

Clerics are followers of a single god or goddess. They may be monotheists or they may believe in other deities but only worship one. Clerics are usually humans, dwarves or dark elves. Each cleric will choose a god or goddess to follow. Each has specific abilities and some broad classes of power.

Class	BD	DX	IN	WP
Stats	10	10	10	12
Skills	Athletics 1, Knowledge 4, Languages 3, Medical 5, Melee 3, Perception 1, Social 1, Magic 3.			
Abilities	Heavy, Heavy Weapons, Shield, Creature Class Bonus (Undead, Otherworld Creatures), Enchantment Resistance, Stand Fast.			
Disadvantages	2			
Wealth	150 sp.			
Powers	Has clerical powers listed in the Religion section according to Grade.			

Druid

Druids are followers of a natural religion associated with the deities and spirits of the woodlands. They are usually wood elves or gnolls but some humans follow these religions also. They worship a variety of deities, natural spirits and sidhe. Druids may follow the Seelie Court who are considered by humans to be generally wayward, unsympathetic and unpredictable or the Unseelie Court who are considered malevolent, unreasonable and unpredictable. Some druids try to tread a difficult middle line between the two factions.

Class	BD	DX	IN	WP
Stats	8	11	12	11
Skills	Athletic 4, Gymnastic 3, Knowledge 1, Languages 1, Magic 2, Medical 3, Missile 2, Perception 2, Stealth 2, Survival 3.			
Abilities	Light, Bow, Thrown, Light Weapons, Recovery, Magically Trained.			
Disadvantages	2			
Wealth	80 sp.			
Per Grade	Learn a new school and one spell from it on Grades 3, 6 and 9.			
Powers	Druids choose 3 schools of magic from which they can choose 5 spells which are in their spell book. They can also learn new spells from those schools if they discover them. They have magic points equal to grade x 3.			

Fighter

Any professional warrior or soldier.

Class	BD	DX	IN	WP
Stats	12	12	6	10
Skills	Athletics 2, Gymnastics 2, Knowledge 1, Medical 1, Melee 3, Missile 3, Perception 4, Social 1, Stealth 2, Survival 4, Magic 2.			
Abilities	2H, Thrown, Bow, Crossbow, Heavy, Shield, Heavy Weapons, Light Weapons.			
Disadvantages	2			
Wealth	120 sp.			
Powers	Choose 1 and then 1 every 2 grades (3, 5, 7 etc.). Alternatively increase the value of any ability already possessed by the number in brackets. Accuracy Aimed Attack Alertness Block Bravery Careful Damaging Attack Dodge Extra Knockback Flee and Pursue Improved Follow Up 1(+1) Mounted Combat Parry Stand Fast			

Toughness Weapon Specialism

Man at Arms

Men at Arms are usually humans or high-elves. They fight as heavily armoured cavalry. Noble Men at Arms are called Knights.

Class	BD	DX	IN	WP
Stats	12	12	6	11
Skills	Athletics 2, Knowledge 2, Medical 1, Melee 3, Perception 2, Social 2, Survival 2, Magic 2			
Abilities	2H, Extra-Heavy, Shield, Heavy Weapons, Mounted Combat.			
Disadvantages	2			
Wealth	200 sp.			
Powers	Choose 1 and then 1 every 2 grades (3, 5, 7 etc.). Alternatively increase the value of any ability already possessed by the number in brackets. Accuracy Alertness Bravery Careful Extra Knockback Improved Follow Up 1(+1) Parry Stand Fast Toughness Weapon Specialism			

Necromancer

A specialist type of wizard who has turned to evil and seeks personal survival and power at the expense of others. They are usually humans or dark elves.

Class	BD	DX	IN	WP
Stats	7	10	12	12
Skills	Athletics 3, Gymnastics 2, Knowledge 2, Languages 1, Magic 3, Stealth 1.			
Abilities	Medium, Light Weapons, Thrown, Recovery, Magically Trained.			
Disadvantages	2			
Wealth	80 sp.			
Per Grade	Learn a new school and one spell from it on Grades 3, 6 and 9.			
Powers	Necromancers choose 3 schools of magic from which they can choose 6 spells which are in their spell book. They can also learn new spells from those schools if they discover them. They have magic points equal to grade x 4.			

Paladin

Paladins are warriors who follow a single god or goddess. They may be monotheists or they may believe in other deities but only worship one. Paladins are humans. Each Paladin will choose a god or goddess to follow that allows paladins and has additional powers associated with that god or goddess.

Class	BD	DX	IN	WP
Stats	12	11	8	11
Skills	Athletics 2, Knowledge 3, Languages 1, Medical 2, Melee 3, Perception 1, Social 3, Survival 1, Magic 3.			
Abilities	2H, Extra-Heavy, Shield, Heavy Weapons, Mounted Combat, Creature Class Bonus (Undead, Otherworld Creatures), Ensorcellment Resistance, Bravery, Stand Fast, Toughness.			
Disadvantages	1+ Altruistic and Chivalry.			
Wealth	120 sp.			
Powers	Lay on Hands: Ensorcellment. R1. Healing of WP + Grade. Paladins have certain special powers associated with their god or goddess listed in the Religion section.			

Priest

Followers of polytheistic religions They are usually high elves or gnomes.

Class	BD	DX	IN	WP
Stats	10	10	10	12
Skills	Athletic 2, Gymnastic 2, Knowledge 3, Languages 2, Magic 3.			
Abilities	Heavy, Heavy Weapons, Thrown, Shield, Magically Trained.			
Disadvantages	2			
Wealth	150 sp.			
Per Grade	Learn a new school and one spell from it on Grades 4, 8 and 12.			
Powers	Priests choose 2 schools of magic from which they can choose 5 spells which are in their spell book. They can also learn new spells from those schools if they discover them. They have magic points equal to grade x 3.			

Ranger

Any wilderness orientated fighter or hunter.

Class	BD	DX	IN	WP
Stats	11	12	9	10
Skills	Athletic 4, Gymnastic 2, Knowledge 1, Medical 1, Melee 2, Missile 3, Perception 6, Stealth 3, Survival 6, Magic 2.			
Abilities	Thrown, Bow, Crossbow, Medium, Heavy Weapons, Light Weapons, 2H Spear, Shield, Class Bonus (Animals, Hybrid Monsters, Giants), Recovery, Ambush, Tracking.			
Disadvantages	2			
Wealth	80 sp.			
Powers	Choose 1 per grade at Grade 1 and then 1 every 2 grades (3, 5, 7 etc.). Aimed Attack Alertness Bravery Dodge Flee and Pursue Mounted Combat Parry Resist Cold Resist Heat Resist Poison Stand Fast Toughness Weapon Specialism			

Rogue

Scouts, thieves, entertainers and bandits.

Class	BD	DX	IN	WP
Stats	9	13	10	9
Skills	Athletics 6, Gymnastics 2, Melee 2, Missile 2, Perception 5, Social 5, Stealth 2, Survival 1, Magic 3.			
Abilities	Thrown, Bow, Crossbow, Medium, Heavy Weapons, Light Weapons, Shield, Disarm Trap, Pick Locks, Sneak Attack			
Disadvantages	2			
Wealth	80 sp.			
Powers	Choose 1 per grade at Grade 1 and then 1 every 2 grades (3, 5, 7 etc.). Alternatively increase the value of any ability already possessed to the number in brackets. Aimed Attack Alertness Ensoresment Resistance			

	Dodge Flee and Pursue Night Vision Parry Toughness Weapon Specialism
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Shaman

These are the religious caste of orcs, goblins, hobgoblins and similar creatures. There are also a few human shamans.

Class	BD	DX	IN	WP
Stats	10	11	10	11
Skills	Athletic 2, Gymnastic 2, Knowledge 1, Magic 3, Melee 2, Social 2, Stealth 2, Survival 2			
Abilities	Bow, Medium, Light Weapons, Magically Trained.			
Disadvantages	2			
Wealth	100 sp.			
Per Grade	+1 Memory. Learn a new school and one spell from it on Grades 4, 8 and 12. Enchantment points equal to grade.			
Powers	Shamans choose 2 schools of magic from which they can choose 5 spells which are in their spell book. They can also learn new spells from those schools if they discover them. They have magic points equal to grade x 3. They start with 1 enchantment point (for Grade 1).			

Warrior Wizard

Warrior-wizards specialise in combat magic and fighting. They are usually High Elves, Wood elves, Changelings or occasionally humans.

Class	BD	DX	IN	WP
Stats	10	11	11	10
Skills	Athletics 2, Gymnastics 2, Knowledge 2, Languages 1, Magic 2, Melee 2, Missile 2			
Abilities	Bow, Thrown, Heavy, Heavy Weapons, Light Weapons, Shield, Magically Trained.			
Disadvantages	2			
Wealth	120 sp.			
Per Grade	Learn a new school and one spell from it on Grades 4, 8 and 12.			
Powers	Warrior-Wizards choose 2 schools of magic from which they can choose 5 spells which are in their spell book. They can also learn new spells from those schools if they discover them. They have magic points equal to grade x 2. Choose 1 per of the powers below at Grade 1 and then 1 every 3 grades (4, 7, 10 etc.). Alternatively increase the value of any ability already possessed to the number by the number in brackets. Accuracy Aimed Attack Alertness Block Bravery Careful Damaging Attack Dodge Extra Knockback Flee and Pursue Improved Follow Up 1(+1) Mounted Combat Parry Stand Fast Toughness Weapon Specialism			

Wizard

Specialist magic users. They can come from any race but dwarves, orcs, goblins and hobgoblins are very rarely wizards.

Class	BD	DX	IN	WP
Stats	7	10	12	12
Skills	Athletics 3, Gymnastics 2, Knowledge 3, Languages 2, Magic 3			
Abilities	Light, Light Weapons, Thrown, Magically Trained.			
Disadvantages	2			
Wealth	120 sp.			
Per Grade	Learn a new school and one spell from it on Grades 3, 6 and 9.			
Powers	Wizards choose 3 schools of magic from which they can choose 6 spells which are in their spell book. They can also learn new spells from those schools if they discover them. They have magic points equal to grade x 4.			

Disadvantages

Disadvantages marked with a * allow a save on 11+ on 1D20 to avoid their effect. Demoralisation is -2 to all actions.

D100	Disadvantage	Effects
01-02	Age	Adolescent or Middle Aged.
03-04	Aggressive*	Save when thwarted or attack. In combat must save to avoid attacking person who attacked character last. -2 Social.
05	Agonising*	If involved in a situation in which innocent bystanders or allies are killed save or demoralised for a week.
06	Altruistic*	When aid needed or requested help without regard to personal risk or benefit. In combat must save to avoid using an action to free a trapped friend or neutral, intervene to protect a knocked down friend or neutral or throw oneself in front of a non-combatant or weaker character in danger of attack. Spend 50% of surplus on the poor and unfortunate.
07-08	Ambitious*	Driven by grandiose schemes of social climbing. Character acts to exaggerate social status. -2 Social. Spend 25% of surplus on social climbing.
09-10	Appearance	Ugly or reason for mistrust. -3 Social.
11-12	Arbitrary*	When a decision regarding justice required. Act unfairly. -3 Social.
13-14	Chivalry*	Cannot make a surprise attack. Cannot use killing skill or any poison. Cannot attack a prone or trapped target. Cannot hurt a bystander. Must protect the weak and innocent even at great risk.
15	Clumsy	-2 Athletics and Stealth.
16	Code of Honour*	Save or must attack only either the leader of an enemy group or whoever is the most powerful member of the enemy group until they are defeated. If attacked by someone else can then attack them as well. If another character attacks your main target then also must save or attack them instead.
17-18	Comfortable Living	Food, drink and accommodation must be good or demoralised.
19	Compulsive Liar*	When communicating must lie.
20-21	Coward	If succeed in a Fear check re-roll it once.
22	Cruel*	Cannot kill target quickly: must cause suffering. Must find someone to inflict pain on. In combat save to avoid identifying apparently weakest (defensively) enemy to attack. -2 Social.
23	Curious*	You must save or investigate any unusual or interesting event, location or phenomenon regardless of personal risk.
24	Dark Secret *	Dark Secret will result in blackmail, danger of public outrage, criminal proceedings or becoming an outcast.
25-26	Dependants	Character has 3 dependants who must be supported or the character is demoralised.

D100	Disadvantage	Effects
27	Eccentric*	Character has personal foibles which risk others considering him/her to be insane. Save in social situations to avoid being considered mad and not taken seriously (social roll automatically fails).
28	Ego Signature*	Must advertise actions so everyone knows character was involved. Demoralised in any month has nothing to brag about.
29	Emotional*	React based on emotion rather than reason. Easily persuaded by others if they appeal to emotion.
30-31	Enemies	Save on 6+ on D20 to avoid them turning up each scenario.
32	Fanatic (cause)	Must act to benefit cause. Cannot avoid or flee if will damage cause. Demoralised in any month fails to advance cause.
33-34	Fears (name)*	Choose a type of creature or situation that doesn't normally cause a Fear check. This must be quite common. When encountered save or act as though failed a fear check.
35	Flashbacks *(cause)	When cause encountered save or stand stunned 1D10 turns.
36	Foolish*	Easily persuaded to even ridiculous actions. Acts in a half-witted and embarrassing manner.
37-38	Fragile	Opponents can re-roll all damage rolls against the character.
39	Goal Centred	You must pick one goal at a time and concentrate on this to the exclusion of all others. You are at -2 to any action not associated with your current goal.
40	Guardian Angel	You must try to protect your others from criminals and evildoers regardless of personal risk.
41	Hated*	Choose a common type of individual or creature or a race, religion or social group that are not normally hostile. When encountered they will automatically attack the character unless s/he saves.
42-43	Hatred*	Choose a common type of individual or creature or a race, religion or social group. When encountered it must be attacked unless the character saves.
44	Hero Worshipper*	Character has a submissive personality and must choose a character controlled by another player to worship. The character must save or do whatever the hero says, fawn over them and so on. The character must also save or be demoralised if the hero treats them badly
45-46	Honest*	Character is unable to lie directly and is unconvincing at evading the truth.
47-48	Inappropriate Appearance*	When trying to get a job or convince another of character's value save or appearance convinces target that the character lacks value or ability.
49-50	Inappropriate Social Role	The character's sex, class or background makes his/her role inappropriate.
51	Indecisive*	Any situation. Must hesitate for 1 turn.
52-53	Indulgent	Waste 50% of surplus on luxuries. Demoralised in any month this isn't at least 90 sp.
54-55	Intimidating	Character is unpleasant and uncultivated or overbearing and supercilious. S/he does not make friends easily or inspire loyalty or affection. -3 Social.
56	Judgmental*	You judge failures harshly and criticise others who fail to come up to your standards in a forthright manner. You become demoralised if you fail at tasks until you can redeem yourself.
57	Lack of Complex Thought	-3 Knowledge, Magic and Languages.
58	Lazy*	In combat if more friends than enemies save to avoid losing a turn. Demoralised if have to work more than 5 hours.
59-60	Love	Character loves a named individual. If loved one lost demoralised for D20 months and until a new loved one is found. Demoralised in any month fails to interact with loved one or if that person does not love the character. Spend 20% of surplus on entertaining and/or gifts for loved one.
61-62	Low Social Class	Character is a beggar and has -30 sp and -2 Social except with other Low Social Class individuals. Any evidence of wealth will be greeted with mistrust by social superiors.
63-64	Lustful*	On meeting reasonably appealing member of the opposite sex in a social situation must save or try to seduce. Character gets -2 to save if subject is attractive. In combat if save has failed don't attack desired person, instead try to

D100	Disadvantage	Effects
		persuade them to like you (can still attack others). Demoralised in any month failed to seduce a new person.
65	Misguided (describe). *	Act according to seriously and obviously misguided view.
66	Obey Orders*	You must obey the orders of a superior – right or wrong.
67	Overconfident*	Attempt task despite odds. Choose toughest looking opponent to attack until downed. Must save in order to try to escape from a fight.
68	Paranoid*	Take over-elaborate precautions against betrayal by friends. In combat if any friend catches you in an area effect attack friend. Also save to ever be able to leave a friend to your rear in combat.
69	Physical Disability	BD -2 or missing an arm, leg or eye.
70	Poor Memory	-2 Magic and Knowledge.
71-72	Poverty*	-30 sp. Save to avoid losing any wealth gained to creditors.
73	Power Hungry*	Attempt to become leader by any means available including persuasion, scheming or violence. Attempt to gain more followers and rule greater areas.
74-75	Proud*	Must save if insulted or slighted to avoid issuing an immediate challenge to a duel and must save to refuse a challenge to a duel.
76	Puny	-2 BD.
77	Reckless*	Fail to consider the risks involved in any action.
78	Selfless*	Cannot flee from a situation whilst friends or innocent bystanders remain.
79	Shocked*	Save if an innocent bystander or ally is killed or demoralised for an hour.
80	Shouts at Foreigners	Can't learn foreign languages. -3 Social with foreigners.
81-82	Socialite*	Go out in evening to meet friends and socialise. Results in lack of training and/or hangovers and lack of sleep and -1 to all actions. Spend 50% of surplus on social occasions.
83	Soft	The character requires at least 2 servants to tend to his/her needs or becomes demoralised. -3 Survival.
84	Squeamish*	The character dislikes blood or violence. Save to avoid becoming shaken at first sight of a serious injury in any fight.
85	Stiff Joints	-2 Move.
86	Strange Odour	The character has a strange odour which upsets animals. Animals tend to launch unprovoked attacks on him/her and tend to object strongly to being ridden.
87	Stupid	-2 IN.
88-89	Style	Can only have good outfits. Demoralised if less than 3 outfits. Must spend 30% of surplus on extra outfits or jewellery.
90	Tactless*	Offend other with tactless remarks.
91	Trickster*	Perform practical jokes of an unpleasant nature. In combat must save or this is when one of your 'jokes' kicks in costing a random friend 1 turn.
92	Uncoordinated	-2 DX.
93	Underconfident*	Save to attempt any task where the odds of success are less than 50%. Save any time odds in combat are 2:1 against to avoid fleeing.
94	Unfit	-2 Athletic. Can't run for more than 1 turn.
95	Unreliable*	Perform according to a given plan. Save if relied upon to complete a task or turn up at a particular location on time.
96	Unworldly*	Save or persuaded by any confidence trickster or other superficially plausible rogue.
97	Vengeful (name)*	In combat if anyone attacks you must save or attack only them until they are downed. Save each time attacked so may shift target to most recent attacker. Bear grudges against anyone who has done you harm and try to get revenge on them.
98	Wanted	Wanted: save on or be recognised and attacked by law enforcers encountered.
99	Weak	-3 weapon Damage and -3 to feats of strength.
00	Weak-Willed	-2 WP

Character Descriptions

The following points are recorded for each player character.

1. Family background/ loved ones. Person or persons who must be protected but are not actually dependant on the character. A character can choose to have no loved ones in which case s/he counts as an LONER and has poor social skills (Social -2).
2. Initial objective.
3. Adversaries: this is not an enemy in the sense that s/he or they are hunting the character but the other way around.
4. Description and/or picture.
5. Characters and NPCs have a final description: Character type. The exact nature of the type will depend on other factors such as the personality traits of the character that are already established. Usually this trait is chosen but can be rolled for.

D100	Type	Description
01-03	Adventurer	You seek to experience new things, places and people and lead a life of interest and excitement.
04-06	Angst	You are a sincere and open person who tries to do his/her best but worries other whether each decisions is the right one and agonises over past choices.
07-08	Animal Nature	You rely on your instincts and judge situations according to simple self-interest. You seek out what you need and regard others as only useful if they help you toward your goals.
09-10	Apprentice	You are a beginner at your profession but are eager to learn more. You need a mentor but may well try to challenge their authority at first.
11-13	Bully	You lack confidence in yourself and make yourself feel better by tormenting those weaker than you. Unfortunately no matter how pain you cause somehow you never feel better.
14-15	Crusader	You base your actions on a strong set of principles but are more comfortable in dealing with abstract concepts than expressing emotions. You have infectious energy and can inspire others but can be judgmental and become frustrated by others' weakness.
16-17	Curmudgeon	You have strong principles but a poor opinion of others who usually fail to live up to your expectations. You tend to consider yourself put open and use sarcasm, brutal realism or harsh demands when dealing with others.
18-19	Cynic	Your past experiences have left you with a bleak view of others. You expect little from them and have lost confidence in the struggle for what is right. Secretly you want to regain your idealism but need to be persuaded.
20-22	Demolisher	You seek to destroy institutions and people because you can. When you think about it (which is rare) you believe that the strong have no responsibilities toward the weak and that you have the right to do whatever you like.
23-24	Dominator	The world is badly run at present and only you have the ability to run things properly. Fools and weaklings stand in your way – brush them aside without feeling for your project is more important than a few lives.
25-27	Everyman	You are just an ordinary person who sometimes encounters extraordinary situations. You try to maintain that normality by looking at everything in a common-sense way and relating things to normal life. You consider yourself to be a practical person who does what's right without a great deal of fancy talk.
28-29	Exemplar	You try to set a good example to others and lead by showing how things should be done. People may choose to follow you but they will do so because of actions, not words.
30-32	Explorer	You seek to discover new ideas, theories or places. and improve the world by expanding knowledge.
33-35	Exuberance	You like to have fun, make jokes, don't take things seriously and enjoy yourself. You give little thought to the future and live in the moment.
36-38	Glory Hound	You want people to notice you. You want to gain fame or notoriety and be talked about and recognised by everyone. As you are the best at what you do you deserve attention.
39-41	Greed	You need to gain wealth in order to live a life of luxury. You can never be too rich. Money will get you whatever you want and that will make you happy.
42-43	Guardian	You must protect the world, or an area of it, from threats. You value the good of everyone over the survival of yourself and your friends.
44-45	Hunter	You must seek out powerful opponents to prove yourself against through victory in combat. The greater the challenge the better the test. Victory is what counts, its best not to worry too much about motives.

D100	Type	Description
46-48	Idealist	You live according to an ideal set of values and believe that the world can be a better place through the things that you do. Good cannot come from immoral actions.
49-51	Ingénue	You are an innocent who approaches everything in a sincere and open way. You tend to miss the subtext in situations and are easily shocked by bad behaviour.
52-53	Inhuman	You are logical, cold and superior. You tend to misunderstand others motives and be confused by them but are good at seeing big issues and taking decisive action.
54-55	Investigator	You want to discover the cause of threats and the perpetrators of crimes. You solve mysteries logically through careful investigation and the collection of evidence.
56-57	Majesty	You lead others because of right of birth or superior ability. You always behave in a way that enhances others respect of you and show others who is in charge in any situation.
58-60	Manipulator	You are good at manipulating others to get your own way. You mix bullying, charm, kindness and cruelty as you see fit and never let others see the real you. You like to secure your position by playing one person off against another.
61-62	Mentor	You have a calling to teach others how to use their abilities to meet their goals. Others should listen to your wise advice.
63-65	Minion	You have a weak personality and are easily dominated by superiors who you obey unquestioningly when in their presence but you may try to undermine them if left alone.
66-67	Mystic	You seek enlightenment through meditation, selflessness and personal perfection. You try not to become attached to anything in the material world.
68-69	Neurotic	Memory and fear haunt you. You tend to plan for the worst case, be nervous and apologetic over your weaknesses. However you tend to understanding of the weaknesses of others.
70-71	Olympian	Your godlike abilities or social position set you apart from lesser beings. Their antics can be amusing but you avoid becoming too attached to them. Use them or destroy them as you wish. Only those with power deserve respect.
72-73	Outcast	Rejected by normal society either develop the ability to survive alone or find a small group who understand you but be careful as you cannot really trust anyone.
74-75	Peace of Mind	Come to terms with the mistakes of your past and learn to accept yourself for what you are. Things happened in the past which you have not fully accepted and even to think of them makes you unhappy.
76-77	Protector	Guard your friends, dependants and family from harm. Protect outsiders too but they are less important than people you care about.
78-79	Reluctant Hero	You didn't want to leave your normal life but an adventuring existence was forced upon you. You still try to maintain your old life but are realising the gulf that separates you from your old associates. Despite all this you still feel you have a duty to use your skills in the right way.
80-81	Reluctant Villain	You have been rejected and hounded by society through no fault of your own or perhaps an uncharacteristic moment of madness. You never wanted to be a criminal but you have no choice. It's not your fault but you feel guilty anyway..
82-83	Repentant	You did terrible things in the past but now you want to make amends by helping others. Try to show that you have changed and are now worthy of trust.
84-85	Responsibility	You have a responsibility to behave in an upright and lawful manner. Duty is all important and your personal desires must be sacrificed for the good of all.
86-87	Retribution	In the past you know that your life was devastated by the actions of others. They must pay for what they did to you.
88-89	Scatterbrain	You have too many things to think about to get them all straight at once. You tend to talk a lot but not about anything in particular. You find that constant cheerful chatter stops people putting too much pressure on you.
90-91	Shallow	You don't think deeply about anything and like superficial things: nice clothes and good-looking friends. What you think tends to come out of your mouth without much in the way of editing.
92-93	Slacker	Other people expect you to work hard at tasks and give you constant grief about responsibility. You feel you are not ready for hard work or commitment and it will take a serious jolt to stir you out of your negative attitude.

D100	Type	Description
94-95	Soldier	Obey orders, be loyal to the cause and maintain discipline. The world is a dangerous place and it is only by approaching situations in a professional way and by using military planning and the chain of command that threats can be defeated.
96-97	Sycophant	You try to compensate for you own weaknesses by toadying to those you consider to be more important than yourself. You are usually spiteful and sly when dealing with others who you consider to be rivals and nervous and apologetic when dealing with your superiors.
98-99	Thrill Seeker	You have the opportunity to do things and go to places that would have been impossible in a more settled life. Stretch your abilities to the maximum and always go to the limit.
00	Uncontrolled	You act without thinking and can cause suffering or death through lack of self-control. People need to be careful around you – you can hurt them without really wishing to.

Game Mechanics

Modified Roll

At many points a modified roll is called for. This is a roll of D20. A roll of 19 or 20 means a D10 is added to the result. Each time the D10 comes up 10 it is rolled again and the result is added on. E.g. a D20 throw is 19 so a D10 roll is made of 10 so another D10 is rolled for a 6 – the final result is 35.

Re-Rolls

When a character is allowed a re-roll or can force a re-roll then the whole roll is made again. When all re-rolls have been made then the final result must be accepted. A D20 roll of unmodified 1 cannot be re-rolled.

Making Tasks and Saves

Tasks (attempt for a character to perform an action) and Saves (attempts to avoid something happening) are made by making a modifying roll and adding it to the relevant STAT+Skill+Grade. All Tasks and Saves add grade but each only adds STAT and Skill if one is listed as being allowed. If the total equals or exceeds the resisting value than the roll succeeds. The resisting value is fixed when a Task or Save is being made against a passive thing such as the environment. The difficulty is determined by the referee. In general for a typical task attempted by characters a roll of 11+ is required.

Alternatively the roll can be made against an active target such as another creature. In this case the target resists with an appropriate STAT+Skill+Grade+11. This means that against an equal target a roll of 11+ is success.

There can be various modifiers apply to rolls called **circumstance modifiers**. These are determined by the Referee.

If a D20 skill roll or save scores an unmodified 1 then the result is an Automatic Failure and the figure making the roll is required to attempt a **Fumble Save** requiring a 20. A Fumble Save is made using +Grade. If the Fumble Save fails then the outcome is especially bad.

If a character succeeds in a roll or save by 5 or more than the result is a **Critical** success. Succeeding by 10 is a **Double Critical**, 15 a **Triple Critical** and so on. Criticals represent increased levels of success over the normal.

In general a success produces normal progress at a task, failure produces no progress. There are tables for combat and spell fumbles and the results of criticals are described in the combat and magic sections. The results of other criticals and fumbles are shown below:

Skill	Critical Example	Fumble Example
Athletic	Perform exceptionally for example climb extremely quickly or run faster.	Fall or drown
Stealth	Only critical perception of the same level will spot.	Outrageously and comically noisy and obvious.
Medical	Heal more Hurts or improve recovery time further.	Injury made worse.
Gymnastic	Perform exceptionally	Fall or get stuck.
Survival	Perform task in less time, gather more resources, follow tracks quickly.	Follow tracks completely the wrong way, find a comically poor place to camp, forage for poisonous berries.
Social	Get character's way entirely.	Have the opposite result to that intended.
Knowledge	Know all information on subject.	Be disastrously wrong on subject.

Skill	Critical Example	Fumble Example
Magical (Use Items, Read Runes)	Reduce time required.	Can never attempt to read the runes or use the item again.
Language	Perfect understanding or communication.	Disastrous misinterpretation or communication.
Perception	Spot anything even if concealed by the same level of critical.	Misinterpret situation disastrously.

Fear and Morale

Some events cause Fear. Some creatures cause a Fear check when they are encountered. If a mixture of such creatures are encountered check for the most difficult. Fear checks are also caused by difficult circumstances. For example checks are caused in combat as follows and are made as the odds shift. Odds are determined by the referee. The Grade required for the save is equal to the highest grade of the opponents:

- Facing combat at 1:1. Save 11+Grade.
- Facing combat at 1: 1½: Save 16+Grade.
- Facing combat at 1:2: Save 21+Grade.
- Facing combat at 1:3 or worse: Save 26+Grade.
- Losing the leader: Save 21+Grade.
- Becoming Hurt: Save 16+Grade.
- Becoming Seriously Hurt: Save 21+Grade.

A Fear Save adds WP. A first failed fear check causes the character to become Shaken and at -2 to all actions except fleeing. A second failed save or a fumbled save causes the character to be Routed and is then only able to flee or surrender.

A leader can try to rally his or her followers by making a Leadership (Social) skill of the same difficulty. This will improve the follower's morale level by one level or by two on a critical. Characters can also try to rally themselves by making a save 5 harder than the failed fear check in subsequent rounds.

Aging

The rate and effect of aging depends on race. Characters are assumed to start as adults +1D6 years for fighters or rogues, +1D10 years for rangers and +2D6 years for other types. The Age disadvantage fixes the characters age at 1 year after the new base.

Race	Infant	Child	Adolescent	Adult	Middle-Aged	Old	Ancient	Lifespan
Dwarf, Gnome	0-8	9-16	17-30	31-150	151-200	201-300	301+	300-400
Half-Elf, Changeling	0-8	9-16	17-24	25-100	101-150	151-200	201+	200-250
Half-Orc	0-4	5-10	11-14	15-31	32-50	51-60	61+	60-80
High-Elf	0-12	13-25	26-40	41-300	301-600	601-1000	1001+	Infinite
Human, Gnom	0-6	7-12	13-16	17-35	36-55	56-70	71+	70-110
Wood-Elf	0-8	9-20	21-35	36-200	201-400	401-600	601+	Infinite

The effects of aging are different for ageless races. Infants have no real STATs and are effectively helpless. Adults have normal STATs. All modifications are from basic adult STATs i.e. they are not cumulative. XP multipliers apply to all XP gained:

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Race	Child	Adolescent	Middle-Aged	Old	Ancient
Mortal	-3BD -2DX -3WP -15 sp -2 Skills	-1BD -1DX -1WP -10 sp -1 Skills	-1BD -1DX	-2BD -2DX XP x ½	-3BD -3DX -1IN -1 Skills XP x ¼
Ageless	-3BD -2DX -3WP -15 sp -2 Skills	-1BD -1DX -1WP -10 sp -1 Skills	XP x ½	XP x ¼	XP x 1/8

Combat Scale

One hex is around 1.5m across. Each turn is about 10 seconds.

Classifying Figures

For combat figures are classified according to their equipment, fighting style and any special characteristics. The classifications are as follows:

Armour

Armour has the following effects:

Armour Weight	Points	Penalty per Quarter	Move per Quarter
Light	15	$\frac{1}{2}$	$\frac{1}{4}$
Medium	20	$\frac{3}{4}$	$\frac{1}{2}$
Heavy	25	1	$\frac{3}{4}$
Extra Heavy	30	$1\frac{1}{2}$	1

Quarter armour could be just a short mail shirt or a pectoral and an open helm.

Half Armour covers about half the body such as a breastplate and an open helmet.

Three quarters also covers part of the limbs with a long hauberk or greaves and vambraces and a substantial helmet.

Full armour covers the whole body.

Light armour is quilt or leather.

Medium armour is waxed linen or boiled leather sometimes with some metal scale or rings.

Heavy armour is made of mail, scale or lamellar possibly with some plates.

Extra-Heavy is made of plates.

Armour can be combined so a character could wear half heavy and half medium armour.

Weight is the weight classification for character class and other limits.

Points are the number of damage the armour stops.

Penalty is the penalty to Stealth and Gymnastics (and therefore Dodge) for wearing the armour. Half the penalty (round up) applies to Athletics. Add up the total penalty and round to the nearest figure. E.g. A character wearing Three Quarters Medium ($2\frac{1}{4}$) and One Quarter Light ($\frac{1}{2}$) would have a penalty of 3.

Move Reduction is the reduction to move for wearing the armour. Add up the total penalty and round to the nearest figure. E.g. A character wearing Three Quarters Medium ($1\frac{1}{2}$) and One Quarter Light ($\frac{1}{4}$) would have a Move Reduction of 2.

Each critical hit ignores a quarter armour. Ignore heaviest armour first so a character wearing half extra heavy and half medium would be protected by the heavy armour on a critical hit but by the medium armour on a double critical hit.

Shields

Shields are either worn strapped to the arm or body. A figure with a shield has a type of resistance to attacks called a **Block**. A Block can be used against attacks from the front or shielded flank. In general a shield is only allowed with a one handed weapon. A buckler can be used with most two-handed weapons (they are strapped to the left forearm). A small shield can be used with a two-handed spear or pike.

Shield	Block	Hits	Penalty	Move Reduction
Buckler Light	2	25	0	0
Buckler Heavy	2	30	-1	0
Small Light	3	25	-1	0

Shield	Block	Hits	Penalty	Move Reduction
Small Heavy	3	30	-2	-1
Medium Light	4	25	-2	-1
Medium Heavy	4	30	-3	-2
Large Light	5	25	-3	-2
Large Heavy	5	30	-4	-3

Block is used against attacks from the front or shielded flank. If it causes the attack to miss it hits the shield instead.

Hits are the number of damage the shield stops.

Penalty is the penalty to Stealth and Gymnastics (and therefore Dodge) for carrying the shield. Half the penalty (round up) applies to Athletics.

Move Reduction applies to movement rate.

Weapons

Natural weapon attacks are included on this table. These are possessed by certain creates listed in *Ultra Fantasy Creatures*. Those marked * are natural weapons. Creatures without listed natural weapons usually have grapple, crush, throw, kick and punch only. Those marked M are modifiers to those other than natural weapons.

Example Weapons	Moves	Special
Sling	Bash	Ranged, Light
Stave Bow	Shot, Aimed Shot	2H, Ranged, Fragile, Light
Composite Bow	Shot, Aimed Shot, Double Shot	2H, Ranged, Fragile, Light
Long Bow	Shot, Aimed Shot	2H, Ranged, Fragile, Armour Piercing
Light Crossbow	Shot, Aimed Shot	2H, Ranged, Fragile, Armour Piercing, 1 act reload, Light.
Heavy Crossbow	Shot, Aimed Shot	2H, Ranged, Fragile, Armour Piercing, 1 act reload.
Arbalest	Shot, Aimed Shot	2H, Ranged, Fragile, Armour Piercing, 4 act reload, Cranequin.
Baton	Bash	HTH, Light
Club	Bash	Light
Mace	Bash	
Heavy Mace	Bash, Push	1½H
Maul	Bash, Push	2H
Scrammasax	Chop	HTH, Light
Falchion	Chop	Sword
Sabre	Slash	Light, Sword
Scimitar	Slash	Sword
Great Scimitar	Slash	Sword
Throwing Dagger	Cut, Thrust, Aimed Thrust, Shot	HTH, Light, Thrown
Dagger	Cut, Thrust, Aimed Thrust	HTH, Light
Shortsword	Cut, Thrust, Aimed Thrust	
Broadsword	Cut, Thrust	
Longsword	Cut, Thrust, Hook (2H), Push (2H)	1½H
Greatsword	Cut, Thrust, Hook, Push, Trip	2H, Long
Stiletto	Thrust, Aimed Thrust	HTH
Estok	Thrust, Aimed Thrust	
Rapier	Thrust, Aimed Thrust	
War Pick	Pierce, Hook	
Mattock	Pierce, Hook, Trip, Push	2H
Chain Flail	Flail	
War Flail	Flail	2H
Dart	Shot	Thrown
Javelin	Thrust, Push (2H), Trip (2H), Shot	1-2H, Long Thrown

Example Weapons	Moves	Special
Short Spear	Thrust, Push (2H), Trip (2H), Shot	1-2H, Thrown
Long Spear	Thrust, Push (2H), Trip (2H)	1-2H, Long
Pike	Thrust	2H, Very Long
Hatchet	Chop, Throw	
War Axe	Chop, Hook	
Francesca	Chop, Hook, Throw	
Battle Axe	Chop, Hook, Push (2H)	1-2H
Greataxe	Chop, Hook, Push	1-2H
Warhammer	Bash, Pick, Hook	1-2H
Pole Axe	Bash, Pick, Thrust, Hook, Push, Trip	2H
Bill	Chop, Hook	2H, Long
Halberd	Chop, Pick, Thrust, Hook, Push, Trip	2H, Long

Moves:

Bash: no special effects.

Shot: if any damage gets through armour then +8 damage.

Aimed Shot: requires 2 actions. Critical requirement reduced to hitting by 4, double critical to 8 and so on. If any damage gets through armour then +8 damage.

Double Shot: may attack in each action of the round.

Push: if any damage gets through armour then -5 damage. +3 damage for knockback.

Chop: Ignores 3 points of armour. If any damage gets through armour +4 damage.

Slash: If any damage gets through armour +6 damage.

Cut: Ignores 2 points of armour. If any damage gets through armour +3 damage.

Thrust: if any damage gets through armour then +8 damage.

Aimed Thrust: requires 2 actions. Critical requirement reduced to hitting by 4, double critical to 8 and so on. If any damage gets through armour then +8 damage.

Hook: causes no Jolts or Wounds. Roll Damages vs Target's Knockback Resist to knock opponent down.

Trip: causes no Jolts or Wounds. Roll AG+Fighting+Grade vs target's AG+(Opponent chooses Melee or Gymnastics)+ Large + Grade to knock opponent down.

Pierce: Ignores 5 points of armour. If any damage gets through armour +6 damage. No Follow Up after this.

Flail: Ignores 3 Parry and Block.

Weapon	Hit	Damage	Follow Up	AP	Injury	Special
Arbalest	-2	20	No	4A	+5	Ranged. 4 action reload. Requires two hands. +2 to hit if target uses Block. Precise.
Bash	-1	+6	-1	2H	0	Parry -1.
Beak or Pincer*	0	+2	0	0	+2	
Bite*	-1	+3	No	0	+3	This is the bite of a carnivore with large teeth and jaws.
Bow (Composite)	-3	+3	0	4L	+5	Ranged. Requires two hands. +2 to hit if target uses Block. Precise.
Bow (Long)	-3	+3	-1	4A	+5	Ranged. Requires two hands. +2 to hit if target uses Block. Precise.
Bow (Self, Stave)	-3	+2	-1	3L	+4	Ranged. Requires two hands. +2 to hit if target uses Block. Precise.
Butt*	-1	+6	No	2H		Can be used as part of a move through. This represents creatures who charge with curled horns or a bony head plate.
Claws*	0	+2	0	0	+3	
Cross Bow	-2	+6	No	4A	+5	Ranged. 1 action reload. Requires two hands. +2 to hit if target uses Block. Precise.

Weapon	Hit	Damage	Follow Up	AP	Injury	Special
Crush	Auto	-3	No	0	0	Only on a grappled target.
Flail	-1	+8	No	2H	0	+2 to hit if target uses Parry.
Gaze	+4	No	No	Varies	Varies	Ranged. Special Effect.
Grapple	0	No	Crush or Throw	0	0	See special rules.
Hand-and-a-half (M)	-1*	-1*				Weapons other than spears that are hand-and-a-half can be used 1 or 2H but are -1 to hit and Parry when used 1 handed and -1 damage when used 2H.
Horns or Tusks*	-1	+3	No	0	+5	Can be used as part of a move through.
Kick*	-1	+2	0	0	0	
Light Weapon (M)	+1	-2				Light Thrusting weapons which are neither long nor very long can, but don't have to, become R0-1, become Precise (daggers which can be used in hand-to-hand combat) but then lose their +1 Parry bonus.
Long (M)	-1					Range 2
Long Cutting Blade	-1	+5	-1	0	+5	Parry +1.
Magic Strike*	0	+4	0	0	+3	
Multi-Use*	-1					Can be used in more than one of the ways above. For example a broadsword can be used to cut or thrust. Use the best Parry modifier of the types.
Non-Metal (M)		-2		None		Non-Metal weapons (e.g. clubs).
One-or-two-handed*						Spears are 1-2H. They can be used as either 1 or 2 handed without penalty.
Pick	-1	+4	No	4A	+5	Parry -1.
Punch*	0	0	0	0	0	R0-1
Shield Bash	-1	+3	0	0	0	+7 damage for knockback or against a weapon parry.
Sling	-3	+4	No	2H	0	Ranged.
Small Cutting Blade	-1	+4	-1	1H	+4	Parry -1.
Special Crush*	Auto	+3	No	0	0	Only on Grappled Target. This is creatures who specialise in crushing their victims.
Stinger or Snake Bite*	0	+1	0	0	0	½ damage once through armour. Injects poison. Stop Thrust.
Sword (M)						Can be a long cutting blade, a thrusting weapon or both. Modifies parrying effects. A sword which isn't Long and is only Thrusting is Precise. A sword which is a light long cutting blade is Precise and only has -1 instead of the usual -2 damage for light.
Throw*	Auto	0	0	0	0	Only on a grappled target. Knocks target down.
Thrown Blade	-1	+4	-1	1H	+3	R6. A Light Thrown Blade is Precise.
Thrown Piercing	-1	+3	-1	2L	+5	R12. A Light Thrown Piercing Weapon is Precise.
Thrust	0	+3	0	2L	+5	Stop Thrust. Parry +1. +2 to hit vs Parry.
Touch*	+4	No	No	Varies	Varies	Special Effect.
Two Handed (M)	+1	+3				Modifier for a two-handed melee weapon only. Parry +1.
Very long (M)	-2					Range 3

Hit is the modifier to hit roll.

Damage is the modifier to damage.

Follow up is the modifier to Follow Up hit rolls after using the attack type.

AP is Armour Piercing. The weapon ignores this many Armour points. If A for any armour, for L not for Extra Heavy Armour and for H not for Light or Medium Armour.

Injury is added to the injury result if any.

Parry is the modifier to Parry.

Damage if any means damage if any goes through parry, block or armour. It doesn't apply to knockback.

R is range in hexes.

Two Weapons

If a figure uses certain weapons in each hand then s/he may attack with both as a single action but the following penalties apply.

2 Weapons	Effects
Two Daggers	On Hand -1 to hit, Off Hand -3 to hit. +1 Parry.
Thrusting Sword and Dagger	On Hand -1 to hit, Off Hand -3 to hit. +1 Parry.
Cut and Thrust Sword and Dagger	On Hand -2 to hit, Off Hand -4 to hit.
Two swords, axes or maces.	On Hand -4 to hit, Off Hand -6 to hit.
Two hands (punch)	On and Off-Hand -2 to hit.

Ambidextrous characters use the on-hand penalty with both weapons.

Phases

Each turn each figure has a two phases: a Passive Phase and an Active Phase. Figures acts in order of Move, DX, IN, WP, BD, D20 roll. A figure may delay dropping to a lower point in the turn but s/he then remains at that point and cannot move back up the turn chart.

Active and Passive Actions
Attempt to Rally.
Flee.

Passive Actions
Resist a Persistent Ability.

Active Actions
Use an ability that targets another.
Resist a Trap
Attack with a weapon such as a bow or sword.
Attack with a natural weapon such as a punch or kick.
Throw a heavy object which has already been picked up.
Cover a group of hexes with a ranged weapon.
Pick up an object when engaged.
Cast a spell or use a power other than one targeted on self.

Any Actions
Move.
Use an ability which targets self.
Pick up an object when disengaged.
Draw a weapon or get out an item.
Load a crossbow or arbalest.
Pull a weapon out of a shield.
Cast a spell or use a power targeted on self.

Senses

Normal senses have a range of 8 and are at a penalty of 1 to perception or ranged attacks for range 9-18 and another -1 for each 8 after this. Sharp-Senses don't start taking a penalty of -1 until range 17-24 and then another -1 for each 8 after this.

Sense	Effect
Vision	Full range in daylight, ½ range in twilight or torchlight, ¼ range in darkness (like night), no range in total darkness.
Night Vision	Full range in darkness (like night), ½ range in twilight or torchlight, ¼ range in daylight, no range in total darkness.
Vision and Night Vision	Full value except 0 in total darkness.
Dark Sense	¼ Range.
Infra Vision	Detects hot and cold.
Magical Sense	Detects active magic, spells and creatures with brightness indicating power. Shows non-magical non-living things as shadowy shapes.

Attacking

An attack is an ability used on an unwilling target. A character can attack any target in a threatened hex with a melee weapon or any target in range and in front arc with a missile or thrown weapon. The normal attack value is:

Attack Type	Attack
Area Effect	CO + Missile Skill + Grade
Area Effect Spell	RE + Magic Skill + Grade
Attack Spell	RE + Magic Skill + Grade
Cleric, Paladin or Champion Power	WP + Knowledge + Grade
Close Combat Attack	CO + Melee Skill + Grade
Ensojcellment	RE + Magic Skill + Grade
Ranged Attack	CO + Missile Skill + Grade

Concealed Targets

Some targets are concealed. In order to attack them or deliberately close with them a perception roll is required against the target's stealth.

Range

Add 10 to the distance to or from an airborne target unless the target's last action was a non-ranged attack against a target on the ground, a pick up from the ground or similar.

Attacker Modifiers

Situation	Modifier
Attacker cannot sense the Defender.	-8
Attacker higher in close combat (e.g. on slope or mounted vs foot)	+2
Attacker prone unless with a natural or R0 weapon.	-3
Attacking a mounted target unless with a long or very long weapon or as large as the mount.	-2
Attacking a prone target or attacking from the rear in melee combat.	+4
Attacking from flank in melee combat.	+2

Situation	Modifier
Attacking with a missile weapon against a target in melee or with any weapon against a target in HTH when outside HTH.	-3 and if penalty causes a miss hit engaged target.
Bolt	+2
Charging or Countercharging	+1
Each multiple of sense range to target.	-1
Making a lance or missile attack from a mount without having the Mounted Combat Ability.	-6
Making a melee or thrown attack without the Mounted Combat Ability	-4
Making an attack from a mount which is not war or cavalry trained.	-4
Opponent is routed.	+4
Ray	+4
Target can't sense the attack.	+6
Target in cover.	-2 (part), -3 (half), -4 (3/4), -6 (Arrow slit)
Target is doing something other than concentrating on fighting e.g. pulling a weapon out of a shield, getting something out of a pack, picking something up etc.	+3
Target is Stunned	+2
Using a ranged attack at R1.	-3
Using a weapon not allowed to character type	-4

A modifying roll is made on the total attack value. In general, just like other skills, a figure can choose to take multiple attacks by taking a -3 penalty per extra attack. This must be declared in advance and must all be aimed at different targets.

Damage Shield

A Damage Shield always hits a figure making any attack at R1 or 0.

Area Effects

An area effect attack works on all targets in the area (this includes shields carried by targets which are hit and may thus be damaged, armour if the damage of a type to damage armour). Each target in the area who is missed by the attack roll (only Dodge works against Areas) is allowed to move one hex per point missed by to the edge of the area if this is possible. If the attack fumbles it misses the target hex by D6 hexes in a random direction (but not by more than the range to the target). After a fumble enemies automatically get out of the area but a new attack roll is made against friends.

Attack Fumble

On a fumbled attack roll D20 on the following table:

D20	Fumble
1	Hit nearest friend in normal range – if none hit self but with ST+D20 damage unless using a flail in which case normal damage.
2	Trigger an opportunity attack from all opponents in range with melee weapons.
3	Drop shield or if none a held weapon.
4	Lose next two actions.
5-6	Break shield straps, or if none save or break weapon.
7-8	Let go of a held weapon which flies D6 hexes in a random direction. If no held weapon fall badly taking D20 damage through armour.
9-10	Drop held weapon.
11	Fall down.
12	Injure self: roll D10 on 1-10 counts as a Jolt on 11+ a Hurt.
13	Fall down and drop everything in hands.
14-15	Fall down and scatter everything in hands D6 hexes.
16	Save or break weapon.

17	Temporarily disabled. The figure loses its next two actions. Any attack against the figure until it next acts are increased by one level of success e.g. miss to hit parrying weapon or shield, hit parrying weapon or shield to hit, hit to critical.
18	Trouble with armour or clothing: if wearing armour it is reduced by D20 points. Lose 2 actions. Opponents get +2 to hit character until figure next acts.
19	Break weapon with -2 save.
20	If using a missile weapon or thrown weapons drop ammunition which scatters into all adjacent hexes. If riding an animal it bolts D20 hexes in a random direction at the end of which the rider must make an edif riding or fall off. If neither of the above stagger past target to the hex immediately behind it and fall over.

The following extra effects apply to fumbles:

- If a break weapon save is successful the figure drops a held weapon.
- If no other effect of a fumble result applies the figure falls down or if already lying down (e.g. in Hand-to-hand) misses the next 2 actions.

Critical Attacks, Automatic and Weapon Hits

A critical attack (20) or an automatic hit (19) results in the target having to make a special hit save. A special hit save is a roll D20 + Grade-Attacker's Grade. If the total is not 16+ then if the attack is a critical the attacker chooses whether to ignore normal (non-enchanted) armour or roll an extra D20 damage. Critical or automatic hit attacks never hit shields or parrying weapons unless the save is made. A roll of natural 10 always hits the defender (not shield) unless the defender has a weapon in which case it hits that instead.

Throwing

A figure can attack by throwing a heavy object. The heavy object counts as an area effect. It does solid damage equal to the thrower's ST -1 per hex of range and has -1 to hit per 3 hexes.

Resisting Attacks

Resistance Type	Defence	Used Against
Dodge	DX + Gymnastics Skill + Grade + 11.	Any attack except Ensorcellment.
Parry	DX + Melee Skill + Grade + 11.	Any melee or touch attack from front. Cannot be used in any situation if a block could be used. Can't be used in HTH.
Block	DX + Melee Skill + Grade + 11	Any melee, thrown, missile, ray, bolt or touch attack from front, shielded front or shielded flank. Can't be use in HTH.
Spell Block if not Magically Trained	WP + Magic + Grade + 11	Ensorcellment.
Spell Block if Magically Trained	IQ + Magic + Grade + 11	Ensorcellment.

When a figure is attacked s/he choose which resistance type to use after the attack roll is made if more than one type applies except that if s/he has a medium or large shield s/he cannot choose parry. The following modifiers apply to resistances if you choose to use this type of resistance:

Resisting Multiple Attacks

Situation	Modifier
When parrying each attack already parried this turn with this weapon	-4
When blocking each attack already blocked this turn	-3
When dodging each attack already dodged this turn	-2
When dodging being braced (see knockback)	-4
Block with a Medium or Large shield against Shield Bash	+3

Shield Block

If an attack hits a shield then damage is dealt to the shield and any excess hits the user. Shields have +6 hits against cutting and natural weapon attacks. If the damage exceeds the shield's damage then the following effects apply:

- Thrusting or Piercing Attack: weapon stuck in shield.
- Others: shield damaged and dropped.

If a shield is damaged and dropped it can't be used again this fight. It will need some repairs before use again. This will be minor in most cases (e.g. grip or strap repaired). However if the damage was from a cutting weapon it will be a major.

Thrusting, pick or piercing weapons which do damage exceeding hits are stuck in a shield. Any thrusting or piercing thrown weapon stuck in a shield makes both unusable until removed. 5 arrows also make a shield unusable. An action (and a free hand) is required to pull a weapon out of a shield with a difficult Athletics skill whilst someone is holding the shield. If the shield is put down first and two hands used then no roll is required.

When a shield bash is blocked then both shields take equal damage but the attacker never takes damage personally if it goes through the shield.

Weapon Parry

Weapons used for Parrying have a value equal to the user's ST + Weapon Damage + Grade + 11.

Damage to the defender is reduced by the value. If the attacker's damage exceeds the value by 11+ then the defender must make a fumble save or drop the weapon.

Weapon Breakage

A weapon hit as part of a parry may break. Also fumbles cause saves against breakage as do certain creatures with hard flesh called weapon breakers. The owner of the weapon roll a D20 adds any bonus for the weapon (enchanted or quality) and subtracts the bonus of the thing it hit or was hit by. When parrying this is the attacker's weapon bonus, when facing a weapon breaker it is the weapon breaker bonus and when fumbling the target's armour, weapon or shield bonus, whichever is highest. The weapon breaks if the result is:

For parrying:

- Less than 2 for a sword hit by a cutting weapon.
- Less than 3 for a sword hit by a bashing or flail weapon.
- Less than 4 for a hafted weapon hit by a short cutting blade.
- Less than 5 for a hafted weapon hit by a long cutting blade or a pole weapon hit by a cutting blade.
- Less than 6 for a pole weapon hit by a long cutting blade.

For fumbles and weapon breakers:

- Less than 3 for a bashing weapon.
- Less than 5 for a sword.
- Less than 9 for other weapons.

When a weapon breaks usually the most fragile part of it breaks (e.g. hilt, haft, bowstring) unless a 1 is rolled or the weapon is a sword in which case the main part is broken. If a natural weapon is "broken" it can not be used for the rest of the day. If a figure has a kick attack broken it also has its movement reduced by 2 for the rest of the day.

Damage

Damage from normal attacks is ST + Weapon Damage + D20 +2 if charging or countercharging. If the dice roll is 19-20 roll and add. Do this each time a 19-20 is rolled.

Damage Types

The effects of different damage types are as follow. This refers to normal armour – enchanted armour always counts in full:

Type	Special Effects	Examples
Acid	Continuous damage. Record the damage +against the target and reduce it by 3 per turn. Normal Clothes worth 3 AR, Wilderness Outfit 6 AR. Each turn roll for the damage it delivers. Damage continues till damage is 0. Non-enchanted armour or clothing destroyed at 1 point per 5 damage. If the victim has not taken a Hurt from the acid then if clothing/armour is removed damage continues to it but the wearer is safe. Once the victim has take a Hurt then it is too late. Acid can be scraped off at 3 points per action with a Dif Athletics roll by the victim or Avg by someone else. No KB.	Chemicals, Magic, Creature Powers.
Air	Ignores Shields. 2 x KB.	Magic, Elemental Powers.
Cold	Ignores Armour and Shields. Normal Clothes 3 AR. Warm clothes or fur e.g. Wilderness Outfit 6 AR, Cold Weather Clothing or thick fur 9 AR. No KB.	Magic, Elemental Powers.
Earth	Shields worth 12 less than normal. AP 4H. Has KB.	Magic, Elemental Powers.
Electricity	Ignores Heavy Shields, Heavy or Extra-Heavy Armour. Other armour ½ value. No KB.	Magic.
Fire	If hits a small shield damages the target and the shield. If it hits a medium shield then the shield blocks only half its hits from getting through (though is still damaged itself as normal). Counts as double damage for damaging light shields. Ignores part armour, half-armour ¼ value, full armour ½ value. No KB.	Magic, Natural Fires, Elemental Powers.
Pain	Ignores armour and shields. No KB.	Magic.
Physical	Armour worth no more than 6. Shields block no more than 12. Doesn't damage heavy shields. No KB.	Magic, Falls.
Solid	Armour has full value. KB.	Weapons and Natural Weapons.
Water	Armour worth no more than 9. Shields block no more than 16. Doesn't damage heavy shields. Has KB.	Magic, Elemental Powers.

KB = Knockback.

Results of Damage

If a Precise weapon (Crossbow, Bow, Thrusting Sword, Throwing Dagger, Dart, Light Cutting Sword) hits by at least 11 it ignores normal armour unless the target makes a save. This depends on armour coverage:

- Full or Natural 11+
- Half 15+
- Part 19+

If Damage (after any deductions for Armour, Block or Parry) is less than the target's EN then there is no effect. If the damage is greater than or equal to the target's EN add any Injury value for the attack to the damage result. If the result is now 11 or more greater than EN the target is **Hurt** and **Jolted** otherwise just **Jolted**.

Each figure can take certain number of Hurts before becoming **Knocked Down**, **Seriously Hurt**, **Disabled** and **Dying**. For most nameless animals, minions and monsters this is only 1. For Player Characters, named significant NPCs and more powerful monsters it usually happens on the 3rd hit +1 per 4 grades but some with special abilities can take more than this. If a Seriously Injured figure (for example having recovered) takes another Hurt it immediately becomes **Knocked Down**, **Seriously Hurt**, **Disabled** and **Dying** again.

Effects of Injury and Recovery

Medical skill rolls can only be attempted once per day per patient except rolls to stop a patient dying. A critical medical roll cures an extra Hurt. A fumbled roll causes an extra Hurt.

Level of Injury	Effect	Recovery	Medical Roll	Medical Success
Jolted	-2 to all skill rolls and resistances.	At end of figure's next turn.	N/A	N/A
Hurt	-1 to all skill rolls and resistances.	Dif (24) TO save every day to recover 1 Hurt.	Dif (24)	Cure 1 Hurt
Seriously Wounded	No Active Actions.	VDif (27) TO save every week to recover to 1 Hurt below Hurt Limit.	VDif(27)	Recover to 1 Hurt below Hurt Limit.
Dying	No actions allowed. Average (21) TO save each turn. If a figure fails three such rolls it dies.	If the TO save roll is VDif (27) figure is no longer Dying.	Dif (24)	No longer Dying.
Disabled	No actions allowed except PCs and major NPCs can Move.	VDif (27) TO each minute to recover.	VDif(27)	No longer Disabled.

Magic can also heal characters.

Poison

Poison comes in 2 types: Lethal and Paralysing. It acts after a variable delay depending on the poison. After the delay the victim rolls TO Modified. If the result is less than the poison's value the victim is **Dying** from a lethal poison or loses 1 DX per point failed by for a paralysing poison. A figure with 0 DX is paralysed. DX can become negative. DX recovers at 1 per hour. Certain poisons have addition effects as well as, or instead of, those above.

If a figure receives multiple doses of a poison each must be saved against separately but add 1/10 (round up) of the value of each previous dose of the same poison received in the last hour to the value of subsequent doses.

Drains

Drain attacks ignore armour of any kind. Only specific magical defences apply against them. The target STAT is drained by the value of the drain. Drained STATs recover at 1 per hour.

A character with 0 in a STAT can take no actions.

Knockback

A figure's knockback resistance is equal to its ST+11+Grade (+8 for a creature which is 4 or more footed).

If a figure takes damage (which causes knockback) which equals or exceeds knockback resistance it will move back 1 hex directly away from the attack.

- Armour does not effect knockback.
- If an attack is Parried then knockback only occurs if any damage went past the parry in which case knockback is treated as caused by the full damage.
- If an attack hits a blocking shield then the damage for knockback is reduced by 8.
- If knockback is inflicted against a target that has already been knocked back this turn then the damage for knockback is increased by 8.

If damage is 8 more than knockback resistance the target also falls down.

If a figure is knocked back into another figure then that figure must make an average gymnastics roll or be hit by the knocked back figure. If it fails to get out of the way then the figure struck takes the same knockback. A figure knocked back into another figure or a solid object must make a difficult gymnastics roll or fall.

A figure may brace another figure to avoid knockback. To do this it must stand facing the figure it is bracing and press against it with both hands, a shoulder or a shield (this involves not shooting a bow but allows attacking with a one handed spear for example). If the figure being braced is damaged by an opponent opposite the bracing figure then add the ST of the bracing figure to the damage required for a knockback. Being braced reduces Dodge by 4.

Stun

A Stunned creature has no actions.

Traps

When a figure is hit by a trap it may immediately save using the listed $STAT+Grade+D20$ against the trap's difficulty. A figure in a trap cannot move or attack. It can break the trap with an attack action in the same way as the initial save. A trapped figure may use abilities with no range instead of a STAT to break a solid trap unless they ignore armour.

No hit roll is needed against a trapped figure and damage is dealt to a solid trap before the target. An attack which ignores armour applies straight to the figure and doesn't break the trap.

Grapple

A grapple used by a normal character requires two free hands. It triggers an opportunity attack against a target with a ready melee weapon. It causes no damage but traps the target like a solid trap. The difficulty of the trap created by the grapple is the attacker's $ST+Grade+11$. The attack persists as long as the attacker remains adjacent. A grappled target can be attacked by the grappler automatically hitting with a crush or throw attack. If an attacker uses a throw it can choose to fall with the target resulting in them being in HTH. Against area effect attacks unless the attacker lets go both use the grappler's dodge minus the victim's ST. A grappled target can be attacked by others in close combat at +2.

Follow up Attacks

A figure may make a follow up attack against the same target in melee combat if it made a close combat attack which Jolted, Disabled or Knocked Back the target. The follow up attack can not be the same as the previous attack (i.e. a different type of attack from a multipurpose weapon or an attack with a different weapon such as one in the character's other hand or a shield bash, punch or kick).

A figure can make a follow up attack against another target if the first target was Disabled or Knocked Down by an attack. This can be the same as the first attack.

A figure may make a follow up ranged attack of the same type if it hit with the first attack.

Some weapons do not allow follow up attacks or put them at a penalty.

A follow up attack also allows a normal move action of the minimum distance required to move the closest target into range or arc.

Only one follow up attack is allowed each turn without the special ability Improved Follow Up. This allows a number of extra follow up attacks to be made as long as the criteria for a follow up is met in each case.

Movement

Normal movement rates are as follows:

Creature	Move
2-Legs or Insubstantial	8
More than 2 Legs	12
Flyer	16

Many creatures have some modifier to this for armour, racial or special abilities.

A figure can move as far as Move, or with another ability, equal to its value. A turn costs 1 (or all). A backstep costs 4 (or all). A figure cannot make a backstep after an attack. Standing up takes a whole move. A figure is assumed to be running if s/he uses both phases to move. A mounted figure uses the movement of the mount.

A move in bad-going such as moderately boggy or rocky ground, through brush or on dunes (except to camels) costs x1.5 move to foot figures other than those in light or no armour and x2 to mounted. A move in difficult going such as steep slopes, marsh, in rivers or through woodland costs x 1.5 to Light Infantry, x2 to other infantry and x3 to mounted. The referee should decide the movement status of animals or exotic creatures depending on how light on their feet they are.

A move which takes a figure from outside its melee weapon range to within it is called a charge.

Facing, Arc and Threatened Hexes

A figure's front is the hex (or hexes for a large multi-hex creature) directly in front of it. The hex immediately to the left of this is the left front and immediately to the right the right front. Collectively these are the front hexes. Hexes opposite the front hexes are rear hexes. Other hexes adjacent to the figure are flank hexes.

A figure's front arc is 45 degrees to either side of straight ahead including all hexes partially within the arc.

Engagement, Opportunity Attacks and Stop Thrusts

A figure is engaged if it is in one of another figure's threatened hexes.

A figure with a melee weapon (i.e. not thrown or ranged) in hand threatens every hex to his/her front out to the reach of the weapon. If an opponent in a threatened hex takes certain actions that this triggers an opportunity attack from the figure. These are:

- If an enemy moves into a threatened hex and does not stop.
- Makes a close combat attack against a mount ridden by the figure.
- Turns his/her back unless fleeing.
- Makes a grapple attack.
- Attempts a missile or thrown attack or a spell with a range over 1.
- Tries to pick something up off the floor.

A figure may try to avoid triggering an opportunity attack by making a Gymnastic skill roll with difficulty equal to the opponent's Attack Ability +11.

An opportunity attack is a normal melee weapon attack that requires no actions.

An unengaged figure with a thrusting weapon may immediately make a stop thrust attack against a figure moving into a threatened hex. A stop thrust is a normal thrust attack requiring no actions. A figure cannot make more than one stop thrust per turn but this is in addition to any opportunity attacks.

Counter Move

A figure may make a counter move in either of the following circumstances in response to a movement action taken by an enemy of which it is aware:

- A move that starts from anywhere in the figure's front arc which ends with the enemy within the reach of the figure's ready weapon.

- A move that starts from anywhere in the figure's front arc which ends with the enemy outside the figure's front arc.

In these circumstances any figure can:

- Turn to put the enemy in its front arc automatically with no action or move cost.
- If unengaged and either the moving figure is two-legged or unmounted or the counter moving figure is more than two legged or mounted then the counter moving figure may automatically, with no action cost, make a normal move in order to meet the enemy part way along its route. This is called a counter charge. The two will meet either at the hex where their two moves intersect or if they could intersect at more than one possible hex randomly determine which of the hexes they meet in.

Covering

A figure with a ready ranged weapon may choose to cover a group of up to nine adjacent hexes as an action. The figure remains still for the rest of the turn but can immediately attack a target that enters the covered hexes.

Move Through, Move Into and Entering Hand to Hand

A figure may attempt to move through or into a hex containing another figure. If the target figure wishes to evade the move then roll the attacker's AG + Athletics + Grade vs the defender's Dodge. Evading figures cannot make opportunity attacks or stop thrusts. If the move through fails to hit then the target moves to any one of the nearest hexes which is not being moved through. Alternatively the target can stand firm which allows an opportunity attack.

If a move through succeeds it does either punch, horns or butt (depending on the attacks the figure has) damage plus the number of hexes moved before impact. The attack inflicts knockback (+10 if the target attempted to evade) and if the target is knocked down then the attacker takes no damage otherwise the same damage as that inflicted. If the target is knocked down and the figure moving through is bipedal it makes an average Athletics throw to avoid falling. If successful or if the move through was avoided it continues up to the end of its move beyond the target and at least 4.

A move through automatically fails against a target with a Large value higher than the attacker.

If a move into succeeds roll for result in the same way as for a move through but no damage is inflicted – only knockdown. If the target is knocked down and the attacker is a biped it falls in the same hex, otherwise it remains standing. In either case the figures are now in Hand to Hand. If the target is not knocked down the attacker falls instead.

Up to three attackers may combine to move into the hex of a target in which case their collective damage is the highest plus half of each of the others for determining knockback.

Hand to Hand Combat

Hand to Hand combat (HTH) occurs when one or more figures are in the same hex. Only range 0 attacks can be used.

A figure in hand to hand must make a ST +Grade roll against the highest ST+Grade+11 of its attackers plus ½ the ST of each other attacker in order to draw a weapon or stand up.

Fleeing and Pursuit

A figure can either flee in his/her own turn or as a response to an opponent moving to engage. A flee move means the figure must drop any heavy, medium or large shield and any long or very long weapon, turn around (at no movement cost if in no or light armour) and flee Move away from the enemy. The fleeing figure makes an Athletics skill roll with difficulty as in the table below moving 1 more for each point succeeded by (but not more than double move) and 1 less per point failed by. A fumble means the fleeing figure falls over. The enemy can immediately pursue if it wishes. The pursuit is a normal Move modified by an Athletics skill roll in the same way. If the pursuer moves further then the fleeing figure's move is reduced by the number by

which it was beaten and the pursuer moves to contact. The pursuer can then make an opportunity attack. A figure fleeing as a result of an opponent's action misses his/her next 2 phases.

Armour	Skill
No or Light	Average
Medium	Difficult
Heavy	Very Difficult
Extra Heavy	Extremely Difficult

Falling

A falling figure suffers a Physical Damage of +(4 X distance Fallen).

Mounted Combat

Many rules concerning mounted combat are mentioned in the appropriate sections but in summary:

- A lance attack involves moving at least 8 hexes in a straight line into contact with a target. A lance is a 1 or 2H Spear. In this case add the mount's large to the damage.
- Mounted shields only apply on their flank, their front or the immediate front.
- The only 2H weapons that can be used mounted are spears and bows.
- A mounted figure usually has +2 to hit against a figure on foot because of height.
- An attack against a mounted target unless with a long or very long weapon or by an attacker as large as the mount are at -2.
- An attack from a mount which is not war or cavalry trained is at -3.
- A melee or thrown attack from a mount is at -2 unless the attacker has the Mounted Combat ability.
- A lance or missile attack from a mount is at -4 unless the attacker has the Mounted Combat ability.
- An attack against a mount triggers an opportunity attack from the rider.
- A war trained mount can attack in melee at -2.
- The rider uses the mount's move.

Some actions require a riding throw:

Action	Difficulty	Fail	Fumble
Lance attack against a target with a very long weapon facing	Dif	Mount turns away	Mount turns away. Spend next 2 turns regaining control.
Lance attack against an opponent with a long weapon facing	Avg	Mount turns away	Mount turns away. Spend next 2 turns regaining control.
Lance attack against a formed body of infantry with very long weapons	Edif	Mount turns away	Mount turns away. Spend next 2 turns regaining control.
Lance attack against a formed body of infantry with long weapons	VDif	Mount turns away	Mount turns away. Spend next 2 turns regaining control.
Jumping	Varies: at least Dif	Mount refuses	Fall off.
Shooting whilst moving.	Dif	Shot misses	Drop ammunition.

Statistics of the Environment

Item	STATS
Thin wall/door.	Resistance 28
Wall/heavy door.	Resistance 35
Thick wall/ armoured door.	Resistance 50
Castle Wall/ Metal Portcullis	Resistance 60
Small Fire	12 Fire
Bonfire	18 Fire
Inferno	24 Fire

Things like walls have resistance. When damage is done to them which exceeds their resistance they break.

Magic

Magic is divided into Spells and Enchantments. In general Spells have temporary results and Enchantments are permanent.

Memory

A character can have one Spell or Enchantment in mind (i.e. usable) per point of Memory except that where magic has a number of variant types within the same description then the first requires 1 memory and then in another memory any number of variants can be held.

Written Spells and Enchantments

Spells are often kept in books or scrolls and recording it requires about 2 pages per grade of the spell. A character begins with some spells recorded in a book having learned it from his/her school or master (initially some of these spells may be beyond the character's ability to cast as it will be too high a grade). In general spells in a character's starting spell book will be Grades 1-2. More spells can be found in the game by finding books of magic, ancient inscriptions or scrolls for example. Magic can also be bought and sold. Characters also gain a spell when they reach certain grades without cost in money or EP. This represents the general research that magicians carry out in old libraries, archives, deals with associates or lucky finds in second hand shops.

Sources of spells are not mundane items – the spell is embedded in the object with an enchantment. To read magic from a source such as this into memory takes 15 minutes per grade of the magic. Magic which is in memory can be written down in a book, scroll or inscription. This requires 2 hours per grade of the magic (not necessarily continuous) and also uses up 1 enchantment point. The difficulty is Average at Grade 1 at goes up 1 level for every second grade (i.e. 3rd Grade is Difficult, 5th Grade is V. Difficult). Failure when copying magic means the attempt must be made again. A fumble means that the magic is lost from memory and the enchantment point is wasted. A critical success does not cost an enchantment point. Magic is divided into grades and a character must reach the same grade to be able to use it. Magic is divided into schools and a character can only use magic from a school s/he knows.

Spells and Magic Points

Whilst a spell is in memory it can be used for a number of magic points as listed on the spell description. Spell points are regained at midnight each day.

Enchantments and Enchantment Points

Using an enchantment costs a number of enchantment points as indicated for each. Enchantment Points are permanently used up with the magic. A character gains enchantment points in two ways:

- Each grade some character types gain enchantment points equal to their grade. A first grade character begins with 1 enchantment point.
- Some magic items – notably loun Stones grant enchantment points.

Characteristics of Spells and Enchantments

Where the name of the magic has a word in brackets the description of several different variant magics where the word in brackets varies. This is described in the description. Some magic has two characteristics separated by a /. In this case the second set of characteristics applies if the magic is used as an enchantment rather than a spell.

Duration

Magic can be:

- Instant (Ins): does not persist as magic beyond the instant when it is used though its results may do.
- Duration (Dur): has a set duration of a listed time. The magic is active throughout that period.
- Until Cancelled (UnC): last until cancelled. Then magic points put into the magic cannot be regained until the magic is cancelled but the magic is active until this point. The magic also ends with the caster is killed.
- Permanent (Per): the magic last indefinitely until it is removed by other magic.

Time

Magic can be:

- Quick (Qui): requires 1 attack action to cast.
- Standard (Sta): requires 2 actions to cast.
- Long (Lon): requires 4 actions to cast.
- Ritual(Rit): requires a listed time to cast.

Difficulty

Some magic has a listed difficulty. Other spells are targeted and will be listed as Bolts or Rays (these are resisted by Dodge or Block), Touch (resisted by Dodge, Block or Parry), Area (resisted by Dodge) or ESR (Enchantment resisted by Enchantment Resistance).

Skill rolls for magic are on IN + Magic Skill + Grade.

Spell Points are used at the end of the time required for the spell regardless of the success of the skill roll.

Enchantment Points are only used up on a successful roll or a fumble. A failed roll wastes the time but not the points and a critical succeeds without using up enchantment points.

Range

Magic can have a listed range R in hexes or a set distance and does not suffer range penalties. Some spells have R of Line of Sight (LOS) which means that the spell can be used on any target within line of sight but does use range penalties (these are defined in the Senses section).

Area of Effect

Area of effect can be listed as follows:

- Self: the magic targets the caster.
- Target/s: the magic affects a specified number of individual targets.
- Circle (r): the magic affects targets in a circle of radius r. Circle (1) is everything in the target hex. A Circle (2) includes 1 hex away and so on. A circle affects targets touching the ground only.
- Sphere (r): the magic affects all targets in a sphere of radius r. The footprint of the sphere on the ground will be a circle.
- Cone: the magic creates a cone of the listed dimensions (l-w). l is the length of the cone, w is the width at the furthest point.
- Cylinder (r – h): the magic affects a cylinder of radius r and height h. The footprint of the magic is like a circle.

Points

The number of magic points (MP) or enchantment points (EP) required for the magic. If the spell is marked * the caster can use 1 extra MP per 3 grades of the caster for +3 damage per MP.

Effects Per Grade

Where an effect improves with grade then the whole of the grade requirement must be achieved. E.g. 1+1/4 grades means 1 plus 1 on grades 4, 8 and 12.

Requirements to Cast Magic

In order to cast a spell a creature must be able to speak. If the target is something other than itself it must have a free hand (which can be holding an item such as a weapon or wand).

Magic Criticals

When a caster makes a critical spell roll s/he can choose to either ignore a defence against the magic (e.g. armour, Counterspell), double one characteristic of the magic (e.g. double duration, double damage bonus, double number of creatures summoned) or half the cost in MP or EP (round down).

Magic Fumbles

When a magic roll is fumbled roll on the following table.

Roll	Fumble
1-3	Wrong Target. The magic acts on a different target to that intended. If the target is a figure roll randomly amongst the other figures within 30 hexes and that figure is targeted instead. If it is an area the target hex deviates by D20 hexes in a random direction. This effect still applies to magic which was aimed at the caster and in this case UnC magic cannot be cancelled for 10 turns. Roll to hit again against the new target.
4-6	Reverse Effect. The magic has the opposite effect to that intended. Eg. Instead of inflicting harm on a target inflicts it on the caster instead, healing magic harms the target, instead of summoning a creature it banishes creatures on the caster's side or summons creatures which obey the other side.
7-8	Expensive Cost. The magic requires twice the casting cost normally needed. This cost must be paid and if it cannot then all of the available cost is used and the magic fails. If the cost is paid then roll again to see if it works.
9-12	Magic Lost. The particular magic ability cannot be used for D20 minutes.
13	All Magic Lost. The caster cannot cast any magic for D20 turns.
14	Magical Rift. A portal opens up leading to the dimension that the magic contacted. It will stay open for D20 turns. Anything in the target hex is immediately transferred to other dimension. Also the inhabitants of the other dimension can come through and the environment may leak through.
15	Magical Explosion. A magical explosion occurs in the caster's hex. In the central hex it inflicts D20+grade of magical ability used. In the next hex 1 less, in the next 2 less and so on. The damage ignores normal armour. The damage also has +20 normal knockback (knockdown for the caster).
16-17	Magical Feedback. Caster takes D20+Grade of magic damage through all defences.
18-19	Dimensional Shock: Caster is knocked down and stunned for 1 turn.
20	Brain Cramp: Caster forgets the magic if it is held in memory. If it is held in an item then the item loses the ability to cast the magic and the user gain EP equal to the EP cast required to put the magic into the item. In other cases the caster loses the ability to use the magic for 1 week.

Commanding Otherworld Creatures

Some spells contact a named type of otherworld creature. These invariably require a ritual. When successfully cast an otherworld creature of the type or grade will appear in front of the caster. The caster does not control the creature in any way at this point so it is often advisable to have security in the form of magical protection or tough hired help. It is then possible to bargain with the otherworld creature (if it is intelligent and some common means of communication exists). Otherworld creatures will generally require some kind of suitable price to do something for the caster. This could be:

- Magical Items – especially Ioun Stones.
- Gemstones or precious metals.
- Enchantment points.

Some kind of haggling will probably occur but a typical prices are as follows:

- To perform one specific task – enchantment points or points of magical items equal to 1/5 of the creature's grade or a cash equivalent.
- To agree to a summoning contract –enchantment points or points of magical items equal to creature's grade or a cash equivalent.

In this case a cash equivalent of an Enchantment Point is 1000 sp. The creature can remain for the duration of the contact spell.

A summoning contract allows the character to call for the otherworld creature's aid at any time by using a Summon spell of the correct type. The creature will then appear and must obey direct orders from the caster for the duration of the summon spell. A summoning contract lasts for 77 years or for the lifespan of the caster (these periods are both pretty insignificant to otherworld creatures). However otherworld creatures are often tricky customers and often interpret any loosely phrased commands to their advantage. It is also in their interest to see the caster die (ending the contract). A summoned creature with a contract should be given a name and is treated as a named NPC (and can take multiple hurts).

Certain enchantments are used to 'Bind' otherworld creatures. To use these then first the creature must have been contacted. A Binding is offensive magic and will be resisted by the creature. If it is successful (requiring 1 enchantment point per grade of the target plus 1), a bound otherworld creature is forced to obey direct orders from the caster and can be called from the otherworld in 1 action without casting a spell. It can remain in the normal world for any amount of time. A binding enchantment lasts indefinitely until the caster is dead and the creature is returned to the otherworld (and hence can't be returned from there). Hence a bound creature could have to remain for a long time in the normal world after the caster's death (for example if ordered to guard something) until it was dismissed to the otherworld. Otherworld creatures tend to be very unhappy about the use of binding enchantments. A bound creature with a contract should be given a name and is treated as a named NPC (and can take multiple hurts).

Otherworld creatures cannot die whilst outside their own plane (they ignore dying results). If they are disabled they immediately return to their own plane. They heal at normal rates (remembering that most are ageless) when in the otherworld.

Schools of Magic

School of Elemental Control

Only wizards and warrior-wizards can use this school. The magician contact sentient and mindless deities of the four elemental planes to create his/her effects. A user of this school may specialise on a single element. In this case, where a spell comes in variant types for different elements, s/he can only learn and use spells and enchantments from a single named element. In this case when using these spells or enchantments s/he counts as 1 grade higher for effects of the per grade type.

<i>The Useful Glow</i>		Duration: UnC	Time: Sta	
Difficulty: Eas	Range: 1	Area: Sphere 2+1/grade or Line 10+2/grade	MP: 1	Grade: 1
Creates either a sphere or beam of light which emanates from the target object and moves with it. The light is as bright as day and day-vision works normally within it.				

<i>The Stygian Umbra</i>		Duration: UnC	Time: Sta	
Difficulty: Eas	Range: 1	Area: Sphere 2+1/grade or Line 10+2/grade	MP: 1	Grade: 1
Creates either a sphere or beam of darkness which emanates from the target object and moves with it. The darkness is as dark as night and night-vision works normally within it.				

<i>Shower of Stone, Handy Gale, Flaming Fist, Tidal Surge</i>		Duration: 1/grade	Time: Sta	
Difficulty: Avg	Range: 0	Area: Cone 2	MP: 1*	Grade: 2

Creates a cone of visible magical energy which causes either +15+1/grade Earth, Air, Fire or Water damage to any target in the cone. The cone moves with the caster and anything the cone crosses is attacked as an area effect spell as the caster moves. Maintaining the cone requires concentration which requires an attack action each turn.

<i>Sand Blast, Wind Blast, Flame Strike, Water Splash</i>	Duration: 1 turn/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
		MP: 2* Grade: 3
For the duration allows the user to create one bolt of visible magical energy of the indicated type per turn. The bolt has a range of 15 and causes either +15+1/grade Earth, Air, Fire or Water damage to the target.		

<i>Stones Fly, Tornado Bolt, Fire Bolt, Water Bolt</i>	Duration: Ins	Time: Qui
Difficulty: Bolt	Range: 5/grade	Area: Target
		MP: 1* Grade: 3
Creates a bolt of visible magical energy which causes either +18+1/grade Earth, Air, Fire or Water damage to the target.		

<i>Stone Shield, Personal Gale, Flaming Form, Whirling Wave</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
		MP: 1* Grade: 3
Caster has a shield of visible magical energy inflicting +18+1/grade Earth, Air, Fire or Water damage to anything attacking from R1. In addition provides 18+1/grade protection against damage of that type.		

<i>Stone Rain, Wind Blast, Pillar of Flame, Sea Storm</i>	Duration: Ins	Time: Qui
Difficulty: Area	Range: 5/grade	Area: Sphere 1+1/4 grades.
		MP: 2* Grade: 4
Creates an area of visible magical energy which causes either +18+1/grade Earth, Air, Fire or Water damage to the target/s.		

<i>Contact (Elemental)</i>	Duration: 5min/grade	Time: 2 hours
Difficulty: Avg +1	Range: 10	Area: Target.
Difficulty per 2 grades of Elemental.		
		MP: 2 per grade. Grade: 4
Contacts a named type of elemental of grade no more than 3 higher than the caster.		

<i>Summon (Elemental)</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Eas +1	Range: 10	Area: Target.
Difficulty per 2 grades of Elemental.		
		MP: 1 Grade: 4
Summons a named type of elemental with which the user has a summoning contract.		

<i>The Everlasting Lamp</i>	Duration: Per	Time: 5 mins
Difficulty: Dif	Range: 1	Area: Sphere 2+1/grade or Line 10+2/grade
		EP: 1 Grade: 5
Creates either a sphere or beam of light which emanates from the target object and moves with it. The light is as bright as day and day-vision works normally within it.		

<i>Nightfall</i>	Duration: Per	Time: 5 mins
Difficulty: Dif	Range: 1	Area: Sphere 2+1/grade or Line 10+2/grade
		EP: 1 Grade: 5
Creates either a sphere or beam of darkness which emanates from the target object and moves with it. The darkness is as dark as night and night-vision works normally within it.		

<i>Wall of Stones, Wall of Air, Wall of Fire, Wall of Water</i>	Duration: UnC	Time: Sta
Difficulty: VDif	Range: 10	Area: 2 hex blocks/grade.
		MP: 1* Grade: 5
Creates a wall of visible magical energy which causes either +18+1/grade Earth, Air, Fire or Water damage to any target in it.		

<i>Personal Elemental Protection</i>	Duration: 1 min/grade	Time: Sta
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Difficulty: VDif	Range: 0	Area: Self.	MP: 1	Grade: 5
Provides armour against Earth, Air, Fire, Water or Electricity damage of 18+1/grade.				

<i>Command Elemental</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target.	MP: 2	Grade: 6
Target elemental is mind-controlled by the caster.				

<i>Fortress of Earth, Fortress of Air, Fortress of Fire, Fortress of Water</i>		Duration: Permanent	Time: 1 hour	
Difficulty: VDif	Range: 10	Area: 2 hex blocks/grade.	EP: 1*	Grade: 6
Creates a wall of visible magical energy which causes either +18+1/grade Earth, Air, Fire or Water damage to any target in it. Can be suppressed and reactivated by a command word chosen by the caster or by a key object.				

<i>Stones Shards, Fire Darts</i>		Duration: Ins	Time: Qui	
Difficulty: Bolt	Range: 5/grade	Area: 1 Target per 2 grades	MP: 2*	Grade: 6
Creates bolts of visible magical energy which causes either +18+1/grade Earth or Fire.				

<i>Banish Elemental</i>		Duration: Ins	Time: Sta	
Difficulty: ESR.	Range: 10	Area: Target.	MP: 1	Grade: 6
Target elemental returns to its own plane.				

<i>Hurricane Blast, Tidal Wave</i>		Duration: Ins	Time: Qui	
Difficulty: Area	Range: 0	Area: Cone 4+1/2 grades	MP: 2*	Grade: 7
Creates a cone of visible magical energy which causes either +18+1/grade Air or Water.				

<i>Bind (Elemental)</i>		Duration: Permanent	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target.	EP: 1/grade of target+1	Grade: 8
Target elemental of a named type is bound by the caster.				

<i>The Globe of Elemental Protection</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: VDif	Range: 10	Area: Sphere 1+1/2 grades.	MP: 1	Grade: 9
All elemental damage in the sphere is reduced by 18+1/grade.				

<i>Meteor Storm, Raging Storm, Fire Blast, Churning Whirlpool</i>		Duration: Ins	Time: Qui	
Difficulty: Area	Range: 5/grade	Area: Sphere 1+1/4 grades.	MP: 3*	Grade: 10
Creates a bolt of visible magical energy which causes either +27+1/grade Earth, Air, Fire or Water damage to the target/s.				

<i>Greater Personal Elemental Protection</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: ADif	Range: 0	Area: Self.	MP: 2	Grade: 10
Provides armour against Earth, Air, Fire, Water or Electricity damage of 27+1/grade.				

<i>Ride Air</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: ADif	Range: 0	Area: Self	MP: 3	Grade: 10
Caster can fly at move 16.				

School of Illusion

An image is insubstantial. If touched it cannot be felt. It does however block any type of vision. An illusion fools all senses including touch but will not actually bear weight or inflict damage. Any creature with an IN not in () can attempt to disbelieve illusions or images. This takes 1 action and allows a Perception roll resisted by the ESR of the image's or illusion's creator. If successful the creature can ignore the illusion or image – this allows someone to push through an illusion even though it feels like it is solid. This can be attempted only

once per illusion or image. Being told about an illusion does not allow it to be ignored but it does give +2 to the save if from a convincing source. Seeing a demonstration that it is an illusion e.g. someone standing in an illusionary fire and then coming out alive or putting something through an image gives +6. The caster of an image can duplicate the exact appearance of another object as long as s/he is observing it when the magic is cast otherwise it will be an approximation.

Only wizards, warrior-wizards and druids can use this school.

<i>The Unchanging Image</i>		Duration: UnC/Per	Time: Sta/15 mins	
Difficulty: Eas	Range: 10	Area: 1 hex block/grade	MP: 1/ EP: 1	Grade: 1
Creates an image of any stationary object.				

<i>Break Image</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 1/ EP: *	Grade: 2
Target image is removed. The ESR is the ESR of the caster. Enchantment points equal to the number required to create the image are required to permanently remove an enchantment otherwise if this is cast on an enchantment it disappears for 1 min/grade.				

<i>Imaginary Appearance</i>		Duration: UnC/Per	Time: Sta/15 mins	
Difficulty: Dif or ESR	Range: 1	Area: Target & 2 hex blocks +1/2 grades	MP: 2/ EP: 2	Grade: 3
Creates an image over the target which moves with it and mimics its movements. The image must be a least as big as the target.				

<i>The Mobile Image</i>		Duration: UnC/Per	Time: Sta/15 mins	
Difficulty: Dif	Range: 10	Area: 1 hex block/grade	MP: 2/ EP: 2	Grade: 4
Creates an image of any object. The image can be moved at will by the caster or can be set to perform a repetitive sequence of movements.				

<i>Sphere of Silence</i>		Duration: UnC/Per	Time: Sta/5 mins	
Difficulty: Dif	Range: 20	Area: Sphere 10	MP: 2/EP: 2	Grade: 5
No sound can be heard or can pass through the sphere.				

<i>Imaginary Defence</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self	MP: 2	Grade: 5
Creates 1 duplicate image of the caster per 2 grades. The images move around the caster and duplicate his/her movements. Each must be disbelieved separately.				

<i>The Unchanging Illusion</i>		Duration: UnC/Per	Time: Sta/15 mins	
Difficulty: Vdif	Range: 10	Area: 1 hex block +1/grade over 6	MP: 2/ EP: 2	Grade: 6
Creates an illusion of any stationary object.				

<i>Break Illusion</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 2/ EP: *	Grade: 6
Target image is removed. The ESR is the ESR of the caster. Enchantment points equal to the number required to create it are required to permanently remove an enchantment otherwise if this is cast on an enchantment it disappears for 1 min/grade.				

<i>Illusionary Barrier</i>		Duration: UnC/Per	Time: Sta/15 mins	
Difficulty: VDif	Range: 10	Area: 1 hex block/grade	MP: 2/ EP: 2	Grade: 7
Creates an illusion of a barrier such as a wall of fire or a stone wall. The barrier performs in a manner consistent with such a barrier.				

<i>Illusionary Appearance</i>		Duration: UnC/Per	Time: Sta/15 mins	
Difficulty: EDif or ESR	Range: 1	Area: Target & 2 hex blocks +1/2 grades over 8	MP: 2/ EP: 2	Grade: 8
Creates an illusion over the target which moves with it and mimics its movements. The image must be a least as big as the target.				

<i>The Mobile Illusion</i>		Duration: UnC/Per	Time: Sta/15 mins	
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Difficulty: ADif	Range: 10	Area: 1 hex block +1/grade over 9	MP: 3/ EP: 3	Grade: 9
Creates an illusion of any object. The image can be moved at will by the caster or can be set to perform a repetitive sequence of movements.				

<i>Illusory Structures</i>		Duration: UnC/Per	Time: Lon/30 mins		
Difficulty: ADif	Range: 10	Area: 3 hex blocks/grade	MP: 3/ EP: 3	Grade: 11	
Creates an illusion of a building with convincing internal and external characteristics. Anything which should move in the building e.g. fires, doors etc. can move. This can be used to mask another building e.g. make a rude shack look like a luxurious mansion.					

<i>Illusory Landscape</i>		Duration: UnC/Per	Time: Lon/30 mins		
Difficulty: ADif	Range: 10	Area: Sphere 3/grade	MP: 3/ EP: 3	Grade: 12	
Creates an illusory landscape that can include any landscape features. Anything that should move in the landscape e.g. water, does so.					

School of Conjuring

Only wizards can use this school. It involves bringing creatures from other planes. There is an individual spell for each type of otherworld entity. Creatures which can be conjured include Demons, Corporeal Ghosts, Shadows, Weffkins and Sandestins. Other types of summon are possible but rare and Elementals can never be conjured.

<i>Contact (Creature)</i>		Duration: 5min/grade	Time: 2 hours		
Difficulty: Avg +1 Difficulty per 2 grades of Creature	Range: 10	Area: Target.	MP: 2 per grade.	Grade: 4	
Contacts a named type of creature of grade no more than 3 higher than the caster.					

<i>Summon (Creature)</i>		Duration: 1 min/grade	Time: Sta		
Difficulty: Eas +1 Difficulty per 2 grades of Creature.	Range: 10	Area: Target.	MP: 1	Grade: 4	
Summons a named type of creature with which the user has a summoning contract.					

<i>Banish Conjured Entity</i>		Duration: Ins	Time: Sta		
Difficulty: ESR.	Range: 10	Area: Target.	MP: 1	Grade: 6	
Target conjured entity (i.e. a creature that could be contacted by conjuring) returns to its own plane.					

<i>Bind (Creature)</i>		Duration: Permanent	Time: Sta		
Difficulty: ESR	Range: 10	Area: Target.	EP: 1/grade of target+1	Grade: 8	
Target creature of a named type is bound by the caster.					

School of Guards and Wards

All guards and wards can be cast with conditions chosen by the caster to avoid triggering the effect which can include:

- A password.
- Named individuals.
- Creatures below a certain size.
- Races or creature types.
- Individuals carrying certain objects.

<i>Magic Lock</i>		Duration: UnC/Per	Time: Sta/1 min		
Difficulty: Eas	Range: 10	Area: Target.	MP: 1/EP: 1	Grade: 1	
Target door is magically locked.					

<i>Open Magic Lock</i>		Duration: Ins	Time: Sta		
Difficulty: ESR	Range: 10	Area: Target.	MP: 1/EP: 1	Grade: 2	

Removes or opens a Magic Lock. If the spell version is used on an enchanted magic lock it can only open – not remove it.

<i>The Observant Alarm</i>		Duration: UnC/Per	Time: Lon/5 min	
Difficulty: Avg	Range: 10	Area: Target.	MP: 1/EP: 1	Grade: 3
Creates an invisible alarm. Anything touching the alarmed object or passing within 4 hexes (caster's choice) sets off either an audible alarm and/or a mental alarm alerting the caster. The alarm has Perception equal to the caster's and Magical Sense.				

<i>Warding Circle</i>		Duration: UnC/Per	Time: 2 mins/20 mins	
Difficulty: Dif	Range: 1	Area: Circle 1/grade	MP: 1/EP: 1	Grade: 4
Any otherworld or supernatural creature attempting to cross the edge of the circle must be attacked by the magic vs ESR. If the magic succeeds the creature recoils from the edge of the circle and cannot try to cross it again whilst the circle persists.				

<i>Blocking Circle</i>		Duration: UnC/Per	Time: 2 mins/20 mins	
Difficulty: Dif	Range: 1	Area: Circle 1/grade	MP: 1/EP: 1	Grade: 5
Any substantial creature attempting to cross the edge of the circle is attacked by the magic vs Strength. If the magic succeeds the creature recoils from the edge of the circle, is stunned for 1 turn and cannot attempt to cross again for 1 hour.				

<i>Wall of Fear</i>		Duration: UnC/Per	Time: Sta/10 mins	
Difficulty: VDif	Range: 10	Area: 3 hex blocks/grade.	MP: 1/EP: 1	Grade: 6
The wall cannot be more than 1 hex block thick. Anything crossing the boundary must resist the magic with bravery or be unable to enter the barrier. Anything failing to cross cannot try again for 10 turns.				

<i>Spell Trigger</i>		Duration: UnC/Per	Time: 2 mins/10 mins	
Difficulty: VDif	Range: 1	Area: Target.	MP: 1/EP: 1/per	Grade: 6
The spell trigger is invisible. The trigger must be cast on a solid immobile surface or on a large object such as a chest or vehicle. The trigger has criteria set when it is cast e.g. if someone steps in a particular hex or touches a particular object. The trigger is cast along with another spell which will be delayed until the trigger is set off. When the criteria are met the trigger will immediately cast the spell as though it were the caster (same grade, MPs used etc). If MPs are used to cast it the spell the trigger is single use. If EPs are used the trigger holds 10 MP/EP to cast its spell and regains these at midnight.				

<i>Glyph of Warding</i>		Duration: UnC/Per	Time: 2 mins/10 mins	
Difficulty: VDif	Range: 1	Area: Target.	MP: 1/EP: 1	Grade: 7
Creatures whose grade is less than the grade of the glyph cannot approach within 4 hexes of the glyph. The glyph is invisible until triggered. The glyph must be drawn on a solid immobile surface.				

<i>Glyph of Pain</i>		Duration: UnC/Per	Time: 2 mins/10 mins	
Difficulty: VDif	Range: 1	Area: Target.	MP: 1/EP: 1	Grade: 8
Creatures approaching within 4 hexes of the glyph are attacked by the spell vs ESR each turn. The glyph deals +12+grade pain damage. The glyph is invisible until triggered. The glyph must be drawn on a solid immobile surface.				

<i>Glyph of Blindness</i>		Duration: UnC/Per	Time: 2 mins/10 mins	
Difficulty: ADif	Range: 1	Area: Target.	MP: 2/EP: 2	Grade: 9
Creatures approaching within 4 hexes of the glyph are attacked by the magic against ESR. They are blinded for 1 hour plus 1 hour per point the magic succeeds by. The glyph is invisible until triggered. The glyph must be drawn on a solid immobile surface.				

<i>Glyph of Death</i>		Duration: UnC/Per	Time: 2 mins/10 mins	
Difficulty: ADif	Range: 1	Area: Target.	MP: 2/EP: 2	Grade: 13
Creatures approaching within 4 hexes of the glyph are attacked by the magic vs ESR. If the magic succeeds they are Dying. The glyph is invisible until triggered. The glyph must be drawn on a solid immobile surface.				

School of Weather Command

Only wizards, druids and priests can use this school.

<i>Predict Weather</i>		Duration: Ins	Time: 10 mins	
Difficulty: Eas	Range: 0	Area: Self	MP: 1	Grade: 1
Caster predicts the weather for the next grade days with accuracy of 50%+10% per grade –10% per day in the future.				

<i>Confusing Mist</i>		Duration: 30 mins/grade	Time: Sta	
Difficulty: Avg	Range: 20	Area: Sphere 10+2/grade	MP: 1	Grade: 2
Area is filled with fog. Within the area nothing can be seen beyond R8 and beyond R4 attacks and perception are at -4. The fog will be blown away by strong winds.				

<i>Icy Breath</i>		Duration: 1/grade	Time: Sta	
Difficulty: Avg	Range: 0	Area: Cone 2	MP: 1*	Grade: 2
Creates a cone of freezing air which causes either +15+1/grade Cold damage to any target in the cone. The cone moves with the caster and anything the cone crosses is attacked as an area effect spell as the caster moves. Maintaining the cone requires concentration which requires an attack action each turn.				

<i>Fierce Gale</i>		Duration: 10 mins + 2mins/grade	Time: Sta	
Difficulty: Avg	Range: 30	Area: Sphere 10+2/grade	MP: 1	Grade: 3
Area is filled with a strong gale. Ground move costs 1 more per hex and flight costs 3 more per hex. All ranges are tripled for determining range penalties with solid attacks. Fog, mist or gas in the area is dispersed.				

<i>Cloak of Winter</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self.	MP: 1	Grade: 4
Provides armour against Air, Cold or Electricity damage of 15+1/grade.				

<i>Winter Blast</i>		Duration: Ins	Time: Qui	
Difficulty: Area	Range: 0	Area: Cone 1/grade	MP: 2*	Grade: 4
Deals +15+1/grade cold damage and the same air damage as two separate effects.				

<i>Instantaneous Electric Effort</i>		Duration: Ins	Time: Qui	
Difficulty: Bolt	Range: 5/grade	Area: Target	MP: 1*	Grade: 5
Creates a bolt of lightning which causes either +20+1/grade Electricity damage to the target.				

<i>Dense Fog</i>		Duration: 30 mins/grade	Time: Sta	
Difficulty: VDif	Range: 20	Area: Sphere 10+2/grade	MP: 3	Grade: 5
Area is filled with dense fog. Within the area nothing can be seen beyond R4 and beyond R2 attacks and perception are at -4. The fog will be blown away by strong winds.				

<i>The Mighty Storm</i>		Duration: 5 mins/grade	Time: 5 mins	
Difficulty: Vdif	Range: 0	Area: Sphere 20/grade	MP: 2	Grade: 6
Creates a storm within radius with lightning, rain and strong winds. All actions outdoors in the storm are at –1 and ranged attacks are at –2.				

<i>Violent Wind</i>		Duration: 1/grade	Time: Sta	
Difficulty: Vdif	Range: 0	Area: Cone 2/grade	MP: 2	Grade: 7
Creates a gale blowing away from the caster. Anything in the cone must resist the magic with Athletics skill or fall over and be blown 1 hex away from the caster. Anyone trying to move closer must succeed in the same roll. Solid ranged attacks across the cone are impossible unless using massive things like boulders. Other attacks are at -3. The spell requires concentration (1 attack action/turn) to maintain.				

<i>Hurricane</i>		Duration: 10 mins + 2mins/grade	Time: Sta	
Difficulty: Edif	Range: 30	Area: Sphere 10+2/grade	MP: 2	Grade: 8
Area is filled with a hurricane turning around its central hex. Ground move costs 2 more per hex and flight is not possible. Ranged solid attacks are generally impossible. Fog, mist or gas in the area is dispersed. Anyone in the area must resist the magic with BD + Athletics or fall and be blown 2 hexes in the direction of the wind. The central hex is calm.				

<i>Tornado</i>		Duration: 1/grade	Time: Sta	
Difficulty: Adif	Range: 20	Area: Cylinder 1 /2grades radius, grades height	MP: 2	Grade: 9

Creates a tornado. The tornado moves 1D10 hexes in a random direction each turn. Anyone in or crossed by the middle hex of the tornado must resist the magic with Athletics skill or be thrown to the top of the tornado and then the same distance away from the centre as its height in a random direction. Anyone crossed by or entering the rest of the tornado must resist its magic with Athletics skill or be dragged a number of hexes towards the centre equal to the number the magic succeeds by (they are then carried along by the tornado). No one caught in the tornado who has failed to resist can move voluntarily.

<i>Lightning Storm</i>		Duration: 1/grade	Time: Sta	
Difficulty: Adif	Range: 30	Area: Sphere 3/grade	MP: 3*	Grade: 10
Creates a lightning storm. Each turn roll 1D20 for each target in the area. On a roll of 1-8 they are hit by a lightning bolt dealing +20+1/grade Electricity damage.				

<i>Control Weather</i>		Duration: UnC	Time: 30 mins	
Difficulty: Her	Range: 0	Area: Sphere 1km/grade	MP: 8	Grade: 12
Caster has total control of weather in radius and can choose the weather for each hour of the day in advance. It cannot be more extreme than could occur naturally at least 1 day per year.				

School of Magic Missiles

Only wizards and warrior-wizards can use this school.

<i>Magic Darts</i>		Duration: Ins	Time: Qui	
Difficulty: Bolt	Range: 30	Area: 1 Target/2 grades.	MP: 1*	Grade: 1
Bolts deal 15+1/grade physical damage.				

<i>Magic Missiles</i>		Duration: 1 turn/grade	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self.	MP: 1*	Grade: 1
Once per turn the user can create a bolt of energy dealing 15+1/grade physical damage to a target within a range 30.				

<i>Missile Parry</i>		Duration: Ins	Time: Special	
Difficulty: ESR	Range: 0	Area: Self	MP: 1	Grade: 1
This spell can be cast for no actions as a response to a spell from the school of Magic Missiles aimed at the caster. This includes area spells which place the caster in the area. If it succeeds against the ESR of the caster then the spell has no effect.				

<i>Magic Ray</i>		Duration: Ins	Time: Qui	
Difficulty: Area	Range: 0	Area: Line 2/grade	MP: 1*	Grade: 2
Ray deals 15+1/grade physical damage.				

<i>Acid Arrow</i>		Duration: Ins	Time: Qui	
Difficulty: Bolt	Range: 20	Area: Target/4 grades.	MP: 1*	Grade: 4
Bolt deals 13+1/grade acid damage.				

<i>Scintillating Spray</i>		Duration: Ins	Time: Qui	
Difficulty: Area	Range: 0	Area: Cone 8	MP: 2*	Grade: 5
Deals 15+1/grade physical damage. Anyone who takes damage is stunned for 1 turn.				

<i>Shower of Missiles</i>		Duration: Ins	Time: Qui	
Difficulty: Bolt	Range: 30	Area: 1 Target per Grade.	MP: 3*	Grade: 6
Bolts deal 15+1/grade physical damage.				

<i>Red Ruin</i>		Duration: Ins	Time: Qui	
Difficulty: Area	Range: 0	Area: Line 5/grade, width 3.	MP: 3*	Grade: 8
Ray deals 21+1/grade physical damage.				

<i>Bolt of Destruction</i>		Duration: Ins	Time: Qui	
Difficulty: Bolt	Range: 100	Area: Target	MP: 3*	Grade: 10

Bolt deals 28+1/grade physical damage.
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<i>Energy Lance</i>		Duration: Ins	Time: Qui	
Difficulty: Area	Range: 0	Area: Line 30/grade.	MP: 4*	Grade: 12
Ray deals 28+1/grade physical damage.				

School of Alchemy

Spell requires ingredients costing 15 sp per grade and a workroom worth at least 1000 sp.

To be used a potion must be drunk. A powder is thrown up to 5 hexes into a target hex and affects a sphere 2. Oil can be thrown into a single hex within 5 hexes. An ointment must be applied to the target requiring 5 minutes to cover a small area or item or 10 minutes for a whole body. Drinking a potion whilst another is still active or applying two ointments at the same time has unpredictable but rarely positive consequences.

Only wizards, necromancers and priests can use this school.

<i>Acid Oil</i>		Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Oil.	MP: 4	Grade: 4
Deals +12+1/grade acid damage.				

<i>Amnesia Potion</i>		Duration: Per	Time: 3 days	
Difficulty: Vdif	Range: 0	Area: Potion.	MP: 4	Grade: 6
Forget events for previous hour/grade.				

<i>Anti-Acid Ointment</i>		Duration: Per	Time: 3 days	
Difficulty: Vdif	Range: 0	Area: Ointment	MP: 4	Grade: 4
Gives 6 armour + 1/grade against acid damage. Declines at 3 per hour.				

<i>Antidote Potion</i>		Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Potion.	MP: 4	Grade: 2
Reduces the strength of any poison in the drinker's system by 2 per grade.				

<i>Armour Ointment</i>		Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Potion.	MP: 4	Grade: 3
Provides 1 point/grade magical armour. Declines at 1 point per hour.				

<i>Blade Venom</i>		Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Potion.	MP: 4	Grade: 3
When applied to a sharp weapon it injects poison if it inflicts any damage. The poison is paralysing with a strength of 21+1/grade. It acts after 3 turns. It is used up after the fifth hit (penetrating armour or not).				

<i>Blinding Dust</i>		Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Dust.	MP: 4	Grade: 2
Anyone in the target area must resist 21 + 1/grade with DX + grade or be blinded for 1 turn per point failed by.				

<i>Burning Oil</i>		Duration: Per	Time: 3 days	
Difficulty: Edif	Range: 0	Area: Oil.	MP: 4	Grade: 5
Fills the target hex with fire which cannot be put out with water or smothered. The fire deals +12+1 per grade and anyone in the fire will also start burning and continue even if the area of fire is left. The fire burns for 1 turn/grade.				

<i>Charisma Potion</i>		Duration: Per	Time: 3 days	
Difficulty: Vdif	Range: 0	Area: Potion.	MP: 4	Grade: 4
For 6 hours the drinker has +1 social/3 grades.				

<i>Charm Dust</i>		Duration: Per	Time: 3 days	
Difficulty: EDif	Range: 0	Area: Dust.	MP: 4	Grade: 8
Anyone in the target area must resist 21+ 1/grade with WP + Grade or be charmed (believe the thrower is a good friend) for 1 turn per point failed by.				

<i>Cure Disease Potion</i>	Duration: Per	Time: 3 days	
Difficulty: EDif	Range: 0	Area: Potion.	MP: 4
Grade: 7			
For the next week the drinker has +2/grade to resist diseases and if successful the disease is cured.			

<i>Cure Poison Potion</i>	Duration: Per	Time: 3 days	
Difficulty: Vdif	Range: 0	Area: Potion.	MP: 4
Grade: 5			
Cures a Dying result from a lethal poison or removes DX loss caused by paralysing potion.			

<i>Darkness Dust</i>	Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Dust.	MP: 4
Grade: 3			
Fills the area with darkness as dark as night. At grade 6 darkness dust makes the area utterly dark. Lasts 2 turns/grade.			

<i>Elemental Shield Ointment</i>	Duration: Per	Time: 3 days	
Difficulty: Vdif	Range: 0	Area: Ointment	MP: 4
Grade: 4			
Gives 6 +1 armour/grade against fire, earth, air or water damage. Declines at 3 per hour.			

<i>Enchanted Ointment</i>	Duration: Per	Time: 3 days	
Difficulty: Edif	Range: 0	Area: Ointment	MP: 4
Grade: 6			
When applied to a weapon it counts as enchanted for 1 hour.			

<i>Endurance Potion</i>	Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Potion.	MP: 4
Grade: 6			
Adds 1 EN per 2 grades. Declines at 1 per hour.			

<i>Essence Oil</i>	Duration: Per	Time: 3 days	
Difficulty: Edif	Range: 0	Area: Oil	MP: 4
Grade: 6			
All targets in the hex where the oil is thrown must resist 21+grade with WP+grade or be drained of 1 magic point per point failed by.			

<i>Fire Dust</i>	Duration: Per	Time: 3 days	
Difficulty: Vdif	Range: 0	Area: Dust.	MP: 4
Grade: 5			
Anyone in the target area takes +18+1/grade fire damage.			

<i>Forgetting Dust</i>	Duration: Per	Time: 3 days	
Difficulty: Edif	Range: 0	Area: Dust.	MP: 4
Grade: 8			
Anyone in area must resist 21+grade with WP+grade or lose their memory of the last 10 mins per point failed by.			

<i>Healing Potion</i>	Duration: Per	Time: 3 days	
Difficulty: EDif	Range: 0	Area: Potion.	MP: 4
Grade: 6			
Drinker is cured of 1 Hurt.			

<i>Heroism Potion</i>	Duration: Per	Time: 3 days	
Difficulty: Edif	Range: 0	Area: Potion.	MP: 4
Grade: 8			
Grants +2 BD, +2 DX and +2 WP for 1 hour.			

<i>Hiding Ointment</i>	Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Ointment.	MP: 4
Grade: 3			
Gives +4 Stealth for 1 hour.			

<i>Insulation Ointment</i>	Duration: Per	Time: 3 days	
Difficulty: Vdif	Range: 0	Area: Ointment	MP: 4
Grade: 4			
Gives 6 armour +1/grade against electricity damage. Declines at 3 per hour.			

<i>Lamp Oil</i>	Duration: Per	Time: 3 days	
Difficulty: Avg	Range: 0	Area: Oil.	MP: 4
Grade: 1			
When burnt on a lamp this will last for 4 hours and lights up a radius of 6 as bright as day.			

<i>Lightning Dust</i>	Duration: Per	Time: 3 days	
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Difficulty: Vdif	Range: 0	Area: Dust.	MP: 4	Grade: 5
Anyone in the target area takes +18+1/grade electricity damage.				
<i>Love Potion</i>				
Difficulty: Dif	Range: 0	Area: Potion.	MP: 4	Grade: 4
A person drinking the potion will gain the disadvantage Love for the first individual of appropriate gender s/he sees within the next grade hours. With a grade 4 potion the loved person must be Attractive, for a 6 grade potion the loved person must not have the appearance disadvantage. With a 10 grade potion there are no restrictions. The disadvantage lasts for 1 day per grade.				
<i>Medical Ointment</i>				
Difficulty: Dif	Range: 0	Area: Ointment.	MP: 4	Grade: 2
Target is cured of 1 Hurt.				
<i>Oil of Repulsion</i>				
Difficulty: Avg	Range: 0	Area: Oil.	MP: 4	Grade: 1
Anyone covered by this oil smells appalling. The smell last 7 days. Washing only has a marginal effect.				
<i>Oil of Slipperiness</i>				
Difficulty: Avg	Range: 0	Area: Oil.	MP: 4	Grade: 1
Anyone moving into the hex must save on Gymnastics for 23+Grade or fall over. The same roll is required to stand up in it. Lasts until washed away with lots of water.				
<i>Ointment of Bite</i>				
Difficulty: Dif	Range: 0	Area: Ointment.	MP: 4	Grade: 4
When applied to a sharp weapon the weapon it has AP 5 vs All non-enchanted armour for 1 hour.				
<i>Poison Potion</i>				
Difficulty: Dif	Range: 0	Area: Potion.	MP: 4	Grade: 2
Creates a poison of strength 21+grade. It can be paralysing or lethal and has a delay of from 3 turns to 1 week.				
<i>Sharpness Ointment</i>				
Difficulty: Edif	Range: 0	Area: Ointment.	MP: 4	Grade: 8
When applied to a sharp weapon the weapon deal +6 damage for 1 hour.				
<i>Sleeping Dust</i>				
Difficulty: Dif	Range: 0	Area: Dust.	MP: 4	Grade: 4
Anyone in the target area must resist 21 + 1/grade with WP + Grade or fall asleep for 8 hours or until awakened by violence or fierce shaking.				
<i>Sleeping Potion</i>				
Difficulty: Dif	Range: 0	Area: Potion	MP: 4	Grade: 2
Fall asleep for 8 hours or until awakened by violence or fierce shaking.				
<i>Sneezing Dust</i>				
Difficulty: Avg	Range: 0	Area: Dust.	MP: 4	Grade: 3
Anyone in the target area must resist 21 + 1/grade with TO + Grade or be incapacitated (unable to take any actions) by sneezing for 1 turn per point failed by.				
<i>Speed Potion</i>				
Difficulty: Vdif	Range: 0	Area: Potion.	MP: 4	Grade: 5
Gives +1 move for 6 hours.				
<i>Strength Potion</i>				
Difficulty: Vdif	Range: 0	Area: Potion.	MP: 4	Grade: 6
Gives +2 Strength for 1 hour.				

<i>Sustenance Potion</i>		Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Potion.	MP: 4	Grade: 3
Provides 24 hours food and water.				

<i>Swimming Ointment</i>		Duration: Per	Time: 3 days	
Difficulty: Dif	Range: 0	Area: Ointment	MP: 4	Grade: 4
A character covered with swimming ointment can swim as fast as walking and survive in water despite the cold. It lasts for 1 hour/grade. It doesn't allow water breathing.				

<i>Sword Dust</i>		Duration: Per	Time: 3 days	
Difficulty: Edif	Range: 0	Area: Ointment	MP: 4	Grade: 6
Placed in a sword scabbard. When drawn the sword deals +10 damage and has 10 AP vs all normal armour. Each time the sword hits each bonus is reduced by 2.				

<i>Water Breathing Potion</i>		Duration: Per	Time: 3 days	
Difficulty: Adif	Range: 0	Area: Potion.	MP: 4	Grade: 9
Allows drinker to breath underwater for 1 hour per grade.				

School of Personal Alterations

This school is usable by wizards and druids.

<i>Untiring Legs</i>		Duration: UnC	Time: Sta	
Difficulty: Avg	Range: 1	Area: Target	MP: 1	Grade: 1
Target can travel at a run without tiring.				

<i>Stability</i>		Duration: UnC	Time: Sta	
Difficulty: Avg	Range: 1	Area: Target	MP: 1 per	Grade: 1
For each MP used the target has +6 for resisting knockback.				

<i>Stone Flesh</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 2
Caster has 8 normal armour. This does not stack with other normal armour.				

<i>Shock Shield</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 2
Caster's skin is covered in sparks of electricity. Anything striking him/her in hand-to-hand combat, or with a body part at any range (e.g. claw, bit, punch, kick) or with a metal weapon lacking an insulating haft takes +18+1/grade Electricity damage. In addition provides 15+1/grade protection against Electricity damage.				

<i>Magic Robe</i>		Duration: UnC	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 3
Caster is protected from all natural climatic conditions and no creature of BD less than 4 can approach to within 1 hex.				

<i>Enhanced Memory</i>		Duration: UnC	Time: 30 mins	
Difficulty: Dif	Range: 0	Area: Self	MP: 1 per	Grade: 3
Caster has +2 Memory per MP used.				

<i>Protective Shield</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self	MP: 1	Grade: 4
Caster has 3 enchanted armour. This does not stack with other enchanted armour.				

<i>Elemental Armour</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Vdif	Range: 0	Area: Self	MP: 1	Grade: 5
Caster has 15+1/grade normal armour which applies only against Earth, Air, Water or Fire damage.				

<i>Aid</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Vdif	Range: 1	Area: Target
		MP: 2
		Grade: 5
Adds 2 to the target's BD, DX, IN or WP. Can't stack uses on a single STAT.		

<i>Concealing Shroud</i>	Duration: 10 mins/grade	Time: Sta
Difficulty: Vdif	Range: 0	Area: Self
		MP: 1
		Grade: 5
An Edif perception throw is required to notice the caster as long as s/he does not attack or take any other violent or location revealing actions.		

<i>Acid Armour</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Vdif	Range: 0	Area: Self
		MP: 1
		Grade: 6
Caster has 13+1/grade normal armour which applies only against Acid and Physical damage.		

<i>Electric Armour</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Vdif	Range: 0	Area: Self
		MP: 1
		Grade: 6
Caster has 15+1/grade normal armour which applies only against Electricity and Physical damage.		

<i>Steel Flesh</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Vdif	Range: 0	Area: Self
		MP: 2
		Grade: 6
Caster has 12 normal armour. This does not stack with other normal armour.		

<i>Glamour</i>	Duration: 1 hour/grade	Time: 10 mins
Difficulty: Vdif	Range: 0	Area: Self
		MP: 2
		Grade: 7
Caster has the advantage 'Attractive' and can choose any appearance within 30% of his/her true size. This is a transformation so that caster actually takes on the new appearance but does not gain any special abilities associated with it.		

<i>Impressive Shield</i>	Duration: 1 min/grade	Time: Sta
Difficulty: EDif	Range: 0	Area: Self
		MP: 2
		Grade: 8
Caster has 6 enchanted armour. This does not stack with other enchanted armour.		

<i>Diamond Flesh</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Adif	Range: 0	Area: Self
		MP: 3
		Grade: 9
Caster has 16 normal armour. This does not stack with other normal armour.		

<i>Giant Growth</i>	Duration: 5 mins/grade	Time: Sta
Difficulty: Adif/ESR	Range: 1	Area: Target
		MP: 3
		Grade: 9
Target increases by 6 size (if it is Small this reduces this first before adding to Large). Any equipment carried or worn by the target grows too as long as it remains carried or worn.		

<i>Shrinking</i>	Duration: 5 mins/grade	Time: Sta
Difficulty: Adif/ESR	Range: 1	Area: Target
		MP: 3
		Grade: 9
Target decreases by 6 size (if it is Large this reduces this first before adding to Small). Any equipment carried or worn by the target shrinks too as long as it remains carried or worn.		

<i>Invisibility</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Adif	Range: 0	Area: Self
		MP: 3
		Grade: 10
Caster can not be detected with any type of vision.		

<i>Spell of Sustenance</i>	Duration: UnC	Time: Sta
Difficulty: Adif	Range: 0	Area: Self
		MP: 2
		Grade: 10
Caster needs no external materials in order to survive.		

<i>Adamant Flesh</i>	Duration: 1 min/grade	Time: Sta
Difficulty: Her	Range: 0	Area: Self
		MP: 4
		Grade: 12
Caster has 20 normal armour. This does not stack with other normal armour.		

<i>Awesome Shield</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Her	Range: 0	Area: Self	MP: 3	Grade: 14
Caster has 9 enchanted armour. This does not stack with other enchanted armour.				

<i>Life</i>		Duration: Permanent	Time: 1 day	
Difficulty: Her	Range: 0	Area: Self	EP: 1	Grade: 14
Caster's physical age is reduced by 10 years.				

School of Offensive Alterations

<i>Enchanted Sleep</i>		Duration: 8 hours	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 1
Target whose BD + Large is 15 or less falls asleep for the duration or until shaken awake or awakened by violence.				

<i>Leaden Limbs</i>		Duration: 5 mins	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 1
Target's move is multiplied by ½ (round up).				

<i>Alteration Parry</i>		Duration: Ins	Time: Special	
Difficulty: ESR	Range: 0	Area: Self	MP: 1	Grade: 1
This spell can be cast for no actions as a response to a spell from Offensive Alterations aimed at the caster. This includes area spells which place the caster in the area. If it succeeds against the ESR of the caster then the spell has no effect.				

<i>Go Away</i>		Duration: 1/grade	Time: Sta	
Difficulty: ESR	Range: 20	Area: Target	MP: 1	Grade: 2
Target must move at least 2 away from the caster each turn until out of range or blocked by a barrier or a drop.				

<i>Numb Fingers</i>		Duration: Ins	Time: Qui	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 2
Target drops a single object in one hand or held in both hands.				

<i>Grounding</i>		Duration: 1/grade	Time: Qui	
Difficulty: ESR	Range: 100	Area: Target	MP: 1	Grade: 3
Target loses the ability to travel through the air – it can no longer climb or move laterally though it can still descend and must move at least 5 down each turn.				

<i>Clumsiness</i>		Duration: 1/grade	Time: Qui	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 3
Target's DX is reduced to 3 less than its maximum value.				

<i>Disarm</i>		Duration: Ins	Time: Qui	
Difficulty: Athletics	Range: 10	Area: Target	MP: 2	Grade: 4
Is aimed against an object held by the target. Attacks against the target's athletics ability +4 for objects held in two hands. If successful the object flies 1 square from the target per point the spell succeeds by in a random direction.				

<i>The Gripping Rope</i>		Duration: 1/grade	Time: Qui	
Difficulty: ASR	Range: 10	Area: Target	MP: 1	Grade: 4
Target is trapped in a magic rope thrown by the caster (the caster must have a length of light rope 10 feet long which expands to trap the victim). The trap's strength is 21+1/grade.				

<i>Trip</i>		Duration: Inst	Time: Qui	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 5
Target falls over.				

<i>Jinx</i>		Duration: 1/grade	Time: Qui	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 5
Target now fumbles on rolls of 15+ and automatically fails on a 14.				

<i>Drain (STAT)</i>		Duration: Ins	Time: Qui	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 6
Target's STAT is drained by 1 at 6 th grade, 2 at 9 th grade, 3 at 12 th grade or 4 at 15 th grade.				

<i>Shatter</i>		Duration: Inst	Time: Qui	
Difficulty: ASR	Range: 10	Area: Target	MP: 1	Grade: 7
Target object must resist breakage at -3.				

<i>Stunning</i>		Duration: 1/grade	Time: Qui	
Difficulty: ESR	Range: 10	Area: Target	MP: 2	Grade: 7
Target is Stunned.				

<i>Area</i>		Duration: Ins	Time: Qui	
Difficulty: Vdif	Range: 0	Area: Self	MP: 1	Grade: 7
The next Offensive Alterations spell of the caster changes to Area: Sphere 2 at Grade 7, Sphere 3 at Grade 10 or Sphere 4 at Grade 13. Can be cast immediately before another quick Offensive Alteration spell in the same turn.				

<i>Command Humanoid</i>		Duration: 1/grade	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 2	Grade: 8
Target humanoid with BD+Large less than 20 must obey the caster's commands as long as it isn't ordered to injure itself or place itself in a ridiculously dangerous situation.				

<i>Disruption</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 20	Area: Target	MP: 2	Grade: 9
Target takes +15+1/grade Pain damage.				

<i>Disintegration</i>		Duration: Ins	Time: Sta	
Difficulty: Adif	Range: 1	Area: Target	MP: 1	Grade: 10
1 hex block +1 hex block/grade over 10 of target non-living non-enchanted material is turned to dust.				

<i>Word of Command</i>		Duration: 1/grade	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 3	Grade: 14
Target creature must obey the caster's commands as long as it isn't ordered to injure itself or place itself in a ridiculously dangerous situation.				

School of Scrying

<i>Warning</i>		Duration: Unc	Time: Lon	
Difficulty: Dif	Range: 0	Area: Self	MP: 1	Grade: 1
Whilst the spell is active the caster gets visions and dreams of possible danger. This is represented by the caster having +2 to spot ambushes and traps and being able to detect them as a background task.				

<i>Detect Magic</i>		Duration: Ins	Time: Sta	
Difficulty: Dif	Range: 0	Area: Sphere 50	MP: 1	Grade: 2
Caster can detect any active spell, otherworld or supernatural creature or magical item within 50 hexes.				

<i>Mage Sight</i>		Duration: UnC	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self	MP: 1	Grade: 3
Caster has Magical Sense.				

<i>Detect Poison</i>		Duration: Ins	Time: Sta	
Difficulty: Dif	Range: 1	Area: Target	MP: 1	Grade: 4
Detects if the target is poisonous or contains poison.				

<i>Warning</i>		Duration: 5 mins	Time: 15 mins	
Difficulty: VDif	Range: 0	Area: Self	MP: 1	Grade: 5
Caster sees a vision of the current actions of either a good friend, a great enemy or rival.				

<i>Detect Life</i>		Duration: Ins	Time: Sta	
Difficulty: VDif	Range: 0	Area: Sphere 50	MP: 2	Grade: 6
Caster detects all living things bigger than Small 10 within range and knows their distance and approximate size (but not their direction),				

<i>Scrying Block</i>		Duration: UnC	Time: 5 mins	
Difficulty: EDif	Range: 1	Area: Sphere 50	MP: 2	Grade: 7
The target area or an area around the caster is immune to scrying without an attack vs the ESR of the caster.				

<i>Detect (Substance)</i>		Duration: Ins	Time: Sta	
Difficulty: EDif	Range: 0	Area: Sphere 50	MP: 2	Grade: 8
Detects all of the named substance within the range.				

<i>Find Enemy</i>		Duration: Ins	Time: Sta	
Difficulty: ADif	Range: 0	Area: Self	MP: 1	Grade: 9
The caster knows the direction and distance to his/her nearest enemy.				

<i>Ignore Subterfuge</i>		Duration: 1/grade	Time: Sta	
Difficulty: ADif	Range: 0	Area: Self	MP: 1	Grade: 10
Caster can ignore images and illusions.				

<i>Detection Block</i>		Duration: UnC	Time: Sta	
Difficulty: Her	Range: 0	Area: Self	MP: 1	Grade: 11
Caster, and everything s/he is carrying or wearing, is immune to detection by magic.				

<i>Crystal Sphere</i>		Duration: UnC	Time: 30 mins	
Difficulty: Her	Range: 0	Area: Self	MP: 3	Grade: 13
The caster can see a vision of events up to a range of 200 km + 200 km per grade over 13. The caster can cause his/her mental presence to travel across the landscape. Requires a crystal ball worth 3000 sp.				

School of Translocation

Only wizards and warrior-wizards can choose this school.

<i>Speed</i>		Duration: 5 mins/grade	Time: Sta	
Difficulty: Avg	Range: 1	Area: Target	MP: 1	Grade: 1
Target has +2 move.				

<i>Leaps and Bounds</i>		Duration: 5 mins/grade	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 2
Caster can leap up to grade hexes in any direction.				

<i>Ignore Terrain</i>		Duration: 1 hour/grade	Time: Sta	
Difficulty: Dif	Range: 1	Area: Target	MP: 1	Grade: 3
Target ignores terrain penalties (does not include impassable terrain).				

<i>Light Foot</i>		Duration: 5 mins /grade	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self	MP: 1	Grade: 4
Caster can move on solid things that wouldn't normally support his/her weight e.g. snow, treetops, thin ice.				

<i>The Useful Vehicle</i>		Duration: UnC/Per	Time: 10 mins/3 hours	
Difficulty: Vdif	Range: 1	Area: Target	MP: 2/EP: 2	Grade: 5

Target normal sized wheeled vehicle such as a wagon can travel at speed 10 on road or 6 off-road or target boat can move 8 at the command of the caster.

<i>Blink</i>		Duration: Ins	Time: Qui	
Difficulty: VDif	Range: 0	Area: Self	MP: 1	Grade: 6
Caster instantly teleports up to grade hexes. S/he must be able to see or otherwise sense the target hex.				

<i>Flight</i>		Duration: 1 turn/grade	Time: Sta	
Difficulty: VDif	Range: 0	Area: Self	MP: 1	Grade: 7
Caster can fly at speed 8.				

<i>Air Boots</i>		Duration: UnC/Per	Time: 5 mins/1 hour	
Difficulty: ADif	Range: 1	Area: Target	MP: 2/EP: 2	Grade: 8
Target boots grant the wearer the ability to air-walk as long as s/he is not carrying anything heavy e.g. heavy armour, a heavy pack, another person etc.				

<i>Teleport</i>		Duration: Ins	Time: Qui	
Difficulty: ADif	Range: 0	Area: Self	MP: 2	Grade: 8
Caster instantly teleports up to 1 km to a location s/he can see, detect or knows well.				

<i>Portal</i>		Duration: Per	Time: 3 hours	
Difficulty: ADif	Range: 1	Area: Sphere 2	EP: 1 per	Grade: 9
Caster creates an magical gateway that allows anyone entering it to instantly travel to the other side of the portal which can be a location up to 1000 km away that s/he can detect or knows well. When the portal is created it allows 4 living creatures to travel per day per EP used. Once the daily uses are gone the portal will become inactive until midnight. The portal can be created to always be visible or to activate with a sign, key or password.				

<i>The Mighty Vehicle</i>		Duration: UnC/Per	Time: 1 hour/6 hours	
Difficulty: Her	Range: 1	Area: Target	MP: 3/EP: 3	Grade: 10
Target vehicle of any size can travel at speed 8 on road or 4 off-road or target ship can move 8 at the command of the caster.				

<i>Dimensional Travel</i>		Duration: Ins	Time: Sta	
Difficulty: Her	Range: 1	Area: Sphere 2	MP: 3	Grade: 11
The caster and all those within the sphere are transported to another dimension which the caster has researched or visited before. The exact location of arrival in the target dimension is up to the referee.				

<i>Flying Object</i>		Duration: UnC/Per	Time: 1 hour/6 hours	
Difficulty: Her	Range: 1	Area: Target	MP: 3/EP: 3	Grade: 12
Target object such as a carpet or small boat is capable of flying at the command of the caster carrying up to 4 people and normal gear. It can move at speed 14.				

<i>Flying Ship</i>		Duration: UnC/Per	Time: 1 hour/6 hours	
Difficulty: Her	Range: 1	Area: Target	MP: 5/EP: 5	Grade: 15
Target large object such as a ship is capable of flying at the command of the caster carrying up to 1000 people and normal gear. It can move at speed 14. Could also be used on a building such as a palace.				

School of the Magic Forge

These spells require a magical workroom worth at least 3000 sp.

Items made with this school require materials costing 100 sp per EP plus any cost for the underlying item that will be enchanted.

Only wizards and necromancers can use this school.

<i>Create Spell Store</i>		Duration: Per	Time: 1 week	
Difficulty: Dif	Range: 1	Area: Target	EP: 2	Grade: 1

Creates an object which holds a single spell that the caster knows. Anyone who holds the item in one hand can use it to cast the spell as though s/he had it on memory at any valid target. Anyone wearing the item can cast the spell on him/herself. The person using the item uses his/her own magic skill and MP.

<i>Create Magical Store</i>		Duration: Per	Time: 1 week	
Difficulty: Dif	Range: 1	Area: Target	EP: var	Grade: 2
Creates an object which stores magic points. Each EP used gives it a maximum of 4 MP. A character can have only one magical store at a time. It can be recharged by using the character's own MP. Once created the value of a store is set – more maximum points can't be added to it later.				

<i>Embed Spell</i>		Duration: Per	Time: 2 weeks	
Difficulty: Vdif	Range: 1	Area: Target	EP: var	Grade: 5
Target object gains the ability to cast a spell known by the caster. This requires 1 EP for every 3 grades of the spell or part thereof. Object must be appropriate to the spell chosen. The object holds MP that can be used to cast this spell only equal to 30 plus 10 per extra EP used.				

<i>Charge Embedded Spell</i>		Duration: Ins	Time: 1 hour	
Difficulty: Vdif	Range: 1	Area: Target	MP: 2	Grade: 5
Target embedded spell gains 1 MP up to the maximum it had when created.				

<i>Forge (Lesser Enchanted Missile)</i>		Duration: Per	Time: 1 day	
Difficulty: Vdif	Range: 1	Area: Target	MP: 5	Grade: 5
Creates a named type of Lesser Enchanted Missile. Requires 20sp of materials.				

<i>Combine Enchanted Items</i>		Duration: Per	Time: 1 week	
Difficulty: Vdif	Range: 1	Area: Target	MP: 5	Grade: 6
Combines two enchanted items into a single item. Enchantments of the same kind do not stack. For example a enchanted weapon 2 combined with an enchanted weapon 3 is still an enchanted 3 weapon. However enchantments of a different kinds can be combined into one item. For example if a wizard has a wand that has an <i>Instantaneous Electric Effort</i> Embedded into it and a wand that was a <i>Attack Spell Item +2</i> they could be combined into a single wand with both powers. In addition any bonuses provided by the item will also apply to its other abilities. In the example described the +2 damage and +1 to hit of the <i>Attack Spell Item</i> would apply to the <i>Instantaneous Electric Effort</i> spell produced by the wand as well as to other spells cast normally.				

<i>Drain Enchanted Item</i>		Duration: Per	Time: 1 week	
Difficulty: Avg +1 level per 2 EPs.	Range: 1	Area: Target	MP: 5	Grade: 8
The target can be any item created by magic from the <i>School of the Magic Forge</i> (therefore not the EP in written magic for example). The item is destroyed in the ritual if it is critical, successful or fumbled. If the ritual is successful the caster gain EP equal to the number of EPs used to create the item minus 1. If the ritual is critical then all the EPS are gained. If the ritual fails the item is unharmed and no EPs are gained. If the ritual is fumbled then the item is destroyed, no EPs are gained and the caster is caught in an explosion causing +5 fire damage per EP in the item.				

<i>Create Spell Item</i>		Duration: Per	Time: 4 weeks	
Difficulty: Adif	Range: 1	Area: Target	EP: var	Grade: 9
Target object gains the ability to cast a spell known by the caster. Object must be appropriate to the spell chosen. Requires 1 EP per 2 grades of the spell or part thereof. The object holds MP that can be used to cast this spell only equal to 10 plus 10 per extra EP used. It regains 1/10 of its MP each midnight,				

<i>Forge (Greater Enchanted Missile)</i>		Duration: Per	Time: 1 day	
Difficulty: Adif	Range: 1	Area: Target	MP: 10	Grade: 9
Creates a named type of Greater Enchanted Missile. Requires 40sp of materials.				

<i>Create (Magical Item)</i>		Duration: Per	Time: 2 weeks/EP	
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Difficulty: Her	Range: 1	Area: Target	EP: var	Grade: 10
Creates a named type of magical item. The cost in EP varies depending on the power of the item.				

<i>Create Continuous Spell Item</i>		Duration: Per	Time: 2 months	
Difficulty: Her	Range: 1	Area: Target	EP: var	Grade: 12
Target object produces the effect of a spell known by the caster continuously when it is worn. The spell must have the target 'Self'. Requires 1 EP per grade of the spell.				

<i>Create (Artefact)</i>		Duration: Per	Time: 1 month/EP.	
Difficulty: Her	Range: 1	Area: Target	EP: var	Grade: 15
Creates a named type of magical artefact. The cost in EP varies depending on the power of the artefact.				

School of Dismissal and Dispelling

<i>Spell Guard</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Avg	Range: 1	Area: Target	MP: 1	Grade: 1
Target has +3 ESR.				

<i>Spell Parry</i>		Duration: Ins	Time: Special	
Difficulty: ESR	Range: 0	Area: Self	MP: 1	Grade: 2
This spell can be cast for no actions as a response to another spell aimed at the caster. This includes area spells which place the caster in the area. If it succeeds against the ESR of the caster then the spell has no effect.				

<i>Power Spike</i>		Duration: Ins	Time: Special	
Difficulty: Dif	Range: 50	Area: Target	MP: var	Grade: 3
This spell can be cast for no actions as a response to another spell cast within range. The caster can put any number of MP into the spell and the target spell will cost that many extra MP to cast successfully. The target can decline to spend the extra MP in which case the spell fails (the original MP are still lost). If the target spell is produced from an item the MP come from the item if it can produce extra MP otherwise the target spell fails.				

<i>Break Alteration</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 0	Area: Self	MP: 1	Grade: 4
Target spell with a duration active on the caster is broken. The ESR is that of the caster of the target spell.				

<i>Counterspell</i>		Duration: Ins	Time: Special	
Difficulty: ESR	Range: 50	Area: Target	MP: var	Grade: 5
This spell can be cast for no actions as a response to another spell cast within range. If it succeeds against the ESR of the caster then the spell has no effect. The MP cost is the same as the target spell.				

<i>Spell Shield</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Vdif	Range: 1	Area: Target	MP: 3	Grade: 6
Target has +6 ESR.				

<i>Break Spell</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 20	Area: Target	MP: 2	Grade: 7
Target spell with a duration is broken. The ESR is that of the caster of the target spell.				

<i>Banish Otherworld Creature</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 3	Grade: 8
Target Otherworld Creature is returned to its own plane.				

<i>Power Sink</i>		Duration: Ins	Time: Special	
Difficulty: ESR	Range: 50	Area: Target	MP: var	Grade: 9
This spell can be cast for no actions as a response to another spell cast within range. The caster can put any number of MP into the spell and the target spell will cost that many extra MP to cast successfully. The target must spend the MP required or all of his/her MP. This only includes personal MPs not those stored in a magical store. If the target spell is produced from an item the MP come from the item. If the MPs used are insufficient the spell fails but the MPs are still lost.				

<i>Break Enchantment</i>		Duration: Ins	Time: Lon	
Difficulty: ESR	Range: 20	Area: Target	EP: var	Grade: 10
Target enchantment is broken. The ESR is that of the caster of the target spell. EP required is equal to the cost of the enchantment.				

<i>Greater Spell Shield</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Adif	Range: 1	Area: Target	MP: 5	Grade: 11
Target has +9 ESR.				

<i>Antimagic Burst</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 0	Area: Sphere 20	MP: 5	Grade: 12
The caster rolls against the ESR of the caster of each active spell in the area. If successful the spell is broken.				

<i>Antimagic Shell</i>		Duration: UnC	Time: Sta	
Difficulty: Her	Range: 0	Area: Sphere 3	MP: 5	Grade: 13
Any spell cast across the boundary of the shell must resist the ESR of the caster or fail.				

School of Life Creation

These spells require a magical workroom worth at least 6000 sp.

Only wizards can choose this school.

<i>Create Crawling Messenger</i>		Duration: Per	Time: 1 week	
Difficulty: Dif	Range: 1	Area: Target	EP: 1	Grade: 2
Animates a small model creature about 5cm long made of gold, silver, tiny jewels and precious metals worth at least 300sp. Small model insects are popular. The messenger has no attacks but is small and stealthy. It can crawl at speed 4 and is tireless. It can fit through small gaps and can crawl up vertical surfaces and along ceilings. The owner can give it a short message for a particular individual and approximately that individual's location. It will crawl to the location and start looking for the target. The owner can set a maximum duration for the search. The messenger will speak the message aloud when it arrives and will not give the message to anyone else. It will then accept a short reply and return unerringly to its owner's location.				

<i>Create Flying Messenger</i>		Duration: Per	Time: 1 week	
Difficulty: VDif	Range: 1	Area: Target	EP: 2	Grade: 4
Animates a small model creature about 5cm long made of gold, silver, tiny jewels and precious metals worth at least 500sp. Small model insects are popular. The messenger has no attacks but is small and stealthy. It can fly at speed 8, crawl at speed 4 and is tireless. It can fit through small gaps and can crawl up vertical surfaces and along ceilings. The owner can give it a short message for a particular individual and approximately that individual's location. It will fly crawl to the location and start looking for the target. The owner can set a maximum duration for the search. The messenger will speak the message aloud when it arrives and will not give the message to anyone else. It will then accept a short reply and return unerringly to its owner's location.				

<i>Create Animated Statue</i>		Duration: Per	Time: 2 weeks	
Difficulty: Vdif	Range: 1	Area: Target	EP: Var	Grade: 5
Animates a statue. The cost on EP is 1 for a Small 4 Statue, 2 for a Small Statue, 3 for a man-sized Statue and then +1 for each Large 4. The statue can be commanded to guard a location and will then do so indefinitely.				

<i>Create (Type) Golem</i>		Duration: Per	Time: 4 weeks	
Difficulty: Edif	Range: 1	Area: Target	EP: 1/Grade	Grade: 7
Creates a golem of the named type with 1 grade per EP. Each type of golem has a base grade and extra enchantment points will increase this. The golem will obey the commands of the caster.				

<i>Create Hybrid</i>		Duration: Per	Time: 7 days	
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Difficulty: Adif	Range: 1	Area: Target	EP: Var	Grade: 10
Uses living creatures which make up the hybrid. The hybrid must obey its creator as long as the creator lives but is then free. The value required for each hybrid is listed in the table below.				

Hybrid	Creatures Required	EP
Bazil	Man, Giant Wasp, Giant Stoat	2
Chimera	Large Goat, Lion, Lesser Dragon, Viper.	4
Cockatrice	Lizard, Cockerel, Bat.	2
Deodand	Man, Wolverine, Giant Stag Beetle	2
Echidnae	Priest, Two pythons.	2
Erb	Man, Giant Lizard, Demon	2
Ezza	Goblin, Giant Rat	1
Gid	Man, Giant Lizard, Giant Preying Mantis	2
Griffin	Lion, Eagle	2
Grue	Man, Giant Bat, Dog	1
Gryph	Mountain Giant, Eagle, Rhinoceros, 500 lbs of bronze	4
Harpy	Man, Vulture.	1
Hippogriff	Horse, Eagle, Panther	2
Kentaur	Man, Horse.	2
Kerberus	3 large dogs, Viper, Ioun Stone.	2
Lamaiae	Man, Boa Constrictor.	4
Leotor	Man, Lion	3
Leucomorph	Man, Jackal, Giant Beetle	1
Lomer	Goblin, Goat	1
Mantikora	Man, Lion, Giant Scorpion, Giant Bat.	4
Merman	Man, Large Fish	2
Minotaur	Man, Bull.	4
Naga	Man, Viper	4
Pegasus	Horse, Falcon	2
Pelgrane	Man, Pterodactyl	4
Scorpion Man	Man, Giant Scorpion	2
Selkie	Man, Seal.	3
Skybull	Cattle, Eagle	2
Sphinx	Man, Lion.	5

<i>Create Life</i>		Duration: Per	Time: 4 weeks	
Difficulty: Gre	Range: 1	Area: Target	EP: Var	Grade: 14
Creates a humanoid creature. The caster chooses its class, gender, appearance, description and personality of the creature. This costs 1 EP. For each extra EP spent the caster can add:				
<ul style="list-style-type: none"> • A total of 5 to STATs but no more than 2 to each STAT per EP and no more than 8 to any one STAT in total. • A total of 5 to skills but no more than 2 to each skill per EP and no more than 4 to any one skill in total. • A suitable physical advantage. 				
If the magic skill roll fails then for each 2 or part thereof failed by the creature will have a random disadvantage.				
If roll is fumbled the creature will have a more serious flaw also. The creature does not have to obey its creator but as the successful creator will determine its personality it is generally going to be friendly. The creature starts at Grade 1.				

School of Combat Magic

Only warrior-wizards and priests can choose this school.

<i>Shield</i>		Duration: 15 mins	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 1
If caster has a free arm s/he counts as having a shield with a block of 4 and 24 hits which cannot be damaged or have weapons stuck into it.				

<i>Armour Cutting Weapon</i>		Duration: 15 mins	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 1
Caster's weapon has AP 4 vs All non-enchanted armour.				

<i>Enchanted Weapon</i>		Duration: 15 mins	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 2
Caster's weapon counts as enchanted.				

<i>Enhance Armour</i>		Duration: 15 mins	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 2
Caster has an extra 3 points of non-enchanted armour.				

<i>Mighty Weapon</i>		Duration: 15 mins	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 3
Caster's weapon deals an extra 3 damage.				

<i>Shimmer</i>		Duration: 15 mins	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self	MP: 1	Grade: 4
Caster has puts direct attacks against him/her at -2 to hit if they are targeted with vision.				

<i>Skilled Weapon</i>		Duration: 15 mins	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self	MP: 1	Grade: 4
Caster's weapon is +2 to hit.				

<i>Enchanted Armour</i>		Duration: 15 mins	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self	MP: 2	Grade: 5
Caster has +3 enchanted armour.				

<i>Enchanted Shield</i>		Duration: 15 mins	Time: Sta	
Difficulty: Dif	Range: 0	Area: Self	MP: 2	Grade: 5
Caster's shield counts in full against all damage types.				

<i>(Elemental) Weapon</i>		Duration: 15 mins	Time: Sta	
Difficulty: Vdif	Range: 0	Area: Self	MP: 2	Grade: 6
Caster's weapon deals +18+1/grade fire, earth, water or air damage in addition to normal damage,				

<i>Lightning Weapon</i>		Duration: 15 mins	Time: Sta	
Difficulty: Vdif	Range: 0	Area: Self	MP: 2	Grade: 6
Caster's weapon deals +18+1/grade electricity damage in addition to normal damage,				

<i>Deflect Missiles</i>		Duration: 15 mins	Time: Sta	
Difficulty: Vdif	Range: 0	Area: Self	MP: 2	Grade: 7
The caster dodge against Missile or Thrown weapons is increased by 4.				

<i>Weapon Breaker</i>		Duration: 15 mins	Time: Sta	
Difficulty: Edif	Range: 0	Area: Self	MP: 2	Grade: 8
Caster's weapon puts opponents' weapons at -2 save.				

<i>Whirlwind Attack</i>		Duration: Ins	Time: Qui	
Difficulty: Edif	Range: 0	Area: Sphere 2	MP: 1	Grade: 9
The caster attacks with his/her weapon against all target's in the area.				

<i>Heroic Aura</i>		Duration: 1/grade	Time: Sta	
Difficulty: Adif	Range: 0	Area: Self	MP: 2	Grade: 10
Caster causes Edif fear to enemies, has +6 bravery and gains an extra attack action each turn.				

<i>Weapon of Death</i>		Duration: 1/grade	Time: Sta	
Difficulty: Her	Range: 0	Area: Self	MP: 3	Grade: 13

When caster's weapon hits an opponent it deals a magic attack vs ESR and if successful it deals +12 + Grade Pain damage.

School of Medicine

This school can only be used in full by Priests or Druids. Shamans can use it up to 3rd Grade.

<i>Vigour</i>	Duration: Ins	Time: Sta
Difficulty: Avg	Range: 1	Area: Target
	MP: 3	Grade: 1
Target has 1 Hurt healed.		

<i>Regeneration</i>	Duration: UnC	Time: Sta
Difficulty: Avg	Range: 1	Area: Target
	MP: 2	Grade: 2
Target has +6 to recovery checks.		

<i>Purify Poison</i>	Duration: Ins	Time: Sta
Difficulty: Avg	Range: 1	Area: Target
	MP: 1	Grade: 3
Target poison has its ST reduced by 5. Doesn't work multiple times on the same poison.		

<i>Preserve Corpse</i>	Duration: 1 hour/grade	Time: Sta
Difficulty: Dif	Range: 1	Area: Target
	MP: 2	Grade: 4
Target corpse will not decay or deteriorate.		

<i>Repair (STAT)</i>	Duration: Ins	Time: Sta
Difficulty: Vdif	Range: 1	Area: Target
	MP: 1 per	Grade: 5
Target drained STAT is repaired by 1 per MP used.		

<i>Cure Serious Wound</i>	Duration: Ins	Time: Sta
Difficulty: Vdif	Range: 1	Area: Target
	MP: 6	Grade: 6
Target has 2 Hurts healed.		

<i>Great Vigour</i>	Duration: Ins	Time: Sta
Difficulty: Vdif	Range: 1	Area: Target
	MP: 9	Grade: 7
Target has 3 Hurts healed.		

<i>Purify Disease</i>	Duration: Ins	Time: Sta
Difficulty: Edif	Range: 1	Area: Target
	MP: 3	Grade: 8
Target disease has its ST reduced by 5. Doesn't work multiple times on the same disease.		

<i>Greater Regeneration</i>	Duration: UnC	Time: Sta
Difficulty: ADif	Range: 1	Area: Target
	MP: 5	Grade: 9
Target regains has +9 to Recovery saves.		

<i>Return to Life</i>	Duration: Ins	Time: 1 hour
Difficulty: Her	Range: 1	Area: Target
	MP: 5	Grade: 12
Target corpse which has not decayed for more than 1 day and is now healed returns to life.		

School of Curses

This school can only be used by Priests, Druids or Shamans.

<i>Curse of (Disadvantage)</i>	Duration: UnC/Per	Time: Lon
Difficulty: ESR	Range: 10	Area: Target
	MP: 2/EP: 1	Grade: 3
The victim is cursed with any named disadvantage except Dark Secret, Dependents, Enemies, Hated, Low Social Class, Poverty or Wanted. Fanatic is only allowed if it magnifies a belief already held by the target rather than changes their goals. Physical Disability is only allowed for the -2 BD i.e. can't destroy body parts. Vengeful cannot name an initial target of vengeance.		

<i>Break Curse</i>		Duration: Ins	Time: 1 hour	
Difficulty: ESR	Range: 1	Area: Target	MP: 2/EP: 1	Grade: 3
Target curse is broken. It is resisted by the ESR of the curse's creator. Permanent curses require enchantment points to remove.				

School of Nature

This school can only be used by Druids.

<i>Calm Animal</i>		Duration: 1/grade	Time: Qui	
Difficulty: ESR	Range: 20	Area: Target	MP: 1	Grade: 1
Target animal cannot attack unless personally attacked.				

<i>Peace with Nature</i>		Duration: UnC	Time: Lon	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 2
Any animal trying to attack the caster must resist the magic with ESR or be unable to do so whilst the spell lasts.				

<i>Charm Animal</i>		Duration: 1 min/grade	Time: Qui	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 3
Target animal acts in a friendly manner to the caster and will attempt to protect him/her.				

<i>Contact (Sídhe)</i>		Duration: 5min/grade	Time: 2 hours	
Difficulty: Eas +1 Difficulty per grade of Creature	Range: 10	Area: Target.	MP: 2 per grade.	Grade: 4
Contacts a named type of sídhe of grade no more than 3 higher than the caster.				

<i>Summon (Sídhe)</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Eas +1 Difficulty per grade of Creature.	Range: 10	Area: Target.	MP: 1	Grade: 4
Summons a named type of sídhe with which the user has a summoning contract.				

<i>Wall of Thorns</i>		Duration: UnC/Per	Time: Lon	
Difficulty: VDif	Range: 10	Area: Wall 10 x 3 x 1	MP: 2/EP: 1	Grade: 5
Can only be used on the ground surface. Fills target hexes with thorn bushes. Anyone caught in it or moving into it is trapped with a strength equal to 21+Grade. Resisting the trap causes damage as though from a piercing weapon of +15+1/grade. The thorn wall can be attacked with sharp weapons from adjacent hexes but takes only ¼ damage. It takes normal damage from fire. Each hex has a resistance 30 and regrows after 10 turns.				

<i>Banish Sídhe</i>		Duration: Ins	Time: Sta	
Difficulty: ESR.	Range: 10	Area: Target.	MP: 1	Grade: 6
Target sídhe returns to its own plane.				

<i>Bind (Sídhe)</i>		Duration: Permanent	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target.	EP: 1/grade of target +1	Grade: 8
Target sídhe of a named type is bound by the caster.				

<i>Animate Forest</i>		Duration: UnC/Per	Time: Lon	
Difficulty: ADif	Range: 10	Area: 15 x 15	MP: 3/EP: 2	Grade: 9
Animates the area of the forest allowing the plants to entangle and trap intruders. The caster can set straightforward conditions for what will be attacked naming races and/or excluding him/herself from attack. The				

forest attacks each target twice a turn – one with a trap of strength 21+ Grade and once with a blunt solid attack dealing +16+Grade. The attack of the forest is 16 + Grade.

<i>Earth Moving</i>		Duration: Per	Time: Sta	
Difficulty: Her	Range: 10	Area: 1 hex block/grade	MP: 2	Grade: 10
The caster moves hex blocks of earth to push up walls, dig trenches, make ramps etc. The earth is packed solid but any shapes made must be self supporting or they will collapse.				

<i>Earth Shaking</i>		Duration: 2 mins	Time: 15 mins	
Difficulty: Her	Range: 0	Area: Target	MP: 8	Grade: 14
<p>Causes an earthquake centred beneath the caster at a depth chosen by the caster. The strength of the Mercalli Scale will be equal to the half the number of extra MP used when the spell is cast. The caster has personal immunity from the results. The main effect will be in a 5 km radius from the caster and will drop by one intensity per 5km.</p> <p>I. People do not feel any Earth movement.</p> <p>II. A few people might notice movement if they are at rest and/or on the upper floors of tall buildings.</p> <p>III. Many people indoors feel movement. Hanging objects swing back and forth. People outdoors might not realize that an earthquake is occurring.</p> <p>IV. Most people indoors feel movement. Hanging objects swing. Dishes, windows, and doors rattle. The earthquake feels like a heavy truck hitting the walls. A few people outdoors may feel movement.</p> <p>V. Almost everyone feels movement. Sleeping people are awakened. Doors swing open or close. Dishes are broken. Pictures on the wall move. Small objects move or are turned over. Trees might shake. Liquids might spill out of open containers.</p> <p>VI. Everyone feels movement. People have trouble walking. Objects fall from shelves. Pictures fall off walls. Furniture moves. Plaster in walls might crack. Trees and bushes shake. Damage is slight in poorly built buildings. No structural damage.</p> <p>VII. People have difficulty standing. Some furniture breaks. Lose bricks fall from buildings. Damage is slight to moderate in well-built buildings; considerable in poorly built buildings.</p> <p>VIII. Houses that are not bolted down might shift on their foundations. Tall structures such as towers and chimneys might twist and fall. Well-built buildings suffer slight damage. Poorly built structures suffer severe damage. Tree branches break. Hillsides might crack if the ground is wet. Water levels in wells might change.</p> <p>IX. Well-built buildings suffer considerable damage. Houses that are not bolted down move off their foundations. The ground cracks.</p> <p>X. Most buildings and their foundations are destroyed. Some bridges are destroyed. Dams are seriously damaged. Large landslides occur. Water is thrown on the banks of canals, rivers, lakes. The ground cracks in large areas.</p> <p>XI. Most buildings collapse. Some bridges are destroyed. Large cracks appear in the ground.</p> <p>XII. Almost everything is destroyed. Objects are thrown into the air. The ground moves in waves or ripples. Large amounts of rock may move.</p>				

School of Transformation

This school can only be used by a Druid or Priest.

<i>Nature's Speech</i>		Duration: UnC	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 1
Caster can talk to animals, plants or minerals and understand what they say. In general animals have only limited things to talk about. Plants and minerals usually have nothing at all to say as they have no IN. However some such things do have IN because they were transformed from something else or contain a natural spirit for example.				

<i>Nature's Vision</i>		Duration: UnC	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 2
Caster can see if an animal, plant or mineral is transformed from something else or contains a natural spirit.				

<i>Transform into Animal</i>		Duration: UnC	Time: Lon	
Difficulty: Dif	Range: 0	Area: Self	MP: 2	Grade: 3
Caster turns into a normal (i.e. not one with magical powers) animal of the same grade and has the animal's abilities, limitations, BD and DX whilst retaining his/her IN and WP. The character's total STATS after the				

transformation cannot be more different from STATS before the transformation than the character's grade. For this purpose count Large as a STAT. Whilst transformed the character cannot cast magic and won't be able to talk unless the animal chosen could talk.

<i>Transform into Plant</i>		Duration: UnC	Time: Lon	
Difficulty: Vdif	Range: 0	Area: Self	MP: 2	Grade: 5
Caster turns into a plant no bigger than 30x his/her size. S/he retain IN and WP but cannot act otherwise other than to cancel the spell. If the plant is of reasonable size (e.g. a tree) the character can store any equipment carried within the tree. Unless the character has some sort of magical sense s/he will only have the senses of the plant – i.e. not very useful.				

<i>True Form</i>		Duration: Ins	Time: Sta	
Difficulty: Vdif	Range: 10	Area: Target	MP: 2	Grade: 6
Target is transformed back into its natural form.				

<i>Transform into Stone</i>		Duration: UnC	Time: Lon	
Difficulty: Edif	Range: 0	Area: Self	MP: 3	Grade: 8
Caster turns into a stone no bigger than 30x his/her size. S/he retain IN and WP but cannot act otherwise other than to cancel the spell. If the stone is of reasonable size the character can store any equipment carried within the stone. Whilst the character is a stone s/he is largely immune to damage, doesn't age and requires no air or sustenance but unless s/he has some sort of magical sense s/he will have no senses operating.				

<i>Transform Target into Animal</i>		Duration: UnC/Per	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 3/EP: 2	Grade: 9
Target turns into a normal (i.e. not one with magical powers) animal of the same grade and has the animal's abilities, limitations, BD and DX whilst retaining his/her IN and WP. The target's total STATS after the transformation cannot be more different from STATS before the transformation than the character's grade. For this purpose count Large as a STAT. Whilst transformed the character cannot cast magic and won't be able to talk unless the animal chosen could talk. The animal must be one that comes from the environment where the spell is used. The caster cannot kill the animal or directly order its death without risking the anger of the gods.				

<i>Transform Target into Plant</i>		Duration: UnC/Per	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 4/EP: 3	Grade: 12
Target turns into a plant no bigger than 30x his/her size. S/he retain IN and WP but cannot act otherwise. If the plant is of reasonable size (e.g. a tree) then the target's equipment will be within the tree. Unless the character has some sort of magical sense s/he will only have the senses of the plant – i.e. not very useful. The plant must be one that comes from the environment where the spell is used. The caster cannot kill the plant or directly order its death without risking the anger of the gods. Even if the plant is subsequently destroyed (e.g. cut down) the target will still exist within its root system or seeds for example.				

<i>Transform Target into Stone</i>		Duration: UnC/Per	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 2/EP: 1	Grade: 14
Target turns into a stone statue. S/he retain IN and WP but cannot act. Equipment and clothing is also transformed if the caster so wishes. Whilst the character is a stone s/he is largely immune to damage, doesn't age and requires no air or sustenance but unless s/he has some sort of magical sense s/he will have no senses operating.				

School of Natural Spirits

Only a Priest or Druid can use this school. Natural Spirits can only be summoned in the environment in which they exist.

<i>Contact (Natural Spirit)</i>		Duration: 5min/grade	Time: 2 hours	
Difficulty: Avg +1 Difficulty per 2 grades of Creature	Range: 10	Area: Target.	MP: 2 per grade.	Grade: 4
Contacts a named type of natural spirit of grade no more than 3 higher than the caster.				

<i>Summon (Natural Spirit)</i>		Duration: 1 min/grade	Time: Sta	
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Difficulty: Eas +1 Difficulty per 2 grades of Creature.	Range: 10	Area: Target.	MP: 1	Grade: 4
Summons a named type of natural spirit with which the user has a summoning contract.				

<i>Banish Natural Spirit</i>		Duration: Ins	Time: Sta	
Difficulty: ESR.	Range: 10	Area: Target.	MP: 1	Grade: 6
Target natural spirit returns to its landscape object.				

<i>Bind (Natural Spirit)</i>		Duration: Permanent	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target.	EP: 1/grade of target +1	Grade: 8
Target natural spirit of a named type is bound by the caster. When bound it is held in a container and can be used even outside the correct environment.				

School of Animating the Undead

Only a Necromancer can use this school.

<i>Raise Corpse</i>		Duration: UnC	Time: Sta	
Difficulty: Avg	Range: 10	Area: Target.	MP: 1	Grade: 1
Target skeleton is turned into an animated skeleton or target corpse is turned into a zombie. The undead will obey straightforward commands from their creator. Each 2 grades the caster has over 5 (7, 9, 11, 13, 15) adds 1 to the grade of the created undead.				

<i>Command Undead</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target.	MP: 1	Grade: 2
Target undead obeys the caster's commands.				

<i>Create Skelton or Zombie</i>		Duration: Per	Time: 1 hour	
Difficulty: Dif	Range: 1	Area: Target.	MP: 1	Grade: 5
Target skeleton is turned into an animated skeleton or target corpse is turned into a zombie. The undead will obey straightforward commands from their creator. Each 2 grades the caster has over 5 (7, 9, 11, 13, 15) adds 1 to the grade of the created undead. The total number of undead that the caster controls can not exceed Grade squared. If more undead are created after this than earlier ones become uncontrolled. Skeletons and Zombies are preserved by the magic and degenerate only very slowly.				

<i>Become Liche</i>		Duration: Per	Time: 12 hours	
Difficulty: VDif	Range: 0	Area: Self	EP: 1	Grade: 6
Caster becomes a liche. S/he retains all STATS, skills, magic and abilities but becomes an undead with all the normal disadvantages of that status. Liches are preserved by magic and decay only very slowly.				

<i>Guard Undead</i>		Duration: UnC	Time: 1 hour	
Difficulty: Adif	Range: 0	Area: Sphere 2000.	MP: 4	Grade: 10
All undead controlled by the caster and within the area of the spell use the caster's ESR instead of their own.				

<i>Stop Decay</i>		Duration: Per	Time: 1 hour	
Difficulty: Her	Range: 1	Area: Target	EP: 1	Grade: 10
Target undead no longer decays.				

<i>Command Undead Army</i>		Duration: UnC	Time: 1 hour	
Difficulty: ESR	Range: 0	Area: Sphere 2000	MP: 5	Grade: 12
Caster makes one magic roll against all undead in the area. If successful they are commanded for as long as they remain in the area. If the undead are already under someone's control they use the ESR of their controller.				

School of Spirits

Only a necromancer or shaman can use this school. It allows Ghosts, Corporeal Ghosts and Shadows to be contacted and controlled.

<i>Contact (Spirit)</i>		Duration: 5min/grade	Time: 2 hours	
Difficulty: Eas +1 Difficulty per grade of Creature	Range: 10	Area: Target.	MP: 2 per grade.	Grade: 4
Contacts a named type of spirit of grade no more than 3 higher than the caster.				

<i>Summon (Spirit)</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Eas +1 Difficulty per grade of Creature.	Range: 10	Area: Target.	MP: 1	Grade: 4
Summons a named type of spirit with which the user has a summoning contract.				

<i>Banish Spirit</i>		Duration: Ins	Time: Sta	
Difficulty: ESR.	Range: 10	Area: Target.	MP: 1	Grade: 6
Target spirit returns to its own plane.				

<i>Bind (Spirit)</i>		Duration: Permanent	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target.	EP: 1/grade of target +1	Grade: 8
Target spirit of a named type is bound by the caster. When bound it is held in a container and can be used even outside the correct environment.				

School of the Necromantic Arts

Only a Necromancer or Shaman can use this school.

<i>Fear Defence</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self.	MP: 1	Grade: 1
Enemies must make a fear save of difficulty 21+1/grade if they attempt to attack the caster. If they fail they cannot attack him/her for 1 turn per point failed by.				

<i>Fear</i>		Duration: Ins	Time: Sta	
Difficulty: Avg	Range: 10	Area: Target	MP: 1	Grade: 2
Target must make a fear check of difficulty 21+1/grade.				

<i>Order Minion</i>		Duration: 1/grade	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target	MP: 1	Grade: 3
Target intelligent creature of grade up to 1 less than the caster must obey the caster's commands. Target must have character which is Animal Nature, Demolisher, Greed, World Domination, Vindictive, Servitor, Tribal Loyalty or Unreasonable Ferocity.				

<i>Create Minion</i>		Duration: UnC/Per	Time: 30 mins	
Difficulty: ESR	Range: 10	Area: Target	MP: 1/EP: 1	Grade: 4
Target intelligent creature of grade up to 1 less than the caster must obey the caster's commands. Target must have character which is Animal Nature, Demolisher, Greed, World Domination, Vindictive, Servitor, Tribal Loyalty or Unreasonable Ferocity.				

<i>Break Morale</i>		Duration: Ins	Time: Sta	
Difficulty: Dif	Range: 10	Area: Sphere 4	MP: 3	Grade: 5
Targets must make a fear check of difficulty 21+1/grade.				

<i>Drain Life</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 20	Area: Target	MP: 1	Grade: 6
Target has +10 EN drained. The caster gain half this EN to repair lost EN.				

<i>Death Spell</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 20	Area: Target	MP: 4	Grade: 9
Target is Dying .				

<i>Blood Sacrifice</i>		Duration: Ins	Time: 6 hours	
Difficulty: Adif	Range: 0	Area: Self	MP: 10	Grade: 10
Caster sacrifices one intelligent creature of age less than 16. The caster will not age for 1 month.				

<i>Transfer Age</i>		Duration: Per	Time: 6 hours	
Difficulty: Her	Range: 1	Area: Target	EP: 1	Grade: 12
Whilst the caster lives the target ages by 1 year every month and the caster doesn't age at all.				

<i>Wave of Death</i>		Duration: Ins	Time: Sta	
Difficulty: ESR	Range: 1	Area: 30 long x 7 wide	MP: 8	Grade: 14
The area is a rectangle beginning adjacent to the caster. All targets in area are Dying .				

School of Darkness

This school can be used by a Priest worshipping the powers of darkness, a Shaman or Necromancer.

<i>Night Vision</i>		Duration: UnC	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 3
Caster has Night Vision.				

<i>Cloak of Darkness</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Dif	Range: 0	Area: Sphere 3	MP: 1	Grade: 4
The sphere around the caster becomes as dark as night. The cloak moves with the caster.				

<i>Dark Sense</i>		Duration: UnC	Time: Sta	
Difficulty: VDif	Range: 0	Area: Self	MP: 2	Grade: 6
Caster has darksense.				

<i>Utterdark</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: VDif	Range: 0	Area: Sphere 3	MP: 2	Grade: 6
The sphere around the caster becomes utterly dark. The darkness moves with the caster.				

<i>Summon Darkness</i>		Duration: 10 mins/grade	Time: Lon	
Difficulty: Edif	Range: 100	Area: Sphere 100	MP: 4	Grade: 8
Area becomes as dark as night.				

School of Light

This school can be used by a Priest worshipping the powers of light.

<i>Day Vision</i>		Duration: UnC	Time: Sta	
Difficulty: Avg	Range: 0	Area: Self	MP: 1	Grade: 3
Caster has Day Vision.				

<i>Cloak of Light</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Dif	Range: 0	Area: Sphere 3	MP: 1	Grade: 4
The sphere around the caster becomes as bright as day. The cloak moves with the caster.				

<i>Blazing Light</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: VDif	Range: 0	Area: Sphere 5	MP: 2	Grade: 6
The sphere around the caster becomes as bright as day. The light moves with the caster. Any attack targeting the caster with vision is at -3 to hit.				

<i>Summon Light</i>		Duration: 10 mins/grade	Time: Lon	
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Difficulty: Edif	Range: 100	Area: Sphere 100	MP: 4	Grade: 8
Area becomes as bright as day.				

<i>Sunspear</i>		Duration: Inst	Time: Sta	
Difficulty: ASR	Range: 100	Area: Target	MP: 3	Grade: 10
Target, which must be in direct sunlight, takes +25+1/grade fire damage.				

School of the Fortress of Fear

Only a Necromancer can use this school.

<i>Raise Tower</i>		Duration: Per	Time: 7 days	
Difficulty: Edif	Range: 1	Area: Target	EP: 1 + 1 per	Grade: 6
The caster raises a tower of bone and stone of radius 15m +5m per extra EP used and height 30m +10m per extra EP used. The tower is stronger than the strongest normal construction. The caster can decide on the internal structure and decoration including stairs and fighting platform.				

<i>Raise Wall</i>		Duration: Per	Time: 7 days	
Difficulty: Edif	Range: 1	Area: Target	EP: 1 + 1 per	Grade: 8
The caster raises a wall of bone and stone of length 50m + 50m per extra EP used and height 15m +5m per extra EP used. The wall is stronger than the strongest normal construction. The caster can decide on the internal structure and decoration including stairs and fighting platform. The wall can contain a small gate.				

<i>Raise Gatehouse</i>		Duration: Per	Time: 7 days	
Difficulty: Adif	Range: 1	Area: Target	EP: 3 + 1 per	Grade: 10
The caster raises a gatehouse of bone and stone 15m higher than the wall into which it is placed. The gatehouse is 30m + 10m per extra EP across and contains 1 layer of defences with gate plus 1 layer per extra EP. The gatehouse is stronger than the strongest normal construction. The caster can decide on the internal structure and decoration including stairs and fighting platform.				

<i>Raise Keep</i>		Duration: Per	Time: 14 days	
Difficulty: Her	Range: 1	Area: Target	EP: 3 + 1 per	Grade: 14
The caster raises a keep of bone and stone of radius 30m +10m per extra EP and height 40m + 20m per extra EP. The keep is stronger than the strongest normal construction. The caster can decide on the internal structure and decoration including stairs and fighting platform.				

School of Summoning the Infernal

This school can only be used by Shamans. It is used to summon Infernal creatures such as Spindle Hags, Wraiths, Creeping Horrors, Watching Infernals, Flame Infernals and Balrogs.

<i>Contact (Infernal)</i>		Duration: 5min/grade	Time: 2 hours	
Difficulty: Avg +1 Difficulty per 2 grades of Creature	Range: 10	Area: Target.	MP: 2 per grade.	Grade: 4
Contacts a named type of Infernal of grade no more than 3 higher than the caster.				

<i>Summon (Infernal)</i>		Duration: 1 min/grade	Time: Sta	
Difficulty: Eas +1 Difficulty per 2 grades of Creature.	Range: 10	Area: Target.	MP: 1	Grade: 4
Summons a named type of Infernal with which the user has a summoning contract.				

<i>Banish Infernal</i>		Duration: Ins	Time: Sta	
Difficulty: ESR.	Range: 10	Area: Target.	MP: 1	Grade: 6
Target Infernal returns to its own plane.				

<i>Bind (Infernal)</i>		Duration: Permanent	Time: Sta	
Difficulty: ESR	Range: 10	Area: Target.	EP: 1/grade of target +1	Grade: 8
Target Infernal of a named type is bound by the caster. When bound it is held in a container and can be used even outside the correct environment.				

Religions

The following are examples of relatively important religions. Most villages have one specific religion which is usually not found anywhere else. Towns and cities often have a number of conflicting religions of the type below as well as some families following village faiths that are ancestral to them. Being a worshipper grants one specific power. Religions usually provide two or more special powers connected with the deity's focus for clerics, champions or paladins. In addition each major religion has two areas in which they grant powers to their clerics. Minor village faiths may grant only one area of power, a more limited range of powers from the areas or just have a greater variety of specific powers. These general powers are described in the next section. All major religions also grant the following ability to clerics, champions and paladins:

Summon Otherworld Creature		Duration: 1 min/grade	Time: Sta	
Difficulty: Edif	Range: 5	Area: Target	Grade: 12	
The first time this ability is used it requires a 4 hour ritual and contacts an otherworld creature provided by the worshipper's deity. The type of the otherworld creature is associated with the deity the cleric worships but is usually a devil (evil), archon (neutral) or angel (good). Once contacted the ability then function like a summon spell for that otherworld creature as though the worshipper had a summoning contract with it. More than one use just means that the same creature can be summoned multiple times per day. The Grade of the creature rises with the that of the caster.				

Archinius

Archinius the Ineffable is the transcendental god of the non-conformists of Leoverdia.

Summoned Creature: Herald Angel.
 Worshippers: +1 TO
 Areas of Power: Healing, Protection.

Meditation		Duration: 2 hour/grade.	Time: Lon	
Difficulty: Avg	Range: 0	Area: Self	Grade: 1	
The caster goes into a trance. Whilst in the trance s/he does not feel pain and cannot be distracted. S/he needs no food or water and only 1/5 as much air. In this state s/he heals three times faster than normal and has +6 to resist disease or poison. 2 hours in a trance is the equivalent to a night's sleep.				

Refute Reality		Duration: UnC	Time: Lon	
Difficulty: Edif	Range: 0	Area: Self	Grade: 8	
The caster vanishes into the otherworld until the ability is cancelled.				

Barnabus

Barnabus is the god of hope and justice worshipped by the Grey Monks of Olpe Abbey and also with some popularity in other areas. The Barnabite Heretics destroyed the Aksillain Empire.

Summoned Creature: Justice Angel.
 Worshippers: +1 to hit and damage vs Worshippers of evil religions, undead, demons, archons or devils.
 Areas of Power: Protection, Resist Supernatural
 Allowed Paladins

Hope		Duration: 1 min/grade.	Time: Sta	
Difficulty: Avg	Range: 20	Area: Target	Grade: 1	

Target has +6 courage and +2 ESR against evil magic.
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Justice	Duration: Ins	Time: Sta
Difficulty: ESR	Range: 10	Area: Target
Grade: 8		
Target unjust person or creature is reduced is Dying .		

Bathesda

Bathesda is a goddess of healing popular in the lower reaches of the Sparen River and in major cities.

Summoned Creature: Guardian Angel.

Worshippers: +1 Medical.

Areas of Power: Healing, Resist Supernatural

Preservation	Duration: UnC.	Time: Qui
Difficulty: Avg	Range: Touch	Area: Target
Grade: 1		
Target corpse does not decay or degenerate as long as the caster remains within 10 squares.		

Return Life	Duration: Ins	Time: 2 hours
Difficulty: Edif	Range: Touch	Area: Target
Grade: 8		
Target corpse which has been preserved using the ability above returns to life as long as whatever problem which caused death e.g. damage or disease has now been cured.		

Celebes

Celebes is the Lord of the Sky Caravan worshipped by Buscinos and certain other rogues and nomads.

Summoned Creature: Devil Horse.

Worshippers: +1 move mounted or on foot.

Areas of Power: Curses, Destruction

Sell Anything	Duration: 2 mins/grade	Time: Sta
Difficulty: ESR	Range: 1	Area: Target
Grade: 1		
Target must buy the object the caster is selling for up to 20 sp if s/he has the money. S/he won't realise s/he has been duped for the duration.		

Buscino Exit	Duration: 5 mins/grade	Time: Sta
Difficulty: Edif	Range: 0	Area: Self
Grade: 8		
Caster can moved at full rate (including running) whilst still sneaking at no penalty as long as s/he is heading away from whoever s/he attacked or robbed.		

Galenas

Galenas of the Pale Fire is a goddess of healing worshipped by the White Nuns who have establishments in several towns and cities as well as their own abbeys.

Summoned Creature: Guardian Angel.

Worshippers: +1 Medical.

Areas of Power: Healing, Protection

Improved Healing	Duration: Ins.	Time: Qui
Difficulty: Avg	Range: 1	Area: Target
Grade: 1		
Heals 2 Hurts.		

Repair Body	Duration: Ins	Time: 2 hours
Difficulty: Edif	Range: 1	Area: Target
Grade: 8		
Heals all lost Hurts.		

Gilfig

Gilfig who walks on Wheels. God of machines. He is a popular dwarf god.

Summoned God: Machine Archon.

Worshippers: Disarm Traps.

Areas of Power: Creation, Healing

Repair Mechanism	Duration: 15 mins/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
Grade: 1		
Caster can use IN + Knowledge + Grade to repair any machine.		

Rolling	Duration: UnC	Time: 10 mins
Difficulty: Edif	Range: 1	Area: Target
Grade: 8		
Target wheeled vehicle moves at speed 8 on or speed 4 off-road.		

Grosk

Grosk the Iron is a popular religion in the Iron Marches He is the local god of war.

Summoned Creature: Lesser Iron Devil, Iron Devil.

Worshippers: +2 Toughness.

Areas of Power: War, Otherworld

Allowed Champions

Enhance Armour	Duration: 15 mins/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
Grade: 1		
Caster's armour has +3 non-magical armour.		

Iron Will	Duration: 15 mins/grade	Time: Sta
Difficulty: Edif	Range: 0	Area: Target
Grade: 8		
Caster has +4 WP.		

Hosthes

Hosthes of the Three-Faces is the god of trade and grain and is the city god of Leoverdia.

Summoned Creature: City Archon.

Worshippers: +1 Social.

Areas of Power: Protection, Creation

Loyalty	Duration: 1 min/grade.	Time: Sta
Difficulty: ESR	Range: 10	Area: Target
Grade: 1		
Target citizen or resident of Leoverdia must obey the caster as long as s/he is not commanded to injure him/herself or be in a ridiculously dangerous situation.		

Repel Enemy from City	Duration: 1 min/grade	Time: Sta
Difficulty: ESR	Range: 30	Area: Sphere 5
Grade: 8		
Target's must flee at full speed away from the city for the duration.		

Indojar

Indojar the Indomitable is the city god of Leydon. He is the god of civic pride and resistance.

Summoned Creature: Warrior Angel.

Worshippers: +2 armour vs Worshippers of other religions, undead, demons, archons or devils.

Areas of Power: Protection, Healing

Allowed Paladins

Undead Ward	Duration: 10 min/grade.	Time: Sta
Difficulty: Avg	Range: Touch	Area: 8 x 2
Grade: 1		
Creates a shimmering barrier 8 hexes wide and 2 high. Undead who fail to resist the caster vs ESR cannot cross for the duration.		

Holy Armour	Duration: 1 mins/grade	Time: Qui
Difficulty: Vdif	Range: 0	Area: Self
Grade: 8		
Caster has +4 enchanted armour.		

Mordar

Mordar the All-Seeing god of the 100 eyes is a popular dwarf religion from Zhizdra.

Summoned Creature: Eye Archon.

Worshippers: +1 Perception.

Areas of Power: Protection, Resist Otherworld

All-Seeing	Duration: 15 mins/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
Grade: 1		
Caster has Sharp Senses and can see equally well in all directions at once.		

Far-Seeing	Duration: 2 mins/grade	Time: 2 hours
Difficulty: Edif	Range: 1	Area: Target
Grade: 8		
The caster can see a vision of events up to a range of 100 km + 100 km per grade over 8. The caster can cause his/her mental presence to travel across the landscape.		

Sprogitbok

Sprogitbok the Unpredictable is the goddess of physical pleasure.

Summoned Creature: Pleasure Archon.

Worshippers: +2 Seduction, Charm and Fast Talk (Social).

Areas of Power: Creation, Social

Pleasure	Duration: UnC.	Time: Sta
Difficulty: Avg or ESR	Range: 1	Area: Target
Grade: 1		
The target's pleasure in any one physical sensation chosen by the caster is trebled.		

Ecstasy	Duration: UnC	Time: Sta
Difficulty: Edif or ESR	Range: 10	Area: Target
Grade: 8		
Target's pleasure in any one physical sensation chosen by the caster is multiplied by 10. The target is effectively incapacitated when the sensation is experienced.		

Gersora the Light Fingered

Gersora is the goddess of thieves especially burglars and pick-pockets.

Summoned Creature: Devil Thief.

Worshippers: +1 Stealth.

Areas of Power: Destruction, Resist Supernatural

Leaps and Bounds	Duration: UnC.	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
Grade: 1		
The user can use a move action to leap up to grade hexes and land without injury.		

Confusion	Duration: 1 turn/grade	Time: Qui
Difficulty: ESR	Range: 30	Area: Target
Grade: 8		
For the duration the target has -6 to perception checks and to attempts to resist fast talk. The target's memory of the period when the magic was active will be very vague.		

Veridar

Veridar the World Ruler is the god of the Dark Elves.

Summoned Creature: Ruling Devil.
 Worshippers: +1 Melee, +1 Missile.
 Areas of Power: War, Otherworld
 Allowed Champions

Guard of Power	Duration: 1 min/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
Grade: 3		
Gives +3 Armour and +4 ESR.		

Command Being	Duration: 2 turns/grade	Time: Qui
Difficulty: ESR	Range: 20	Area: Target
Grade: 7		
Target real world creature must obey the caster's commands as long as it is not commanded to injure itself or place itself in positions of outrageous jeopardy.		

Yollas the Green

Yollas the Green is the goddess of the World-River. She is popular in some villages on the banks of River Sparen and in the Haer Marsh and amongst boatmen.

Summoned Creature: River Archon.
 Worshippers: +1 swimming, boating, fishing and perception in or by a river or marsh.
 Areas of Power: Protection, Creation

Steer Boat	Duration: 1 hour/grade.	Time: Sta
Difficulty: Avg	Range: Touch	Area: Target
Grade: 1		
Target boat is directed to maintain a course chosen by the caster as though the caster was operating the tiller. The caster can do something else at the same time e.g. working the sails, fishing.		

Drive Boat	Duration: UnC	Time: 10 mins
Difficulty: Vdif	Range: 1	Area: Target
Grade: 8		
Target boat, up to the size of a barge or riverboat, can travel at speed 8 at the command of the caster even upstream. Only works on a river or in a marsh.		

Nature Pantheon

The Nature Pantheon follows a variety of nature spirits, deities and sidhe. It is common amongst Wood Elves and Gnolls. Worshipper gain +1 Survival. Higher ranking members are Druids.

High Pantheon

The high pantheon follows a group of deities popular with the High-Elves. Worshippers gain +1 Knowledge. Higher ranking members are Priests. Some example deities are:

- Shamarid Victorious Sun: god of light, justice and rule.
- Enamara Watching Moon: goddess of the night, change and women.
- Ilanran Evening Star: goddess of love, war and destruction.
- Lorvalan Shaper: god of fresh water, knowledge and creation.

Earth Pantheon

The earth pantheon follows a group of chthonian deities popular with the Gnomes. Worshippers gain +1 Stealth. Higher ranking members are Priests. Some examples deities are:

- Kor: god of men, stone, creator and maker.
- Kerra: goddess of earth, mother and grower.
- Ida: goddess of animals and girls.

- Charn: goddess of the underworld, secrets and treasures.
- Dogon: god of war and violence.
- Isvarn: god of tricks, magic and illusion.

Infernal Pantheon

The infernal pantheon follows a group of warlike and cruel deities popular amongst orcs, goblins, hobgoblins and similar humanoids. Worshipers deal +1 damage. Higher ranking members are Shamans. Some examples deities are:

- Kezarik: god of war and masculinity.
- Yaertiz: goddess of femininity and goats.
- Chodz: god of torture.
- Bogvad: god of spirits and death.

Powers of Clerics

Where a power has an attack roll it is WP + Knowledge.

In other ways these powers are classified in the same ways as magic.

Healing

Cure All	Duration: Instant	Time: 3 hours
Difficulty: Adif Range: 1	Area: Target	Grade: 14
Target is cured of all diseases and poisons. All his or her STATs are returned to normal values if lost as a result of the same. All Hurts are healed.		

Cure Disease	Duration: Instant	Time: 1 hour
Difficulty: Dif Range: 1	Area: Target	Grade: 6
Target disease is cured and takes no further effect though any damage it has already caused remains.		

Cure Poison	Duration: Instant	Time: Sta
Difficulty: VDif Range: 1	Area: Target	Grade: 5
Target poison is cured along with any ill effects it has caused.		

Healing	Duration: Ins.	Time: Qui
Difficulty: Avg Range: 1	Area: Target	Grade: 1
Target has 1 Hurt healed.		

Heal Injury	Duration: Instant	Time: Qui
Difficulty: VDif Range: 1	Area: Target	Grade: 8
Target has 2 Hurts healed.		

Minor Resurrection	Duration: Instant	Time: Sta
Difficulty: Adif Range: 1	Area: Target	Grade: 13
Target who died within the last hour but could now live (i.e. wounds healed, air to breath etc) is returned to life.		

Prevent Death	Duration: 1 hour/grade	Time: Qui
Difficulty: Dif Range: 20	Area: Target	Grade: 3
Target is no longer Dying. Target is immune to decomposition.		

Regeneration	Duration: Until Healed.	Time: Sta
Difficulty: Dir Range: 1	Area: Target	Grade: 3
Target has +4 to Recovery saves. Can only be active on one target at a time.		

Resurrection	Duration: Instant	Time: 6 hours
Difficulty: Heroic Range: 1	Area: Target	Grade: 15

Dead target who could now live (i.e. wounds healed, air to breath etc) is returned to life.

Recover STAT	Duration: Instant	Time: Lon
Difficulty: Edif	Range: 1	Area: Target
Grade: 12		
Target STAT which has been reduced by poison, disease or drain is repaired.		

Repair STAT	Duration: Instant	Time: Qui
Difficulty: Dif	Range: 1	Area: Target
Grade: 5		
Target drained STAT is repaired by 2.		

Curses

Boost Poison	Duration: 1 min/grade	Time: Qui
Difficulty: ESR	Range: 10	Area: Target
Grade: 3		
Target has -5 to resist poison.		

Cause Disease	Duration: Instant	Time: 1 hour
Difficulty: ESR	Range: 1	Area: Target
Grade: 6		
Target is infected with a disease chosen by the caster.		

Curse	Duration: UnC	Time: Sta
Difficulty: ESR	Range: 10	Area: Target
Grade: 4		
The victim is cursed with any disadvantage except Dark Secret, Dependants, Enemies, Hated, Low Social Class, Poverty or Wanted. Fanatic is only allowed if it magnifies a belief already held by the target rather than changes their goals. Physical Disability is only allowed for the -2 BD i.e. can't destroy body parts. Vengeful cannot name an initial target of vengeance.		

Destroy STAT	Duration: Instant	Time: Sta
Difficulty: ESR	Range: 1	Area: Target
Grade: 12		
Target STAT is reduced by 2. The effect lasts until the STAT is restored by magic – it will not recover naturally.		

Drain Endurance	Duration: 1 min/grade	Time: Qui
Difficulty: ESR	Range: 1	Area: Target
Grade: 1		
Target's EN is reduced by 2.		

Drain STAT	Duration: 1 hour/grade	Time: Qui
Difficulty: ESR	Range: 1	Area: Target
Grade: 5		
Chosen STAT is drained by 2.		

Hasten Death	Duration: Instant	Time: Qui
Difficulty: ESR	Range: 20	Area: Target
Grade: 3		
Dying target dies with no further saves.		

Poison	Duration: Instant	Time: Sta
Difficulty: ESR	Range: 1	Area: Target
Grade: 5		
Target is poisoned. The poison will take effect in 3 turns to 24 hours (caster specifies). The poison is Lethal or Paralyzing (Caster's choice). Lethal poison has a strength of 19+Grade. Paralyzing poison has a strength of 21+Grade.		

Strengthen Disease	Duration: Instant	Time: Sta
Difficulty: ESR	Range: 10	Area: Target
Grade: 4		
Target has -5 to resist disease – applies to the next saving throw against disease required.		

Resist Supernatural

Break Curse	Duration: Instant	Time: 1 hour
Difficulty: ESR	Range: 1	Area: Target
Grade: 4		
Applies against the ESR of the person who created the curse. If successful the curse is cancelled.		

Destroy Undead	Duration: Instant	Time: Qui
Difficulty: ESR	Range: 30	Area: Target
Grade: 6		
Target undead is destroyed.		

Dismiss Magic	Duration: Instant	Time: Sta
Difficulty: ESR	Range: 30	Area: Target
Grade: 8		
This power targets any active magic with a duration. It is resisted by the ESR of its caster. If successful the magic is cancelled.		

Dismiss Otherworld Creature	Duration: Instant	Time: Sta
Difficulty: ESR	Range: 30	Area: Target
Grade: 12		
Target otherworld creature is returned to its own plane.		

Repel Otherworld Creature	Duration: 2 turns/grade	Time: Qui
Difficulty: ESR	Range: 0	Area: 2 + 2 /grade
Grade: 7		
Ensojcellment against all otherworld creatures within or entering radius. Any which the power succeeds in hitting cannot enter the radius or if within it must try to move out by the shortest possible route without moving any closer to the caster. Any targets which cannot leave the radius cannot attack. No new attack roll is required against a target unless it leaves the radius and tries to re-enter.		

Turn Spirit	Duration: 2 turns/grade	Time: Qui
Difficulty: ESR	Range: 0	Area: 3 + 2 /grade
Grade: 3		
Ensojcellment against all spirits within or entering radius. Any which the power succeeds in hitting cannot enter the radius or if within it must try to move out by the shortest possible route without moving any closer to the caster. Any targets which cannot leave the radius cannot attack. No new attack roll is required against a target unless it leaves the radius and tries to re-enter.		

Turn Undead	Duration: 2 turns/grade	Time: Qui
Difficulty: ESR	Range: 0	Area: 5 + 2 /grade
Grade: 2		
Ensojcellment against all undead within or entering radius. Any which the power succeeds in hitting cannot enter the radius or if within it must try to move out by the shortest possible route without moving any closer to the caster. Any targets which cannot leave the radius cannot attack. No new attack roll is required against a target unless it leaves the radius and tries to re-enter.		

Otherworld

Command Otherworld Creature	Duration: 2 turns/grade	Time: Qui
Difficulty: ESR	Range: 20	Area: Target
Grade: 7		
Target otherworld creature must obey the caster's commands as long as it is not commanded to injure itself or place itself in positions of outrageous jeopardy.		

Command Undead	Duration: 2 turns/grade	Time: Qui
Difficulty: ESR	Range: 20	Area: Target
Grade: 2		
Target undead must obey the caster's commands.		

Create Undead	Duration: Permanent	Time: 1 hour
Difficulty: EDif	Range: 1	Area: Target
Grade: 6		
Target skeleton is turned into an animated skeleton or target corpse is turned into a zombie. The undead will obey straightforward commands from their creator. Each 2 grades the caster has over 6 (8, 10, 12, 14) adds 1 to the grade of the created undead. The total number of undead that the caster controls can not exceed Grade squared. If more undead are created after this than earlier ones become uncontrolled.		

Summon Lesser Otherworld Creature	Duration: 1 turn/grade	Time: Sta
Difficulty: Dif	Range: 5	Area: Target
Grade: 3		
The first time this ability is used it requires a 4 hour ritual and contacts an otherworld creature provided by the worshipper's deity. The type of the otherworld creature is associated with the deity the cleric worships but is usually a devil (evil), archon (neutral) or angel (good). Once contacted the ability then function like a summon		

spell for that otherworld creature as though the worshipper had a summoning contract with it. More than one use just means that the same creature can be summoned multiple times per day. The Grade of the creature rises with the that of the caster.

Creation

Crafting	Duration: Instant	Time: Reaction
Difficulty: Dif	Range: 0	Area: Self
		Grade: 3
Can be used as an immediate response to any failed or fumbled craft check. Allows the task to be re-rolled.		

Protect Item	Duration: Instant	Time: 15 mins
Difficulty: Avg	Range: 1	Area: Target
		Grade: 1
Target object has +6 to resist breakage.		

Make Whole	Duration: Instant	Time: 15 mins
Difficulty: Vdif	Range: 1	Area: Target
		Grade: 8
Target broken or damaged object of no more than 100 kg in weight is repaired as though it had never been broken.		

Prayer	Duration: 1 min/grade	Time: Lon
Difficulty: Avg	Range: 0	Area: Self
		Grade: 1(3)
Gives +3 advantage for a single specified action which is compatible with religion and takes place within the duration.		

Summon Sustenance	Duration: Instant	Time: 5 mins
Difficulty: Avg	Range: 1	Area: Target
		Grade: 2
Creates enough food and water to support one person for a day.		

Destruction

Break Object	Duration: Instant	Time: Qui
Difficulty: ASR	Range: 10	Area: Target
		Grade: 5
Target object must resist breakage at -3.		

Destroy Object	Duration: Instant	Time: Qui
Difficulty: Vdif or ESR	Range: 10	Area: Target
		Grade: 8
Target object of no more than 100 kg in weight is shattered. If it is being carried or worn use ESR as resistance and difficulty is always at least Vdif. If the object is magic add the total grade of enchantments on it to the difficulty.		

Pain	Duration: Instant	Time: Qui
Difficulty: ESR	Range: 10	Area: Target
		Grade: 1
Pain attack inflicting +15 + Grade damage.		

Withering	Duration: 2 turns/+1 turn/grade over 10.	Time: Qui
Difficulty: ESR	Range: 1	Area: Target
		Grade: 10
Target takes a Hurt each round for the duration.		

Weapon Breaker	Duration: 1 turn/grade	Time: Sta
Difficulty: Vdif	Range: 0	Area: Self
		Grade: 4
Caster gains the ability Weapon Breaker with penalty equal to 1/2 grades.		

Protection

Elemental Protection	Duration: 1 min/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
		Grade: 1
Caster has 5 armour which applies against fire, cold, impact from water, electricity or air damage.		

Otherworld Barrier	Duration: 10 mins/grade	Time: Lon
Difficulty: EDif	Range: 1	Area: 1 hex per grade
		Grade: 11
Creates a shimmering magical wall with no thickness. Any otherworld or undead creature is attacked by the caster vs ESR if it attempts to cross the barrier. If the attack succeeds it fails to move through it and cannot try again for 10 minutes.		

Raise Courage	Duration: 1 min/grade	Time: Qui
Difficulty: Avg	Range: 1	Area: Target
		Grade: 2
Target has +6 bravery.		

Resist Disease	Duration: Instant	Time: 10 mins
Difficulty: Dif	Range: 1	Area: Target
		Grade: 4
Target has +5 to resist disease – applies to the next saving throw against disease required.		

Resist Elements	Duration: 1 min/grade	Time: Sta
Difficulty: EDif	Range: 0	Area: Self
		Grade: 10
Caster has 25 armour which applies against fire, cold, impact from water, electricity or air damage.		

Resist Poison	Duration: 1 min/grade	Time: Qui
Difficulty: Avg	Range: 1	Area: Target
		Grade: 3
Target has +5 to resist poison.		

Shell of Protection	Duration: 1 mins/grade	Time: Lon
Difficulty: Dif	Range: 0	Area: 1 hex radius
		Grade: 6
Creates a shimmering magical wall sphere around the caster which moves with him/her. Any otherworld or undead creature is attacked by the caster vs ESR if it attempts to cross the barrier or make an attack across it. If the caster's attack succeeds then the creature fails to move through the barrier or make the attack and is Stunned for 1 turn. Any hostile spell thrown across the barrier must overcome the caster's ESR or it fails.		

Shield of Faith	Duration: 1 min/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
		Grade: 3
Gives +3 Armour.		

Social

Charm	Duration: 1 hour/Grade	Time: Qui
Difficulty: ESR	Range: 10	Area: Target
		Grade: 3
Target intelligent creature believes the caster is a good friend unless attacked or otherwise convinced otherwise.		

Don't Hurt Me	Duration: 1 Min/Grade	Time: Qui
Difficulty: Dif	Range: 0	Area: Self
		Grade: 5
Intelligent creatures who attempt to attack the caster must roll RE vs caster's CH. If the attacker fails it cannot attack. Only works on targets who have not been attacked by the caster in this combat.		

Silver Tongue	Duration: Instant	Time: Reaction
Difficulty: Avg	Range: 0	Area: Self
		Grade: 1
Caster can use this ability to re-roll a failed or fumbled Social skill roll.		

War

Cause Injury	Duration: Instant	Time: Qui
Difficulty: ESR	Range: 1	Area: Target
		Grade: 8
Target takes a Hurt.		

Deadly Weapon	Duration: 1 min/grade	Time: Sta
Difficulty: Avg	Range: 1	Area: Weapon
		Grade: 1
Target weapon deals +1 damage and counts as Enchanted.		

Destroy Courage	Duration: 1 min/grade	Time: Qui
Difficulty: ESR	Range: 1	Area: Target
Grade: 2		
Target has -4 bravery.		

Death Touch	Duration: Instant	Time: Sta
Difficulty: ESR	Range: 1	Area: Target
Grade: 13		
Target is Dying.		

Gaze of Death	Duration: 1 turn/grade	Time: Sta
Difficulty: Heroic	Range: 0	Area: Self
Grade: 15		
For the duration the caster can make a gaze attack at up to range 30. This attacks against ESR. Any target hit Dying.		

Poison Weapon	Duration: 1 min/grade	Time: Sta
Difficulty: Dif	Range: 0	Area: Self
Grade: 5		
Caster's weapon drips with poison. As long as it has some sharp points (e.g. spikes or an edge) it injects ST 21+Grade paralyzing poison acting in 3 turns into anything it damages.		

Strike Enemy God	Duration: 1 min/grade	Time: Sta
Difficulty: Avg	Range: 0	Area: Self
Grade: 4		
+3 attack against members of other religions. Provides no benefit against otherworld entities, undead or creatures with no religion.		

Special Items

High Quality Items

Well made items can be Good or Excellent and cost more.

Item	Poor	Good	Excellent
Weapon	-1 damage	+1 damage	+2 damage
Shield	-1 Hits	+1 Hits	+2 Hits
Armour	-1 armour	+1 armour	+2 armour
3 Outfits	-1 Social	+1 Social	+2 Social
Craft Tools	-1 Skill	+1 Skill	+2 Skill
Mount	Either -2 Move, -2 BD, -2 Large	DX: +1, WP: +2, IN: +1 and Either: Large +2, BD +3 or Move +1	DX: +2, WP: +3, IN +2 and Either Large +4, BD: +5 or Move +2

Enchanted Missiles

Enchanted missiles can include thrown weapons. Their magic is good for 1 shot. They count as Enchanted.

Item	Grade	Effect/Val
Magic	Lesser	+1 to hit and damage.
Magic	Greater	+2 to hit and damage.
Elemental	Greater	Deals elemental damage instead of solid damage.
Slaying	Greater	Deals +9 damage against a named type of creature.

Note on Enchanted Items

When enchanted items are created the items enchanted are limited as follows:

- If the object works on the caster such as defensive magic then the item can be a worn object such as a ring or amulet.
- If the object can direct magic at others it must be held such as a wand, rod or staff.

Multiple effects can be combined into a single item. An enchanted item (where EP have been used to be created) can only be destroyed by magic which uses EP. Otherwise if broken it can be repaired and the enchantment will still be on it.

Magic Items

Magic Items are the lower grade of enchanted items. Those marked * require a use items (magic) roll requiring 1 day which is Easy + 1 level per EP used to create them. A failed roll can be retried in 1 week. A fumbled roll can never be retried. Enchanted items only break against items enchanted to the same or a higher degree. Items marked (E) are Evil and can only be created by necromancers. Those marked (M) are created by a version of the Create Magical Item spell.

Item	EP	Effect
Armbands of Armour (M)	1/per	Provides 1 enchanted armour and 1 knockback resistance per EP if wearing no armour.
Armour of Any Appearance (M)*	3	Armour looks as though it is any type of clothing selected by the wearer.
Attack Spell Item (M)*	1/per	+1 to hit and damage/EP when casting direct attack spells.
Cloak of the Necromancer (E) (M)	3+1/per	The wearer of the cloak causes avg fear +1 level per extra EP used to a maximum of Adif.
Clothing of Confusion	1/per	+1 Dodge per EP. Can be anything worn e.g. clothing, cloak or armour.
Ensoicellment Item (M)*	1/per	+1/per EP to hit when casting ensorcellement spells.
Flying Return (M)	1	Missile or Thrown weapon returns to user on command flying at 30 per turn. It will be available to throw again next turn.
Item of Spell Absorption (M)	1 per	Item can be set to attack spells or ensorcellements when created. It absorbs 2 spells per EP used of the type selected but not including area effects. Once its charges are used up it is worthless and cannot be recharged. The user decides whether to absorb each spell or not.
Item of Farspeaking (M)*	3+1/per	Can communicate via another such item up to 10 to the power of the extra EP used in km.
Magic Armour (M)	1/per	Gives target armour +1 enchanted armour and +1 knockback resistance per EP.
Magic Shield (M)	1/per	Gives target shield +1 hit, block, to hit and damage per EP.
Magic Weapon (M)	1/per	+1 to hit and parry and damage/EP.
Spell	1	A written spell that can be read into a character's memory. Usually contained in a spell book or scroll.
Spell Store*	2/per	Adds 1 Memory per 2 EPs.
Spell Casting Item*	½ per grade of the spell + 1 EP per use.	Holds a specific spell or spells known by the item's creator and can cast them with the ability of the creator once per day plus 1 per extra EP used per day. An item can contain several spells.
Spell Resisting Item (M)	1/per	Gives wearer +1 ESR per EP.
Spell Store	2	Holds a single spell which can be used by the holder or wearer using his/her own MP.
Enchanted Trinket (M)	1	Any decorative magical item of little practical utility.
Weapon of Death (E) (M)	1/per	On a successful hit weapon deals 16+2/EP Pain damage in addition to other damage.
Weapon of Slaying (M)	3	+9 damage against named creature type.

Item	EP	Effect
Weapon of Speed (M)	3/per	Extra follow up allowed per turn per 3 EP.

Artefacts

Artefacts are the higher grade of enchanted items. Each. Those marked * require a use items (magic) roll requiring 1 day which is Avg + 1 level per EP used to create them. A failed roll can be retried in 1 week. A fumbled roll can never be retried. They are created by a version of the Create Artefact spell.

Item	EP	Effect
Armour of Lightness	3/per	Reduces Move and DX penalty for armour by 1/3 EP.
Chamber of Dimensional Travel	3/per	Once/day per 3 EP the chamber can translate 1 target to any location that the operator has a clear understanding of in another dimension. The target location must be in a large (at least 100m) open space for safety reasons. When operated a delay can be set after which the target will be returned to the chamber. The basic chamber can encompass up to Large 4 creatures and +4 Large can be added for 1 EP more. The chamber is adif to operate.
Chamber of Temporal Dislocation	3/per	Once/day per EP the chamber can translate 1 target to any location that the operator has a clear understanding of in an earlier time. The target location must be in a large (at least 100m) open space for safety reasons and the time must be at least 500 years in the past for similar reasons. When operated a delay can be set after which the target will be returned to the chamber. The basic chamber can encompass up to Large 4 creatures and +4 Large can be added for 1 EP more. The chamber is adif to operate.
Chamber of Translocation	3/per	Once/day per EP the chamber can translate 1 target to any location that the operator has a clear understanding of. The target location must be in a large (at least 100m) open space for safety reasons. When operated a delay can be set after which the target will be returned to the chamber. The basic chamber can encompass up to Large 4 creatures and +4 Large can be added for the 1 EP more. The chamber is adif to operate.
Chamber of Transmogrification	3/per	Once/day per EP the chamber can transmogrify one creature into another creature. The process takes 2 minutes. The target retains STATS, skills and abilities. All that changes is race and racial abilities. The basic chamber can encompass up to Large 4 creatures and +4 Large can be added for the 1 EP more. The chamber is adif to operate.
Elemental or Electric Armour	5+1/per	At will the armour is surrounded by its Fire, Cold, Electricity, Earth, Water or Air and counts as a damage shield dealing 18+2/extra EP damage.
Elemental or Electric Weapon*	5	On command weapon deals elemental or electrical damage instead of solid.
Rune Weapon	8	If the weapon reduces a living creature to Dying it dies immediately with no death save. If the weapon is used to kill an intelligent opponent add ¼ of the victim's BD to that of the wielder up to a maximum of 2 x the wielder's normal BD. BD gained in this way declines at 1/hour.
Shield of Lightness	3/per	Move penalty of shield is reduced by 1 per 3 EP.
Stat Boost	3/per	Adds 1 to chosen sub-STAT per 3 EP used
Vorpal Weapon	12	Weapon ignores normal armour.

Embedded Spell, Spell and Continuous Spell Items

Embedded spell items are vdif to use, spell items are edif and continuous spell items are automatic.

Ioun Stones

loun Stones cannot be created and are the most valuable magical items. Their source is unknown. loun stones are Vdif to use requiring 1 hour to attune with failure requiring 1 week's study to retry. Once each year on the anniversary of their successful attunement the owner of an loun gains 1 EP. In addition each loun stone can automatically absorb one spell cast at its owner, or which catches the owner in its area of effect, which is stored in the stone until the owner chooses to cast it as a normal action. In order to absorb spells they must be 'carried' (in fact they orbit around their owner at a range of a few feet. Alternatively they can be kept by the owner (in his/her manse for example) for security reasons in which case the EP can still be gained.

Prices and Wages

Profession	Pay
Labourer, Unskilled worker.	½ sp.
Skilled worker, non-magic using character classes on foot.	1 sp/grade.
Mounted non-magical character classes.	2 sp/grade.
Magic using character classes.	3 sp/grade

Investments are assumed for simplicity to return 10% per year.

When buying items or services Poor quality is x ½, Good quality is x3 and Excellent x 5. The minimum base price for good or excellent items is 20 sp. To get a weapon silvered adds 5 sp to the price of an arrow or dart, 20 sp to a spear or javelin, 40 sp to a dagger, axe or mace, 80 sp to a sword or 150 sp to a greatsword for example.

A character with fewer than 3 outfits is at -2 Social.

Item (Weapons)	Cost (sp)	Item	Cost (sp)
Arrow or Bolt	½	Full Medium Armour, Part Heavy Armour*	60
Arbalest	100	Half Heavy Armour*	120
Bastard Sword or Longsword (Hand-and-a-Half Cut and Thrust Sword)	70	Full Heavy Armour, Part Extra Heavy Armour*	250
Battleaxe (Hand-and-a-Half Small Cutting Blade)	25	Half Extra Heavy Armour*	500
Bec de Corbin (2H Bash and Pick)	50	Full Extra Heavy Armour*	1000
Broadsword (Cut and Thrust Sword)	50	Small Light Shield	3
Chain Flail (Flail)	50	Small Heavy Shield	15
Club (Bashing Non-Metal, can be Light or 2H)	½	Medium Light Shield	7
Composite Bow	60	Medium Heavy Shield	35
Crossbow	70	Large Light Shield	12
Dagger (Light Thrusting can be used in hand-to-hand)	20	Large Heavy Shield	60
Dart (Light Thrown Piercing)	1	Warhorse with Tack	2000
Francisca (Throwing Blade)	15	Cavalry Horse with Tack	400
Glaive or Bill (Long Cutting Blade, Long Polearm)	15	Riding Horse with Tack	200
Greataxe/Rhomphia (2H Small Cutting Blade)	30	Pack or Cart Horse with Tack	50
Greatsword (2H Cut and Thrust Sword, Long)	80	Riding Mule with Tack	250
Halberd (2H Small Cutting Blade, Thrust, Pick, Long)	35	Pack or Cart Mule with Tack	100
Hatchet (Light Small Cutting Blade)	5	Riding Donkey with Tack	50
Javelin (Thrown Piercing)	2	Pack Donkey with Tack	25
Long Spear (Long Thrusting Polearm, 1 or 2H)	5	Wagon	80
Longbow	40	Cart	40
Lucerne Hammer (Long Bash, Pick or Thrust, 2H)	60	Boat	50
Mace or Morning Star (Bashing)	20	Small Ship	1000
Mace Light (Bashing, Light)	15	Adult Slave	200
Maul (2H Bashing)	23	A young or old slave	50
Military Flail (2H Flail)	35	Major Healing at an Altruistic Temple	5% of Wealth

Item (Weapons)	Cost (sp)	Item	Cost (sp)
Military Pick (2H Pick)	25	Major Healing at a Mercenary Temple	600
Pike (2H Very Long Thrusting Polearm)	7	Preserved food/day.	½
Poleaxe (2H Bash, Pick and Thrust)	50	Prepared food/day.	1
Stave or Self Bow	10	Food ingredients per day.	¼
Short Spear (Thrusting Polearm, 1 or 2H, can be Light)	2	Animal fodder per day	¼
Scimitar or Cutlass (Cutting Sword)	50	Small House	500
Shortsword (Light Cut and Thrust Sword)	40	Medium House	1000
Sling	½	Large House	2000
Throwing Dagger (Light Throwing Blade)	15	Manse	20 000
Throwing Spear (Thrown Piercing and Thrusting Polearm, 1 or 2H)	3	Palace	80 000
Rapier or Epée (Thrusting Sword)	45	Tower	5000
War Axe (Short Cutting Blade)	20	Fort	30 000
Warhammer (Bash, Thrust and Pick).	24	Castle	50 000
Foil, Estok, Smallsword (Light Thrusting Sword)	40	Set of craft tools	80
Sabre (Light Cutting Sword)	40	Set of camping equipment and a tent	50
Quarterstaff (Bashing, Long, Light, 2H, Non-Metal)	1	Set of adventurer's gear: a pack, rope, lantern, pitons, sacks etc.	50
Quiver	3	Book	60
Part Light Armour*	5	Outfit of clothes (can be town, wilderness, work, cold weather or hot weather).	50
Half Light Armour*	10	Stay in an inn per day	½
Full Light Armour, Part Medium Armour*	15	Rent room per day	¼
Half Medium Armour*	30		

*This is armour for normal sized creatures. Add ¼ to the price for every 2 large e.g. Large 4 armour costs x 1.5. Barding for horses is therefore more expensive. Armour for Small 2 creatures costs x ¾ and Small 4 or smaller x ½.

Price for Magic Items

Alchemical products usually cost 24sp x grade. When a magic item is made on commission its cost depends on the time and EP required making it. EPs cost 1000 sp and the time for the wizard to make it will depend on his/her grade (it is around 3 x Grade sp per day) plus any cost required for materials (usually 100sp per EP used).

Prices for Spells

As writing spells require 1 EP the general cost of buying a spell is around 1000 sp. However a character can get round this cost by copying the spell from a source and using the EP him/herself. Grade 1-2 spells are actually pretty common as they are found in the spell books of novice magicians and tend only to be worth about 100 sp for the enchantment point in the second hand market.

Actually acquiring a spell whether to copy or already written depends on its grade. The higher the grade of spell the harder it will be to find and copy and higher grade spells are often guarded carefully by their owners. In general a cost of about 50 sp/grade would be typical for grade 1-3 spells, 100 sp/grade for 4-6 and 200 sp/grade from 7-9.

Paying for a spell requiring temporary MP to be cast will in generally require paying the caster for the time and effort. The wages of a wizard are 3sp x Grade per day but they may well charge more for short term tasks. As an example *Charge Embedded Spell* cast by a Grade 5 Wizard would usually cost about 4 sp per MP added to the item and a wizard would often be only prepared to charge an item by 4/day.

Experience Points

A character gains 1-3 XP per scenario depending on how successful they have been. Most characters need to gain 10 XP to advance 1 Grade i.e. at 10 XP grade 2, 20 XP grade 3 etc (there are some exceptions: Long Lived and Immortal characters need more XP per grade for example).

Each time a character advances by a grade s/he:

- Adds 1 to the chance of success at tasks.
- Adds 1 to resistances.
- Gains any class features which are gained by grade.
- Reduces fumble by 1.
- Deals 1 extra damage.
- Has 1 extra endurance.
- Every 5 grades (Grade 5, 10, 15 etc,) add 1 to Wound Limit.