

BATTLEAXE



unconquerable

order & light

Fantasy Roleplaying in the World of *Mordredica*

REFORGED EDITION

DOUG WOOLSEY AND DONALD OLSON

the power of the sorcerers lies

dreaming at the bottom of the sea



The Battleaxe RPG

Fantasy Role-Playing in the World of Mordredica



R E F O R G E D E D I T I O N

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Special thanks to Jean Kulbeth, Alex Woolsey,
and Emily Woolsey for their enthusiasm, assistance, and support.

A Note to Our Readers

To save space, when making personal reference throughout this volume we chose to use only the masculine pronoun, rather than write "he/she" or "their". This is in no way meant to lessen the importance of our female readers.

Visit Us Online

<http://battleaxerpg.com>

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The Battleaxe RPG is an adventure game
that depicts scenes of violence.
Parental guidance is suggested.

The Creeping Dead was originally published in 2004 and has been revised for this edition.

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mordredica



mordredica

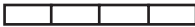
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The World of Mordredica

1" = 50 miles



mordredica



mordredica



The Story Thus Far

The Age of the Awakening

In the time before memory, the Forty Sorcerers came to Mordredica. Fleeing judgment for crimes they committed against their world, the Sorcerers sought refuge in the farthest corners of the void. They were met by the guardians of the world, the beings known as the Gods of Mordredica, and a great battle ensued. The Gods worked a deep magic and the Sorcerers were trapped on Mordredica. Unable to flee, they made their last stand against the Gods.

The battles raged and the world was formed. The Gods called upon the elves for help. They opened the Crystalline Cave – the doorway to Alnarriis, the world of the elves. The fantastic armies of the elves poured forth from the Cave and began warring against the Forty Sorcerers and their forces of Darkness. The Sorcerers sought to close the Cave and, following many great battles, succeeded in disabling the doorway. Before the Cave door was shut, however, the old enemies of the elves, those creatures known as the trolls, came through the door, sensing an easy victory over the now beleaguered elven army in Mordredica. They poured forth in great numbers and caused much trouble for the elves.

With the Cave door shut, the elves and trolls were trapped on Mordredica. Their wars lasted many years, and even the long memory of the elves began to wear thin. Generations passed. Even the elves began to think of Alnarriis as a distant legend.

In the earliest days of the war against the Sorcerers, one amongst the Gods, a warrior named Ulder, traveled to the peaks of the mighty mountains of Mordredica in search of a much needed respite. Inspired by the beauty and tranquility of the place, it was here he created a people called the dwarves. He taught them the power of stone, ore, and fire, and he taught them the most powerful secret of all – the gift of Sacrificial Magic. The dwarves used the knowledge Ulder imparted to build fantastic kingdoms. But the dwarves would soon understand why Ulder had granted them such a powerful gift.

The Age of War Against the Sorcerers

As the wars raged, the Sorcerers were captured, one by one. It was Ulder who brought them to the dwarves. He instructed them to hide the bodies away, so that they would never again see the light of day. With Ulder's help, the dwarves began construction of the Gon Bran Garak, the Great Machine. The sole purpose of the Machine was to hide the Sorcerers away forever, for the Sorcerers could never be killed, but lived in an eternal slumber, their dreams a corruption that must be buried away from the waking world.

As the Sorcerers began to fall, those that remained free vowed not to be trapped by the Gods and their armies. They worked magics both foul and profane and summoned the darkest of creatures to aid them. Among these





creatures was Acyniromon, a vile dragon of Darkness. From Acyniromon's eggs came the creatures known as the orcs. The children of Acyniromon were powerful warriors, savage and violent. They spread the destruction of the Sorcerers until darkness covered the world. And the tide of battle turned against the Gods. They began to fall in battle as Acyniromon's armies ravaged the world.

It was Lilithsil who finally killed the evil dragon on the slopes of Mount Myrmondian in Maggodsteel. After the death of Acyniromon, the armies of the dragon disbanded and the evil in the hearts and minds of the orc warriors faded. Those not born from Acyniromon's eggs were born free of aggression against the Light.

The Age of Summerfall

The power of the Forty Sorcerers was dependent upon their numbers and, with each defeat, their power waned. As each Sorcerer was captured and interred deep within the Great Machine, the armies of the Gods moved closer to ultimate victory. The last free Sorcerers had no choice but to seek to free their defeated brethren, and began launching attacks against the deepest strongholds of the dwarves. The Sorcerers used the goblins to aid them, and the Great Machine was flooded with vast hordes of Dark minions searching for the secrets that would unlock the imprisoned Sorcerers. The goblin quest was futile given the size of the Great Machine, and soon the remaining Sorcerers were forced to hide themselves away and slumber in deep, secret, arcane chambers. From their slumber, the Sorcerers continued to direct their efforts toward a plan to release the imprisoned. And so a great stalemate ensued.

The vast labyrinth of Gon Bran Garak grew ever larger, until it stretched under every corner of Mordredica. The secrets the immeasurable Machine and its prisons contained were known by very few. Knowledge of the seals to these prisons was even rarer. While the remaining Sorcerers were weakened, they were still dangerous, and more than that, they could, from their slumbers, commune with their imprisoned brethren. Even from within their prisons, the Sorcerers could wield great power. Darkness was a tide that pounded relentlessly against the dwarven halls. The imprisoned and sleeping Sorcerers were in search of the seals. Ulder came to the dwarves seeking to safely hide away the greatest of the seals. He knew they must be kept secret.

The knowledge of the seals was spirited away to a far corner of Mordredica and locked in a prison of its own, a prison more elaborate than those that housed the Sorcerers themselves. But Ulder feared locking the knowledge of the seals away was not enough, and he summoned a gathering of the greatest heroes of Mordredica to the island of Summerfall. This island would serve as both the home of the secrets of the seals, and the location of the most important seal, the one that imprisoned the most powerful sorcerer, Rylethepki, the Archlord. Summerfall itself, Ulder proposed, must be hidden away from the world. It must leave Mordredica and not return until the Gods could free Mordredica of the blight of the Sorcerers. And Summerfall must be guarded, Ulder told them. It must be kept safe in the





Dreaming Lands, the eternal death, called the Onyx Web. One by one the heroes who gathered at Summerfall pledged their lives to guard this island, the Mordredica Key. With their pledge, the Guardians of Summerfall, as they became known, were bound to the land. They were joined by Ulder himself, the greatest of all the Gods.

Summerfall, and the secrets it held, receded from Mordredica. The seas which had cradled Summerfall came together with a violence so great that they spilled over onto the land, and much of Mordredica was lost to the deep.

The Age of Gods Lost

And so only a few of the Gods remained on Mordredica. And the Sorcerers slumbered, most of them imprisoned, some free and hiding in the deepest lairs in remote corners of the world. From their chambers, the Sorcerers gathered their power and used it to strike out again and again at the Gods and their armies of dwarves, men, and elves.

Ages turned, and one after another the remaining Sorcerers were slowly gathered and imprisoned. But at a great cost – the Gods were fading. Soon there was but one remaining true defender of the Light, Lilithsil, the Dragon Slayer. Lilithsil relentlessly hunted the Sorcerers. It was during the Age of Gods Lost that Lilithsil met her demise. According to the story, as recorded in the Book of the Dragon Slayer, Lilithsil was leading a great quest to root out the Eggs of Acyniromon and destroy them. She was captured and met her death at the hands of Unglekhas the Dominator, the last child of Acyniromon. She was burned at the stake in the desert plain of Maggodsteel, under the shadow of the very same mountain where she had slain the terrible Acyniromon. Her faithful followers, the human heroes and chieftains of that desert land, stole away with her smoldering body the following evening, dividing the pieces among the chieftains of the human tribes. The Cinders of Lilithsil became mighty relics, each marked its possessor as a rightful king of men. The Cinders were used many years later to form the kingdoms of Windthrone, Kildka, and the Shining Isle. To this day, it is said that the relics of Lilithsil's body are capable of unheard of magical powers, and that the wielder of a Cinder of Lilithsil will unite the divided kingdoms of men.

As the years passed, the ebb of time eroded the memory of the armies of Light. Even the long recollection of the dwarves was warped and changed. In time, the secrets of the Great Machine passed from the consciousness of the world and descended into the realm of legend and myth, mere puzzles recorded in the arcane passages of moldering tomes locked away in deep vaults. The Gods had passed from the world. Mordredica was left to the hands of fate.

The Age of Kings

And so the elves, dwarves, and humans ruled Mordredica. They built vast empires, and warred to tear them down. The memory of the Gods seemed a dream, a passage in a book, a tale carved on the walls of forgotten stone halls. The Age of Kings marked a period of growth in the minds and spirits





of the people of Mordredica. And, although an important age, little in the way of concrete historical record survives to tell the tale of the Age of Kings. From what records survive, it is clear that during this age the elves flourished more than other races, building the great kingdoms of Lellambullia, Vaellyance, and Dreadfall. It is also clear that during this age the trolls and elves warred much, and their war was a threat to the peace of the world.

Occasionally, a Sorcerer would awaken. Such an awakening would shatter the world as the Sorcerer lashed out at the unsuspecting inhabitants of Mordredica. Each awakening proved catastrophic and changed the face of the world.

And it was such an awakening that ended the Age of Kings. Dnera Yulfalthuk Manulharis, the Sorcerer known as the Inescapable, and Zofstaas the Silent launched an attack that destroyed much of Mordredica. The elven kingdoms were lost and the world descended into a dark age in which terror and murder ruled. Dnera came very close to awakening other Sorcerers, and it was only due to the sacrifices of great heroes who rose to fight against them that Dnera and Zofstaas were destroyed. During the battle, the island of Grymnar was shattered and most of it sank into the waters of the Aethinaelion Winds.

Both Dnera and Zofstaas were imprisoned. Dnera was taken into the Locks at Urm Dal Fretal, the Deep Waterway that connects to the vast chambers below the Ilith Damming. According to legend, the dwarves were so terrorized by Dnera and his near victory that they carved him into pieces and locked each piece in a separate prison. His head, it is told, is imprisoned near the most dangerous of all the Sorcerers, Rylethepki, deep underwater in the Ilith Damming. It is also said that Dnera's eyes were pried open and his prison made of crystal, so that he could see forever the black, watery void of his prison.

Recent Memory: The Age of Winter Receding A Letter Arrives in Starladale

Spring of the Year 419

I am Shahahid Mir Taruk and I am a Paladin of the Order of the Light of the Gods. I am one of the Allied, those sworn to protect Mordredica from the Darkness and all who threaten her secrets. I am a servant of Gon Bran Garak, the greatest machine, and I am a shield for those who service and protect her.

I have just come from across the sea to the desert wastes of Maggodsteel. It was just days ago that I met one among the Bloodstones who claims to have seen the future of things. I cannot explain adequately in this simple letter, but you must understand that I was taken to the foot of Myrmondian – to the very spot where it is said that the Great Mother Lilithsil perished in flames. The prophet of the Bloodstones shared with me her vision. There in the desert, near the very stronghold of the Creeping Dead I have so longed to siege, I was shown a living dream.





And though I am not certain the vision was not magic bewitching my senses, I was shown the future that she spoke of when we first met. I saw an army of the living dead marching through the desert. Upon their black banners I saw the sign of black wings and the word, Unconquerable. Then the vision shifted, and before us I saw a horde of orcs. They marched north to your pristine glades and upon their banners there too appeared the same sign, that of Unconquerable. The vision shimmered and changed, and before me I saw knights bearing the mark of Malthorn laying siege to the Iron Fortress. Among them stood tall, black banners and upon them appeared the same sign of Unconquerable. The last thing I saw before the vision faded was a single figure. He had skin the color of dusk and eyes as yellow as a jungle cat's. He was wrapped in furs against the cold of a powerful snowstorm, and in one hand he held a single, silver key. Behind him raged a great battle of beasts and dwarves. They butchered one another until the snow plain beneath their feet ran red. And above the beasts I saw the banner of Unconquerable.

I made haste that day northward to the port of Forge Bunker, unsure of what it was I had seen. It was there I made plans to return to Grand Isle. On my last day in Maggodsteel, sentries met and killed a host of undead outside the city. I was present as a member of the Order to ensure their proper disposal by fire. Before the fire was set to the lot, I noticed that among them lay the black cloth of a banner and upon it, as in my vision, was the sign I now send to you. This is the sign of Unconquerable.

I cannot be certain of the truth of things, but I cannot leave such a chain of circumstances to chance. I am sending this letter to you now only in the hope that, were the vision shown to me to prove truthful, you might thwart a surprise attack from the south. And that, should the Unconquerable be rising from its slumber, we can protect ourselves from what can only be the awakening of our deaths.

I realize it is the height of presumptuous behavior, but I believe I have a duty to send this to you as a Paladin and as a servant of Gon Bran Garak. Even if I am but delirious from the heat of this miserable desert land. I have sent similar letters to the Lord and Watcher of Ulder and the Iron Fortress.

Hoping that I am wrong,

Shahahid Mir Taruk,

147 Spring 419

Forge Bunker, Maggodsteel





The Axefang Attack

Summer of the Year 419

Nightfang dropped his shield and put his shoulder into the back of the great ballista. The rain had fallen hard the night before, and the roads were nearly washed away in the ensuing floods. A few other orcs joined in and they heaved the ballista out of the ditch beside the road where two of its wheels had gotten mired in the muck.

Nightfang wiped the mud from his hands and from between the creases of his thick, steel armor. He marveled at the horde as it passed. Nearly two thousand orcs and war machines were now crossing into Wraithwood. In just days they would be at the Bloodroot River, and a day after that, into Starladale proper.

Five thousand more were to join him soon after that, and once the Slaywolfs had been strangled and beheaded, the army that now besieged Unglahine would follow him across the Bloodroot and into Starladale.

The Iron Fortress

Fall of the Year 420

"Come along, you dogs, we're taking this gate by nightfall or not at all!" Knight Erull of the Third Warden shouted as the battering crew passed him on the bridge. Fires burned on the other four bridges spanning the Dunollari Crevasse. These five bridges were the only above ground routes into the Iron Fortress, and the dwarves had thwarted him at three others by setting demolitions to them and sending his men over a thousand feet to their deaths.

Damned dwarves, he thought. But Erull had them on the run, he was certain of it. He'd pushed deep into the Fortress the day before, until the dwarves rallied and pushed him and his men out. Erull was determined to breach the Fortress once more, if even for a few moments. He had been ordered to devastate the dwarves, and so far his campaign against the fortress had been successful. He was worried, though. He'd had to give up three hundred of his men to ride south and fortify the Malthorn position on the Cherrundian River. It seemed Malthorn's southern neighbor had sided with the dwarves. Now, there were some five hundred Ilithian Knights coming toward the Iron Fortress from the river. Dwarf or man, he would slay them, Erull thought.

On the bridge ahead, one of the large stone doors cracked under the weight of an orc battering ram. Mercenaries, Erull decided, had turned the tide of this battle. Orcs here on the outside laying siege, and goblins on the inside preparing to attack the dwarves from the rear. Erull knew without a doubt that victory was certain.





Timeline of Recent Memory

The Age of Winter Receding

- ❖ 01: The dwarven scholar Grumdin Olf Thronak declares the Age of Winter Receding and the end of the Age of Kings.
- ❖ 10: The goblin city of Katikkitikrek is captured and destroyed by the dwarfs.
- ❖ 24: Human clans in Ilith rebuild their kingdom with the help of Ston Than Varrik, the dwarven lord of the Iron Fortress.
- ❖ 27: The Mage Wars begin on the island of Grymlore. The strife spreads to adjacent islands, including Lellambullia and the Shining Isle. Legends say the wars were between two opposing factions of the same Mage guild.
- ❖ 31: Lellambullia is reoccupied by Dark forces during the Mage Wars.
- ❖ 76: Vyltheryn, the Nightshade king of Alarcesis, is overthrown and flees the death sentence placed upon him by Lucentblood Noryllion.
- ❖ 177: Windthrone, the kingdom of men in Blackstitch, is born.
- ❖ 192: The Creeping Dead swarm over Maggodsteel. Orc hordes are forced to spread northward across the Dragonback Sea. They arrive in the human realm of Windthrone, a land the orcs call Blackstitch, and war breaks out between the orc hordes and the humans of Windthrone.
- ❖ 200: Suprel the Undeniable rises from his prison.
- ❖ 202: The dwarves fear they cannot stop Suprel alone and enlist the aid of many other races. The dwarves teach these allies the secrets of Sacrificial Magic at a remote location somewhere deep in the dwarven lands. Among the pupils is Oglamond.
- ❖ 207: Oglamond experiments with Sacrificial Magic in a way that offends the dwarves. They consider Oglamond's experiments an affront to Ulder and to all of magic. The dwarves banish him, but before he leaves, Oglamond steals the sixteen great Moonstones from the dwarf king's treasure hold.
- ❖ 208: Oglamond escapes to Blackstitch, the dwarves on his heels for months. He hides himself among the strongest of the warring tribes, the Slaywolf clan. Here, he learns increasingly more about Sacrificial Magic and begins teaching it to other orcs. Although magic does not usually come easily to orcs, Oglamond's methods are different. This blood magic seems second nature to them.
- ❖ 209: Oglamond and his pupils are known as the Bloodstones. They flourish in Blackstitch where the orcs are battling humans for control. To this day, the dwarves hate the Bloodstones and all who choose to learn Oglamond's perverted form of Sacrificial Magic. The dwarves have vowed not to rest until each Bloodstone is killed. This shame and their anger towards Oglamond fuel their relentless crusade against





agents of the Darkness and all users of Sacrificial Magic who are not affiliated with the Order or the Runemakers.

- ✿ 210: Once a land of men and elves, Blackstitch is conquered by the orcs and Windthrone is destroyed.
- ✿ 225: Suprel is defeated by a combined force of dwarves, men, and elves near the Lonely Watch. Those humans who took part in the war against Suprel pledge an eternal oath to always guard Mordredica from the Forty Sorcerers and their agents of Darkness and destruction, creating the Order of the Light of the Gods.
- ✿ 228: Jezzaret the Proud teaches Sacrificial Magic to Ithirym, a Corpus Inferia Necromancer. Jezzaret the Proud is an upstart mage who learned the art on the battlefield, fighting against the forces of Suprel the Undeniable.
- ✿ 276: After decades of fighting, Blackstitch is united under one orc king.
- ✿ 279: The orcs of Blackstitch pour into Starladale, beginning a war that will last for 32 years.
- ✿ 281: The human kingdom of Griffonrock is established.
- ✿ 311: Blackstitch and Starladale cease warring.
- ✿ 320: By this time, trade is flowing freely between Starladale and Blackstitch.
- ✿ 412: Vilunious takes the Moonstone from Humpinstoad. The great knight Ilphistar is killed while attempting to stop his brother from taking the Moonstone.
- ✿ 417: Vilunious trades the Moonstone for Poleblod's Journal.
- ✿ 419: The Axefangs attack Unglahine, Wraithwood, and Starladale in the summer. By fall, the elves have pushed the Axefangs back across the Bloodroot River. The Slaywolves flee Unglahine and establish control over the lands east of Firespade.





❖ 420: An old dispute concerning control of the Gherrundian River causes the king of Malthorn to lay siege to the Iron Fortress. As Ilith sends a contingent of knights to aid their dwarven allies, Malthorn escalates the war by enlisting the aid of orc, goblin, and wulfir mercenaries. Late in the year, part of the Iron Fortress falls to the goblins and Malthorn pillages the libraries and stores there.

❖ 421: The Order sends an army north to reclaim the Iron Fortress for the dwarves. The army is destroyed by the goblin force there.

❖ 422: Malthorn and Ilith fight their first real battle of the war at Valor Castle. The army of Malthorn is defeated.

❖ 423: A dwarven army led by Thulren Derind attempts to retake the Iron Fortress. The army secures the fortress and lives there for three months before being overrun by goblins. It is during these three months the dwarves discover that the Book of Seven Gates was lost when Malthorn pillaged the city. News of the lost book reaches the Order and an emissary demands the return of the ancient book of dwarven secrets. The Order's demand is not met.

❖ Also during the year 423, the war between the Axefangs and Starladale continues, as elven armies fight the orcs in Wraithwood.

❖ It is during the year 423 that the wulfir of Grahahigohk open their town to trade with Callista Company and other merchants.

❖ 424: The army of Griffonrock destroys an orc army on the Black Plain. Suffering heavy losses, the human army is forced to retreat, but news of the victory spreads quickly throughout the realms. This same year, the elven hero Asterlion is killed fighting near Burning Tree. His head is taken by the orcs and paraded before elven troops captured in the battle. The elves are set loose to carry the message of Asterlion's defeat back to Alarcesis.

❖ In the summer of 424, a thief steals the Book of Seven Gates from a Malthorn treasure hold in Northwind.

❖ 425: A letter arrives in the Shining City that describes the situation of the Fortress at Frostburg as dire. The dwarven fortress is under attack.

❖ The Present Year, 425



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The World of Mordredica

1" = 160 miles



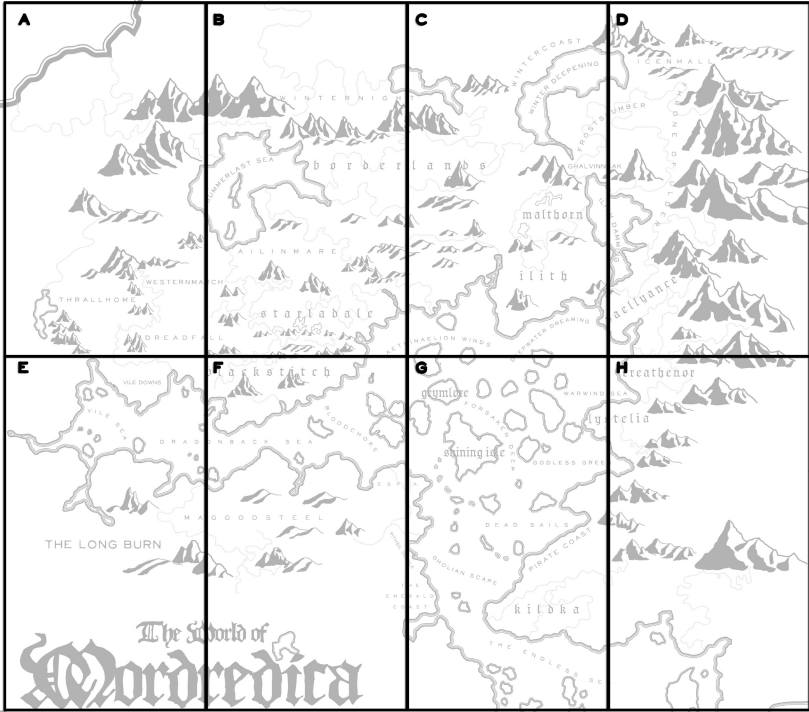
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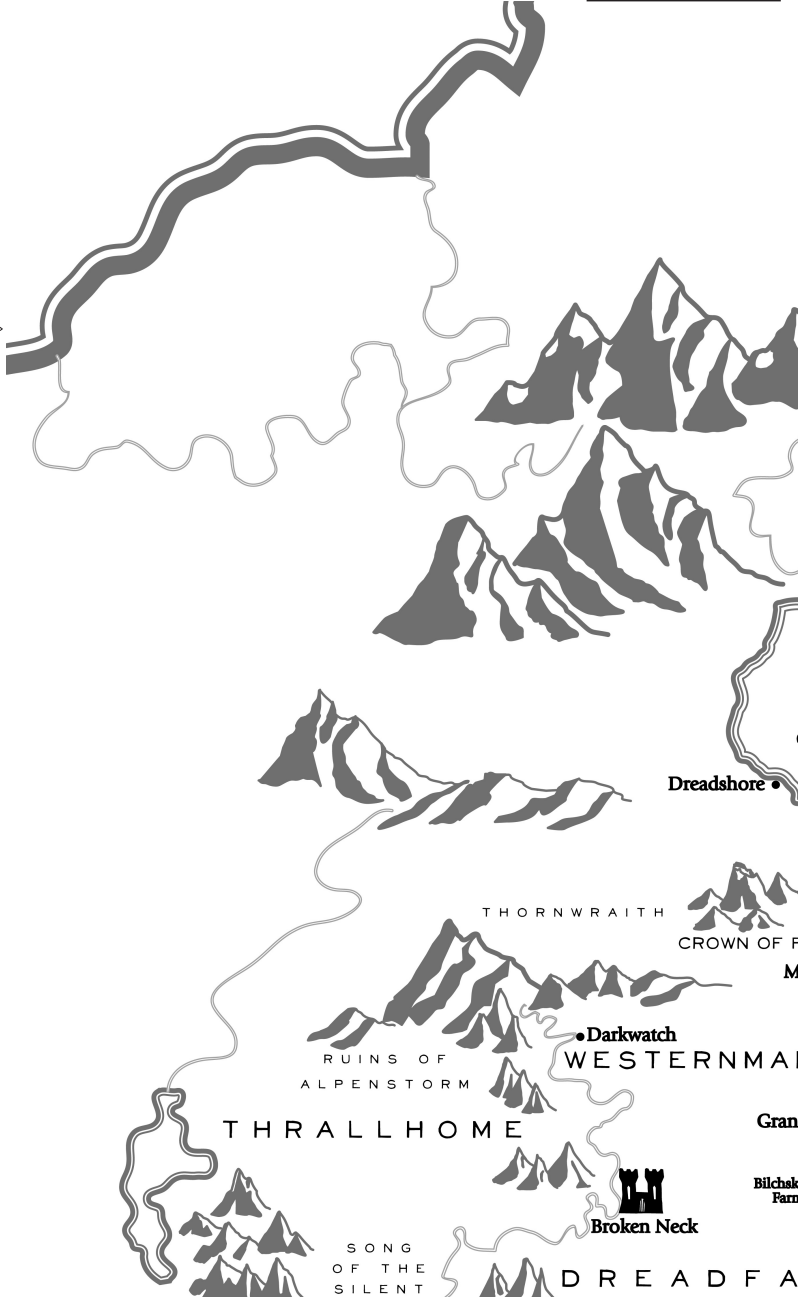
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MAP A

1" = 60 miles



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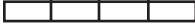


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1" = 60 miles



MAP B



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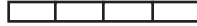
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MAP C

1" = 60 miles



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the power of the sorters lies

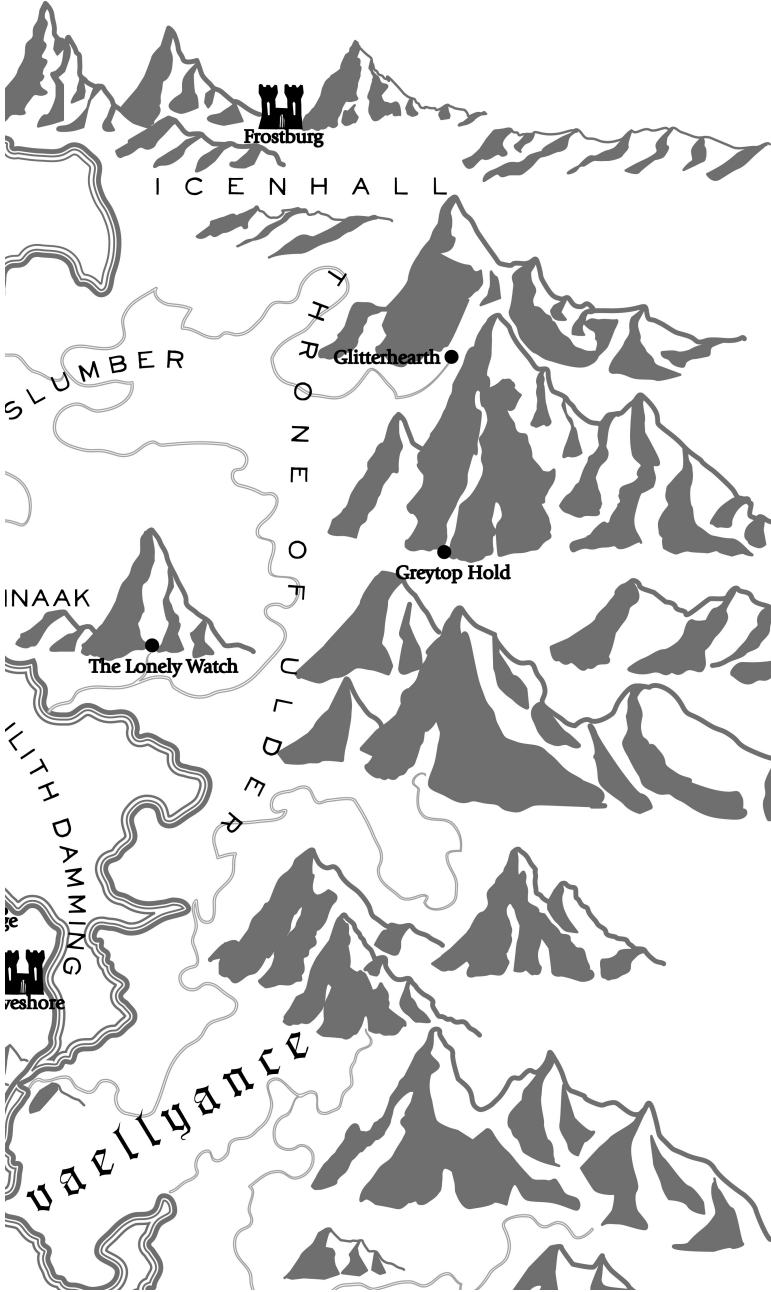
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1" = 60 miles



MAP D



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The Lonely Watch

Frostburg

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Glitterhearth

Greytop Hold

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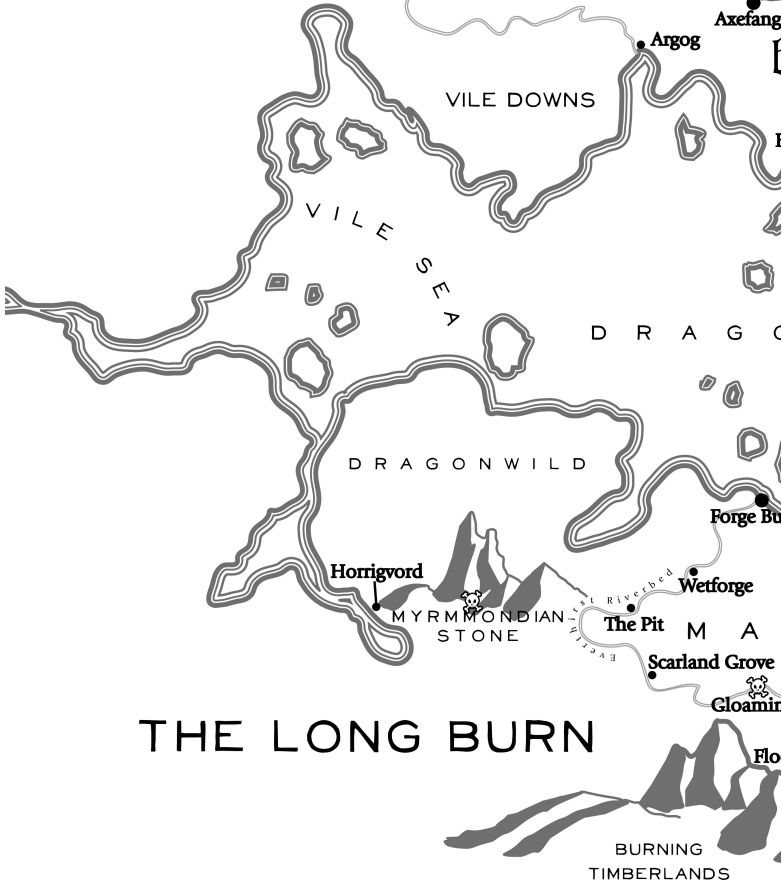
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1" = 60 miles



MAP E



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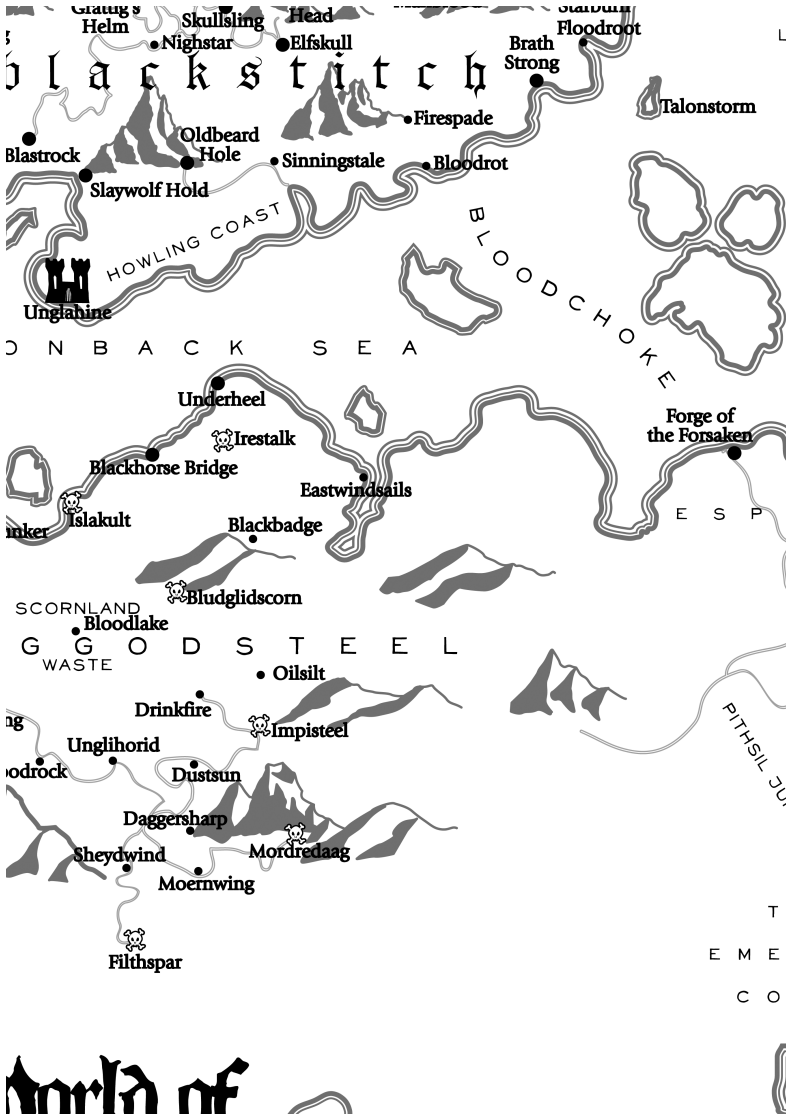
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1" = 60 miles



MAP F



World of Mordredia



Mordredia



Mordredia

the power of the sorcerers lies

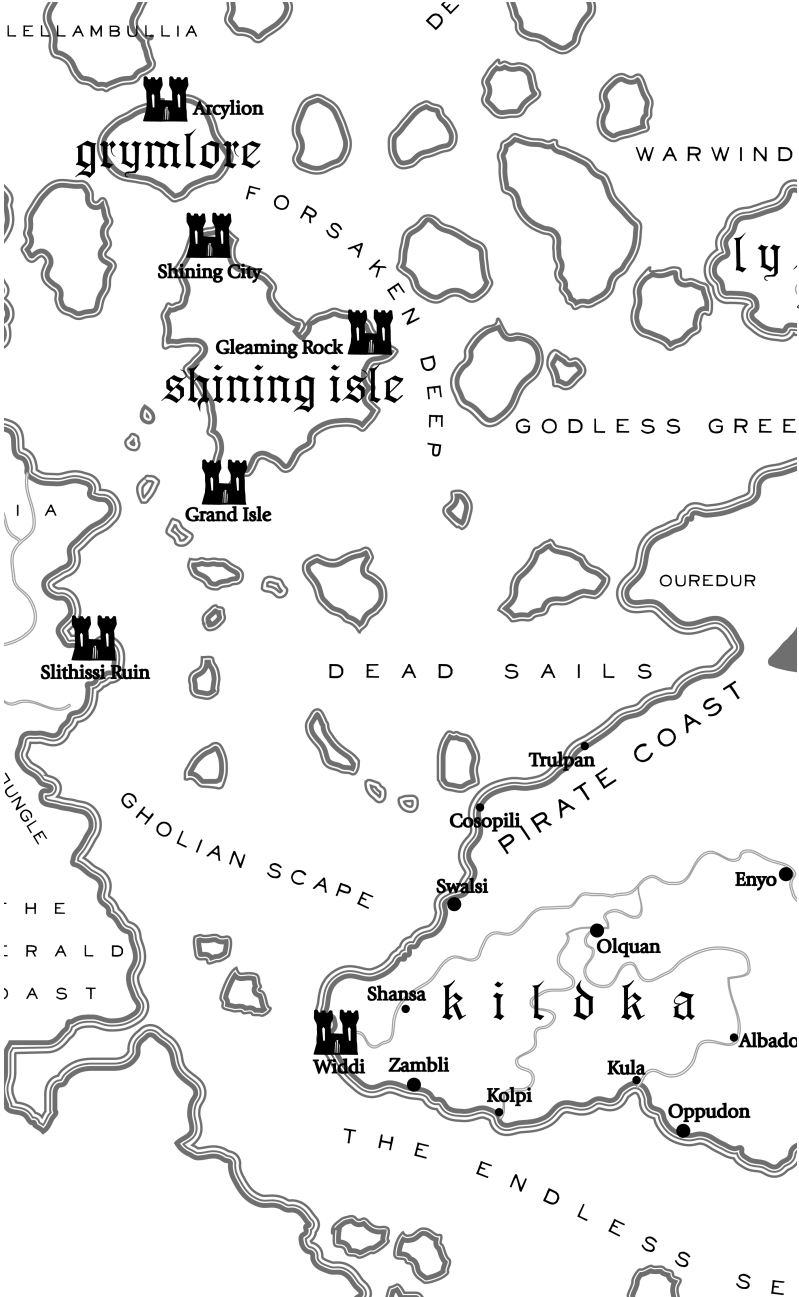
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1" = 60 miles



MAP G



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1" = 60 miles



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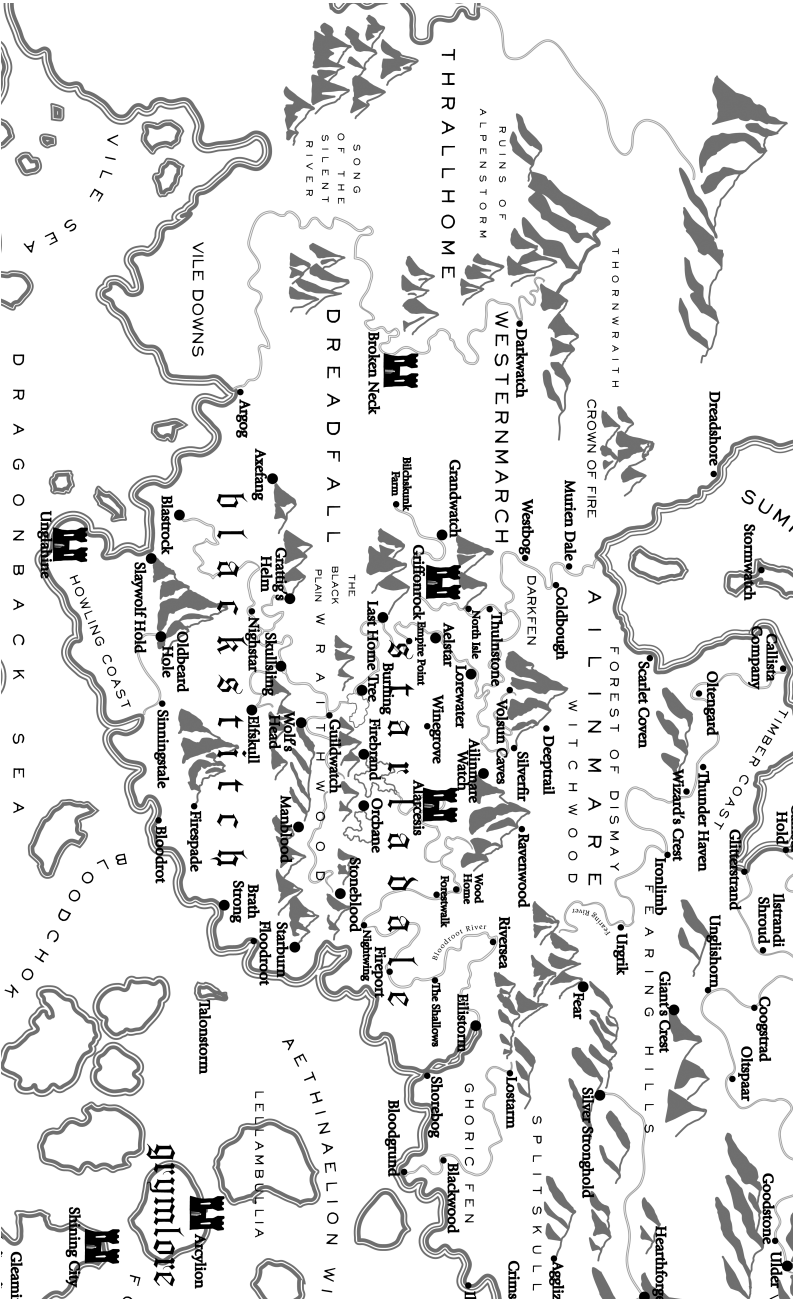
E A



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The Lands of Mordredica

Blackstitch

Once a land of men and elves, Blackstitch was conquered by the orcs in 210 and became a nation under one orc king in 276. Since the orc takeover, Blackstitch has evolved into a large, modern kingdom with big cities and a thriving economy. Following the declaration of peace with Starladale in 311, Blackstitch has become steadily more metropolitan. While most of the inhabitants of Blackstitch live in segregated sub-societies, Blackstitch is a successful model of an orcish nation building amidst a conquered people. This success is now somewhat threatened, however, by the rise of the Axefang clan. Since the civil war of 419, humans and elves are barred from Axefang territory (their almost certain death being the primary deterrent), which constitutes all of Blackstitch west of Firespade. In the remaining Slaywolf-dominated lands east of Firespade, elves, humans, and even dwarves still remain an important part of society, especially as traders and merchants.

Blackstitch, though advanced both socially and economically in its more populated regions, is predominantly rural, with long, uninhabited stretches of scrub forest wilderness and dry, broken hills. The weather is temperate most of the year, and there are short, cold winters in the northern part of the kingdom. Nearing Wraithwood, the terrain becomes mountainous and forested and is scattered with deep rivers and lakes. The war begun in 192 between the allied armies of men and elves and the invading army of orcs was centered in Wraithwood, and relics of their battles are still littered across the fields that were once choked with combatants. When traveling through northern Blackstitch and the wilds of Wraithwood, it is not uncommon to pass the ruined hulks of catapults and toppled towers, or tall stones commemorating battles or the bravery of a particular legion of warriors.

The seat of the king's power is traditionally at Unglahine, which overlooks the Dragonback Sea. From this fortress, the king issues all of the laws of Blackstitch and his staff of war chiefs implements both military and social policies. Orders from the king are disseminated to the populace via the military and are enforced locally in the cities, towns, and villages of Blackstitch.

Only the strongest of orcs may be king, and he who rules must literally fight his way to power. When a king is ill, dying, or has recently died, tribes that are allowed to vie for kingship send their most powerful fighters to Unglahine. There, these warriors battle to the death. The victor is crowned king of Blackstitch.

Even as a land boasting marked sophistication in many arenas, Blackstitch is an orcish nation, and its laws reflect the orcish nature. For instance, it is legal to kill a foe in an argument if the foe has pilfered food or valuables. Fighting to resolve conflicts, usually supervised by a minister of justice such as the local war chief or priest, is encouraged and viewed as a healthy





alternative to stewing over one's problems. It is strictly illegal to steal or to attempt to court the spouse of another, and both crimes receive a penalty of maiming or death. Orcs do not believe in locking up criminals and are characteristically cruel when it comes to sentencing a crime. Criminals are usually dealt with at the time of capture, unless interrogation of the culprit or some other profitable exchange, such as ransom, is desirable.

Blackstitch has an impressive military, with a force of well-armed fighters and mages. The kingdom has had difficulty producing ships, however, and Blackstitch is not invulnerable when defending its local waters or patrolling the Dragonback Sea.

Economically, Blackstitch is a moderately wealthy kingdom. Most profits are levied in taxes imposed on trade and tolls on the major roads, but exports such as arms, salt, spices, and livestock comprise a significant portion of the kingdom's income. Since the advent of peace with Starladale in 311, trade between orcs and elves has seen a dramatic rise. The improving trade relations have caused political problems for the king, however, as many among the orcs view any relationship with the elves as a sign of weakness.

At the present time, there are two distinct powers in Blackstitch. The king's tribe, the Slaywolves, are at odds with a new and rising force of orcs called the Axefang clan. Slaywolf is the undisputed king, but his determination to strengthen Blackstitch through trade with elven and human nations has enraged traditional groups bent on resurrecting the old wars with the elves. The Axefangs are a group of warchiefs living in western Blackstitch who have strong ties with the trolls of Dreadfall. The trolls are the mortal enemies of the elves, and the burgeoning relationship between the western Blackstitch orcs and the trolls has caused alarm in Starladale and other elven communities. In 401, four powerful warchiefs united under the banner of Axefang (one of the tribes allowed to contend for kingship). These Axefang orcs openly defied Slaywolf, an act punishable by death.



D R A G O N B A C K S E A





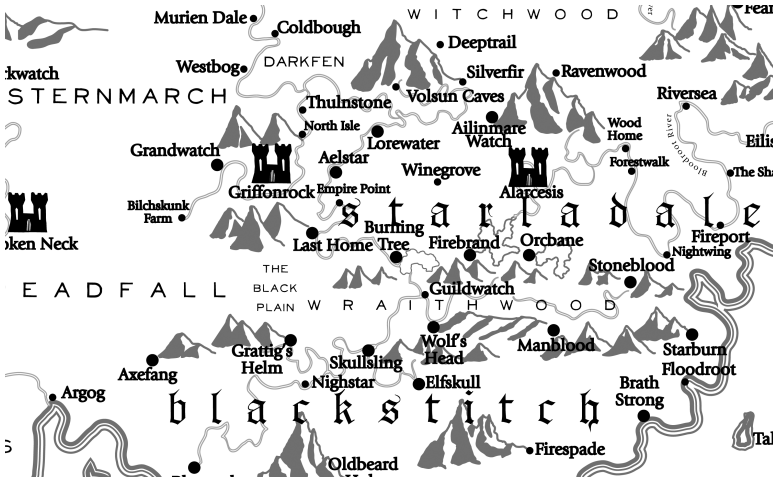
Slaywolf sent his best warriors to confront the rebels, but the battle did not go well for the aging king's forces. Today, the Axefangs exist as outlaws in the eyes of the king, but their power grows throughout Blackstitch every season that Slaywolf fails to destroy them. Presently, the Axefang clan has control over the fortress at Unglahine.

Many races live and work in Blackstitch, although the urban areas are predominantly inhabited by orcs. Elves and men are allowed safe passage throughout the kingdom by law, but with the rise of the Axefang tribe, many regions, especially much of western Blackstitch, have become unsafe for elven and human travel.

Starladale

Fleeing invading orcs, the men of Blackstitch retreated north into the elven kingdom called Starladale. There, the humans found a quiet land of untouched forests, a vastly uninhabited paradise home to only a few groups of elves. The humans and elves remained distant from one another, only occasionally engaging in trade, until the orc invasion of Starladale began in 279. Forced to unite in order to repel the horde, the two races eventually formed a joint governing council led by elders representing both groups. This council oversaw the military operations and economic workings of Starladale and was able to force the orcs of Blackstitch to sue for peace in 311. Since that time, Starladale has become a grand kingdom, a land divided equally shared by humans and elves, with many regions moving closer to complete integration each passing year.

Starladale is a wealthy kingdom, serving as a trading hub for all of the surrounding elven and human settlements. The economy of Starladale was benefited by the declaration of peace with Blackstitch, as the orcs import a huge amount of strong timber from Starladale, and traders are now able to travel between the kingdoms without fear of hostility, (except in the Axefang-controlled territories of Blackstitch). Additionally, Starladale





serves as a gateway to the vast wilderness regions to the north and west, lands free of government or law and teeming with danger. Monsters frequently wander out of Darkfen or Ailinmare to raid villages along the frontier. Despite the dangers of these wild lands, settlers, both human and elven, have been moving into Ailinmare in huge numbers since around 340. Many towns, trading posts, and border forts can be found in these wild lands, and all receive goods and support from Starladale.

Starladale does have trouble with the fen gnolls of Darkfen. There is constant warring in the swamps and dark forests of that land. Additionally, pirate raids occur with alarming frequency along the southeastern coast, and the seafaring raiders have taken to plundering villages and sacking military ports whenever possible. Recently the elves of Starladale have also encountered their old enemies, the trolls. Troll attacks from the west have increased in frequency following the construction of the trollish stronghold of Broken Neck in Dreadfall.

The majority of the elves living in Starladale are Woodlanders by birth, although some groups living along the coast are of Shellback descent. The ruling class is almost exclusively composed of Lucentblood.

Starladale's elves, especially the Lucentbloods, are largely tolerant of humans. There are some groups in the integrated kingdom who wholeheartedly despise humans and openly vocalize their disdain for them, especially now that the orcish invasion is over and it can be argued that an alliance is no longer necessary. Such elves, especially the Nightshades among them, seem to be growing in number but do not yet have the ear of the ruling council.

Starladale is as powerful militarily as it is economically, with a well-funded human cavalry and an elven mage corps. In close proximity to the vast southern ocean, Starladale employs a sizeable naval force.

The human kings of Starladale (who rule from Griffonrock), although technically autonomous, have a long history of deferring to their elven counterparts in times of war or crisis. It has always been important for the human nobility of Starladale to remain reverent and thankful for the refuge provided those centuries ago. But over the past few years, disputes among human merchants and orcish trade factions have resulted in open conflict, and war has become a favorite topic among a growing number of wealthy human merchants. This is an embarrassment for the human nobility on the ruling council, as war with Blackstitch is not desirable for either the humans or the elves of Starladale.

Starladale is currently at war with the Axefang tribe of Blackstitch. The battle has reached a stalemate along the Bloodroot River that marks the border between Starladale and Wraithwood. Across this river, the elves launch attacks and defend against orcish incursions. Wraithwood has become a war zone, a dangerous frontier between the warring realms.

Griffonrock

Forming the western border of Starladale is the human kingdom of Griffonrock. The seat of this small kingdom is the Fortress Griffonrock and





its borders stretch westward to Grandwatch.

Griffonrock recently joined the fray and sent soldiers and knights south to fight the Axefang orcs. With reports that the trolls are on the march in Dreadfall, many in this kingdom are preparing for war in the heart of the homeland.

Ailinmare, Darkfen

The borderland wildernesses of Darkfen and Ailinmare have long been marked on maps with the skull and crossbones, signs warning the unwary traveler to take heed. The treacherous, untamed forests of Ailinmare and the wet, wooded lowlands of Darkfen are brimming with monsters, animal and humanoid alike.

Unlike Darkfen, however, Ailinmare has given up her borderlands to settlements and townships. Despite the dangers of horrid wolves, gnolls, and other nightmarish creatures, adventuresome settlers have carved their niche in the outlying forests of the land. Funded mostly by the kingdom of Starladale, companies with an eye on timber or a mind for mining set out almost weekly, groups of skilled craftsmen, laborers, and hired swords striking out into the dark trails of Ailinmare's interior to places like Silverfir, Deeptrail, and Ravenwood.

The farther north and west one travels into Ailinmare, the more treacherous the route becomes as the forests thicken to the point of becoming impenetrable. It is here that one can spot dragons, gnoll clans, and witchbreed. This uninhabited expanse eventually becomes the haunted wood called the Forest of Dismay, a land of ghouls, angry spirits, and all things dark. Legend has it that the Forest of Dismay was once home to a great power, a Darkness black enough to pique the ire of the Gods – none other than one of the Forty Sorcerers.

To the far north lies the Summerlast Sea, and on its southern shore the lands known as the Timber Coast. Here, an enterprising guild called the Callista Company ships its trade in lumber, ores, and other goods, primarily selling to the settlements in the Borderlands. The Callista Company is part of a





trend: the rise of powerful merchant guilds seeking their fortunes in the untamed wilds.

On the northwestern border of Starladale, the silver forests of that great land fade into the twisted evil of Darkfen. Here, corruption has taken root. Vile fen gnolls, poisonous woodland spiders, giant snakes, and sticklecrod work their Dark Magic, occasionally striking out across the border into Starladale. This is a black place where only the heartiest adventurers tread.

Westernmarch

Beyond the sullen bogs of Darkfen, the magic of the forests is renewed and a glittering plain called Westernmarch rises up like a watchtower in the gathering dark. This is the western borderland, a place where the ancient war between the elves and the trolls is still waged on a daily basis. In this frontier realm, human and elven towns must stand wary against the evils of Darkfen and the chaos of the trollish hordes that sometimes strike from the south out of Dreadfall.

It is here that settlers brave the trollish threat, wandering beasts, and the perils of frontier life in places like Darkwatch, Grandwatch, Bilchskunk Farm, and Murien Dale.

Dreadfall

In the northern reaches of Dreadfall, the great stone fortress called Broken Neck rises above the plain. This is the primary troll stronghold in central Mordredica and was designed as an outpost from which to wage war on the elves of Starladale. It is said that Broken Neck is connected to the mountains of the north by a series of tunnels, and that this is how the trolls supply their troops here.

Broken Neck has become a problem for the elves because trolls from this region have started raiding Westernmarch and Starladale. To make matters worse, the Axefang orcs of Blackstitch allow the trolls passage through their kingdom, and groups of trollish warriors have been involved in orc raids on Starladale from the south. The evidence suggests that the trolls wish to join forces with the Axefangs. This could lead to a full-fledged invasion of Starladale and the human kingdom of Griffonrock.

Borderlands

The Borderlands form the last northward collection of organized settlements for many hundreds of miles. These settlements comprise a series of forts, towns, and work camps situated at the edge of the Thunderguard River, the informal border separating the civilized world from the perils of the Blackfin Forest.

The terrain here is largely forested, and it grows colder and more mountainous the farther north one travels. Bordering the civilized kingdoms to the north is the Blackfin Forest, a completely untamed place, home to the very aggressive wulfir, many tribes of gnolls, kobolds, and the dreaded Blackfin Clathwitch. It is here that the Greyback pack of wulfir





have settled in the western part of the forest and declared their wish to pursue peaceful relations with the inhabitants of the Borderlands.

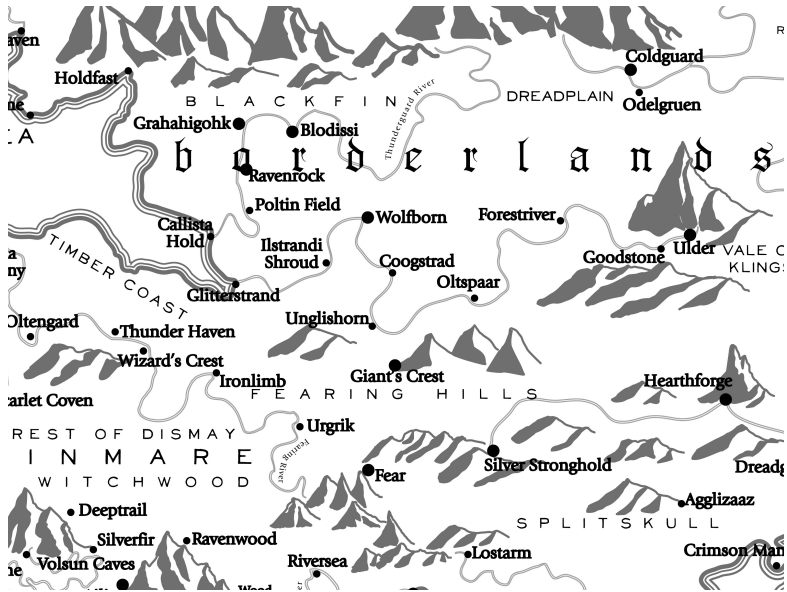
Fearing Hills

Stonejaw the Old, his two wives (daughters of the black-hearted frost giant Thear), and his horde of ten thousand orcs settled in the toothy, primordial mountains now known as the Fearing Hills in 193. Here they battled giants, gnolls, and other orcs and built the infamous Stronghold of Fear that commands the passes leading through the Fearing Hills. Over the years, the Stonejaw orcs have repeatedly raided the lowlands east of the Fearing Hills, eventually establishing settlements and permanent camps on the arid plains in the east of Splitskull.

The Stonejaw orcs living in the Fearing Hills are completely hostile to other races, including the less aggressive, indigenous Fearing Hills orcs. Travelers should be aware that this is a land of fierce enemies, ruled by a hostile group of orcs. Provocation is a certainty.

Splitskull

The broken steppes that lie at the feet of the Fearing Hills are called Splitskull. This region is home to loose-knit settlements of orcs, elves, gnolls, and men. Splitskull is a dark and unforgiving land marked by windswept plains, deep, dry gulches, and rocky foothills that fade slowly into the low marshlands that mark the start of the Ghoric Fen. Towns are few and far between, and those that thrive do so with the help of strong walls and well-drilled militia, since raids from rival towns or wandering bands of





marauders are a frequent occurrence in this lonely, forsaken land.

Ghoric Fen

The dry, rocky hills of Splitskull fade into the lowland coastal area known as the Ghoric Fen. Here, the land becomes a vast, murky, deciduous swamp – a nearly impenetrable maze of trees and deep, boggy vales.

The Fen is home to many creatures and very few settlers dare to penetrate its secrets. A few merchant towns do exist along the Aethinaelion coast, but the unknown dangers of the Fen keep all but the heartiest adventurers away.

Vale of Kings

Among the vast, secluded valleys west of the Gherrundian River lies the Vale of Kings, an ancient burial ground for the dwarven kings of old. Around the Vale of Kings, a number of dwarven villages have sprung up in the last 100 years, forming a convenient trade outlet for the dwarves living in far away Ghalvinnaak. Kingdoms such as Ilith, Blackstitch, Starladale, and the settlements in the Borderlands all trade with the dwarves via those towns that skirt the Vale of Kings.

Over the past fifty years, trolls have occasionally been spotted in the Vale, and recent expeditions have uncovered a trollish settlement in the northwestern hills there. The dwarves of the Vale have thus far hesitated to start a conflict with these newly discovered trolls, but they fear that a confrontation may become necessary in the near future.

The dwarven fortress called Ulder sits in the mountains at the head of the Fearing River. This is a gigantic fortress and one of the gateways into the Great Machine. Ulder is home to some seventy-five thousand dwarves (and possibly many more), and trade is robust between that city and the Borderland villages along the Fearing River.

Ilith

Traveling across the broad expanse of the Fearing Hills, humans arrived in the Ilith region around the year 180. Here they built a small kingdom nestled among thick forests and broad valleys, a land of quaint villages and towns. At its most powerful, Ilith was the center of human culture east of the Fearing Hills and assisted in the seeding of many kingdoms, including Malthorn and the towns and settlements of the Ghoric Fen and the Borderlands.

In the late part of the Age of Kings, Ilith came under attack by a force of wild men, gnolls, and kobolds led by a sorcerer named Zofstaas the Silent, who later proved to be the Sixteenth Sorcerer. Zofstaas was eventually defeated but Ilith was largely destroyed in the process. Ilith has since recovered, but not to the degree of its former glory.

Ilith has strong ties with the dwarves of Ghalvinnaak, the Iron Fortress, and the Vale of Kings. In 420, Ilith sided with the dwarves in their war against





the humans of Malthorn. Since that time, Ilith and Malthorn have been in a state of perpetual distrust. The two nations have grown to despise each other and border raids are frequent.

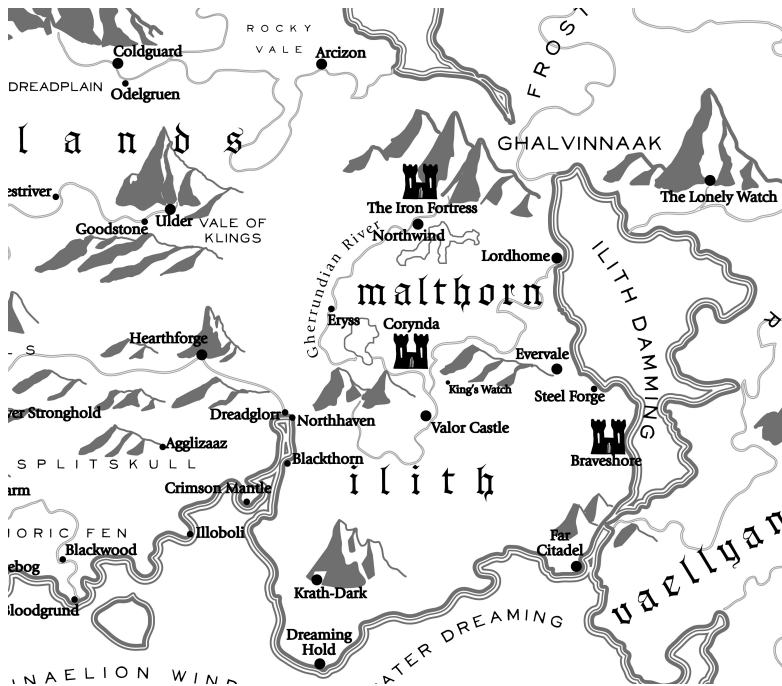
Ilith is the site of many ancient dwarven structures, including the Krath-Dark, a huge well positioned below an abandoned dwarven mountain city. The dwarves still service the Krath-Dark and seek access to the structure once or twice every seventy-five years.

Malthorn

The men of Malthorn settled that land sometime around the year 199, fleeing eastward as orcs invaded the lands now known as Blackstitch. Malthorn is a land of cool dales, vast forests, deep rivers that facilitate trade, and deep lakes to fish. This region is largely forested and mountainous, an idyllic kingdom with vast amounts of natural resources at its disposal.

In 420, the king of Malthorn found himself in a feud with the dwarven king of The Iron Fortress. The feud turned into a battle, and the battle, a war. The dwarves turned to Malthorn's southern neighbor, Ilith, for help, but even the combined force of dwarves and Ilith knights couldn't stop the outer ward of the Iron Fortress from falling. Since that time, Malthorn and Ilith have been bitter enemies.

Malthorn is a human land. The people there are very suspicious of other





ances and treat them poorly, often jailing foreigners for petty crimes or on trumped-up charges.

Ghalvinnaak

The passage of land between the northern shores of the Ilith Damming and the southern shores of Winter Deepening is known as Ghalvinnaak. This is the ancient gateway to the high mountain home of the dwarves. This land is cold and largely unpopulated, with the exception of a few dwarven fortresses and human settlements. Giants, gnolls, and other creatures freely roam Ghalvinnaak.

As the broken, heather-covered slopes rise toward the mountains called the Throne of Ulder by the dwarves, the fortress mountain called Lonely Watch looms over the highland. Legend holds that this mountain is where Ulder himself taught the dwarves the secrets of Sacrificial Magic. Lonely Watch is where Kylthical the Destroyer was defeated as he lay siege to the dwarven stronghold, and his death burned the soil and rock for miles around the mountain. It is here that many believe the dwarves began their work on the Great Machine and that the king of the dwarves, the Keeper of Knowledge himself, Dryth Gons Stonesong, rules the vast kingdom of the dwarves.

Icenhall

In the distant, icy north lies the land the dwarves call Icenhall. It is in this most inhospitable land that the dwarves long ago constructed the Fortress Frostburg. This fortress is always defended and houses some three to ten thousand dwarves. Frostburg defends one of the seals of the Great Machine and is under relentless attack by denizens of the Dark. In 425, the dwarves sent an urgent message to the Speaker of The Order that Fortress Frostburg was in danger of falling. The Order sent a contingent of Paladins to investigate, but neither the fate of the Knights, nor the fate of Frostburg, is yet known.

Kildka

In the plains far to the south of Ilith lay the lands known as Kildka. Once a loose-knit band of elven and human tribes, Kildka became a nation in 284 when the tribes were united by the great human warrior chief, Zolzusu. Kildka is a region of wide, stretching grasslands and coastal mountains bordering the Gholian Scape to the west. Along the Endless Sea, towns and villages dot the coastline and fleets of fishing vessels indicate Kildka's main export: fish and fish products. The many islands off the coast are havens to pirate ships that skulk along Kildka's coast and plunder as far north as the Shining Isle, Grymlore, Lystelia, and Vaellyance.

Dragonwild

This untamed wilderness is a mixture of mountainous desert and high plains. It was given its name by Ulim the Sailor in 289 when he was found shipwrecked on Dragonwild's northern shore, telling tales of dragons flying high up in the sky. It is not known whether Ulim's claims are true, but if



so, it is the hope of many kingdoms that the dragons will live in peace and shun the civilized lands.

Espia

The blazing hot desert of Maggodsteel gives way in the northeast to the humid and lush jungles of Espia. This is the land of the ancient and legendary Slithissi, a race long extinct. Their huge pyramids, temples, and vast cities, now long lost to the jungle, still slumber in this land, containing untold treasures locked inside moldering chambers.

Grymlore

The Nightshade emperor Vyltheryn escaped the death sentence placed upon him by Lucentblood Noryllion in the year 76. He fled to the island now called Grymlore and constructed the fortress Arcylion, from which he repelled seven elf invasions. His kingdom cemented, Vyltheryn proclaimed to all practitioners of magic that needed a home or faced exile that Arcylion was to be their refuge.

This island is home to wizards of all ilk, and those seeking knowledge in any school may journey there. This center of magical learning has produced both the best and, in some cases, the vilest wizards in the history of Mordredica.

There are no boundaries at Arcylion. Those who dedicate themselves to the Light or to the Dark may attend. This policy repels those dedicated to the Light, so very few Light mages visit Arcylion.

The Shining Isle

Established by The Order in 230, the Shining Isle is a conglomerate of kingdoms free of racial restriction or persecution. The kingdoms of the Shining Isle are dedicated to the Light and do not allow those dedicated to the Dark to visit their shores.

Lellambullia

This island was the location of the ancient kingdom of the Lucentblood, which was destroyed during the Age of Kings. Lellambullia became a den for the forces of Darkness in the year 31, during the Mage Wars. It is now a vast wilderness abandoned to the horrors left over from that magical conflict. While there is no written record of this time, it is known that the Mage Wars did not end with a clear victory of one side over the other, but rather because the mages fighting the war summoned arcane terrors that they themselves could not control. Adventurers shun the island, preferring instead to leave it to the magical horrors of old.

Maggodsteel

This is a place of scorching deserts and cloudless skies. Beginning on the southern coast of the Dragonback Sea, where the living hold sway, and continuing across the rocky interior, Maggodsteel is a blasted land of bare



rock, dry gullies, sandswept valleys, and a high, central desert. Even where the Everthirst River cuts deep into Maggodsteel's desert expanse, the heat and dust hold sway. For most of the year the Everthirst is but a trickle, and only during the brief rainy season does it swell up to a deadly torrent of muddy floodwater. And then, after only a few days it is gone again, leaving only a weak wandering of water and a few watering holes. To these the living flock, and around these the Creeping Dead amass, lying in wait as their prey is driven from hiding by thirst.

Maggodsteel is the ancient home of orcs and men. This is where the last of the Sorcerers' greatest weapons, the dragon Acyniromon, was destroyed, and where legend says that the Great Mother Lilithsil was burned to death upon the slopes of the Myrmondian Stone.

Much of the land is ruled by none, save the Creeping Dead. The Maggodsteel orc hordes stubbornly cling to their ancient home, defending important resources with high walls and stern vigilance. Despite their presence, however, there is no stopping the Dead. They pour forth from the Myrmondian Stone, a plague upon the living.





The Gates of Mordredica

Dwarves

The mighty sons of Ulder, warrior for the gods, united as the dwarven battle clans during the Age of the Awakening. This was the birth of the dwarves, the builders and eternal guardians of the Great Machine.

For the Gods knew that the Sorcerers must be imprisoned for an eternity. The Sorcerers could not be killed, they could only be forgotten. When no soul remained to recall their power, the Sorcerers would cease to exist.

So, Ulder gave the dwarves a great task – it was they who would build the prisons for the Forty Sorcerers. The construction would take eons, the work was seemingly insurmountable. The dwarves delved deep into the rock and fire of Mordredica. The fortresses and halls, chambers and vaults numbered too many to count. An age passed. Gon Bran Garak, the Great Machine, spread under the vales and lakes, seas and deserts of the world. More ages passed. Great halls filled with gears and magically powered engines turned and worked tirelessly. The dwarves multiplied so that they could build the machine faster, their number growing to millions upon millions. They worked the fire, stone, and metals of Mordredica for so many lifetimes that they came to be called according to that which they wrought. They are the Sons of Fire, the Sons of Stone, and the Sons of Ore.

A thousand more years, and the Great Machine grew larger. Ulder understood that the power of the Sorcerers reached beyond the physical and into worlds beyond Mordredica. The dwarves built the great magical seals that would be used to trap the Sorcerers' powers within their prison chambers. These seals took as many forms as the engineers that built them. The magically sealed prisons were designed to lock the Sorcerers away one after another, removing them forever from the world to be forgotten.

But to be forgotten is exactly what the Forty Sorcerers do not want. Sealed within their prisons, they slumber and they dream. The prison seals had been designed to prevent their dreaming, but occasionally a seal would weaken and a Sorcerer would begin to dream or even awaken. In his lucidity, the Sorcerer would merge the forces of Darkness to flock around him, and his minions would rage against the halls of the dwarven guardians, seeking to free their dark and dreaming masters and tear the Great Machine to pieces.

The goblins were the greatest of the Sorcerers' creations. Trying to aid the hiding Sorcerers' quest to free their imprisoned brethren, they tunneled deep underground in search of the dwarven holds. They were the ones who broke into the limitless halls of the Great Machine, trying to delve deep enough to learn its secrets, trying to bring about the only thing that could free the physical bodies of their Sorcerer masters – the utter destruction of the Great Machine.

And so it has been since the Age of Summerfall that the goblin horde of





Gristnastnaak has thirsted for dwarven blood, lusting to free the dreaming forms of the dark Sorcerers.

This has been the way of things for the dwarves. They are a people steeped in the lore of ancient history, charged in birth and tradition with the protection of the Great Machine, and the lonely guards of the prisoners of an arcane war.

The Great Machine is so vast that the dwarves have forgotten many of its less important passages. There are a limited number of access points to the most vital chambers, and these the dwarves guard from behind stone bulwarks and mountain passes. The most famous gateway to the Great Machine is the Iron Fortress, but it is only one among many hundreds of gates, doors, and maintenance portals leading into the labyrinth. There is the Lonely Watch, Krath-Dark, the Shining City, Ulder, the Ilith Damming, and the Forge of the Forsaken, to name only a few. These protected locales are home to dwarves and their allies, such as the Order and the Magus Brilliance.

To be a dwarf means to be born into one of the three families. Each of these families is utterly dedicated to their role as Guardians of Mordredica and Keepers of Gon Bran Garak. Dwarves consider themselves the most favored subjects of the Gods because of their relationship with Ulder during the Age of the Awakening, and as such, each dwarf considers it his duty to stay honorable in the eyes of Ulder and the other Gods. Thus, one rarely finds a dwarf to be criminal or considered unscrupulous or dishonest. In the three families, this trait does not exist.

The Lost Families

There are at least two lost families of dwarves, the Sons of Sacrifice and the Sons of Onyx. Present day dwarfs do not talk about either family, out of respect for the former, and out of shame and disgust for the latter. It was the Sons of Sacrifice that sacrificed their lives and volunteered to navigate the lost continent of Summerfall into the Dreaming Lands. For the price they paid, the dwarves hold the Sons of Sacrifice in a place of eternal honor. But it was the Sons of Onyx, once the most revered of the dwarven families, that the dwarves think of with disgust and shame. This family left the Great Machine during the Age of Betrayal and, eventually, sided with Carveys the Infinite against the dwarves. For this act of betrayal, the Sons of Onyx have been struck from the annals of dwarven history.

General Appearance

Dwarves are stout, powerfully built, and short, standing on average 5'6" tall. They basically resemble the essence for which their families are named, ore (metal), stone, and fire. They are hard workers with a knack for working stone, metal, and fire, (it is said that three Sons of Stone can carve through fifty feet of rock in an hour,) and their hands and faces have the look of labor.

Dwarves are fond of their hair and tend to grow long braids and beards. Female dwarves, who do not grow beards, tend to wrap their locks into great trundles on the sides of their heads. Males prefer long thick braids,





held fast with thick bits of worked stone or metal. Their braids often rival their beards in length, and it is not uncommon for their braids and beards to reach the toes of their boots.

Cultural Organization

Sons of Fire

The greatest dwarven mages are born in the house of the Sons of Fire. They are the red-headed dwarfs, quick to anger, and even quicker to use Fire Magic. But a Son of Fire's intense emotions cannot mask his fantastic sense of humor. For there is no dwarf quicker to laugh than the green-eyed Son of Fire.

Sons of Stone

Thick headed, thick skinned, tough. These are the Sons of Stone. Drop a wee lad on his head, they say, and he'll bounce right up asking who it was that tapped him. There's no hurting them it seems, these lads and lasses with their grey hair and blue eyes. Sons of Stone are the unwavering warriors, the masons, and the miners.

Sons of Ore

Quick witted, crafty, and sharp as a razor's edge, the Sons of Ore are the scholars and engineers of the dwarven realms. Bright copper, gold, or bronze locks and fiery orange eyes mark this family. If their description doesn't single them out, look for the ones reading books or studying papers.





Elves

When the Gods began to battle the Forty Sorcerers, they turned to the elves for help. The elves are those legendary warriors of Aalthantraak, the Crystal City of Alnarriis. It was their prowess and power upon which the Gods relied. The elves fought many campaigns for the Gods. Against Eliarian on Quintis, Ogromuur in the Shadows of Ulum, and in the Forever Wars against Dehea in the dreamland of Archa.

And when the Forty Sorcerers escaped judgment for their crimes and fled to Mordredica, the Gods called on the elves to fight. The Crystal Door opened and the elves issued forth. They were known as the Blades of Erochhi then, warriors who earned their fame storming Chir-than-thak's fortress in the Hatelust Plain in Archa. But Mordredica would only result in tragedy for the elves. The fight against the Forty Sorcerers would take generations. The Forty must be imprisoned. This meant that the Great Machine must be built and its secret hid from the world. It was decided that Summerfall must enter the Dreaming Lands so that all knowledge of the Great Machine could be removed from Mordredica for five thousand years. But as Summerfall receded from the world, the Forty Sorcerers struck a devastating blow and closed The Crystal Door. The elves were trapped on Mordredica. The Great Machine was built, Summerfall faded into the Dreaming Lands taking the Gods with it, and the elves were marooned in an alien world.

Thousands of years passed and the memory of Alnarriis faded into legend. The elves now know little of their true past. What they regard as history is but a condensation of reality. The most accurate reflection of their past is recorded in the Book of War: Kitynna the Fourteenth, a tome of knowledge held by the dwarves at the Iron Fortress. One passage reads:

Birthing through the power of the crystalline caves, elves were given to Mordredica by the gods as a tool with which to defeat the evil sorcerers of old. The elves were later corrupted by Kitynna, the Fourteenth Sorcerer, and were defeated by his orcish army in the year 25 of that reckoning. Following these battles, the gods abandoned the elves to Mordredica. From this period onward, elves ceased to be a single community and were split into many cultures living across the land. They exist today in various states of power and disposition.



General Appearance

While elven groups vary widely in appearance, most elves can be identified by a slim, toned physique, strong limbs, and thick sinews meant for running and sustained strenuous activity. Elves are typically shorter than humans, standing an average of 5'2" to 5'7" tall, but they possess an appearance so unlike humans that their humanoid physique does not disguise their elven nature at all. Their hair is usually thick and wild, occasionally growing to slightly resemble tree branches or shrubbery (Woodlanders), strands of kelp or coral (Shellbacks), lava beds or bright copper strands (Desertbloods), hawthorn branches locked in frost (Icebloods), pliable obsidian or strands of silver (Nightshades), or crystal shards or delicate golden spider webs (Lucentbloods). Elven faces are also very different from those of men, and are typically wolfish with huge, colorful eyes, long canines and smooth, clear, colorful skin.

Built for excelling at physical feats, elves are generally acrobatic and capable of leaping over or above obstacles, balancing on narrow edges, retaining their footing on difficult terrain, etc., and are very good shots with a bow.

Additionally, elves possess the ability to see in low light conditions like a cat or a raccoon, and can see clearly in near darkness at a distance of up to 70'. Of course, this means that elven eyes shine in the night precisely the way a nocturnal animal's eyes seem to glow in the dark.

Elves are quite prone to objectionable social and interpersonal behavior. They are often rash or ill-tempered and, in spite of good common sense, prone to fighting and arguing. In groups of elves that are inclined to evil or unscrupulous ways, the elven disposition can become quite violent.

Elves' traits are defined by the nature of the terrain around them, or other prevalent circumstances, at their time of birth, and their parents' lineage typically has very little effect on this process. Thus, an elf born in the woods will almost always be a Woodlander, while an elf born in deep snow or ice will be an Iceblood, etc. There are variations within these groups, and it is possible for terrain type characteristics to mingle in a new-born elf, especially in the deserts or in high, mountainous regions, but the prevailing terrain is always the determining factor of an elf's physical and cultural association. This phenomenon is only superseded by the hereditary characteristics of Nightshade or Lucentblood elves, but even in these groups, the terrain of the elf's birth is always evident in his appearance.



Cultural Organization

Woodlanders

Many elves born in or around deep forests consider themselves to be Woodlanders. Such elves are typically marked by a resemblance to the forest or wood of their birth, regardless of the heritage of their parents. Forests include swamplands and marshes, but such terrain will usually breed a Woodlander/Nightshade hybrid. Woodlanders are typically very good at tracking and have an excellent sense of direction.

Desertblooms

Born in dry or desert lands, elves of the desert often have brown or bronze skin with golden eyes and hair the color of the setting sun. They are typically of superior endurance, capable of surviving for as many as six or seven days without water and weeks without food. Desertblooms are also resistant to extreme heat as well as very cold environments, capable of working in the hot desert sun and sleeping with little cover in the chill of the desert night.

The Desertblooms native to Maggodsteel are very different from most of the elven adventurers who come from the north to plunder that region's riches. Renowned as fierce fighters, Maggodsteel Desertblooms are ferocious adversaries of the undead, who curse their presence whenever Desertblooms appear on the battlefield.

There are a number of Desertbloom settlements and strongholds in the southern reaches of Maggodsteel. The most prominent of these are Sheydwind, Moernwing, and Dustsun, which serve as important points of resistance against the undead and have so far kept the Corpus Inferia from spreading their evil into the forests and plains of the east.

Those elves born near lava flows and volcanoes are often endowed with skin the color of copper or liquid gold, hair the color of fire, and hot yellow or blue eyes.

Shellbacks

Those born around or in bodies of deep water consider themselves Shellbacks. Members of this group resemble the ecosystem from which they hail, especially with regard to skin, eye, and hair color, physical structure, and mannerisms. It is not uncommon for Shellbacks to possess armored shells like turtles, have webbed hands and feet, possess both internal lungs and gills, or have a facial/body structure somewhat resembling a shark, dolphin, or other marine animal. Of course, Shellbacks are very good swimmers and have an excellent sense of direction underwater.

The abnormality of a shellback's appearance depends on the degree to which the elf lives in or around the water. A family of elves living on the coast of a sea will have a fondness for the water and will spend a lot of time swimming or playing in it, but won't possess the extreme facial features or physical mutations of those elves living mostly underwater or in fully



sea-born colonies.

Icebloods

Those elves born in cold environments such as high mountains, glacial plains, the tundra, or arctic lands consider themselves to be Icebloods. These elves often have skin that glitters like new frost and is pale white or almost blue. Iceblood hair is thick and often resembles braids of new snow or clear ice. Icebloods will sometimes appear to be part Woodlander and part Iceblood, with hair that looks like sheets of thick, clear ice frozen over twigs or holly branches.

Icebloods are resistant to cold temperatures up to -10° Fahrenheit and have a propensity for producing Ice Magic.

Lucentblood

The Lucentblood believe themselves to be most like the first elves of Mordredica and have an attitude which reflects this belief. They are arrogant and brash, but they are also extremely good at using magic and have a keen sense of all things mystical and arcane. These elves are often covered in silver or golden runes and generally have an indigo color predominant in their skin, eyes, and hair. Lucentblood are often associated with nobility, scholars, or well-to-do city dwellers.

Nightshades

The Nightshades are the most chaotic among the elves. They are usually foul-tempered, violent, and extremely rude. Nightshades have no compunction about engaging in thievery or murder for hire. They can usually be identified by a green, grey, or black coloring in their hair, eyes, and skin. An elf need not be born to Nightshade parents in order to be a Nightshade, but unlike with other groups of elves, the child of a Nightshade will always be a Nightshade. Members of this group are endowed with blood that is a lethal poison. It is common for a Nightshade to use his own blood to coat his sword or the tips of his arrows, making the weapons poisonous. Many elves birthed in cramped cities are born Nightshades.



Humans

From the desert plains of the south came the sons and daughters of Lilithsil, born of the Broken Tree and bearing the fires that sprung from her burning corpse. These humans fought with orcs and the Creeping Dead in Maggodsteel until they were forced to flee to Blackstitch, where they subsequently forged the kingdom of Windthrone in 177. This kingdom ruled the southern coast of Blackstitch until the orcs invaded in 210 and crushed the human monarchy. Fleeing north once again, this time the humans sought refuge under the broad leaves of the forests of Starladale, land of the elves. Here, the humans and the elves defended battle lines drawn against the orcish kings coming from Blackstitch.

Out of Maggodsteel came tall, muscular men with brown skin and green eyes. They traveled across the Dragonback Sea to the shores of Blackstitch and beyond, bringing with them the secrets of fire and magic, and a deep spirituality. These men were learned scholars seeking to improve the human experience and primarily concerned with freedom and spiritual wealth. North of the Dragonback Sea, they encountered strong-willed human tribes with pale skin and dark hair. They mingled and their population grew. The humans of Mordredica today reflect this marriage of Maggodsteel human and northern human cultures, valuing strength, pride in family, and spirituality.

Humans are generally tall, averaging 5'11". They are muscular and trim, with broad shoulders and slim, strong limbs. Their skin can be black, brown, yellow, or pale in color, and they may have black, brown, red, or blonde hair and green, blue, or brown eyes.

Humans are imperialistic by nature, building great kingdoms that rule over large expanses of land. They prefer to live in close proximity to one another and are the progenitors of the modern city.

Griffonrock

Following the destruction of Windthrone in 210, the kingdom of Griffonrock was established in the year 281 of the Age of Winter Receding. Griffonrock has a long history, beginning with the exodus from Maggodsteel and the formation of Windthrone, and the kings of Griffonrock take pride in their ability to trace their blood back to the earliest kings of men in the southern wastes of Mordredica. It is even rumored that when the kings of Windthrone fled north to Starladale, they brought with them a Cinder of Lilithsil. If this is true, the men of Griffonrock are the descendants of Lilithsil and can lay claim to the Myrmondian Stone and inherent the kingdom of men.

Griffonrock was established on land gifted to men by the elves of Starladale. In exchange, the men of Griffonrock have pledged an eternal pact with their elven neighbors and stand vigilant on the furthest western border of Starladale.

Griffonrock can be considered the second grandest kingdom of mankind north of the oceans, second only to Ilith at its height. Although a very small country, and more of a city-state than an entire kingdom, Griffonrock is a





trading hub in the west and has evolved into a considerably wealthy and densely populated nation.

Griffonrock at War

The recent invasion of Wraithwood set the Griffonrock war machine into motion, and farmers and merchants in every corner of that small country are being pressed into service on the front lines. Although vastly outnumbered by the hordes of orcs pouring out of Blackstitch, the citizens of Griffonrock pride themselves on their success in war against the orcs and, perhaps bolstered to overconfidence by their relationship with the elves of Starladale, seem to relish the idea of once again meeting their old enemies in battle.

Timber Coast

The humans of the Timber Coast are a hearty lot, thick of skin and strong in constitution. Mostly farmers, huntsmen, and merchants, the human villages of the Timber Coast line the established routes of travel there, adjoining the main roads, rivers, and coastal waterways of the region.

Eastern Men of Malthorn and Ilith

The humans of the eastern realms are distinguished by their dark hair and fair skin. Of an old and noble blood, the men and women of Ilith and Malthorn have spread all over Mordredica, from the Borderlands southward to the Shining Isle and Kildka.

Kildka

The far southern land of Kildka is home to men with bronzed and ebony skin and dark hair. They rule the grasslands, jungles, and deserts of that vast realm. Like the humans of other realms, the men and women of Kildka have proliferated throughout Mordredica and can be found as merchants, mages, and scholars as far north as the Borderlands.



Orcs

Hatched from the Last Egg of Acyniromon was Unglekhas the Dominator. It was Unglekhas who captured Lilithsil and burned her at the stake in the desert plains of Maggodsteel, in the shadow of the great mountain called the Myrmondian Stone. As she burned, her devout human followers stole into Unglekhas' stronghold and took away her smoldering body.

From Unglekhas came the first orc kings of Maggodsteel, and it was their descendants who eventually drove the humans out of the desert plain and sent them fleeing into the Dragonback Sea. When the Creeping Dead attacked Maggodsteel in 192, the orcs, too, were forced across the sea to the land they called Blackstitch, then a kingdom of men. By 210, the orcs had crushed the human kings in Blackstitch and formed the mighty empire of the orcs.

Over the course of the next one hundred years, the orcs waged terrible wars, first against each other for dominance within the new kingdom of Blackstitch, and then against the humans and their elven allies in the woodland kingdom of Starladale. The battle was fought on the forest frontier known as Wraithwood, where the hot plains of Blackstitch meet the ancient woodlands of Starladale.

By the year 311 neither side had prevailed in the war, and it was clear that the orcs would not be driven from Blackstitch. The men and elves of Starladale sought peace with the orcs, and when both kingdoms agreed to cease hostilities, peace came quickly to the war-weary lands. With the opening of the border between Starladale and Blackstitch came increased trade and a sharing of cultures. But despite the onset of healthy trade relations, the citizens of Starladale have never fully embraced the orcs of Blackstitch.

The main obstacle to the spread of orcish culture in the lands of men and elves is the orcs' brutal social code and severe methods of dispensing justice. In the least civilized orcish tribes, the violence inherent in the social code is swift, terrible, and distinctly animalistic. Anger is dealt with through violence, love is expressed violently when males fight for the attention of a female, and the search for food is always a source of conflict. In "higher" orcish cultures, such as one finds in the kingdom of Blackstitch, such violent outbursts have been suppressed and restricted to arenas or official dispute rooms. Fighting, even unto death, to resolve disputes is still sanctified, yet hidden away from the attentions of visitors or neighboring nations.



Civil War

Following years of disagreements between the Axefang and Slaywolf hordes, civil war erupted in Blackstitch in the year 419 of the Age of Winter Receding. The attack drove the Slaywolf horde from Blackstitch's seat of power at Unglahine and divided the kingdom culturally, politically, and geographically. Today, the Axefangs rule from the fortress at Unglahine and have launched an all out war against the elves of Starladale and the humans of Griffonrock. The Slaywolf horde, however, has secured its power over the region of Blackstitch east of Firespade, where they work to attack the Axefangs and regain control over their shattered kingdom.

General Appearance

Imposing body shapes, large heads, and long, sharp lower canines give orcs a fierce, animalistic appearance, one that has long caused humans to mistakenly compare orcs with monsters of lesser intelligence. But despite their awkward and sometimes frightening appearances, orcs are capable of intense emotion as well as intelligence equaling that of human scholars.

Orcs are bulky creatures with muscular bodies and strong, heavy limbs made up of thick, heavy bones and tendons. Their heads are large and feature wide, powerful jaws that are as dangerous at close range as those of wolves or leopards.

The average orc stands about 5'9" tall and weighs about 270 lbs. Orcs possess a keen sense of smell, as keen as any canine mammal, but have poor nightvision. Most orcs have brown, green, tan, or black skin and can have any of a wide range of eye and hair colors. Their bodies are typically hairy, and some have a full coat of thick, yak-like hair.

Orcish faces and noses are broad, with low brow ridges and high, thick cheekbones. Their skulls are wide and long and generally have heavy occipital bones. The most prominent of all the orcs' features, however, are the long lower canines that protrude upward out of their mouths. This trait is what often causes other races to stereotype orcs as brutish and barbaric.

There are many kinds of orcs, with varying appearances and body types. The following are some of the most common populations.

Cultural Organization

Maggodsteel Orcs

The orcs of Maggodsteel consider theirs to be the oldest orc clan of Mordredica. They are heavy creatures with dark green or brown skin, thick black hair, and brown, black, or yellow eyes. They live mostly in roving clans, battling the Creeping Dead for control of oasis wells and important resources.





Blackstitch Orcs

The orcs of Blackstitch are descendants of the Maggodsteel orcs and share a physical resemblance with them. They have thick brown or black hides with yak-like black or brown hair. After many years living north of the Dragonback Sea, the Blackstitch orcs have mingled with the Viledown orcs (and even humans!), and cross-breeds exist all over Blackstitch. Culturally, the Blackstitch orcs are the most modern and civilized of the Mordredica hordes.

There are five predominant tribes in Blackstitch. Each of these tribes is allowed to vie for kingship during a Gracmaag, or election period. When a king gets sick or dies, the Gracmaag begins. Members of the five tribes, the Slaywolfs, Axefangs, Stonebacks, Thewfire, and Bloodjaws, gather in Unglahine. There, each tribe presents their eldest or strongest member for battle – usually the chief of the tribe. The champions then fight to the death, and the winner becomes the next king of Blackstitch.

Fearing Hills Orcs

Orcs indigenous to the Fearing Hills are smaller than Blackstitch orcs and usually have tan hides. The typical Fearing Hills orc is only 5'4" tall and weighs about 180 lbs. These orcs live in caves and tunnels under the Fearing Hills or in nomadic groups that hunt the hill deer and wild boar of that region. Fearing Hills orcs are relatively gentle creatures that have been forced to move northward as the more aggressive Stonejaw orcs moved into their homelands.

Pithsil Jungle Orcs

Within the deepest reaches of the Pithsil Jungle on the Emerald Coast, the slim, leathery, green-skinned Pithsil orcs live in great stone fortresses and battle for control of local trade and gold. These orcs are known for their thick, coppery manes, strong, wiry bodies, and spotted skin. The Pithsil orcs rarely travel out of the jungle.

Stonejaw Orcs

The Stonejaw orcs are the most mean-spirited and violent of all the orc hordes. They have Pithsil and Maggodsteel blood, but they inhabit the dry, rocky region of the Fearing Hills. The Stonejaws are named after the chieftain that led them there many years ago, but they are distinguished by their unique appearance. Like their Pithsil relatives, the Stonejaws generally have large, colorful manes and are not as big as Maggodsteel orcs. Their bodies tend to be very muscular with gray skin and black spots. Stonejaws' eyes are very big for orcs and are almost always yellow. Stonejaw orcs do not breed outside of their horde and their appearance is typically unmistakable.

Stonejaws are very aggressive and live by a strict moral code of honor in war and love. They are consummate fighters and believe that a good life always ends in battle.





Wulfir

Emerging from the forests of the north some fifty years before the dawn of the Age of Winter Receding, the wulfir have long been a presence in the deep, arcane forests of Blackfin and Winternight.

The wulfir came south and began ravaging livestock and raiding caravans that were passing through the Borderlands. By 380, wulfir raiders had become such a threat that Borderland warlords were paying as much as one gold piece per head. The rush to wipe out the wulfir raiders was sufficient to cull their numbers, and by the year 400 most of the wulfir population had receded into the Blackfin Forest.

There are two distinct wulfir packs living in the Borderlands. The Ghakahuuk (Greybacks) control the western reaches of the Blackfin Forest, and the Roriguuk (Bloodpaws) control the eastern regions of the Blackfin and parts of the Dreadplain as well.

General Appearance

Wulfir stand between 5'6" and 6'2" tall. They resemble wolves in many aspects and have some humanoid characteristics as well. They possess wolf-like legs, but have powerful humanoid arms and hands, which happen to terminate in very sharp claws. They are covered from head to toe in thick fur and range in color from white to black. Most wulfir have brown or yellow eyes, long snouts and tongues, and very sharp teeth. Wulfir by and large have pointed wolf-like ears and possess the vision, hearing, and olfactory capacities of a wolf. They speak in gruff, guttural tones intermixed with barks and yelps.

Cultural Organization

Wulfir are savage and have a social structure very like that of a pack of wolves. Most other humanoid cultures experience a lot of culture shock when dealing with the wulfir. Wulfir instinctively understand social hierarchy and can identify, without visual signifiers, the leader(s) of a group. Visiting human or elf merchants understand little of the wulfir way and constantly find themselves doing or saying things that are demeaning to the wulfir or that invoke violence. So many merchants have lost their lives while dealing with the wulfir, that the slang for trading with them is literally "feeding oneself to the wolves."

Of the two known packs of wulfir, only the Greybacks are to be trusted. While not always successful at it, the Greybacks have pledged themselves to friendship with the races of the Borderlands, and Greybacks are seen more and more in civilized areas. In fact, a healthy trade relationship exists between the Greybacks of western Blackfin and the Borderlands.

Despite the show of friendliness of the Greybacks, the Bloodpaw pack is not to be trusted. They are a feral group bent on territorial dominance and violence. Even the Greybacks do not get along with the Bloodpaws, and fighting between the two packs is commonplace.



Languages

Each race has its own language, but over time these tongues have evolved, cross-pollinated, and meshed together a great deal. A common language called Allspeak has come into use which is spoken in all parts of Mordredica.

You can use the chart below to determine the languages that each race can speak and understand.

Elves	Allspeak, Alnarrii (native), Orcish, Ulderspeak
Orcs	Allspeak, Orcish (native), Ulderspeak
Dwarves	Allspeak, Ulderspeak (native), Kadput
N. Humans	Allspeak (native)
S. Humans	Allspeak, Kildki (native)
E. Humans	Allspeak (native), Ulderspeak
Wulfir	Allspeak, Wulfbark (native)
Goblins	Allspeak, Kadput (native), Orcish
Trolls	Allspeak, Alnarrii (native), Gnolish, Kadput, Kildki, Koboldbark, Ulderspeak, Wulfbark
Gnolls	Allspeak, Gnolish (native)

Calendars and Time

Mordredica follows standard Earth time and is seasonally identical to Earth. Days and years are measured numerically. Seasonal names are used to supplement the date instead of months. A date will typically be expressed as such:

85, Spring, 421

This indicates the date as the 65th day of the year, in the spring, of the year 421.

To measure time, a 24 hour standard is used. The hours begin at zero hour, which occurs at midnight.

The dwarves keep a record of the Ages, although many of the details of those ages have been lost or forgotten. The current age is the Age of Winter Receding. The present year is 425.



The Countdown

There are always adventures awaiting the services of a champion. But finding that caravan in need of hired muscle or that mage seeking an apprentice isn't always easy. We know that looking for a job is a pain in the ass. To ease the burden, here are a few, shall we say, classified advertisements that you can use to jump-start your adventuring career.

Notes from the Wizards' Guilds

- Nighstar, Blackstitch: Small, blue imps pilfering items from guests at the Takaar Inn. Wizard needed immediately to help eradicate the infestation. Please discretely contact Alpen Tloplar, proprietor.
- Okay, who's the wise-guy that turned the imp loose in Firebrand? Lord Alffrus wants to speak with you.
- Mages skilled in the arts of fire needed in Starladale right away. Good pay for services rendered in Wraithwood.
- I have found the secret behind the Grand Design. I am selling to the highest bidder. After several attempts on my life, I will only speak to those who know how to find me.
- Callista Company seeks mage to help clear the forest. Must be well versed in both Fire and Ice Magic. Upstarts need not apply.
- The Borderlands are hiring experienced wizards! We need able-minded scholars of magic to devise methods of protecting settlers and caravans against all dangers, including: orcs, gnolls, goblin sinkholes, animals, fatigue, and more.
- Forestwalk, Starladale: Mages with knowledge of potions and salves needed immediately. Serious inquiries only. Upstarts need not apply. If interested, contact Jemma Allfear.
- Calling all healers! Bring your art to the front and help fight off the orc horde!
- Seeking scholar to aid in development of new anti-troll techniques. Must be hearty fellow, battle experience strongly preferred.
- Floodroot, Blackstitch: Due to problems receiving paper, scroll prices will double until fresh stock arrives.
- Mage wanted in or around Last Home, Starladale to help young wizard learn his craft. Contact Allarobi Dam Reach, Oxwheel Road. Good pay for the right tutor.
- The Iron Fortress is to be retaken. New mage corps forming for adventure in the east. Must be willing to travel and must be willing to venture underground.





Notes from the Thieves' Guilds

- Hardthorpe Sload is out of prison! Those of you who screwed him out of his cut of the caravan take should take heed.
- Allgron of Shorebog in the Ghoric Fen seeks three quick-handed associates to aid in the liberation of the Eye of the Serpent from the hands of a small but well-trained band of mages. 15 gold each.
- The Book of Seven Gates has been stolen! Limitless riches to the one who produces the book. Seek none other than the King of Malthorn for your reward.
- Have you ever heard of Broken Neck? I need one expert highly-trained in the arts of espionage for a six month contract. Report to Illobolli before winter '26. If you're the right one for the job, you'll earn in excess of 10 platinum.
- Expert shadower needed. If you're good enough for this job, you'll know where to find me.
- Good coin for footpads willing to pick the pockets of the wounded in Wraithwood.
- The Shallows, Starladale: The following houses and establishments have purchased dogs or other more dangerous guard animals. Be aware.
 - Filson's Magic Supply, three trained guard dogs.
 - Agglidor, Merchant of fine goods and food, several dogs, and he's rumored to be looking for a griffon.
 - Vorsted Alm, Elven lord of Parcell Valley, several hounds and at least one guard dog.
- Newly Acquired Wealth
 - Samm Thrane of Burning Tree, Starladale was promoted to Captain of the guard and was awarded 300 gold pieces for his service in Darkfen.
 - Alyca of Winegrove, Starladale inherited 5 Trippingstone House, a large and furnished estate.
 - Vollare, merchant of Starburn, Blackstitch, has won a contract to move goods to Ilith and beyond.
 - Yullivon and his band of adventurers recently dropped some 200 gold pieces off at the Empire Point Armored Bank.
 - Allkik, orkish war chief of Blackstitch, discovered a cache of elven weapons and armor in a collapsed fort on his land south of Floodroot. The cache is said to have yielded several surprises.





- Orangeval, wizard of Grattig's Helm, Blackstitch, is rumored to have successfully ransomed the daughter of an orcish noble for a large sum of gold. He is currently on the run and was spotted on the road outside Firebrand, Starladale, one week ago.

Notes from the Assassins' Guilds

- Top Three Persons to Kill:
 - Storgg the Strong, Orc warrior of Agglizaaz, Splitskull. Known for being hard to kill, has survived nine assassination attempts. Contract originates in Blackstitch for sum of nine gold pieces.
 - Nasinaal, Elven Nightshade Wizard. Powerful mage with a knack for Electrical Magic. Owns a tower and land outside of Far Citadel, Ilith. His location is difficult to reach as it is surrounded by broken hills and deep forest. Nasinaal employs many henchmen and is very experienced, he should be considered extremely dangerous. Contract originates in Starladale and is offered through an agent in Ilith for the sum of 40 gold pieces. Bring friends.
 - Ogglitai, Orc war chief of the invading Stonejaw orcs. Location unknown, last sighted 120 miles south of the Borderlands. Commander of some four thousand orcs, always surrounded by an experienced and loyal guard. Contract originates in the Borderlands for a sum of 25 gold pieces.
- Merchants' Guild in Starladale needs expert to apply his wares. No questions, just gold.
- One professional with resistance to magic needed to take care of a rogue mage. Must be familiar with Ulderspeak, do some research unsupervised, and ask no questions. Excellent pay.
- Bounty on the head of the King of Starladale. The Axefangs are paying a fortune in gold for this prize.
- Poison Scam in Blackstitch: A group of daring individuals have knowingly sold a large quantity of bunk poison to the Guild in Elfskull. If you purchased poison in the spring of this year from a Guild agent in Elfskull or Argog, you may have purchased this fake poison. Refunds will be given to registered Guild members only. Also, a new contract was recently offered by the Guild in Elfskull.
- Job's done, but there's a complication. Mark had a child. Must meet, urgent.
- Three gold, one easy target. Must have knowledge of orc traditions and speak Orcish. Meet me behind the Temple of the Light in





Orcbane next Tuesday at dusk.

- Blade available for work. Have access to human nobility in Starladale.
- You survived, but so did I. You're a dead man.
- Ripe for Ransom:
 - Quillback, Elven Lord of Nightwing, Starladale. Three children turning 16, 18, and 19 this summer.
 - Vulcrab, Orc War Chief of Bloodrot, Blackstitch. One child, Mulluga, turning 20 this winter.
 - Kaldistrobbi, Human Lord of North Isle, Starladale. One child, Isilla, turning 15 this summer.

Notes from the Scouts' Guilds

- Hot jobs in Empire Point: With the number of settler expansions rising in Ailinmare, requests for scouts in Starladale have hit the roof. Going rates are now about double previous prices and are expected to rise even higher this summer. Bring your sword, though, as gnoll and kobold attacks have hit an all-time high.
- Starladale needs scouts! Next spring the Kingdom will be sending three envoys across the Dragonback Sea to the upstart human kingdom on Arcizon. The voyage will last at least one year. Three months will be paid in advance as soon as sails have been raised. Join today and see the world!
- Scouts needed in the Borderlands. Must have knowledge of orcs, dwarves, gnolls, and good customer service skills. Now hiring through day 300 of this year. Stop by the Vulgar Doe tavern in Coogstrad today.
- Bring your knowledge of the forest to Ailinmare. Now hiring, Coldbough.
- Griffonrock is hiring scouts for work in Dreadfall and Wraithwood. Silver by the day.
- A warning to all scouts working near the Vale of Kings: someone is robbing scout parties in that area. Seven scouts have been overrun by a band of elves and men in the last four months while working near the Gherrundian River.





Notes from the Mercenary Camps

- Armies on the move in Splitskull need good swords. Must be ready to march. Orcs need not apply. Report for duty no later than day 260 of this year at the Regent's office in Illobolli.
- Expert pikemen, swords, and cavalry soldiers needed right away. Large scale, excellent pay. Must be able/capable of fighting orcs. Come to Burning Tree for answers.
- War hounds needed to escort caravans. Good pay, regular work. Apply at any Custom's desk in Starladale today.
- Sailors and warriors needed in Starladale. Apply today.
- Band of warriors needed in Ilith to fight errant wizard. See the Regent in Blackthorn for details.
- Dragon sighted in the northern woods! All able bodied men are wanted in Far Citadel. We need help! Report ASAP.
- Fighters with good short bow skills needed for duty aboard ship. Help fight pirates in the Ilith Damming. See Stromguard Shay in Fireport, Starladale.
- The old wars are not over! The peace is just a cover while Blackstitch rebuilds its army. Even now the damnable orcs fortify their old fortresses! Swords are needed to meet this threat. Join the resistance! Come to Firebrand and fight the orcs!
- Mercs needed in Maggodsteel to fight the Creeping Dead. Ships depart Unglahine daily.
- Strong orcs wanted to fight the pirate threat. Come help the horde as we make war on these cowardly seadogs!
- Swords wanted in Malthorn. Any race, savage dispositions encouraged. Come and fight the Ilithian dogs!
- Experienced but lack the cash to show for your work? Learn how best to invest your earnings. Save, don't squander. Visit Eldistnader Bank in Ravenrock today.
- Westernmarch is under siege! Everywhere are gnolls and trolls. If you love gold you will bring your sword to Westernmarch!
- Help me find my father. Last seen near Smokewater.





Crimson Aspect of Night

Vilunious took one step backward and then kicked in the door. It shattered near the lock and swung inward, and he pushed his way through it with one shoulder, drawing a long knife from his belt with his other hand. It was a small room with one window and a single bed. Hearing the crash of splintering wood, a naked human man bolted upright in bed and pulled the sheet up around him. He was surprised and scared and shouted as he fumbled for the knife lying on the rotten floorboards beside the bed. He yelled something, no or don't hurt me, but Vilunious didn't hear him as he bounded up over the foot of the bed and caught the man by his neck. He pushed the man's head up against the headboard and sneered, his elven canines shining like silver in the dingy light.

Ophinil walked through the ruined door, as Vilunious choked the man, and casually fingered the wooden blinds that were pulled tight over a single pane of sagging glass. Outside, the hazy sunlight beat down on the streets of Sinnungstale. Folks carrying bundles over bent backs trudged up the cracked and thirsty dirt road, elves, orcs, and humans eking out meager lives in that cursed orkish town.

"Hurry, Vil," Ophinil said as he let the blinds fall closed.

"Hand it over," Vilunious said, and he pushed the knife up into the skin below the man's jaw.

"I didn't, I don't..." the man stammered through gritted teeth and blubbery lips. He was scared, wondering perhaps if he were still asleep and dreaming. But Vilunious was no dream. The knife was certainly no dream.

"Don't lie," Vilunious dared him. Almost casually, the elf drew the edge of the weapon across the man's skin. A trickle of blood pushed its way through the wound, an experiment in gravity and surface tension as it beaded on the blade. The human struggled with Vilunious, tried to break free, but the elf was stronger and shook the man violently until the man's senses failed him and he stopped resisting.

"Vil...", Ophinil started. It was no use now, Vil was angry.

"Not me, Humpinstoad. Humpinstoad's got your stone. I don't have it, I swear. Please let me go."

"Why?"

"I'm begging you for mercy! Please, I didn't steal from you - I just work for him sometimes." The expression on Vilunious' face did not change and the man saw in the Elf's yellow eyes a resolve to end his life. "For the love of the gods, please don't kill me! Guys, I know an elf - a merchant from Starladale. Please, I know who you - you can't, you won't hurt me."

Vilunious turned to Ophinil with a great, crooked smile on his angular





face. "Did you hear that, Ophin?" He turned to the man, his yellow, wolfish eyes narrowed with a hatred that burned deep and strong. "You really have no idea who you're dealing with." The knife swept through skin and tissue and great gouts of blood leapt up and over Vilunious' shoulder. The hot slick of blood covered the elf's hands and clothes, spouting in regular pulses as the man jerked and jumped. The human put his hands to his throat, desperately searching for a way to close the skin, but his fingertips slid into the opening and, at the realization of his wound, he vomited. The vomit mixed with the blood and the gulps of air he reflexively pulled into his lungs, and he began to choke. Choking on retch and blood and bleeding to death from the wound in his throat, he landed face down on the bed, seized by great convulsions, as a pool of crimson spread across the dirty linens.



Ilphistar settled into the high-back saddle and waited for Lillumbren to mount her horse. He pulled at the reins, instinctively letting Coalmane know he was in command once again. Lillumbren pulled herself up onto Strongmare and checked her weapons, bow, sword, shield, arrows. She pulled her hair back and began to braid the silvery locks, one, two, three ropes of flowing metallic strands held fast with a black leather strap. Ilphistar stored his thick metal gauntlets in a finely tooled red saddlebag just behind his right thigh, trading them for worn leather gloves that he pulled over his hands.

"Ready?" he asked his companion.

"Of course," she said, smiling with one side of her mouth.

With great voices they shouted at their steeds and dug booted heels into their flanks. The horses leapt into motion, and accompanied by the thundering of hooves, the two elves raced their mounts through the narrow dirt streets of Firebrand and out the front gate at the edge of the venerable fortress city.



Vilunious let his boots fall heavily on the wooden steps as he descended into the great room of the tavern. He was covered in the man's blood, spatters on his face, smeared streaks on his hands and sleeves. He met the eyes of the patrons, and they did not stare back at him. He took a seat near the front door and ran his hand in circles through the grease that covered the windowpanes. Outside, orc guards sat on the edge of a well and tore at chunks of meat wrapped in soiled cloth. Ophinil, with wild locks reminiscent of stalks of laurel in the summertime, brought over two cups and a stone pitcher filled with wine.

"Water would be a good thing," Vilunious said, staring out at the orcs.

"We have yet other business to conduct today," Ophinil said. He looked at the orcs and then at Vil. "Haven't you had enough of killing for now?"

"As you said, my friend, there is yet more business to conduct."





"I said other." Ophinil sat back in his chair, his lupine eyes glowing in the dim light of the inn.

Vilunious laughed low, leaning forward for the wine. "And I said more."



As the green fields ran low and became harsh scrubland, chewed through by stony paths and dry ravines, the companions passed into Blackstitch. They rode hard for the first day and then slowed the next as they crossed into orcish lands, free to travel without escort, but wary nonetheless. Old grudges die hard, and here, at the border, where broken towers and ruined fortresses lay as toppled relics of the long, bitter war between the elves and the orcs, the memory of old hatreds permeated the very countryside. Although elves were now a common sight along the roads and in the cities of Blackstitch, armored knights of Starladale were not, and they drew many lengthy, vigilant stares from orcish passersby.

"It is strange that we are here, after so many years of fighting them, we now pass into their lands as guests." Ilphistar looked at Lillumbren as they passed under the spiny branches of an olive tree, swaying side to side on the back of her big horse. He smiled at her. "I am, as always, enamored with your face."

Lillumbren stared into the dry, yellow fields that spread away from them in rolling recession for miles only to rise in a smudge of mountains on the horizon. Tall stacks of sun-bleached rock covered the red soil like broken and discarded bones, remnants of some predator's meal. She turned her head to him, and against the bleak country he seemed to shine more brightly than ever, tall and majestic, formidable and kind. His hair fell in thick curls around his angular face. His eyes, smiling at her, studying her, sparked strong feelings that made her heart race. "I, too, am moved by your presence," she said and, feeling the warmth of his companionship tug at her, like a badge of indebtedness, gifted by the gods, she turned her face to the sun.

They kicked their steeds into a gallop, the long strides of their warhorses devouring the miles. They had to hurry if they were to reach Sinningstale before dark.



Ophinil looked at the dirty elf sitting at their table. Vilunious grinned at him like a hungry wolf as the dirty elf fumbled with a grease pencil and a lumpy sheet of paper. He scribbled notes on a map of the house where their quarry stayed, his fingers black from the grease pencil, from soil, from a week of meals and work without wash.

"You are unlike any elf I have met," Ophinil told him. "You are particularly unclean."

The elf's face cracked, a sardonic smile in which Ophinil saw that he was missing teeth behind scabby lips. "Do I repulse you?" he needed.

Ophinil looked at him again and realized he could smell the elf, a mix of





soil and skin. "Yes, quite."

"Shut up and finish," Vilunious sneered. His teeth shone brightly from behind his indigo lips. He ran a finger along his chin and grinned at the dirty elf, studied him as a painter studies a subject he wishes to render.

"You smell like an orc," Ophinil said.

"You should see my wife."

Ophinil and Vilunious looked at each other in disbelief. "Not an orc," Vilunious said flatly.

"Of course," the elf replied. "As big as a house with a great, matted coat. There are days when I can barely bring myself to look at her. I truly think I love her."

"Are you finished with that map?" Vilunious asked.

"Fourteen coppers then, as promised?" the dirty elf panted.

"You're disgusting. Ten." Ophinil said.

"Done."

Vilunious took the map and looked it over. Three blocks away, guards clearly marked, one door in front, another in the back through the garden. "Fine," he said and poured the grimy elf a drink. "Here," he said, pushing the cup across the table, "for your troubles."

"My thanks." The elf grabbed the cup and drained it greedily.

"What kind of children do you think you'd have?" Vilunious asked.

"What?"

"Your orc and you. Mixing. What kind of children do you think you'd have?"

The elf paled, sweat breaking on his brow. His body began to tremble. He looked down into the cup and then at Vilunious. "What did you put in my drink?" The elf tried to shout but his stomach knotted and his legs jerked up and hit the table hard.

Ophinil put his hand on the elf's shoulder, gently pushing him back down in his chair. "Easy. Easy," he said.

The dirty elf's body flopped with great spasms, and he pulled his arms and legs up to his chest, rocking back and forth. Spittle frothed on his lips, and his tall, catlike pupils opened so that the backs of his eyes shone in the low light of the tavern. A dazed, lifeless look crept over his face and he fell forward onto the table, Ophinil letting him down slowly.

"Looks like our friend had too much to drink," Vilunious said. He got up from his chair and tucked the map into his belt. "We'd best be off."

Ophinil tossed ten coppers on the table and patted the dead elf. "Sleep well, beloved kinsman."





"Two elves. One fair, a Woodlander, the other a Nightshade, skin like the deepest twilight. He's the one we want." Ilphistar sat high atop his warhorse, his thick, metal armor and great winged helm standing out against the running blood of the sinking sun. His face was hidden in the shadow of the waning day, eyes glowing yellow in the coming dark. An orc guard, swaddled in studded leather and holding a shield and pike, looked at the silver papers Ilphistar had handed him.

"Orders from the King of Starladale to capture and detain, blah, blah," he read, one finger tracing the words carefully. "What do you want me to do about it?" he asked gruffly. Elven problems were for elven cities.

"Allow us to hunt him. We believe he's here, in Sinningstale."

The orc looked at them and back over his shoulder at the town. He scratched his head and gnashed his teeth in thought. "Not without escorts," he said in a loud voice. "Orcs."

"Happily." Ilphistar's white canines appeared from behind a smile. "Lead on, friend."



The stone wall surrounding the house of Humpinstoad, merchant of rare and hard to find antiquities, stood fifteen feet high topped with three feet tall iron pickets. As the moon appeared just over the trees, its milky, silver light shined through the pickets and cast deep shadows on the street below. A grappling hook arced up and over the wall and settled with a soft clank of metal on metal. The rope went taut and slack, and then taut and slack again as Vilunious seated the hook on the picket.

"Go ahead, Ophin," Vilunious whispered, one hand pulling on the rope. The two elves stood in the shadows of the wall, just off the street where darkened buildings loomed around them.

"Me?"

"I'll stay out here and you'll go in."

"Not tonight, my friend. I'll stand watch, you go in."

"You really are a coward, you know that?"

"Vilunious, by all the Dark gods of Mordredica, I will cut out your eyes and sew them to your chin."

"Relax, you must know I'm joking. If either of us is going to cut Humpinstoad into pieces, it's going to be me. Besides, you'd palm my amulet believing I'd be none the wiser."

"Don't get killed. Remember we've more to do."

Vilunious nodded and jumped to the wall, grabbing the rope as he did so. He quietly scaled the height and disappeared over the picket, taking the hook and the rope with him as he moved.





Ilphistar and Lillumbren stood over the bodies of a human and an elf that were laid out in the street outside the Five Wolves Inn. The human was exsanguinated, his throat opened beneath the jaw. The elf was bloated and his lips black, a sure sign of poisoning.

Lillumbren pulled Ilphistar aside. They had seen this before. Their quarry seemed to enjoy killing and had left a trail of corpses everywhere they traveled. "It is them, I am sure of it," she said, motioning to the bodies in the street.

Ilphistar nodded in agreement. He too knew their handiwork. "Yes, but where are they now?" he asked. "Out of the city, perhaps?"

"Maybe." Lillumbren knelt by the elf and picked up his hands. They were covered with grease. She began pulling open his pockets and retrieved several scraps of paper and bits of grease pencil. Ilphistar knelt beside her as she opened one of the papers. The name Humpinstoad was written at the bottom in hurried, crooked letters. Ilphistar turned to their orcish escorts.

"Humpinstoad. Does that name mean anything to you?"

The big orcs shuffled their feet, looking to each other with bloodshot eyes that rolled with derision. "He lives in that palace there," one said, pointing down the street. "Just around that bend."

The two elves quickly mounted their horses, reining them around so that they pranced and stamped their hooves.

"Take us there," Ilphistar said impatiently.

The orcs grumbled and pushed past the horses as the moonlight crested the thatched roofs of Sinningstale.



Vilunious landed softly in the grass at the foot of the wall. He coiled the rope and stowed the grappling hook, surveying the yard as he did so. Roughly fifty yards from the wall, across a garden grove of fig trees, loomed the home of Humpinstoad, a single story villa with a red clay tile roof. Torches burned in the archway leading to a pair of large wooden doors. There, a single guard napped, his bulky orcish arms folded over his chest. Vilunious scanned the yard, his pupils wide, tapetum glowing in the gloom. He could see as if it were day, the world in muted gray as the light reflected off the backs of his eyes. No dogs, no patrolling guards, and no major obstacles between him and the doorway, just as the dirty elf had drawn.

As stealthily as a cat, Vilunious crept through the fig grove, a shade among the twisted, black trunks, until he was at the villa, his back against the wall. He peered around the corner of the archway and surveyed the slumbering orc. He was huge, nearly six feet tall. Three hundred pounds at least. He drew a long knife from his belt and worked his way around the corner on the balls of his feet. The elf's shadow passed over the orc and the beast opened his eyes. Quickly, Vilunious slipped his knife through the thick hide





and the orc's neck exploded with the force of steel and escaping blood. The guard jerked erect and began choking as Vilunious drove the point again and again into his temple and through his skull. The orc thrashed under Vilunious' repeated blows and black blood ran over the tiles of the archway, down the steps, and pooled in the dirt at the edge of the walk.



Across the street from Humpinstoad's estate, Ophinil watched as two horsemen and a band of orcish guard approached the front gate to the merchant's home. He strained his eyes, but the riders were cast in shadow. The orcs began to bellow, calling for the sentries to open the gate and let them in. Ophinil slipped around the backside of a house and ran down the street, away from the wall Vilunious had scaled.



"Open your gate!" the orcish escort yelled. From the shadows on the other side of the iron gate, two orcs lumbered up the path. They rubbed their eyes as if they'd been sleeping.

"We've urgent business with Humpinstoad," Ilphistar said. "Open your gate at once!"

The orcish guards looked at the mounted elves and their escorts, confused and wary. "No one gets in without the master's order," one said. "Especially elves." He jerked a big brown jaw in Ilphistar's direction, showing his teeth as he did so.

The escorts laughed big orc laughs.

"Your master may be in grave danger," Ilphistar said to the sentries. "An assassin has his name. We're here to help protect your master."

The orc sentries spoke in troubled growls between themselves. After a long moment they threw open the bolt and pulled one side of the gate open. "Follow," the orc sentry grunted as he turned toward the villa beyond the fig garden.



Vilunious padded quietly through the big halls of Humpinstoad's home. Everywhere there were signs of decadence and wealth. Big marble statues from far off Ouredur, tiger skins from Pithsil, lion skins from Kildka. Enormous paintings of foreign landscapes in exotic wooden frames lined the halls, separated by voluminous pots and vases containing long willow limbs, branches of flowering hawthorn, and blossoms of rare orchids. Down the hall he crept, like night edged by the glow of the moon. He passed rooms with rows of books, a sauna with a raised wooden floor and fire pit below, and a wide, sunken tiled bath. He came upon a central room with an open hearth, its embers glowing. Vilunious figured he was at the middle of the villa. The house was quiet, though the hour was well before midnight, and Vilunious wondered for a moment if perhaps Humpinstoad were away, perchance on business or out for the evening, when a loud banging on the front doors interrupted his thinking. From the other side





of the big wooden door an orcish baritone voice called, "Master, we come with guests."

At the end of the far hall, a door opened and a manservant walked swiftly to the front entry. Acting instinctively, Vilunious hid himself against the wall of another nearby corridor as the servant shouted through the doors at the orc.



Ilphistar wished he could be rid of these ridiculous escorts. Any element of surprise was lost as the orcs shouted and banged on the front door, fists striking like battering rams.

Lillumbren put her mouth close to his helm and whispered, "I'll be around back."

He nodded and she slipped silently into the shadows as their escorts leaned on their spears, unaware of anything but boredom.



Ophinil stole through the shadows alongside a row of nearby houses just as the orcs and the horsemen passed through the gates to Humpinstoad's estate. He slipped into the compound behind them and hid himself in the shadow of a large marble statue of Ulder with his great marble hammer held to the sky. He readied his bow, pulling back a slimly tipped arrow.

Ophinil studied the riders as they dismounted. Elves. But these weren't just any elves, these were knights of Starladale, one male and one female. He looked more closely at the two, thinking he recognized the female when she slipped away from the group and disappeared around the back of the villa. This was bad for him and Vilunious both, and he wondered who had tipped them off as he steadied himself to shoot. He'd take the orcs first and then the armored elf.



"Stop your banging, you infernal beast!" The servant opened the front entry. Vilunious risked a quick look around the corner and saw armored orcs bearing weapons. "What is it, Urgik?" the servant asked.

"Elves have come to speak to the master. They say he's in danger."

Vilunious crossed the room in nearly a single bound. The orc guards on the front step saw him and shouted guttural alarms of surprise, but Vilunious was at the door too quickly and slammed it closed on them, throwing down the bolt as he grabbed the manservant by the hair. The orcs banged on the door, shouting commands to open it, as Vilunious pulled the servant across the hearth room and into the corridor where he'd been hiding. He threw the man up against the wall and brought his knife up to his throat.

"Where's Humpinstoad?"

"Don't hurt me!" The orcs were beating furiously on the door, shouting alarms. Vilunious plunged the knife deep into the servant's leg. The man





howled and crumpled to the floor. Vilunious gathered him up and pushed him hard, twice, against the wall.

"Where is he, human?"

"In the rear lounge," he said pointing to the end of the corridor, "there."

Vilunious swept the knife through the servant's throat quickly and dropped him to the floor. The servant writhed helplessly as his life ebbed from him in a pool of waning hope.



Standing on the front porch to the villa, Ilphistar saw his prey emerge from the shadows like a snarling wolf bounding into the light of a camping fire. Swift and deadly, Vilunious, the elf he'd hunted for many years, was suddenly there before him. Ilphistar flew up the steps but the door slammed shut and he crashed into the timbers. He heard the bolt fall into place and the manservant scream.

"Assassin!" he yelled to the guards and they began pounding on the doors and shouting to their master.

"Is there another way in?" Ilphistar barked, but as he turned he heard a thumping, a familiar rush of air, and a sleek black arrow buried itself into the neck of the orc he'd just questioned. The orcish escorts cried to arms, but the arrows came too swiftly. One, two, three yellow-feathered missiles sank into them. As they fell, Ilphistar charged the granite statue in the center of the fig grove, buckler raised, sword drawn. He could see the archer, the Woodlander companion of Vilunious, drawing back the string. The release sent an arrow crashing into Ilphistar's armored shoulder, which repelled the shaft and it splintered with a sharp cracking sound. The Woodlander turned and fled into the garden, swift and fleet-footed. Ilphistar chased him into the dark.



Vilunious stood in the doorway of the lounge, a bloody silhouette. Humpinstoad, his back against the far wall, trembled as he aimed the crossbow. He was a large man, fat to be sure, but of a size and shape that told of a formerly daunting physique, now lost to age and decadence. Dressed in a thin toga, the fat merchant backed away from the burning yellow eyes of Vilunious' fire. He tried to speak but his sobs drank his words. He swallowed hard and tried again, "I didn't know it was yours when I took it. You must believe me -- I did not know how to return it to you."

Vilunious came into the room.

"Stop, Vilunious, please. I will shoot you."

The smile on the elf's lips was one that both dared Humpinstoad and frightened him even more. The merchant brought the crossbow to his shoulder. It bounced as his body trembled.

"Well, here I am," Vilunious smiled warmly. "Return it to me."





"You won't hurt me?"

"Never. You've my word."

Humpinstoad pointed to a small chest sitting on an ornate mahogany table in the center of the room. "It's there," he said. "In the box."

Vilunious carefully opened the chest. Inside lay a gold amulet, a circle set with a black stone in the center that shone darkly. He picked it up and held it by its gold chain. "Perfect," he purred.

"I had many offers. I could have sold it for a fortune. But I knew you would come. I wanted to give it back to you." Humpinstoad smiled, pleading with Vilunious, but the crossbow remained leveled at the elf.

"And so you have." Vilunious leapt across the room. He seemed like an animal leaping from a height as he descended on the merchant. Humpinstoad fired the crossbow, its short bolt speeding away with the thump of the string. Vilunious fell short of his prey as the bolt tore through his side, glancing off his rib bones and sinking into the wall at the opposite side of the room. Wounded, the elf fell to his knees, and the merchant screamed and ran to the doorway. With a snarling shout, Vilunious turned and threw his long knife. It tumbled through the air and plunged into Humpinstoad's back. The merchant fell heavily against the wall near the doorway and sank to the tile floor. He climbed to his hands and knees, wounded, but not mortally, and crawled from the room into the hall. He was no more than halfway down the hall when Vilunious yanked the long knife from the merchant's back and set to work butchering him, blood spraying against the fine art, sculptures, and clay pots.

"Stop!" Lillumbren commanded, but she was too late. She'd entered the hearth room just as Vilunious finished. A large human lay on the tiled floor, reduced to a bleeding mass of flesh by the vicious, nearly maniacal knife work of the Nightshade elf before her. He rose from the body, crimson blade in hand. His lupine gaze shone in the dark as he glowered at her.

"Well, well," he growled. "Lillumbren of Ikorull. Long time, my dear."

"Your hour is at its end, Vilunious. We've come for you."

"We?" he asked. "Ilphistar, then?"

"Drop your knife and come to me." Lillumbren was strong. Vilunious could feel her command working against his will power, ordering his body to heed her desire. He resisted with a sneering smile.

"I will not be coming back, Lillumbren. I have other work to do."

"Then you and I will do battle," she said and drew from her side a long, slim sword. It shone in the dark like a ray of moonlight in a darkened wood.

"I do not have a sword," he said. "This is hardly a fair fight."

"I care not," Lillumbren said as she rushed him, a spiraling glimmer of energy and motion. Vilunious' mind nearly panicked at the thought of





fighting her, but his instincts demanded action and he pulled back from her blade. Lillumbren's attacks were elegant, and Vilunious brought to bear all that his body possessed as he worked to dodge her blows and stay out of the range of her weapon. He wanted to press an attack of his own but soon found himself backed into the lounge where Humpinstoad had shot him, ducking, weaving, and jumping in an ever-retreating defense.

"You are quick," she said, chest heaving as she breathed. She stood in a guarded pose, a master of combat at rest. Vilunious was trapped at the rear of the room. He had nowhere else to run.

A voice called from the hearth room of the house, a shouting cry of battle. Lillumbren's long ears twitched as they picked up the sound, and she instinctively turned her head ever so slightly to hear. As she did, Vilunious was on her, a kick, a blow, the knife. She dodged and parried his attacks, but he was now too close for swordplay. His knife flashed and glanced off her armor. His hand grabbed at her throat. Lillumbren kneeed him and threw him to the floor, but the Nightshade was up and at her again. They were locked in a grapple, tumbling. First Lillumbren on top and then Vilunious, his long knife searching for an opening. Lillumbren's dagger flashed and Vilunious screamed in pain as it pierced his shoulder. She pushed it deeper and used the knife as a lever to throw him away from her. She jumped to her feet and retrieved her sword just as Vilunious fled from the room.



Ilphistar entered the villa through the garden door, stepping over the body of an orc guard. The Woodlander had fled into the villa, slipping on blood and tumbling to the pavestones in the archway. Ilphistar had nearly caught him, but the Woodlander was quick and disappeared inside.

Bloody footprints betrayed the Woodlander's path and Ilphistar flew headlong into the hall. There was the Woodlander. He could see him in the glow coming from a hearth. Whoosh! An arrow passed his head, and then another glanced off his shoulder. In the low, yellow light of the hearth room, he saw the Woodlander draw a short sword, and with a great clang of steel, their two swords met. At first the Woodlander seemed a match for him, but Ilphistar's attacks soon met flesh, shallow cuts that caused the Woodlander to jump away from him. The wounded elf fumbled with the bolt at the front door, frantically seeking to escape the hiss of Ilphistar's blade. The bolt refused to open, jammed by the battering of the orcs, and soon Ilphistar was on him. The Woodlander parried with desperation and seethed guttural cries of defiance. Froth and spittle mixed with blood running from his cheek as the Woodlander made his last stand.

Ilphistar landed a heavy blow and the Woodlander lost his sword. It rang as it skittered across the tile. The armored elf punched him in the face and pierced the Woodlander with his blade. Thick blood ran out of his side, just below his ribcage, and he fell heavily to his buttocks, his back against the front door.





Vilunious yanked at the knife in his shoulder. In his flight from Lillumbren, he leapt over the bodies of Humpinstoad and his manservant and turned to escape through the front doors. He stopped suddenly, nearly tripping as he slipped on the bloody tiles. An armored figure stood over Ophinil, who was collapsed on the floor. Blood ran from his side, but he looked alive. It was Ilphistar who stood over him. Ilphistar, good doer for the gods. Ilphistar, that cursed dog who had chased him for years, a plague on his plans, thwarting him at every turn. Ilphistar, the favored son mother had adored. Now, the armored elf had his back to him, and Vilunious, a knife. Vilunious took only a moment to weigh his decision. It was time to end this once and for all.



Ilphistar pulled a knife from the Woodlander's belt and tossed it away. He yanked the wounded archer to his feet, the Woodlander wincing in pain.

"You will live if you tell me what's going on here." Something in the Woodlander's eyes gave it away. There was a look, a moment of relief, of clarity. Ilphistar turned as Vilunious came on him, death with a blade. The knife came down at the collar of Ilphistar's armor, breaking his breastbone, angling right and piercing his lung. He stood for a moment, staring into the Nightshade's eyes. It had been years since he'd seen his brother.

"You have mother's eyes," he said, blood foaming on his lips.

"Goodnight, dear brother," Vilunious grinned as he sank the blade to the hilt in Ilphistar's chest. "I shall not miss you."

Lillumbren turned the corner, Vilunious whipping his head in her direction.

"Say goodnight to your sweet Ilphistar," he said and threw the elf's body at her. Lillumbren screamed in horror as Ilphistar's body crashed to the tiles with a heavy clamor of metal. She raced to his side as Vilunious threw open the door and pulled the Woodlander into the safety of the night.

THE END





Forging the Axes

This is a story of heroes and their adventures in the World of Mordredica. This is also a game, one in which you play the role of a hero as he forays through the adventures of his life.

The Battleaxe RPG is a game designed for group play. Basically, you get together with some friends and tell stories, each of you assuming the role of a unique hero. Whether you're kicking down doors in Blackstitch or sacking caravans in Kildka, you and your friends describe the actions of the heroes you play. The result is a work of fiction, like a fantasy short story or novel, but built collaboratively and in real-time.

For a role-playing game to function, you must have one or more players and a Game Master (GM). As a player, you will create a hero and act his part in the shared imagination space that will become the game world. As a GM, you will serve as the game's storyteller, acting the roles of all the monsters and non-player characters (NPCs) in the story, describing the setting, and relating events as they happen.

Balancing the Blades

As there will be only one GM in your game, and he will have a lot to do, the number of players that join your game should be entirely dependent on the preference of the GM. The more players there are in the game, the longer combat turns will take and the more pressure placed on the GM to setup and manage the game's non-player components. We recommend that you play your first game with 2-4 players and expand the size of your group when your GM feels comfortable doing so.

As a player, your first task is to create a hero. This process is outlined over the next couple of pages. By following these steps, you will produce the numerical measurements of your hero's qualities, especially those characteristics required to undertake complex actions such as those involved in combat or spell casting. Once these numbers are generated, you can either begin to develop the rest of your hero's character - his motivation, desires, what he wants from life - or you can begin playing immediately and figure that other stuff out later.

As a GM, you must first become familiar with the setting and mechanics of this game. You should acquaint yourself with the setting material enough to feel comfortable guiding the players through the world of Mordredica, and you need to be conversant in all the game's rules. You should be at ease telling a story and acting the roles of the non-player characters (NPCs) that will appear in the game. Being the GM can be a tough job - not everyone will enjoy it. If you have a group of people who want to play, but you can't figure out which one of you should be the GM, pick the one amongst you who is the most imaginative, witty, and fair. (Eventually, all of you should try it).





Sharpening the Weapon

Your hero's life begins on your hero sheet, where the measurements of his abilities are recorded. This paper is where you will chronicle the sum of his experiences and wealth, but the story of your hero is really told during the course of play. It is a rich tapestry of action, emotion, and adventure without boundary that is grander than any novel and more detailed than any film, because it's as unlimited as your consciousness and completely ephemeral – it vanishes in an instant, with a quickness that is breathtaking. Such is the truth of collaborative storytelling: the story begins to fade from the collective consciousness as soon as your words escape your lips, but the power and energy of the experience will live in the minds of the participants for many years. Perhaps the fleeting presence of story that exists in the players' shared imagination space is the true essence of role-playing. For those story moments that we crave are the substance of role-playing games that makes them transcend all other games, regardless of medium.

Things You Will Need to Begin Play

- One Game Master.
- One or more players (preferably 2 or more).
- Two or more twenty-sided dice and two or more six-sided dice. Ideally, each player and the GM will have their own set of dice.
- Stuff to write on and stuff to write with.
- A minimum of one hero sheet per player copied from this book or downloaded and printed from our website.

The Language of Play

Learning the rules of the game may seem daunting, especially to a new player, but honestly, there's not much to it. The rules exist to balance the flow of play and organize the way action unfolds. Since much of the game takes place in your imagination, it is often critical that concrete numbers be used to unify and detail the experience for all of the players. Occasionally, learning about the way these numbers interact can seem like a monumental task. What follows is a primer, a quick orientation of the major concepts in the game system.

If you can't wait to cut to the chase and begin playing, here's what you'll need to do:

- First you need to create a hero. This takes anywhere from 10-30 minutes depending on your familiarity with the game. Follow the step-by-step guide [The Birth of a Hero](#) to create your hero.
- Then you'll need a GM and some other players. (Your GM should be familiar with the rules or the next step will be difficult).
- Last, you sit down at a table and start playing. Usually, this begins with your GM saying something like, "You're in a tavern...."





Rolling the Dice

This game uses dice to help determine the outcomes of events, actions, tests, and effects. The dice used are six-sided dice, ten-sided dice, and twenty-sided dice and are referred to as d6, d10, and 1d20 respectively.

The result of any die roll is represented in two ways: natural and modified. A natural die roll refers to the number on the top of the die when it stops rolling. If modifications (positive or negative numbers) are applied to the natural roll, the die roll is considered to be modified and is termed a modified die roll.

Six-Sided Dice (D6)

These dice are primarily used to assess the amount of damage inflicted by actions, or the relative strength of effects, and function in an additive fashion. Six-sided dice are represented by $x\text{d}6$, where x equals the number of six-sided dice to be used for a given roll. For example, if you're rolling $3\text{d}6$, and you roll a 5, a 3, and a 1, the result of the roll is 9.

Ten-Sided Dice (D10, D100 [%])

Ten-sided dice can be used in an additive fashion, but they are also used for rolling percentages. For percentile rolls, two dice are required, preferably of different colors. To roll a percentage, designate one of the two dice as the tens die and the other as the ones die. The result is a number between one (01), or 1%, and one hundred (00), or 100%.

Twenty-Sided Dice (d20)

Twenty-sided dice are chiefly used to determine the results of tests pertaining to skills, combat, and spell casting actions. An important function of the use of d20 in this game is the generation of span values, as described in the topics titled **Undertaking an Action** and **The Span**.

A d20 can also act as a d10 in times of need. When rolling a d20 as a d10, simply ignore the first digit of the natural roll and treat the second digit as if it were a d10 roll result.

- All test rolls are made using a 1d20.

Attribute Scores and Test Rolls

Your hero has six attribute scores. These scores range from 01-100 or more. The larger the score, the more powerful the attribute. When your hero wants to undertake an action in the game, one of his attributes is tested to determine whether or not the action is successful and to what degree. The more successful the test, the more successful the action.

Target Numbers

Battleaxe RPG uses a system in which each of your hero's attribute scores has a corresponding target number (T#) that is based on that attribute score. Target numbers range from 2-20. When testing versus an attribute, the 1d20 roll must be larger than the target number for the action to be considered a success. This means that the lower the target number, the





more desirable the target number. So, here comes the only tough part of the game:

- Larger, more powerful attribute scores have lower, more powerful target numbers. Big attribute scores = good, low target numbers = good.

Once you understand this relationship between d100-based attribute scores and 1d20-based target numbers, the rest is a piece of cake.

The exact relationship between the two is outlined in the following chart:

Attribute	01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-70	71-75	76-80	81-85	86-90	91-95	96-100
Target Number	T20	T19	T18	T17	T16	T15	T14	T13	T12	T11	T10	T9	T8	T7	T6	T5	T4	T3	T2

This same chart appears at the bottom of your hero sheet for easy reference.

The Span

After a 1d20 test roll has been made, a span is generated. A span is the difference between the 1d20 roll result and the target number. The larger the span, the better the span.

The best way to think of a span is as a measurement of quality.

Let's say your target number is 12. Now, let's say you roll 1d20 and end up with a result of 16. You've just conducted a successful test roll. Congrats! The span for this test roll is +4. This number can be used in many ways.

Craftsmanship

If your test roll were being made to craft an item, the item would forever be considered a T12/+4 item. This means that someone with a target number of 12 (corresponding to an attribute score of between 41-45) created this item with a +4 span's worth of success in the crafting of it.

Attack and Defense

If your test roll were being made to execute an attack, the +4 would indicate the quality of the attack. The defender would then have to beat this +4 span. Any positive span generated by the defender (assuming a successful defensive action) and the defender's armor strength would both be subtracted from the attacker's +4 span. If, after this subtraction, there is still a positive span value for the attacker's action, the final attacking span (called the Potency Span) would equal the number of d6 to roll to calculate the damage for that attack.

Experience Award Points

As your hero gains experience, he earns award points that you can use to purchase the following things:

Attribute Score Increases

Award points can be used to purchase attribute score increases. As an





attribute score increases (as the attribute grows in power), the target number for that attribute drops and your 1d20 test rolls for that attribute will have a higher frequency of success.

Exploits

Award points can also be used to purchase exploits that act as areas of expertise or power. Exploits follow a basic system of level advancement, whereby an exploit increases in power and effect as the attribute associated with the exploit also increases.

Spells

Award points can also be used to purchase spells.

Modifiers

Whenever a 1d20 test roll is made, your GM has the option of applying a modifier to the roll. This modifier can represent many factors and is often the cumulative score of several different events.

Modifiers affect die rolls in many ways and can be slightly confusing for new players. Fear not. The way that numbers interact with your hero's abilities and die rolls will quickly become second nature. Soon, you will be salivating over negative number resist modifiers and positive number to-hit modifiers that combine to help your hero combat hordes of adversaries.

Your GM can apply modifiers as needed. Modifiers are his tool for synchronizing in-game situations with your hero's actions and abilities. Common modifiers at your GM's disposal are described below:

Modifiers to the To-Hit and Versus Rolls

- A bonus modifier is represented as a positive number and is applied to the 1d20 die roll.
- A penalty modifier is represented as a negative number and is applied to the 1d20 die roll. This type of modifier is most commonly utilized as a situational modifier, reflecting elements that originate external to your hero's experience. Some of the factors that can make a test roll more difficult are weather, terrain cover, line of sight, target movement, visual acuity, and morale/panic effects, among others.





Modifiers to Target Numbers

- A bonus modifier is represented as a negative number and is applied to the target number for the duration of the test.
- A penalty modifier is represented as a positive number and is applied to the target number for the duration of the test. This type of modifier is most commonly associated with things that directly change your hero's ability to execute his skills. Examples include poison effects, drug/alcohol effects, memory loss/lapse, stuns, some spell effects, and other changes in the body or mind of your hero.

Modifiers to Actions per Round (APR)

- A bonus modifier is represented as a positive number and adds to the number of actions per round that can be attempted by your hero during one initiative.
- A penalty modifier is represented as a negative number and subtracts from the number of actions per round that can be attempted by your hero during one initiative.

Resistance and Weakness Modifiers

Resistances and weaknesses are modifiers which are applied to an attacking Potency Span prior to the resolution of damage, as long as the attacking action is related to the defender's given resistance or weakness.

- A resistance is represented by a negative number which reduces your attacker's Potency Span. This resistance is applied to the attacking Potency Span after the defensive span and the defender's armor rating have reduced the Potency Span, and just before damage is assessed. If you're being attacked, this is a good thing.
- A weakness is represented by a positive number which increases your attacker's Potency Span. The weakness is applied to the attacking Potency Span after the defensive span and the defender's armor rating have reduced the Potency Span, and just before damage is assessed. If you're being attacked, this is a bad thing.





The Birth of a Hero

And so they are born, these great Heroes of Mordredica, ready to embark on adventures of great daring and become the stuff of legend. You are their chroniclers, the authors of untold, boundless adventure.

Follow the eight steps below to create your hero and set him on his path to fortune.

1. Gather Materials

- Make prints or photocopies of the Battleaxe hero sheets located at the end of this document (page 391) or available online at our website.
- We recommend that you copy or print your hero sheet on a coated, heavy paper stock. This will extend the life of your hero sheet, as you'll be making many revisions (erasing scores and rewriting them) on that paper. It's also advisable that you use a soft pencil and write softly when you record numerical values on your hero sheet.

2. Pick Your Hero's Race

- Choose one of the races listed on the [Racial Attributes Table](#) on page 78.
- You can read more about each race by turning to the section titled [The Races of Mordredica](#) on page 37.

3. Read about Masteries

- Read about the Warrior, Ranger, and Mage Masteries by turning to the section titled [Mastery](#) on page 94.
- Note that each Mastery has a primary attribute.
- Use this information to help build your hero's attributes in the next step.

4. Build Your Hero

- Follow the five steps listed below the [Racial Attributes Table](#) (page 79) to build your hero's attributes. Descriptions of attributes can be found on page 76.
- Find the Target Number for each attribute by consulting the [Target Number Chart](#) on page 81.
- Find the Modifier for each attribute by consulting the [Attribute Modifier Chart](#) on page 82.
- Determine your hero's size and height by consulting the [Size Chart](#) and [Associated Height Chart](#) on page 82.
- Note your hero's size damage bonus, if any, by consulting the section titled [Size and Damage](#) on page 158.
- Find all bonuses for your hero's race, as detailed in the section titled [Traits of the Children of the Gods](#) on page 87.



- Determine your hero's handedness by consulting the section titled **Handedness** on page 147.
- Record all of the information from step 4 on your hero sheet.

5. Choose Your Hero's Mastery

- Read about the Warrior, Ranger, and Mage Masteries by turning to the section titled **Mastery** on page 94.
- Choose Warrior, Ranger, or Mage as your hero's Mastery.
- Choose exploits and spells as indicated by your Mastery.
- Exploits can be found in the section titled **Tome of Exploits** on page 195.
- Spells can be found in the section titled **Tome of Magic** on page 239.

6. Choose Pre-Game Experience Profile

- Turn to the section titled **Origins of Adventure: Pre-Game Experience** on page 83.
- Either roll percentile dice to determine your hero's pre-game experience profile or choose one from the list.
- Choose exploits and spells as indicated by your hero's pre-game profile.
- Exploits can be found in the section titled **Tome of Exploits** on page 195.
- Spells can be found in the section titled **Tome of Magic** on page 239.

7. Buy Equipment

- Your hero begins the game with a number of silver equal to his Savvy modifier.
 - To find your hero's Savvy modifier, consult the **Attribute Modifier Chart** on page 82.
- Turn to the section titled **The Market** on page 305 to buy equipment for your hero, including weapons and armor.
- Alternatively, your GM may wish to allow your hero to begin the game fully stocked, with one of everything a hero needs to start kicking butt, and get the game started.

8. Round out Your Hero

- Create a name and background that best suits your hero.
- Record details about your hero's motivations, desires, and background on your hero sheet. If you are having trouble coming up with juicy tidbits that help define the personality of your hero, ask your GM for assistance.





Hero Attributes

Your hero has six attributes called Vigor, Action, Conviction, Savvy, Imagination, and Fortitude. Each of these attributes plays a key role in determining your hero's ability to interact with the game world, including his capacity to accomplish tasks such as fighting, picking locks, finding secret doors, or mending armor.

Attribute scores range from zero to infinity, although attributes are typically described as being a value of 1-100+. The score of an attribute determines its power, relative to all other things in the universe. Generally speaking, when any one attribute is reduced to zero, your hero is effectively a vegetable, or dead. Conversely, when an attribute reaches or surpasses 100, your hero is considered nearly godlike in his abilities – a true walking legend. Therefore, it's always a good idea to achieve and maintain the highest attribute scores possible.

Your hero will begin the game with a limited number of attribute points. The configuration of these points is based on your hero's race. Each race begins with 106 points distributed in a pre-determined fashion among the six attributes. To enhance these scores, you are then given the opportunity to roll 2d6 for each attribute and apply the roll results to your attribute scores as additional points. When doing this, you may roll an additional 1d6 for each natural 6 rolled, so the number of additional attribute points you can roll is, hypothetically, limitless. When all the dice have been rolled and all points applied, then you get the chance to move points among the attributes. The number of points you are allowed to move is dependent upon your hero's race. The final arrangement of these points among the six attributes forms the foundation of your hero's proclivities and abilities.

While configuring your hero's attribute points, there are a couple of factors you should consider. The first and possibly most important thing of which you should be aware is that Fortitude doubles as your hero's "hit points." If, or when, your hero's Fortitude reaches zero, your hero is considered dead. So the larger your hero's Fortitude score, the harder he is to kill.

The second consideration is your hero's Mastery, or the type of work your hero will perform in the game world. There are three Masteries: the Warrior Mastery, the Ranger Mastery, and the Mage Mastery. Each of these Masteries corresponds to a primary attribute. The primary attribute for the Warrior Mastery is Vigor, the primary attribute for the Ranger Mastery is Action, and the primary attribute for the Mage Mastery is Imagination. The abilities, skills, and spells for each of these Masteries are dependent on that Mastery's primary attribute. So, when building your attributes, you should place as many points as possible in the primary attribute for your hero's chosen Mastery.

As your hero gains experience, he will receive Award points that you can use to, among other things, purchase attribute score increases. As his attribute scores grow, your hero becomes stronger, faster, and more intelligent. This evolution makes it possible for your hero to gain new abilities and learn new spells and exploits within his Mastery.





Using Attributes

All of your hero's actions are based on the foundation of your hero's attributes. Whenever he wishes to swing a sword or cast a spell, one or more of his attributes will be tested.

The six attributes, their descriptions, and brief examples of how they can be used, in tests or in relationship to exploits and spells, are listed below.

Vigor (V)

- This is your hero's physical power or overall strength.
- Use Vigor for tests of raw strength or for comparisons of strength or physical power.
- All melee and thrown missile attacks are resolved using Vigor.
- Your hero's Vigor modifier is equal to the maximum number of d6 you may roll to resolve melee and thrown missile weapon damage. See the topic titled **Max D6 Values**.

Action (A)

- Action represents your hero's physical and mental agility and his base action and reaction capabilities.
- Use Action for tests of perception, tests governing mental prowess or intuition, tests concerned with physical agility or quickness, and tests concerned with accuracy of both mental and physical behaviors.
- All ranged attacks (except magical ranged attacks and thrown missile attacks) are resolved using Action.
- Your hero's Action modifier is used as his initiative rating. See the section titled **The Action Round** for more information.

Conviction (C)

- This attribute defines your hero's mental and spiritual strength, or his commitment to a task or an idea.
- Use Conviction for tests concerned with raw determination, spirituality, morale, or morality, tests governing your hero's ability to remain coherent or alert, and tests assessing mental health.

Savvy (S)

- Savvy represents your hero's wit, insightfulness, and intelligence.
- Use Savvy for tests concerned with overall intelligence, charm, and logic.

Imagination (I)

- Your hero's Imagination attribute defines his overall creativity and is the primary attribute tested when using magic.





- Use Imagination for tests dealing with creativity and all tests concerned with magic.
- All magical attacks are resolved using Imagination.
- Your hero's Imagination modifier is equal to the maximum number of d6 you may roll to resolve spell damage. See the topic titled **Max D6 Values**.
- Your hero's Imagination modifier is equal to the number of Prepared spells your hero can have equipped at one time. See the topic titled **Prepared Spells**.

Fortitude (F)

- This attribute expresses your hero's overall toughness and constitution.
- Use Fortitude for all tests concerned with physical health, including rolls to save vs. sickness and disease, and tests concerned with physical endurance.
- Your hero's Fortitude is used as his hit points. If this attribute value reaches zero, your hero could die. See **Taking Damage** for more information.

Creating Attributes

To build attributes for a new hero, choose a race for your hero and find that race on the following **Racial Attributes Table**. Follow the steps listed there to build your hero's attributes.

Your hero will begin the game with a modest number of points for each attribute. These scores represent who he is at present, both physically and mentally. Using the awarding process, your hero will be given award points which you can use to purchase attribute score increases, and your hero will become stronger, faster, smarter, and more proficient with magic.

Once you've determined your hero's attribute scores, you are ready to use these scores to complete your hero.

Racial Attributes Table

Attribute	Elves	Orcs	Humans	Dwarves	Wulfir
Vigor	16	21	15	20	20
Action	20	15	18	15	20
Conviction	16	15	22	16	16
Savvy	17	16	16	17	12
Imagination	20	19	18	19	18
Fortitude	17	20	17	19	20
Movable Points	8	5	10	5	4





Using the Racial Attributes Table

- Find your hero's race.
- Start with the number of points listed for each of that race's attributes.
- Roll 2d6 for each attribute. During this process, for each natural 6 you roll, you may roll an additional 1d6 for that attribute.
- Apply the result of each 2d6 roll (plus any additional rolls resulting from natural 6's) to the existing scores.
- At this point, you can move points from one attribute to another. The maximum number of points that you can move is based on your hero's race and can be found in the bottom row of the Racial Attributes Table. You do not have to move any points if you don't want to.
 - As you configure your hero's attributes, keep in mind that your hero's Fortitude serves as his total number of hit points, and if this number drops to zero he could die.
 - If you are having trouble deciding which is the best way to allot your hero's attribute points, it is recommended that you place as many points as you can in both his Fortitude and his Mastery's primary attribute. See the section titled **Mastery**.
 - Your hero is considered ambidextrous if his Action is 31 or greater and his Savvy is 24 or greater.
- Record the final attribute values in the full attribute column on your hero sheet.

Full and Current Attribute Values

Your hero's attributes will fluctuate many times throughout the course of his adventures. Therefore, his attributes define both his maximum possible capabilities, including his health, and his capabilities at any given moment, such as after he has taken damage. As his attributes change, it is important to keep track of those changes on your hero sheet. Properly understanding and tracking changes to your hero's attributes is an important part of playing the game. The following topics discuss your hero's attributes and the ways in which adjustments to these scores will affect your hero.

Full Attribute Score

A full attribute score is a normal, unaltered attribute value. Only permanent attribute alterations can change a full attribute score.





For Example:

If your hero's Vigor is 35, then his full attribute score for Vigor is 35.

Current Attribute Score

A current attribute score is a full attribute score that has gained points temporarily (buff) or lost points temporarily (debuff). Temporarily altered attribute scores are recorded in the current attribute column of your hero sheet.

Unless otherwise noted, all tests made against attributes are made against current attribute scores.

For Example:

If your hero's Fortitude is 43 and he takes 6 points of damage, his current Fortitude score is 37 (43 - 6 = 37). His full attribute score is still 43.

Attribute Buffs

A buff is a temporary boost to an attribute gained from another source. Such sources could include performance enhancing drugs, items, spells, etc. A buff is temporary and will eventually wear off or disappear when the source of the buff is removed, such as when an item is removed from inventory.

An attribute buff increases the attribute's score temporarily. The increased score is recorded in the current attribute column of your hero sheet. When an attribute is increased, the attribute's target number and modifier values may also change.

Attribute Debuffs

A debuff is a temporary loss to an attribute suffered from another source. Such sources could include fatigue, drugs/alcohol, spells, etc. A debuff is temporary and will eventually wear off. Damage is a debuff, but damage is governed by a separate set of regeneration rules, detailed in the section titled **Taking Damage**.

An attribute debuff decreases the attribute's score temporarily. The decreased score is recorded in the current attribute column of your hero sheet. When an attribute is decreased, the attribute's target number and modifier values may also change.

Permanent Attribute Gain

A full attribute score can be increased through the awarding process. This is different from a buff because the change is permanent. See **Awards** for more information about applying award points to an attribute. Remember that when an attribute is increased, the attribute's target





number and modifier values may also change.

Permanent Attribute Loss

It is possible to permanently lose points from an attribute's full score. Attribute loss is permanent and is only reversible through the awarding process. See **Awards** for more information about applying award points to an attribute. Remember that when an attribute is decreased, the attribute's target number and modifier values may also change.

Note: Taking damage, and the subsequent reduction of the Fortitude attribute score, is a debuff, not a permanent attribute loss.

Attribute Target Numbers

Once you have determined your hero's attribute scores, you will need to work out the target number for each attribute. These target numbers are used whenever your hero performs actions, such as using skills in combat, casting spells, or resisting negative effects, etc.

- Find each of your hero's attribute scores on the **Target Number Chart** and record their corresponding target numbers on your hero sheet.
- Keep in mind, as your attribute scores change you will need to recalculate their corresponding target numbers.

See **The Span** for more information about target numbers.

See **Awards** for more information about attribute increases.

Target Number Chart

Attribute	01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-70	71-75	76-80	81-85	86-90	91-95	96-100
Target Number	T20	T19	T18	T17	T16	T15	T14	T13	T12	T11	T10	T9	T8	T7	T6	T5	T4	T3	T2

Attribute Modifiers

Occasionally a rule will call for a calculation to be made using an attribute's modifier value. An attribute's modifier value is always 10% of an attribute's current score. Fractions of a point are rounded down if they are .5 or lower and rounded up if they are .6 or higher.

For Example:

Let's say a rule calls for you to find your hero's Vigor modifier. Assume your hero has a Vigor score of 41. With a score of 41 he has a Vigor modifier of 4, (10% of 41 = 4.1, rounded down to 4). By the same token, if your hero has a Vigor score of 87, he has a Vigor modifier of 9 (10% of 87 = 8.7, rounded up to 9).

A modifier is always based on an attribute's current score. So if the score is





buffed or debuffed, the modifier is altered accordingly. See the topic titled **Full and Current Attribute Values**.

For Example:

If your hero's full Fortitude score were 50, he would have a Fortitude modifier of 5. As he takes damage and his Fortitude score drops, his modifier changes accordingly. If he takes 24 points of damage and his Fortitude drops to 26, his current Fortitude modifier would become 3.

Attribute Modifier Chart

Attribute	01-05	06-15	16-25	26-35	36-45	46-55	56-65	66-75	76-85	86-95	96-105	106-115	116-125	126-135
Modifier	0	1	2	3	4	5	6	7	8	9	10	11	12	13

Physical Size

Your hero's size is important, as it determines which tools he can use in battle and the way he interacts with the environment. Your hero's size is based on both his race and Fortitude score at the time of hero creation. For more about size and how it affects play, see the topic titled **Size and Damage**.

- To determine your hero's size, find your race on the following chart. Record this size on your hero sheet.
- Consult the section titled **Size and Damage** and record the damage bonus values (if any) your hero receives as a result of his size.

Size Chart

Race	Fortitude at the Time of Hero Creation					
Elves	1-33	Medium	34-55	Large	56+	Huge
Orcs	1-36	Medium	37-48	Large	49+	Huge
Humans	1-36	Medium	37-52	Large	53+	Huge
Dwarves	1-39	Small	40-57	Medium	58+	Large
Wulfir	1-29	Medium	30-49	Large	50+	Huge

Associated Height Chart

The following measurements exist for defining the height of your hero, his adversaries, and other NPCs in the game:

Size Category	Associated Height
Very Small	0" - 20"
Small	21" - 4'11"
Medium	5' - 6'
Large	6'1" - 6'11"
Huge	7' - 8'11"
Massive	9' - 12'





Origins of Adventure: Pre-Game Experience

Before your hero strapped on a sword and packed his backpack full of flatbread and healing poultices, he was a toddler, probably picking his nose and watching his parents as they went about making their daily living. Over the years, your hero presumably learned some skills that would be necessary to help sustain the family or simply to make his father and mother proud. This pre-game experience functions as the fundamental origin of your hero.

Determine your hero's pre-game experience now by rolling percentile dice for (or choosing) a category from the following percentile-based pre-game experience list:

01-07% Assassin

Comfortable around and with the use of weapons, stealthy, may know how to fight, may possess some survival skills, and may have some experience with poisons.

- Choose one free Action exploit.

Assume that you have little contact with your parents as they are likely on the run from the law.

08-17% Farmer

Understands crops and planting, tools associated with farms and farming, some livestock experience, familiar with village or small town life, some experience with bazaars and haggling.

- Choose one free Savvy exploit.

Assume that your parents are poor but alive and living a stable farming life somewhere rural.

18-26% Fisherman

Knowledge of fishing and fishing boats (specify fresh or salt water, as well as inland, coastal, or deep sea regions), can use ropes and has experience with knots, some general repair skills, some experience with bazaars and haggling.

- Choose one free Savvy exploit.

Assume your family lives in a coastal village somewhere, plying their trade.

27-29% Jack of All Trades

Experience with general repair skills, light construction, and some experience with bartering and trading.

- Choose one free Savvy exploit.

Your family is probably poor, living somewhere on the edge of a city where odd jobs are plentiful.





30-35% Mage

Familiar with the concepts of magic, some experience with basic spell casting.

- Choose one free spell if your hero is a Mage, otherwise choose one free Savvy exploit.

Your family is probably well off or at least comfortable. There is some chance that one or both of your parents are notable or involved in some ancient endeavor, either famous or notorious.

36-43% Mercenary/Soldier

Familiar with some category or type of weapon, experience with fighting and fighting skills, knowledge of basic or intermediate first aid, experience with bartering and haggling, may possess stealth or hiding skills, may possess basic survival skills.

- Choose one free Vigor exploit.

It is likely that your mercenary or soldier parent is now retired. He or she probably runs a tavern somewhere and is acclaimed for his or her past.

44-49% Merchant

Familiar with markets, market values, trading customs and trade routes of one or more specific geographical areas, experience with advanced bartering, trading, and haggling skills, may possess some sort of weapon or basic fighting skill, may possess basic survival skills.

- Choose one free Savvy exploit.

Your family is likely prosperous. Your mother or father is probably known for their business or as a money-lender. They may have been involved in the trade of, or be in possession of, an artifact of some renown.

50-54% Musician/Artist/Dancer

Familiar with the processes of the artist's medium (dance steps, movements, etc. for a dancer, paint types, techniques for a painter, etc.), familiar with notable personages within the artist's field of study, familiar with the history of the artist's field of study, may possess basic bartering, trading, and haggling skills, may possess very basic survival skills.

- Choose one free Action exploit.

Your parents are presumably very poor, although there is a chance that a noble or king took a fancy to their talents and endowed them with a modest sum of money.

55-58% Noble

Familiar with the laws, customs, and traditions of a specific land or geographical region, may speak several languages, experience discerning and judging the quality of goods, experience with heraldry, experience with diplomacy, may possess some tactical or strategic skills.





- Choose one free exploit from any attribute category you wish.

Your family is well-off and probably of low- to mid-standing rank. They are likely to be wary of your career as an adventurer, unless you choose to become a knight and join the nobility yourself.

59-64% Prisoner/Slave

Experience with skills related to prison-survival, experience with the laws and customs of a particular land or territory, may possess the ability to speak several languages, may possess the ability to pick locks, pick pockets, or escape from bonds.

- Choose one free Fortitude exploit.

You don't have access to your parents – even if they are still alive. You were probably spirited away in the dead of night or grew up in an orphanage in some urban slum. You are lucky you escaped from a life of slavery.

65-71% Sailor/Pirate

Familiar with the tools and techniques of life aboard ship, experience working with rope and knots, experience with general repair techniques, may possess the ability to speak several languages, may possess some brawling exploits, may possess knowledge of the laws and customs of several lands, may possess the knowledge required to navigate a ship by starlight or other means.

- Choose one free Action exploit or one free Savvy exploit.

Your parents are probably now retired from the sailor/pirate life and own some tavern on the edge of the sea where they can keep close watch on all their buried treasure.

72-80% Scholar

Experience reading and writing in more than one language, experience with a specific field of study (flora, fauna, history, archaeology, etc.), may possess the ability to barter or trade, may possess basic survival skills, may possess knowledge of the laws and customs of one or more lands.

- Choose two free Savvy exploits.

Your parents are either comfortable or affluent. They are likely living in a city somewhere near a library where they can conduct their studies in peace.

81-88% Scout/Ranger

Experience tracking and finding trails, experience with outdoor survival techniques (possibly advanced survival techniques), experience caring for one or more types of mount, may possess knowledge of the laws and customs of more than one land, may possess the ability to converse in and read more than one language.

- Choose one free Action exploit or one free Savvy exploit.





Your parents perhaps own an outfitter's shop somewhere on the edge of the wilderness where they can live out their days in the company of fellow rangers.

89-93% Thief

Familiar with sleight of hand and lock picking, familiar with stealth and hiding skills, knowledge of the laws and customs of a particular city or territory, experience bartering and haggling.

- Choose one free Action exploit. Steal one free Savvy exploit.

Your parents are either dead and buried or alive and in hiding. They may be part of the guild, or they may be running from the guild.

94-100% Tradesperson

Familiar with the tools and techniques associated with a specific trade, familiar with the market pricing associated with that trade, experience with bartering and trading skills.

- Choose one free Savvy exploit or one free Conviction exploit.

Your parents probably live comfortably in a village or city engaging in their trade. They are likely busy from sun-up to sun-down making a living.





Traits of the Children of the Gods

Your hero may receive bonuses or special abilities depending on his race. Record any bonuses or abilities explained below on your hero sheet and use them whenever applicable. Many of the following bonuses refer to game elements presented in later topics.

Elves

As mercenaries for the Gods, the elves have evolved over many millennia into warriors of remarkable power. After thousands of years of fighting in this remote place called Mordredica, the elves have split into several groups that distinguish themselves according to their natal environments. Able to utterly adapt to their surroundings, the elves of Mordredica take on a particular nature and appearance according to the terrain, or other circumstances, in which they were born.

When you create an elf hero, you may choose the group to which he belongs, or you may roll dice to determine what type of elf he is, using the following percentile-based chart:

% Roll	Name	Birth Association
01-42	Woodlander	Woods, Forests, or Grassland regions
43-59	Desertblood	Desert regions
60-65	Shellback	River, Sea, or Coastal regions
66-79	Iceblood	Tundra, Mountain, Snow, or Glacier regions
80-85	Lucentblood	Heredity of Magic, Nobility, or Alnarriis
86-100	Nightshade	Heredity of Anger, Spite, the Darkness, or Urban regions

All elves possess enhanced hearing and nightvision. The shape of the elven ear gives the elves extremely sensitive, focus-able hearing. Their elliptical pupils and the mirror-like tapetum at the back of their eyes afford them great nightvision and allow them to see clearly in near darkness.

- Nightvision: 70'.
- Auditory Resist Sneak: [-6] to-hit for anything or anyone (except trolls) attempting to sneak up on an elf.

Desertblood

- Desert Camouflage: [+4] to-hit to all hiding and stealth attempts in desert areas.
- Neverthirst: Desertbloods can go 3 times longer than non-Desertbloods without water.
- Fireborn: Desertbloods receive a [+1] to their Potency Span when casting Fire Magic.
- Fire Lore: Resist Fire Magic [-1].





- No Path through Ice: Ice Weakness [+1].

Iceblood

- Iceborn: Icebloods receive a [+1] to their Potency Span when casting Ice Magic.
- No Path through Fire: Fire Weakness [+1].
- Frost Lore: Resist Ice Magic [-1].
- Snow Heart: Resist Extreme Cold: Icebloods can comfortably withstand temperatures as low as -40° Fahrenheit.
- Winter Camouflage: [+4] to-hit to all hiding and stealth attempts in snow-covered environs.

Nightshades

- Bitterblood: Nightshades are endowed with blood that is a lethal poison. The poison is considered Quick-Acting and has a Potency Span equal to the Nightshade's current Conviction modifier.
- Shadeborn: Nightshades gain a Resist [-3] to detection when hiding in deep shadow or in the dark of night.
- Venomous Kind: Nightshades are immune to all poisons with Potency Spans of [+5] or less. Additionally, Nightshades gain a Resist Poison [-5].

Serpentine Nightshade (Creature of the Dark)

The Serpentes are a sect of the Nightshade family that has pledged itself to the Darkness. These elves are completely evil and seek to ally themselves with the Forty Sorcerers. Serpentes receive all of the bonuses of other Nightshades, plus the following abilities:

- Dark Strength: Serpentes may apply their Vigor modifier as points of damage to the damage caused by any spell.
- The Eye of Darkness Reveal Us Not: Resist Dark Magic [-2].

Shellbacks

- Waterborn: Shellbacks are very good swimmers and have an excellent sense of direction under water. They can dive to depths of up to two hundred feet without difficulty.
- Watery Senses: [+2] to-hit to all sense of direction rolls while underwater.
- Aqualung: [+10] versus drowning. Shellbacks possess rudimentary gills and an increased lung capacity that allow them to hold their breath for an average of 30 minutes and, in times of need, draw air from their gills. While doing so, however, the Shellback may not expend a lot of energy, as the small gills do not work quickly enough to support an increased heart rate.





- Shellback Legacy: Shellbacks with an exoskeleton (such as those resembling lobsters, crabs, etc.) possess a natural hide armor strength of 6 (AS 6). Shellbacks with tortoise-like shells have a natural hide armor of AS 9 for their backsides only.
- Water Camouflage: [+4] to-hit to all hiding and stealth attempts in underwater areas.

Lucentblood

- Power of the Gods: Lucentblood receive a [+1] to their Potency Span when casting Magic of any kind.
- Through the Crystal Door: Resist all Magic [-1].
- Light of the Gods: Lucentblood elves can naturally cast light in a radius around them. In addition to providing illumination in times of need, the Light of the Gods will reveal any creature of the Darkness whose Conviction score is less than that of the Lucentblood casting the Light of the Gods. This shimmering light is typically blue in color and can be cast around the Lucentblood in a radius equal to his Conviction score in feet.

Woodlanders

- Woodborn: [+2] to-hit to all sense of direction rolls.
- The Forest Shelters Us: Resist Green Magic [-2].
- Forest Camouflage: [+4] to-hit to all hiding and stealth attempts in wooded or forested areas.
- Marksmanship: [+1] to-hit when using bows.
- Ancient Skin: Woodlanders can momentarily harden their skin for use as natural hide armor.
 - This transformation is instantaneous but only lasts a number of seconds equal to the Woodlander's current Fortitude modifier.
 - The AS of the hardened skin is equal to the Woodlander's current Conviction modifier.
 - Once this ability is used, it cannot be used again for a number of action rounds equal to the Woodlander's current Conviction target number.

Orcs

As the orc horde migrated from Maggodsteel, each clan began to take on distinct traits. The major variations are represented below.

All orcs have a very good sense of smell and are expert trackers using this heightened sense.

- Olfactory Resist Elude/Hide (Tracking): [-4] to-hit for anything or anyone trying to elude or hide from an orc. When an orc is tracking





his quarry, his olfactory resist negates both cover modifiers and the defender's hiding attempt span. This is only true when the orc is using his sense of smell to find the defender.

- Olfactory Resist Sneak: [-4] to-hit for anything or anyone attempting to sneak up on an orc. This is only true when the orc is using his sense of smell to detect the sneaking party.
- Bite Attack: Orcs possess a natural bite attack that delivers a bonus amount of damage equal to the orc's current Vigor modifier, in addition to the damage delivered by the Potency Span of the bite attack.
- Thick Skinned: All orcs possess a natural hide armor of AS 2.

Blackstitch Orcs

- Wisdom of the Horde: Blackstitch orcs receive an immediate bonus of 50 award points toward any one exploit during hero creation.
- Mankiller: Blackstitch orcs receive a [+1] to-hit/versus bonus applicable to all rolls against humans.
- Slaywolf's Horde: Members of Slaywolf's Horde gain a [+2] to-hit/versus bonus applicable to all rolls when negotiating or bargaining with elves, humans, or dwarves.
- Axefang's Horde: Members of Axefang's Horde gain a [-4] to-hit/versus bonus applicable to all rolls when negotiating or bargaining with elves, humans, or dwarves.

Maggodsteel Orcs

- Bane of the Dead: Maggodsteel orcs receive a [+1] to-hit/versus bonus applicable to all rolls against the undead.
- Hulking Clan: Maggodsteel orcs are larger than other orcs and begin the game Large (49H).
- Shed Darkness: Resist Dark Magic [-2].

Pithsil Orcs

- Penchant for Destruction: Pithsil orcs receive a [+2] to their Potency Span when casting all Elemental Magics (Stone, Green, Electrical, Fire, and Ice).

Stonejaw Orcs

- Tough Skin: Stonejaw orcs have a natural hide which is thicker than most of AS 3.
- Regeneration: Stonejaw orcs heal faster than most and gain double the number of hit points from resting than other heroes.





Humans

The humans of Mordredica have developed the following cultural traits:

- Remember the Old Wars: Humans receive a [+1] to-hit/versus bonus applicable to all rolls against orcs.
- Gift of the Gods: Resist all Magic [-2].

Dwarves

Dwarves are the guardians of Mordredica, children of Ulder, and the first to learn the art of Sacrificial Magic. Their relationship with the Gods is strong and permeates all aspects of their culture. They honor and respect the past in their art, magic, traditions, and warfare.

The three different families of dwarves delineated one from another over time due to the various kinds of work they each contributed to the building of the Great Machine.

- Nightvision: 60'.
- Goblin Hate: [+1] to-hit/versus bonus applicable to all rolls against goblins.
- Ulder's Gift: All dwarves receive a [+2] to their Potency Span when casting Sacrificial Magic.
- Guardians of Gon Bran Garak: If a dwarf is defending secret knowledge of, or the location of, the Great Machine, he receives [+3] to all his rolls.

Sons of Fire

- Rage of the Forge: When the Sons of Fire take damage, they receive a [+3] to-hit bonus for the remainder of the action round in which they were damaged. This buff expires at the beginning of the next action round.
- Birthed by Flame: Sons of Fire receive a [+1] to their Potency Span when casting Fire Magic.
- White Heat, Red Hot: Resist fire and Fire Magic [-2].
- It's Not So Hot: Sons of Fire can work in very warm environments without suffering the effects of fatigue, thirst, or simply feeling it's too hot to handle. Sons of Fire typically work in environments ranging from 90-150° Fahrenheit.

Sons of Ore

- Iron Will: Sons of Ore should only test for Dropping when they take an amount of damage equal to 75% or more of their current Fortitude score from one blow. In all other cases, a serious wound is measured normally.
- Metalworker: All metal working exploits are free for the Sons of Ore.





- The Great Machine: All dwarven engineering exploits are free for the Sons of Ore.
- Basic Engineering: A Son of Ore may choose two free engineering-related exploits during hero creation.
- Eye of the Overseer: Sons of Ore are renowned for their ability to immediately assess all aspects of a construction, excavation, or engineering worksite. Whenever a Son of Ore is present at any site involving construction or engineering, he may test his ability to "discern the state of things". If successful, the Son of Ore can assess (with a degree of accuracy equal to his full Savvy score expressed as a percentage) things such as, who the project foreman is, the nature of the operation, how many laborers are working on the project, its present state with comparison to its projected completion, the morale of the laborers, the materials being used in the operation, the resources being wasted in the operation, and the overall soundness of its design.

Sons of Stone

- Gift of Stone: A Son of Stone possesses a natural hide armor with an AS rating equal to his current Conviction modifier.
- Stoneworker: All stone working exploits are free for the Sons of Stone.
- The Cold Stone of Home: Sons of Stone receive a [+1] to their Potency Span when casting Stone Magic.
- Heart of the Mountain: Resist Stone Magic [-2].
- Fight 'til the End: Sons of Stone are immune to Dropping.
- Keep yer Wits about Ye: Sons of Stone receive a [+4] versus the states of Unconsciousness, Coma, Stun, and Hesitating, as well as Knockout attacks.

Wulfir

The Greyback pack of wulfir are renowned hunters and formidable mages. The way of the wolf runs strong in this territorial people, and the wulfir have inherited many benefits from their wolf ancestors.

- Olfactory Resist Elude/Hide (Tracking): [-4] to-hit for anything or anyone trying to elude or hide from a wulfir. When a wulfir is tracking his quarry, his olfactory resist negates both cover modifiers and the defender's hiding attempt span. This is only true when the wulfir is using his sense of smell to find the defender.
- Olfactory Resist Sneak: [-4] to-hit for anything or anyone attempting to sneak up on a wulfir. This is only true when the wulfir is using his sense of smell to detect the sneaking party.



- **Bite Attack:** Wulfir possess a natural bite attack that delivers a bonus amount of damage equal to the wulfir's current Vigor modifier, in addition to the damage delivered by the Potency Span of the bite attack.
- **Hair of the Dog:** All wulfir possess a natural hide armor of AS 2.
- **Way of the Wolf:** Wulfir can easily adapt to most weather conditions or climates and will grow thinner or thicker coats in response to the changing seasons.
- **Savage:** Wulfir are not used to the manners and customs of most other races and kingdoms. Thus, if given the opportunity, the wulfir will either run or fight when challenged, but rarely will the wulfir submit willingly. This means that things can get hard for the wulfir hero. The gruff social nature of human interaction, especially in urban areas, constantly provokes a wulfir's sense of being challenged or threatened. It is more in the wulfir's nature to simply tear the head off of a challenging party than to ever ignore any offense or confrontation. When a wulfir hero is in the position of having to remain calm, cool, and collected, he must test vs. Conviction with a [-3] to-hit modifier. Failure of this test indicates that the wulfir has simply gone nuts, and he is likely to tear his present enemy to pieces or high-tail it out of the area.

Greybacks

- **Wolf Shaman:** Greybacks receive a [+1] to their Potency Span when casting Green Magic.
- **Forest Walker:** [+2] to-hit to all sense of direction rolls.
- **Vicious:** Wulfir receive a [+2] to-hit/versus bonus applicable to all rolls when their current Fortitude score falls to below half of its full Fortitude value.

Mastery

Your hero can best utilize his experience and refine his skills by choosing a Mastery. There are three Masteries: the Warrior Mastery, the Ranger Mastery, and the Mage Mastery.

To pick a Mastery for your hero, simply decide which professional path your hero will travel. But choose wisely, because once the choice is made you cannot change your hero's Mastery.

- Read through the following topics and decide which Mastery is best for your hero.
- If you do not choose a Mastery, the default is the Warrior Mastery.
- Choose and record spells and exploits as indicated.

Warrior Mastery

Warriors are masters of melee combat. They focus on feats of strength and are less adept at picking up spells and scholarly skills.

- Choose one Vigor exploit and record it in the appropriate column on your Exploit Record Sheet. This exploit may be learned at no cost when your hero chooses Warrior as his Mastery.

Ranger Mastery

Rangers are agile combatants, with a particular proclivity for ranged weapons. They have a great deal more difficulty in close quarters than warriors do, but fortunately they are generally very good at escaping the dangers of melee combat.

- Choose one Action exploit and record it in the appropriate column on your Exploit Record Sheet. This exploit may be learned at no cost when your hero chooses Ranger as his Mastery.

Mage Mastery

Mages are the masters of magic. They are spell casters able to call down a rain of fire or create food and water out of thin air. However, the mage's dedication to magic comes at the cost of physical power and agility.

- Choose a number of Prepared spells equal to your mage's Imagination modifier. These spells may be learned at no cost when your hero chooses Mage as his Mastery. Record these spells on your Spell Record Sheet. See the topic titled **Prepared Spells** for more information.
- Choose one Imagination exploit and record it in the appropriate column on your Exploit Record Sheet. This exploit may be learned at no cost when your hero chooses Mage as his Mastery.





Action

So you have your battleaxe, you have your big black boots, and it's time to start kicking ass. You walk up to the door and get ready to kick it in. You strike and the door collapses, revealing your prey – that son of a bitch you've been tracking for the last two months through back-water swamps and hordes of mosquitoes so thick that you've only a few drops of blood left in you. Grinning, you ready your axe in one hand and taunt him with the other. This is going to be sweet...

Action is what the Battleaxe RPG is all about. Whether that action is swinging a sword or mending armor, this chapter will explain the way your hero tests his ability to perform an action and how the results of his test are measured.

Before we discuss the various actions your hero can undertake and how those actions are resolved, let's take a look at how your hero's actions, the actions of his party members, and the actions of everything else in the game are organized and managed. The organization of actions is all about time. That's where the Action Round comes in.

The Action Round

An action round is an organizational framework within which all hero and NPC actions take place. Each action round is divided into a series of ten turns called initiatives. Each initiative takes place, in order from fastest to slowest, until all PCs and NPCs have taken a turn.

- The primary purpose of an action round is to keep track of hero and NPC actions.
- A GM invokes an action round whenever he feels the need to keep track of the order of potential actions.
- An action round is a ten second cycle divided into ten one-second intervals called initiatives, which take place in order from fastest to slowest.
- Your hero's place in the action round, or his initiative rating, is equal to his current Action score modifier.

Initiatives

An action round is composed of ten initiatives. Each initiative is roughly equal in duration to one second, making the duration of an action round approximately ten seconds long. Six action rounds represent approximately one minute of in-game time.

- Initiatives are rated from 10-1, with 10 being the "fastest" and first initiative, and 1 being the "slowest" and last initiative.

Your hero's initiative rating is equal to his current Action modifier. Think of it as his place in a queue. When your hero's initiative is called, you





will describe his action(s) for that initiative, and he will thus perform his action(s) for that action round. Since your hero's initiative rating is based on his Action score, as this score improves your hero will move up in the queue and be able to perform his actions earlier in the action round cycle.

Note that your hero's initiative, being equal to his Action modifier, is always 10% of his Action score's current value. Fractions are rounded down if they are .5 or lower and rounded up if they are .6 or higher. If your hero's Action modifier is zero, then you take your action during initiative one.

The Action Round Cycle

Your GM will organize all heroes, NPCs, and other game elements (traps, explosions, falling trees, etc.) in the action round according to their respective initiatives. An action round begins with the actions of all those who have initiative ratings of ten or higher taking their turns first, followed by all those with initiative ratings of nine, then eights, sevens, sixes, fives, fours, threes, twos, and ones, respectively.

- Whenever your GM organizes play by order of initiative, an action round has been invoked.
- Your GM calls out each initiative in order from ten to one. Since your GM governs the actions of all NPCs and environmental elements (NPC reactions, unexpected encounters, weather, traps, etc.), your GM will describe these actions and events when their initiatives occur during the action round.
- The action round is complete when all initiatives have been exhausted.
- There is no limit to the number of action rounds that may occur, and your GM will use as many action rounds as are required to resolve the combat or contested action.

Simultaneous Initiatives

When two or more PCs/NPCs/game elements possess the same initiative rating, their actions are considered simultaneous. Generally, the PCs (heroes of the story) should take their actions before NPCs or other game elements with the same initiative rating. If so desired, the GM may organize elements with simultaneous initiatives according to their Action or Savvy attribute scores.

Passage of Time

The movement of time from one initiative to the next represents about one second of in-game time. This passage of game time is fluid, and long actions (actions that take more than one initiative to complete) begun on different initiative ratings will often overlap. Therefore, some actions will occur at roughly the same time.





For Example:

If your hero were to leap from a great height during initiative 10, he is considered to be falling until he lands. The fall would occur over the course of a couple of initiatives until he lands a few seconds later, during initiative number 8. Thus, your hero's falling action begins on initiative 10, overlaps two other initiatives, and actually occurs simultaneous to all other actions executed during initiatives 10, 9, and 8.

Passage of Time: Spell Effects

10,9,8,7,6,5,4,3,2,1|10,9,8,7,6,5,4,3,2,1|10,9,8,7,6,5,4,3,2,1|

10,9,8,7,6,5,4,3,2,1|10,9,8,7,6,5,4,3,2,1|10,9,8,7,6,5,4,3,2,1|

Overlapping initiatives and the passage of time in an action round are especially important when it comes to considering the duration of spell effects. Illustrated above are sixty initiatives, or six action rounds, equaling about sixty seconds of in-game time.

Now, let's look at a spell with a long duration (10 seconds/10 initiatives). The duration of the spell begins during the initiative that it is cast. If a spell with a 10 second- (10 initiative-) duration were to go into effect during initiative #5, it would end during initiative #6 of the following action round as illustrated below:

10,9,8,7,6,5,4,3,2,1|10,9,8,7,6,5,4,3,2,1|10,9,8,7,6,5,4,3,2,1|

10,9,8,7,6,5,4,3,2,1|10,9,8,7,6,5,4,3,2,1|10,9,8,7,6,5,4,3,2,1|

Any actions taken in the 10 initiatives during which the spell is active may be influenced by the spell and are occurring simultaneous to the spell.

Initiative Ratings Greater Than 10

Those with initiative ratings greater than 10 perform their actions during initiative 10 and do so in the order of their Action attribute scores. Larger Action scores are faster than smaller ones. Thus, initiative ratings 10, 13, and 17 all occur during initiative 10, but they are executed in order of speed: 17, 13, and then 10.

Action Round & Initiative Play Script

For Example:

A merry band of travelers is moving northward on foot, along a meandering wagon path. The surrounding terrain is mostly flat and open for about 100 feet on either side of the path. Farther out, the ground gives





way to heavy underbrush and short, bristly evergreens. The sun is high overhead, the temperature is mild, and a slight breeze is blowing out of the northwest.

A rustling sound can be heard coming from a line of bushes off the road. The three travelers turn around and see four Horrid Wolves emerging from the underbrush, sniffing the air hungrily. The largest of them, a huge, snarling male, lowers his head to the ground, sniffs, and looks up, locking his feral gaze on the now not-so-merry band of travelers.

The GM invokes an action round.

The three PCs (Eila, Thoril, and Zhara) and four Horrid Wolves have the following initiative ratings:

- Eila: 2 (current Action score, 23)
- Thoril: 5 (current Action score, 54)
- Zhara: 5 (current Action score, 46)
- Longleg Horrid Wolf 1: 3 (current Action score, 35)
- Longleg Horrid Wolf 2: 3 (current Action score, 35)
- Longleg Horrid Wolf 3: 3 (current Action score, 35)
- Nightstalker Horrid Wolf: 7 (current Action score, 75)

GM: Okay, there aren't any initiatives larger than seven, so we'll do sevens first. The Nightstalker emits a coughing bark and rushes in the direction of you three, the unsuspecting travelers.

Now the fives. Your turn, Thoril. What are you going to do?

Thoril: I draw my short sword and assume a defensive stance, my left arm with the attached buckler raised.

GM: Okay. You're next, Zhara.





Zhara: I'll also assume a defensive stance on the left side of Thoril, taking up my pike and bracing for the attack.

GM: All right, now it's time for the threes since there aren't any fours.

The other three wolves hesitate for only a moment before joining the charge. Each will consume their initiatives closing the roughly 100 feet between the bushes and you, and all three will be upon you during the next action round.

You're last, Eila.

Eila: I'll take a small step backwards while removing my short bow from around my shoulders. Then, I'll remove an arrow from my quiver, nock it, draw down on the leader, and fire.

GM: You can get the bow off your shoulders and nock an arrow, but that's about it for one initiative.

All right, folks, next action round. Now the fun starts. Seven is still the fastest initiative so we'll start there...

Play continues for as many action rounds as needed until the battle is resolved.

Scope of an Action Round

The framework of an action round is not meant to govern all actions taken in the game. Rather, if an action will be opposed or has the potential to be opposed, or if the GM needs to make sure events happen in an orderly fashion, then invoking an action round is the best approach. If the PCs are just walking around or talking, traveling through the countryside or shopping for the next best armor, it is unnecessary to organize these actions using an action round. But an action round should always be used to manage the flow and timing of opposed actions.

What is an opposed action?

When the success of an action has the potential to be compromised or thwarted by an enemy, an opponent, the environment, or for any other reason, that action is an opposed action. This means the action cannot





simply happen, but instead its degree of success must be measured in a way that takes the opposing force into account.

A good example of an opposed action is an attack. As long as the defender has the option of dodging or blocking the attack, then the attack itself is not a guaranteed success. It has the potential to fail (or miss the target) because it is being opposed by the defender.

Opposed actions are described further in the section titled **Action: Combat**.

Actions

Now that you know how actions are organized and managed within the framework of an action round, let's take a look at what actions are and how your hero employs them.

An action is defined as anything a hero, NPC, or game element does or attempts to do. During your hero's initiative, you will describe to the GM the action(s) your hero will perform during that initiative. Your hero may do anything a person could reasonably do within roughly one second. While initiative cycles are not actually timed, your GM will tailor each proposed action to fit within the action round chronology by deciding, in each case, whether the proposed action could reasonably be attempted during one initiative and placing limits as necessary.

- Every hero, NPC, animal, entity, machine, etc., can perform at least one action during an action round, or, one action per round (APR). This action could be casting a spell, swinging a sword, running, jumping, swimming, reading foreign languages, repairing armor, or any other thing that you want your hero to do during his initiative.
- Some exploits and spells can increase the number of actions per round (APR) a hero or NPC may perform.
- The action being attempted will be associated with one attribute. That attribute will be tested.
- The success of the attribute test will be resolved using a span test.

Actions and Attribute Associations

Whenever your hero attempts to perform an action, he must test his proficiency with that action. This test will determine the outcome of the attempt, for better or for worse. To test an action, you must first decide which attribute is most associated with that action. The associated attribute is tested by rolling a 1d20 and comparing the roll result with the attribute's target number.

All actions your hero commits are associated with at least one of his attributes. The following list provides some basic guidelines for each of the six attributes and lists some examples of the types of actions associated with them.





Vigor

Actions concerning strength or power should be tested using this attribute. All melee attacks are tested using Vigor.

Examples of Vigor Actions

Weight-lifting, melee attacks, parrying, tests of strength, wrestling, brawling, free climbing.

Action

Physical or mental actions dealing with agility or speed should be tested using this attribute. Ranged attack tests are made using the Action attribute.

Examples of Action Tests

Jumping, racing, assisted climbing, dodging, leaping, acrobatics, contortionism, sleight of hand, ranged attacks, perception tests (mental acuity), ability to multitask, physical or mental quickness.

Conviction

Tests of morale, "true grit", spirituality, or morals, or tests versus being stunned or overwhelmed, hesitation, panic, terror, or temptation should be conducted using this attribute.

Examples of Conviction Actions

Any action that requires exceptional strength of will, fervency of belief, or faith.

Savvy

Any challenges to a hero's wit, perception, or logic should be tested using this attribute.

Examples of Savvy Actions

Reading, writing, learning new languages, assessing and comparing, mathematical tests, eloquence, politics, learning new skills, strategy, tactics, cooking, construction, repair, astronomy, problem solving.





Imagination

Magical feats should be tested using this attribute. Tests concerning creativity and an aptitude for abstract thought should be made using the Imagination attribute.

Examples of Imagination Actions

Spell casting, learning new spells, testing magical aptitude, painting, creative writing, sculpting, divining.

Fortitude

Tests of physical or mental endurance should be conducted using this attribute.

Examples of Fortitude Actions

Forced marching, taking damage, withstanding poison, powering through fatigue or exhaustion, weathering the effects of drugs or alcohol.

Actions with Multiple Attribute Associations

Sometimes an action seems to be associated with more than one attribute, but only one attribute can be used to test the action. In such cases, your GM will make the final determination about which attribute to use for the test.

For Example:

A skill called Weight Lifting could be associated with Vigor, Conviction, or Fortitude. One could argue a case for choosing any of the three. When examining the relationship of each of the three attributes with the action of Weight Lifting, however, one's Vigor is definitely the most determinative factor in how much weight one can lift. Therefore, Vigor should certainly be the attribute associated with lifting weight. This is the sort of thinking you should employ when trying to decide which attribute to test for a given action. If you simply cannot reduce the number of associated attributes to one, simply choose the attribute you feel most clearly represents the action.



Undertaking an Action

Now that we know how actions are associated with attributes, let's discuss how attributes are used to test the success of actions.

Unopposed and Opposed Action Tests

There are two types of action tests: unopposed action tests and opposed action tests.

- Unopposed action tests are those in which, if the test is successful, the degree of success will not be compromised or lessened by any opposing force. Unopposed action tests do not solicit a defensive response from the environment.
- Opposed action tests are those in which the successful outcome of the action is being actively contested, and, if the test is successful, the degree of success has the potential to be compromised or lessened by the opposing force.

The remainder of the Action section deals specifically with unopposed actions, and the section **Action: Combat** deals almost exclusively with opposed actions.

To perform an unopposed action, follow the steps outlined below:

- Decide what action your hero will attempt.
- Determine which of your hero's attributes is associated with that action.
- Roll 1d20 and compare the roll result to the target number of the action's associated attribute.
- Subtract the target number from the 1d20 roll result.
- This will generate a number, positive or negative, called a span.
- This span value represents the overall quality of your hero's execution of the action.
- If the action is a combat action or an otherwise opposed action, additional steps are required to resolve the attempt. See **Action: Combat**. Before reading about combat, however, make sure you fully understand the nature of the span, as described below.

The Span

The most important part of resolving any attempted action is generating a span. The larger an attribute score, the lower its target number. A lower target number (corresponding to a larger attribute score) represents a higher and more sophisticated level of proficiency with a skill than a larger target number (corresponding to a lower attribute score). This level of proficiency helps determine the degree of success in any given action test and is ultimately reflected as the difference between the 1d20 roll result and the target number. This difference is called the span. The span is simply a comparison of numbers.



- A span number measures the quality of the outcome of any tested action, the degree of its success or failure. A span is generated by subtracting the action's target number (the target number of its associated attribute) from the 1d20 roll result of the action test.

Span in Combat (To-Hit, Versus, Armor, and Potency Spans)

When committing actions in combat, the final span of the action is the cumulative result of three or four comparative steps. During this process, the span is referred to by a different name during each step. These step-specific names are the To-hit Span, the Versus Span, the Armor Span, and the Potency Span. See **Action: Combat** for a definition of each of these span types and an explanation of the combat process that generates them. Note that, in most cases, a Span and a Potency Span are the same thing. Both refer to the final qualitative measurement of an action test.

The Basics of the Span Test

When twenty-sided dice (d20) are used during attribute tests, the number rolled is measured against a target number (T#) between 2 and 20. Target numbers in action tests are a function of your hero's attributes, but they can also be assigned to objects, levels of difficulty, events, or nearly any other game element. Target numbers represent the best your hero believes he can do, based on his training and experience, when using an attribute, performing a skill, or casting a spell. When target numbers are assigned to events, they represent the relative difficulty of successfully navigating those events. In all cases, a test determining the outcome of an action is executed in the same way.

- The span measurement compares the level of success or failure (the result of the 1d20 test roll) with the level of competency (target number) for a given action. The difference (1d20 test roll - target number = span) is called the span.

Span tests are quick and easy to perform. By generating a span, your GM can determine degrees of success or failure and quickly move from one action to another. The basic guideline is this:

- The greater the positive span (from 0 upward, in positive numbers to infinity), the more successful the action.

The opposite is also true:

- The greater the negative span (from -1 downward, in negative numbers to negative infinity), the less successful the action.

Your GM will utilize these degrees of success and failure to narrate the flow of events during play.

Here's how it works:

Your hero wishes to quickly tie a strong, secure knot.
The associated attribute is Savvy.





Let's assume, for the purposes of this example, that your hero's Savvy target number is 13: Savvy (T13).

Savvy (T13)

- To test the success of the action, you will roll 1d20 and compare the roll result to your hero's Savvy target number (T13). So, for this attempt, your hero is attempting to roll over a T13.
- This roll is called the to-hit roll. See [Action: Combat](#) for more information about the to-hit roll.
- We'll roll for you. The 1d20 roll result is a natural die roll of 16.
- Subtract the target number from the roll result, for a difference of +3 (16 - 13 = +3).
- The resulting number is called the Potency Span. In this case, the Potency Span is +3, which represents a considerable degree of success. Your hero was not only successful at tying the knot, he was +3 successful. Thus, your hero was able to tie a strong, secure knot that can also be referred to as a T13/+3 knot.

Let's look at the same example again, but with a lower 1d20 to-hit roll:

Savvy (T13)

- Again, roll 1d20 to test.
- Let's say the roll result is a natural 12.
- Subtract the target number from the roll result, for a difference of -1 (12 - 13 = -1).
- The resulting number is the Potency Span. In this case, the Potency Span is -1, which





represents a degree of failure. Thus, your hero tied a loose, sloppy, or defective knot that can also be referred to as a T13/-1 knot.

Span and Quality

In the previous example, your hero tied a "defective" knot because his Potency Span measured -1. His attempt wasn't an absolute failure to be dismissed because of its negative span, rather, it was an attempted action that had a lasting affect on the game world, just like a successful action would have. The -1 quality knot remains in the game world until it either gives way or is properly retied.

So how is the strength or effect of a Potency Span value, either positive or negative, manifested or measured? A Potency Span that is being used as a measurement of craftsmanship or quality can be compared to other Potency Spans.

For Example:

Let's assume that you must determine whether or not the -1 knot described above can hold up to external pressures. The GM can assign a Potency Span (either arbitrarily or by rolling the dice) to the external pressure, which may be a wave, or wind, or someone attempting to untie the knot. The external pressure becomes the attacker, and the knot becomes the defender. The attacker's Potency Span is compared to the knot's -1 Potency Span. Whichever is larger is essentially stronger and wins the comparison. So, if a wave with a +2 Potency Span were to crash into the -1 knot, the knot would fail and give way to the power of the wave. See **Action: Combat** for more about opposing actions and span number comparisons.

Observing Span Quality

The knot described above is a T13/-1 knot. This means that it has the overall quality you'd expect from a craftsman with a target number of 13, but (because the Potency Span was a negative number) it is not up to his ideal level of craftsmanship. So, someone with a Savvy attribute target number of 13 or lower could come along and easily see that the knot is sub-par. Likewise, someone with a Savvy target number of 14 or greater could come along and think the knot was at least of average or adequate quality. Using Potency Spans as measurements of quality in this way allows for more flexibility when it comes to rolling the dice and interpreting the numbers.





To learn more about using span as a measurement of quality, see the section titled [Quality, Craftsmanship, & More](#).

Critical Rolls

When testing an action, it is assumed that your hero is always trying to do the best job he knows how to do, unless you specifically state otherwise. Occasionally, however, and often purely by chance, your hero will perform either exceptionally well or very poorly.

When testing using 1d20, a natural roll of one (1) is considered a “fumble”, and a natural roll of twenty (20) is considered a “stunning success”. Fumbles and stunning successes are collectively referred to as critical rolls. See [Action: Combat](#) for more about how critical rolls affect combat.

Stunning Successes and Fumble Rolls

The very best your hero can possibly do is called a stunning success. The worst your hero has to offer is called a fumble. Stunning successes and fumbles are generated in the following ways:

- When testing using 1d20, a natural roll of one (1) is considered a fumble, and a natural roll of twenty (20) is considered a stunning success.

A stunning success represents your hero’s best possible execution of a skill, (as compared to the best execution your hero believes he can perform, which is represented by his target number). A stunning success results in the action’s effects being multiplied by two. This x2 multiplier is used after all other modifiers have been applied. The x2 multiplier doubles the Potency Span of any test. See the section titled [Further Examples](#) for an example of critical rolls in play.

A fumbled roll represents your hero’s worst possible execution of an action. A fumbled action can be interpreted by the GM in a number of ways. Generally a fumbled action will have an outcome that can be defined as the antithesis of the attempted skill or action.





Action Exploits

Action exploits enable your hero to utilize specially cultivated abilities that enhance his maximum possible effectiveness. In essence, an exploit is a finely-tuned skill, learned as a function of the attribute with which it is associated, and improved, or made more powerful, through the use of that attribute and an increase in that attribute's score.

Attribute Exploit Slots

Each of your hero's attributes can host a number of exploits equal to the attribute's full score modifier. Any time your hero has the opportunity to learn a new exploit, you may choose to take it as long as the attribute associated with the new exploit has a free slot on your hero sheet.

The number of exploits your hero has available to him for any one attribute cannot exceed that attribute's available slots.

Gaining Exploits

When your hero is offered an exploit or his choice of one or more exploits, he is accepting a new skill or level of training. Once an exploit is recorded on your hero sheet, that skill or training has been learned and is considered permanent. Since an exploit permanently occupies at least one of an attribute's exploit slots, you should choose your hero's new exploits wisely. You do not have to take an exploit that is offered to you.

You may drop an exploit and free up the slot it previously occupied, but then the exploit can only be reacquired by purchasing it again at the applicable cost. If you drop an exploit, your hero is not automatically entitled to a different or alternative exploit – only an empty exploit slot.

How New Exploits are Issued

When you create your hero, he learns one or more exploits based on the Mastery he chooses. As the game progresses your hero will earn award points that you can spend on purchasing new exploits.

Whenever your hero has an open exploit slot for any one of his attributes, you can purchase an exploit to fill that slot using his award points. The number of award points required to purchase an exploit is based on your hero's Mastery and is listed with the exploit itself.

Your GM can also award your hero a new exploit any time he wishes, at no cost.

Mastery

When your hero chooses his Mastery, he is offered his choice of exploits based on the rules for his chosen Mastery. See [Mastery](#) for more information.

Purchasing Exploits

Your hero may purchase an exploit at any time, as long as he meets all of the exploit's requirements and has the award points to spend on it.





GM Issued Exploits

Your GM may always offer a hero an exploit when he feels the hero has performed a memorable or heroic task. An exploit awarded in this way should reflect the nature of the heroic deed. GM-issued exploits are issued during play and are available for use immediately.

Where to Find Exploits

All exploits and their descriptions are listed in the section titled **Tome of Exploits**.

Exploit Cost

All exploits have a purchase cost. This cost is the number of award points your hero must spend to learn the exploit. The cost to purchase an exploit varies depending on your hero's Mastery and his attribute score for that exploit.

For Example:

Take a look at following exploit:

GENERAL REPAIR

The overall understanding of repair techniques in a variety of media, including wood, leather, metal, cloth, etc. Proficiency represents the ability to effect temporary repairs and rough, basic patching, or, "damage control".

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

This exploit is tested against Savvy. Let's say your hero is a ranger with a Savvy score of 52. Looking at the row named R. Cost and the column for the Savvy range of 40-75, you can see where they intersect that this exploit would cost 100 award points to purchase.

Training for an Exploit Purchase

Your GM may wish to role-play the learning of an exploit, and this could require a time investment on the part of your hero. Typically, the larger the exploit's price tag, the more time required to train for the exploit. A good guideline to follow is to allot 20 hours of training for every 40 award points spent purchasing an exploit.

Dropping Existing Exploits

You may drop or remove an exploit from your hero sheet by declaring





to your GM that you are going to drop the exploit. Once you've declared your intent, your hero loses the exploit and all benefits or abilities gained from the exploit. Remove the exploit from your hero record sheet. Once an exploit has been dropped, it can be learned again only by purchasing it, as with any other exploit.

Mage Trained Exploits

Some exploits require a mage's training to learn the exploit. This means that the exploit must be purchased from, and endowed by, a mage.

Exploit Maturation

As your hero's attribute scores increase, his exploits will also increase in power and effectiveness.

For Example:

Take a look at following exploit:

GENERAL REPAIR

The overall understanding of repair techniques in a variety of media, including wood, leather, metal, cloth, etc. Proficiency represents the ability to effect temporary repairs and rough, basic patching, or, "damage control".

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

To begin with, this exploit gives your hero a +1 to all rolls involving general repairs. As the exploit matures, it will give your hero a +2 to all rolls involving general repairs, and eventually a +3.





Awards

We've talked about how your hero executes actions, and we've discussed how your hero's attribute scores are used to test the success of those actions. Later, we'll discuss the many benefits his successful actions can bring about in combat or spell casting. But there's another important reward your hero's achievements can yield: his actions can earn him award points which can be used, among other things, to increase your hero's attribute scores.

An award represents an incremental increase in skill or experience. It is through the process of spending earned award points that your hero will get to put into action the benefits of his experiences. Your hero's awards will be as varied and diverse as the quests he undertakes.

When your GM issues an award point, it can be applied immediately to your hero. You may also hoard award points (for future spending) by placing them in the award point pool on your hero record sheet. GMs should dole out award points or exploits whenever merit presents itself and should not be shy about granting awards during play.

How Can Award Points Be Applied?

When your hero is given an award point, record it in the award point pool on your hero record sheet. From this pool, you can choose to spend those points to increase your hero's attribute scores, purchase exploits or spells, or influence die rolls.

How are Awards Issued?

GMs are allowed to award one point at a time. This can occur as often as necessary.

- Award points are placed in your hero's award point pool on your hero record sheet.
- You may spend points from your hero's award point pool as you desire.

When to Issue an Award Point

A GM may issue an award anytime he wishes. Generally, an award should be given whenever a hero:

- Performs exceptionally well.
- Overcomes a problem.
- Defeats a noteworthy opponent or a bunch of lesser opponents.
- Executes an action, spell, or ability in a new or unique way.
- Rolls well or rolls sufficiently in a dire situation.
- Displays a considerable level of heroism or bravery.





Additionally, awards can be issued whenever the GM wants to award the efforts of an individual or the party. At least one point should be awarded to each hero during each game session played.

Award Point Pool

Whenever your hero is given an award point, it is placed in this pool on your hero's record sheet. You can spend award points from your hero's pool at any time to increase his attribute scores, purchase exploits or spells, or influence die rolls. Points in your hero's award point pool do not diminish or degrade over time, and there is no limit to the number of points that can be in the pool or the amount of time they can remain in the pool.

Increasing Hero Attributes

You can spend award points to increase your hero's attribute scores. The number of award points required to upgrade an attribute score varies based on your hero's Mastery. To purchase an attribute point, do the following:

- Note the score of the attribute you wish to upgrade.
- Find that score on the Attribute Increase Cost table.
- Trace across to the right and stop in the column of the attribute you wish to increase.
- Stop at 'W' if your hero is a Warrior, 'R' if he is a Ranger, and 'M' if he is a Mage.
- This number is the award point cost for a single attribute point upgrade for that attribute.

For Example:

Theggias the mage has a Vigor score of 44. To increase the mage's score from 44 to 45 would cost 40 award points. The award points would be spent, the attribute increased, and the award points permanently removed from Theggias' award point pool.



Attribute Increase Cost Table

Cost to Increase Attribute by One Point

Desired Score	Vigor			Action			Conviction			Savvy			Imagination			Fortitude		
	W	R	M	W	R	M	W	R	M	W	R	M	W	R	M	W	R	M
01-10	1	2	2	1	2	2	1	2	1	1	2	1	1	2	1	1	2	1
11-20	2	3	4	2	3	4	2	3	2	2	3	3	2	3	2	2	3	2
21-35	5	8	10	5	8	10	5	8	5	5	8	8	5	8	5	5	8	5
36-40	10	15	20	10	15	20	10	15	10	10	15	15	10	15	10	10	15	10
41-50	20	30	40	20	30	40	20	30	20	20	30	30	20	30	20	20	30	20
51-55	40	60	80	40	60	80	40	60	40	40	60	60	40	60	40	40	60	40
56-70	60	90	120	60	90	120	60	90	60	60	90	90	60	90	60	60	90	60
71-80	80	120	160	80	120	160	80	120	80	80	120	120	80	120	80	80	120	80
81-90	100	150	200	100	150	200	100	150	100	100	150	150	100	150	100	100	150	100
91-95	150	225	300	150	225	300	150	225	150	150	225	225	150	225	150	150	225	150
96-100	200	300	400	200	300	400	200	300	200	200	300	300	200	300	200	200	300	200
100+	300	450	600	300	450	600	300	450	300	300	450	450	300	450	300	300	450	300



the power of the sorcerers lies



dreaming at the bottom of the sea



Awards to Debuffed Attributes

When an attribute is debuffed and the attribute's full score is awarded, the debuffed score is increased by an amount equal to the award increase.

Spending Award Points in Times of Need

Your hero may spend his award points to influence a die roll. This represents your hero's ability to put his experience into action, just as spending his award points to increase his attribute scores reflects your hero's evolution through experience. When award points are spent to influence die rolls, the points are permanently expended.

The award point cost to increase a die roll result is as follows:

To Hit/Versus Roll	+1	+2	+3	+4	+5
Award Point Cost	20	40	80	160	320



incredita



incredita



Action: Combat

This is it. The moment when swords are drawn and bow strings are stretched tight. The air is thick with tension – the battle is about to begin. There you are, behind bands of metal armor, peering over the top of your battle-worn shield. The day is cold and the clouds hang low over the battlefield. Your comrades shout out alerts as the enemy advances through the trees. Time slows and every second seems to last minutes as your well-trained battle senses take over. Keep your sword high, remember your footing, attack with ferocity, and show no mercy. You are ready to fight. You set your jaw and rush into your enemy's defenses. There is the sound of steel on steel and the screams of fear, pain, and hoped-for victory.

Now that you know how your hero performs and tests the success of actions, let's look at how opposed actions are resolved. This section is all about combat and combat actions – moving under fire, dodging blows, attacking, defending, and taking damage.

A combat action, or any opposed action, is essentially composed of the following four elements: an attacker, a defender, armor strength (AS) and armor hits (AH), and damage assessment. Whenever your hero, or some element of his environment (NPC, animal, falling rock, etc.), attempts an action that will involve any one of the preceding four elements, combat rules apply.

Combat, Step By Step

In any combat situation there are two essential participants: the attacker and the defender. The attacker is the hero, NPC, animal, trap, spell, poison, runaway boulder, etc., that initiates the attack. The defender is the target of the attack. Each combat encounter has four phases, which are:

- Step One: Attack – Measured using the to-hit roll.
- Step Two: Defense – Measured using the versus roll.
- Step Three: Armor Check and Resist/Weakness Modifiers.
- Step Four: Damage/Effects Assessment.

Function of the Span in Combat

As a combat encounter progresses through each of the four steps above, the span is used in four different ways with four different names. This evolution of the span test during a combat encounter is simple once you get the hang of it, but it can be confusing at first. The following terms will be used throughout the coming sections. You may wish to take a few minutes to familiarize yourself with them now.

To-Hit Span

This number is the result of the attacker's test of the success of his attacking





action. The to-hit span is equal to the attacker's 1d20 to-hit roll result minus the attacking action's target number. The to-hit span represents the overall quality of the attack. The larger this number, the better the attack.

Versus Span

This number is the result of the defender's test of the success of his defending action. The versus span is equal to the defender's 1d20 versus roll result minus the defending action's target number. The versus span represents the overall quality of the defense. The larger this number, the better the defense.

Armor Span

This number is the result of comparing the attacker's to-hit span and the defender's versus span, in order to determine if the attack was successful or unsuccessful. The armor span is equal to the attacker's to-hit span minus the defender's versus span. If the armor span is less than zero (if the defender's versus span is greater than the attacker's to-hit span), the attack is unsuccessful. If the armor span is zero or greater (if the attacker's to-hit span is equal to or greater than the defender's versus span), the attack is successful, and this armor span will now be compared with the defender's armor strength rating (AS).

Potency Span

This number is the result of comparing the attacker's armor span and the defender's armor strength rating (AS). The Potency Span is equal to the armor span minus the defender's AS. If the Potency Span is less than zero (if the defender's AS is bigger than the attacker's armor span), the armor has repelled or absorbed the attack. If the Potency Span is zero or greater (if the attacker's armor span is equal to or greater than the defender's AS), the attack has penetrated the armor.

The Potency Span represents whatever part of the attacker's original to-hit span made it through the defender's defending action and the defender's armor. The Potency Span describes the degree of success of a successful attack.

The Potency Span is the final measurement of quality for any opposed action test. This number will forever represent the degree of quality of an action. Whether it is firing an arrow, laying a trap, or hiding in the shadows, the Potency Span remains the measurement of quality for the action's application, construction, effectiveness, etc.

The Potency Span is also used to resolve damage by rolling a number of d6 equal to the Potency Span and applying the roll result as damage to the target.

Step One: Attacks

The To-Hit Roll

The success of any action requiring a certain level of precision, such as





throwing a game ball, tossing a ring of keys to a friend, swinging a sword at someone, sneaking up on a sleeping bear, etc., is determined using a 1d20 to-hit span test. (All such actions are here collectively termed “attacks”, for ease of discussion). Attacks are tested for success against their associated attributes, using the rules outlined previously in the section titled **Action**.

- The measurement of the success of any action using the 1d20 span test is called the “to-hit” roll.

To execute an attack, decide what attacking action your hero will attempt during his initiative and then describe that action to your GM. Something like, “My hero will try to hit the gnoll with his sword,” or, “My hero will make a slashing strike at the gnoll.” Then execute the attack as follows:

- (Step 1): Attacker – Roll 1d20 to generate a to-hit number.
- (Step 1): Subtract the attacking action’s target number (equal to the target number for the action’s associated attribute) from the to-hit roll result. The difference is the to-hit span for this attack (to-hit roll – action’s target number = to-hit span).
- (Step 2): Defender – Roll 1d20 to generate a versus number. See **The Versus Roll**.
- (Step 2): Subtract the defending action’s target number (equal to the target number for the action’s associated attribute) from the versus roll result. The difference is the versus span for this defense (versus roll – action’s target number = versus span).
- (Step 3): Subtract the versus span from the to-hit span. The difference is the armor span for this attack (to-hit span – versus span = armor span). If the armor span is less than zero, the attack is unsuccessful and the encounter is concluded. If the armor span is zero or greater, the attack is successful, go on to step 4.
- (Step 4): Subtract the defender’s armor strength (AS) from the armor span to generate the Potency Span (armor span – defender’s AS = Potency Span).
- (Step 4): If the Potency Span is less than zero, the successful attack did not breach the defender’s armor. If the Potency Span is zero or greater, the attack breached the defender’s armor.
- (Step 4): If the defender has any Resist or Weakness modifiers pertaining to this attacking action, resolve them now by applying those modifiers to the Potency Span. Once resolved, this is the new Potency Span for this attack. See **Resistances and Weaknesses**.
- (Step 4): Assess damage by rolling a number of d6 equal to the final Potency Span.
- Resolve any adjustments to the defender’s armor strength (AS) and armor hits (AH) ratings as necessary. See **Armor Strength and Armor Hits**.

Essentially, that’s all there is to attempting an attack.





Attacking Actions

There are three types of attacking actions: melee attacks, ranged attacks, and magic attacks. Which type of attack your hero is executing is important because the attribute- or skill-based bonuses your hero might receive for a given attack will vary depending on the type of attacking action he is attempting.

Melee Attacks

Melee can be defined as hand-to-hand combat, typically at close quarters, and can include fighting with fists, swords, pole-arms, elbows, shields, sticks, beer mugs, etc.

Melee attacks and thrown missile attacks are tested against your hero's Vigor.

Ranged Attacks

Any attack that involves an object used as a projectile is a ranged attack, and can include arrows, stones, tomatoes, etc.

Non-thrown ranged attacks are tested against your hero's Action. (Ranged attacks made with thrown weapons are tested using your hero's Vigor).

Magic Attacks

Any attack that involves the use of magic is a magic attack. Note that an attack can be both a magic attack and another type of attack. For example, firing an arrow that has been endowed with magic that causes it to explode on impact would be both a ranged attack and a magic attack. Firing the arrow is the ranged attack and the explosion of the arrow is the magic attack.

Magic attacks are tested against your hero's Imagination.

Attack Styles

Before your hero makes an attack, you have the opportunity to declare which attack style he will use. Declaring a style does not consume your hero's initiative, but it does influence the way your hero makes his attack.

There are three basic attack styles. Declare your attack style and follow the rules associated with that style during your attack. Your hero may also gain exploits that add new attack styles to his repertoire. In this case, your hero can choose from all of the attack styles available to him when declaring his attack style.

After the to-hit roll is made and the attack begins, your hero cannot switch styles (unless specified as a function of an exploit).

General

A general attack style is the default attacking stance. If you do not specify an attack style for your hero's attack, he is assumed to be in a general attacking stance.

- General attacks are made normally.





Haste

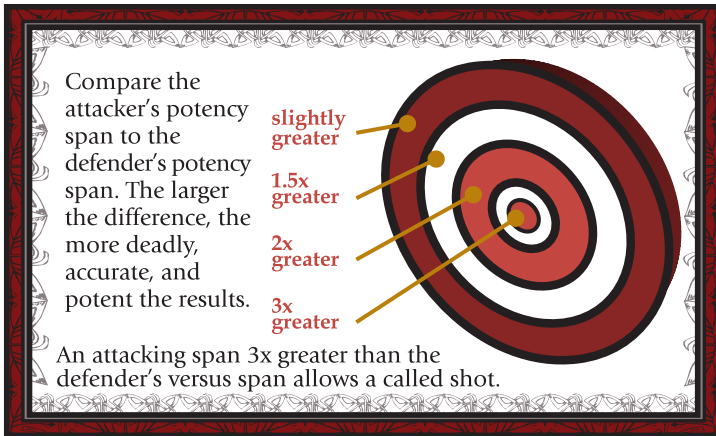
Using the haste attack style means your hero is rushing his attack. He's swinging his sword wildly or firing arrows quickly, for example, and he gains the ability to perform a second, duplicate action during his initiative at the expense of potency (damage).

- Haste enables your hero to perform two actions instead of one.
- The second action must be the same as the first (two swings of the sword, two arrows fired, etc.) but can be against a different target.
- Haste halves the Potency Span of each action (rounded down).

Precision

The precision attack style enables your hero to attempt a called shot. This means he is aiming to attack a specific part of his target.

- Precision limits your hero to one action per round (APR).
- Precision allows your hero to make a called shot.
- The called shot is successful if the attacking to-hit span is at least three times greater than the target's versus span.



Step Two: Defense

The Versus Roll

Each time an attack is attempted, the defender has the opportunity to defend himself. The success of the defensive action is measured using the versus roll. A defense can take many forms, including melee, ranged, and magic actions such as dodges, parries, and counterspells.





The versus roll is used to generate a defensive span called the versus span. The larger the versus span, the better the defensive action and the less effective the attacking action becomes. If the versus span is bigger than the attacker's to-hit span, the attack is unsuccessful.

Defensive actions are tested for success against their associated attributes using the rules outlined previously in the section titled **Action**.

- The measurement of any defensive action using a 1d20 span test is called the "versus" roll.

To execute a defense, decide which sort of defensive action your hero will attempt during his initiative and then describe that action to your GM. Something like "My hero will try to dodge the arrow." Then execute the defense as follows:

- Roll 1d20 to generate a versus number.
- Subtract the defending action's target number (equal to the target number for the action's associated attribute) from the versus roll result.
- The difference is the versus span for this defense (versus roll - action's target number = versus span).
- Subtract the versus span from the attacker's to-hit span. The difference is called the armor span (to-hit span - versus span = armor span).
- If the armor span is less than zero, the attack is unsuccessful. If the armor span is equal to or greater than zero, the defender may take damage.

Fundamentally speaking, that's all there is to attempting a defensive action.

Defensive Actions

There are three basic types of defensive actions. When your hero is being attacked, you must declare which type of defensive action he will attempt to perform and test its success against the attribute associated with that action. As your hero picks up new exploits, he may gain exploits that enhance these defensive actions or add new defensive actions to his repertoire. If this happens, your hero can choose from all of the defensive actions available to him when defending himself from attack.

After the versus roll is made and the defense begins, your hero cannot switch from one defensive action to another (unless specified as a function of an exploit).

Dodge

When your hero attempts to dodge an attack, your hero is attempting to move out of harm's way. Dodge actions can include simply moving to the side, ducking, jumping, or diving out of the way, etc.

- A dodging action is tested against your hero's Action attribute.



Parry

When your hero attempts to parry an attack, your hero is attempting to place an object between himself and the attack. Your hero's parrying actions can include attempting to block an attacker's sword with his sword, using a shield to block an attack, batting away an incoming missile with a stick, sword, shield, or bow, blocking an incoming missile with another missile, or using a counter spell to dispel an incoming spell, etc.

- A non-magical parrying action is tested against your hero's Vigor attribute.

Counter Spells

Your hero can attempt to use a spell to block an incoming threat. Spells used defensively are called counter spells. A spell used defensively is executed as a defensive magic action and is considered a parry. Only spells that are identified as counter spells may be used as defensive magic actions. Thus, your hero may attempt to cast a spell defensively, without waiting for or exhausting his initiative, just as he can attempt any other defensive action without waiting for or exhausting his initiative. Note, however, that a counter spell must be targeted at the attacking action, just as a shield would be used to parry an attacking sword. See the section titled **Action: Magic** for more about spell casting.

- A counter spell is a parrying action, and because it is a magic action, it is tested against your hero's Imagination attribute.

Steps 3 and 4: When the Defense Is Successful

When the versus span reduces the to-hit span to less than zero (to-hit span – versus span = less than zero), the defense is deemed to be successful. This means the attack has been thwarted (dodged, parried, or countered), and the attacking action is ended. If the attacker has more than one APR, then the attacker's initiative continues. If not, the attacker's initiative is ended.

Step 3: When the Attack Is Successful: Armor

When the to-hit span remains equal to or greater than zero (to-hit span – versus span = zero or greater), the attack is deemed to be successful. This means that the attacking action "hits" its target, and damage effects will be assessed. The remaining to-hit span value is now called the armor span.

Assessing the effects of a successful attack is a two-step process:

- First, determine whether or not the attacking action penetrated the defender's armor. This is called the armor check and involves comparing the armor span to defender's armor strength rating (AS).
- Then resolve all skill and spell effects, including damage.



Armor Check

Armor includes natural hides, simple clothing, soft leather, hard leather, chain mail, layers of hardened plate metal, or anything else on your hero that protects him from damage.

Of course, some armor materials are more effective at preventing damage than others. Armor is rated by its overall effectiveness at preventing catastrophic damage. This rating is called armor strength (AS), and the higher this rating is, the more effective the armor. Armor is also rated according to how many "hits" it can take, and, like your hero's Fortitude score, this "armor hits" rating (AH) determines how many hits the armor can sustain before it becomes less effective or totally useless.

Here's how armor works:

- If an attack is deemed successful, the attacker's armor span is compared with the target's armor strength rating (AS).
- Subtract the target's AS from the attacker's armor span. The resulting number is the Potency Span.
- If the Potency Span is less than zero, the armor has repelled or absorbed the attack – there is no damage to the target or his armor. The attacking action is ended. If the attacker has more than one APR, then the attacker's initiative continues. If not, the attacker's initiative is ended.
- If the Potency Span is equal to or greater than zero, the armor has been breached and takes one hit. Reduce the armor's hit rating (AH) by 1 (-1 armor hits). The Potency Span is now used to assess damage against the target.

Armor Strength and Armor Hits

Armor strength (AS) describes the armor's overall effectiveness at preventing catastrophic damage to its wearer. Armor hits (AH) represent the armor's ability to take and sustain damage to itself. The more hits a set or piece of armor can take, the more resistant it is to damage.

Each time an armor span penetrates the armor strength (AS) of a defender's armor (each time the armor span is equal to or greater than zero after subtracting the target's AS), the hero's armor is breached. Each time your hero's armor is breached, it suffers one hit and you must reduce the armor hits rating (AH) by one.

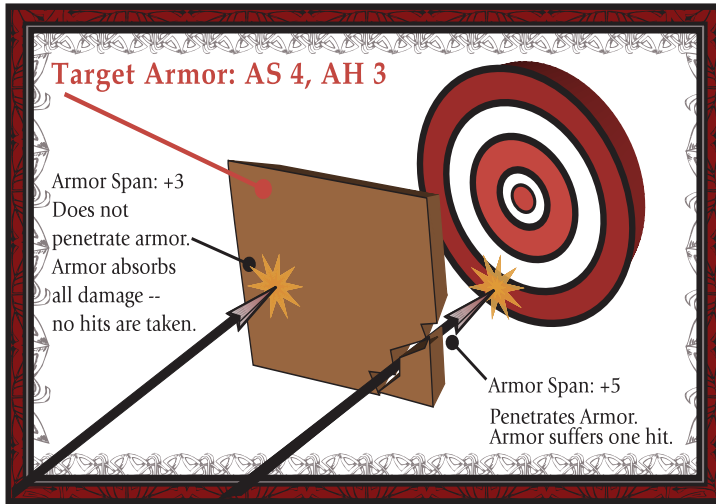
When all of the armor hits are exhausted (when the armor hits rating equals zero or less), the armor is considered damaged. The armor strength (AS) of damaged armor is reduced to half of its original value (rounded down). Damaged armor remains in a damaged state until it is repaired.

Armor with an armor strength (AS) of zero is considered ineffective and offers no protection. (Armor rated as AS 1, AH 1 or AS 1, AH 0 will drop to AS 0 after one hit).



For Example:

Your hero is wearing armor with an armor strength of 2 and 5 hits (AS 2, AH 5). When all 5 hits are exhausted, your armor is reduced to an armor strength of 1 with zero hits (AS 1, AH 0).



Repairing Armor

Armor can be repaired. Proper sewing, stitching, and/or metal working techniques can be used to restore armor's AH and AS ratings. Quick fixes will do some good but are less effective than a job done by a tailor or blacksmith. Keep in mind that repairing armor takes time, and in cases involving more complex armor materials, armor damage requires skilled attention to be properly mended.

Assuming your hero has all the appropriate materials and the smarts or skills to do so, he may attempt to repair his own armor. When attempting to repair armor, the following rules apply:

- Each successful repair roll adds +1 to his AH.
- A stunning success repair roll adds +2 to his AH.
- Repairing armor back to at least one hit will restore the armor's original AS value.



For Example:

Your hero decides to repair his armor, which is currently rated as AS 1, AH 0 (originally AS 2, AH 5). You roll (testing against your hero's Savvy) and successfully repair one hit to your hero's armor. The armor is no longer considered damaged, and this doubles the AS back to its original AS rating of 2. Now your hero's armor is rated as AS 2, AH 1.

Layered Armor

After subtracting the defender's versus span from the attacker's to-hit span, the remaining to-hit span is called the armor span and is compared with the defender's AS to determine whether or not the armor will be breached.

When your hero is wearing multiple layers of armor, all layers separately resist the attacker's armor span, and the armor span is reduced by each layer of armor in turn. To negotiate layered armor, use the following procedures:

1. Apply the armor span normally to the first layer of armor. Resolve the armor check normally. If the armor span penetrates the first layer, proceed to the next step.
2. Subtract the AS of the first layer of armor from the armor span. Apply this reduced armor span to the second layer of armor. Resolve the armor check normally. If this reduced armor span penetrates the second layer of armor, repeat step two for the third layer of armor, and so on. If the repeatedly-reduced armor span is ever reduced to zero, then the initially successful attack is no longer effective.
3. Each layer of armor that is pierced will take hits as described in the preceding sections. If your hero is wearing multiple layers of armor and they are all breached, your hero is struck with any remaining armor span (now the Potency Span) and every layer of his armor suffers one armor hit.





Initial Armor Span: +8
[versus first layer of armor: span -3]

New Armor Span: +5
[versus second layer of armor: span -2]

New Armor Span: +3
[versus third layer of armor: span -2]

Final Armor Span: +1

Each layer takes one hit, and the final +1 potency span delivers damage to the defender.



Your GM is encouraged to restrict PCs to two layers of armor and to employ action restrictions with heroes wearing multiple layers of bulky armor.

Natural Hides

Some creatures have naturally thick skin that serves as armor. This type of armor will have an armor strength rating (AS) but not an armor hits rating (AH). When a natural hide protects a target from taking damage, the hide absorbs all of the damage. When the hide fails to prevent damage, the creature takes full damage.

- Note that a creature or hero can only ever possess one natural hide armor strength rating (AS) at any time.

Step 3: When the Attack Is Successful: Resistances and Weaknesses

Resistances and Weaknesses

If your hero has a resistance to an element, whether the element is magical or natural, that means there is something in him that hinders that element's capacity to damage him. Unlike other modifiers that influence your hero's die rolls, including to-hit and versus modifiers, a Resist actually applies a negative modifier to the Potency Span of whatever's attacking your hero.

Your hero's Weakness to a given element behaves just the opposite of a resistance and is expressed as a positive modifier applied to the Potency Span of whatever's attacking your hero.

Using Resistance and Weakness Modifiers

A defender's Resist and Weakness modifiers are applied to the attacker's Potency Span, after the armor check and just before the attacker would roll for damage.

To resolve a Resist or Weakness modifier, do the following:





- For Resist modifiers, subtract the modifier from the attacking Potency Span just before rolling for damage.
- For Weakness modifiers, add the modifier to the attacking Potency Span just before rolling for damage.

For Example:

Sahadar possesses a resistance to Electrical Magic. This resistance is expressed as Resist Electrical Magic: [-2]. Sahadar is being attacked by a mage who has targeted him with a lightning bolt. The mage attacks with a +1 Potency Span. Because Sahadar has a -2 resistance, however, that resistance is subtracted from the attacking Potency Span, which now becomes a -1 Potency Span. With a -1 Potency Span, the spell is ineffective against Sahadar, who only feels a mild tingling sensation as the lightning bolt dissipates around him.

Grabin possesses a weakness to Ice Magic. This weakness is expressed as Ice Magic Weakness: [+3]. Grabin is being attacked by a frost spell with a 0 Potency Span. Because Grabin has a +3 weakness to Ice Magic, however, Grabin's Weakness modifier is added to the attacking Potency Span, which now becomes a +3 Potency Span. Because of his weakness, Grabin will take more ice damage than a target without an Ice Magic Weakness would have.

Step 4: When the Attack Is Successful: Damage/Combat Effects

When an attack is successful and the armor check is completed, any remaining attacking span is now called the Potency Span and is used to determine how much damage is applied to the defender. Damage is represented numerically as $x d6$ and is assessed in the following manner:

- Melee and Thrown Weapon Attacks: The number of $d6$ rolled is equal to either the Potency Span of the attack or the attacker's Vigor modifier, whichever is less. See **Max D6 Values**.
- Ranged and other Non-Thrown Missile Attacks: The number of $d6$ rolled is equal to either the Potency Span of the attack or the ranged weapon's Max D6 value, whichever is less. See **Max D6 Values**.
- Magic Attacks: The number of $d6$ rolled is equal to either the





Potency Span of the attack or the attacker's Imagination modifier, whichever is less. See **Max D6 Values**.

- Roll the applicable number of d6 and tally the results.
- Add any modifiers to damage (due to critical rolls, racial bonuses, etc.) to the tally.
- The final tally is the amount of damage applied to the defender.
- This damage is subtracted from the defender's Fortitude score.

Max D6 Values

- A melee or thrown missile weapon can never deliver a number of d6 damage dice greater than the attacker's/wielder's Vigor modifier.
- A non-thrown ranged weapon can never deliver a number of d6 damage dice greater than the weapon's Max d6 value.
- A spell can never deliver a number of d6 damage dice greater than the caster's Imagination modifier.
- A Consumable spell can never deliver a number of d6 damage dice greater than the span value for the Consumable spell. If no span value is listed, assume the value is +2. See **Consumable Spells** for more information.

Taking Damage

Your hero can withstand an amount of physical, mental, and/or spiritual damage equal to his current Fortitude score. As he takes damage, the damage is subtracted from his Fortitude score with each attack. If your hero's Fortitude falls to zero or less, your hero will drop to the ground, unconscious. Without proper medical treatment, an unconscious hero will slip into a coma and eventually die.

- Your hero's Fortitude score also functions as his hit points, or, the total amount of damage he can take.

The way your hero's Fortitude score changes as he takes damage and throughout the healing process are described in this section.

Fortitude Debuffs

Generally speaking, damage is caused by more than a torn fingernail or a paper cut. Rather, a debuff of your hero's Fortitude results from a significant degree of physical, mental, or spiritual injury of a nature more detrimental than damage which is simply irritating or annoying. Bruises, welts, scrapes, cuts, broken bones, major soft tissue or organ injury, mental shock, magical damage, and deep despair are examples of damage that must subtracted from your hero's Fortitude score.

- Damage is defined as any significant physical, mental, or spiritual harm done to your hero.





- Damage, like your hero's Fortitude score, is represented numerically.
- As your hero sustains damage, the numerical amount of the damage is subtracted from his Fortitude value.
- This new, debuffed Fortitude score is recorded in the current attribute column of your hero sheet.
- Once your hero has been hurt, he must rest and heal or receive healing from another source in order to get better and regain his Fortitude points.
- If your hero's Fortitude reaches zero, he will slip into unconsciousness and may die.

Fortitude: Its Modifier and Target Number

Your hero's attribute target numbers and attribute modifiers are always based on current attribute scores. When your hero takes damage and his Fortitude score drops, his Fortitude target number and modifier also change to correspond with his current Fortitude score.

Regaining Fortitude

Your hero's Fortitude score can be temporarily or permanently reduced by physical, mental, or spiritual trauma. As your hero heals, his Fortitude will gradually increase back to its full attribute value. See the topic titled **Full and Current Attribute Values** for more information about attribute debuffs.

- Your hero will regain 4 Fortitude points for every 5 hours (or more) he sleeps, as long as the sleep is relatively peaceful and uninterrupted.
- He will regain 2 Fortitude points for 3-4 hours of sleep.
- No Fortitude points are restored for less than 3 hours of sleep.
- As your hero rests, his Fortitude score will gradually increase back to its full attribute value.

For Example:

A hero with 32 Fortitude points has taken five points of damage, reducing his current Fortitude score to 27. After a long sleep, he regains four points, bringing his current Fortitude score to 31.

Beyond general rest and relaxation, your hero's debuffed Fortitude can be restored through the proper treatment of his wounds, the benefits of a healing potion or spell, or through the use of natural herbal remedies.

In order for a wound to be properly treated, the treatment must be provided by an individual whose skill matches the severity of the wound. A hero





with a basic first aid exploit, for example, may not be skilled enough to properly treat internal bleeding or set a compound fracture.

Saving Throws (Versus Roll Tests)

A saving throw is typically a target's automatic defensive response to a threat. Examples include rolls to save vs. poison, save vs. mind control, save vs. exhaustion, etc. Saving throws are also called versus tests.

When your hero makes a saving throw, he is testing his mettle against some opposing force, usually one that intends to manipulate his senses or do him harm. A successful test typically indicates that your hero has warded off the threat, while a failed test indicates the he has fallen prey to the harmful influence, effect, or intent.

- A saving throw is made in response to the effects of a successful attacking action.
- Saving throws are automatic defensive responses and represent the last line of defense for your hero against a severe threat, such as poison, terror, unconsciousness, death, etc.
- A saving throw is a span test made using the target number of the attribute most affected or endangered by the attacking source. See **Actions and Attribute Associations**. The resulting span is then compared to the Potency Span of the attack. If the saving throw span is larger, then the saving throw is considered successful. If the saving throw span is equal to or less than the Potency Span of the attack, the saving throw is considered unsuccessful.
- During any versus test, any modifiers awarded to your hero based on his attributes, race, culture, or training may be applied to the test. You will recognize the applicable modifiers by their names: + vs. poisons, + vs. death, + vs. unconsciousness, etc. These are all modifiers to specific saving throws.
- At your GM's discretion, saving throws may be made as best-of-three tests.

Saving Against Magic

There is no such thing as a "save vs. magic" test. Heroes may have resistances to magic or certain schools of magic, but it is not possible to save versus any one school of magic or versus magic in general. If you wish to beef-up your hero's ability to resist magic, you should look for exploits that give him resistances to types of magic or magic effects, or purchase gear for your hero that increases your hero's resistance to types of magic or magic effects.

While your hero cannot save versus magic in general, he can attempt to protect himself from or save versus the effects of spells. Your hero can attempt to dodge a fireball, discern reality from illusion, or steel himself against the terror of a magical apparition.





Best-of Rolls

To complete a best-of-three test, roll 3d20 and use the best roll result. Best-of-three rolls are most associated with Savvy exploits, mundane actions, or actions with which your hero is very familiar.

Proper Medical Attention

“Proper medical attention” refers to any skilled (exploit-based) medical attention your hero receives that has been successfully tested, including medical attention of a magical nature. Unskilled healing or unsuccessful attempts at performing a healing exploit are not considered “proper”.

Zero Fortitude

Once your hero’s Fortitude score reaches or falls below zero, he will immediately slip into unconsciousness. This signals the beginning of a process that, uninterrupted, will ultimately lead to his death. The process works as follows:

1. Once your hero’s hit points (Fortitude score) reach or fall below zero, he must attempt to save versus unconsciousness. See **Unconscious**.
2. If he successfully tests versus unconsciousness, he is deemed conscious for 1d6 action rounds. During this period of time, your hero is in the action state called Zero Limbo. See **Zero Limbo**.
3. If, at the end of your hero’s 1d6 rounds of Zero Limbo, he still has zero or fewer hit points, he may test versus unconsciousness again, but this time, you must add -5 to his 1d20 test roll result.
4. If his second test is also successful, repeat the second step. Whenever a test versus unconsciousness proves unsuccessful, proceed to the next step.
5. If your hero fails his save versus unconsciousness test, he slips into an unstable coma. See **Unstable Coma**.
6. If your hero fails his saving throws while in an unstable coma, your hero will die. See **Unstable Coma**.

Serious Wounds

If your hero ever takes more than 50% of his current Fortitude score in damage from a single blow, he has been given a serious wound.

Whenever your hero receives a serious wound, he must test vs. dropping. If he fails this test, he is considered to be in the Dropped action state. See **Dropped**. Additionally, some situations (such as wounds delivered by certain exploits) may involve additional effects that must be resolved against your hero when he suffers a serious wound.

Healing Sickness

An important part of any adventurer’s inventory is a plentiful stock of healing potions and/or spells. Such accoutrements are vital to keeping your hero safe and sound, or at least alive, but repeated exposure to healing





potions or spells produces a phenomenon commonly known as healing sickness.

- Each time your hero is healed with a healing potion or spell, you may roll 1d6 fewer healing dice than the time before. The number of healing dice you roll for a healing potion or spell can never fall below 1d6. Healing sickness goes away after your hero gets five or more consecutive hours of restful sleep.

Death and Dying

Those who choose the path of the adventurer increase the likelihood of their untimely demise. Each time your hero engages in combat or finds himself in a risky situation, there is a chance he will die. This is a possibility you must remain aware of and for which you should be well prepared.

That being said, it sucks when a hero dies. While telling his tale, you put a lot of work into your hero. You begin to feel like you know him and that his story is your own creation. Once such a sense of ownership and pride develops, it can be rough when a hero's story comes to an end. But death is a part of every epic tale, the inevitable end of every hero's story, and, ultimately, you must remember that this is only a game.

Action States

Some actions or attacks result in your hero's entering into one or more action states. An action state is simply a state of being which modifies your hero's actions while in the action state. Your GM will inform you when your hero's action state has changed from the normal action state to something else. The various actions states your hero may find himself in are listed below. All rules listed for an action state apply to your hero's actions for the duration of time he's in the listed state.

Bleeding

Some weapons and spells inflict "Bleed" damage. In the Bleeding action state, your hero has just suffered a terrible wound and it won't stop bleeding.

- Roll the number of d6 listed for the Bleed attack. If none is listed, roll 1d6.
- Pick the largest value from among all the individual d6 rolled. This number is the base damage value for the Bleed attack. Remember this value.
- Add up the values of all the d6 rolled. This sum is the duration of the Bleed attack, or the total number of action rounds the Bleed attack will last.
- Subtract the base damage value for the Bleed attack from your hero's current Fortitude score at the start of each action round, once per round, for a number of action rounds equal to the duration of the Bleed attack.





- Bleed attacks stack, meaning that a hero can have multiple Bleed attacks delivering damage to him at the same time and each will run its duration.
- Your hero's bleeding stops when the duration of the Bleed attack ends, when he is healed, or when he receives a DoT wipe (forced duration end to DoT).

Casting

When it takes more than one initiative to cast a spell, your hero is considered to be in the Casting action state for the remainder of the casting duration.

- If your hero takes any damage in the Casting state, the Casting action is interrupted and the spell is no longer being cast.
- If your hero attempts any other action, even a defensive one, the Casting state is interrupted and the spell is no longer being cast.
- The Casting action state ends when the spell is cast, regardless of the success of the Casting attempt.

Crushed

Some weapons and spells inflict "Crush" damage. In the Crushed action state, your hero has suffered a massive, heavy blow that has shocked him right down to his bones – and may have broken a few as well.

- While Crushed, your hero moves at half speed and is limited to one APR.
- Roll the number of d6 listed for the Crush attack. If none is listed, roll 1d6.
- Tally the d6 roll result. This sum is the duration of the Crush attack, or the total number of seconds (initiatives) your hero's speed will be impaired.
- Crush attacks stack in duration only, meaning that a hero cannot fall below half speed or one APR, but that each stacked Crush attack will run its duration.
- Your hero stops being Crushed when the duration of the Crush attack ends, when he is healed, or when he receives a debuff wipe (forced duration end to debuff).

Demoralized

There are many events that can cause your hero to become demoralized. The following events should definitely be considered possible triggers for a morale test by your hero, using his Conviction score:

- Major setback to the task, quest, or cause.
- Impending doom.
- A friend goes down, wounded or dead.
- A leader or mentor goes down, wounded or dead.





- Chaotic situations occur, such as earthquakes, bomb blasts, etc.
- Any position of desperation.

If your hero fails a morale test, he is considered to be in the Demoralized action state. The following rules affect your hero when he is demoralized:

- -1 to all to-hit rolls.
- Must conduct a morale test each action round. A successful test indicates that your hero has shaken it off and is no longer Demoralized. Failure indicates that your hero is still Demoralized.
- If your hero fails three morale tests in a row, he is considered to be in a Panicked action state.

Dropped

Your hero's ability to remain upright and fighting is affected by the amount of damage he takes from any one blow. Anytime your hero loses more than half of his current Fortitude score in damage from a single attack, he has suffered a serious wound and may drop to the ground. Dropping is an involuntary response to severe damage.

If your hero takes more than half of his current Fortitude score in damage from one blow, he must save vs. dropping. To save vs. dropping, use the following guidelines:

- Conduct a saving throw vs. Conviction. See [Saving Throws \(Versus Roll Tests\)](#).
- A successful test indicates that your hero remains standing. Failure indicates that your hero is considered to be in the Dropped action state.

The following guidelines govern the Dropped action state:

- Your hero immediately loses his fighting stance and drops to one knee. Your GM may determine if your hero has dropped to both knees as necessary.
- Any object that was being supported by your hero is released. This does not include weapons or tools unless your hero did not have a good grip on them in the first place.
- All defensive actions attempted during the remainder of the initiative in which your hero dropped, and during his next initiative, are attempted from a kneeling position.
- Your hero may get back to his feet on his next initiative at the cost of one action.





For Example:

Grimwing has a Fortitude score of 65. He takes 24 points of damage and his Fortitude score is reduced to 41. His foe's next attack delivers 23 points of damage, reducing his Fortitude score to 18 and forcing Grimwing to test vs. dropping, due to losing more than half of his Fortitude score from one blow. Grimwing tests vs. dropping using his Conviction score, which is 48[T11]. Grimwing's test is successful and he resists dropping. Now that his Fortitude score has been reduced to 18, however, each subsequent wound is more likely to be a very serious one. Grimwing needs to find a healer fast...

Encumbered

When your hero is carrying too much or is under a heavy burden, he is deemed to be in the Encumbered action state. Encumbered heroes suffer a +5 modifier to all target numbers for as long as they are encumbered.

Falling

Adventuring is risky business, and heroes are always right in the thick of it – scaling walls, jumping over lava-filled crevices, seeking out the treasure that, according to the map, is just another twenty or so feet up that sheer rock wall. It is highly likely that, early in his adventuring career, your hero will find himself in just such a situation, and it's almost a certainty that he will fall. And he may not just fall. He might be pushed from a battlement, thrown from a roof, kicked down a flight of stairs, or knocked from his mount. He could fall while climbing a tree, slip while climbing a wall, twist an ankle, or he could just fall down.

When your hero falls, he is considered to be in the Falling action state until he lands. While he is falling, your hero can attempt any actions that do not require him to be standing or otherwise upright, stationary, or in a normal action state.

Assess damage from a fall by rolling 1d10 per 50 lbs. of falling weight for every 10' fallen. When your hero is falling from a height of fifty feet or so (15d10 for 150 pounds of falling weight, for example), your GM may seriously consider asking your hero to save vs. instant death, rather than going to the trouble of assessing damage. Damage is assessed after your hero has made impact with whatever breaks his fall.





Hesitating

If your hero is under the effect of a drug or other poison, is distracted, or is simply not paying attention, he may be deemed to be in the Hesitating action state. In the Hesitating action state, your hero suffers a -2 modifier to his initiative rating for the following action round.

Knocked Down or Falling Down

Since fighting often requires a mastery of balance and footing, the art of retaining it is an important ability to have and something that should be periodically taken into consideration during combat. After all, attempting to knock an opponent off balance and off his feet is always a worthwhile strategy, and one that is commonly employed by many fighting styles.

To check your hero's footing or balance during a fight, test against his Action score. If your hero fails this test, he is considered to be in a Knocked Down action state. This means he is either on his back, side, or stomach. Actions executed while in the Knocked Down action state are modified in the following ways:

- When your hero is Knocked Down in a fight, he must expend one action to get back up again.
- Your hero can still perform actions when lying down. While Knocked Down, your hero has a +3 to-hit bonus to ranged or magical Precision actions, but he suffers a -10 to-hit modifier to all melee actions.
- Note that most large bows cannot be used while Knocked Down.

Life Tapped

Some weapons and spells inflict Life Tap damage. While in the Life Tapped action state, your hero loses Fortitude points which are then gained by, essentially stolen by, the source of the Life Tap.

- Roll the number of d6 listed for the Life Tap attack. If none is listed, roll 1d6.
- Pick the largest value from among all the individual d6 rolled. This number is the base damage value for the Life Tap attack. Remember this value.
- Add up the values of all the d6 rolled. This sum is the duration of the Life Tap attack, or the total number of action rounds the Life Tap attack will last.
- Subtract the base damage value for the Life Tap attack from your hero's current Fortitude score at the start of each action round, once per round, for a number of action rounds equal to the duration of the Life Tap attack.
- Transfer all damage inflicted on the target to the attacker who performed the Life Tap attack as Fortitude points/healing.





- Life Tap attacks stack, meaning that a hero can have multiple Life Tap attacks delivering damage to him at the same time and each will run its duration.
- Your hero stops being Tapped when the duration of the Life Tap attack ends, when he is healed, or when he receives a DoT wipe.

Normal

This is the default action state.

Overwhelmed

There will be times when there is simply too much going on at one moment for your hero to handle. There will be spells cast all around him, explosions going off, arrows to dodge, and amidst the hubbub, there is a lock to pick. Such situations may trigger a test vs. losing composure. If your hero fails this test, he is considered to be in the Overwhelmed action state.

- Heroes in the Overwhelmed action state suffer a +5 modifier to all target numbers.
- Test versus your hero's Conviction once per round at the start of the round to determine whether or not he regains composure. Success indicates your hero returns to a Normal action state. Failure indicates your hero is still Overwhelmed.

Your hero may end up in the Overwhelmed action state as a result of attempting an unfamiliar task, such as casting an out of school spell. In such situations, your hero will remain Overwhelmed as long as he is attempting the action that prompted the action state.

Panicked

If your hero fails a test versus panic, he is deemed to be in the Panicked action state. The following conditions apply while your hero is Panicked:

- Your hero will try to flee from the source that caused him to panic. Escape is the primary goal of a Panicked target. All actions while Panicked must be related to getting away.

To snap out of his Panicked action state, your hero must successfully test versus panic using his Conviction attribute. A successful test will place your hero in the Demoralized action state, but hey, at least he's not Panicked anymore....

Sapped

Some weapons and spells inflict Sap damage. While in the Sapped action state, your hero has suffered a weakening blow that has momentarily deprived him of critical energies.

- While Sapped, your hero may not cast spells.
- Roll the number of d6 listed for the Sap attack. If none is listed, roll 1d6.





- Tally the d6 roll result. This sum is the duration of the Sap attack, or the total number of seconds (initiatives) your hero's spell casting will be impaired.
- Sap attacks stack in duration only, meaning that each stacked Sap attack will run its duration.
- Your hero stops being Sapped when the duration of the Sap attack ends, when he is healed, or when he receives a debuff wipe.

Stealth

Whenever your hero is sneaking about, he is considered to be in a Stealth action state and may not move any faster than half his normal speed. Your hero must test versus his Action attribute every two action rounds to measure the quality of his stealthy movement. If your hero is stealthily sneaking up on his target, there is a chance he can execute a surprise attack.

Being successfully stealthy simply means that your hero's being quiet and staying out of sight. He's slipping through the shadows, ducking under cover, quiet as a mouse. Test versus his Action to determine the success of his attempt – the larger the Potency Span, the stealthier he is.

Perception Rolls Versus Stealthed Heroes

When your hero succeeds in his Stealth attempt, the Potency Span of his action test acts as a Resist modifier to any perception rolls other heroes or NPCs make when actively attempting to spot your hero. Therefore, the larger your hero's Stealth Potency Span, the harder he is to spot.

Stunned

Some attacks can befuddle your hero's senses, leaving him disoriented and momentarily incapable of mustering a proper attack or defense. In a Stunned action state, your hero suffers a -1 modifier to all to-hit rolls and a +2 seconds modifier to the casting time for all Unprepared spells.

- Roll the number of d6 listed for the Stun attack. If none is listed, roll 1d6.
- Tally the d6 roll result. This sum is the duration of the Stun attack, or the total number of seconds (initiatives) the Stun attack effects will last.
- Stun attacks stack in duration only, meaning the target does not suffer cumulative Stun effects, but that each stacked Stun attack will run its duration.
- Your hero stops being Stunned when the duration of the Stun attack ends, when he is healed, or when he receives a debuff wipe.

Subdued

If your hero is grappled, pinned, tied up, or otherwise restrained, he is considered to be in the Subdued action state. This is a bad situation to





be in, as it means your hero is incapable of fighting back or taking any retaliatory actions at all.

- The subdued target is pinned/trapped by the subduing force.
- The target cannot attempt any melee or ranged actions until he has at least partially broken free from the subduing force.
- Subdued targets may attempt to cast spells unless they are also magically subdued.
- A subdued target may be subject to Sure Damage rules.

To break free of a Subdued action state, announce your intention to do so at the beginning of your hero's initiative and use the following rules:

- To break free, your hero must successfully test against either his Vigor or his Action (GM's choice).
- The Potency Span of your hero's Vigor or Action test must be greater than the subduing action's Potency Span. (The subduing action's Potency Span acts as a Resist to your hero's attempt at breaking free).
- If your hero's test span is equal to the subduing action's Potency Span, that indicates your hero has partially broken free. While partially free of restraint, your hero may attempt melee or ranged actions with a -6 to-hit modifier. Even partially free, your hero is still considered to be in the Subdued action state.
- If your hero's Vigor or Action test is successful, your hero has broken completely free of restraint and is no longer in the Subdued action state.

Surprised

Your hero is considered to be in the Surprised action state when he is attacked by someone or something of which he was not previously aware. If your hero is ever confronted by a situation he did not anticipate, or for which he is dramatically unprepared, he is, in effect, Surprised.

Traps are good examples of surprise attacks. If the target was not actively aware of the trap, or not actively prepared for its effects, then the target is considered Surprised by the trap.

Although your GM ultimately has the final say as to whether or not a hero or NPC is Surprised, you can prepare your hero by detailing his actions and intentions in the game narrative. If you declare that your hero is looking for traps, it is unlikely that your GM would consider your hero surprised by a trap, even if he unwittingly springs it.

The basic guidelines for a surprise attack are as follows:

- Surprised target automatically receives an initiative rating of 1 for the current action round.
- Surprised target may only attempt one defensive action during





the current action round.

- Attacker receives a -1 bonus to his target number for all attacking actions against the Surprised target during the action round in which the surprise occurred.
- Surprised action state ends after one action round.
- A Surprise attack may result in Sure Damage.

Terrified

Terror is a powerful weapon. Many creatures possess the ability to inspire incredible fear and even utter panic in their victims. If your hero fails a test versus terror (using his Conviction attribute) when confronted with such an opponent, he is considered to be in the Terrified action state.

- A Terrified action state lasts for a number of rounds equal to the source's Conviction modifier. If the source's Conviction modifier is unknown, roll 1d6.
- A hero in a Terrified action state must test versus Terror at the beginning of each action round. A successful test indicates that the hero is coming out of it, and his Terror will cease at the end of the action round during which his successful test was conducted.
- A Terrified target has an initiative rating of 1 for each action round during which he is Terrified.
- A Terrified target suffers a -6 modifier to all to-hit rolls.

Terror Saturation and Recovery

Once a target has been Terrified and then recovers, he receives a -1 T# bonus for all tests versus Terror against the same terror-causing source. This bonus can be gained a maximum of three times, for a total bonus of -3 T# in tests versus Terror from the same terror-causing source.

Unconscious

Your hero may enter into an Unconscious action state as a result of taking too much damage, being the target of a Knockout attack, or after a bad fall, etc. Whenever your hero's ability to retain consciousness is called into question, he must test versus Unconsciousness. To test versus Unconsciousness, use the following steps:

- Conduct a test vs. Unconsciousness using your hero's Conviction as described in the topic titled **Saving Throws (Versus Roll Tests)**.
- A successful test means your hero does not become Unconscious. If he fails this saving throw, your hero will immediately become immobile and his body will slacken. He is now Unconscious.
- Absolutely no actions may be taken by your hero while Unconscious.
- An Unconscious action state should last a number of action





rounds equal to the Potency Span of the attack that brought on the Unconsciousness. If you cannot determine that value, roll 1d6 and assume your hero is Unconscious for that number of action rounds.

- Your hero may try to “come out” of Unconsciousness, as follows:

Coming Out of It

Your hero can attempt to come out of Unconsciousness once per action round using the following procedure:

- Tests versus continuing Unconsciousness (using your hero’s Conviction) are made at the beginning of each action round.
- A successful test indicates that your hero has recovered consciousness.
- A hero waking from Unconsciousness receives an initiative rating of 1 for the action round in which he wakes.
- A failed test means that your hero remains Unconscious.

Becoming Unconscious at Zero Fortitude

See the topic titled **Zero Fortitude**.

Unstable Coma

Situations exist in which your hero can lapse into an Unstable Coma. Typically this occurs when he has zero or fewer Fortitude points, he has already failed an Unconsciousness test, and he then fails an Unstable Coma saving throw. While in an Unstable Coma, your hero is on the verge of death and cannot recover without the aid of proper medical attention. He must receive at least basic medical attention for the wound(s) that led to the Unstable Coma. The following guidelines apply to your hero when he has lapsed into an Unstable Coma:

- Absolutely no actions may be taken by your hero while in an Unstable Coma.
- Your hero must test versus death (using a best-of-three test) every 6 action rounds. A failure indicates death.
- Recovery depends on receiving at least basic medical attention for the wounds that resulted in the Unstable Coma. After receiving proper medical attention, the Unstable Coma is upgraded to a state of Unconsciousness that lasts for 1d20 action rounds per each action round spent in an Unstable Coma.

Zero Limbo

Your hero is considered to be in the Zero Limbo action state following a successful test versus Unconsciousness while at zero Fortitude. In Zero Limbo, your hero is considered to be at death’s door. He has zero Fortitude points and is clinging to consciousness by sheer force of will. No combat or magic actions may be attempted while in Zero Limbo, and all other actions





will suffer halved Potency Spans.

There are two ways for your hero to get out of Zero Limbo. First, your hero may return to a normal action state by receiving enough proper medical attention to give him a positive Fortitude score. The second way out of Zero Limbo is to slip into the Unconscious action state.

Combat Recap

- An action round is invoked and initiative ratings (equal to Action modifiers) are called off one at a time, in order from fastest to slowest, (from 10 to 1).
- During your hero's initiative, he can attempt to execute as many actions as he has actions per round (APR).
- Let's say your hero wishes to hit someone on the head with his Mace of Divine Disemboweling. Your hero is the attacker and the jerk he's trying to hit is the defender.
- Since that mace of his is a melee weapon, you're going to test for success of the attack using his Vigor target number. If it were the Bow of Donkey Piercing, it would be a non-thrown ranged attack, and you would use your hero's Action target number for the test instead. Were your hero a mage and were he firing off the spell of Arcane Monkey Buttering, the attack would be magical and you would use your hero's Imagination target number for the attack test.
- As it is, you are testing for the success of this melee attack using your hero's Vigor target number. You roll 1d20, and you subtract your hero's Vigor target number from the roll result. If you get a negative number, it's a definite miss. The larger the negative number, the more severe (embarrassing) the miss. If you get a positive number, it's a hit, either on the guy's weapon, shield, or person – hopefully his head. The larger the positive number, the better the hit. Whatever the number, when you subtract your hero's Vigor target number from your 1d20 roll result, you get the To-hit Span for this attack.
- But that poor sap you're attacking gets to defend himself. Everyone and everything does, every time they're attacked. It's annoying but, don't worry, this guy won't live long.
- So, the defender tries to dodge your hero's vicious attack. The success of his dodge attempt will be measured against his Action target number. (If he were foolish enough to try and parry your hero's attack, that would be measured against his Vigor target number). He rolls 1d20 and then subtracts his Action target number from the roll result. A negative number means he screwed up, misjudging which way to evade your hero's onslaught. The larger the negative number, the more severe his mistake. A positive number means the dodge was a success. The larger the positive number, the better the dodging maneuver. Whatever he



does, when he subtracts his Action target number from his 1d20 roll result, he gets the Versus Span for his defense.

- We've got your hero's attacking To-hit Span and the defender's Versus Span. Now we compare them. If the defender's span is bigger, then stop right there, because he actually dodged and your hero's attack is over. But, if your hero's attacking span is equal to or bigger than the versus span, then you're in luck, because your hero's got a chance at doing some real damage.
- So, if your hero's attacking To-hit Span is bigger, then subtract the defender's Versus Span from it and look at the resulting number. Is it a tiny number? Big? Well, bigger is much better, despite what they may say. At this point, that number is now called the vs. Armor Span. (That's to remind you what to do with it). Now, take a look at your vs. Armor Span and the defender's armor strength rating (AS). Which is bigger? Again, bigger is better. If the defender's AS is bigger, then the armor is strong enough to stop your attack and wins the comparison. Sucks, huh? Basically, your hero hits the guy, but not hard enough to get through his armor. But, if the vs. Armor Span is equal to or larger than the defender's AS, you're in business.
- If your vs. Armor Span is bigger than this other guy's armor strength rating (AS), all that's left to do is subtract his AS from the vs. Armor Span. When a To-hit span goes through that gauntlet and still comes out the other side as zero or greater (in positive numbers), that number is called the Potency Span, and that's equal to the number of d6 you get to roll for damage.
- If your vs. Armor Span is bigger than the defender's AS rating and your attack does breach the armor, don't forget to subtract one hit from the defender's armor hits rating (AH).
- But wait. You see, this combat system is a little like the IRS, it just keeps whittling away at your hero's attacking span, bit by bit, until you've got nothing left. There's one last element that gets to take a bite out of this Potency Span, and that's the defender's Resist modifier. If the defender happens to have a Resist, it is now subtracted from your hero's Potency Span. Sometimes you'll get lucky, and the defender will have a Weakness modifier instead. This kind of modifier gets added onto your Potency Span, making you very happy.
- Oh yes, and if you rolled a 20 during your to-hit test against your hero's Vigor target number, you get to double your Potency Span just before you roll for damage. Happy birthday. But if you rolled a 1 during your to-hit test against your hero's Vigor, then you've fumbled and something bad will happen to you. We'll leave this bad thing up to your GM. I'm sure he's got something in mind.
- Now, the name of the game is trying to deliver as many points of damage as you can, as quickly as you can, so that your hero's opponent dies and your hero doesn't. If your hero manages to



deliver enough damage to the defender such that his Fortitude drops to zero, you've probably killed him. Oh, yes, and the reverse can happen as well.

- If your hero has more than one action per round (APR), then he may attack again. Another big swing o' the Mace coming up.
- Once your hero has completed his action(s) (APR), his initiative is over and the action round continues.
- Repeat this process until all the enemies are dead and all the heroes are diligently picking through the corpses of their victims in search of gold and stuff that looks like junk, but which has that suspicious tinge of magic if you hold it up to the light, just so....

Other Action & Combat Considerations

The following is a list of optional action and combat guidelines that may be used to enhance your game. Your GM can choose to use any of the following rules in any combination, as long as all of the players are aware of which rules are in effect before play begins.

When considering whether or not to apply these rules, the most important thing to remember is that common sense and storytelling should prevail. If the use of one of these rules is counterproductive or adversely affects game play, then it's perfectly acceptable for your GM to levy common sense and make decisions that promote continuity, rather than sticking to the rules as they are printed.

Climbing

Your hero can climb a number of feet each action round equal to his height plus his Action modifier. Under normal circumstances, your hero can climb an easily navigable surface or object at a steady rate without having to test his climbing prowess. If your hero is in a hurry or otherwise hampered, he must test his climbing prowess every round. If your hero does not possess a climbing exploit, test his climbing prowess against his Action attribute. A successful test indicates that your hero is successfully climbing, while a failure indicates that he has lost his footing and is falling.

When your hero fails a climbing prowess test, he begins to fall. If the situation allows, he may test against his Action attribute or his climbing exploit once every 10'. A successful test indicates that your hero has caught hold of the surface he's climbing or whatever else is available to support his weight. There are many climbing methods that your hero can learn and/or several types of equipment your hero can carry to make climbing easier. The more safety measures your hero employs, such as using rope, spiked boots, gloves, or hooks and pins, the less likely he is to take a serious fall if he fails his climbing test.

Close-Quarter Fighting

Combat is affected by the size of the area in which a fight occurs and the presence of people or objects in close proximity to the combatants. If a





room is too small to swing a sword, the usefulness of the sword is limited to piercing attacks. If a space is too crowded with friends or innocents to fire a bow, the situation severely limits the usefulness of the bow. Your GM should consider the following questions to determine how the dimensions of a combat environment might affect your hero's actions:

- Is the space big enough to fit the entire party? If not, what order are the party members in as they enter the space? Who's in front, who's in back, who's still outside?
- Is the space large enough to accommodate the use of your hero's weapon? Can he swing his sword, or can he only poke with it?
- Are your hero's targets obscured by elements of the space, including his comrades or other innocent bystanders? If he attacks, will he risk injuring noncombatants or his allies?

The answers to the above questions may prompt your GM to apply modifiers to your hero's combat actions as he sees fit to appropriately reflect the situation at hand. During any cramped fighting scenario, it is always possible to resort to unarmed combat techniques such as punching, kicking, hair pulling, or biting, without incurring many restrictions.

Critical Rolls: Stunning Success in Combat

A stunning success roll represents the best your hero can possibly perform an action with his present target number. Put another way, the best your hero can do is represented by the 20 on the twenty-sided die.

A stunning success roll can indicate many things. When attempting to repair an item, for example, a stunning success means the item has been patched-up as well as it possibly could be.

In a combat situation, a stunning success affects the amount of damage your hero can inflict, or the outcome of his versus rolls. A stunning success for the attacker doubles his Potency Span for that attack, in effect doubling the maximum possible damage. A stunning success for the defender can indicate many different things, depending on the situation.

Here are a few suggestions for the effects of a stunning success roll for a parrying action:

- Critical parry breaks the attacker's weapon. (If the attack was a critical roll also, both weapons break).
- Critical parry results in the attacker losing all remaining APR for that round.
- Critical parry inflicts damages on the attacker.
- Critical parry causes the attacker to lose his balance. The attacker receives a -2 modifier to his initiative rating for the next action round.
- Critical parry disarms the attacker.





A stunning success roll for a dodging action can have similar results. Here are a few suggestions:

- Critical dodge places the defender out of range of the attacker.
- Critical dodge confuses the attacker and consumes all of his remaining APR for that round.
- Critical dodge leaves the attacker open to a counterstrike, such as a riposte.

A stunning success roll for an attacking combat action can have results other than doubling the maximum possible damage. Here are a few suggestions:

- Critical attack strikes a soft target area (organs, other sensitive tissues).
- Critical attack results in the target's instant death.
- Critical attack causes the target to lose all further defensive actions for that action round.
- Critical attack causes the target to test vs. panic.
- Critical attack provides a morale boost to all friendly heroes and/or NPCs, giving them a +2 to-hit for all rolls for 1d6 rounds.

In all cases, how the effects of a stunning success roll are manifested is up to your GM.

Critical Rolls: Fumbles in Combat

A fumbled roll represents the worst your hero can perform an action at any given moment. Put another way, the worst your hero can do is represented by the 1 on the twenty-sided die.

A fumbled roll represents a mistake in the execution of the fumbled action or exploit. At its worst, a fumble can represent a moment of very, very bad luck.

A fumbled roll can indicate many things. When attempting to repair an item, the item being repaired could actually be damaged by the fumble, the repair could appear to be successful but actually be flawed to the point that the item falls apart later when it's most needed, or your hero may drop the tools necessary to complete the repair into water or a nearby crevice or some other hard to reach place. A fumble essentially represents Murphy's Law: if anything can go wrong, it will.

During combat, a fumble can turn the tide of battle for the worse. Some of the ways a fumble can be represented in combat are:

- A fumbled action can result in the hero failing to communicate with his party members or assess a situation accurately.
- A fumbled action can result in embarrassment.





- A fumbled saving throw can compound the effects of the attacking element.

Here are a few things a fumbled attacking action might represent:

- A fumbled attack can result in the attacker falling down.
- A fumbled attack can result in a thrown or dropped weapon.
- A fumbled attack can result in striking a friend or an innocent.
- A fumbled attack can result in the attacker striking his own person.
- A fumbled attack can result in the attacker losing all APR for that action round.
- A fumbled attack can result in the attacker's weapon becoming lodged in the ground, a tree, etc.

Here are a few things a fumbled defensive action might represent:

- A fumbled parry can result in a critical strike on the part of the attacker.
- A fumbled parry can result in a thrown or dropped weapon.
- A fumbled parry can result in striking a friend or an innocent.
- A fumbled parry can result in the defender striking his own person.
- A fumbled parry or dodge can result in the defender losing all defensive actions for that action round.
- A fumbled parry can result in the defender's weapon becoming lodged in the ground, a tree, etc.
- A fumbled dodge can result in the defender falling into the attack.
- A fumbled dodge can result in a critical strike on the part of the attacker.
- A fumbled dodge can result in the defender slipping and falling down in such a way that he takes damage or is required to test vs. stun.

In all cases, how the effects of a fumbled roll are manifested is up to your GM.

Explosions and Area of Effect

An explosive will often deliver varying amounts of damage, based on the target's distance from the origin of the explosion. This is called Area of Effect damage (AoE).

Depending on the exploding material and the explosive's area of effect, an explosion can deliver a significant amount of damage to many targets at





once. An explosive has an area of effect that is defined by a radius from its point of origin.

For Example:

Take a look at the following explosive:

T14/+2, +1d6, All Fire Damage, Area of Effect Damage [0'-5' Maximum Damage, 6'-10' Half Damage]

The damage dealt by this explosive is equal to its Potency Span (+2, so roll 2d6), plus an extra 1d6, all of which is fire damage. All targets within an area defined by a radius of 5' outward from the point of origin (between 0' and 5' away) will take the total damage rolled. All targets within an area defined by a radius of 10' outward from the point of origin but at least 5' away (between 5' and 10' away), will take half of the damage rolled.

So let's say this thing goes off. Boom! Rolling 3d6 for damage (construction Potency Span of 2d6 + an extra 1d6), we come up with 11 points. All targets within 5' of the explosion will take 11 points of fire damage. All targets between 6' and 10' away from the explosion will take 5 points of fire damage (11 points, divided by two, rounded down). (Resolve the attack for each target using this explosive's construction quality span of +2, or its Spell Potency value if listed, as the attacking Potency Span).

When dealing with explosions, the most important thing to determine is what is exploding. For each of the explosives in this book, damage and effects are listed with the description of the explosive.

The second most important element to consider when resolving an explosion is any cover that may be protecting the targets. The power of the explosion may exceed the protection of the targets' cover. See **Evaluating Cover Protection**.

Handedness

Your hero probably uses one of his hands with a higher level of dexterity and skill than his other hand. This is referred to as his handedness.

- Determine your hero's primary and secondary handedness by





simply choosing which hand is your hero's dominant hand and recording that information on your hero sheet. The opposite hand, by default, is your hero's secondary hand for most purposes, unless your hero is ambidextrous.

Dominant Hand

Your hero's dominant hand may be his left or his right hand (as long as he's got two to choose from). His dominant hand is the hand that he favors and with which he is more dexterous. This means your hero executes tasks using primarily this hand/arm or that he uses this hand to guide his secondary hand. This applies to eating, drinking, using tools and weapons, etc. When using his dominant hand, your hero accomplishes all tasks normally. Unless otherwise noted, the dominant hand guides all skills.

Secondary Hand

Your hero is not as adept with his secondary hand as he is with his dominant hand. When an exploit is not specified as a secondary hand skill, add +4 to the target number if your hero attempts to execute the exploit with his secondary hand.

- Your hero can learn to execute his dominant hand exploits with his secondary hand. To do this, duplicate the existing exploit and specify this new exploit is a secondary hand exploit. The target number will be the dominant hand exploit target number + 4.

Some tools or weapons are designed to be used by a hero's secondary hand. A shield, by its nature, is meant for the secondary and non-weapon wielding hand. When applying handedness to parrying actions and versus tests, consider a sword and shield as being used simultaneously and both in dominant hands.

Ambidexterity

An ambidextrous hero is able to use both hands with equal skill. Both hands are considered dominant. Heroes starting the game with an Action score of at least 31 and a Savvy score of at least 24 are considered ambidextrous.

Jumping

Whether it's a pit of lava, a tangle of bushes, a fallen comrade, an inconveniently placed boulder, or a nasty trap-door, your hero will soon be leaping over obstacles.

- Your hero can confidently jump a distance equal to his body's height (height = place jump distance).
- With a running start, your hero can jump a number of feet equal to his height plus his Vigor modifier and his Action modifier (height + Vigor modifier + Action modifier = running jump).





Knockouts

As an alternative to killing his opponent, your hero may attempt to knock out an adversary. To attempt a Knockout attack, use the following guidelines:

- You must announce that your hero is attempting to Knockout the target.
- Your to-hit span must be at least 3x greater than the versus span.
- If the Knockout attack is successful, the target must save vs. Knockout using his Fortitude attribute target number. Failure results in the target being knocked out and considered to be in the Unconscious action state. Success indicates the target remains conscious. Assess damage normally.

Missile Weapons / Ranged Attacks

Anything thrown or propelled at a target is a missile. An attack with a missile weapon is called a ranged attack, unless the missile weapon is used counter to its purpose, such as using a bow as a club. In such cases, the attack would be a melee attack.

Vigor Damage Bonus and Non-Thrown Missile Weapons

A Vigor-based damage bonus may not be applied to non-thrown missile weapons, such as bows. Your hero's Vigor-based damage bonus can only be applied when he uses his body to project the missile, such as throwing spears.

Rate of Fire

A bow may be fired once per action, assuming the bow is strung and working properly when the hero's initiative begins. Generally speaking, equipping a bow (including the action of putting away another weapon in exchange for a bow) and nocking an arrow together cost your hero one APR.

Firing into Crowded Areas

Generally, you can assume that missed ranged shots involving arrows, spears, and fireballs, land, embed, or explode somewhere harmless, perhaps in a tree, a wall, or the ground. However, when there are other people or objects – including your hero's friends – near, around, in front of, or behind the intended target, a stray missile can strike an unintended target.

Your GM will determine how to handle a missed ranged attack based on the storyline and the environment. A missed ranged shot that strikes an unintended target is resolved like any other attack. If the unintended target is aware of the incoming missile, he may attempt a defensive action. If the unintended target is unaware of the incoming missile, treat the attack as a surprise attack.

Critical Ranged Attacks

A stunningly successful (natural 20 to-hit roll result) ranged strike, or a severe wound resulting from a ranged attack, can indicate that the projectile





has passed through its target. In these cases, the projectile may strike another target behind the first target with the same Potency Span value that was applied to the preceding target.

Morale and Panic

There are many times, especially during intense combat situations, when an individual may fall victim to despair or may question the validity or importance of his position or duty. In such situations, a morale check or a test versus panic against his Conviction may be required.

Morale and panic checks are usually made by NPCs trying to determine if they can muster the will to remain calm and focused on their task in the face of the terrible thrashing they are about to endure at the hands of your hero and his party. Occasionally, your hero may be forced to make a morale or panic check as well.

Failing a morale check places your hero in the Demoralized action state. Failing a morale check multiple times in a row places your hero in a Panicked action state.

Mounted Combat

Your hero can learn to fight from atop a horse or other animal. While fighting from a mounted position your hero gains a number of advantages, depending on the type of animal he is riding. See each animal's description for more information.

One of the biggest advantages to riding an animal into combat is the improvement in your hero's line of sight. The bigger/taller the animal your hero is riding, the better your hero's view of the environment becomes. This is especially relevant when your hero is riding a mount while using a ranged weapon or casting a spell.

Mounted persons can also employ charging or plowing tactics, in which the mount simply pushes over or through the target(s).

Depending on the height of the animal, another advantage of mounted combat is that non-mounted targets are more likely to be struck in the head, shoulders, or upper torso by your hero's attacks. This obviously increases the likelihood of delivering serious damage to your hero's targets.

Mounts and Movement

A mount's movement is separate from its rider's movement. The mount's movement does not expend its rider's APR.

Mounts and Initiative

If the animal your hero is riding has been properly trained to do so, the animal may be able to attack as well. If your hero is in control of his mount, the trained mount's initiative rating will be the same as your hero's. If the trained mount is acting of its own volition, the trained mount will have its own initiative rating, as would any other combatant.





Perception Tests

Your GM may wish to test whether or not your hero is able to see, hear, smell, sense, or taste something in the environment. For such perception tests, use your hero's Action or Savvy score (GM's choice). If successful, the larger the Potency Span of the successful perception test, the more aware your hero is or the more he perceives about the element in question.

When your hero is attempting to perceive something that is actively trying to hide, conduct a perception test for your hero using the target's hiding attempt Potency Span as a Resist modifier to your hero's perception test.

See the topics titled **Cover and Hiding** and **Sensory Ranges and Modifiers** for more information.

Poisons and Diseases

When dealing with poison, disease, sickness, or virus (collectively referred to as "poison" for the rest of this section), successful delivery of the poison is dependent on whether or not the administering action is successful. The damage done by the poison may be affected by the degree of success of the delivery and/or by the speed of the poison.

Administering Poisons

Whether or not a poison is successfully delivered depends on who is attempting the delivery, and by what means. If the poison is applied to the tip of an arrow, for example, successful delivery depends upon the skill of the archer.

Delivery Influences Potency

When delivery of a poison is dependent on an attacking action, that action's Potency Span acts as a Max D6 damage value for the accompanying poison. If the poison is capable of delivering a number of damage dice (determined by its "ps", or construction Potency Span) greater than the Potency Span of the delivering attack, the Potency Span of the delivering attack always trumps the poison's ps.

To resolve a poison attack, ask these questions about the delivery of the poison:

- Is the delivery dependent on an attacking action? If so, the attack must be resolved before the poison can be resolved. If the attack is successful, the poison is successfully administered.
- Must the poison be ingested to do damage? If so, one must determine the amount of the poison that was ingested. If half a dose was ingested, the poison's effects are reduced by half. If an entire dose was ingested, then the poison's full effects are applied to the target.
- Compare the Potency Span of the attacking action that delivers the poison to the potency of the poison itself, it's "ps". Which is greater? The larger of these two values is equal to the Max D6 damage dice you may roll to resolve damage for this poison.





For Example:

Dreadfire is using poison coated arrows. The poison Dreadfire is using is a Super-Lethal +6ps (Potency Span) poison, a real nasty one. Dreadfire unleashes an arrow at his target and the attack is successful. Dreadfire's attacking span (armor span) is +7, and the target's armor strength rating (AS) is 2. The difference, a +5 Potency Span, is used to assess damage to the target itself, (although the damage dice are limited to the Max D6 value for that bow). Since Dreadfire's +5 Potency Span is less than the poison's +6ps, the poison attacks the target with a Super-Lethal +5ps, in addition to the arrow damage.

Dreadfire looses another arrow, this time hitting the target with a +12 attacking span. After subtracting the defender's AS 2, Dreadfire still has a +10 Potency Span. Since the +10 Potency Span is greater than the poison's +6ps, the full power of the +6ps poison will be delivered to the target, in addition to the arrow damage.

Later, Dreadfire wishes to poison a target by placing the Super-Lethal +6ps poison in the target's food. He does this, but the target only eats half his food, meaning, roughly half of the poison dose was consumed. Since the target has only ingested half of a dose, the poison's potency is reduced by half, acting on the target like a +3ps poison.

Dreadfire tries to poison his target's food again, this time pouring the Super-Lethal +6ps poison in the target's drink. The target drinks about two-thirds of his tasty beverage, thus ingesting about two-thirds of a poison dose. Since only two-thirds of the +6ps poison was ingested, the poison's potency is reduced to +4ps.

Resistance and Weakness Modifiers and Poisons

A Resist Poison modifier reduces the potency of a poison before a saving throw is attempted. Likewise, a Poison Weakness modifier increases the potency of a poison before a saving throw is attempted.





For Example:

Granyard has been stabbed by a blade coated with a Super-Lethal +8ps poison. Granyard, however, has a Resist Poison modifier of -6. Before Granyard attempts his save, he applies his resist to the poison potency, reducing it to +2ps. Now, Granyard is saving against a +2ps Super-Lethal poison.

Panwyn has also been stabbed by a blade coated with a Super-Lethal +8ps poison. She, however, has a Poison Weakness modifier of +3. She's in trouble. Before Panwyn attempts her save, she must apply her +3 weakness to the +8ps, creating a deadly +11ps Super-Lethal poison. Now, she's attempting to save against a +11 poison which, because its speed is Super-Lethal (see **Poison Ratings**), will deliver 11d6 damage all at once. This warrior is about to die....

Poison Potencies and Effects

Poison potency describes the overall effectiveness of a poison, including the damage a poison will cause over a specified period of time. So, a +5 poison is more deadly and effective than a +4 poison, and it's also less deadly and effective than a +6 poison. A poison's speed rating determines how it does Damage over Time (DoT). The three poison speed ratings are Slow-Acting, Quick-Acting, and Super-Lethal.

Note on Poison Effects

A poison can have different values and effects than those listed below. If a poison has values and effects not listed below, the information listed with that poison supersedes the following rules. For example, a disease may do damage over the course of days instead of action rounds or may require points of damage to be subtracted from an attribute other than Fortitude.

Poison Ratings

The next few paragraphs list the basic poison potencies and their effects. Each description refers to one dose of poison and assumes that 100% of the dose is ingested, delivered, or administered. If less than 100% of the poison is administered, the potency and effects of the poison should be reduced accordingly.

Slow-Acting Poison

A poison rated as Slow-Acting delivers 1d6 damage every other round, for a number of rounds equal to the total damage dice.





For Example

An arrow coated with Slow-Acting +4ps poison delivers all its damage dice to the target. The damage is delivered as 1d6 the first round, no damage the second round, 1d6 the third round, none the fourth round, 1d6 the fifth round, none the sixth round, and 1d6 on the seventh and final round.

Quick-Acting Poison

A poison rated as Quick-Acting delivers 1d6 damage every round, for a number of rounds equal to the total damage dice.

For Example

An arrow coated with Quick-Acting +4ps poison delivers all its damage dice to the target. The damage is delivered as 1d6 the first round, 1d6 the second round, 1d6 the third round, and 1d6 on the fourth and final round.

Super-Lethal Poison

A poison rated as Super-Lethal delivers all of its damage dice in one round.

For Example

An arrow coated with Super-Lethal +4ps poison delivers all its damage dice. The damage is delivered as 4d6 in one round.

Undead Sickness

There is a sickness that your hero can contract from the undead, usually from being bitten or scratched, that may turn him into an undead creature called a Corpus Inferia.

Undead Sickness can be lethal and varies in strength based on the source of the wound that transmits the disease. Any undead creature that is not a Corpus Inferia will transmit Lesser Undead Sickness, while a Corpus Inferia will usually transmit Greater Undead Sickness.

Lesser Undead Sickness

- Magical healing is required to fully cure this disease.
- Victim suffers an amount of damage equal to the Potency Span of





the transmitting wound (psd6) every six hours for six days.

- Victim receives a Weakness to Dark Magic equal to the Potency Span of the transmitting wound (Dark Magic Weakness: [ps]).
- Lesser Undead Sickness ends after six days.

Greater Undead Sickness

- Healing using Light Magic is required to fully cure this disease.
- Victim suffers an amount of damage equal to the Potency Span of the transmitting wound (psd6) every hour for six days.
- Victim receives a Weakness to Dark Magic equal to the Potency Span of the transmitting wound (Dark Magic Weakness: [ps]).
- If the victim dies, he rises again as an undead creature.
- Greater Undead Sickness ends after six days.

Raw Strength

Your hero can lift a weight over his head (in pounds) equal to his Vigor modifier x 50.

Retreating From Combat

During his initiative, your hero may simply run away from combat without penalty. If his initiative and his opponents' initiatives are simultaneous, his opponents may attempt to attack as he retreats. Opponents may, of course, pursue your hero.

Running and Sprinting

Your hero can run a number of miles equal to half his current Fortitude score before he must rest, assuming he is unencumbered and maintains a steady pace.

Your hero can sprint a number of feet equal to his Fortitude modifier x3 plus his height over the course of one initiative, assuming that your hero is unencumbered and is flat-out sprinting. Your hero can maintain a sprint for a number of action rounds equal to his Fortitude modifier x2.

Sensory Ranges and Modifiers

The chart below lists the visual, auditory, and olfactory capacity of each race and describes how those capacities change as weather and light conditions change.

Favorable Conditions

This indicates ideal conditions are in effect for the sense in question.

- For vision this could mean a clear, sunny day, wide open space, or an unobstructed line of sight.
- For hearing this could mean clear weather conditions, little ambient noise, or a resonant space.





- For smell this could mean clear weather conditions, recent tracks or a strong scent to follow, or wind blowing in a favorable direction.

Less than Favorable Conditions

This indicates diminished conditions are in effect for the sense in question.

- For vision this could mean a cloudy or rainy day, limited or blocked vision, a partially obstructed line of sight, such as in wooded or hilly terrain, or inadequate light for those without Nightvision. For those with Nightvision this could represent changes in weather or other occluding factors, but not darkness.
- For hearing this could mean rainy conditions, moderate ambient noise, or an un-resonant space.
- For smell this could mean rainy conditions that dilute scent, older tracks or a faint scent to follow, or wind that is either non-existent or blowing in an unfavorable direction.

Unfavorable Conditions

This indicates conditions are in effect that actually hinder the sense in question.

- For vision this could mean a heavy rain or foggy day, very limited or blocked vision, the presence of smoke or fire, an obstructed line of sight, such as in heavily wooded or mountainous terrain, blizzard-like conditions, or near-total dark for those without Nightvision. For those with Nightvision, this could represent changes in weather or other occluding factors, but not darkness.
- For hearing this could mean heavy rain or high-wind conditions, significant ambient noise, or plugged/covered ears.
- For smell this could mean heavy rain or snowy conditions that wash away or cover scent, old tracks or almost no scent to follow, or a wind that is either non-existent or blowing in an unfavorable direction.

Total Darkness

This indicates a condition of "you can't see the hand in front of your face."

- All visual ranges are zero. Nightvision range is halved.



Sensory Chart

VISION Favorable Conditions	Elves	Orcs	Humans	Dwarves	Wulfir
Visual Acuity	300'	170'	200'	180'	180'
Movement Perceptible	7,000'	4,000'	5,000'	4,500'	4,000'
Nightvision	70'	--	--	60'	--
Less than Favorable Conditions					
Visual Acuity	225'	130'	150'	135'	140'
Movement Perceptible	3,500'	2,000'	2,500'	2,250'	2,000'
Nightvision	40'	--	--	30'	--
Unfavorable Conditions					
Visual Acuity	55'	33'	37'	35'	35'
Movement Perceptible	110'	66'	70'	70'	69'
Nightvision	20'	--	--	15'	--
HEARING Favorable Conditions	Elves	Orcs	Humans	Dwarves	Wulfir
Auditory Resist Sneak	-6 vs. Trolls = 0	--	--	--	--
Responsive to roughly 50 decibels, or an average conversation between two people.	150'	70'	75'	75'	70'
Less than Favorable Conditions					
Auditory Resist Sneak	-5 vs. Trolls = 0	--	--	--	--
Responsive to roughly 50 decibels, or an average conversation between two people.	75'	35'	37'	34'	35'
Unfavorable Conditions					
Auditory Resist Sneak	-1 vs. Trolls = 0	--	--	--	--
Responsive to roughly 50 decibels, or an average conversation between two people.	30'	15'	16'	14'	15'
SMELL Favorable Conditions	Elves	Orcs	Humans	Dwarves	Wulfir
Olfactory Resist Sneak	0	-4	--	--	-4
Responsive to smell of cooking meat.	1.8 miles	5 miles	1.8 miles	1.8 miles	5 miles
Olfactory Resist Elude/Hide (Tracking)	--	-4	--	--	-4
Less than Favorable Conditions					
Olfactory Resist Sneak	0	-2	--	--	-2
Responsive to smell of cooking meat.	5,000'	3 miles	5,000'	5,000'	3 miles
Olfactory Resist Elude/Hide (Tracking)	Woodlanders: -1	-2	--	--	-2
Unfavorable Conditions					
Olfactory Resist Sneak	0	-1	--	--	-1
Responsive to smell of cooking meat.	100'	1000'	100'	100'	1000'
Olfactory Resist Elude/Hide (Tracking)	Woodlanders: 0	-1	--	--	-1
Tracking Through Water in Any Condition	Elves	Orcs	Humans	Dwarves	Wulfir
Olfactory Resist Elude/Hide (Tracking)	Shellbacks: -3	0	--	--	0



Size and Damage

The amount of damage your hero can inflict may be modified based on the relationship between your hero's size and the size of his target, represented by bonus or penalty modifiers to damage dice. The larger your hero is in relation to his target, the larger the bonus to damage dice. Likewise, the smaller your hero is in relation to his target, the greater the penalty to damage dice. Consult the following chart and modify the number of damage dice accordingly.

Size Damage Bonus Chart

		Attacker's Size					
		Very Small	Small	Medium	Large	Huge	Massive
Defender's Size	Very Small	None	None	+1d6	+2d6	+3d6	+4d6
	Small	None	None	None	+1d6	+2d6	+3d6
	Medium	-1d6	None	None	None	+1d6	+2d6
	Large	-2d6	-1d6	None	None	None	+1d6
	Huge	-3d6	-2d6	-1d6	None	None	None
	Massive	-4d6	-3d6	-2d6	-1d6	None	None

Subduing a Target

Your hero may attempt to subdue an enemy rather than kill him. You must declare his intentions to subdue before you make the to-hit roll. There are several ways to subdue a target, including grappling the target and pinning him down. Any way he attempts it, if your hero's subduing action Potency Span is a positive number, then he's successfully subdued the target. Subdued targets are placed in the Subdued action state.

If your hero knocks out the target, then the target is considered knocked out and not subdued.

Sure Damage

When a target is unable to defend itself from or resist an attack, and marksmanship is not in question (due to the close proximity of a ranged attack or a methodical melee attack), your hero can inflict sure damage. This situation implies that a span roll is not required as the results are assured – your attack will cause maximum damage. When sure damage is applied, simply assume that the attack will deliver the maximum amount of damage possible for the type of attack being performed, as from a stunning success roll. If armor is in question, a Potency Span roll is required – use the attacking span of a stunning success roll to compare with the target's AS. Assume, however, that the minimum resulting Potency Span is zero.

If a ranged attack ever requires targeting, then sure damage rules cannot be applied.

Swimming

Your hero can steadily swim a number of half miles equal to one quarter of his Fortitude score before he must rest for a period of six hours or more,





assuming he is unencumbered and maintains a steady pace.

Your hero can sprint-swim a number of feet equal to his Fortitude modifier plus his height over the course of one initiative, assuming that your hero is unencumbered and swimming as fast as he can.

Your hero may tread water (unencumbered) for a number of hours equal to his Fortitude divided by two.

The obvious peril while swimming is the risk of drowning. If your hero tires and is unable to get out of the water, he may drown.

Terrain and Weather in Combat

Terrain Cover

Your hero can use the lay of the land to help shield him during combat. He might wish to hide behind trees or rocks to avoid arrow-fire, or duck behind a wall or wagon to avoid the effects of a spell.

There are two ways that objects can provide your hero with cover and protection from incoming attacks:

- First, cover can make your hero more difficult to hit by blocking your hero from an attacker's line-of-sight. Determine how much of your hero's body is being occluded and adjust the attacker's target numbers accordingly, as described in the next section.
- Second, cover can provide your hero with another level of armor that protects him from damage. Evaluate the AS of the cover versus the potency of the incoming damage using the layered armor rules.

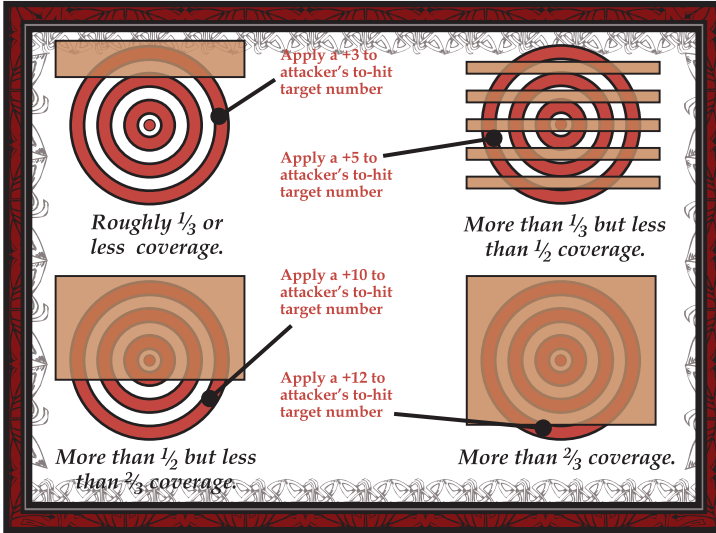
Cover Obscuring Line of Sight

- If roughly one-third or less of your hero is protected by cover, add +3 to the target number of any attacker attempting a to-hit roll while your hero has the benefit of this cover.
- If between roughly one-third and one-half of your hero is protected by cover, add +5 the target number of any attacker attempting a to-hit roll while your hero has the benefit of this cover.
- If between roughly one-half and two-thirds of your hero is protected by cover, add +10 to the target number of any attacker attempting a to-hit roll while your hero has the benefit of this cover.
- If more than two-thirds but less than 100% of your hero is protected by cover, add +12 to the target number of any attacker attempting a to-hit roll while your hero has the benefit of this cover.
- If 100% of your hero is protected by cover, then an attack may not directly strike your hero unless it penetrates the cover or indirectly strikes your hero.





- An unsuccessful to-hit roll means the attacking action either strikes the cover protecting the target or misses altogether. If an attack strikes the cover protecting target, invoke the **Layered Armor** rules using the cover as the first layer of armor.



Evaluating Cover Protection

The quality of the cover is important, not only when determining how much of your hero's body it obscures, but also when determining how well it protects that which it covers. Hiding in the tall grass, for example, may visually obscure your hero but provides very poor protection when someone lobs a fireball at him.

If your hero is behind cover and the cover is struck by an attack, the protective cover becomes a layer of armor between the attack and your hero. If the cover is strong enough, the attacking damage will be soaked up by the cover. If not, the attack could penetrate the cover and strike your hero.

We've included strength values for elements your hero might commonly use as cover in the section titled **The Breakable Environment**. Use those values when evaluating cover as a layer of armor.

Cover and Hiding

When your hero hides he is doing two things, testing his ability to hide himself and choosing cover with which to protect himself.

Choose a cover element and evaluate its effectiveness. Then test your hero's ability to hide using either his Action or Savvy target number (player's





choice). The hiding attempt Potency Span represents the quality of your hero's hide attempt and is used as a Resist modifier to all attempts to spot your hero. If the attacker perceives where your hero is hiding, whether he is fully or partially obscured, apply the cover modifier to the attacker's to-hit target number as described in the topic titled **Cover Obscuring Line of Sight**.

Spotting a Hiding Target

To perceive a hiding target, roll against your hero's Savvy or Conviction attribute (player's choice). Apply the target's hiding attempt Potency Span as a Resist modifier to your hero's perception to-hit roll. If your hero's perception Potency Span is greater than the hiding target's Potency Span, then you have spotted the hiding target. If your hero's Potency Span is equal to or less than the hiding target's Potency Span, the target remains hidden.

Terrain Underfoot

The type of terrain underfoot can affect your hero's ability to fight. Loose gravel, ice, or sand is harder to move around on than solid stone or grass. Your GM may apply modifiers to your hero's to-hit or versus rolls depending on the nature of the terrain.

For Example:

- Slippery rock/stone surface: -2 to all to-hit and versus rolls.
- Thick brush: -2 to all tasks related to agility.
- Loose gravel: test vs. Action during radical feats of physical agility.

Weather

Severely cold weather, rain, ice, and snow are all more common than bright, sunny days, and your hero will become accustomed to fighting while wet and cold. In situations where the weather is really bad or is beyond the scope of your hero's experience, however, your GM may apply a negative modifier to your hero's to-hit or versus rolls.

Visibility

Fog, rain, smoke, and darkness can all interfere with your hero's ability to perceive his environment. Such conditions can impair his ability to attack a target, defend himself from attack, or complete basic tasks such as locating a dropped item or using a key in a lock.

Obscured visibility also acts as a form of cover for a target. The difference is that fog, smoke, and shadow do not provide any form of physical protection. Your GM should choose the level of interference that best suits the conditions in the game situation and use that value to determine the





level of cover offered by the fog, smoke, rain, or shadow.

- Light interference: +3 to all attribute target numbers for attacks.
- Moderate interference: +5 to all attribute target numbers for attacks.
- Thick interference: +8 to all attribute target numbers for attacks.
- Heavy interference: +12 to all attribute target numbers for attacks.

Combined Cover Elements

A target can have multiple layers or types of cover, including elements that obscure an attacker's line of sight, such as certain weather conditions or darkness. To resolve multiple layers or types of cover, tally up the to-hit target number modifiers for each cover type and apply this sum to the attacker's to-hit roll target number. As a general rule, try to limit the number of cover elements to two or three. It's a good idea to resolve only one or two atmospheric modifiers and to refrain from getting carried away when evaluating ground cover. Also, keep in mind that any modifiers applied because of atmospheric effects (such as rain or fog) may be reduced as the range between an attacker and his target decreases.

For Example:

It's raining lightly and your hero is hiding behind a tree which covers half his body. The rain is a form of cover and the tree is a form of cover. The rain offers a +3 penalty to the attacker's target number, and the tree offers a +5 penalty to the attacker's target number. Combined, the tree and the rainy weather add +8 to the attacker's target number for to-hit rolls against your hiding hero, until the attacker closes the distance and the atmospheric modifier due to the rain is reduced.

Quality, Craftsmanship, & More

When an item's construction, craftsmanship, quality, or potency become important, the item is assigned a craftsmanship score based on the target number used and Potency Span generated during the item's construction. These values refer to an item's craftsmanship or quality.

For Example:

Your hero has some experience making jewelry and uses





his knowledge and skill (with the help of an exploit) to craft an amulet. Your hero's Savvy target number is 12, and his exploit looks like this:

Craft Jewelry

The ability to craft beautiful items of jewelry such as amulets, rings, and brooches using various common metals and stones.

Savvy	20-3940-75 76-100+
W. Cost:	60150240
R. Cost:	40100160
M. Cost:	40100160
To-Hit	+1+2+3

During the crafting of the amulet, your hero makes a best-of-three to-hit roll and generates a +2 span. Thus, the amulet is identified in this manner:

Silver Amulet: T12/+2

For the lifetime of the object, its quality will be represented in this format. These numbers define every aspect of the amulet. Looking at the target number, it can be said that this amulet is better constructed, or more desirable, than a T13 amulet and not as well made, or less desirable, than a T11 amulet. In addition, the +2 span indicates that the amulet was particularly well constructed or is of better than average construction for a T12 item.

As Another Example:

Let's look at the same exploit and the construction of another piece of jewelry, a ring, for example.

During the construction of the ring, your hero makes a best-of-three to-hit roll and generates a -3 span. Thus, the ring is identified in this manner:

Jade Ring: T12/-3

Based on the span generated, this ring can be identified as having a poor construction. This negative span number is an indicator of shoddy craftsmanship or ill-





conceived execution. It looks like a good ring [T12], but really, it has the quality or construction of a ring made by someone of lesser skill.

A craftsmanship or construction Potency Span can identify the quality of a performance, such as how well a song was sung or played, the quality of a painting, a dance, a piece of writing, etc. Or it can reflect the potency of a crafted item, such as a trap or an explosive. A T10/+6 explosive, for example, is well constructed by someone with a great degree of skill and very potent. The T10 tells us that a skilled craftsman created the explosive, and the +6 span tells us the craftsman did an excellent job during the construction of the explosive. In addition, we can tell that the explosive will be very potent, because the explosive's +6 span will be used as its attacking span which will then be compared to a target's versus roll and armor span.

When an item is represented by its T# only, the T# serves as the to-hit target number. A T8 explosive, for example, would be of unknown construction quality (but it's clear that the person who crafted the explosive had a very advanced skill, because of the low target number), and the T8 would be compared with the to-hit roll result when attacking with that explosive.

Rolling During Construction

Heroes without an exploit for crafting or constructing an item are allowed one to-hit roll when attempting to construct that item, using the hero's Savvy or Conviction target number (GM's choice). Players who want to develop heroes that can craft items should make sure their heroes have the appropriate exploits, as these exploits typically allow a hero to make best-of-three rolls when crafting an item.

Average Values

An item can be evaluated based on its assumed construction quality. The following values act as a quick baseline to use when considering items and their construction. The first number is the appropriate target number of the craftsman at the time of construction, and the second number is the Potency Span rolled during the item's creation (also known as the Quality Span).

- Poor Construction: T17/+1
- Good Construction: T14/+2
- Excellent Construction: T11/+5
- Superior Construction: T8/+6
- Unparalleled Construction: T4/+10

Quality Materials & Construction

A major factor in any item's quality is the quality of the materials used to construct the item. When using fine or high-quality materials to construct an item, apply a +3 to the Potency Span during the item's construction.



The Breakable Environment

The world surrounding your hero is a living world. Things are built and destroyed, creatures grow and deteriorate. Often throughout his lifetime, your hero will be forced to interact either physically or mentally with his environment, and he's going to break stuff.

The following list details the average values for a few everyday items and a few abstract events. Unless otherwise noted, assume that the items have a T14/+2 construction (good quality).

Breakable Environment Chart

	Object	Relative Vigor	AS	AH
2" Thick	Door, Pine	35	1	3
2" Thick	Door, Oak	55	3	5
2" Thick	Door, Stone	70	10	8
2" Thick	Door, Iron	88	13	15
	Glass, Single Pane	14	1	1
	Glass, Double Pane	20	2	1
	Chest, Wooden	28	1	1
	Chest, Wood with Iron Straps	45	2	3
	Chest, Metal	60	4	7
	Chest, Stone	70	7	9
3.5' x 3.5' x 3.5'	Crate, Wooden	40	3	2
	Steel Bars, Set in Wood	60	7	5
	Steel Bars, Set in Stone	70	12	10
	Steel Bars, Set in Steel	80	18	15
14't x 30'w x 6"	Wall, Wooden	38	5	5
14't x 30'w x 6"	Wall, Stone	70	9	10
14't x 30'w x 6"	Wall, Brick	60	7	9
14't x 30'w x 6"	Wall, Steel	90	17	15
36" w x 75" l x 1.25"	Table, Wooden	20	6	4
36" w x 75" l x 1.25"	Table, Stone	50	10	10
	Tree, 15" diameter trunk	40	4	7
	Tree, 20" diameter trunk	60	5	8
	Tree, 50" diameter trunk	80	8	10
	Rock, 20" diameter	66	18	20
	Rock, 5' diameter	190	36	40
	Wagon, Medium	60	5	30



	Wagon, War	80	8	40
850 sq. ft.	House, Wooden	140	23	80
850 sq. ft.	House, Stone	180	29	90
	Small Wooden Keep	140	24	120
	Small Stone Keep	190	38	140
	Stone Fortress	190	38	300
	Object	Relative Savvy		
	Elementary Literature	22		
	University Literature	49		
	Simple Lock	22		
	Complex Lock	50		
	Brilliant Lock	75		
	Genius Lock	95		
	Mechanical Trap	20		
	Magic Trap	40		
	Object	Relative Action		
	Sparrow	70		
	House Cat	58		
	Basic Trap	20		
	Well-Made Trap	40		
	Magic Trap	55		
	Genius Trap	80		

Unarmed Combat Damage

When fighting unarmed (using punches, kicks, etc.), the damage is limited to 1d6 per attack, plus any modifiers your hero may have to unarmed fighting.

Uses per Day and the Definition of a Day

Many abilities have a limit to the number of times they can be used in a single day. Anytime "per day" is used in this book, the following rule applies.

- A day begins following a minimum of five hours of restful sleep.
- Whenever your hero has had five or more hours of restful sleep, he is experiencing a new day.





Action: Magic

What Is Magic?

Magic is an odorless, colorless, and tasteless force, virtually undetectable in its natural state. It permeates all things at a sub-atomic level, allowing those who can sense and manipulate its invisible force to use constructs and incantations called spells to literally work magic.

Magic is divided into schools according to the nature of the magic being performed. See the section titled [Magic Schools](#).

Who Can Use Magic?

Heroes that choose the Mage Mastery can use magic and cast spells. Heroes belonging to the Warrior or Ranger Masteries may not use magic except in the form of magical items, such as enchanted weapons and armor, or Consumable spells.

Magic Schools

Those who use magic go by many names – spell casters, wizards, mages, illusionists, sorcerers, and many more. While the practitioners of these crafts work magic differently, they all are performing the same basic function. Magic users are all simply conduits through which the magical force is drawn before it is amplified and then released as spells. The types of spells they can release, however, vary in nature and type. The study of magic is divided up according to these types into magic schools.

There are eleven magic schools:

Arcane Magic

If the spell cannot be defined by another category, it's an arcane spell.

Dark Magic

If the spell affects or employs aging, rot, decay, undead, pestilence, disease (not poison), suicide, depression, perversion, or evil, it's a Dark spell.

Electrical Magic

If the spell involves the use of lightning or electricity, it's an electrical spell.

Fire Magic

If the spell involves the use of heat or fire, it's a fire spell.

Green Magic

If the spell involves the use of water (not frozen), plants, or animals (except summoned creatures), it's a green spell.



Ice Magic

If the spell involves the use of cold or ice, it's an ice spell.

Light Magic

If the spell affects or employs healing, optimism, morale, happiness, loyalty, conviction, or good, it's a Light spell.

Necromancer's Magic

Necromancers employ summoning spells that raise undead creatures. The raising of the undead is Necromancy and is a subset of Dark Magic.

Sacrificial Magic

If the spell involves blood or the sacrificing of one's attributes to create or enhance a spell effect, it's a Sacrificial spell.

Stone Magic

If the spell involves the use of stone, soil, or mud, it's a stone spell.

Summoner's Magic

If the spell involves summoning, controlling, or creating creatures, it's a Summoner's spell.

Spell Types

There are three types of spells your hero has available to him, called Prepared spells, Unprepared spells, and Consumable spells.

Prepared Spells

Prepared spells are those which your hero has at his disposal at all times. He has memorized them, readied them, and can cast them without having to reference a book or scroll.

- To cast a Prepared spell, test the casting against your hero's Imagination target number.

Prepared Spell Slots

Your hero can equip a number of Prepared spells equal to his full Imagination score modifier.

Gaining Prepared Spells

Prepared spells are purchased in the same manner exploits are purchased. See **Acquiring Spells**.

Prepared Spell Casting Time

Prepared spells are cast without delay.

Unprepared Spells

Unprepared spells are those your hero has purchased but that are not





available to him as Prepared spells. These are spells that your hero hasn't memorized yet or has forgotten. In order to use these spells as Prepared spells, your hero will have to memorize them and move them to an open slot on his Prepared spell list.

Unprepared spells can be stored on scrolls or in a book that your hero carries with him and can be activated or cast by reading them aloud.

- To cast an Unprepared spell, test the casting against your hero's Imagination target number.

Unprepared Spell Casting Time

Reading an Unprepared spell takes a bit longer than casting a Prepared spell. The time required to cast an Unprepared spell is equal in seconds to your hero's Imagination target number.

Consumable Spells

Anyone can cast a Consumable spell. Typically, Consumable spells come in the form of scrolls that have been specially prepared by a mage to produce a spell. Casting a Consumable spell destroys the scroll, thus consuming the magical reagents stored in the scroll, or the material used to "bind" the consumable spell.

- All Consumable spells have a target number and a span assigned to them. While you don't need to make a to-hit roll to cast a Consumable spell, these values should be used to complete the regular steps of resolving combat. Effects and damage may not exceed the Potency Span assigned to the spell, even if the casting Potency Span is greater.

Consumable Spell Casting Time

Consumable spells are cast without delay.

Acquiring Spells

Prepared Spell Slots

Your hero's full Imagination score modifier determines the number of spells he can have Prepared at any one time. As this modifier increases, the number of Prepared spells your hero can equip also increases.

Learning New Spells

Your hero first acquires spells during hero creation when he chooses the Mage Mastery. Choose a number of spells equal to your hero's Imagination modifier.

Whenever your hero wishes, he can purchase (using his award points) other new spells. The cost to purchase a spell varies with your hero's Imagination score and is printed with the spell's description. When purchasing spells, however, keep in mind that your hero can only equip a number of Prepared spells equal to his full Imagination score modifier.





Additionally, your GM can award your hero a new spell any time he wishes.

Purchasing New Spells

Your hero may purchase a spell anytime he wishes, as long as he has the required number of award points to spend on it.

GM Issued Spells

Your GM may always offer a hero a spell when he feels the hero or situation warrants the award. GM issued spells are issued during play and are available for use immediately.

Spell Maturation

Your hero may gain new functionality with a particular spell as his Imagination score increases. Find your hero's Imagination score listed with the spell and use the Zap values (see **Parts of a Spell: Zap Values**) printed for his score to determine if your hero's abilities with the spell have matured.

Where to Find Spells

All spells and their descriptions are listed in the section titled **Tome of Magic**.

Spell Cost

All spells have an associated cost. This is the number of award points your hero must spend to learn the spell. This cost increases based on your hero's Imagination score.

For Example:

Take a look at the following spell:

Arcane Shield								
Spell envelops the target in a protective shield of Arcane Magic.								
School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Static							

The cost for this spell is 40 award points for heroes with Imagination scores between 20 and 39. If your hero were to choose to buy this spell and his Imagination





score were 46, the cost to purchase the spell would be 80 award points.

Training for a Spell Purchase

Your GM may wish to role-play the learning of a spell, and this could require a time investment on the part of your hero. Typically, the larger the spell's price tag, the more time required to train for the spell. Allow 10 hours of training for every 5 award points spent purchasing a spell.

Swapping Prepared and Unprepared Spells

You may change the status of a spell from Unprepared to Prepared by declaring to your GM that your hero wishes to memorize a new spell. If your hero has an open Prepared spell slot, you may move an Unprepared spell to a Prepared slot without dropping a Prepared spell. If your hero has memorized spells to his maximum capacity, however, you must first change the status of a Prepared spell to Unprepared in order to free up a slot. Note the change to that spell on your hero sheet.

It takes time to change the status of a spell from Unprepared to Prepared. Assume that memorizing a spell takes a number of minutes equal to your hero's Imagination target number.

Basics of Spell Casting

A magic action is executed exactly the same as other actions, as described in the sections titled **Action** and **Action: Combat**. Read over those chapters to understand how to resolve the casting of a spell.

Casting a Spell: Step-by-Step

- Step One: Decide which spell your hero will cast.
- Step Two: During your hero's initiative, announce that he is casting the spell.
- Step Three: Test against the your hero's target number with a to-hit roll and follow the necessary steps to generate a Potency Span. Follow all non-combat and combat rules for attempting and resolving actions, as defined in the sections titled **Action** and **Action: Combat**.
- Step Four: If the test is successful, all spell effects begin.
 - Resolve all spell damage and effects.
 - Apply the effects of the spell against targets using the attacking Potency Span.
 - If the test is unsuccessful, the spell has no effect.





Casting a Prepared Spell

- So, your hero is a caster. He's got spells and he wants to kill something. Well, casting spells is done just like firing an arrow or hitting something with a sword. The only difference is that when you cast a spell, you're going to test the success of the attack using your hero's Imagination target number.
- If you haven't read the section titled **Action: Combat** then you should do so now, because this section will skip many of the finer points that are detailed in that section.
- Pick a spell you want your hero to cast. Since we're talking about Prepared spells, you must choose one that your hero has memorized which will be occupying a Prepared spell slot on your hero sheet.
- Make sure your hero is within range of his target. Not sure? Look at the spell and find the Imagination score column that includes your hero's Imagination score. Trace down that column to the row marked Range. The value listed there is the maximum distance at which your hero can cast this spell.
- During your hero's initiative, fire at will. Roll 1d20 and compare the roll result to your hero's Imagination target number. Then, go through the regular combat steps involving the defender's versus attempt, his armor, and his resistances.
- The final number you end up with is the Potency Span of your hero's spell casting action. The Potency Span is equal to the number of d6 you'll roll for damage and also determines a lot of other important stuff, depending on which spell your hero's casting.
- That's all there is to it - your hero is casting spells.

Casting an Unprepared Spell

- Now your hero wants to cast one of those spells he hasn't used in a while. He's kind of forgotten how it goes, but he's got the spell written down somewhere.
- Spells your hero doesn't have memorized are called Unprepared spells. These are cast in the same way as Prepared spells except that your hero has to stay in a Casting state for awhile to get the spell off.
- To cast the spell, your hero will have to be in the Casting action state for a number of seconds equal to his Imagination target number. During the last initiative of that period of time, your hero gets to attempt to fire the spell.
- Casting time is the only thing that's different about casting an Unprepared spell. Roll 1d20 and compare the roll result to your hero's Imagination target number. Then, go through the regular combat steps....





Casting a Consumable Spell

- Your hero doesn't have to be a mage to cast a Consumable spell. In fact, being a mage probably doesn't afford your hero any advantages over non-Mages when casting Consumables. But, casting a Consumable is casting a spell.
- Consumable spells come with a target numbers and Potency Spans assigned to them. If these values aren't listed, assume the Consumable spell has a target number of 14 and a Potency Span of +2.
- You don't have to make a to-hit roll when casting a Consumable spell. Your hero reads it or opens it or fires it, and it goes off. Then use the Potency Span assigned to the spell for comparisons with the target's versus roll, armor strength, etc.

Parts of a Spell: Zap Values

All spells are composed of the same parts or values. These are collectively called "zap values".

Take a look at the spell below. The spell description consists of the name and description of the spell, the school the spell belongs to, the cost (in award points) for learning or acquiring the spell, and a list of terms that define other aspects of the spell, including: how the spell transitions from the caster to the target, the maximum distance the spell can travel from the caster to the target, the amount of time the spell will last, the size of the spell's "footprint", the shape of the spell, the armor strength (AS) of the spell, the Fortitude score for the spell, and any special considerations for the spell.

Arcane Shield

Spell envelops the target in a protective shield of Arcane Magic.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Static							





Name

This is the name of the spell.

Description

This is a descriptive summary of the nature of the spell, its effects, and any rules governing its use.

Maturation Scores

Spells scale up in power and effects as the caster's Imagination score increases. All spell descriptions list a series of Imagination score ranges. Find the column that includes your hero's Imagination score and trace down to determine the spell's present zap values for your hero. As your hero's Imagination increases, so will the zap values of your hero's spells.

Cost

This is the number of award points your hero must spend to learn the spell. Once learned, a spell may be put on your hero's Prepared spell list if there is an available slot, or on his Unprepared spell list.

Transit

This is the method by which a spell transitions or travels from the caster (your hero) to its target or targeted area of effect. Forms of transit are categorized by the terms: missile, apparate, touch, self, and burst.

Missile

A missile spell travels directly from the caster to a target. Missile spells require line of sight. See [Cover Obscuring Line of Sight](#).

Apparate

A spell that apparates is one that appears in a specific spot or space within the spell's range.

Touch

A touch spell is one that requires the caster to be in physical contact with his target. This contact can be made through clothes or armor without affecting the casting difficulty unless the barrier between the skin of the caster and the skin of the target is resistant to magic.

Some spells are categorized as Skin Touch, which requires the caster to make skin-to-skin contact with his target.

Self

This kind of spell only affects the caster.

Burst

A burst spell is one that bursts outward in all directions from the caster.





Range

Range is the distance from the spell's point of origin that the spell can travel. The area of effect (footprint) of the spell cannot exceed this value.

- Note that any spell that requires the caster or a magical object to touch a target has "touch" as its range. This means your hero, or the object, must touch the target to deliver the spell.

Duration

This is the amount of game time the spell will last. Duration begins on the initiative the spell was cast and ends on the initiative when the spell's duration expires.

- Any spell that begins and ends during the same initiative is termed an "instant" spell.

Footprint

A spell's footprint is the numerical value for the main area of effect of a spell. A spell's footprint value and shape define the area of effect for a spell. If the spell's footprint is 25', for example, and its shape is a sphere, then the total area of effect for the spell is a 25' sphere.

Shape

A spell's shape describes its propagation and area of effect. Spell shapes are referred to as cloud/spread, cone, creature, missile/ray, none, sphere, and wall. The shape of a spell, combined with the spell's footprint, defines the spell's area of effect.

Cloud/Spread

A spell with a cloud shape typically has cloud or smoke-like effects. A spell with a spread shape is typically one with liquid or gel-like properties. To measure the area of effect of a cloud or spread-shaped spell, use the spell's footprint as the diameter of the cloud/spread spell effect, as confined within the area of a sphere.

Cone

A cone shaped spell is one that erupts from the caster and spreads outward in a cone shape. The area of effect of the cone is equal to the path of the cone from the point of origin to the spherical apex of the cone (where the length of the path cannot exceed the spell's range), and the spherical apex of the cone is equal in diameter to the spell's footprint.

Creature

A creature spell is one that creates or summons an illusionary or real creature. The shape of the spell is the shape of the creature created or summoned.

None

A spell that has no discernable shape will be categorized as having no





shape, or none. Typically, spells with no shape are spells that affect only the caster and do not transition from the caster to another target.

Sphere

A spell with a spherical shape is one that radiates outward in all directions from the spell's epicenter.

Wall

A wall spell creates a barrier of material in a location of the caster's choosing. A wall spell typically has an AS value, and possibly even an AH value and a Fortitude score, and is capable of sustaining damage. A wall's footprint cannot exceed the spell's footprint.

Armor Strength (AS)

A spell that has or acts as armor has an armor strength rating (AS) equal to the Potency Span of the casting, shown as "Potency Span of Casting" in the armor category of spell descriptions. Similar to natural hide armor strength, a spell's armor strength rating (AS) does not have an armor hits value (AH).

Fortitude

A spell's Fortitude score works exactly like your hero's Fortitude score and represents the amount of damage a spell can take before it is "destroyed". In the Fortitude category of spell descriptions, a listing of "psd6" means the Potency Span of the casting is equal to the number of d6 rolled to determine the spell's Fortitude score.

Special

This part of a spell description is often used to communicate whether the spell has an area of effect, delivers damage over time, delivers healing over time, and/or whether it is static in location or conjoined to its targets.

Damage

Just as with any other action, a spell will deliver an amount of damage equal to the Potency Span of the casting. This is represented as "psd6".

For Example:

Let's take a look at the Arcane Shield spell description again:





Arcane Shield

Spell envelops target in a protective shield of Arcane Magic.

School:	Arcane						
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
Cost:	40	80	120	160	200	240	300
Transit:	Apparate						
Range:	50'	100'	150'	200'	250'	300'	350'
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.
Footprint:	25'	50'	75'	100'	125'	150'	200'
Shape:	Sphere						
AS:	Potency Span of Casting						
Fortitude:	None						
Special:	AoE, Static						

Islithorn is casting Arcane Shield. He has an Imagination score of 44. This means he can cast Arcane Shield on the target he wants to protect up to 100' away from himself (as the spell's point of origin). The shield will last for six seconds and will affect an area equivalent to a 50' sphere in size and shape.

Islithorn casts the spell with a +4 Potency Span. As a result, the shield has an armor strength (AS) of 4. This means that anyone inside the 50' sphere gains an additional outer layer of +4 Arcane armor.

Spell Potency

The span generated during spell casting serves as a measurement of the spell's overall potency. The larger the span value, the greater the potency of the spell. Spells will often be referred to by their potency: a +3 Lightning Bolt spell, for example. This means that the magical lightning bolt was cast with a +3 to-hit span. This value stays with the spell throughout the spell's lifetime, and will serve as the to-hit span to be compared with the versus span and armor strength of every target the spell attacks.

For Example:

If your hero were to generate a +4 to-hit span while casting a spell, that spell would possess a +4 potency. Likewise, if he were to generate a -2 to-hit span, the spell would possess a -2 potency.

Using Spell Potency

This numerical value for the potency of a spell is important because this





is the number that is applied to all targets in the spell's area of effect as a to-hit attacking span. When targets are attempting to resist the effects of a spell, they are resisting the potency of the spell. This is executed exactly as described in **Action: Combat**.

A spell's potency value says a lot about how effective it is. A low potency spell is easier to counter or unmask, while a high potency spell is harder to counter and more effective.

For Example:

Your hero is attempting to cast a spell designed to make its targets smell the odor of baking bread. The greater the to-hit span, the more potent the spell and the less likely it is that targets within the spell's area of effect will be able to resist the spell. Likewise, the lesser the negative span, the less potent the spell and the more likely it is that targets will be able to resist the spell. So, if the smell of baking bread spell were cast with a +5 potency, a target would have to attempt to make a versus roll (acting as a Resist to the spell's potency) of greater than +5. Since it is moderately difficult to hit or exceed a +5 span, it is more likely that targets will smell the odor of baking bread. If the smell of baking bread spell were cast with a -2 potency, then the smell of baking bread exists but is easier to resist, and fewer targets will be attracted by the smell since it is much easier to exceed a -2 span in a versus roll attempt.

Line of Sight [LOS]

Your hero typically needs to be able to see a target to cast a spell on a target. This is especially true with missile spells, such as fireballs and lightning bolts, and defensive actions, such as a counter spell used to block or parry a specific attacking action.

A spell caster may cast a spell into a space that he cannot see and through any obstacles that do not naturally inhibit the passage of magic, but he cannot do so with the intention of hitting a specific target unless he can see that target. If an object is resistant to magic and is in the path of the effects of a spell, the effects will emerge on the other side of the magic-resistant object with diminished effects, proportionate to the amount of the object's resistance to the spell's effects.

Terminating a Spell

A caster may terminate or end the duration of a spell at any time, as long as he has control over the spell. Consumable spells may not be terminated.





Area of Effect (AoE)

The spell's effects occur throughout the spell's area of effect. All targets in this area receive or must contend with the effects of the spell. This area is equal to the spell's shape as defined by the dimensions of its footprint.

Damage over Time (DoT) & Healing over Time (HoT)

- A spell may cause damage or apply healing over a period of time. Damage over time is abbreviated as DoT and healing over time as HoT.

Static

A spell defined as static does not move after it is cast and will cycle through to the end of its duration in the spot that it was cast.

Conjoining

A spell defined as conjoining is attached to a target and will cycle through to the end of its duration staying with the target upon which it was cast.

Independent

A spell defined as Independent is able to move around on its own and will cycle through to the end of its duration moving wherever it wishes within the area of effect of the spell.

Stacking Buffs and Debuffs

Unless noted in a spell's description, it is acceptable to stack identical buffs, debuffs, and DoTs on a target. This means that the same spell can be cast multiple times on one target with compounding effects.

Spell Effects: Temperature

When trying to determine the temperature of the effects of a spell, or the degree to which your hero can alter ambient temperatures, use the following guidelines:

- When casting a fire spell, the temperature of the spell (Fahrenheit) is equal to the Potency Span times 100.
- When casting an ice spell, the temperature of the spell (Fahrenheit) is equal to the Potency Span times -10.

Therefore, if your hero's fire spell has a Potency Span of +3 (3d6 points of fire damage), the temperature of the fire causing the damage would be somewhere around 300° Fahrenheit.

Likewise, if your hero's sphere of cold spell has a Potency Span of +5 (5d6 points of cold damage), the temperature of the cold would be somewhere around -50° Fahrenheit.

Magic Defense: Counter Spells

A spell caster may parry or block an incoming attack with a spell. This





is called a counter spell and is resolved the same as any other parry, as described in **Action: Combat**.

A counter spell is any spell designed to parry or block another spell. This includes all spells designed to interrupt the attacker's spell casting process. Just as a parry blocks an incoming blow, a counter spell must attempt to block the incoming or attacking action or spell.

Generally speaking, if a counter spell is successful, the target spell is blocked or lessened in some fashion, depending on the nature of the counter spell's effects. Most spells specifically designed to parry other spells will nullify the target spell's effects or stop the target spell altogether.

Summoner's Magic

The secrets of Summoner's magic enable your hero to create creatures from thin air and command them.

Summoning can be a risky business, and your hero must be very careful about which creatures he chooses to summon. The following section details the rules governing summoning and provides a list of creatures for your hero to consider.

The Summoning Process

To summon a creature, your hero must first purchase a summoning spell. You can view these spells by turning to the section titled **Summoner's Magic**. After purchasing a spell, your hero can cast it anytime you wish.

Summoning a Creature

Summoning a creature is as easy as casting a spell. Pick the summoning spell you wish your hero to cast and test his ability to cast the spell normally. Chanting, working the magic around him, your hero will slowly begin to build the creature he desires. Once the creature is present, it will obey your hero's every command and will even die if necessary.

Duration of a Summoning Spell

When a creature is summoned, it is as natural a creature as any other animal. It must eat, sleep, etc., and it can die if damaged. Unless killed or banished, the creature will live a normal life forever bound to your hero. It will age as the years pass and, eventually, die of old age.

One Creature at a Time

Your hero can only summon one creature at a time. To summon another creature, your hero must banish the creature currently summoned.

There is one exception to the one creature rule: some Necromancer spells allow the mage to summon a group of creatures instead of just one. In such cases, the Necromancer still may not cast another summoning spell while an existing summoning spell is active.

Summoner Has Absolute Command

Whenever your hero summons a creature, he has absolute command over





that creature. The creature will do anything your hero demands and will fight until death if asked to do so. Your hero can order the creature to go anywhere, do anything, or act however your hero wishes the creature to act, unless the creature is considered resistant. See the topic titled **Resistant Creatures**.

Banishing a Creature

Whenever your hero wishes, he may banish a creature that is under his command. This is generally done in the following manner, "Be gone from this world!"

A creature can only be banished by the mage that summoned it. This means that one Summoner cannot banish another Summoner's creature.

When a creature is banished, it simply fades into the ether and is gone forever.

A Creature Must Eat

Once summoned, a creature must have access to food and water just as if the creature were living in the wild.

When a Creature is Killed

Your mage's summoned creature can be killed. If the creature's Fortitude score reaches zero, it is dead. The creature can also be healed through magical or skilled means and regains Fortitude when it rests. These rules are as described in the topic titled **Taking Damage**.

When the Summoner Dies

If a Summoner goes into a coma or dies, even if he is later revived, any creatures he has summoned that are still alive are released from his command. They are now considered to be free of any Summoner's control, as detailed in the topic titled **Free Creatures**.

Resistant Creatures

Some creatures do not respond well to summoning and will try to break free as soon as they are summoned. These are called resistant creatures. When a creature is identified as resistant, several unique factors apply to its summoning and command:

- Resistant creatures will attempt to break free of the Summoner's command until subdued.
- Resistant creatures may rebel if commanded to do something suicidal or overtly stupid.
- If a resistant creature breaks free of the Summoner's command, it is considered a free creature.





Summoning a Resistant Creature: Battle-of-Wills Tests

When your hero summons a resistant creature, he must win a battle-of-wills with the creature in order to retain control over the creature. This battle of wills involves both the Summoner and the creature making best-of-three Conviction tests (creature rolls against its **Combat Target Number** -- see page 323). Whoever wins two of the three tests wins the battle of wills. Ties go in favor of the creature.

The Summoner Wins: Subduing Creatures

If the Summoner wins the initial battle-of-wills, the creature is considered subdued and must obey the Summoner. This will remain true unless the Summoner orders the creature to do something that will definitely result in the creature's death. At this point, the creature and the Summoner must complete another battle-of-wills test as described above. This situation can occur during any moment of the creature's existence. If the creature is fighting for the Summoner and is about to die, for example, the creature will attempt to break free of the Summoner's command in an effort to survive. At that moment the creature and the Summoner must engage in a battle of wills. If the Summoner wins, the creature will continue to fight until it dies. If the creature wins, it is free of the Summoner's command.

The Creature Wins: Freedom!

If the creature wins a battle-of-wills test with a Summoner, it is free of the Summoner's command. When this happens, the creature cannot be banished by the Summoner and is free to do whatever it wishes. The problem, at least for the Summoner, is that the formerly summoned creature may do everything in its power to kill the Summoner.

Free Creatures

A free creature is one whose Summoner has died or one that has won a battle-of-wills contest with a Summoner. Free creatures are free of a Summoner's command and will behave like free creatures. Occasionally, if a Summoner has been especially good to a creature and the creature is somehow released but not banished, a creature will remain loyal to a Summoner even after it has gained its freedom. This is, however, very rare.





the power of the sorcerers lies



dreaming at the bottom of the sea



Necromancer's Magic

Employing magic both Dark and repulsive, the Necromancer is an expert in death, the undead, and magic spells focused on raising and maintaining undead creatures. To become a Necromancer involves training by one knowledgeable in the Dark Arts and Necromancy in particular. This training can last years. Beginning with the basics, the study of the dead and the fundamental rites of raising them, a Necromancer apprentice will spend much of his time in graveyards, elbow deep in wormy soil, digging up rotten coffins to get at their precious contents. Then, back in the arcane laboratory of his master, the acolyte will poke and prod the dead, becoming familiar with differing states of decomposition and corresponding modes of corpse behavior. Later, after the apprentice has learned the basic rites of raising the dead, he will begin attempting to use his magical skills to instill the unholy spark of undead life into a corpse. Learning to raise the dead can take several months, as the acolyte learns how to control the corpses once he's raised them from their moldering slumbers.

Necromancy involves the summoning of Dark and undead creatures such as skeletons and zombies. Necromancers follow the rules of the Summoner, but purchase their summoning spells from the section titled **Tome of Flesh and Bone**.



incredita



incredita



Further Examples

Alex, Emily, and Michelle are each playing heroes in a Battleaxe RPG campaign. Alex is playing a Griffonrock warrior named Rolan, Emily is playing a Woodlander mage named Syrin, and Michelle is playing a Slaywolf ranger named Locnar.

These three are hired muscle, paid to escort three human merchants from the port city of Glitterstrand to Thunder Haven, deep inside the Timber Coast.

Let's catch up with our adventurers as they round out their first week of travel. They are in the deep woods of the Timber Coast, just a few days outside of Thunder Haven. Up until now their travel has been hampered by bad weather and difficult terrain, and they have been pursued and recently assaulted by a band of gnollish raiders. The group managed to fend off the attack, sending the gnolls racing into the woods. One of the merchants has been injured during the fighting and lays on the ground bleeding. As our band of heroes regroup, howls coming from the surrounding forest herald another gnollish attack...

GM: Let's do initiatives. What do you each have?

Emily: Four

Michelle: Three

Alex: Four

GM: The merchants each have an initiative of 2.

And the gnolls each have a four.

All right. There aren't any initiatives larger than five. We'll go clockwise around the table to handle the tied initiatives. The gnolls will go after you two do.

Rolan, it's your turn. Here's the situation – one of the merchants is down, clutching his stomach where the ragged gnollish sword nearly disemboweled him. The other two are very scared but are huddled at his side trying to help him. They do not look like they've got the necessary skill to heal him. In the forest surrounding the small glade you're standing in, you can hear the sounds of animals stomping through the brush. You can hear snorting, barks, and yelping as the gnolls regroup their forces.

Alex: Can I see the gnolls?

GM: Roll against your Action. We'll call this a perception roll.

Alex: I rolled a 14.





GM: And your Action is 39, T13? Okay, so +1 span. Good. You can see the gnolls gathered just beyond the line of trees. They seem to be lining up. Because your perception roll was successful you can also see a lone figure. You can just make out the line of a bow, drawn back and aimed at your group.

Alex: I'll tell the others what I saw.

GM: Go ahead.

Alex: Oh, okay. They've got a bow and they're going to fire at us.

Emily: Did I hear that?

GM: You all did. Basically, Rolan's intently listening and staring out into the forest where you can hear the gnolls gathering. He turns suddenly and yells that the gnolls are using bows. Syrin, it's your turn.

Emily: Okay, do I see the gnolls?

GM: Yes, Rolan has alerted you all to the danger. You see a line of gnolls grouped in the trees and you can see one with a bow drawn back and ready to fire.

Rolan, you get one award point for alerting your group to the danger.

Alex: Okay.

Emily: My turn?

GM: Yes.

Emily: I'll cast Stone Bolt at the archer.

GM: What's your Imagination score?

Emily: 42, T12.

GM: So you can fire how far?

Emily: [Reading spell description.] 100 feet.

GM: Okay, you can hit him. Go ahead and fire.

Emily: I rolled an 18. That's +6.

GM: Great shot.

[Rolling 1d20.]

He tries to dodge. The gnoll rolls 15. This guy's a Fen Caller which means he has a combat target number of 15. So his defense is zero. He's not wearing armor, but he has +3 hide armor. Subtracting that from your +6, that leaves +3.





Emily: So I roll 3d6?

GM: Yes.

Emily: 6, 5, and 1. 12 points.

GM: Good hit. So, Rolan calls out that the gnolls are about to attack and Syrin, alerted by the warning, prepares a spell. A grey light builds around her hands and a blast of stone fires from her palms. The stone makes a thudding sound as it hits the gnoll square in the chest and head. He is reeling from the attack, but he's not down.

Now, it's the gnolls' turn.

The one you just hit draws back his bow and looses an arrow. [Rolling 1d20.] He rolls a one, a fumble. Your attack has really hit him hard and he can't get the shot off. The gnoll fumbles the arrow and loses his turn.

Your hit on the Fen Caller has the others questioning their attack, and since they are pack animals, I am going to roll once to determine if they can collectively keep it together, or if they'll break under your attack on the Fen Caller. Okay, I've rolled a 19. Since they're all Swamp Brutes, they needed any roll over 15. They keep it together and the four of them charge out of the forest at your group, swords raised. They will be on you by the next round.

Locnar, it's your turn.

Michelle: How many of them are there?

GM: Four of them, all rushing toward you. The Fen Caller fumbled and he is still off in the woods behind his fellow gnolls.

Michelle: I'm going to shoot the Fen Caller with an arrow to see if I can take him out. I think if we can kill him we have a better chance of scaring the others away.

GM: Okay, what's your Action?

Michelle: 35, with a target number of 14.

[Rolling 1d20]

20!

GM: Nice, you guys are really taking it to 'em. Okay, so you've got a +6. The gnoll will try to dodge. He rolls an 8. Not even a chance. Subtracting nothing for his versus roll and 3 for his hide armor leaves you with a Potency Span of +3. Great shot! Roll 3d6 damage - wait! Since it was a critical roll, you get to double your Potency Span. Roll 6d6.





Michelle: I'm also using broad head arrows. They give me a +1 Potency Span.

GM: Okay, roll 7d6. Don't forget to scratch off one arrow.

Michelle: All right, one arrow gone. I'd like to retrieve it later if I can.

GM: After the fight?

Michelle: Sure. Okay, here goes.

[Rolling 7d6]

6, 6, 5, 4, 4, 3, and 2. 30 points of damage.

GM: Good lord. Okay, you've done ten more points of damage than he had to begin with!

Your arrow sails from your bow. The gnoll makes a lame attempt to dodge, but your shot is strong and true. It strikes him directly in his eye. The broad metal tip explodes through the back of the Fen Caller's head, sending bits of brain and bone sailing out behind him. The Fen Caller's body is thrown backwards with the force of the hit and, now lifeless, the gnoll falls heavily onto the forest floor.

I'm giving both you and Syrin an award point. That was great work.

Since you were targeting the gnoll in the hopes that killing him would scare off the others, and since you rolled a critical and absolutely destroyed the Fen Caller, I'm going to re-roll their morale check. This time, though, their boss is dead so I'm giving them a -3 to their to-hit roll.

[Rolling 1d20]

I've rolled a 16 which becomes a 13 after the -3 to-hit modifier. Comparing that with their combat target number of 15, they are left with a -2 Potency Span. They've failed and start to panic. Before we can do that, though, we've got to finish this round and start another one.

Before I forget, Locnar, I'm giving you one more award point for managing to send the gnolls into a state of panic.

Michelle: I've stopped the gnolls right?

GM: Kind of, but the fact that the Fen Caller is dead hasn't fully dawned on them yet and they still are still rushing forward, on the attack.

It's the merchants' turn now. They see the onrushing





gnolls and are forced to make a morale check of their own.

[Rolling 1d20]

Nine, compared to their Conviction target numbers of 15 and 16. Utter failure. The merchants lose it and take off running away from the gnolls.

Alex: They're so chicken.

Michelle: Not again.

Emily: I've got a wall spell, I'll try to stop them.

GM: This is the beginning of a new action round. That would make it Rolan's turn.

Alex: I'm going to charge the gnoll nearest to me and hit him with my axe.

GM: What's your Vigor?

Alex: 43, with a target number of 12.

GM: Okay, you rush at the gnolls with your axe held high.

Alex: [Rolling 1d20]

17, that's a +5.

GM: Good hit. The gnoll attempts to parry. He rolls a 1. Another fumble for the gnolls.

Okay, subtracting nothing for the versus roll and three for the gnolls' hide armor leaves you with a span of +2. Roll 2d6 damage.

Alex: [Rolling 2d6]

5 and 4 - that's 9 points.

GM: Your axe comes down on the gnoll. He tries to parry, but drops his sword. Your axe hits him hard in the shoulder and cuts down through his chest. He's left with a Fortitude score of 11.

All right Syrin, your turn.

Michelle: We shouldn't forget about the merchant that's wounded.

Emily: I'll try to heal him.

GM: Okay, roll.

Emily: I've got a 42, T12. I rolled a 14.

GM: Okay, you heal him for 2d6 points.

Emily: 6 and 2, that's 8 points.





GM: You successfully heal him for 8 points. That manages to save his life. He would have died next round. That earns you one award point.

Now it's the gnolls' turn. Your power is unquestionable. The Fen Caller, the strongest member of this little raid group has fallen. Their first attack was repelled and their second attack a disaster. The gnolls are broken and in a state of panic. They stop, turn, and attempt to flee the field of battle.

GM: Locnar, it's your turn. You think you've got another critical loaded and ready to roll?

Michelle: I hope so. I'll fire at one of the fleeing gnolls.

[Rolling 1d20]

5. Nevermind.

GM: You draw back and let loose another arrow. This one sails over the head of your target.

Okay, the two merchants keep running, intent on seeking cover in the forest. They each hide behind the thick trunks in the deeper part of the forest.

So, you've repelled the gnolls again. Are you going to hunt them down, or keep going toward Thunder Haven, or do something different?

Alex: I want to chase them.

GM: Okay, let's roll for initiatives. It seems your party's blood lust is up and the gnolls are going to pay dearly for their attack...





GM Tools

This section is reserved for discussing the elements that make role-playing fun and exciting and what it takes to be a good storyteller. This section may be remedial for experienced GMs. Here are some pointers that we feel, when incorporated, will lead to better storytelling:

Story First, Rules Second

Unlike other table top games, the critical elements in any RPG are the game's world and the current campaign's storyline. When looking for a measure of success, try to use and prioritize the story over the rules. Doing so will not only speed up game play, but it will also prevent lagging or inconsistencies in the adventure.

Detailing

Similar to the first tip, the mood created by the GM will round out the storyline. Great detailing, anything from smells to unique behaviors among those in the supporting cast, will mean the difference between a slow and boring campaign and a vivid and heart-racing experience that players will come back for.

Foreshadowing, Subplots, and Quirky Metaphors

Just like a great screenplay, a great campaign will probably incorporate thoughtful foreshadowing, interesting subplots, and quirky, inspiring metaphors. Foreshadowing gives players a chance to play detective and usually leads to adventurous investigations, and subplots help them develop their heroes as well as giving them a chance to meet the NPCs that surround them. Well planned metaphors will ultimately lead to an atmosphere where everything seems to click, and that will keep the players on the edge of their seats.

Be Objective When Making Decisions

Try to understand why players are doing whatever they're trying to do. Give them a chance to explain themselves and to explore the limits of their imaginations. Remember that the players might be interpreting your story in a way that you had not anticipated.

Do not let the PCs walk all over you, but always attempt to take a player's point of view into consideration before making a decision. And do not be afraid to let a hero die – if a situation absolutely dictates the death of a hero, then so be it. Good stories deal with tragedy, and it creates a wonderful opportunity to observe heroes dealing with death.

Award on Merit

A good Gamemaster will award a hero based on the hero's merit in all situations, not just the execution of actions. Playing "in character" and responding consistently to game situations are accomplishments and





much better reasons to award a hero than straight ahead hack and slash game actions.

Be Flexible

Try to allow for varying levels of RPG playing experience among your players, as well as diverse playing methods and philosophies. Understand that there are jokers as well as serious players, and all have their place in a game.

Keep the Game Moving

This does not mean there has to be constant combat or nonstop action. It does mean that it's important not to let the game get bogged down. If players are dragging their feet, or if the solution to their current obstacle is eluding them, do something for them to help break the deadlock. But be careful not to let the players take control of your story – if you make a mistake or discover an inconsistency, just correct the problem and move on.

A Role-Playing Game Is Only As Good As Its GM

If players do not like your style, they will not come back. While this may not be a bad thing, remember the objective is to have fun.

Scenarios and Campaigns

The difference between a scenario and a campaign can be difficult to interpret. By definition, a scenario is a story or an adventure with a beginning, a climax, and an ending, while a campaign may be defined as a series of gaming sessions featuring adventures centered around an extended plot, specific hero(s), or an environment in which the stories are continuous. During a campaign, PCs' heroes will most likely develop or change, much like heroes within a novel. So, it could be said that it takes two or more scenarios to make up a campaign. Why is this important? It is important for the GM to understand the difference between a scenario and a campaign so that he can prepare his own adventures for play with an intelligent idea of the intended scope of the story, and because, inevitably, someone will ask the question:

“What’s the difference between a scenario and a campaign?”

When preparing scenarios for play, try to begin and end each scenario with an attention-getting event that will hopefully spark the players’ curiosity, so that they might ponder their heroes’ futures. Of course, this can be done in many different ways and does not always have to be earth-shattering.

Preparing For Play

Preparing an adventure or campaign can be somewhat confusing for the uninitiated GM. Usually the process starts with a basic idea of what the scenario will be about, what the story will essentially revolve around. From





this point, you should develop specific events that will occur within this established storyline. Then, it's relatively easy to create NPC personalities and motives that will add twists and flavor to the story. Following is a basic laundry list that may help you create a scenario or campaign:

Dream Up A Storyline

What is the story about?

Set the Scene

Where does the story take place? Who is involved? Compile as much information about the heroes' backgrounds and histories as you can. You can never know too much about a person or a place.

Develop Personalities, Select Motives

Who else, besides the main heroes of the story, is involved in the storyline? Why are they involved? What are they motivated by and how will it affect the storyline?

Tweak the Elements

Don't forget that this is a fantasy role-playing game. Add a bit of the mysterious, the arcane, the dark and mystic, or the bright, beautiful, and long lost.

Compile Maps and Resource Materials

When the story is complete, or at least rounded out enough to begin play, make sure you are fully prepared by drawing any necessary maps, making helpful sketches of places or people the PCs will encounter, and writing down important statistics pertaining to obstacles or objectives relevant to the story.

Get Ready To Wing It!

When all is said and done, you will be sitting around the table, half way through a beautifully researched and perfectly executed scenario, and somebody will say,

"My hero will not venture to the castle on the hill. I think he'd rather get some rest and take off in the opposite direction in the morning."

Something like this can render countless hours of hard work useless. Don't worry about it. Try to remember that, in the end, the players and their ability to role-play heroes will forge the best stories. In the above situation, the story is yet to come. Of course, in that same situation, you might try to work the player's decision into your story, but if it can't be done, so be it. Ninety-percent of being a good GM is having the ability to improvise. Because when it really comes down to it, after everything we've just told you, spontaneous story lines are usually the most fun to play. It's real-time-fiction.





Getting Ready For Play

When gathering a group of players together for a game, it's a good idea to have everything ready to go so that play can begin as soon as possible. Paper, pens, pencils – regular graphite as well as colored pencils – and a good assortment of playing dice should be at hand. If you can afford it, try to have beverages and snacks on hand, ready to be deployed at the first sign of hunger. (Nothing will end a game session faster than hunger!) Above all, you, as the GM, should be ready to go – the story fresh in your mind, your notes available, and a copy of the game in front of you. It is vital to the flow of game play that both the players and the GM have easy access to the rules, so that any situation which requires clarification can be swiftly resolved. It is also important that the gaming location is one in which everyone is reasonably comfortable, with the fewest number of major distractions, such as excessive noise, etc. The GM should prepare the playing area in advance, if possible. You should know who the players are and when they will arrive, and most of all, you, the GM, need to be in a role-playing mood.

Hero creation in this game is specifically designed to take a minimal amount of time while generating a large amount of detail. It's still a drag, however, to be a player and have to sit around, anxious to play, waiting for a group of people to create their heroes. For the GM, the hero creation process is a busy time. You will be focused on making sure that the players understand what they are doing, who their heroes are, where they come from, etc., but for players that have already completed their heroes, time is valuable. Try to keep this in mind. Make sure the players know that the first 15 to 30 minutes of the session will be used for hero creation, getting to know the rules, and/or introducing new players to the game. Therefore, as the GM, you should be thoroughly familiar with the hero generation process. Make sure you have read the entire hero generation section carefully and understand it yourself, because when it comes time for the players to create their heroes, it's your job to answer questions about where, how, and why everything works.

The Players

The GM must be a firm visionary, but he is ultimately at the mercy of the storyline as created by the PCs themselves. The GM, while knowing all and controlling all, must always remember that the true main characters are the players and their heroes. You are the orator of a story that has yet to be created. You must stand and shout when an NPC shouts. You must play the part of woman, man, beggar, priest, and ambient world elements. You must understand how people think but you cannot be biased. You are everything and you are nothing, because you give a voice to the storyline. This is the path to true adventure.

The GM exists to guide the heroes through the game world. Each hero has a role to play in the story, and the GM should try to spend equal time with all of the players. Try not to favor anyone. This will lead to an immediate loss of interest in your storytelling abilities and an environment that is not fun for anyone. We, the designers, absolutely cringe when thinking back on those role-playing experiences we've had in which we have been led by a





poor GM. They were, quite simply, a waste of time.

Sometimes it is impossible to avoid conflict with, or between, players. If this happens, try your best to resolve the problem and move on. Never compromise the storyline in order to please someone – this is a trap from which you may never recover. A good way to avoid conflict is to limit the number of players. A reasonable number for a beginning GM is 2-3 players, one hero each. This combination makes it easy for a beginning player to learn the ropes and/or a beginning GM to get a good hold on the mechanics of player/hero interaction.

Finally, a word on hero death. Losing a hero is never a pleasant experience but it happens all the time. As a GM, it would be a mistake to allow a hero to live because you favor the player or the hero, or because you are afraid of the ramifications of a hero's death. Remember that all stories come to an end. Before the game even begins, everyone should understand that the death of his hero is a possibility, and that, if this occurs, it should not be viewed as a personal attack.

One last note regarding the potential death of a hero: A good philosophy for a GM to follow is to always include a way for a hero to get out of a sticky situation. The way out may be blatantly obvious or buried somewhere in the details, but there should always be a way out of any situation. When GMing, we use this as our motto. A line right out of our GM/player orientation script reads,

"As players, remember that there will always be a way out of any given situation. Do not despair or lose hope – keep your wits and you will find a way out."

Concluding Play

A typical role-playing session will probably last 2-10 hours, and eventually these sessions must come to their respective ends, so that the thoroughly exhausted GM can recuperate. It is important for the GM to attempt to conclude sessions in a way that makes the players want to come back. Try to end a session with a cliffhanger, and if you promised that you would award the heroes at the end of the session, don't forget to do it! Then, the best thing to do is to pull off the mask of the GM and talk about the session with excitement. Don't go so far as to reveal future events, and don't let players hound you into giving away any secrets. Just relax and talk about the adventure as you would talk about a movie you just saw. Excitement and good feelings should follow a game.

A final note: If you, as the GM, have played a few campaigns and find yourself not as interested as you once were – not excited enough to throw in the little twists, to toss a pinch of pepper into the game – stop GMing and become a player for awhile. Give someone else a chance to tell their stories, and have some fun running around in their brains, until you feel that storytelling urge come knocking.



Tome of Exploits

Action Exploits

AGILITY OF THE PANTHER

You gain a bonus to all dodge attempts.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3

ATHLETE

You gain +10 to your Action score while Athlete is in your exploit pool.

Action:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	60	120	180	240	300	320	450
R. Cost:	40	80	120	160	200	240	300
M. Cost:	80	160	240	320	400	480	600

BACKSTAB

Treat one successful attack from behind your target as a stunning success, doubling your Potency Span. If a natural 20 is rolled during a Backstab attempt, triple your Potency Span.

Action:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	60	120	180	240	300	320	450
R. Cost:	40	80	120	160	200	240	300
M. Cost:	80	160	240	320	400	480	600
Uses:	1per day	2pd	3pd	4pd	5pd	6pd	7pd

CLIMBING

The understanding of the practice of bare hands and feet climbing, pertaining to climbing bare rock faces with or without the aid of rope or other safety equipment.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3





COUNTERSTRIKE

This defensive exploit nullifies the effects of any one attacking exploit.

Action:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	60	120	180	240	300	320	450
R. Cost:	40	80	120	160	200	240	300
M. Cost:	80	160	240	320	400	480	600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd						

DOUBLE SHOT

You may fire two arrows at once. The range of the bow is halved. Roll to-hit for each arrow. The target can only make one versus roll for both arrows.

Action:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	60	120	180	240	300	320	450
R. Cost:	40	80	120	160	200	240	300
M. Cost:	80	160	240	320	400	480	600
Uses:	No Limit						

ESCAPE BONDS

The understanding and practice of various escape techniques and the manipulation of various materials used for bonding.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3

FIRST STRIKE

Change your initiative to the first and fastest one for this action round.

Action:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	60	120	180	240	300	320	450
R. Cost:	40	80	120	160	200	240	300
M. Cost:	80	160	240	320	400	480	600
Uses:	1per day 2pd 3pd 4pd 5pd 6pd 7pd						

HIDE

The learned ability to successfully conceal or keep oneself, another, or an object of reasonable proportion, out of sight or beyond the realm of normal vision.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3

LIGHT BOW SPECIALIZATION

You gain a bonus to-hit with light bows.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3





LIGHT CROSSBOW SPECIALIZATION

You gain a bonus to-hit with light crossbows.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3

HEAVY BOW SPECIALIZATION

You gain a bonus to-hit with heavy bows.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3

HEAVY CROSSBOW SPECIALIZATION

You gain a bonus to-hit with heavy crossbows.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3

PICK LOCKS

The understanding of the principles of locking mechanisms and the tools used to unlock them without conventional means, i.e. keys. This proficiency represents one's ability to pick an average lock with basic lock picking tools.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3

PICK POCKETS

The art of retrieving items from another's person. Proficiency represents one's ability to pick another's pocket successfully without being detected.

Action:	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3





RANGER VETERAN

You can attempt 2 ranged attacks per initiative (APR). You must have Ranger as your Mastery.

Action: 20-39 40-75 76-100+
 W. Cost: na na na
 R. Cost: na 100 160
 M. Cost: na na na
 Uses: No Limit

SPEAR AND JAVELIN SPECIALIZATION

You gain a bonus to-hit and parry with spears and javelins.

Action: 20-39 40-75 76-100+
 W. Cost: 60 150 240
 R. Cost: 40 100 160
 M. Cost: 80 200 320
 Uses: No Limit
 To-hit: +1 +2 +3
 Versus: +1 +2 +3

SHADOWING

The art of following another in a fashion that is concealed and inconspicuous. Proficiency represents one's ability to follow another without the target becoming aware that they're being followed, as well as the ability to blend into a crowd.

Action: 20-39 40-75 76-100+
 W. Cost: 60 150 240
 R. Cost: 40 100 160
 M. Cost: 80 200 320
 Uses: No Limit
 To-hit: +1 +2 +3

STEALTH

The art of moving or acting in a quiet manner. The ability to make movement or attempt actions without making a lot of noise.

Action: 20-39 40-75 76-100+
 W. Cost: 60 150 240
 R. Cost: 40 100 160
 M. Cost: 80 200 320
 Uses: No Limit
 To-hit: +1 +2 +3

SWIMMING

The knowledge of how to tread water and move while immersed in water. This exploit includes knowledge of basic swimming styles (tread water, doggy paddle, breast stroke, back stroke, etc.).

Action: 20-39 40-75 76-100+
 W. Cost: 60 150 240
 R. Cost: 40 100 160
 M. Cost: 80 200 320
 Uses: No Limit
 To-hit: +1 +2 +3





UNARMED: SWEEPING KICK

A sweeping kick is designed to take an opponent's legs out from underneath him. When delivering a sweeping kick, the attacker crouches low and spins with his leg outstretched. Target must test vs. knockdown.

Action: 20-3940-7576-100+
 W. Cost: 60150240
 R. Cost: 40100160
 M. Cost: 80200320
 Uses: No Limit
 To-hit: +1+2+3

UNARMED: ROUNDHOUSE DEFENSE

The ability to execute a roundhouse kick attack as a defensive action.

- When an opponent successfully dodges your attack you may make a free roundhouse kick attack. This attack cannot be dodged and a hit indicates that the target must test vs. knockdown.
- A critical roundhouse defense indicates the target must test vs. Knockout.

Action: 20-3940-7576-100+
 W. Cost: 60150240
 R. Cost: 40100160
 M. Cost: 80200320
 Uses: No Limit
 To-hit: +1+2+3

UNARMED: QUICK DRAW (PUNCH)

The unarmed quick draw is the art of using an opponent's body to mask a punch.

- You may add your Action modifier to your punch to-hit roll.

Action: 20-3940-7576-100+
 W. Cost: 60150240
 R. Cost: 40100160
 M. Cost: 80200320
 Uses: No Limit
 To-hit: +1+2+3

UNARMED: FINISHING BLOW (PUNCH)

The ability to make a punching strike that may require your opponent to test vs. knockdown or test vs. Knockout. Declare your intention to attempt a finishing blow punch before you roll for your attack.

- If your attacking span is at least three times greater than your target's versus span, your target must test vs. knockdown.
- If your attacking span is at least four times greater than your target's versus span, your target must test vs. Knockout.

Action: 20-3940-7576-100+
 W. Cost: 60150240
 R. Cost: 40100160
 M. Cost: 80200320
 Uses: No Limit





the power of the sorcerers lies



dreaming at the bottom of the sea



UNARMED: SIDEKICK

The ability to execute a sidekick that may knock down or knock out your opponent. Declare your intention to attempt a sidekick before you roll for your attack.

- If your attacking span is at least three times greater than your target's versus span, your target must test vs. knockdown.
- If your attacking span is at least four times greater than your target's versus span, your target must test vs. Knockout.

Action: 20-39 40-75 76-100+
 W. Cost: 60 150 240
 R. Cost: 40 100 160
 M. Cost: 80 200 320
 Uses: No Limit

YOU MISSED!

You may automatically dodge one attack.

Action: 20-39 40-49 50-65 66-80 81-95 96-100 101+
 W. Cost: 60 120 180 240 300 320 450
 R. Cost: 40 80 120 160 200 240 300
 M. Cost: 80 160 240 320 400 480 600
 Uses: 1per day 2pd 3pd 4pd 5pd 6pd 7pd



incredita



200



incredita



Conviction exploits

ARMORED BLESSING

This exploit reduces all damage taken by an amount equal to your current Conviction modifier. This exploit marks your hero as a creature of the Light. This is a magical exploit and must be endowed by a mage.

Conviction: 20-39 40-75 76-100+

W. Cost: 40 100 160

R. Cost: 60 150 240

M. Cost: 40 100 160

Uses: No Limit

COMMANDER

All friendly targets within shouting range gain the to-hit and versus bonuses listed below for 60 minutes.

Conviction: 20-39 40-49 50-65 66-80 81-95 96-100 101+

W. Cost: 40 80 120 160 200 240 300

R. Cost: 60 120 180 240 300 320 450

M. Cost: 40 80 120 160 200 240 300

Uses: 1 per day 2pd 3pd 4pd 5pd 6pd 7pd

Conviction: 20-39 40-75 76-100+

W. Cost: 40 100 160

R. Cost: 60 150 240

M. Cost: 40 100 160

To-hit: +1 +2 +3

Versus: +1 +2 +3

DENIAL

This exploit changes one critical attack against you to a normal attack.

Conviction: 20-39 40-49 50-65 66-80 81-95 96-100 101+

W. Cost: 40 80 120 160 200 240 300

R. Cost: 60 120 180 240 300 320 450

M. Cost: 40 80 120 160 200 240 300

Uses: 1 per day 2pd 3pd 4pd 5pd 6pd 7pd

DRAGON SKIN

You gain a natural hide AS equal to your current Conviction modifier for a number of action rounds equal to your Conviction modifier.

Conviction: 20-39 40-49 50-65 66-80 81-95 96-100 101+

W. Cost: 40 80 120 160 200 240 300

R. Cost: 60 120 180 240 300 320 450

M. Cost: 40 80 120 160 200 240 300

Uses: 1 per day 2pd 3pd 4pd 5pd 6pd 7pd





FOCUSED

You gain +10 to your Conviction while Focused is in your exploit pool.

Conviction: 20-3940-75 76-100+

W. Cost: 40.....100160

R. Cost: 60.....150240

M. Cost: 40.....100160

Uses: No Limit

HOLY SHIELD

You are enveloped by a shield of Light Magic with an AS equal to your full Conviction modifier which lasts for one round. This counts as one Light action. This is a magical exploit and must be endowed by a mage.

Conviction: 20-3940-49 50-65 66-80 81-95 96-100 101+

W. Cost: 40.....80 120..... 160..... 200240 300

R. Cost: 60.....120 180..... 240..... 300320 450

M. Cost: 40.....80 120..... 160..... 200240 300

Uses: 1 per day..... 2pd.....3pd.....4pd..... 5pd 6pd..... 7pd

LIFESTEALER

This exploit steals a number of Fortitude points from a target equal to the damage caused by one Lifestealer attack. Call Lifestealer immediately after damage is dealt. This counts as one Dark action. This is a magical exploit and must be endowed by a mage.

Conviction: 20-3940-49 50-65 66-80 81-95 96-100 101+

W. Cost: 40.....80 120..... 160..... 200240 300

R. Cost: 60.....120 180..... 240..... 300320 450

M. Cost: 40.....80 120..... 160..... 200240 300

Uses: 1 per day..... 2pd.....3pd.....4pd..... 5pd 6pd..... 7pd

MARK OF THE DARK ONES

You receive a brand of the Darkness. This mark protects you from an amount of Light damage equal to your full Conviction modifier. This counts as one Dark action. This exploit marks you as a creature of the Dark. This is a magical exploit and must be endowed by a mage.

Conviction: 20-3940-75 76-100+

W. Cost: 40.....100160

R. Cost: 60.....150240

M. Cost: 40.....100160

Uses: No Limit





PLAGUED BITE

There is a chance that this attack will infect the target with Lesser Undead Sickness. See **Undead Sickness**.

- The chance is equal to the exploit wielder's Conviction modifier expressed as a percentage.
- Roll 1d100. If the roll result is under the percentage chance, the victim has contracted Undead Sickness.
- This counts as one Dark action.

Conviction: 20-3940-7576-100+

W. Cost: 40100160

R. Cost: 60150240

M. Cost: 40100160

Uses: No Limit

POWER OF THE DARK LORDS

You are enveloped by a shield of Dark Magic with an AS equal to your full Conviction modifier which lasts for one round. This counts as one Dark action. This is a magical exploit and must be endowed by a mage.

Conviction: 20-3940-4950-6566-8081-9596-100101+

W. Cost: 4080120160200240300

R. Cost: 60120180240300320450

M. Cost: 4080120160200240300

Uses: 1 per day 2pd3pd4pd5pd6pd7pd

RESSURECT

You can automatically resurrect one dead target as long as the target has not been dead longer than a period of time equal to your Conviction modifier in minutes. This counts as one Light action.

Conviction: 20-3940-4950-6566-8081-9596-100101+

W. Cost: 4080120160200240300

R. Cost: 60120180240300320450

M. Cost: 4080120160200240300

Uses: Once per day

SANCTUARY

This is a shout that heals all friendly targets in a 20' radius for a number of Fortitude points equal to your Conviction modifier. This counts as one Light action. This is a magical exploit and must be endowed by a mage.

Conviction: 20-3940-4950-6566-8081-9596-100101+

W. Cost: 4080120160200240300

R. Cost: 60120180240300320450

M. Cost: 4080120160200240300

Uses: 1 per day 2pd3pd4pd5pd6pd7pd





SOUL TRADE

This exploit is a shout that does a number of damage dice to one target equal to your Conviction modifier. This counts as one Dark action. This is a magical exploit and must be endowed by a mage.

Conviction:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

UNFAZED

This exploit allows you one automatic Resist vs. Charm, Persuasion, Illusion, Mirage, or other temptation/mind-trick attempt.

Conviction:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

WARPLAN

This is a shout that grants all friendly targets in a 20' radius a +1 to their Potency Spans for all actions for a number of seconds (initiatives) equal to your Conviction modifier.

Conviction:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd





Fortitude Exploits

FORCED MARCH

This exploit provides training in forced march techniques. Proficiency represents one's ability to sustain a forced march for approximately twice the amount of time that a hero without this exploit could sustain such a march.

Fortitude:	20-39	40-75	76-100+
W. Cost:	40	100	160
R. Cost:	60	150	240
M. Cost:	80	200	320
Uses:	No Limit		
To-hit:	+1	+2	+3

FULL HEAL

This exploit allows you to heal yourself back to your full Fortitude score.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

HARDENED

You gain a Resist vs. Stun, vs. Sap, and vs. Knockout while Hardened is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

HALT BLEED

This exploit allows you to ignore the effects of any one Bleed attack.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

HALT CRUSH

This exploit allows you to ignore the effects of any one Crush attack.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd





HALT DAMAGE

This exploit allows you to reduce the damage delivered by any one attack to zero.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

HALT DEATH

This exploit allows you one automatic Resist vs. Death.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

HALT DISEASE

This exploit allows you to ignore the effects of any one disease attack.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

HALT EXPLOIT

This exploit nullifies the effects of any one exploit.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

HALT MAGIC

This exploit allows you to ignore the effects of any one magic attack.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

HALT OVERWHELM

This exploit allows you to ignore the effects of any one Overwhelm attack.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd





HALT POISON

This exploit allows you to ignore the effects of any one poison attack.

Fortitude:	<u>20-39</u> 40-49 50-65 66-80 81-95 96-100 101+
W. Cost:	40 80 120 160 200 240 300
R. Cost:	60 120 180 240 300 320 450
M. Cost:	80 160 240 320 400 280 600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd

HALT STUN

This exploit allows you to ignore the effects of any one Stun attack.

Fortitude:	<u>20-39</u> 40-49 50-65 66-80 81-95 96-100 101+
W. Cost:	40 80 120 160 200 240 300
R. Cost:	60 120 180 240 300 320 450
M. Cost:	80 160 240 320 400 280 600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd

HALT TERROR

This exploit allows you to ignore the effects of any one Terror attack.

Fortitude:	<u>20-39</u> 40-49 50-65 66-80 81-95 96-100 101+
W. Cost:	40 80 120 160 200 240 300
R. Cost:	60 120 180 240 300 320 450
M. Cost:	80 160 240 320 400 280 600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd

HALT TORTURE

This spell allows you to ignore the effects of any one Torture attack.

Fortitude:	<u>20-39</u> 40-49 50-65 66-80 81-95 96-100 101+
W. Cost:	40 80 120 160 200 240 300
R. Cost:	60 120 180 240 300 320 450
M. Cost:	80 160 240 320 400 280 600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd

HARD TO KILL

You gain +20 to your Fortitude for 60 minutes when your Fortitude falls to zero or below while Hard to Kill is in your exploit pool.

Fortitude:	<u>20-39</u> 40-49 50-65 66-80 81-95 96-100 101+
W. Cost:	40 80 120 160 200 240 300
R. Cost:	60 120 180 240 300 320 450
M. Cost:	80 160 240 320 400 280 600
Uses:	No Limit





RESISTANCE: BLEED

You gain a Resist to Bleed damage while this exploit is in your exploit pool. Apply this Resist to any attack that does Bleed damage.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: CRUSH

You gain a Resist to Crush damage while this exploit is in your exploit pool. Apply this Resist to any attack that does Crush damage.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: DISEASE

You gain a Resist to Disease while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: MAGIC, ARCANES

You gain a Resist to Arcane Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7





RESISTANCE: MAGIC, DARK

You gain a Resist to Dark Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: MAGIC, ELECTRICAL

You gain a Resist to Electrical Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: MAGIC, FIRE

You gain a Resist to Fire Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: MAGIC, GREEN

You gain a Resist to Green Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: MAGIC, ICE

You gain a Resist to Ice Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7





RESISTANCE: MAGIC, LIGHT

You gain a Resist to Light Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: MAGIC, SACRIFICIAL

You gain a Resist to Sacrificial Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: MAGIC, STONE

You gain a Resist to Stone Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: MAGIC, SUMMONER'S

You gain a Resist to Summoner's Magic while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: OVERWHELM

You gain a Resist to Overwhelm while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7





RESISTANCE: POISON

You gain a Resist to Poison while this exploit is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: SAP

You gain a Resist to Sap damage while this exploit is in your exploit pool. Apply this Resist to any attack that does Sap damage.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

RESISTANCE: STUN

You gain a Resist to Stun while this exploit is in your exploit pool. Apply this Resist to any attack that does Stun damage.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

SACRIFICE FORTITUDE

This exploit allows you to sacrifice half of your Fortitude points to deliver your full Fortitude modifier in d6 damage (Fmd6) to one target.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						

THICK

You gain +10 to your Fortitude while Thick is in your exploit pool.

Fortitude:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	No Limit						





Imagination Exploits

APPLIED KNOWLEDGE: ARCANES MAGIC

Defending mage gains a Resist vs. Arcane Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

APPLIED KNOWLEDGE: DARK MAGIC

Defending mage gains a Resist vs. Dark Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

APPLIED KNOWLEDGE: ELECTRICAL MAGIC

Defending mage gains a Resist vs. Electrical Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

APPLIED KNOWLEDGE: FIRE MAGIC

Defending mage gains a Resist vs. Fire Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

APPLIED KNOWLEDGE: GREEN MAGIC

Defending mage gains a Resist vs. Green Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7





APPLIED KNOWLEDGE: ICE MAGIC

Defending mage gains a Resist vs. Ice Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

APPLIED KNOWLEDGE: LIGHT MAGIC

Defending mage gains a Resist vs. Light Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

APPLIED KNOWLEDGE: NECROMANCER'S MAGIC

Defending mage gains a Resist vs. Necromancer's Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

APPLIED KNOWLEDGE: SACRIFICIAL MAGIC

Defending mage gains a Resist vs. Sacrificial Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

APPLIED KNOWLEDGE: STONE MAGIC

Defending mage gains a Resist vs. Stone Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7





APPLIED KNOWLEDGE: SUMMONER'S MAGIC

Defending mage gains a Resist vs. Summoner's Magic when the attacking spell is one the defending mage has on his Prepared spells list.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	No Limit						
Resist:	-1	-2	-3	-4	-5	-6	-7

ARCHMAGE

Mage can attempt 2 spell attacks per initiative (APR). You must have Mage as your Mastery.

Imagination:	20-39	40-75	76-100+
W. Cost:	na	na	na
R. Cost:	na	na	na
M. Cost:	na	100	160
Uses:	No Limit		

BRAINSTORM

You gain +30 to your Imagination score for 60 minutes per use while you have Brainstorm in your exploit pool.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day..... 2pd..... 3pd..... 4pd..... 5pd..... 6pd..... 7pd						

BURST

This exploit allows one spell that does not normally have an AoE to produce AoE effects for this casting only.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Footprint:	10'	15'	20'	25'	30'	35'	40'
Uses:	1 per day..... 2pd..... 3pd..... 4pd..... 5pd..... 6pd..... 7pd						

DOUBLER: ARMOR STRENGTH

This exploit doubles the AS of any one spell.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day..... 2pd..... 3pd..... 4pd..... 5pd..... 6pd..... 7pd						





DOUBLER: FOOTPRINT

This exploit doubles the Footprint of any one spell.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

DOUBLER: DURATION

This exploit doubles the Duration of any one spell.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

DOUBLER: FORTITUDE

This exploit doubles the Fortitude of any one spell.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

DOUBLER: POTENCY SPAN

This exploit doubles the Potency Span of any one spell.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	1 per day	2pd	3pd

DOUBLER: RANGE

This exploit doubles the Range of any one spell.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

FOCUS: ARCANIC MAGE

Mage gains a bonus to to-hit and versus rolls for all Arcane Magic spells.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit		
To-Hit:	+1	+2	+3





FOCUS: DARK MAGE

Mage gains a bonus to to-hit and versus rolls for all Dark Magic spells.

Imagination: 20-3940-75 76-100+
 W. Cost: 80200320
 R. Cost: 60150240
 M. Cost: 40100160
 Uses: No limit
 To-Hit: +1+2+3

FOCUS: ELECTRICAL MAGE

Mage gains a bonus to to-hit and versus rolls for all Electrical Magic spells.

Imagination: 20-3940-75 76-100+
 W. Cost: 80200320
 R. Cost: 60150240
 M. Cost: 40100160
 Uses: No limit
 To-Hit: +1+2+3

FOCUS: FIRE MAGE

Mage gains a bonus to to-hit and versus rolls for all Fire Magic spells.

Imagination: 20-3940-75 76-100+
 W. Cost: 80200320
 R. Cost: 60150240
 M. Cost: 40100160
 Uses: No limit
 To-Hit: +1+2+3

FOCUS: GREEN MAGE

Mage gains a bonus to to-hit and versus rolls for all Green Magic spells.

Imagination: 20-3940-75 76-100+
 W. Cost: 80200320
 R. Cost: 60150240
 M. Cost: 40100160
 Uses: No limit
 To-Hit: +1+2+3

FOCUS: ICE MAGE

Mage gains a bonus to to-hit and versus rolls for all Ice Magic spells.

Imagination: 20-3940-75 76-100+
 W. Cost: 80200320
 R. Cost: 60150240
 M. Cost: 40100160
 Uses: No limit
 To-Hit: +1+2+3

FOCUS: LIGHT MAGE

Mage gains a bonus to to-hit and versus rolls for all Light Magic spells.

Imagination: 20-3940-75 76-100+
 W. Cost: 80200320
 R. Cost: 60150240
 M. Cost: 40100160
 Uses: No limit
 To-Hit: +1+2+3





FOCUS: NECROMANCER

Mage gains a bonus to to-hit and versus rolls for all Necromancer's Magic spells.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit				
To-Hit:	+1	+2	+3

FOCUS: SACRIFICIAL MAGE

Mage gains a bonus to to-hit and versus rolls for all Sacrificial Magic spells.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit				
To-Hit:	+1	+2	+3

FOCUS: STONE MAGE

Mage gains a bonus to to-hit and versus rolls for all Stone Magic spells.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit				
To-Hit:	+1	+2	+3

FOCUS: SUMMONER

Mage gains a bonus to to-hit and versus rolls for all Summoner's Magic spells.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit				
To-Hit:	+1	+2	+3

MAGE MACHINES

The overall understanding of the construction and repair techniques associated with magic-powered devices and machines.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit				
To-Hit:	+1	+2	+3





NECROMANCER'S CRAFT

This exploit doubles the number of creatures summoned by any one Necromancer's spell.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

SACRIFICE

This exploit allows you to sacrifice half of your Fortitude points to deliver your full Imagination modifier in d6 damage (1md6) to one target.

Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	80	160	240	320	400	280	600
R. Cost:	60	120	180	240	300	320	450
M. Cost:	40	80	120	160	200	240	300
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

SUMMONER'S CRAFT

This exploit reduces the time required to summon one creature by half. This does not apply to Necromancer's Magic. This exploit consumes two exploit slots.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit		

WIZARD'S STAFF SPECIALIZATION

You gain a bonus to-hit and parry with magic staves.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit		
To-Hit:	+1	+2	+3
Parry	+1	+2	+3

WIZARD'S WAND SPECIALIZATION

You gain a bonus to-hit and parry with magic wands.

Imagination:	20-39	40-75	76-100+
W. Cost:	80	200	320
R. Cost:	60	150	240
M. Cost:	40	100	160
Uses:	No limit		
To-Hit:	+1	+2	+3





Savvy Exploits

ADVANCED MATHEMATICS

The understanding and application of the higher branches of mathematics, including algebra, calculus, and advanced geometry.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ALCHEMY

The understanding of the principles of basic chemistry, the processes of mixing some of the more basic poisons and other potions, and the experimental mixing of elements for many different uses.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ANATOMY/PHYSIOLOGY: DRAGONS

An understanding of the basic physiology and structure of dragons which specifically aids in battling with and destroying them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ANATOMY/PHYSIOLOGY: DWARVES

An understanding of the basic physiology and structure of dwarves which specifically aids in battling with and destroying them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ANATOMY/PHYSIOLOGY: ELVES

An understanding of the basic physiology and structure of elves which specifically aids in battling with and destroying them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





ANATOMY/PHYSIOLOGY: GNOLLS

An understanding of the basic physiology and structure of gnolls which specifically aids in battling with and destroying them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ANATOMY/PHYSIOLOGY: HUMANS

An understanding of the basic physiology and structure of humans which specifically aids in battling with and destroying them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ANATOMY/PHYSIOLOGY: KOBOLDS

An understanding of the basic physiology and structure of kobolds which specifically aids in battling with and destroying them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ANATOMY/PHYSIOLOGY: ORCS

An understanding of the basic physiology and structure of orcs which specifically aids in battling with and destroying them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ANATOMY/PHYSIOLOGY: TROLLS

An understanding of the basic physiology and structure of trolls which specifically aids in battling with and destroying them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





ANATOMY/PHYSIOLOGY: UNDEAD

An understanding of the basic physiology and structure of the undead which specifically aids in battling with and destroying them.

Savvy	<u>20-39</u>40-75 76-100+
W. Cost:	60150240
R. Cost:	40100160
M. Cost:	40100160
To-Hit	+1+2+3

ANCIENT HISTORY

The study and knowledge of the distant past, its predominant cultures and empires and their associated events, primary heroes, wars, etc.

Savvy	<u>20-39</u>40-75 76-100+
W. Cost:	60150240
R. Cost:	40100160
M. Cost:	40100160
To-Hit	+1+2+3

ANCIENT RITUAL

The study and knowledge of any three of Mordredica's primary religions, their histories, rituals, holidays and sacred days, heroes, martyrs, holy symbols, enemies, and so on.

Savvy	<u>20-39</u>40-75 76-100+
W. Cost:	60150240
R. Cost:	40100160
M. Cost:	40100160
To-Hit	+1+2+3

ARCHITECTURE

The understanding of the principles of architecture, a familiarity with physical structures, the materials used to build them, and the engineering and physical principles involved in their construction. Proficiency with this exploit is used primarily in the design and building of structures.

Savvy	<u>20-39</u>40-75 76-100+
W. Cost:	60150240
R. Cost:	40100160
M. Cost:	40100160
To-Hit	+1+2+3

ASTROLOGY

The study and interpretation of the influence of the stars and other celestial bodies on one's self, others, mental and physical behaviors, and society.

Savvy	<u>20-39</u>40-75 76-100+
W. Cost:	60150240
R. Cost:	40100160
M. Cost:	40100160
To-Hit	+1+2+3





ASTRONOMY

The understanding of the arrangement of the stars, their positions, their relationship to one another, the approximate distances between them, and their approximate motion.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

BLACKSMITH

The knowledge of working metal from its most basic form into a finished product. Proficiency with this exploit is usually related to the working of iron, but basic Blacksmith knowledge extends to almost any metal.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

BREWING

The understanding of the basic principles and techniques used in brewing, such as steeping, boiling, and fermentation.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

CARPENTRY

The ability to build and repair wooden structures. Proficiency represents one's ability to use tools made for building, such as saws, hammers, etc., and the knowledge of construction procedures.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

COOKING

The knowledge and practice of food preparation and food sanitation.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





DANCE

The skillful dancer is one who moves rhythmically to music in a pleasant manner.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

DIPLOMACY

The understanding of the basic principles of negotiation between differing political bodies or nations. Proficiency includes knowledge of the presentation of diplomacy, various methods of negotiation, and an understanding of cultures, including their histories, legends, beliefs, and religious practices.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

DIRECTION SENSE

The learned art of finding one's way, whether guiding by starlight or sunlight, the position of celestial bodies, or other landmarks.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

DWARVEN ENGINEERING

The overall understanding of the construction and repair techniques associated with dwarf-designed devices and machines. Proficiency includes knowledge of the magical techniques associated with these devices and machines.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ENGINEERING

The knowledge of the practical application of basic engineering, mechanical, and scientific principles. Proficiency represents the ability to draw up basic engineering plans and designs as well as the understanding and practical application of the processes of building items and structures.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





FARMING

The knowledge of farm operation, raising crops, and raising livestock. Proficiency includes the knowledge of farming equipment, supplies, and commodities, as well as knowledge of the manufacturing, processing, storage, and sale of said equipment, supplies, and commodities.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

FIRST AID

The ability to properly diagnose and heal any type of damage done to organic tissue, specifically to humanoids. Proficiency represents one's ability to medically assist a patient, by stopping bleeding, applying a bandage, sewing stitches, or applying a salve, etc.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

FISHING

The understanding of basic open water fishing techniques, such as netting, fishing boat operation, trolling, reeling in large fish, etc.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

FORAGING

The learned ability to find food, including roots, berries, nuts, wildlife, insects, livestock, etc.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

FORGERY

The art of falsely re-creating or imitating anything made or done by another person that bears a specific style, typically a signature or a royal insignia.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





FIND HIDDEN DOORS

The knowledge of how to locate concealed traps and doors which are located in obvious places.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

GENERAL REPAIR

The overall understanding of repair techniques in a variety of media, including wood, leather, metal, cloth, etc. Proficiency represents the ability to effect temporary repairs and rough, basic patching, or, "damage control".

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

GOBLIN ENGINEERING

The overall understanding of the construction and repair techniques associated with goblin-designed devices and machines. Proficiency includes knowledge of the magical techniques associated with these devices and machines.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

THE GREAT MACHINE

The overall understanding of the construction and repair techniques associated with the Great Machine. Proficiency includes a breadth of understanding of the basic lore behind the Great Machine.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

HERBAL WISDOM

The knowledge of the use of herbs as spices, medicines, or poisons, etc. Proficiency includes the knowledge of various medicines, including salves, balms, remedies, antidotes, antibiotics, analgesics, etc., and the ingredients required to make them.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





HORSEMANSHIP/RIDE BEASTS

The knowledge of breeding and caring for any riding animal common to an area or location. Proficiency represents one's ability to successfully ride a mount under normal conditions as well as at a high rate of speed over rough terrain, and includes the ability to recognize quality breeds.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

HUNTING

The knowledge of how to pursue game animals, including a basic understanding of their habits and habitats. The GM may wish to limit proficiency to one or more specific animals.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

PRECIOUS METALS AND STONES

The knowledge of precious metals and stones, their properties and current values, and the ability to discern their quality and spot obvious impurities or fakes.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

LEATHER WORKING

The knowledge of preparing, tanning, and manipulating leather (animal hide) for use in clothing or other applications. Proficiency includes stitching, sizing, altering, fashioning, and mending leather.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

MAPPING/READ MAPS

The knowledge of how to accurately read and understand maps and the ability to draw them, using a specific standard convention.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





MINING

The knowledge of the proper excavation and extraction techniques when dealing with large amounts of earth and/or metals and minerals.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

MOUNTED FIGHTING

The understanding of the basic principles of mounted combat and the ability to execute mounted combat techniques. Proficiency represents one's ability to successfully ride a mount into a combat situation while wielding a weapon.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

NATIONAL SYMBOLS/STANDARDS

The knowledge of symbols, standards, flags, banners, and other forms of national identification. Proficiency represents one's ability to recognize these symbols/standards and involves knowledge of a country's employment of said symbols, such as any regulations regarding the use of a particular symbol on a flag or patch etc., what types or colors of symbols may be used in which situations, and so forth.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

NAVAL TACTICS

The basic understanding of the tactics used in naval combat, including the types, weapons, arrangement, and organization of ships, and the processes involved when engaging an enemy naval force.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

OCEAN NAVIGATION

The understanding of the principles of steering or guiding a ship through bodies of water as well as the dangers associated with navigation, including reefs, shorelines, and other natural hazards.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





PAINTING

The art of applying paint in order to express one's self in an artistic manner. Proficiency includes an understanding of painting techniques, the fundamentals of basic sketching, light and dark perspective, and form.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

PELT/SKIN ANIMALS

The knowledge of how to properly skin animals in order to preserve their hides. Proficiency includes the knowledge of how to preserve as much meat as possible when skinning an animal.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

PLANT/FRUIT LORE

The knowledge of plants and fruits and the processes involved in growing and caring for them. Proficiency includes one's ability to recognize plants and fruits.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

PLAY MUSICAL INSTRUMENT

The learned art of playing a musical instrument in an appealing manner. Proficiency includes the knowledge of basic music theory and care for the instrument. Specify one musical instrument when choosing this exploit.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

POISON LORE

The knowledge of poisons, their quality, their origin or ingredients (plants, animals, insects, etc.), the proper handling and administration of them, and their respective antidotes (if applicable).

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





PRESERVE FOOD

The knowledge of preparing food so that it will last for an extended period of time without spoiling or making the consumer sick. Proficiency includes knowledge of the techniques of smoking, drying, salting, and other curing methods.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

QUALITY OF ARMS/ARMOR

The knowledge of the quality of present day weapons and armor. Proficiency includes an understanding of the basic function of most current weapons and pieces of armor and the ability to spot weapons and armor of an obviously poor quality.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ROPE CLIMBING

The learned ability to effectively climb a rope using one's hands, arms, feet, legs, and knees, ascending and descending. Proficiency represents one's rate of ascent and success at climbing a rope.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

ROPE WORKING

The knowledge of making ropes, rope safety, knot-tying techniques, rope quality and preservation, and grappling hook techniques, etc.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

SEAMANSHIP

The knowledge of the basic rules of the sea, life aboard ship, basic harbor rules, basic ship operations, rigging, steering, and basic offshore damage control techniques.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





SIEGE ENGINES

The knowledge of the basic principles of using various types of siege engines in combat and their care and maintenance.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

SIGNALING

The knowledge of signaling practices, using smoke, light, drums and other musical instruments, arrows, etc. Since signaling practices vary from nation to nation, especially in the military, be very specific about which nation or region this knowledge pertains to when recording this exploit.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

SING

The ability to vocally produce musical tones, including harmonious sustained sounds, chants, or prolonged shrills, etc. Proficiency reflects one's ability to sing well.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

STEAM ENGINEERING

The overall understanding of the construction and repair techniques associated with steam-powered devices and machines. Proficiency includes knowledge of the magical techniques associated with these devices and machines.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

STRATEGY/TACTICS

The learned knowledge of military tactics relating to land forces, including small unit tactics, larger unit functions, supply, and transportation.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





TAILORING

The knowledge of fashioning, mending, and repairing anything made from cloth or soft leather.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

TRACKING

The learned knowledge of following animals or humanoids. Proficiency includes the ability to recognize and distinguish specific types of tracks. (The GM may wish to break this exploit up into two or more exploits, one for humanoids and another for animals, one species or many, and may wish to be specific when detailing which environments the hero has had experience tracking animals in, such as the jungle, mountains, swamp, etc.)

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

TRAP ANIMALS

The ability to lure an animal or humanoid into a trap and prevent it from leaving the area of the trap. Proficiency includes some basic snaring and trapping techniques and basic knowledge of animal luring techniques.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3

TROLLISH ENGINEERING

The overall understanding of the construction and repair techniques associated with troll-designed devices and machines. Proficiency includes knowledge of the magical techniques associated with these devices and machines.

Savvy	20-39	40-75	76-100+
W. Cost:	60	150	240
R. Cost:	40	100	160
M. Cost:	40	100	160
To-Hit	+1	+2	+3





Vigor Exploits

ARMOR SPECIALIZATION

You suffer 25% less restriction to your movement while wearing armor.

Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600

BLITZ

You gain a bonus to your next attack.

Vigor:	20-39	40-75	76-100+				
W. Cost:	40	100	160				
R. Cost:	60	150	240				
M. Cost:	80	200	320				
To-Hit	+1	+2	+3				
Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

BLOOD IS POWER

You gain +3 to the Potency Span of any one attack, but you lose 25% of your Fortitude points in damage each time you use this exploit.

Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600

BLOOD RAGE

This exploit gives you a dice bonus to all Bleed attacks for a number of action rounds equal to your Vigor modifier.

Vigor:	20-39	40-75	76-100+				
W. Cost:	40	100	160				
R. Cost:	60	150	240				
M. Cost:	80	200	320				
Bleed:	+1d6	+2d6	+3d6				
Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd





BODY SLAM

The ability to grab any target within reach with a lower Action score (and less than 2x your height or weight) and slam them to the ground. If successful, the target lying on ground takes no damage but must test vs. Stun. There is a base 10% chance that the target will drop anything he is carrying.

Vigor:	20-39	40-75	76-100+
W. Cost:	40	100	160
R. Cost:	60	150	240
M. Cost:	80	200	320
To-Hit	+1	+2	+3

BRAWLING

You gain a bonus to-hit and parry when engaging in unarmed melee combat.

Vigor:	20-39	40-75	76-100+
W. Cost:	40	100	160
R. Cost:	60	150	240
M. Cost:	80	200	320
To-Hit	+1	+2	+3

BURST OF SPEED

Declare Burst of Speed at the start of your initiative, and you may move twice as far (sprint twice as quickly) during this initiative only.

Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

DAGGER SPECIALIZATION

You gain a bonus to-hit and parry with knives and daggers.

Vigor:	20-39	40-75	76-100+
W. Cost:	40	100	160
R. Cost:	60	150	240
M. Cost:	80	200	320
To-Hit	+1	+2	+3
Parry	+1	+2	+3

DAZZLING STRIKE

You gain a bonus to the Potency Span of any one melee attack.

Vigor:	20-39	40-75	76-100+				
W. Cost:	40	100	160				
R. Cost:	60	150	240				
M. Cost:	80	200	320				
Potency Spn:	+1ps	+2ps	+3ps				
Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd





DEFENSIVE STANCE

This defensive exploit gives you a +1 to all parry rolls.

Vigor: 20-39 40-75 76-100+
 W. Cost: 40 100 160
 R. Cost: 60 150 240
 M. Cost: 80 200 320
 Uses: No Limit

DISARM

The ability to disarm your target, causing him to drop his weapon. Declare your intention to disarm your target before you roll for your attack.

Vigor: 20-39 40-49 50-65 66-80 81-95 96-100 101+
 W. Cost: 40 80 120 160 200 240 300
 R. Cost: 60 120 180 240 300 320 450
 M. Cost: 80 160 240 320 400 280 600
 Uses: 1 per day 2pd 3pd 4pd 5pd 6pd 7pd

DIZZYING STRIKE

The target of this attack loses all defensive actions for duration of this initiative.

Vigor: 20-39 40-49 50-65 66-80 81-95 96-100 101+
 W. Cost: 40 80 120 160 200 240 300
 R. Cost: 60 120 180 240 300 320 450
 M. Cost: 80 160 240 320 400 280 600
 Uses: 1 per day 2pd 3pd 4pd 5pd 6pd 7pd

DUAL WIELD

You can attempt 2 attacks per initiative (APR), one for each weapon equipped. Dual Wield occupies two Vigor exploit slots.

Vigor: 20-39 40-75 76-100+
 W. Cost: 40 100 160
 R. Cost: 60 150 240
 M. Cost: 80 200 320
 Uses: No Limit

ELITE

You can attempt 2 melee attacks per initiative (APR). You must have Warrior as your Mastery.

Vigor: 20-39 40-75 76-100+
 W. Cost: na 100 160
 R. Cost: na na na
 M. Cost: na na na
 Uses: No Limit

ENHANCED CRITICAL

This exploit allows you to treat rolls of 19 and 20 as stunning successes.

Vigor: 20-39 40-75 76-100+
 W. Cost: 40 100 160
 R. Cost: 60 150 240
 M. Cost: 80 200 320
 Uses: No Limit





FEINT

Your target will receive a negative modifier to its defensive roll against this melee attack.

Vigor:	<u>20-39</u> 40-75 76-100+
W. Cost:	40 100 160
R. Cost:	60 150 240
M. Cost:	80 200 320
Modifier:	-1 -2 -3
Vigor:	<u>20-39</u> 40-49 50-65 66-80 81-95 96-100 101+
W. Cost:	40 80 120 160 200 240 300
R. Cost:	60 120 180 240 300 320 450
M. Cost:	80 160 240 320 400 280 600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd

HEAVY AXE SPECIALIZATION

You gain a bonus to-hit and parry with two-handed axes.

Vigor:	<u>20-39</u> 40-75 76-100+
W. Cost:	40 100 160
R. Cost:	60 150 240
M. Cost:	80 200 320
To-Hit	+1 +2 +3
Parry	+1 +2 +3

HEAVY MACE SPECIALIZATION

You gain a bonus to-hit and parry with two-handed maces.

Vigor:	<u>20-39</u> 40-75 76-100+
W. Cost:	40 100 160
R. Cost:	60 150 240
M. Cost:	80 200 320
To-Hit	+1 +2 +3
Parry	+1 +2 +3

HEAVY SWORD SPECIALIZATION

You gain a bonus to-hit and parry with two-handed swords.

Vigor:	<u>20-39</u> 40-75 76-100+
W. Cost:	40 100 160
R. Cost:	60 150 240
M. Cost:	80 200 320
To-Hit	+1 +2 +3
Parry	+1 +2 +3

KNOCKDOWN

This exploit allows you to knock down one target in melee range. Target cannot exceed your height and weight.

Vigor:	<u>20-39</u> 40-49 50-65 66-80 81-95 96-100 101+
W. Cost:	40 80 120 160 200 240 300
R. Cost:	60 120 180 240 300 320 450
M. Cost:	80 160 240 320 400 280 600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd





LIGHT AXE SPECIALIZATION

You gain a bonus to-hit and parry with one-handed axes.

Vigor:	<u>20-39</u> 40-75 76-100+
W. Cost:	40 100 160
R. Cost:	60 150 240
M. Cost:	80 200 320
To-Hit	+1 +2 +3
Parry	+1 +2 +3

LIGHT MACE SPECIALIZATION

You gain a bonus to-hit and parry with one-handed maces.

Vigor:	<u>20-39</u> 40-75 76-100+
W. Cost:	40 100 160
R. Cost:	60 150 240
M. Cost:	80 200 320
To-Hit	+1 +2 +3
Parry	+1 +2 +3

LIGHT SWORD SPECIALIZATION

You gain a bonus to-hit and parry with one-handed swords.

Vigor:	<u>20-39</u> 40-75 76-100+
W. Cost:	40 100 160
R. Cost:	60 150 240
M. Cost:	80 200 320
To-Hit	+1 +2 +3
Parry	+1 +2 +3

POLE-ARM SPECIALIZATION

You gain a bonus to-hit and parry with pole-arm weapons.

Vigor:	<u>20-39</u> 40-75 76-100+
W. Cost:	40 100 160
R. Cost:	60 150 240
M. Cost:	80 200 320
To-Hit	+1 +2 +3
Parry	+1 +2 +3

REDIRECTION

This defensive exploit allows you to re-direct one melee attack targeted against you to another target in melee range. Declare your intention to redirect before you roll for your parry.

Vigor:	<u>20-39</u> 40-49 50-65 66-80 81-95 96-100 101+
W. Cost:	40 80 120 160 200 240 300
R. Cost:	60 120 180 240 300 320 450
M. Cost:	80 160 240 320 400 280 600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd





RIPOSTE

If your parrying Potency Span is at least three times greater than that of your attacker's Potency Span, this defensive exploit allows you to attempt one free melee attack. The Riposte must be attempted immediately and if it is not used, it is lost.

Vigor:	20-39	40-75	76-100+
W. Cost:	40	100	160
R. Cost:	60	150	240
M. Cost:	80	200	320
Uses:	No Limit		

RIPPED

You gain +10 to your Vigor while Ripped is in your exploit pool.

Vigor:	20-39	40-75	76-100+
W. Cost:	40	100	160
R. Cost:	60	150	240
M. Cost:	80	200	320
Uses:	No Limit		

SAVAGE BLOW

Your target cannot attempt to defend against this melee attack.

Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd						

SHIELD SPECIALIZATION

You gain +1 when parrying with a shield.

Vigor:	20-39	40-75	76-100+
W. Cost:	40	100	160
R. Cost:	60	150	240
M. Cost:	80	200	320
Uses:	No Limit		

SHIELD STRIKE

This exploit interrupts and negates one attacking action in melee range.

Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day 2pd 3pd 4pd 5pd 6pd 7pd						





STUNNING BLOW

You gain a dice bonus to all Stun attacks for a number of action rounds equal to your current Vigor modifier.

Vigor:	20-39	40-75	76-100+				
W. Cost:	40	100	160				
R. Cost:	60	150	240				
M. Cost:	80	200	320				
Stun:	+1d6	+2d6	+3d6				
Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

TANK

You gain +2 to all defensive rolls for a number of rounds equal to your current Conviction modifier.

Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

WITHERING BLOW

You gain a dice bonus to all Crush attacks for a number of action rounds equal to your current Vigor modifier.

Vigor:	20-39	40-75	76-100+				
W. Cost:	40	100	160				
R. Cost:	60	150	240				
M. Cost:	80	200	320				
Crush:	+1d6	+2d6	+3d6				
Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

WITHERING STRIKE

This exploit causes all enemy targets within melee range to share the damage from your next melee attack, as equally divided as possible.

Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd

WIZARD'S BANE

You gain a dice bonus to all Sap attacks for a number of action rounds equal to your current Vigor modifier.

Vigor:	20-39	40-75	76-100+				
W. Cost:	40	100	160				
R. Cost:	60	150	240				
M. Cost:	80	200	320				
Sap:	+1d6	+2d6	+3d6				
Vigor:	20-39	40-49	50-65	66-80	81-95	96-100	101+
W. Cost:	40	80	120	160	200	240	300
R. Cost:	60	120	180	240	300	320	450
M. Cost:	80	160	240	320	400	280	600
Uses:	1 per day	2pd	3pd	4pd	5pd	6pd	7pd





Tome of Magic

The following spells have been included to provide you with a foundation from which you can begin to create your own spells. They are samples. Consult with your GM, take what you like, discard what you don't like, and add your own spells as desired and approved by your GM.

Arcane Magic

ARCANE BLAST

Spell causes an explosion of destructive magical power.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

ARCANE MORTAR

Spell creates an arcane explosion which is very loud and has a concussive quality. Damaged targets must test vs. Stun.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							



ARCANE SHIELD

Spell envelops the targets in a protective shield of Arcane Magic.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Static							

BERSERK

Spell causes the target to gain a damage dice bonus equal to the spell's potency for the duration of the spell. Target suffers 50% less damage while under the influence of Berserk.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

BLACK CLOUD

Spell creates a cloud of oily, black smoke that will fill the area of effect, blocking light and sunlight.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Cloud							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							



BOOST: ACTION

Spell temporarily increases the target hero's Action by an amount equal to the Potency Span of the spell in d6. This buff cannot be stacked with itself.

School:	Arcane						
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
Cost:	40	80	120	160	200	240	300
Transit:	Touch						
Range:	Touch						
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.
Footprint:	None						
Shape:	None						
AS:	None						
Fortitude:	None						
Special:	Conjoining						

BOOST: CONVICTION

Spell temporarily increases the target hero's Conviction by an amount equal to the Potency Span of the spell in d6. This buff cannot be stacked with itself.

School:	Arcane						
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
Cost:	40	80	120	160	200	240	300
Transit:	Touch						
Range:	Touch						
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.
Footprint:	None						
Shape:	None						
AS:	None						
Fortitude:	None						
Special:	Conjoining						

BOOST: FORTITUDE

Spell temporarily increases the target hero's Fortitude by an amount equal to the Potency Span of the spell in d6. This buff cannot be stacked with itself.

School:	Arcane						
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+
Cost:	40	80	120	160	200	240	300
Transit:	Touch						
Range:	Touch						
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.
Footprint:	None						
Shape:	None						
AS:	None						
Fortitude:	None						
Special:	Conjoining						





BOOST: IMAGINATION

Spell temporarily increases the target hero's Imagination by an amount equal to the Potency Span of the spell in d6. This buff cannot be stacked with itself.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

BOOST: SAVVY

Spell temporarily increases the target hero's Savvy by an amount equal to the Potency Span of the spell in d6. This buff cannot be stacked with itself.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

BOOST: VIGOR

Spell temporarily increases the target hero's Vigor by an amount equal to the Potency Span of the spell in d6. This buff cannot be stacked with itself.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							





CLOUD OF POISON GAS

Spell creates a cloud of poisonous gas. Affected targets suffer damage equal to the spell's Potency Span in d6 once for every 12 rounds they are exposed to the poison gas.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Cloud							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

CONDENSATION

Spell creates water and collects it into a vertical stream that trickles out of the air immediately in front of the caster, at about eye-level. Condensation gathers a number of ounces of water equal to the Potency Span in d6.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	None							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Static							

CONTROL LANGUAGE

Spell causes all spoken languages to be heard in a language of the caster's choosing within the spell's area of effect.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							





CREATE FOOD

Spell allows the caster to create food. The larger the Potency Span, the better the food tastes. Assume that for each Potency Span point, one person can be fed once. Food will appear immediately in front of the caster.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	None							
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

DAMPEN ARCANE MAGIC, COUNTERSPELL

Spell reduces the Potency Span of one Arcane spell by an amount equal to the Potency Span of the casting of Dampen Arcane Magic.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

DAMPEN ELEMENTAL MAGIC, COUNTERSPELL

Spell reduces the Potency Span of one Fire, Ice, Green, Electrical, or Stone spell by an amount equal to the Potency Span of the casting of Dampen Elemental Magic.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							



DAMPEN NECROMANCY, COUNTERSPELL

Spell reduces the Potency Span of one Necromancer's summoning by an amount equal to the Potency Span of the casting of Dampen Necromancy.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

DISARM, LESSER

Spell instantly causes one target to drop one weapon currently equipped (caster's choice).

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

DISARM, SUPERIOR

Spell instantly causes one target to drop one weapon currently equipped (caster's choice).

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							



ELVEN HEARING

Spell enhances the hearing of one target to match that of an elf. Apply all benefits of elven hearing to the target for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

ENCHANTED WEAPON

Spell causes one target weapon to become charged with magical energies. Weapon delivers a number of bonus damage dice equal to the caster's Conviction modifier in d6. Enchantment lasts for the duration of the spell or until the damage bonus is delivered, whichever comes first.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

FOCUSED RAY OF CONCUSSIVE ATTACK

Spell fires a ray of magical energy from the caster to a single target.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							



FLEE, LESSER

Target must test vs. casting Potency Span. If the target fails, the target will turn in the direction opposite the caster and run away for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

FLEE, SUPERIOR

Targets must test vs. casting Potency Span. If the targets fail, the targets will turn in the direction opposite the caster and run away for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							

FLIGHT, LESSER

Spell enables the target to fly. Target can fly as high as it wishes. Target can fly at a speed equal to the caster's full Vigor attribute in miles-per-hour. Target will stop flying when the spell ends.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							



FLIGHT, SUPERIOR

Spell enables targets to fly. Targets can fly as high as they wish. Targets can fly at a speed equal to the caster's full Vigor attribute in miles-per-hour. Targets will stop flying when the spell ends.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							

FORCE OF WILL

Spell forces a target to attack the friendly target nearest to it. Target will continue to attack its friendly targets for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

GRAB

Spell causes the target object to fly to the caster. Object cannot be heavier in pounds than the caster's full Imagination score.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							



HALLUCINATE

Spell causes the target to experience hallucinations as directed by the caster. While under the influence of the spell, the target will react to the hallucinations as if they were real. Target will not commit suicide.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

HEAL, LESSER

Spell applies immediate relief to a wound and instantly regenerates tissue and bone. Replenish an amount of Fortitude equal to the casting Potency Span in d6. Amount replenished cannot exceed the target's full Fortitude score.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

HEAL, SUPERIOR

Spell applies immediate relief to wounds and instantly regenerates tissue and bone. Replenish an amount of Fortitude equal to the casting Potency Span in d6. Amount replenished cannot exceed targets' full Fortitude scores.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							



HEAL OVER TIME

Spell heals the target once per round for the duration of the spell. Target cannot be magically healed by anyone or anything else while under the influence of this spell. Apply the Potency Span of the casting in d6 to the target at the beginning of each action round for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	1 AR	2 AR	3 AR	4 AR	5 AR	6 AR	7 AR	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	HoT, Conjoining							

HYGIENE

Grime, odor, and filth are instantly removed from the targets. Targets feel refreshed and clean.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Cloud							
AS:	None							
Fortitude:	None							
Special:	AoE							

IMMOVABLE

Spell prevents/stops the targets from moving during the spell's duration. This includes flying or suspended targets. Targets can attempt to break free of the spell, but must test vs. the casting Potency Span to do so.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							



INVISIBILITY, SELF

Spell causes the caster to become invisible, making the caster, his clothing, and all the items he carries invisible to all forms of vision for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Self							
Range:	Self							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

INVISIBILITY, SUPERIOR

Spell causes all friendly/willing targets in the spell's area of effect to become invisible, making all targets, their clothing, and all of the items they carry invisible to all forms of vision for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							

MAGIC STAMP

Spell creates a stamp unique to the caster that can be attached to one target. Stamp can be visible or invisible and can be sensed by the caster at a distance equal to the caster's Imagination score in yards. Other casters can sense Magic Stamp using spells similar to Read Magic.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	1 day	1 week	1 month	6 months	1 year	10 years	50 years	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							





MIRAGE

Spell allows caster to deploy an illusion of his choosing. Targets in the spell's area of effect must test against their Savvy or succumb to the Mirage. Affected targets will not commit suicide.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

LIGHT ORB

Spell produces a small sphere of glowing light which will illuminate an area.

- Caster determines the color of the light.
- Glowing sphere will light up an area equal to Footprint of the spell.
- Illumination and intensity of the light is related to the Potency Span of the casting. More potent spells will produce more intense light.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 hr.	2 hrs.	3 hrs.	4 hrs.	10 hrs.	20 hrs.	50 hrs.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining or Static -- Caster's choice							

METAL SKIN

Spell endows the target with a skin of metal. Apply the Potency Span of the casting as a Hide AS rating to the target. The target's weight doubles while under the influence of Metal Skin.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	Conjoining							



NOISE

Spell creates noise or a reasonable sound-scape of the caster's choosing. Accuracy of sound created reflects the potency of the casting. A low Potency Span will cause the spell to sound distorted or sound like something other than what the caster intended.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

READ MAGIC

A caster using Read Magic can target an area and attempt to divine information from any lingering spell residue. Read Magic will provide the caster with brief images of the events surrounding the spells recently released in that area.

It is possible that a caster will be shown multiple images, especially if several similar spells were released at about the same time within the same area.

The quality of the images depends entirely on the Potency Span of the spell casting, the amount of time that has passed since the original spell was released, and whether or not the original caster was attempting to mask his spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	None							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							

RESIST MAGIC, LESSER

Spell endows the target with a resistance to magic. Potency Span of casting becomes the Resist value for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		10'	15'	20'	25'	30'	35'	40'
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

RESIST MAGIC, SUPERIOR

Spell endows targets with a resistance to magic. Potency Span of casting becomes the Resist value for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							

SENSELESS

Spell causes the target to drop to his knees. Target is considered to be in the Dropped action state.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		10'	15'	20'	25'	30'	35'	40'
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							



SHAPE-SHIFT, LESSER

Spell allows the caster to transform into the shape of any creature.

- Caster can transform into a creature up to 1.5x his weight and size.
- Transformation is practically instantaneous.
- When the shifting occurs, the caster's clothing, equipment, etc., may no longer fit or remain practical.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Self							
Range:	Self							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	Creature							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

SHAPE-SHIFT, SUPERIOR

Spell allows the caster to transform into the shape of any creature.

- Caster can transform into a creature up to 1.5x his weight and size.
- Transformation is practically instantaneous.
- When the shifting occurs, the caster's clothing, equipment, etc., may no longer fit or remain practical.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Self							
Range:	Self							
Duration:	1 hrs.	2 hrs.	3 hrs.	4 hrs.	5 hrs.	6 hrs.	7 hrs.	
Footprint:	None							
Shape:	Creature							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

SILENCE ARCANIC MAGIC

Target cannot cast an Arcane spell for the duration of Silence.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							



SILENCE ELEMENTAL MAGIC

Target cannot cast a Fire, Ice, Green, Electrical, or Stone spell for the duration of Silence.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		10'	15'	20'	25'	30'	35'	40'
Duration:		1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

SLOW DEATH

Spell endows the target with a temporary Fortitude buff. Add a number of d6 equal to the Potency Span of the casting to the target's Fortitude score for the duration of the spell.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		10'	15'	20'	25'	30'	35'	40'
Duration:		3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

SLOW MAGIC, COUNTERSPELL

Spell delays the effects of one spell by a number of seconds (initiatives) equal to the Potency Span of the casting. When Slow Magic ends, the effects of the target spell are delivered.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							



STORM OF ARCANES MAGIC

Spell creates a storm of Arcane Magic that damages all targets in the spell's area of effect.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

TELEPORT, SELF

Spell allows the caster to teleport himself, his clothing, and all of his personal equipment to another location, instantly.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Self							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

TELEPORT, SUPERIOR

Spell allows the caster to teleport all targets within the spell's area of effect, their clothing, and all of their personal equipment to another location, instantly.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							





WIZARD'S BLADE

Spell creates a magical sword that the caster can wield. Caster wields the sword using his Imagination attribute to resolve to-hit and parry rolls and Max d6 for melee combat actions.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Self							
Range:	Self							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

WIZARD'S ROBES

Spell creates a magical set of robes for the caster.

School:	Arcane							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Self							
Range:	Self							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	Conjoining							

The Dark Arts

AGE

Spell allows the caster to instantly age any target a number of years equal to the Potency Span of the casting multiplied by the caster's Imagination modifier. Target reverts back to normal age when the spell duration ends.

- Targets aged by spell must test vs. Terror if they see themselves aged.
- Aged target's attributes are all debuffed by the number of years the target has been aged for the duration of the spell.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

BLOODCURDLE

Spell causes targets to test vs. Terror. Failure indicates the targets are in the Panicked action state.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

BOG

Spell causes the affected area to turn into a quagmire of putrid mud. Bog will suck targets down into it, submerging them in thick mud. A submerged target could be drowned if the duration of the spell exceeds the target's ability to hold its breath.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

BOOST NECROMANCY

Spell boosts the Potency Span of one Necromancer's summoning within the area of effect by an amount equal to the Potency Span of the casting of Boost Necromancy.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

BLOODLETTING

Spell causes the target's blood to seep through his skin. This is a Bleed attack that uses a number of Bleed dice equal to the casting Potency Span.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Bleed DoT, Conjoining							

CARNIVOROUS FURY

Spell inflames the undead's already ravenous desire to consume flesh. Target undead have their Potency Spans doubled for all actions for the duration of the spell.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							



CLOUD OF DARKNESS

Spell creates a cloud of darkness that blocks light, normal vision, and nightvision.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Cloud							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

CURSED WEAPON

Spell causes one target weapon to become charged with Dark Magic. Weapon delivers a number bonus damage dice equal to the caster's Conviction modifier in d6. Enchantment lasts for the duration of the spell or until the damage bonus is delivered, whichever comes first.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

DARK ARMOR

Spell causes target to gain a Hide AS value equal to the Potency Span of the casting.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	Conjoining							



DARK BLAST

Spell causes an explosion of destructive magical power.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

DARK BOLT

Spell fires a ray of magical energy from the caster to a single target.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

DARK FIRE

Spell creates an explosion of Dark fire.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

DARK HEALING, LESSER

Spell only works on evil creatures and creatures of the Dark, such as undead, vampires, etc. Spell applies immediate relief to a wound and instantly regenerates tissue and bone. Replenish an amount of Fortitude equal to the casting Potency Span in d6. Amount replenished cannot exceed the target's full Fortitude score.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

DARK HEALING, SUPERIOR

Spell only works on evil creatures and creatures of the Dark, such as undead, vampires, etc. Spell applies immediate relief to wounds and instantly regenerates tissue and bone. Replenish an amount of Fortitude equal to the casting Potency Span in d6. Amount replenished cannot exceed targets' full Fortitude scores.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

DAMAGE OVER TIME

Spell damages the target once per round for the duration of the spell. Apply the Potency Span of the casting as damage to the target in d6 at the beginning of each action round.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	1 AR	2 AR	3 AR	4 AR	5 AR	6 AR	7 AR	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	DoT, Conjoining							

DARK SHIELD

Spell envelops targets in a protective shield of Dark Magic.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Static							

DEATH TOUCH

Spell is a touch that deals Dark damage.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

DECAY

Spell deteriorates organic tissues. Target will become dry, taught, and flaky. Target will turn blue or black and begin to experience a decaying process for the duration of the spell. Target suffers a debuff to all attributes in an amount equal to the Potency Span of the casting in d6 for the duration of the spell.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Touch							
Range:	Touch							
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							



LIFE TAP

Spell transfers Fortitude from one target to the caster for the duration of the spell. Damage is dealt and Fortitude transferred once per action round at the start of the round.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Touch							
Range:	Touch							
Duration:	1 AR	2 AR	3 AR	4 AR	5 AR	6 AR	7 AR	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	DoT, Conjoining							

LIFE TRADE

Spell swaps caster's current Fortitude score with the target's current Fortitude score. The Fortitude received in the swap cannot exceed the caster's full Fortitude score.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Touch							
Range:	Touch							
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

POWER OF THE DARKNESS

Spell endows a single target with a Potency Span bonus to melee attacks equal to the Potency Span of the casting for the duration of the spell.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							





PROTECTIVE SPINES

Spell causes one target to erupt in a shell of protective spines that deal damage to all enemy targets in the spell's area of effect.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

ROT WOOD

Spell causes all wood in the spell's area effect to rot.

- All targeted objects must save vs. Rot.
- Failure indicates the item has rotted. Reduce the item's Quality Span by an amount equal to the attacking Potency Span. A negative Quality Span indicates the item has rotted to the point of breaking.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

RUST METAL

Spell causes all metal in the spell's area of effect to rust.

- All targeted objects must save vs. Rust.
- Failure indicates the item has Rusted. Reduce the item's Quality Span by an amount equal to the attacking Potency Span. A negative Quality Span indicates the item has Rusted to the point of breaking.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							





SERPENT WARP

Spell instantly causes the target's weapon to transform into a serpent. The serpent immediately attacks with a potency equal to the Potency Span of the casting.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

SILENCE LIGHT

Target cannot cast a Light spell for the duration of Silence Light.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

SUMMON INSECT SWARM

Spell summons a cloud of carnivorous insects to attack targets within the spell's area of effect. Insects will crawl over the targets, under their armor, chewing at their skin, hampering their movement. In addition to suffering damage, the targets must test vs. Terror and Panic.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							





VAMPIRIC TOUCH

Spell is a touch that steals Fortitude from the target and transfers it to the caster.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

VAMPIRIC UNION

Spell is a touch that steals Fortitude from the target and transfers it to another target that the caster is also touching.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							





WILT

Spell causes all vegetation within the spell's area of effect to wilt and die.

- Percentage of wilting equal to the Potency Span of the casting, multiplied by 10, and is expressed as a percentage. Thus, a +5 to-hit span would be equal to a 50% wilting of all vegetation within the affected area.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

UNHOLY LIGHT

Spell erupts with a destructive greenish-black burst of light and energy. Spell only damages creatures of the Light, targets equipped with objects that possess Light attributes, or Mages with Light spells in the Prepared state.

School:	Dark							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							



Tome of Flesh and Bone

The following spells belong to the Dark Arts, but are related to that niche form of magic known as Necromancy. These are summoned creatures and are subject to all the rules given for Summoner's Magic. For a description of monster nomenclature, see the **Bestiary**.

SUMMON GHOUL

Spell summons a flesh-eating ghouL.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery	Warrior							
CT#:	T15	T13	T11	T9	T8	T6	T4	
CAS:	15	20	30	40	50	60	70	
Fortitude:	15	20	30	40	50	60	70	
AS:	2	3	4	5	6	7	8	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	2d6 Sap							
Ability 2:	3d6 Bleed							

SUMMON LICH

Spell summons a powerful Lich.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery	Mage							
CT#:	T15	T13	T11	T9	T8	T6	T4	
CAS:	15	20	30	40	50	60	70	
Fortitude:	10	15	20	25	30	35	40	
AS:	1	2	3	4	5	6	6	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw, Dark Wand: 150', T12/+5, Shield: AS 4, AH11							
Ability 1:	Summon 1 Lesser Skeleton each round							
Ability 2:	Lesser Dark Heal, Life Tap							



SUMMON SKELETON CHAMPION

Spell summons a skeleton champion.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery	Warrior							
CT#:		T15	T13	T11	T9	T8	T6	T4
CAS:		15	20	30	40	50	60	70
Fortitude:		20	25	35	45	55	65	75
AS:		1	2	3	4	5	6	6
AH:	Hide							
Md6:		2	3	4	5	6	7	8
#Summoned:		1	1	1	1	1	1	1
Weapons:	Bite, Claw, Sword, Shield							
Ability 1:	+2 Dodge							
Ability 2:	+2 to-hit/parry with sword and shield							

SUMMON SKELETON MAGE

Spell summons a skeleton Mage.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery	Mage							
CT#:		T15	T13	T11	T9	T8	T6	T4
CAS:		15	20	30	40	50	60	70
Fortitude:		10	15	20	25	30	35	40
AS:		1	2	3	4	5	6	6
AH:	Hide							
Md6:		2	3	4	5	6	7	8
#Summoned:		1	1	1	1	1	1	1
Weapons:	Bite, Claw, Dark Wand: 150', T12/+5							
Ability 1:	Dark Bolt, Lesser Dark Heal							
Ability 2:	Life Tap, Damage over Time							





SUMMON LESSER SKELETON ARCHERS

Spell summons a number of lesser humanoid skeletons.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery:	Ranger							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	10	15	20	25	25	25	25	
AS:	1	2	3	3	3	3	3	
AH:	Hide							
Md6:	1	2	3	3	3	3	3	
#Summoned:	2	4	6	8	10	12	14	
Weapons:	Bite, Claw, Short Bow							
Ability 1:	Short Bow attack							
Ability 2:	+2ps Quick-Acting poison arrows for T9 and smaller							

SUMMON LESSER SKELETON WARRIORS

Spell summons a number of lesser humanoid skeletons.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery:	Warrior							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	10	15	20	25	25	25	25	
AS:	1	2	3	3	3	3	3	
AH:	Hide							
Md6:	1	2	3	3	3	3	3	
#Summoned:	2	4	6	8	10	12	14	
Weapons:	Bite, Claw, Short Sword							
Ability 1:	Short Sword attack							
Ability 2:	+2ps Quick-Acting poison arrows for T9 and smaller							





SUMMON GREATER SKELETON ARCHERS

Spell summons a number of greater humanoid skeletons.								
School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery:	Ranger							
CT#:		T15	T13	T11	T9	T8	T6	T4
CAS:		15	20	30	40	50	60	70
Fortitude:		10	15	20	25	30	35	40
AS:		1	2	3	4	5	6	6
AH:	Hide							
Md6:		2	3	4	5	6	7	8
#Summoned:		2	4	6	8	10	12	14
Weapons:	Bite, Claw, Short Bow							
Ability 1:	Short Bow attack, critical on 19-20							
Ability 2:	+3ps Quick-Acting poison arrows for T13 and smaller							

SUMMON GREATER SKELETON WARRIORS

Spell summons a number of greater humanoid skeletons.								
School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery:	Warrior							
CT#:		T15	T13	T11	T9	T8	T6	T4
CAS:		15	20	30	40	50	60	70
Fortitude:		10	15	20	25	30	35	40
AS:		1	2	3	4	5	6	6
AH:	Hide							
Md6:		2	3	4	5	6	7	8
#Summoned:		2	4	6	8	10	12	14
Weapons:	Bite, Claw, Short Sword, Shield							
Ability 1:	Short Sword attack, critical on 19-20							
Ability 2:	Shield: AS 4, AH 11 for T13 and smaller							



SUMMON LESSER ZOMBIES

Spell summons a number of lesser humanoid zombies.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery	Warrior							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	15	20	30	40	50	60	70	
AS:	1	2	3	3	3	3	3	
AH:	Hide							
Md6:	1	2	3	3	3	3	3	
#Summoned:	2	4	6	8	10	12	14	
Weapons:	Bite, Claw							
Ability 1:	3% chance to inflict Plagued Bite on critical roll							

SUMMON GREATER ZOMBIES

Spell summons a number of greater humanoid zombies.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery	Warrior							
CT#:	T15	T13	T11	T9	T8	T6	T4	
CAS:	15	20	30	40	50	60	70	
Fortitude:	30	40	50	60	70	80	90	
AS:	1	2	3	4	5	6	6	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	2	4	6	8	10	12	14	
Weapons:	Bite, Claw							
Ability 1:	6% chance to inflict Plagued Bite on critical roll							



SUMMON ZOMBIE FIREBOMB

Spell summons a zombie packed with fiery goodness.

School:	Dark/Necromancer's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Necromancer's Discretion							
Mastery	Warrior							
CI#:	T15	T13	T11	T9	T8	T6	T4	
CAS:	15	20	30	40	50	60	70	
Fortitude:	20	25	35	45	55	65	75	
AS:	1	2	3	4	5	6	6	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Fiery explosion: +3 Potency Span (fire damage) over 25' radius							

The Power of Light

ARMOR OF THE GODS

Spell causes target to gain a Hide AS value equal to the Potency Span of the casting.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	Conjoining							

BEAM OF SEARING LIGHT

Spell fires a beam of damaging Light Magic at a single target.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

BLESSED WEAPON

Spell causes one target weapon to become charged with Light Magic. Weapon delivers a number of bonus damage dice equal to caster's Imagination modifier in d6. Enchantment lasts for the duration of the spell or until the damage bonus is delivered, whichever comes first.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

CLEAN, LESSER

Spell instantly wipes all DoTs and debuffs from the target.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

CLEAN, SUPERIOR

Spell instantly wipes all DoTs and debuffs from the affected targets.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

FORCE OF TRUTH

Spell forces the target to tell the truth for the duration of the spell. Potency Span of casting becomes a Weakness modifier to the target's ability to lie.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

HOLY BLAST

Spell produces a destructive burst of Light Magic.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

INTERRUPT DARK DOT

Spell pauses any DoT from a Dark source to a target for a number of seconds (initiatives) equal to the duration of the spell. The DoT resumes after the duration of Pause ends.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

LIGHT OF GOOD

Spell produces a sphere of glowing light which illuminates an area and blinds creatures of the Dark.

- Glowing sphere will light up an area equal to the Footprint of the spell.
- Caster can manipulate the illumination and intensity of the light sphere.
- Creatures of the Dark, such as evil persons or the undead, must test against their Conviction or be blinded for a number of seconds equal to the Potency Span of the casting.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							

RENEWAL

Spell renews the Fortitude of all targets in the spell's area of effect. Spell heals targets for an amount equal to the casting Potency Span in d6, as long as the target is not associated with the Dark, buffed by a Dark spell, or equipping a Dark item.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

SILENCE DARK

Target cannot cast a Dark spell for the duration of Silence Dark.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

STORM OF LIGHT

Spell creates a storm of Light Magic that damages all targets in the spell's area of effect.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

STRENGTH OF THE LIGHT

Spell endows a single target with a bonus to melee damage equal to the Potency Span of the casting for the duration of the spell.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

SUPPRESS THE ARCANE ARTS, COUNTERSPELL

Spell reduces the Potency Span of one Arcane spell by an amount equal to the Potency Span of the casting of Suppress the Arcane Arts.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

TURN UNDEAD

Spell immediately dispels (returns to death) all undead creatures in the spell's area of effect, as long as the undead creatures each have a Conviction score less than the caster's Conviction score.

School:	Light							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:		80	160	240	320	400	480	560
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:		10'	15'	20'	25'	30'	35'	40'
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							



Elementalist Spells

ANIMATE TREES

Spell causes all trees in the spell's area of effect to attack targets that are enemies of the caster. Trees attack with a potency equal to the Potency Span of the casting (no to-hit roll required).

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							

BREATH OF FIRE

Spell shoots a mass of fire from the caster to the target.

School:	Fire							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

BREATH OF ICE

Spell fires a mass of ice from the caster to the target.

School:	Ice							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							



BREATH OF THORNS

Spell fires a mass of thorns from the caster to the target.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

CHARGED WEAPON

Spell causes one target weapon to become charged with Electrical Magic. Weapon delivers a number of bonus damage dice equal to caster's Imagination modifier in d6. Enchantment lasts for the duration of the spell or until the damage bonus is delivered, whichever comes first.

School:	Electrical							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

CIRCLE OF PROTECTION

Spell wards off Green, Electrical, Fire, Ice, and Stone Magic.

School:	Green, Electrical, Fire, Ice, Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

COLD BLAST

Spell causes a burst of super-cold air and ice.

School:	Ice							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

COLD WAVE

Spell doubles the Potency Span of all spells cast within Cold Wave's area of effect.

School:	Ice							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

CURE POISONS

Spell stops the effect of one poison on one target, as long as the Potency Span of the casting is larger than the poison's attacking Potency Span.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	None							

FIERY BLAST

Spell causes an explosion of fiery, destructive power.

School:	Fire							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

FIERY MORTAR

Spell creates a fiery explosion which is very loud and has a concussive quality. Damaged targets must test vs. Stun.

School:	Fire							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

FIERY RAIN

Spell transforms the rain in the spell's area of effect into droplets of fire.

School:	Fire							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

FIREBALL

Spell creates a burning ball of pitch that is fired from the caster at a target.

School:	Fire							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	AoE							

FIREBALL, EXPLODING

Spell creates a burning ball of pitch that explodes on contact.

School:	Fire							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	AoE							

GREEN DRAIN

Spell drains the Fortitude of all targets in the spell's area of effect. Spell can only be used in forested, wooded, river, or lakeside areas.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

HIDE OF THE RHINO

Spell causes targets to gain a Hide AS value equal to the Potency Span of the casting.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:		1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.
Footprint:		10'	15'	20'	25'	30'	35'	40'
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Conjoining							

ICE RAIN

Spell transforms the rain in the spell's area of effect into damaging droplets of ice.

School:	Ice							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:		1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.
Footprint:		10'	15'	20'	25'	30'	35'	40'
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

ICE STORM

Spell creates a storm of ice and hail.

School:	Ice							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:		1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.
Footprint:		10'	15'	20'	25'	30'	35'	40'
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							



IRONSTONE

Spell adds the Potency Span of the casting to the Quality Span of one stone object.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoined							

IRONWOOD

Spell adds the Potency Span of the casting to the Quality Span of one wooden object.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Touch							
Range:	Touch							
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoined							

LIGHTNING BOLT

Spell fires a bolt of electricity at one target.

School:	Electrical							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	AoE							





LIGHTNING DISCHARGE

Spell causes a burst of lightning that radiates outward from the caster.

School:	Electrical							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Burst							
Range:	Burst							
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

LIGHTNING SHIELD

Spell envelops the targets in a protective shield of Electrical Magic.

School:	Electrical							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Static							

LIGHTNING STORM

Spell causes a storm of raging electricity.

School:	Electrical							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							





PACIFY ANIMAL

Spell temporarily pacifies one target animal. Target animal will obey the caster's commands. Target animal will not commit suicide.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoined							

PACIFY HUMANOID

Spell temporarily pacifies one target humanoid. Target will obey the caster's commands. Target will not commit suicide.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoined							

POWER OF THE DESERT

Spell causes target to gain an Action buff equal to the Potency Span of the casting in d6. This buff cannot be stacked with itself.

School:	Fire							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							





POWER OF THE FOREST

Spell causes target to gain a Fortitude buff equal to the Potency Span of the casting in d6. This buff cannot be stacked with itself.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:		1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

POWER OF THE GLACIER

Spell causes target to gain a Conviction buff equal to the Potency Span of the casting in d6. This buff cannot be stacked with itself.

School:	Ice							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:		1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

POWER OF THE MOUNTAINS

Spell causes target to gain a Vigor buff equal to the Potency Span of the casting in d6. This buff cannot be stacked with itself.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:		1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							



POWER OF THE STORM

Spell causes target to gain an Imagination buff equal to the Potency Span of the casting in d6. This buff cannot be stacked with itself.

School:	Electricity							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

PROTECTIVE THORNS

Spell causes one target to erupt in a shell of protective thorns that deal damage to all enemy targets in the spell's area of effect.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:		50'	100'	150'	200'	250'	300'	350'
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

RESTORATION

Spell draws on the power of the forest to restore the Fortitude of the target. Spell heals target for an amount equal to the casting Potency Span. Apply the Potency Span of the casting in d6 to the target at the beginning of each action round.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:		10'	15'	20'	25'	30'	35'	40'
Duration:	1 AR	2 AR	3 AR	4 AR	5 AR	6 AR	7 AR	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	HoT, Conjoining							



SPIDER CLIMB

Spell adds a bonus to the Potency Span of one target's climb attempt equal to the Potency Span of the casting. Target may climb slick and extremely steep or inverted surfaces.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

SPIRIT OF THE WOODLANDER

Spell enhances the target's ability to hide in forested areas. Apply the Potency Span of the casting to the target's Hide attempt for the duration of the spell.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	Conjoining							

STONE MORTAR

Spell creates an explosion of rock and earth which is very loud and has a concussive quality. Damaged targets must test vs. Stun.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

STONE RAIN

Spell transforms rain in the spell's area of effect into damaging droplets of rock and earth.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

STONE SKIN

Spell causes targets to gain a Hide AS value equal to the Potency Span of the casting.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Conjoining							

STONE STORM

Spell causes a storm of raging rock and earth.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							

STONE THROWER

Spell fires a hail of stone at one target.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	AoE							

STONE WRAP

Spell envelops the targets in a protective shield of stone.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Static							

STORM OF THORNS

Spell creates a storm of damaging thorns.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	1 sec.	2 sec.	3 sec.	4 sec.	5 sec.	6 sec.	7 sec.	
Footprint:	10'	15'	20'	25'	30'	35'	40'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE, Static							



SUPPRESS ARCANES MAGIC, COUNTERSPELL

Spell reduces the Potency Span of one Arcane spell by an amount equal to the Potency Span of the casting of Suppress Arcane Magic.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

SUPPRESS FIRE MAGIC, COUNTERSPELL

Spell reduces the Potency Span of one Fire spell by an amount equal to the Potency Span of the casting of Suppress Fire Magic.

School:	Ice							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							

SUPPRESS ICE MAGIC, COUNTERSPELL

Spell reduces the Potency Span of one Ice spell by an amount equal to the Potency Span of the casting of Suppress Ice Magic.

School:	Fire							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	Instant							
Footprint:	25'	50'	75'	100'	125'	150'	200'	
Shape:	Sphere							
AS:	None							
Fortitude:	None							
Special:	AoE							



THORNY EMBRACE

Spell surrounds the target with a constricting sheath of thorny vines. Trapped target is snared by the vines for the duration of the spell. Physical power of the vines is represented by the Potency Span of the casting. Vines damage the target for an amount equal to the Potency Span of the casting once at the beginning of each action round.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	1 AR	2 AR	3 AR	4 AR	5 AR	6 AR	7 AR	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	DoT, Conjoining							

ULDER'S RENEWAL

Spell draws on the power of the mountains to restore the Fortitude of the target. Heals target for an amount equal to the casting Potency Span. Apply the Potency Span of the casting in d6 to the target at the beginning of each action round.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Missile							
Range:	10'	15'	20'	25'	30'	35'	40'	
Duration:	1 AR	2 AR	3 AR	4 AR	5 AR	6 AR	7 AR	
Footprint:	None							
Shape:	None							
AS:	None							
Fortitude:	None							
Special:	HoT, Conjoining							

WALL OF FIRE

Spell creates a single wall of fire that damages all that touch it.

School:	Fire								
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+		
Cost:	40	80	120	160	200	240	300		
Transit:	Apparate								
Range:	50'	100'	150'	200'	250'	300'	350'		
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.		
Footprint:	L10' x W2' x H5'	L15' x W3' x H7'	L20' x W4' x H5'	L25' x W5' x H10'	L30' x W6' x H12'	L35' x W7' x H15'	L40' x W10' x H20'		
Shape:	Wall								
AS:	None								
Fortitude:	None								
Special:	AoE, Static								

WALL OF ICE

Spell creates a single wall of ice that is slippery and will resist all who try to scale it.

School:	Ice							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	L10' x W2' x H5'	L15' x W3' x H7'	L20' x W4' x H5'	L25' x W5' x H10'	L30' x W6' x H12'	L35' x W7' x H15'	L40' x W10' x H20'	
Shape:	Wall							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Static							

WALL OF STONE

Spell creates a single wall of stone.

School:	Stone							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	L10' x W2' x H5'	L15' x W3' x H7'	L20' x W4' x H5'	L25' x W5' x H10'	L30' x W6' x H12'	L35' x W7' x H15'	L40' x W10' x H20'	
Shape:	Wall							
AS:	Potency Span of Casting x2							
Fortitude:	None							
Special:	AoE, Static							

WALL OF WOOD

Spell creates a single wall of wood.

School:	Green							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	Apparate							
Range:	50'	100'	150'	200'	250'	300'	350'	
Duration:	3 sec.	6 sec.	15 sec.	30 sec.	60 sec.	120 sec.	240 sec.	
Footprint:	L10' x W2' x H5'	L15' x W3' x H7'	L20' x W4' x H5'	L25' x W5' x H10'	L30' x W6' x H12'	L35' x W7' x H15'	L40' x W10' x H20'	
Shape:	Wall							
AS:	Potency Span of Casting							
Fortitude:	None							
Special:	AoE, Static							

Summoner's Magic

SUMMON BLACK BEAR

Spell summons a black forest bear.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Warrior							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	20	25	35	45	55	65	75	
AS:	1	2	3	4	5	6	7	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Razor Claw: once per action round, +2 Potency Span to attack							

SUMMON BROWN BEAR

RESISTANT

Spell summons a raging brown bear.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Warrior							
CT#:	T15	T13	T11	T9	T8	T6	T4	
CAS:	30	40	50	60	70	80	90	
Fortitude:	30	40	50	60	70	80	90	
AS:	2	3	4	5	6	7	8	
AH:	Hide							
Md6:	3	4	5	6	7	8	9	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Razor Claw: once per action round, +2 Potency Span to attack							
Ability 2:	Feral Rage: critical on 18, 19, 20							



SUMMON CROW

Spell summons a lone, black crow.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Mage							
CT#:		T19	T18	T15	T13	T11	T9	T8
CAS:		15	20	30	40	50	60	70
Fortitude:		5	10	15	20	25	30	35
AS:		1	2	3	4	5	6	7
AH:	Hide							
Md6:		2	3	4	5	6	7	8
#Summoned:		1	1	1	1	1	1	1
Weapons:	Peck, Claw (half damage for both)							
Ability 1:	Lucky: Provides Summoner with a +1ps to all rolls							
Ability 2:	Confusion: 50', instant, target tests vs. Hesitation							

SUMMON DRAGON WHELP RESISTANT

Spell summons a young golden dragon.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:		80	160	240	320	400	480	560
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Warrior							
CT#:		T15	T13	T11	T9	T8	T6	T4
CAS:		30	40	50	60	70	80	90
Fortitude:		40	50	60	70	80	90	100
AS:		3	4	5	6	7	8	9
AH:	Hide							
Md6:		3	5	7	8	9	10	11
#Summoned:		1	1	1	1	1	1	1
Weapons:	Bite, Claw, Tail Whip							
Ability 1:	Golden Stare: 10% chance to turn target to gold for 2d6 minutes							
Ability 2:	Thundering Stomp: 25' radius, all targets test vs. Knockdown							
Ability 3:	Capable of flying up to speeds of 25 mph and carrying loads up to 70lbs							





SUMMON FLAME WOLF

RESISTANT

Spell summons a smoldering flame wolf.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery:	Warrior							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	15	20	30	40	50	60	70	
AS:	1	2	3	4	5	6	7	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Resist Fire: [-7]							
Ability 2:	Immolation: Wolf will erupt into flame and hurl itself at a target. Available once per action round. +2ps Fire damage for Immolation attack.							

SUMMON GREAT EAGLE

Spell summons a large golden Eagle.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery:	Warrior							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	15	20	30	40	50	60	70	
AS:	1	1	2	2	3	3	4	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Capable of flying and carrying loads up to 50lbs							





SUMMON IRON GOLEM RESISTANT

Spell summons a lumbering iron golem.								
School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery:	Warrior							
CT#:	T15	T13	T11	T9	T8	T6	T4	
CAS:	30	40	50	60	70	80	90	
Fortitude:	35	45	55	65	75	85	95	
AS:	7	8	9	10	11	12	13	
AH:	Hide							
Md6:	3	4	5	6	7	8	9	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Resist Fire: [-7], Resist Electricity: [-5], Immune to drowning, disease, poison							
Ability 2:	PS Bonus	+2 ps	+3 ps	+4 ps	+5 ps	+6 ps	+6 ps	+6 ps
Ability 3:	5% chance attacker's weapon will break when striking golem							

SUMMON SCRYMCROW RESISTANT

Spell summons a large, black scrymcrow.								
School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery:	Mage							
CT#:	T15	T13	T11	T9	T8	T6	T4	
CAS:	30	40	50	60	70	80	90	
Fortitude:	5	10	15	20	25	30	35	
AS:	0	0	1	1	1	1	2	
AH:	Hide							
Md6:	1	2	3	4	4	5	5	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Drain Fortitude: transfers Fortitude from target to Summoner							
Ability 2:	Circle of Protection from Green Magic, 25' radius, 3 seconds							
Ability 3:	Screaming Call: all targets in 15' radius must test vs. Stun, instant							





SUMMON MONKEY

Spell summons a mischievous little monkey.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Ranger							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	15	15	20	20	30	30	40	
AS:	1	1	1	2	2	3	3	
AH:	Hide							
Md6:	1	1	2	2	3	3	3	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	+2 dodge							
Ability 2:	+3 pick pockets							

SUMMON MURDERING MONKEY

RESISTANT

Spell summons a murderous little monkey.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	80	160	240	320	400	480	560	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Mage							
CT#:	T15	T13	T11	T9	T8	T6	T4	
CAS:	30	40	50	60	70	80	90	
Fortitude:	15	15	20	30	40	50	60	
AS:	1	2	3	4	5	6	7	
AH:	Hide							
Md6:	1	2	3	3	4	4	5	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw, Dagger							
Ability 1:	+2 dodge							
Ability 2:	+3 pick pockets							
Ability 3:	+2 with daggers							





SUMMON MOUNTAIN LION

Spell summons a mountain lion.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Warrior							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	20	25	35	45	55	65	75	
AS:	1	2	3	4	5	6	7	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	+1 dodge							
Ability 2:	PS Bonus	+1 ps	+2 ps	+2 ps	+5 ps	+5 ps	+5 ps	+5 ps

SUMMON STONE GOLEM

Spell summons a lumbering stone golem.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Warrior							
CT#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	20	25	35	45	55	65	75	
AS:	5	6	7	8	9	10	11	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Resist Fire: [-3], Resist Electricity: [-3], Immune to drowning, disease, poison							





SUMMON WOLF

Spell summons a wolf.

School:	Summoner's							
Imagination:	20-39	40-49	50-65	66-80	81-95	96-100	101+	
Cost:	40	80	120	160	200	240	300	
Transit:	None							
Range:	None							
Duration:	Summoner's Discretion							
Mastery	Warrior							
CI#:	T19	T18	T15	T13	T11	T9	T8	
CAS:	15	20	30	40	50	60	70	
Fortitude:	15	20	30	40	50	60	70	
AS:	1	2	3	4	5	6	7	
AH:	Hide							
Md6:	2	3	4	5	6	7	8	
#Summoned:	1	1	1	1	1	1	1	
Weapons:	Bite, Claw							
Ability 1:	Meld into shadows: +5 to hide attempts at night or in the shade							





The Market

Currency

Platinum, gold, silver, and copper are the standard metals used for purchasing goods throughout Mordredica, and most kingdoms produce their own currency. All prices listed in this book are based on a standard one-ounce coin.

Copper and silver coins are used for most transactions. Gold is used less frequently, and platinum coins are very rare. Gold and platinum are often cast as ingots that are used in lieu of transporting a huge number of coins.

Many times, transactions do not involve the use of coins. Rather, goods and services are traded for other goods and services. This is especially true in rural and remote areas.

The following is a table of monetary exchange rates in Mordredica.

Currency Chart

	C	S	G	P
1 Copper - c	1	.01	.0001	.000001
1 Silver - s	100	1	.01	.0001
1 Gold - g	10,000	100	1	.01
1 Platinum - p	1,000,000	10,000	100	1

Equipment

The following items are of good construction and appearance (T14/+2). To buy items of better construction or appearance, you will have to pay more.

- Good Construction and Appearance: T14/+2. Base cost.
- Excellent Construction and Appearance: T11/+5. Base cost x5.
- Superior Construction and Appearance: T8/+6. Base cost x20.
- Unparalleled Construction and Appearance: T4/+10. Base cost x50.





Food

Bread, One Serving.....	1c
Cheese, One Serving	1c
Wine, One Serving	1c
Ale, One Serving.....	1c
Beer, One Serving.....	1c
Meats, Dressed (Per lb.).....	3c
Fruit, Local (Per lb.).....	2c
Fruit, Imported (Per lb.).....	50c
Fruit Juices (.5 Gal).....	8c
Vegetables (Per lb.).....	2c
Vegetable Juices (.5 Gal).....	5c

Tools

Black Smith Tools.....	3s
Brushes.....	3s
Chalk.....	30c
Crowbar, Metal.....	28c
Hammer, Metal	75c
Ink.....	8s
Lock Picking Set	2s
Magnifying Lens.....	50s
Mallet, Wooden.....	5c
Manacles, Iron.....	8s
Paper (1'x1' Sheet).....	1s
Powder Pigments.....	25s
Saw, 2 Person.....	30c
Saw, Hand.....	25c
Shovel	20c
Slate Board.....	60c
Spikes, Iron (5).....	40c
Spikes, Wooden (5).....	15c
Wedge, Metal	50c
Wedge, Wooden.....	1c
Wood Cutting Set.....	50c
Writing Utensils.....	1s

Transportation

Boat, 2 Person Row	3s
Raft, 5 Person.....	15s

Boat, Large - 5 Person30s

T14/+10, AS 9, AH 50, Oars, Single Sail,
Max Speed: 15 knots, Crew 1 (min)/2
(ideal), Crew Combat T15/+3.

Boat, River - 10-25 Person80s

T14/+10, AS 10, AH 100, Oars, Single Sail,
Max Speed: 18 knots, Crew: 3 (min)/9
(ideal), Passenger Capacity: 25, Crew
combat T15/+3.

Ship, Small, Coastal, Passenger.....5g

T12/+15, AS 12, AH 100, Oars, Single Sail,
Max Speed: 22 knots, Crew: 3 (min)/5
(ideal), Passenger Capacity: 10, Crew
combat T15/+3.

Ship, Small, Coastal, War30g

T11/+18, AS 13, AH 200, Oars, Dual Sail,
Max Speed: 28 knots, Crew: 3 (min)/5
(ideal), Passenger Capacity: 10, Crew
combat T15/+3.

Cart, 1 Horse

Cart, 2 Horse

Wagon, 4 Horse.....

Chariot, 2 Horse.....

Chariot, War, 2 Horse

Passenger Fare, Boat,

River, One Way, Per Person/Mount

Passenger Fare, Ship,

Coastal, One Way, Per Person/Mount

Passenger Fare, Wagon,

One Way, Per Person

Way House

(Room And Board, One Night).....

Inns

(Room And Board, One Night).....

Great Houses

(Room And Board, One Night).....

Services For Hire

Guards, Armed - 2 (Per Day).....

Guards, Armed - 6-8 (Per Day).....

Guards, Armed - 12 (Per Day).....

Scout (Per Day)

Investigator (Per Day).....

Tracker, Animal (Per Day)





Tracker, Humanoid (Per Day)45c
 Assassin, Mediocre (Per Job)3s
 Assassin, Good (Per Job)10s
 Assassin, Very Good (Per Job)50s
 Assassin, The Best (Per Job)1g
 Thief, Small Time (Per Job)15c
 Thief, Moderate Hit
 (Per Job Plus % Of Profits)25c
 Thief, Large Take
 (Per Job Plus % Of Profits)80c
 Mercenaries, Mediocre (Per Day)10c
 Mercenaries, Average (Per Day)50c
 Mercenaries, Very Good (Per Day)1s
 Black Smith, Standard Services50c

Miscellaneous

Dice80c
 Drum, Large 48"-64" Diameter5s
 Drum, Small 12"-36" Diameter1s
 Flute75c
 Harp1g
 Lute15s
 Fortune Teller's Cards10s
 Playing Cards30c

Animals/Livestock

Horse, Work3s
 Horse, Riding20s
 Horse, Light Warhorse1g
 Horse, Heavy Warhorse15g
 Mule50c
 Ox75c
 Goat20c
 Goose10c
 Pig30c
 Hawk5s
 Sheep25c
 Duck12c
 Falcon5s
 House Cat10c
 Big Cat, Trained50g

Dog, Hunting/Guard90c
 Chicken8c
 Cow1s

Clothing

Bandolier, Leather5c
 Belt, Leather3c
 Belt, Sword Leather12c
 Boots, High Hard Leather45c
 Boots, High Soft Leather30c
 Boots, Hip Length Soft Leather40c
 Boots, Low Cut Hard Leather30c
 Cape, Short/Long25c
 Cape, Short/Long Hooded35c
 Coat, Long Fur70c
 Coat, Long Cloth60c
 Coat, Long Leather65c
 Coat, Short Cloth35c
 Coat, Short Fur45c
 Coat, Short Leather40c
 Dress, Leather25c
 Dress, Linen20c
 Dress, Silk5s
 Dress, Wool35c
 Formal Suit/Gown, Wool1s
 Formal Suit/Gown, Cloth80c
 Formal Suit/Gown, Leather95c
 Formal Suit/Gown, Silk15s
 Gloves, Cloth3c
 Gloves, Leather8c
 Gloves, Wool5c
 Hat, Cloth3c
 Hat, Leather - Large Brimmed10c
 Hat, Leather - Small Brimmed8c
 Robe15c
 Robe, Hooded20c
 Sandals, High Strapped5c
 Sandals, Low Strapped3c
 Scabbard, Dagger Length5c
 Scabbard, Sword Length8c





Scarf, Cloth	3c
Scarf, Wool.....	5c
Shirt, Linen	10c
Shirt, Silk	2s
Shirt, Wool.....	15c
Shoes, Cloth	3c
Shoes, Hard Leather.....	10c
Shoes, Stitched Soft Leather	15c
Shoes, Wooden.....	10c
Skirt, Leather.....	12c
Skirt, Linen	10c
Skirt, Silk.....	3s
Skirt, Wool.....	10c
Stockings.....	3c
Vest, Cloth	2c
Vest, Leather.....	5c

Containers

Bowl, Ceramic	30c
Bowl, Clay.....	3c
Bowl, Stone.....	10c
Bowl, Wooden.....	5c
Bowl, Glass	5s
Bucket, 1 Gallon - Wooden	5c
Bucket, 5 Gallon - Wooden	10c
Jar, Clay.....	3c
Jar, Glass	1s
Jar, Stone.....	5c
Jug, 1 Gallon - Clay.....	5c
Jug, 1 Gallon - Stone.....	10c
Jug, 1 Gallon - Wooden	6c
Jug, 5 Gallon - Clay.....	10c
Jug, 5 Gallon - Stone.....	20c
Jug, 5 Gallon - Wooden	12c
Pot, Cooking - Clay.....	5c
Pot, Cooking - Metal.....	15c
Pot, Cooking - Stone.....	15c
Box, Small Wooden.....	20c
Box, Large Wooden	50c
Box, Small Stone	25c

Box, Large Stone.....	75c
Box, Small Ceramic.....	50c
Box, Large Ceramic	1s
Box, Huge Wooden	1s
Box, Huge Stone.....	3s
Trunk, Small Wooden	25c
Trunk, Large Wooden.....	50c
Coffin, Wooden.....	45c
Coffin, Stone	3s
Coffin, Metal	25s
Cask, 15 Gallon - Wooden	30c
Cask, 25 Gallon - Wooden	45c
Cask, 50 Gallon - Wooden	90c
Keg, 10 Gallon - Wooden.....	30c
Keg, 5 Gallon - Wooden.....	15c
Keg, 1 Gallon - Wooden.....	5c
Waterskin, 1 Gallon	15c
Waterskin, .5 Gallon	7c
Purse, Leather Belt.....	15c
Purse, Cloth	10c
Pouch, Leather.....	20c
Pouch, Cloth	10c
Bag, Cloth Shoulder.....	10c
Bag, Leather Shoulder.....	25c
Backpack, Small	30c
Backpack, Medium.....	45c
Backpack, Adventurer's	60c
Sack, Large Cloth.....	5c
Sack, Small Cloth	2c
Saddle Bags.....	5s

Field Equipment

Blanket, Fur	35c
Blanket, Heavy Wool.....	50c
Blanket, Light Wool	35c
Candle, 1"-3" Diameter	1c
Candle, 6" - 10" Diameter	3c
Candle, 15" - 20" Diameter	10c
Candle Holder, Large Ceramic.....	25c
Candle Holder, Large Stone.....	20c





the power of the sorcerers lies



dreaming at the bottom of the sea



Candle Holder, Large Wooden	5c
Candle Holder, Small Ceramic.....	15c
Candle Holder, Small Stone.....	10c
Candle Holder, Small Wooden	3c
Chain, Heavy - 10'	3s
Chain, Light - 10'	1s
Cord, .5" Diameter - 50'	45c
Cot, Cloth And Wood.....	40c
Fire, Flint/Steel	10c
Fire, Tinder Box	30c
Hammock.....	25c
Hooks, Fishing	20c
Lamp, Oil (.25 Gal)	50c
Net, Animal	75c
Net, Fishing	2s
Net, Humanoid.....	1s
Oiled Torch.....	5c
Rope, 1.5" Diameter - 50'	60c
Tent, 1 Person	40c
Tent, 2 Person	80c
Tent, 4 Person	1s 60c
Tent, 6 Person.....	3s
Tent, 10 Person	10s
Tent, Command - 30 Person	40s
Tent, Pavilion - 100 Person	1g
Torch	2c
Trap, Large Animal.....	50c
Trap, Small Animal	35c



incredita



incredita

Weapons and Armor

Swords and Daggers	Hands	Vigor Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Chipped Short Blade	1	10	--	--	--	5 %	+1 d6 Bleed	--	2s
Pitted Blade	1	20	--	--	--	10 %	+1 d6 Bleed	--	4s
Good Blade	1	30	--	--	--	15 %	+1 d6 Bleed	--	6s
Bright Blade	1	40	--	--	--	20 %	+1 d6 Bleed	--	8s
Soldier's Blade	1	50	--	--	--	25 %	+1 d6 Bleed	--	10s
Balanced Combat Blade	1	60	--	--	--	30 %	+1 d6 Bleed	--	12s
Lordly Blade	1	70	--	--	--	35 %	+1 d6 Bleed	--	14s
Fearsome Blade of Combat	1	80	--	--	--	40 %	+1 d6 Bleed	--	16s
Exquisite Blade	1	90	--	--	--	45 %	+1 d6 Bleed	--	18s
Worthy Blade of Combat	1	100	--	--	--	50 %	+1 d6 Bleed	--	20s

Heavy Swords	Hands	Vigor Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Hopelessly Dull Long Blade	2	15	--	--	--	8 %	+1 d6 Bleed	4 % +1 d6 Bleed	8s
Broken Blade of War	2	25	--	--	--	13 %	+1 d6 Bleed	6 % +1 d6 Bleed	13s
Grizzled Heavy Blade	2	35	--	--	--	18 %	+1 d6 Bleed	9 % +1 d6 Bleed	18s
Gilded Captain's Sword	2	45	--	--	--	23 %	+1 d6 Bleed	11 % +1 d6 Bleed	23s
Grand Parade Sword	2	55	--	--	--	28 %	+1 d6 Bleed	14 % +1 d6 Bleed	28s
Imposing Heavy Combat Sword	2	65	--	--	--	33 %	+1 d6 Bleed	16 % +1 d6 Bleed	33s
Majestic Gilded Blade	2	75	--	--	--	38 %	+1 d6 Bleed	19 % +1 d6 Bleed	38s
Sublime Heavy Blade	2	85	--	--	--	43 %	+1 d6 Bleed	21 % +1 d6 Bleed	43s
Extraordinary Blade of Death	2	95	--	--	--	48 %	+1 d6 Bleed	24 % +1 d6 Bleed	48s
Magnificent Sword of the Master	2	105	--	--	--	53 %	+1 d6 Bleed	26 % +1 d6 Bleed	53s

Maces	Hands	Vigor Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Rusty Hammer	1	10	--	--	--	--	5 % +1 d6 Crush	--	3s
Worn Hammer	1	20	--	--	--	--	10 % +1 d6 Crush	--	7s
Imbalanced Mace	1	30	--	--	--	--	15 % +1 d6 Crush	--	10s
Flanged Mace of War	1	40	--	--	--	--	20 % +1 d6 Crush	--	13s
Strong Combat Mace	1	50	--	--	--	--	25 % +1 d6 Crush	--	17s
Supreme Mace	1	60	--	--	--	--	30 % +1 d6 Crush	--	20s
Keen Balanced Mace	1	70	--	--	--	--	35 % +1 d6 Crush	--	23s
Great Hammer	1	80	--	--	--	--	40 % +1 d6 Crush	--	27s
Grand Hammer	1	90	--	--	--	--	45 % +1 d6 Crush	--	30s
Glorious Mace	1	100	--	--	--	--	50 % +1 d6 Crush	--	33s

Heavy Maces	Hands	Vigor Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Rusty Iron Rod	2	15	--	--	--	--	8 % +1 d6 Crush	4 % + 2	d6 Stun 10s
Ancient Metal Club	2	25	--	--	--	--	13 % +1 d6 Crush	6 % + 2	d6 Stun 17s
Heavy Hammer	2	35	--	--	--	--	18 % +1 d6 Crush	9 % + 2	d6 Stun 23s
Great Mace	2	45	--	--	--	--	23 % +1 d6 Crush	11 % + 2	d6 Stun 30s
Gilded Hammer of War	2	55	--	--	--	--	28 % +1 d6 Crush	14 % + 2	d6 Stun 37s
Grim Long Handled Hammer	2	65	--	--	--	--	33 % +1 d6 Crush	16 % + 2	d6 Stun 43s
Menacing Double Hammer	2	75	--	--	--	--	38 % +1 d6 Crush	19 % + 2	d6 Stun 50s
Mace of Destruction	2	85	--	--	--	--	43 % +1 d6 Crush	21 % + 2	d6 Stun 57s
Magnificent Hammer of Combat	2	95	--	--	--	--	48 % +1 d6 Crush	24 % + 2	d6 Stun 63s
Harrowing Flanged Mace of War	2	105	--	--	--	--	53 % +1 d6 Crush	26 % + 2	d6 Stun 70s

Axes		Hands	Vigor Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Splintered Hatchet	1	10	--	--	--	--	--	5 %	+1 d6 Bleed	2s
Beaten Axe	1	20	--	--	--	--	--	10 %	+1 d6 Bleed	4s
Pitted Chopper	1	30	--	--	--	--	--	15 %	+1 d6 Bleed	6s
Strong Hand Axe	1	40	--	--	--	--	--	20 %	+1 d6 Bleed	8s
Supreme Mercenary Axe	1	50	--	--	--	--	--	25 %	+1 d6 Bleed	10s
Menacing Single Bladed Axe	1	60	--	--	--	--	--	30 %	+1 d6 Bleed	12s
Keen Axe of Destruction	1	70	--	--	--	--	--	35 %	+1 d6 Bleed	14s
Grand Long Handled Axe	1	80	--	--	--	--	--	40 %	+1 d6 Bleed	16s
Harrowing Single Bladed Axe	1	90	--	--	--	--	--	45 %	+1 d6 Bleed	18s
Baneful Axe of Terror	1	100	--	--	--	--	--	50 %	+1 d6 Bleed	20s
Heavy Axes		Hands	Vigor Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Chipped Axe	2	15	--	--	--	--	--	8 %	+1 d6 Bleed	5 % + 2 d6 Sap
Moldy Axe	2	25	--	--	--	--	--	13 %	+1 d6 Bleed	8 % + 2 d6 Sap
Ancient Axe of Battle	2	35	--	--	--	--	--	18 %	+1 d6 Bleed	12 % + 2 d6 Sap
Adequate Double Bladed Axe	2	45	--	--	--	--	--	23 %	+1 d6 Bleed	15 % + 2 d6 Sap
Elaborate Combat Axe	2	55	--	--	--	--	--	28 %	+1 d6 Bleed	18 % + 2 d6 Sap
Grim Double Bit	2	65	--	--	--	--	--	33 %	+1 d6 Bleed	22 % + 2 d6 Sap
Terrifying Axe of Battle	2	75	--	--	--	--	--	38 %	+1 d6 Bleed	25 % + 2 d6 Sap
Axe of Grim Labor	2	85	--	--	--	--	--	43 %	+1 d6 Bleed	28 % + 2 d6 Sap
Wicked Blades	2	95	--	--	--	--	--	48 %	+1 d6 Bleed	32 % + 2 d6 Sap
Magnificent Blades of Battle	2	105	--	--	--	--	--	53 %	+1 d6 Bleed	35 % + 2 d6 Sap
Staves		Hands	Imagination Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Bit o' Wood	2	10	--	--	--	--	--	5 %	+1 d6 Bleed	--
Strong Staff	2	20	--	--	--	--	--	10 %	+1 d6 Bleed	--
Great Wood	2	30	--	--	--	--	--	15 %	+1 d6 Bleed	--
Iron banded Staff	2	40	--	--	--	--	--	20 %	+1 d6 Bleed	--
Gilded Pole	2	50	--	--	--	--	--	25 %	+1 d6 Bleed	--
Double Banded Staff	2	60	--	--	--	--	--	30 %	+1 d6 Bleed	--
Fantastic Pillar	2	70	--	--	--	--	--	35 %	+1 d6 Bleed	--
Wicked Wood	2	80	--	--	--	--	--	40 %	+1 d6 Bleed	--
Terrifying Rod	2	90	--	--	--	--	--	45 %	+1 d6 Bleed	--
Exquisite Staff of Combat	2	100	--	--	--	--	--	50 %	+1 d6 Bleed	--

Wands	Hands	Action Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Feeble Twig	1	10	50 feet	--	--	1	7 % + 1 Potency Span	Pick one magic school for Wand's effects.	5s
Crooked Stick	1	20	75 feet	--	--	2	13 % + 1 Potency Span	Pick one magic school for Wand's effects.	10s
Whittled Branch	1	30	100 feet	--	--	3	20 % + 1 Potency Span	Pick one magic school for Wand's effects.	15s
Acolyte's Wand	1	40	125 feet	--	--	4	27 % + 1 Potency Span	Pick one magic school for Wand's effects.	20s
Magc's Wand	1	50	150 feet	--	--	5	33 % + 1 Potency Span	Pick one magic school for Wand's effects.	25s
Elaborate Wand	1	60	175 feet	--	--	6	40 % + 1 Potency Span	Pick one magic school for Wand's effects.	30s
Ancestral Witcher Wand	1	70	200 feet	--	--	7	47 % + 1 Potency Span	Pick one magic school for Wand's effects.	35s
Terrifying Diviner Wand	1	80	200 feet	--	--	8	53 % + 1 Potency Span	Pick one magic school for Wand's effects.	40s
Gallant Rod	1	90	200 feet	--	--	9	60 % + 1 Potency Span	Pick one magic school for Wand's effects.	45s
Brilliant Scepter	1	100	200 feet	--	--	10	67 % + 1 Potency Span	Pick one magic school for Wand's effects.	50s

Light Bows	Hands	Action Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Practice Bow	2	10	50 feet	--	--	1	7 % + 1 d6 Bleed	--	5s
Peasant Bow	2	20	100 feet	--	--	2	13 % + 1 d6 Bleed	--	10s
Splintered Bow	2	30	150 feet	--	--	3	20 % + 1 d6 Bleed	--	15s
Strong Bow	2	40	200 feet	--	--	4	27 % + 1 d6 Bleed	--	20s
Great Bow of Combat	2	50	200 feet	--	--	5	33 % + 1 d6 Bleed	--	25s
Supreme Bow of Conflict	2	60	200 feet	--	--	6	40 % + 1 d6 Bleed	--	30s
Exquisitely Balanced Bow	2	70	225 feet	--	--	7	47 % + 1 d6 Bleed	--	35s
Splendid Bow of the Wood	2	80	225 feet	--	--	8	53 % + 1 d6 Bleed	--	40s
Silver Gilded War Bow	2	90	225 feet	--	--	9	60 % + 1 d6 Bleed	--	45s
Grand Bow of the Lords	2	100	225 feet	--	--	10	67 % + 1 d6 Bleed	--	50s

Heavy Bows		Hands	Action Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Broken Crossbow	2	10	75 feet	--	--	1	7 %	+1	d6 Sap	8s
Warped Heavy Bow	2	20	125 feet	--	--	3	14 %	+1	d6 Bleed	16s
Pretty Crossbow	2	30	175 feet	--	--	4	21 %	+1	d6 Bleed	24s
Threatening Bow of War	2	40	225 feet	--	--	5	29 %	+1	d6 Bleed	32s
Gilded Crossbow	2	50	250 feet	--	--	6	36 %	+1	d6 Bleed	40s
Splendid Heavy Bow	2	60	275 feet	--	--	8	43 %	+1	d6 Sap	48s
Glorious Crossbow of War	2	70	300 feet	--	--	9	50 %	+1	d6 Bleed	56s
Beautiful Long Bow of War	2	80	325 feet	--	--	10	57 %	+1	d6 Bleed	64s
Wondrous Crossbow of Destruction	2	90	350 feet	--	--	11	64 %	+1	d6 Bleed	72s
Wondrous Long Bow of War	2	100	375 feet	--	--	13	71 %	+1	d6 Bleed	80s

Bolts and Arrows		Hands	Action Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Saphead	--	30	-50 feet	--	--	-1	21 %	+1	d6 Stun	24s
Pathfinder	--	40	-25 feet	--	--	+1	29 %	+1	d6 Bleed	32s
Dwarven Blunt	--	50	-50 feet	--	--	-1	36 %	+1	d6 Stun	40s
Orcish Three Blade	--	60	-50 feet	--	--	+1	43 %	+1	d6 Bleed	48s
Nighthade Slipped Head	--	70	-50 feet	--	--	+0	50 %	+1	d6 Bleed	56s

Spears and Polearms	Hands	Action Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Splintered Stick	2	10	30 feet	--	--	1	7 % +1	d6 Bleed	5s
Strong Length of Wood	2	20	--	--	2	13 % +1	d6 Bleed	--	10s
Pine Spear	2	30	60 feet	--	--	3	20 % +1	d6 Bleed	15s
Pine Pike	2	40	--	--	4	27 % +1	d6 Bleed	--	20s
Strongwood Spear	2	50	90 feet	--	--	5	33 % +1	d6 Bleed	25s
Strongwood Pike	2	60	--	--	6	40 % +1	d6 Bleed	--	30s
Winterwood Spear	2	70	120 feet	--	--	7	47 % +1	d6 Bleed	35s
Winterwood Pike	2	80	--	--	8	54 % +1	d6 Bleed	--	40s
Ironwood Spear	2	90	150 feet	--	--	9	60 % +1	d6 Bleed	45s
Ironwood Pike	2	100	--	--	10	67 % +1	d6 Bleed	--	50s
Slings	Hands	Action Req.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Tattered Leather	2	20	30 feet	--	--	2	13 % +1	d6 Stun	2s
Strong Leather	2	35	--	--	3	23 % +1	d6 Stun	d6 Sap	4s
Siege Weapons	Crew	Action Req. Ea.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Light Catapult	2	25	120 feet	--	--	8	10'	AoE	20g
Siege Catapult	2	35	240 feet	--	--	24	30'	AoE	28g
Heavy Catapult	2	40	500 feet	--	--	50	70'	AoE	32g
Siege Weapon Ammo	Crew	Action Req. Ea.	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Burning Pitch	2	25	--	--	8	20'	AoE	39 % + 2	d6 Fire Damage
Trollish Fire	2	40	--	--	24	25'	AoE	49 % + 3	d6 Fire Damage
Dwarven Fire	2	65	--	--	50	40'	AoE	78 % + 4	d6 Fire Damage

Poisons	Hands	Action Req	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Angleen's Fire	--	10	--	--	--	1	1% +1 Potency Span	Slow-Acting	12s
Nalutt Root	--	20	--	--	--	2	2% +1 Potency Span	Slow-Acting	24s
Black Feather	--	30	--	--	--	3	3% +1 Potency Span	Quick-Acting	36s
Solishis' Curse	--	40	--	--	--	4	4% +1 Potency Span	Quick-Acting	48s
Clotted Nighthade	--	50	--	--	--	4	5% +1 Potency Span	Quick-Acting	60s
Throatblood Berry	--	60	--	--	--	5	6% +1 Potency Span	Quick-Acting	72s
Goldbutter Thorn	--	70	--	--	--	6	7% +1 Potency Span	Quick-Acting	84s
Rotting Pontent	--	80	--	--	--	7	8% +1 Potency Span	Quick-Acting	96s
Basilisk's Blood	--	90	--	--	--	8	9% +1 Potency Span	Super-Lethal	108s
Lower's Embrace	--	100	--	--	--	9	10% +1 Potency Span	Super-Lethal	120s
Clathwitch Fire	--	70	--	--	--	10	7% +1 Potency Span	Super-Lethal	84s
Boiled Hearthwood	--	80	--	--	--	11	8% +1 Potency Span	Super-Lethal	96s
Emperor Weed	--	90	--	--	--	12	9% +1 Potency Span	Super-Lethal	108s
Infernum	--	100	--	--	--	13	10% +1 Potency Span	Super-Lethal	120s

Shields	Hands	Vigor Req	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Leather Buckler	--	10	--	--	1	2	--	--	12s
Small Leather Shield	--	20	--	--	2	4	1% Disarm Attacker	--	24s
Thin Wooden Shield	--	30	--	--	3	6	2% Disarm Attacker	--	36s
Thick Leather Buckler	--	40	--	--	4	8	3% Disarm Attacker	--	48s
Round Wooden Shield	--	50	--	--	5	10	4% Disarm Attacker	--	60s
Heavy Wooden Shield	--	60	--	--	6	12	5% Disarm Attacker	--	72s
Iron Reinforced Shield	--	70	--	--	7	14	6% Disarm Attacker	--	84s
Round Metal Shield	--	80	--	--	8	16	7% Disarm Attacker	--	96s
Metal Combat Shield	--	90	--	--	9	18	8% Disarm Attacker	--	108s
Knight's Fighting Shield	--	100	--	--	10	20	9% Disarm Attacker	--	120s

	Hands	Action Req	Range	AS	AH	Md6	Ability 1	Ability 2	Cost
Light Armor									
Light Peasant's Clothing	--	10	--	1	2	--	No Bleed	Auto Repel Attack	12 \$
Commoner's Clothes	--	20	--	2	4	--	No Bleed	Auto Repel Attack	24 \$
Durable Hunting Clothes	--	30	--	3	6	--	No Bleed	Auto Repel Attack	36 \$
Soft Traveler's Leathers	--	40	--	4	8	--	No Bleed	Auto Repel Attack	48 \$
Ranger's Leather	--	50	--	5	10	--	No Bleed	Auto Repel Attack	60 \$
Thick Hunter's Leather	--	60	--	6	12	--	No Bleed	Auto Repel Attack	72 \$
Heavy Ranger's Leather	--	70	--	7	14	--	No Bleed	Auto Repel Attack	84 \$
Strong Leather of the Scout	--	80	--	8	16	--	No Bleed	Auto Repel Attack	96 \$
Tough Combat Leather	--	90	--	9	18	--	No Bleed	Auto Repel Attack	108 \$
Heavy Combat Leather	--	100	--	10	20	--	No Bleed	Auto Repel Attack	120 \$
Heavy Armor									
Woolen Peasant's Clothes	--	10	--	2	5	--	No Crush	No Stun	14 \$
Heavy Commoner's Clothes	--	20	--	3	7	--	No Crush	No Stun	27 \$
Durable Brawler's Leather	--	30	--	5	10	--	No Crush	No Stun	41 \$
Fighter's Studded Leather	--	40	--	6	15	--	No Crush	No Stun	54 \$
Warrior's Heavy Leather	--	50	--	8	19	--	No Crush	No Stun	68 \$
Bruiser's Plated Leather	--	60	--	9	21	--	No Crush	No Stun	81 \$
Gladiator's Chainmail	--	70	--	10	23	--	No Crush	No Stun	95 \$
Skirmisher's Plate and Chain	--	80	--	11	25	--	No Crush	No Stun	108 \$
Champion's Light Plate	--	90	--	12	27	--	No Crush	No Stun	122 \$
Brilliant Combat Plate	--	100	--	13	30	--	No Crush	No Stun	135 \$
Mage's Robes									
Dutiful Peasant's Clothes	--	10	--	1	2	--	No Sap	Feedback 10% Damage	15 \$
Apprentice's Clothes	--	20	--	2	4	--	No Sap	Feedback 10% Damage	30 \$
Clothes of the Scholar	--	30	--	3	6	--	No Sap	Feedback 10% Damage	45 \$
Acolyte's Dressing	--	40	--	4	8	--	No Sap	Feedback 10% Damage	60 \$
Hooded Acolyte's Robes	--	50	--	5	10	--	No Sap	Feedback 10% Damage	75 \$
Mage's Mantle	--	60	--	6	12	--	No Sap	Feedback 10% Damage	90 \$
Hooded Wizard's Robes	--	70	--	7	14	--	No Sap	Feedback 10% Damage	105 \$
Ceremonial Robes of the Mage	--	80	--	8	16	--	No Sap	Feedback 10% Damage	120 \$
Grand Robes of the Arch Wizard	--	90	--	9	18	--	No Sap	Feedback 10% Damage	135 \$
Brilliant Robes of the Master	--	100	--	10	20	--	No Sap	Feedback 10% Damage	150 \$

Purchasable Upgrades

Element	Enhancements						Bonus and Cost		Effect
	+ 1	+ 2	+ 3	+ 4	+ 5	+ 6			
Arcane Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Dark Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Electrical Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Fire Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Green Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Ice Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Light Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Necromancer's Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Sacrificial Magic	20 g	60 g	2 p	4 p	8 p	12 p		to ps	
Stone Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Summoner's Magic	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Physical Damage	10 g	30 g	60 g	90 g	2 p	6 p		to ps	
Perception Rolls	1 g	3 g	6 g	9 g	12 g	15 g		to-hit	
Dodge Rolls	10 g	30 g	60 g	90 g	2 p	6 p		to-hit	
Parry Rolls	10 g	30 g	60 g	90 g	2 p	6 p		to-hit	
To-Hit	10 g	30 g	60 g	90 g	2 p	6 p		to-hit	
d6 Bleed Bonus	10 g	30 g	60 g	90 g	2 p	6 p		xd6	
d6 Stun Bonus	10 g	30 g	60 g	90 g	2 p	6 p		xd6	
d6 Sap Bonus	10 g	30 g	60 g	90 g	2 p	6 p		xd6	
d6 Crush Bonus	10 g	30 g	60 g	90 g	2 p	6 p		xd6	
d6 Life Tap Bonus	10 g	30 g	60 g	90 g	2 p	6 p		xd6	
Bonus Armor Hits	1 g	3 g	6 g	9 g	12 g	15 g		to armor hits	
vs. Armor Bonus	10 g	30 g	60 g	90 g	2 p	6 p		versus	
vs. Arcane Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Dark Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Electrical Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Fire Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Green Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Ice Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Light Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Necromancer's Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Sacrificial Magic	30 g	90 g	3 p	6 p	12 p	18 p		versus	
vs. Stone Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Summoner's Magic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Poison	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Terror	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Panic	15 g	45 g	90 g	135 g	3 p	9 p		versus	
vs. Drowning	15 g	45 g	90 g	135 g	3 p	9 p		versus	
Vampirism	15 g	45 g	90 g	135 g	3 p	9 p		xd6 back in Fortitude	
Feedback	15 g	45 g	90 g	135 g	3 p	9 p		xd6 damage taken back to attacker	
Buff to Attribute Mod	15 g	45 g	90 g	135 g	3 p	9 p		attribute modifier buff	

Consumable Spells

Consumable	Magic School	Changes	Target Number	PS	Transit	Range	Duration	Footprint	Shape	AS	Fortitude	Effects	Cost
Scroll of Healing	Arcane	1	T16	+ 1	Missile	10 Feet	0 Seconds	--	--	--	--	Heal one target.	5 s
Scroll of Healing	Arcane	1	T15	+ 2	Missile	20 Feet	0 Seconds	--	--	--	--	Heal one target.	15 s
Scroll of Healing	Arcane	2	T14	+ 3	Missile	30 Feet	0 Seconds	--	--	--	--	Heal one target.	30 s
Scroll of Healing	Arcane	2	T13	+ 4	Missile	40 Feet	0 Seconds	--	--	--	--	Heal one target.	80 s
Scroll of Healing	Arcane	3	T12	+ 5	Missile	50 Feet	0 Seconds	--	--	--	--	Heal one target.	4.5 g
Scroll of Healing	Arcane	3	T11	+ 6	Missile	60 Feet	0 Seconds	--	--	--	--	Heal one target.	12 g
Scroll of Healing	Arcane	4	T10	+ 7	Missile	70 Feet	0 Seconds	--	--	--	--	Heal one target.	24.5 g
Scroll of Healing	Arcane	4	T9	+ 8	Missile	80 Feet	0 Seconds	--	--	--	--	Heal one target.	80 g
Scroll of Healing	Arcane	5	T8	+ 9	Missile	90 Feet	0 Seconds	--	--	--	--	Heal one target.	1.4 p
Scroll of Healing	Arcane	5	T7	+ 10	Missile	100 Feet	0 Seconds	--	--	--	--	Heal one target.	2 p
Consumable	Magic School	Changes	Target Number	PS	Transit	Range	Duration	Footprint	Shape	AS	Fortitude	Effects	Cost
Scroll of Fireball	Fire	1	T16	+ 1	Missile	10 Feet	0 Seconds	--	--	--	--	Fireball	5 s
Scroll of Fireball	Fire	1	T15	+ 2	Missile	20 Feet	0 Seconds	--	--	--	--	Fireball	15 s
Scroll of Fireball	Fire	2	T14	+ 3	Missile	30 Feet	0 Seconds	--	--	--	--	Fireball	30 s
Scroll of Fireball	Fire	2	T13	+ 4	Missile	40 Feet	0 Seconds	--	--	--	--	Fireball	80 s
Scroll of Fireball	Fire	3	T12	+ 5	Missile	50 Feet	0 Seconds	--	--	--	--	Fireball	4.5 g
Scroll of Fireball	Fire	3	T11	+ 6	Missile	60 Feet	0 Seconds	--	--	--	--	Fireball	12 g
Scroll of Fireball	Fire	4	T10	+ 7	Missile	70 Feet	0 Seconds	--	--	--	--	Fireball	24.5 g
Scroll of Fireball	Fire	4	T9	+ 8	Missile	80 Feet	0 Seconds	--	--	--	--	Fireball	80 g
Scroll of Fireball	Fire	5	T8	+ 9	Missile	90 Feet	0 Seconds	--	--	--	--	Fireball	1.4 p
Scroll of Fireball	Fire	5	T7	+ 10	Missile	100 Feet	0 Seconds	--	--	--	--	Fireball	2 p



Consumable	Magic School	Charges	Target Number	PS	Transit	Range	Duration	Footprint	Shape	AS	Fortitude	Effects	Cost
Scroll of Lightning Bolt	Electrical	1	T16	+ 1	Missile	10 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	5 \$
Scroll of Lightning Bolt	Electrical	1	T15	+ 2	Missile	20 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	15 \$
Scroll of Lightning Bolt	Electrical	2	T14	+ 3	Missile	30 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	30 \$
Scroll of Lightning Bolt	Electrical	2	T13	+ 4	Missile	40 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	80 \$
Scroll of Lightning Bolt	Electrical	3	T12	+ 5	Missile	50 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	4.5 \$
Scroll of Lightning Bolt	Electrical	3	T11	+ 6	Missile	60 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	12 \$
Scroll of Lightning Bolt	Electrical	4	T10	+ 7	Missile	70 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	24.5 \$
Scroll of Lightning Bolt	Electrical	4	T9	+ 8	Missile	80 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	80 \$
Scroll of Lightning Bolt	Electrical	5	T8	+ 9	Missile	90 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	1.4 P
Scroll of Lightning Bolt	Electrical	5	T7	+ 10	Missile	100 Feet	0 Seconds	--	--	--	--	Bolt of Lightning	2 P
Consumable	Magic School	Charges	Target Number	PS	Transit	Range	Duration	Footprint	Shape	AS	Fortitude	Effects	Cost
Scroll of Flight	Arcane	1	T16	+ 1	Self	10 Feet	1 Minutes	--	--	--	--	Flight	5 \$
Scroll of Flight	Arcane	1	T15	+ 2	Self	20 Feet	2 Minutes	--	--	--	--	Flight	15 \$
Scroll of Flight	Arcane	2	T14	+ 3	Self	30 Feet	3 Minutes	--	--	--	--	Flight	30 \$
Scroll of Flight	Arcane	2	T13	+ 4	Self	40 Feet	4 Minutes	--	--	--	--	Flight	80 \$
Scroll of Flight	Arcane	3	T12	+ 5	Self	50 Feet	5 Minutes	--	--	--	--	Flight	4.5 \$
Scroll of Flight	Arcane	3	T11	+ 6	Self	60 Feet	6 Minutes	--	--	--	--	Flight	12 \$
Scroll of Flight	Arcane	4	T10	+ 7	Self	70 Feet	7 Minutes	--	--	--	--	Flight	24.5 \$
Scroll of Flight	Arcane	4	T9	+ 8	Self	80 Feet	8 Minutes	--	--	--	--	Flight	80 \$
Scroll of Flight	Arcane	5	T8	+ 9	Self	90 Feet	9 Minutes	--	--	--	--	Flight	1.4 P
Scroll of Flight	Arcane	5	T7	+ 10	Self	100 Feet	10 Minutes	--	--	--	--	Flight	2 P



Consumable	Magic School	Charges	Target Number	PS	Transit	Range	Duration	Footprint	Shape	AS	Fortitude	Effects	Cost
Scroll of Flight II	Arcane	1	T16	+ 1	Self	10 Feet	0.3 Hours	--	--	--	--	Flight	50 s
Scroll of Flight II	Arcane	1	T15	+ 2	Self	20 Feet	0.7 Hours	--	--	--	--	Flight	1.5 g
Scroll of Flight II	Arcane	2	T14	+ 3	Self	30 Feet	1.0 Hours	--	--	--	--	Flight	3 g
Scroll of Flight II	Arcane	2	T13	+ 4	Self	40 Feet	1.3 Hours	--	--	--	--	Flight	8 g
Scroll of Flight II	Arcane	3	T12	+ 5	Self	50 Feet	1.7 Hours	--	--	--	--	Flight	45 g
Scroll of Flight II	Arcane	3	T11	+ 6	Self	60 Feet	2.0 Hours	--	--	--	--	Flight	1.2 p
Scroll of Flight II	Arcane	4	T10	+ 7	Self	70 Feet	2.3 Hours	--	--	--	--	Flight	2.45 p
Scroll of Flight II	Arcane	4	T9	+ 8	Self	80 Feet	2.7 Hours	--	--	--	--	Flight	8 p
Scroll of Flight II	Arcane	5	T8	+ 9	Self	90 Feet	3.0 Hours	--	--	--	--	Flight	13.5 p
Scroll of Flight II	Arcane	5	T7	+ 10	Self	100 Feet	3.3 Hours	--	--	--	--	Flight	20 p
Consumable	Magic School	Charges	Target Number	PS	Transit	Range	Duration	Footprint	Shape	AS	Fortitude	Effects	Cost
Scroll of Water Breathing	Arcane	1	T16	+ 1	Self	10 Feet	1 Minutes	--	--	--	--	Water Breathing	5 s
Scroll of Water Breathing	Arcane	1	T15	+ 2	Self	20 Feet	2 Minutes	--	--	--	--	Water Breathing	15 s
Scroll of Water Breathing	Arcane	2	T14	+ 3	Self	30 Feet	3 Minutes	--	--	--	--	Water Breathing	30 s
Scroll of Water Breathing	Arcane	2	T13	+ 4	Self	40 Feet	4 Minutes	--	--	--	--	Water Breathing	80 s
Scroll of Water Breathing	Arcane	3	T12	+ 5	Self	50 Feet	5 Minutes	--	--	--	--	Water Breathing	4.5 g
Scroll of Water Breathing	Arcane	3	T11	+ 6	Self	60 Feet	6 Minutes	--	--	--	--	Water Breathing	12 g
Scroll of Water Breathing	Arcane	4	T10	+ 7	Self	70 Feet	7 Minutes	--	--	--	--	Water Breathing	24.5 g
Scroll of Water Breathing	Arcane	4	T9	+ 8	Self	80 Feet	8 Minutes	--	--	--	--	Water Breathing	80 g
Scroll of Water Breathing	Arcane	5	T8	+ 9	Self	90 Feet	9 Minutes	--	--	--	--	Water Breathing	1.4 p
Scroll of Water Breathing	Arcane	5	T7	+ 10	Self	100 Feet	10 Minutes	--	--	--	--	Water Breathing	2 p

Consumable	Magic School	Charges	Target Number	PS	Transit	Range		Duration	Footprint	Shape	AS	Fortitude	Effects	Cost
						10 Feet	0.3 Hours							
Scroll of Water Breathing II	Arcane	1	T16	+ 1	Self	10 Feet	0.3 Hours	Hours	--	--	--	--	Water Breathing	50 s
Scroll of Water Breathing II	Arcane	1	T15	+ 2	Self	20 Feet	0.7 Hours	Hours	--	--	--	--	Water Breathing	1.5 g
Scroll of Water Breathing II	Arcane	2	T14	+ 3	Self	30 Feet	1.0 Hours	Hours	--	--	--	--	Water Breathing	3 g
Scroll of Water Breathing II	Arcane	2	T13	+ 4	Self	40 Feet	1.3 Hours	Hours	--	--	--	--	Water Breathing	8 g
Scroll of Water Breathing II	Arcane	3	T12	+ 5	Self	50 Feet	1.7 Hours	Hours	--	--	--	--	Water Breathing	45 g
Scroll of Water Breathing II	Arcane	3	T11	+ 6	Self	60 Feet	2.0 Hours	Hours	--	--	--	--	Water Breathing	1.2 p
Scroll of Water Breathing II	Arcane	4	T10	+ 7	Self	70 Feet	2.3 Hours	Hours	--	--	--	--	Water Breathing	2.45 p
Scroll of Water Breathing II	Arcane	4	T9	+ 8	Self	80 Feet	2.7 Hours	Hours	--	--	--	--	Water Breathing	8 p
Scroll of Water Breathing II	Arcane	5	T8	+ 9	Self	90 Feet	3.0 Hours	Hours	--	--	--	--	Water Breathing	13.5 p
Scroll of Water Breathing II	Arcane	5	T7	+ 10	Self	100 Feet	3.3 Hours	Hours	--	--	--	--	Water Breathing	20 p

Bestiary

Demeanor Definitions

Aggressive:	Will attack without provocation.
Neutral:	Is capable of aggressive behavior with the addition of a catalyst, such as a mob/pack mentality, a leader, a threat to survival, or fear. Otherwise passive.
Passive:	Will generally only attack when provoked or in situations involving threat to survival or fear.

Monster Chart Key

CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	W
-----	------	----	----	----	-----	----	----	-----------	---

CT# is the Combat Target Number the monster will use to roll to-hit/versus in melee, ranged, or magic combat.
CAS stands for the monster's Combat Attribute Score.
Fo stands for the monster's Fortitude.
AS stands for armor strength.
AH stands for armor hits. An 'H' value in this column means the monster's AS is a natural hide value.
Md6 stands for the maximum number of d6 the monster can roll for damage.
NW stands for Natural Weapons. Use the weapon key below for codes in this column.
EW stands for Equipped Weapons. Use the weapon key below for codes in this column.
Ability columns will list spells, exploits, or special abilities that the monster may have. These abilities are cumulative by Mastery, meaning that monsters with a given Mastery, say Warrior, will possess the abilities listed in their row in addition to all of the Warrior abilities listed in previous rows of the chart.
W stands for Wealth. This is a scale of 1-10, where 0.0 means completely impoverished and 10 means extremely wealthy. A good way to use this wealth key is to set a value for 10. Say 10 represented one piece of platinum: if the monster were valued at 5, the monster would have a total worth of 50 gold.

Monster Weapon Key

MM=Miscellaneous Melee	BL=Blunt
MR=Miscellaneous Ranged	SH=Shield
B=Bite	SSH=Small Shield
C=Claw	LSH=Large Shield
T=Tail	MMI+x=Melee Magic Item +Value
P=Spear or Pole-arm	RMI+x=Ranged Magic Item +Value.
SW=Sword	Armor Key: H=Hide
A=Axe	

AMOKPLUD, Aggressive Humanoid

Large, savage creatures that live in dry, rocky areas of Mordredica. They are humanoid, can grow to 6' tall, and weigh as much as 260 lbs. Amokplud are territorial cannibals of low intelligence but possess a loose, brutish social structure.

Amokplud	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Littlefang	W	T19	15	10	1	1	2	B,C	MM			0.09
Mudeater	R	T19	15	10	1	2	2	B,C	MR	Vile Sling, +1ps Poison		0.11
Chipfang	M	T19	15	10	1	2	2	B,C	MM			0.15
Dreadfang	W	T17	25	15	2	3	3	B,C	MM, SH	MMI +1ps Arcane Damage		0.17
Savagefang	R	T17	25	15	2	3	3	B,C	MR	Vile Sling, +1ps Poison		0.19
Savage Witch	M	T17	25	12	2	4	3	B,C	MM	Ward Against Light Magic, T14/+5, 25' Radius, 10 sec.	+3 dodge	0.22
Marrow Champion	W	T13	40	25	3	2	4	B,C	MM, SH	AS 5 shield		0.22
Marrow Eater	R	T13	40	25	3	4	4	B,C	MR	+4 dodge		0.25
Dread Witch	M	T13	40	20	3	5	4	B,C	MM	Dark Healing Spell		0.29
Dreaded Champion	W	T9	60	35	4	5	6	B,C	MM, SH	MMI +4ps Arcane Damage		0.33
Marrow King	R	T9	60	35	4	6	6	B,C	MR	Black Feather Arrows: +3 Quick-Acting poison		0.52
Black Heart Witch	M	T9	60	30	4	4	6	B,C	MM	Dark Blast Spell		0.87
Black Heart Champion	W	T6	80	45	5	7	8	B,C	MM, SH	Club of Anger: +6ps Dark Damage		1.10

BLOODTHIRSTY, Aggressive Monster

Solsting was the first. From the eggs she laid, the Blood Thirsty crawled to life. Out of a dank crater in the hot, blasted, southern plain of Maggodsteel they came – black, red, and thirsty, undead and craving the blood of the living.

Solsting brood swept north into the lands of the living. And they fed. Orcs, black blood and gamey meat, but sweet life nonetheless. Elves, quick and hard to catch, but with blood like nectar. They fell in great numbers as the Thirsty leapt over their walls, dropped from ceilings on silvery webs, or struck from darkened corners.

Intelligent, agile, and horrible, the Thirsty represent a dark age for Mordredica – a time of blood and fear. Initially, the orcs thought the Thirsty were a horde of overgrown spiders, turned by some Corpus Inferia in some dark lair, and sent in droves to suck the life from the living. But soon, the truth became all too clear as the undead arachnid masses showed signs of intelligence and an ability to use magic. The Thirsty laid siege to the orcs and employed superior tactics. One by one, orcish havens fell to the Thirsty. They filled their captured halls with spawn to burst forth from their egg sacs to exsanguinate the whole of Maggodsteel.

The Blood Thirsty look like large spiders – roughly 3-4' tall, with a five-foot leg span, and weighing around 75 lbs. They have shiny red, black, or brown exoskeletons with many stiff hairs that provide sensory input. Like spiders, the Thirsty have eight to ten eyes and very long fangs through which they draw the blood of the living which they crave.

The Thirsty are creatures that grow stronger as they age. This happens through a molting process that occurs once every month. Molting lasts for 2-3 days, during which a Thirsty is vulnerable to attack. When molting is finished, the Thirsty bursts free from its old skin, larger, stronger, and faster than before. Molting also serves the purpose of replacing permanently damaged body parts.

The Blood Thirsty live, on average, only 10-20 years, and less if they do not feed at least once a day. This constant need for food and the large numbers of Thirsty in Maggodsteel create an environment in which it is difficult for members of the race to survive.

The Blood Thirsty community is capable of a collective, telepathic communication. When two or more Thirsty are within 50 yards of one another, they can communicate using thought. In fact, the Thirsty possess no verbal or written language, but are endowed with a memory that lives on within them, passed down through the generations.

Like spiders, Blood Thirsty females are larger than males and are designed for breeding. A female Blood Thirsty is a popular target, as the sole purpose of the Blood Thirsty hive is to breed more Blood Thirsty to consume the blood of the living.

The Thirsty are extremely athletic and agile and are capable of great physical feats. Their exoskeletons act as natural body armor

and they are capable of spinning strong webs. Additionally, they have a number of special abilities that should be noted. The Blood Thirsty gain the following special traits upon hatching:

- The Blood Thirsty (like spiders) are essentially hydraulic. They must be hydrated (well fed on blood) or they will become completely paralyzed. After one day without blood, a Thirsty will become paralyzed in two legs. After two days, four legs will be paralyzed, and after three days, all legs will be paralyzed.
- Capable of leaping 1.5x the normal distance listed in the core rules.
- Capable of walking up nearly sheer surfaces and clinging to walls and ceilings for unlimited periods of time.
- Spins a T13/+3 web. Web is secreted through spinnerets at the rear of the abdomen. This web allows the Thirsty to do a great number of things (draglines, webs, binding prey, etc.). Treat this ability exactly as if the web were cast by giant spider.

Bloodthirsty	M	CT#	CAS	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Skittering Hatchling	W	T19	15	20	2	H	2	B, C	--			0.43
Bloodcraver	W	T15	30	35	3	H	3	B, C	--	Knockout Venom: target must test vs. Knockout		0.51
Nightdrinker	W	T11	55	55	6	H	6	B, C	--	1d6 Stun		0.61
Bedlurker	W	T8	75	75	8	H	8	B, C	--	3d6 Stun	1d6 Sap	1.73
Bloodsinger	W	T6	80	90	8	H	8	B, C	--	Charm Other, 5 seconds		1.93

BLOOD ROC, Flying, Aggressive Animal

Soaring high over the desert plains of Maggodsteel can be seen the black silhouette of the Blood Roc. This enormous bird of prey feeds mostly on the dead, and if it's really hungry, the dying or stranded.

The Blood Roc is a solitary bird that nests on high cliff walls or mountain tops and travels hundreds of miles at a time searching for food. This huge raptor will swoop down and tackle or steal away with pigs, deer, rabbits, goats, wounded orcs, or, more commonly, zombies.

The Blood Roc is named for the streaks of red that crown the edges of its black feathers. It is a huge bird weighing on average 100 pounds with a twenty-five foot wingspan. It has an appearance similar to that of an eagle, with a bright crimson beak, yellow eyes, and elegant feathers that cover its body to its feet.

Blood Rocs are very strong and fast, live about forty years, and mate for life.

The Blood Roc is capable of flying for very long periods of time at a max speed of up to 30mph and can carry up to 350 lbs. comfortably.

Blood Roc										
M	Cl#	CAS	Fo	AS	AH	Md6	NW	EW	W	
W	T13	45	40	3	H	4	B, C	--	0.30	
W	T9	65	60	4	H	5	B, C	--	1.17	
W	T8	75	70	5	H	6	B, C	--	1.36	
W	T6	85	80	6	H	7	B, C	--	1.57	
W	T4	95	90	6	H	8	B, C	--	2.41	

FEN GNOLL, Aggressive Humanoid

Fen gnolls are large, powerful, and dangerous, standing roughly 5.5' tall and weighing, on average, 185 lbs. They are usually green or blackish green with brown or black spots and have great manes of black, green, or brown hair. They are aggressive and will attack any who wander into their feeding grounds. Fen gnolls hunt in packs, but are more likely to live in seclusion, seeking company only in the spring to mate.

Gnoll, Fen	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	Ability 3	W
Wetwhelp	W	T19	15	12	2	H	2	B,C	MR	Resist Dark Magic [-3]			0.04
Brush Scrounge	R	T19	15	10	2	H	2	B,C	MR	Resist Dark Magic [-3]			0.04
Pack Caller	M	T19	15	10	2	H	2	B,C	MR, MM	Resist Dark Magic [-3]	+2 morale, friendly targets, 50' radius		0.04
Swamp Tough	W	T15	30	22	3	H	3	B,C	MR, MM	Resist Dark Magic [-3]			0.08
Swamp Brute	R	T15	30	20	3	H	3	B,C	MR, MM	Resist Dark Magic [-3]			0.08
Fen Caller	M	T15	30	20	3	H	3	B,C	MR, MM	Resist Dark Magic [-3]	Full Heal, one target		0.15
Bog Boss	W	T11	50	32	5	H	5	B,C	MR, MM	Resist Dark Magic [-3]			0.25
Fen Pack Boss	R	T11	50	30	5	H	5	B,C	MR, MM	Resist Dark Magic [-3]	Strong Arrows, +1ps		0.25
Moor Champion	M	T11	50	30	5	H	5	B,C	MR, MM, SH	Resist Dark Magic [-3]	Dark Blast Spell		0.25
Fen Champion	W	T8	70	42	7	H	7	B,C	MR, MM, SH	Resist Dark Magic [-3]			0.35
Fen Elite	R	T8	70	40	7	H	7	B,C	MR, MM, SH	Resist Dark Magic [-3]	3d6 Healing Potion		0.35
Fen Chieftain	M	T8	70	40	7	H	7	B,C	MR, MM, SH	Resist Dark Magic [-3]	Wand of Darkness: T12/+5		0.35
Fen King	W	T6	80	52	8	H	8	B,C	MR, MM, SH	Resist Dark Magic [-3]	4d6 Healing Potion	23% chance to do +2ps Dark damage w/weapon	0.53

FIRE GNOLL, Aggressive Humanoid

The fearsome Fire Gnolls of the southern stretches of Maggodsteel inhabit the hotter parts of the wastes and stalk the many lava flows and pools to be found throughout this cursed land. The Fire Gnolls are hulking beasts, standing nearly 6' tall and weighing 300 pounds. Fire Gnolls have very sharp claws and powerful jaws. They are covered in a thick, shaggy coat of red and black fur that protects them from various sources of intense heat. Fire Gnolls live in packs of two or three members and feed on local wildlife and unwary travelers.

Gnoll, Fire	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Emberling	W	T19	15	12	2	H	2	B,C	MR	Resist Fire: [-6]		0.16
Ember Tough	R	T19	15	10	2	H	2	B,C	MR	Resist Fire: [-6]		0.20
Smoldering Tough	M	T19	15	10	2	H	2	B,C	MR, MM	Resist Fire: [-6]	Fireball Spell	0.24
Flame Acolyte	W	T15	30	22	3	H	3	B,C	MR, MM	Resist Fire: [-6]		0.30
Flame Brute	R	T15	30	20	3	H	3	B,C	MR, MM	Resist Fire: [-6]		0.39
Fire Pack Leader	M	T15	30	20	3	H	3	B,C	MR, MM	Resist Fire: [-6]		0.41
Fire Captain	W	T11	50	32	5	H	5	B,C	MR, MM	Resist Fire: [-6]	Sword of Fire: +3ps Fire damage	0.43
Ember Champion	R	T11	50	30	5	H	5	B,C	MR, MM	Resist Fire: [-6]	+3 dodge	0.49
Smoldering Champion	M	T11	50	30	5	H	5	B,C	MR, MM, SH	Resist Fire: [-6]	Ring of Fire: 50' Radius, 10 rounds, 10' wall of flame	0.51
Fire Champion	W	T8	70	42	7	H	7	B,C	MR, MM, SH	Resist Fire: [-6]	Sword of Fire: +4ps Fire	0.61
Burning Champion	R	T8	70	40	7	H	7	B,C	MR, MM, SH	Resist Fire: [-6]	+4 dodge	1.08
Flame Master	M	T8	70	40	7	H	7	B,C	MR, MM, SH	Resist Fire: [-6]	Resist Arcane Damage: [-5]	1.73
Fire King	W	T6	80	52	8	H	8	B,C	MR, MM, SH	Resist Fire: [-6]	Flame Armor: T11/+4 fire damage to enemies within a 10' radius at start of each round	1.93



GOBLIN, Neutral Humanoid

Small, quick, and very smart, the goblins of Mordredica live and work underground in vast, skillfully engineered complexes and factories, near fires burning deep inside Mordredica. While there are many separate groups of goblins, they share a collective government ruled by several kings who control different parts of Mordredica, each presiding over hundreds of square miles of underground passages, tunnels, fortresses, and factories interwoven and connected by an elaborate system of communication utilizing a combination of magic and technology invented by goblin mages and scholars.

Goblins are shrewd craftsmen capable of building otherworldly devices that employ a marriage of technology and magic. Legends persist of huge goblin machines once used in the wars against the dwarves, with heavy, golem-like limbs and magical fiery breath hot enough to melt stone, that were capable of crushing whole strongholds. While direct knowledge of these machines no longer exists in the general consciousness of the peoples of Mordredica, it is a well-known fact that goblins possess the ability to construct strange devices. For example, the goblin grenade is a device that has become more popular throughout Mordredica over the last few years, appearing on the shelves of some of the more popular magical outlets with increasing frequency. The goblin grenade is manufactured far to the north and sold primarily by troll brokers peddling to unscrupulous merchants there (as trolls are completely unwelcome in the elf-heavy populations of other regions) who, in turn, bring the grenades to market. Besides the obvious destructive benefit of this device, the most noteworthy facet of goblin grenades is their tendency to have faulty fuses that occasionally result in unfortunate accidents. Some say the goblins are trying to eliminate their enemies one grenade at a time. Most consumers, however, choose to ignore the risk, claiming that the grenades are too useful not keep around for emergencies in at least short supply. Whether faulty by design or as a result of shoddy craftsmanship, the goblin grenade continues to be a big seller in some markets.

Typically, goblins stand about 4'10" tall and weigh about 85 lbs. They are wiry and trim, with clawed fingers and canine legs. They often have large yellow or white eyes set in big heads with wide, floppy ears. Their skin is often green or black and has a soft leathery texture.

Goblins can be divided into three distinct sub-sets, distinguished primarily by their age (and therefore their size) and status. The youngest members of the goblin race are known as sneeglings (occasionally called koblins) and range from the very young to roughly 17 years old. Around this age, sneeglings grow considerably in size and become known as goblins (their traditional name). As a goblin grows in stature and prominence, either as a mage, a scholar, or a member of the nobility, the goblin becomes known as a hobgoblin. A hobgoblin will grow in size, becoming taller, stronger, and crueler. The hobgoblin class rules the goblin empires. These are the warriors leading the goblin armies, the tall brigands in bright silver armor who bear the long goblin rifles and use them with devastating accuracy.

Goblins	M	CT#	CAS	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Scrawny Sneegling	W	T19	10	7	1	5	1	--	MM	+2 vs. Dwarves		0.10
Sneegling Rock Thrower	R	T19	15	7	2	5	2	--	MR	+2 vs. Dwarves		0.15
Sneegling Spark Thrower	M	T19	10	7	1	5	1	--	MR	+2 vs. Dwarves	Fireball	0.10
Hides in the Shadow and Waits	W	T15	30	15	4	7	4	--	MM	Hide in Shadows: +4 to-hit		0.60
Throws the Darts and Runs	R	T15	35	15	4	7	5	--	MR	Hide in Shadows: +4 to-hit		0.70
Puts the Fire on Things	M	T15	30	15	4	7	4	--	MR	Hide in Shadows: +4 to-hit	Fiery Blast	0.60
Eater of the Dwarf	W	T11	50	25	6	9	7	--	MM	Dual Wield	Full Heal	5.00
Skullsplitter Bowmaster	R	T11	55	25	7	9	8	--	MR	Double Shot		5.50
Sneering Fireeater	M	T11	50	25	6	9	7	--	MR	Resist Fire Magic: [-5]	Fiery Mortar	5.00
Tallmane Bloodspiller	W	T8	70	55	9	9	10	--	MM	Withering Strike	Denial	7.00
Cruelhouse Gunwandier	R	T8	75	55	9	9	11	--	MR	Silver Gunwand: 125', 2H, Md6:12, +5ps		7.50
Mage of the Deepest Fire	M	T8	70	55	9	9	10	--	MR	Summon Lesser Skeleton Archers	Dark Fire	7.00
Longfang Dwarf Killer	W	T4	95	75	12	18	14	--	MM, MR, SH	Auto dodge one attack each action round	Sword of the Deepest Fire: +2ps Fire damage	9.50

HORRID WOLF, Aggressive Monster Animal

Wandering the deep forests of Illith, the Borderlands, and the Ghoric Fen, the Horrid Wolves prefer hunting two-legged prey over those animals typically hunted by wolves of the forest. Horrid Wolves are cunning and conniving and will steal into homes in the dead of night in order to pluck away sleeping babes.

Horrid Wolf	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Softfur	W	T17	25	15	3	H	3	B,C	--			0.16
Longleg	W	T15	35	20	4	H	4	B,C	--	Lesser Charm, affects 15 yrs and younger		0.30
Fleshrender	W	T11	55	35	6	H	6	B,C	--	Greater Charm, affects 35 yrs and younger	Critical on 17-20 in surprise attacks	0.43
Nightstalker	W	T8	75	50	8	H	8	B,C	--	Master Charm, affects 70 yrs and younger		0.61
Nighthunter	W	T4	90	70	9	H	9	B,C	--	Shadow Hide: +8 to hide in shadows		1.93

HORSES, Neutral Animal

Horse, Untrained	M	CI#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	W
Young	W	T19	15	20	2	H	2	B, C	--		0.25
Light Work	W	T17	20	25	2	H	2	B, C	--		0.50
Heavy Work	W	T17	25	30	3	H	3	B, C	--		1.00
Horse, Trained	M	CI#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	W
Riding	W	T17	25	25	3	H	3	B, C	--		0.30
Parade	W	T15	35	35	4	H	4	B, C	--		0.60
Light War	W	T11	55	55	6	H	6	B, C	--	Stomp, one target	3.00
Heavy War	W	T8	70	70	7	H	7	B, C	--	Stomp, AoE 5'	5.50

KOBLIN, Neutral Humanoid

These little critters are thought to have been a separate species that long ago mixed with the goblin race. Not at all intelligent, the underlings are truly bastard hybrids. They look very much like goblins but with doggish faces, fur, and black or ochre coloring. Koblins have a crude social order, communicate with grunts, and like to make war.

Koblins	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Dirtspawn	W	T19	10	10	1	1	1	B,C	MM			0.24
Wormeater	R	T19	10	10	1	2	1	B,C	MR	Black Feather Arrows: +3 Quick-Acting Poison		0.41
Tricker	M	T19	10	10	1	2	1	B,C	MM	1d6 Healing Potion		0.47
Ambusher	W	T17	20	15	1	3	2	B,C	MM			0.73
Tunneler	R	T17	20	15	1	3	2	B,C	MR	Black Feather Arrows: +3 Quick-Acting Poison		0.83
Mageamok	M	T17	20	12	1	4	2	B,C	MR			0.93
Heelsplitter	W	T13	45	25	3	2	5	B,C	MM			1.60
War Squealer	R	T13	45	25	3	4	5	B,C	MR	Bow of Accuracy: +1 to-hit	Black Feather Arrows: +3 Quick-Acting Poison	2.13
Toebreaker	M	T13	45	20	3	5	5	B,C	MR			2.33
Flesheater	W	T11	55	35	4	5	6	B,C	MM, MR, SH			2.60
Spinebreaker	R	T11	55	35	4	6	6	B,C	MR	+1 dodge	Black Feather Arrows: +3 Quick-Acting Poison	4.40
Firestarter	M	T11	55	30	4	4	6	B,C	MR	Wand of Fire: T10/+5, 150'		5.68
Biggest at the Moment	W	T9	65	45	4	7	7	B,C	MM, MR, SH	Heavy Bow of Might: +3ps		6.06

KOBOLD, Neutral Humanoid

Kobolds are distinguished by their fox-like snouts, wide heads, floppy, furry ears, large eyes with slitted pupils, and shaggy coats of brown or reddish fur.

Pack animals by nature, kobolds have a distinct social hierarchy with a base instinct to follow the command of a dominant male or female. With the influence of their leader like a lash at their backs, kobolds are fierce warriors that will fight nearly to the death for their pack. Without leadership, kobolds are frightened little creatures that scurry through the forest or into dark holes at the first sight of a stranger.

Kobolds possess a low, animal intelligence that allows them to be trained by humanoid races and used as fodder in armies.

Kobolds are diggers and prefer to live in shallow underground passages or caves. Occasionally, kobolds will move above ground, constructing crude shanty towns in remote forest locations.

Kobolds	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	W
Pup	W	T19	15	15	1	1	2	B,C	MM		0.21
Troublemaker	R	T19	15	12	1	2	2	B,C	MR		0.36
Taunter	M	T19	15	10	1	2	2	B,C	MM	Thorny Embrace	0.42
Scavenger	W	T17	25	20	2	3	3	B,C	MM		0.67
Pack Barker	R	T17	25	17	2	3	3	B,C	MR	+2 dodge	0.83
Shaman	M	T17	25	15	2	4	3	B,C	MM	Heal one target 2d6	0.93
Longtooth Champion	W	T11	50	30	3	2	5	B,C	MM	+2 dodge	1.60
Pack	R	T11	50	25	3	4	5	B,C	MR	Strong Longbow: +2ps	2.24
Bannercarrier	M	T11	50	20	3	5	5	B,C	MM		2.53
Crafty Tough	W	T8	70	40	5	5	7	B,C	MM	Strong Sword +2ps	2.80
Greycoat Champion	R	T8	70	35	5	6	7	B,C	MR		4.60
Strong Barker	M	T8	70	30	5	4	7	B,C	MM, SH	Full Heal, any target, once per round	4.90
Crafty Shaman	W	T6	80	50	5	7	8	B,C	MM, SH	Dual Wield	5.20



ROTMONGER, Aggressive, Undead Animal

The virus that carries the Striga plague (vampirism) long ago mutated and crossed over into the animal world. Most animals do not survive the contraction of this disease, but those that do are turned into blood thirsty creatures of the night, called Rotmongers. Wolves, hyenas, lions, and even buffalo can be taken by the Striga plague. Once this happens, the beast will mutate to become a strong, blood thirsty, undead creature of the night.

Rotmongers are unusually strong and very fast. They require the blood of the living to survive and must feed at least once every week.

- Gains all the benefits of the host animal and vampires. Does not pass on the Striga plague to humanoid, but a single bite will pass the vampirism to another animal. The inflicted animal will die and rise again within one week of being bitten.

Rotmongers have all of the properties of vampiric life, including:

- A well fed vampire will automatically heal 1d6 damage every action round.
- Reduce all damage taken by any non-magical, non-silver weapon by half, delivering half their final damage.
- Resist Fire: [-3].
- Resist Ice: [-3].
- Resist Electricity: [-3].
- Resist Poison: [-3].
- Magic damage is delivered normally.
- Silver weapons damage vampires normally.
- Weakness to Sunlight: [+10].

SHADE OF EVIL, Aggressive Undead Spirit

Roaming the forests and bogs of southeastern Mordredica, the shade of evil feeds on fear and sorrow and will often attempt to create a situation that causes its prey to exude both. The shade is a freely floating, ghost-like creature that uses magical attacks to create illusions that evoke fear or sadness in its target.

Shade of Evil	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	Ability 3	W
Lesser Shade	M	T19	10	10	--	--	1	--	--	Resist all but magical or silver weapons	Panic Attack: target must test vs. Panic		0.00
Haunting Spirit	M	T19	15	15	--	--	2	--	--	Resist all but magical or silver weapons	Arcane Blast: 50'	Illusion: 50', 5 seconds	0.00
Howling Force	M	T15	30	30	--	--	3	--	--	Resist all but magical or silver weapons	Drain Imagination: debuff target		0.00
Spectral Witch	M	T11	50	50	--	--	5	--	--	Resist all but magical or silver weapons	Arcane Counterspell: 50'	Illusion: 100', 10 seconds	0.00
Greater Shade	M	T8	70	70	--	--	7	--	--	Resist all but magical or silver weapons	Possess Target: 10 seconds		0.00

STICKLECROD, Aggressive Humanoid

These amphibious beasts live around swamps, fens, bogs, and riverbanks in great numbers. Part fish and part humanoid, the sticklecrod have big, bulging fish eyes and big fish mouths with many rows of sharp teeth. Sticklecrod roam in small hunting packs and crave the taste of humanoid meat. Sticklecrod can live both in and out of the water, but they must live in moist environment.

Sticklecrod	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Bottomfeeder	W	T19	10	5	1	H	1	B,C	MM	Resist Green Magic: [-6]		0.21
Reedtalker	R	T19	10	5	1	H	1	B,C	MR	Resist Green Magic: [-6]		0.30
Mudstomper	M	T19	10	5	1	H	1	B,C	MR	Resist Green Magic: [-6]	Snare One Target: 50', 3 Seconds	0.34
Shorescavenger	W	T17	20	10	2	H	2	B,C	MM	Resist Green Magic: [-6]	Shark Tooth Sword: +1ps	0.39
Trifin	R	T17	20	10	2	H	2	B,C	MR	Resist Green Magic: [-6]		0.50
Mudmage	M	T17	20	10	2	H	2	B,C	MR	Resist Green Magic: [-6]	Green Blast: damage one target, 50'	0.74
Bluetail Reedchief	W	T15	30	20	3	H	3	B,C	MM	Resist Green Magic: [-6]		0.69
Packfin Chiefain	R	T15	30	20	3	H	3	B,C	MR	Resist Green Magic: [-6]	Crod Mud Arrows: +2ps Quick-Acting poison	1.17
Redtail Bloodseeker	M	T15	30	20	3	H	3	B,C	MR	Resist Green Magic: [-6]	Sleep: 75' AoE, Stun for 4 seconds	1.36
Razortooth Champion	W	T13	40	30	4	H	4	B,C	MM	Resist Green Magic: [-6]	Rally all friendly targets: 100' Resist Panic/terror: [-7]	1.57
Spawningk	R	T13	40	30	4	H	4	B,C	MR	Resist Green Magic: [-6]	Water Song Bow: +3ps	2.41
Deepwitch	M	T13	40	30	4	H	4	B,C	MR	Resist Green Magic: [-6]	Heal all friendlies: 100', psd6	2.43
Lakestalker Champion	W	T8	75	50	8	H	8	B,C	MM, MR, SH	Resist Green Magic: [-6]	Resist all damage, once per round	2.97

SKELETON, Aggressive, Undead Humanoid

Crawling through wormy loam or rising up through cracks in heavy, marble sarcophagi, the skeleton comes to undead life through the devilry of a mage. Once the spell is cast and the undead skeleton is brought to life, it will seek out the living, clawing and rending at their flesh to expose the magic power underneath, the soul. When the skeleton feeds on the magic essence of a humanoid, it extends its own life for 24 to 48 hours.

A skeleton has all of the properties of undead life as outlined in the core rules.

When a skeleton's Fortitude is reduced to zero, it collapses into a pile of dust and bones, no longer under the evil spell that brought it to undead life. The bones, however, can be revived again to become a devilish skeleton, perpetually grinning in everlasting death. Therefore, the best way to eliminate a skeleton is to burn the bones to ash or scatter the bones across a wide area, so that no semblance of a corpse remains.

- Reduce all damage taken from any non-magical weapon (except blunt weapons) by half.
- Weakness to Blunt Weapons: [+2].
- Magic damage is delivered normally.
- Resist Ice: [-5].
- Resist Fire: [-5].

Skeleton	M	CT#	CAS	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Restless Bones	W	T19	10	7	1	H	1	B,C	MM			0.24
Shambling Dead	R	T19	10	7	1	H	1	B,C	MR			0.41
Deadmage	M	T19	15	5	2	H	2	B,C	MR	Dark Heal. AoE, 25'	Fireball Spell	0.47
Murdering Wanderer	W	T17	20	12	2	H	3	B,C	MM			0.73
Dark Creeper	R	T17	20	12	2	H	3	B,C	MR	Dark Arrows: +1 ps Dark damage		0.83
Longbone Chanter	M	T17	25	10	3	H	4	B,C	MR	Blood Boil: one target, 75', delivers damage and invokes Terror	Raise 3 Skeletons (T15/+3)	0.93
Blackskull Terror	W	T13	40	22	4	H	6	B,C	MM	Blood Axe: +2 ps		1.60
Raging Bones	R	T13	40	22	4	H	6	B,C	MR			2.13
Chattering Deadmage	M	T13	45	20	5	H	6	B,C	MR	Chain Lightning Spell	Raise 7 Skeletons (T15/+3)	2.33
Skeletal Champion	W	T9	60	42	6	H	9	B,C	MM	Heavy Armor: +4 to AS		2.60
Griming Death	R	T9	60	42	6	H	9	B,C	MR	Bow of Electricity: +2ps Lightning damage		3.40
Bonemancer Lich	M	T9	65	40	7	H	9	B,C	MR	Lightning Blast		3.68
Murdering Champion	W	T4	95	60	10	H	14	B,C	MM, MR, SH	Speed Hack: 3 attacks per round		6.06

SPADE DEVIL, Aggressive, Demonic Humanoid

Across Mordredica, death stalks the living, whether the Creeping Dead or such devilish creatures as the Spade Devil. These small, quick, red creatures scurry through the desert, emerging from holes or from under mounds and rocks to prey on passersby. The Spade Devil feeds on flesh, preferring humanoid flesh, living or dead, and feeds on the undead as well.

Spade Devils stand about 3' tall, weigh about 90 lbs., and have wide, flat heads with big eyes, tall red ears, and wide mouths filled with hundreds of razor sharp teeth. They have long tails with sharp, bony tips. The Spade Devil's jaws can unlock at the hinge to open wide for devouring large chunks of prey in a hurry.

Spade Devils are reddish in color, fairly quick on their feet, and live throughout Mordredica, usually in burrows of two or three members. Their holes are centrally located amongst their prey. There are typically huge Spade Devil populations surrounding undead strongholds.

Spade Devil	M	CT#	CAS	Fo	AS	AH	Md6	NW	EW	Ability 1	W
Dirt Imp	W	T15	35	45	4	H	4	B, C	--	Ignore Stun, Sap, Bleed	2.13
Weird Razorfang	W	T11	55	65	7	H	7	B, C	--	2d6 Bleed	2.33
Forked Tail Razorfang	W	T8	75	85	9	H	9	B, C	--	3d6 Bleed	2.60
Arch Razorfang	W	T4	95	105	12	H	12	B, C	--	4d6 Bleed	3.40
Supreme Devil	W	T2	115	135	13	H	14	B, C	--	5d6 Bleed	3.68



TROLL, Neutral Humanoid

During the Age of the Awakening, the trolls first came to Mordredica through the Crystalline Cave in pursuit of their ancient enemy. Ultimately unable to return home, the trolls were lost to their new surroundings, knowing only hatred for the elves. From the first they waged a constant war on the elven kingdoms of the north. One by one, the ancient lands of the elves were toppled, Thormwraith, Silent River, Alpenstorm – each became a hoard of the burgeoning troll empire. The trolls faced many challenges in their early years on Mordredica, warring with elves, humans, orcs, and the giants of the north. But the trolls were strong and built massive fortresses in the mountains and hills from which they ruled over the ruins of the shattered elven kingdoms.

Poleblod was the first troll to bring his warriors south. As recently as the Age of Kings they crept through the elven lands then called Coldwater and into the deep forests beyond. Poleblod settled his trolls in the Black Iron Hills. Their numbers grew, and some of the Black Iron Hill trolls migrated south into the forests of Rocky Vale, where the rough terrain created many opportunities to ambush unsuspecting elves. Ever expanding their territory, the trolls bore their hatred of the elves to many lands.

There are many troll strongholds in present day Mordredica, the most prominent are located in Dreadfall, the Timber Coast, and the Vale of Kings.

Trolls are large creatures, heavy and strong, with large heads, broad noses and cheekbones, small ears, and thick teeth. Their eyes are almost always yellow with big black pupils, and filled with hate for the elves. They have purplish-green skin, and thick beards of brown or black hair. They range from 5'6" to 5'9" in height and troll males weigh an average of 240 lbs.

Many humans mistake trolls for orcs at first glance, but trolls are less feral than orcs, more humanoid and slightly less savage. Trolls are not necessarily more intelligent than orcs, but they do possess a capacity for logic not prevalent among the orcish clans.

Trolls produce strong warriors and capable mages. They seek nothing but the utter annihilation of the elven race. They are expert craftsmen and have a fondness for fine armor, weapons, and architecture. Trollish lairs rival those of great dwarven design and are typically lavishly ornate with many secret traps, doors, and passages.

Trolls	M	CT#	CAS	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Young Bull	W	T19	15	20	3	6	2	--	MM	+1 vs. Elves	Immune to Elven sneak	0.15
Child of the Stone Song	R	T19	15	20	3	6	2	--	MR	+1 vs. Elves	Immune to Elven sneak	0.15
Acolyte of the Crystal Dream	M	T19	15	20	3	6	2	--	MR	+1 vs. Elves	Immune to Elven sneak	0.15
Strong Bull	W	T15	35	40	5	8	5	--	MM	Dual Wild	Super Strong: +3ps melee	0.70
Acolyte of the Stone Song	R	T15	35	40	5	8	5	--	MR	Explosive Trap: 25' AoE, T12/+5, Fire damage	Find/Disarm Traps: +5 to-hit	0.70
Mage of the Crystal Dream	M	T15	35	40	5	8	5	--	MR	Lightning Bolt, Superior Invisibility	+2ps to all spells	0.70
Bull Champion	W	T9	65	70	8	12	9	--	MM	Ignore damage once per action round		6.50
Singer of the Stone Song	R	T9	65	70	8	12	9	--	MR	Explosive Trap: 35' AoE, T12/+10, Fire damage		6.50
Master of the Crystal Dream	M	T9	65	70	8	12	9	--	MR	Silence Arcane Magic, Stone Skin	Archmage	6.50
Lord of the Bulls	W	T6	85	90	12	20	12	--	MM	Withering Strike, 2 attacks per action round		8.50
Teacher of the Stone Song	R	T6	85	90	12	20	12	--	MR	Explosive Trap: 35' AoE, T12/+12, Fire damage		8.50
Wielder of the Crystal	M	T6	85	90	12	20	12	--	MR	Wall of Stone, Superior Teleport, Pacify Humanoid		8.50
Promise of Alnariis	W	T2	110	125	13	25	16	--	MM, MR, SH	Soul Trade, Hardened, 3 melee attacks per action round		11.00

WITCHBREED, Aggressive, Flying Humanoid

Living in tall nests and dark dens deep in the hills and crags of Mordredica, there exists a creature known as the Witchbreed. Standing roughly 4' tall with black feathered wings in the place of arms, Witchbreed prey on rabbits, coyotes, sheep, kobolds, kobolds, and even unwary travelers for both food and entertainment. The terrors these creatures of the Darkness do to their victims are legendary and include dismemberment, ritual disembowelment, decapitation, mutilation, and various other evil ceremonies involving flesh and blood.

The hermaphroditic Witchbreed have enlarged eagle-like talons in the place of feet and legs similar to those of a vulture. They use the sharp talons on their feet and the tips of their wings to rend flesh and split bone. Witchbreed are notorious for their ability to charm unsuspecting victims, and they will often appear as the illusion of a lone, beautiful woman in need of assistance.

Witchbreed	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Hatchling Maiden	W	T19	15	12	2	H	2	B,C	--			0.16
Blood Squealer	M	T19	15	10	2	H	2	B,C	--	Drain Imagination		0.24
Brood Hunter	W	T15	30	22	3	H	3	B,C	--			0.30
Ritual Maiden	M	T15	30	20	3	H	3	B,C	--	Charm Other: 5 seconds	Illusion: 50', 5 seconds	0.41
Brood Charmer	W	T11	50	32	5	H	5	B,C	--	Strong Claws: +2ps		0.43
Blood Maiden	M	T11	50	30	5	H	5	B,C	--			0.51
Brood Champion	W	T8	70	42	7	H	7	B,C	--	Resist all Magic: [-2]		0.61
Lust Charmer	M	T8	70	40	7	H	7	B,C	--	Charm Other: 15 seconds	Illusion: 100', 10 seconds	1.73
Brood Queen	M	T6	80	52	8	H	8	B,C	--	Restore 2d6 Fortitude when damage delivered		1.93

WOODLAND DRAGON, Aggressive, Flying Animal

From the old dragons of Mordredica a new species of dragons has evolved. They are smaller and less intelligent but are a hardy breed, more aggressive and physically capable than their progenitors. The Woodland Dragon has long stalked the remote forest and mountain regions north of Starladale, Ilith, and the Borderlands, and has occasionally wandered south to raid villages there. These dragons are crafty and quick but not very large and require fewer resources to defeat than the dragons of old.

Southern woodland dragons are typically greenish, yellow, or gold in color (depending on the season), measure, on average, some twenty feet from tip to tail, and weigh in at about three to four hundred pounds.

Woodland Dragons breed in the spring and give birth in the fall. During their breeding season, the dragons are very aggressive and often take to the skies looking for a mate. It is during this time that these dragons will travel south and encounter elf, dwarf, or human settlements. These encounters often lead to battle, and the Woodland Dragon is keen on fighting.

During the summer, fall, and winter months, these dragons lay dormant in caves or sun themselves on hill or mountain sides.

The Southern Woodland Dragon is capable of flying for very long periods of time at a maximum speed of up to 30mph, and can carry up to 350 lbs. comfortably.

Woodland Dragon	M	CT#	CAS:	Fo	AS	AH	Mid6	NW	EW	Ability 1	Ability 2	W
Whelp	W	T15	35	75	4	H	4	B, C, T	--	Wind Gust: 30mph, 50'		2
Sheepstealer	W	T11	55	150	6	H	7	B, C, T	--	Wind Gust: 50mph, 50'		2.5
Windburper	W	T8	75	250	8	H	9	B, C, T	--	Wind Gust: 60mph, 70'		3.7
Longscale	W	T6	85	300	9	H	11	B, C, T	--	Wind Gust: 70mph, 90'	Sleeping Stare: target must test vs. Hypnotizn, 75'; Duration=ps in seconds	5.7
Legendary Windfielder	W	T2	110	375	11	H	14	B, C, T	--	Wind Gust: 90mph, 100'		7.8

WOODLAND SPIDER, Aggressive Animal

Lurking under the long limbs and wide leaves of the forests of Mordredica are a wide variety of insect and arachnid life. King among these is the giant spider of the forest, the Woodland Spider.

Elves have long battled with these giant arachnids and long ago drove them from the inhabited woodlands of Starladale. But in the shadows of the darkest forests, even in Starladale, lurks the Woodland Spider, hunting small deer and rodents, and waiting for a tastier humanoid morsel to wander across its sticky web.

Woodland Spiders can be found across Mordredica and are most prevalent in the darkest reaches of the forests.

- Capable of leaping 1.5x the normal distance listed in the core rules.
- Capable of walking up nearly sheer surfaces and clinging to walls and ceilings for unlimited periods of time.
- Spins a T14/+3 web. Web is secreted through spinnerets at the rear of the abdomen. This web allows Woodland Spiders to do a great number of things (draglines, webs, binding prey, etc.). Treat this ability exactly as if the web were cast by giant spider.

Woodland Spider	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	W
Hatchling	W	T19	15	15	2	H	2	B, C	--		0.30
Venomback	W	T15	30	30	3	H	3	B, C	--	Venomous Bite: +5 Quick-Acting Poison	1.17
Venomspitter	W	T11	55	50	6	H	6	B, C	--	Spit Poison: 50'	1.36
Forestlurker	W	T8	75	70	8	H	8	B, C	--		1.57
Broodwatcher	W	T6	80	80	8	H	8	B, C	--		2.41



ZOMBIE, Aggressive, Undead Humanoid

Bloated corpses, rotting under the punishing desert sun, present the knowledgeable mage with the opportunity to raise them to undead life in the form of zombies. The zombie is relatively stupid, lumbering across the hardpan, seeking to devour the flesh of the living, which is the only way the zombie can keep its undead life. Flesh, muscle, soft tissues, and brains are the best source of nutrition for the walking dead.

A zombie has all of the properties of undead life as outlined in the core rules.

When a zombie's Fortitude is reduced to zero, the corpse will collapse and return to the death from which it was raised. The battered, fallen corpse can be raised once again if the majority of the corpse remains intact. It is therefore important to decapitate, dismember, or immolate a zombie to insure it cannot rise once again to stalk the living.

Zombie Firebomb

The Corpus Inferia are devilishly clever and consumed with the desire to slay and eat every last living soul in Mordredica. The combination of these two qualities brings about the creation of many ingenious (if not horrific) inventions, such as the Zombie Firebomb.

First, a zombie corpse is stuffed with pitch, gunpowder, and magical elixirs designed to explode and then burn hot. Then a spell is then bound to the corpse, usually through Sacrificial Magic, that allows a Corpus Inferia to detonate the zombie at will. The result is a tremendous, fiery explosion. The charred dead, including the zombie firebomb, are then raised as undead skeletons so that the slaughter can continue.

Zombie firebombs are sometimes designed to explode on contact with the living.

These lumbering, rotting explosives can be identified by their overly bloated carcasses, sulphurous odor, oils dripping from their stitches, or by fuses poking out of the seams in their chests.

- Reduce all damage taken from any non-magical blunt weapon by half.
- Magic damage is delivered normally.
- Resist Poison: [-8].

Zombie	M	CT#	CAS:	Fo	AS	AH	Md6	NW	EW	Ability 1	Ability 2	W
Hungering Dead	W	T19	15	30	2	H	2	B, C	--	Plagued Bite: 6% chance of transferring Lesser Undead Sickness		0.30
Fleshrender	W	T15	30	60	3	H	3	B, C	--			0.60
Firebomb	W	T11	55	110	6	H	6	B, C	--	Fiery Explosion: 25' AoE, fire damage		3.00
Plagued	W	T8	75	150	8	H	8	B, C	--	Plagued Bite: 50% chance of transferring Lesser Undead Sickness	Spit Bite: +4 Slow-Acting poison	5.50
Bloated Lord	W	T4	95	190	10	H	10	B, C	--	Strength of the Damned: +3 ps		3.10



Rage of Malor

A campaign for 3-4 heroes with attributes in the 25-40 range.

Part One: Clean Sweep

Overview

The sleepy farming village of King's Market is the target of a kobold hit squad under the command of Rhyx Throl Malor, a dangerous mage and dabbler in the Dark Arts. The kobolds are under orders to find and capture Varn DeGras, owner of the popular local watering hole, Star Hoof Food and Spirits, and bring him to Malor's secret stronghold. DeGras is one of seven targets on Malor's hit list, which catalogs those involved in Malor's capture and subsequent ten-year incarceration some fifteen years ago. Now Malor is free and has reconstituted his power and his army, and he is bent on revenge.

DeGras is number seven on Malor's hit list, due to his role as commander of the forces that plundered and dismantled Malor's dark tower of sorcery following the mage's arrest. DeGras' forces took everything of value and burned what remained to the ground, including hundreds of tomes that constituted the bulk of Malor's research and work in the fields of Magic and the Dark Arts.

Rhyx Throl Malor was never scheduled for release from Blackwatch Castle where he was locked in the Tower of Mages, the traditional prison for dangerous wizards. His escape led to a widespread manhunt which was called off after nearly a year of searching for his location.

Now operating from his deep forest stronghold, called Darkmill Rocks, Malor is on the verge of unlocking the secret which he has pursued for his entire life. He desires to finish the construction of a magic amplifier, capable of multiplying the strength of his magical powers to six times their present power, making him capable of threatening the sovereignty of Ilith. Before he can finish this project, however, he must quench the desire for revenge that burns brightly inside him. Malor intends to capture those on his list and bring them to Darkmill Rocks so that they can witness his ascension to near-godliness.

His kobold army has been charged with the task of capturing these seven key figures from his past: jailers, military leaders, political figures, and Prince Yilpon of Ilith. His plan nearly complete, Malor awaits his guests while completing the final preparations on his magical machine.

The village of King's Market sits in the north of Ilith at the border of the Creeping Wood. It is home to some three hundred humans and elves that raise crops and livestock, both for use as food in the community and for sale at the market in Blackthorn three times a year. Among those calling King's Market their home is the retired Commander Varn DeGras of the Ilith Red Dragons, the kingdom's famed cavalry brigade. Shortly following





retirement, DeGras built Star Hoof Food and Spirits in King's Market, where he was born and raised. The tavern quickly became a popular stop for merchants, local townsfolk, old friends of DeGras', and adventurers heading north into the Creeping Wood. As the Star Hoof's reputation grew, so did its need for space. Several years ago, DeGras added a second building and a stable. Presently, the Star Hoof rents out rooms and offers stable services to its patrons, in addition to serving food, wine, beer, and whiskey. The Star Hoof, named after DeGras' old warhorse, is known for serving up local favorites such as pie and mash, lamb pasties, slow-cooked roast and potatoes, and its own brand of beer.

It is Summer Festival on the day of the kobold attack, and the whole of King's Market is celebrating. No work is being done in the fields and, with the exception of daily chores such as caring for the livestock, everyone is gathered at the Star Hoof or at Center Stone, the gathering point at the center of the village. The party begins in the afternoon and extends well into the evening, and by moon-up most of the regular villagers are in their beds, passed-out drunk, or in the great room at the Star Hoof.

Hero Placement

The PCs should be in or around King's Market at the time of the kobold raid. Ideally, the PCs will be in the Star Hoof listening to DeGras tell war stories while fiddles play old marching dirges. The crowd loves DeGras and making the PCs like him too would be the ideal way to condition the invasion. The Star Hoof is packed with people from all walks of life, mostly humans and elves. Folks are dancing, drinking, eating, singing, and involved in all sorts of merriment. Shouts occasionally ring out for DeGras to tell a tale of his exploits and he happily obliges, standing atop the bar, animated, as he spins stories of orcish mercenaries, cavalry charges, rescuing princesses, and even the capture of the evil mage, Rhyx Throl Malor.

If the PCs are inside the Star Hoof, then the raid will take place unnoticed by anyone outside the inn. If the PCs are outside the inn, there is a good chance an alert hero would notice the kobolds as they filter through the village and surround the Star Hoof.

Kobold Placement

The kobold contingent represents the bottom of the barrel in terms of soldier quality and training. Malor has stretched his resources thin while trying to capture his seven targets, and DeGras is at the bottom of his priority list. Not having DeGras will disappoint him, but Malor will not alter his plans to finish the construction of the amplifier if the kobolds fail to acquire DeGras, especially if Malor captures the Prince.

The kobold force is led by an alpha kobold trained by Malor over the course of several years. He is called One Ear, for obvious reasons, and is fanatical to the point of verging on psychotic. One Ear has absolute control over his pack of raiders, and they are so afraid of One Ear that they would rather face death than his wrath.

Malor has ordered One Ear to use whatever tactics he wishes to capture DeGras. One Ear has decided to surround the inn, and attempt to sneak





into the Star Hoof and capture DeGras quietly. If this plan falters, those kobolds surrounding the inn will attempt to capture DeGras if he flees. If all else fails, the kobolds will storm the Star Hoof in a last ditch effort to capture him. Following capture, the kobolds are ordered to return to Darkmill Rocks and turn DeGras over to Malor.

One Ear will order his kobolds to hide behind or within bushes, carts, barrels, or behind walls or houses near to or surrounding the inn, and his stealthiest fighters will enter Star Hoof through the rear. They will kill anyone who gets in the way, but ultimately they will attempt to sneak in and get DeGras in the kitchen or the bathrooms in the back.

DeGras and Crowd Reactions

If the kobolds are extremely successful, DeGras will be captured immediately and without struggle while he uses the bathroom at the back of the inn. DeGras is old and will be hard pressed to resist his kobold attackers. They will attempt to knock him out using a sleeping powder they will blow into his face. The powder is strong (T10/+8) and DeGras will probably be easily knocked out, as he has been drinking most of the night. In this case, the kobolds will take DeGras out of the building undetected, unless the PCs happen to stumble upon them as they are dragging DeGras' body out the back door.

If the kobolds are less successful and are spotted in the kitchen or in the bathroom as they set up their attack, DeGras will arm himself and attempt to fight. In this situation, the kobolds are likely to lose a few of their number, but a combination of reinforcements and the sleeping agent will bring DeGras down. Unless the kobolds meet with an organized resistance, they will get DeGras out of the building.

If the kobolds are noticed in the inn before they can extract their target, DeGras will arm himself as he rallies as many in the inn as can fight to help repel the invaders. In this case, outright war will ensue and fighting will break out in the Star Hoof and all around its perimeter. DeGras will form a band of resistance consisting of 2d6 unskilled but courageous fighters and will seek to destroy any kobolds present. The PCs may join this band and attack the kobolds. The kobolds will form around One Ear and attack DeGras directly, seeking to kill the resistance fighters and capture DeGras.

If the fighting goes poorly for the resistance, the unskilled fighters will flee and chaos will erupt as villagers and drunken merrymakers seek to find cover from the kobold killers.

If the fighting goes poorly for the kobolds, and especially if One Ear is killed, the kobolds will scatter. Wounded or panicked kobolds will make their way back to Malor's fortress at Darkmill Rocks.

If DeGras is Captured

The kobolds will make haste to Darkmill Rocks. They will be easy to track and the PCs could follow them without much difficulty. If the kobolds discover they are being followed, they will attempt a diversionary attack and change their course, perhaps even split up, to mask their route to





Darkmill Rocks. In this case, a skilled tracker would still be able to trail the captured DeGras.

If the kobolds sneak away with DeGras, his absence will be discovered the next morning. Investigation will uncover the powder in the bathroom, some signs of struggle, and strange footprints all around the inn. A skilled tracker or experienced scout will be able to define the tracks as those of kobolds and will be able to trace their route out of town. The PCs should be able to follow them if they wish. If the PCs are reluctant to follow the kobolds, someone in the town will offer a bounty of ten silvers to anyone brave enough to track the kobolds and secure DeGras' return.

If DeGras is Killed

If DeGras is killed, then the kobolds have failed and will immediately retreat. They will return to Darkmill Rocks. They will be easy to track if the PCs wish to follow them.

If DeGras is Not Captured

If DeGras manages to avoid capture, he will put together an expedition to seek out the reasons behind the kobold invasion. He will solicit help from the PCs first. Information about the attackers will be gained from wounded or captured kobolds, or by tracking the kobolds as they retreat to Darkmill Rocks. If all the kobolds are killed, DeGras will still put together an expedition to find the identity of his attackers.

Scope of the Campaign

This scenario begins the PCs involvement in the Rage of Malor campaign. For the campaign to continue beyond this scenario, the following events, or an approximation of them, should occur:

- Kobolds invade
- PCs detect them
- Large scale battle ensues
- DeGras is captured and taken in the fight
- PCs discover next morning that he has been taken
- PCs offered bounty to rescue him
- PCs begin tracking DeGras

Once the PCs begin tracking DeGras, they will begin the second part of the campaign.





Part Two: Creeping Wood

Creeping Wood is a vast expanse of forest and woodland in northern Ilith. The forest here is sparsely populated by Woodlander groves and some small human communities. The trail leading north out of King's Market into the Creeping Wood is used by timber cutters and merchants and is easy going for some ten miles before it becomes a narrow track which is hard to follow. Monsters wander the wood and random encounters with gnolls, hungry wolves, and other beasts are possible.

The Kobold March

The kobolds will follow the northward trail and split into two groups traveling through the wood on either side of the track. Monsters and other creatures will not attack the kobolds during their travels unless noted in this scenario. One Ear mercilessly orders the kobolds to move faster, and the kobold force will maintain a speed that keeps them well ahead of the PCs. One Ear will not care if he is pursued, but he will send out rear guard attacks if his scouts inform him of a pursuing force.

One Ear's primary goal is to deliver DeGras to Darkmill Rocks. He is very concerned, however, that the kobolds will encounter elves in the Creeping Wood. On the third day of their trek north, One Ear and his band come under attack by a force of Woodlanders at Lilthis Falls, just before the kobolds enter the underground passage that leads to Darkmill Rocks.

The Woodlander Attack

Ceirrical commands a force of Woodlanders charged with protecting the small Woodlander communities of the Creeping Wood. This force of ten elven archers operates out of Hildenroad Grove, some twenty-four miles north of King's Market. Ceirrical and his force pick up the kobolds' trail on the second day of One Ear's march and pursue them through the Creeping Wood with the intent of ambushing the force at Lilthis Falls. There, the canyon walls will serve as a trap for the kobolds, allowing the elves to shoot them from up high. Ceirrical's force is detected by kobold scouts as the kobold's enter the canyons around Lilthis Falls, but One Ear pushes his force even harder toward the caves.

Despite his knowledge of the elven force, the attack takes One Ear by surprise. The elves manage to slay many of the kobold warriors but also take losses of their own. One Ear and a force of kobolds manage to escape with DeGras into the caves.

Hero Involvement

Throughout the scenario, the PCs should remain about one half or one full day behind the kobolds as they make their pursuit. They will come across old kobold encampments with hastily covered fires and devoured corpses of deer or rabbits. DeGras will attempt to leave marks on trees, rocks, or in the dirt, and the PCs may find them.

On the second day, the PCs may encounter Ceirrical and his band of Woodlanders. He will tell the PCs of the kobolds and offer to join forces

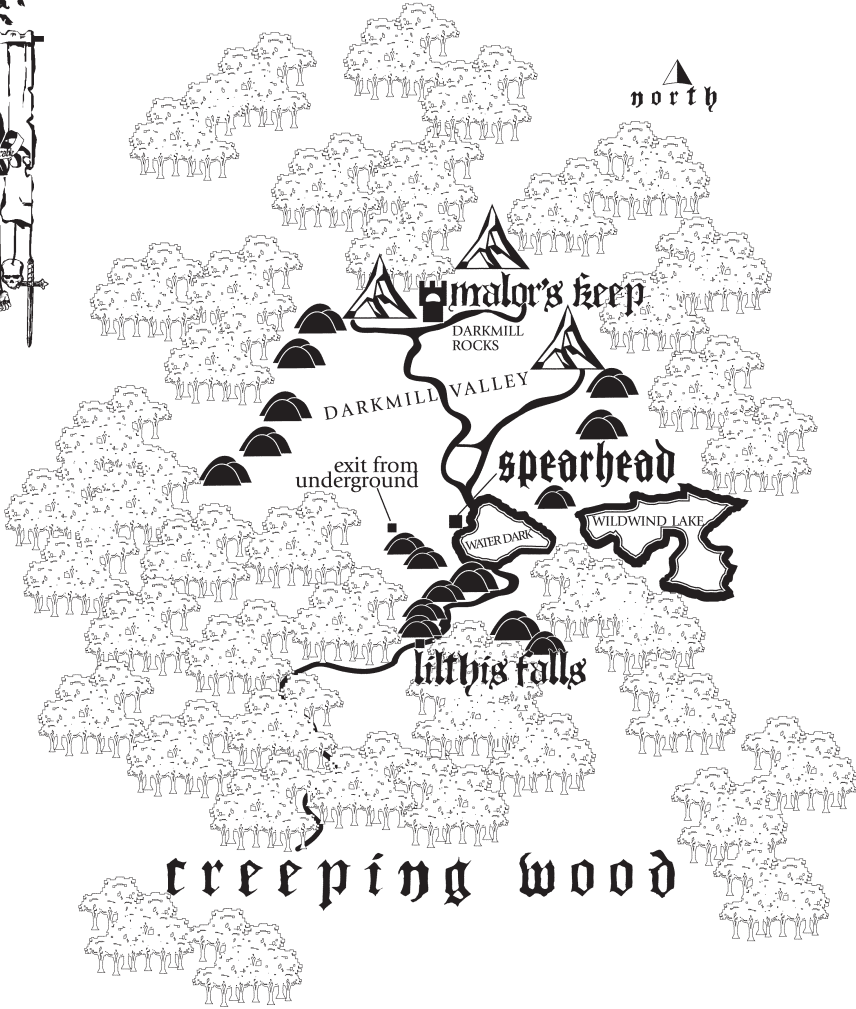


the power of the sorcerers lies

dreaming at the bottom of the sea



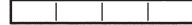
north



creeping wood

king's market

12 miles



Blith

-  Fortified
-  Forests
-  Rough Hills
-  Mountain

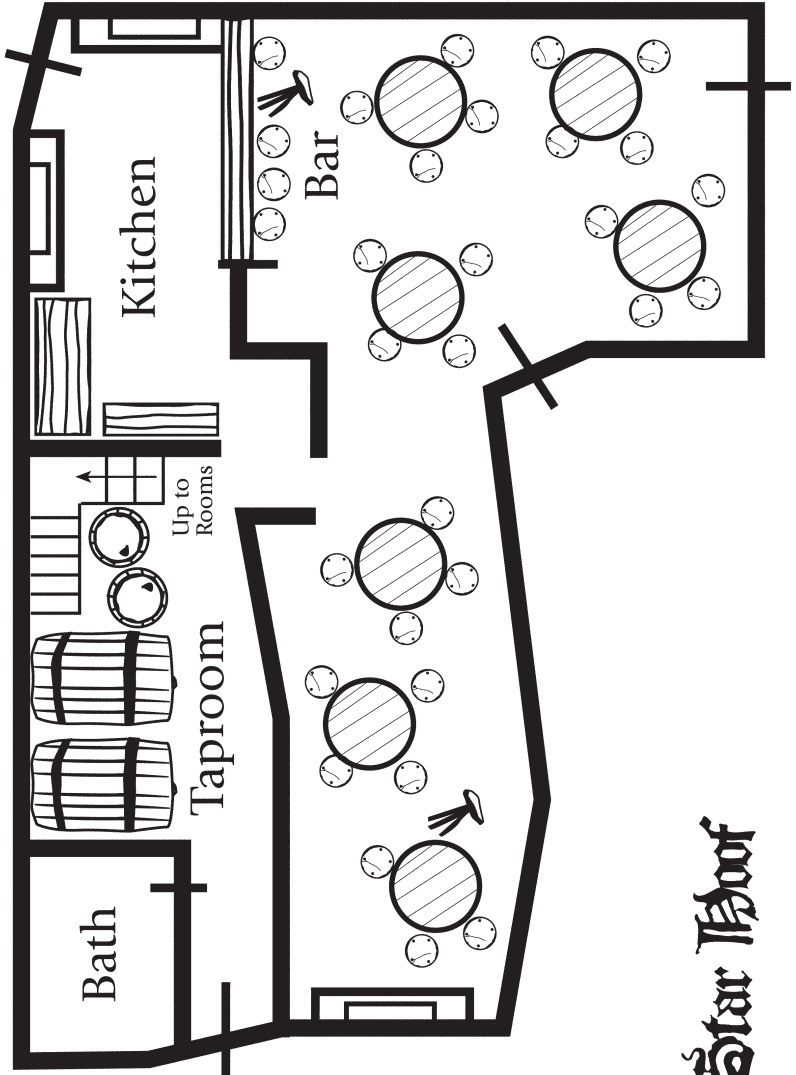


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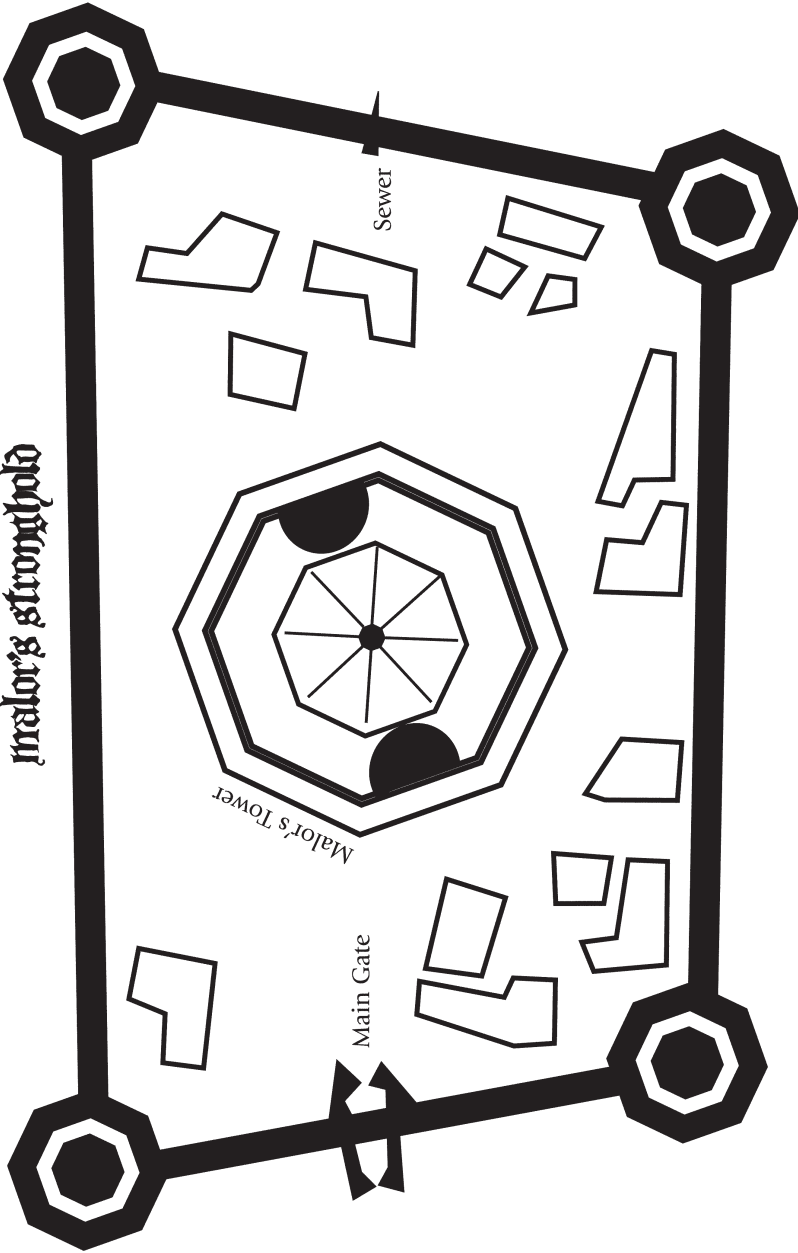
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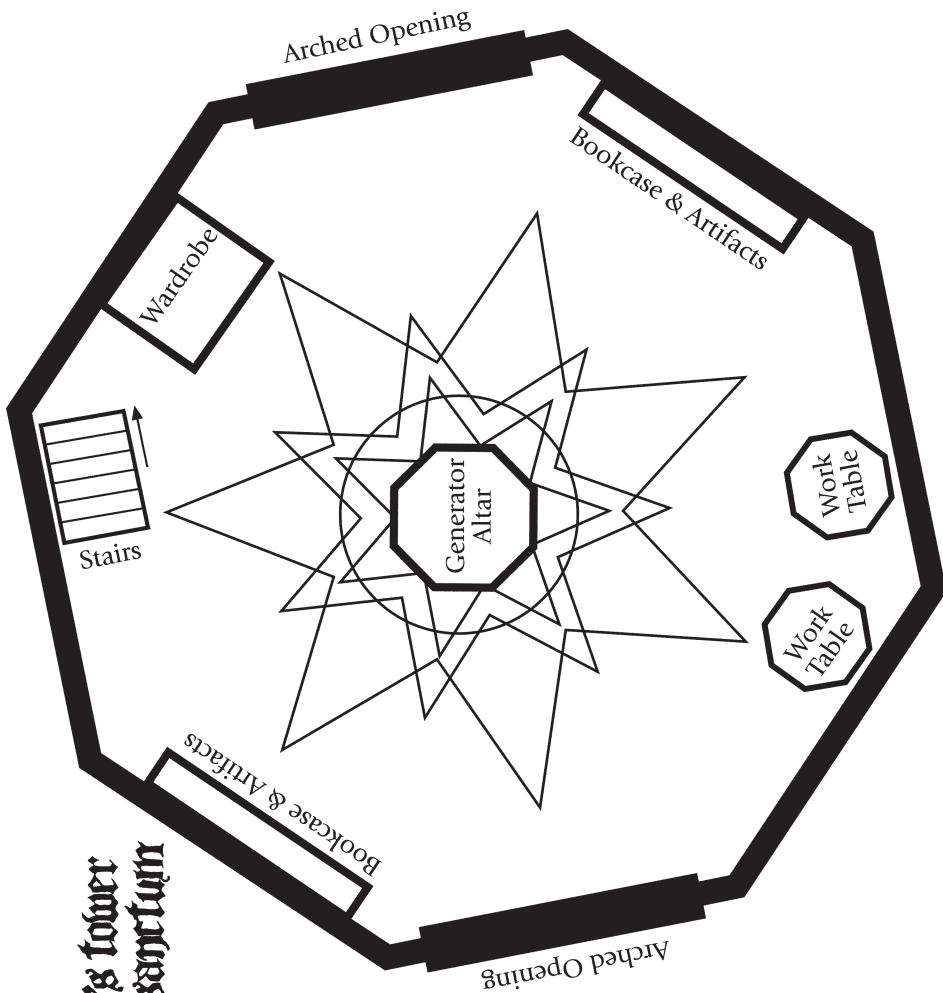


malor's stronghold





**major's tower
upper sanctum**





with the PCs. If this happens, the PCs will be involved in the shoot-out at Lilthis Falls.

If One Ear Escapes

One Ear will make with all possible haste for the underground passage at Lilthis Falls. He will stop at nothing to get DeGras to Malor's fortress at Darkmill Rocks, even at the cost of kobold lives. When the elves attack, One Ear will grab DeGras and head for the passage with twenty or so kobolds in tow. He knows the passage well and will travel as quickly as possible to Darkmill Rocks. This will lead to part three of the campaign.

If One Ear Dies

One Ear's death will lead to chaos among the kobolds, but they will attempt to take DeGras into the passage anyway. DeGras could be easily rescued following One Ear's death. If rescued, DeGras will immediately take charge and try to persuade the PCs to mount a search for the source of the attack. Questioning any wounded kobolds or following the underground passage will lead to Darkmill Rocks.

Scope of the Campaign

For the campaign to continue beyond this scenario, the following events, or an approximation of them, should occur:

- PCs track kobolds
- PCs encounter and side with elves
- PCs and elves attack kobolds at Lilthis Falls
- One Ear and a band of kobolds escape into the underground passage
- PCs pursue One Ear

Once the PCs decide to continue tracking DeGras, they will begin the third part of the campaign.

Part Three: Kobold Underground

The underground passage leading to Darkmill Rocks is made up of a series of tunnels that form a large, underground compound that serves as a home and hideout for several kobold packs. It is also the primary barracks for Malor's kobold army. One Ear and his pack know these passages well and their morale picks up once they enter these caves. The elves will not pursue One Ear underground and will warn the PCs of the kobolds' use of the passage. They will offer the PCs rest and supplies from a nearby grove, and the PCs will only lose one day if they take the Woodlanders up their offer. The elves are also aware of Malor's connection with the kobolds and of lots of kobold activity occurring in Darkmill Rocks. The combined information illuminates the PCs' two choices: go overland to Darkmill Rocks or take the underground passage.





If the PCs go Overland

The PCs will face roughly one encounter every three days of the ten day travel to Darkmill Rocks. This route will take the PCs over a mountain range and down into the Darkmill Valley. Monsters in the area include gnolls, orc freebooters, robbers, wolves, kobold aggressors, etc. These fights could include large numbers of adversaries. There is one small human village on the way to Darkmill Rocks where the PCs can find rest and supplies.

If the PCs go Underground

Travel to Darkmill Rocks using the underground passage takes a third less time than traveling overland, but the way is choked with kobolds, most of them aggressive. If One Ear is not aware of the PCs pursuit, he will not organize or rally resistance forces to fight the PCs in the underground passage. In this case, there is a very small chance that the PCs will be tolerated by the kobolds, especially if the PCs want to trade. If there is an elf among the party, the kobolds will be hostile. If there is an orc among the party, the kobolds, even the toughest of them, will defer to the orc's wishes. If One Ear perceives the PCs behind him, he will rally the kobolds. In this case, the kobolds will attack, despite the race mix of the hero group.

The underground passage is not nearly at full capacity, as most of the kobold army is off gathering the seven individuals Malor wants captured. There are still enough kobolds, however, to ensure that the PCs will be fighting constantly. The trek through the underground will test the party's mettle and it is likely that many of them will be wounded in the fighting. The GM should make opportunities for the party to retreat if things get too rough, but the passage should be hard won if the kobolds are aggressive towards the party.

The underground compound is like a town, with facilities for food (kobold style), supplies, recreation, and housing. Although made of caves or roughly-hewn tunnels, the underground area is well lit and warm.

Traveling through the underground passage will take approximately three days. Tracking One Ear may be impossible without the use of magic, as the cave offers few opportunities for distinguishing between One Ear and other kobolds. DeGras may leave signs behind, but One Ear is wary of letting him close to walls where he can scratch his initials or signs for the PCs to follow. A captured or wounded kobold may aid the PCs, if interrogated.

If the PCs Make it Out of the Underground

The underground passage opens onto a rocky hillside overlooking the Darkmill Valley. The area is wooded and dangerous, home to many monsters of all types. At the far end of the valley stands Spearhead, a human stronghold and town that serves as the trading hub for the valley. Twelve miles beyond Spearhead lies the area called Darkmill Rocks, a land of dark, menacing trees and deep river gorges. It is here that Malor lives in his fortress, holed up in his dark tower, working invocations, building the magical amplifier he will use to wreak havoc over Ilith.

One Ear will travel to Malor's keep with great speed, swinging wide around





Spearhead to avoid the human patrols around the fortress-town. He will be slightly more difficult to track in the valley, but if the party loses his trail, the humans of Spearhead will certainly know of Malor and his kobold hordes.

Scope of the Campaign

For the campaign to continue beyond this scenario, the following events, or an approximation of them, should occur:

- PCs travel through the kobold underground or overland to Darkmill Valley
- PCs survive and get out of the underground in Darkmill Valley
- PCs track One Ear to Malor's keep or get solid information about Malor's keep as the source of kobold kidnappers

Once the PCs get out of the underground, they will begin the final part of the campaign.

Part Four: Showdown in Darkmill

There are many methods by which a party can gain entrance to Malor's keep in Darkmill Rocks. Knowledge of Malor's plot from the beginning would allow the PCs to place an imposter in DeGras' place, thus protecting him while simultaneously acquiring access to Malor. Tracking the kidnapped DeGras is the most likely of all the potential scenarios, and the PCs will have to use their wits to get into the mage's keep.

Before getting to the keep, however, the party can rest and purchase supplies at Spearhead. The town is large and has access to all basic goods, including a good supply of weapons and armor. The humans here defend Spearhead viciously and are constantly battling the various monsters that roam out of the deep, surrounding woods in search of the sweet taste of human flesh. Few speak kind words of Malor, but several merchants travel to his keep with fresh supplies on a weekly basis. On the day the PCs' party arrives, a convoy is headed to Malor's stronghold to deliver goods. This should present an opportunity for the party to gain access to the stronghold.

Malor's keep is a small castle-complex with a single tower in the center that is roughly 150' tall. The keep is well-guarded by armed kobold warriors at the gates and patrolling the walls and inner grounds. While entering through the main gate or over the walls will be very difficult, the party could get in easily through the sewer gate where a single kobold guard sleeps at his post.

On the top floor of the tower, Malor is constructing his amplifier and will have the seven captives already bound and gagged when the party arrives. This uppermost chamber is large and sturdily built, like the rest of the tower, and is protected from an array of magical attacks by a series of charms, spells, traps, and alarms. The keep is defended by a large force of kobolds, most of whom have just returned from gathering the seven captives and are in various states of health after all that fighting and traveling. One Ear is in





charge of the tower guard and is in the tower with Malor and the captives.

Malor's Intentions

Malor will assemble the seven captives one day after One Ear arrives with DeGras. It is best to assume the PCs will arrive at the keep just as Malor's ritual begins.

Malor has finished his amplifier and will demonstrate its power in front of his captives. When he begins using the magical amplifier, the air becomes charged, visibly rippling with crackling energy and pulses of bright white light. The magically charged air surrounds the keep for miles and is visible some ten miles away. The captives are scared, and Malor will use the amplifier to torture and disfigure them one at a time. When he's finished torturing the captives, Malor will begin killing them, one after another, by slowly cooking their bodies with magic. Before he kills the last three, DeGras, the Prince, and Cholgot the magistrate, he will demonstrate his increased power by using the amplifier to destroy Blackwatch Castle, the fortress where Malor was incarcerated, a vision which Malor shows his captives through his crystal ball. After this, he will move to kill each of the remaining three victims, ending with the Prince.

Hero Actions

The party will need to get inside the castle and then into the tower. Once there, they will need to confront Malor, armed with his amplified powers, in order to free the captives. If the party interrogates any wounded or captured kobolds manning the keep, they will discover Malor's plans to kill the prisoners. If the party makes haste and assaults the upper sanctum, they may be able to save all the prisoners. It would be a good idea to prompt them by describing the sounds of torture coming from the summit of the tower.

If the PCs do not assault the tower before Malor destroys Blackwatch Castle, they will feel, see, and hear the beam as it erupts from the top of the tower, a vibrant, shimmering, solid beam of energy that reaches into the heavens. Some ten minutes later, Malor will kill the three remaining prisoners.

If PCs Storm Upper Sanctum

One Ear, three kobold guards, and Malor are in the upper sanctum with the prisoners. One Ear and the three guards will immediately attack at the first sign of an intrusion. Malor will stop whatever he is doing and attack the PCs as well. The fight will be bitter and Malor will probably be difficult to defeat. Malor, however, is magically attached to the amplifier, and if the amplifier is damaged or destroyed, Malor will also take damage. This will be the key to defeating Malor, and the amplifier could easily be tossed out the window where it would be crushed on the rock pathway below. If the amplifier is destroyed, Malor will be attacked with his most powerful spell with a x7 multiplier to all Zap Values.

If Malor is Killed

If Malor dies as a result of the amplifier's destruction, it is likely that the





spell which kills him will also damage the tower. There is a chance that the damage will be significant enough to topple the tower. If this were to happen, the party would need to get out quickly. A toppling or collapsing tower would cause irreversible damage to the castle complex below, burying most chambers and storerooms. Any remaining kobolds, including One Ear, if he lives, will flee immediately after Malor has been killed.

Exploration of the castle and/or its ruins will uncover a good amount of silver and some significant weapons and items. Books and scrolls containing cryptic notes and works about Dark Magic will bring a good price if sold to the right buyer. That could be an adventure in and of itself.

If the Prince survives, he will offer to bring the party to Braveshore where he will make sure the party will be celebrated and live like kings for a week or more. They will each receive medals and be made Knights of Ilith should they choose to serve the Prince during times of need.

If the Prisoners are Killed

There really is no consequence if the prisoners are killed and Malor dies as well. The campaign is over and the party can plunder the keep.

If Everyone Dies and the PCs Fail to Kill Malor

Malor will use the amplifier to enslave Ilith. He will become Mage-King of Ilith until someone can organize a powerful enough resistance to take him out.





Adjusting the Level of the Campaign

Here's the mix we suggest:

Heroes with attributes 20-35

- 10-30 kobolds at the invasion.
- Another 15-30 in the underground.
- Another 15-30 at the keep.

Heroes with attributes 40-50

- Reduce the target numbers for all Adversaries by -3.
- 10-30 kobolds at the invasion.
- Another 15-30 in the underground.
- Another 15-30 at the keep.

Heroes with attributes 60-80

- Reduce the target numbers for all Adversaries by -7.
- 10-30 kobolds at the invasion.
- Another 15-30 in the underground.
- Another 15-30 at the keep.

NPCs and Adversaries

Kobold Scavengers

The Kobold Scavengers compose 90% of Malor's Kobold fighting force. Use these warriors for the majority of the Kobolds the PCs encounter.

Warrior Mastery

CT#: T17, CAS: 25

Fo: 20, AS 2, AH 3, Md6: 3

Bite, Claw, Short Sword

Wealth: .67 (silver)

Kobold Pack Barker

The Pack Barkers will be present during the initial attack. Assume there is one Pack Barker for every five Scavengers.

Ranger Mastery

CT#: T17, CAS: 25





Fo: 17, AS 2, AH 3, Md6: 3

Bite, Claw, Short Bow

+2 Dodge

Wealth: .83 (silver)

Kobold Shaman

There will be one Shaman for every ten Scavengers.

Mage Mastery

CT#: T17, CAS: 25

Fo: 15, AS 2, AH 4, Md6: 3

Bite, Claw, Wand of Green Magic: heal one Target, 2d6, once per action round

Wealth: .93 (silver)

One Ear

One Ear is a respected pack leader of the Kobolds.

Warrior Mastery

CT#: T11, CAS: 50

Fo: 40, AS 4, AH 5, Md6: 5

Bite, Claw, Short Sword, Dagger

Two 3d6 healing potions

Wealth: 2.62 (silver)

Woodlander Elves of the Creeping Wood

Ranger Mastery

CT#: T14, CAS: 35

Fo: 30, AS 3, AH 4, Md6: 4

Bite, Claw, Bow, Dagger

Apply all bonuses for Woodlanders

Wealth: 1.22 (silver)

Varn DeGras

Warrior Mastery

CT#: T10, CAS: 55

Fo: 50, AS 3, AH 4, Md6: 6

+3 to-hit/versus with swords and shields



Critical on 19 and 20

Command Shout: +2 to-hit to all friendly targets in 25' radius for 5 seconds

Wealth: 3.18 (silver)

Rhyx Throl Malor

Mage Mastery

CT#: T10, CAS: 55

Fo: 40, AS 5, AH 11, Md6: 6

+2 to-hit/versus with Arcane Magic

Pendant of Focused Energy: +1 Potency Span to all magic spells

Cloak of Steel (stats above)

Wand of Arcane Magic: T13/+4, 150'

Spells: Black Cloud, Arcane Shield, Disarm, Focused Ray of Concussive Attack, 2 spell attacks per action round

Wealth: 5.29 (silver)

Items and Treasure

Magic Amplifier

Uses caster's Imagination modifier as a multiplier to all spell effects, including damage. Malor has built the amplifier to also function as a battery, which he can use to store power. This is how he will make his strike against Blackwatch. If the amplifier explodes, the explosion will cause all casters to spontaneously cast one of their spells (chosen at random), the power of which will be multiplied by each caster's Imagination modifier, respectively. If the amplifier explodes before Malor can discharge it on Blackwatch, it will explode with the following force:

T12/+12, 75' radius, Arcane damage. Targets must test against their Fortitude or be blinded for 3d6 action rounds.

Possible Treasures

Besides the weapons, armor, gems, jewelry, copper, and silver that can be taken from the kobold soldiers and the underground passage, Malor will have a number of special items in his keep. Try to keep the items consistent with the party's overall experience. It is better to err on the side of awarding weak items than to award items that may be too powerful. Here are a few things Malor may have in his keep:

Ring of Language

T10/+8, grants the wearer the ability to understand any language.





Incense of Forecast

T4/+15, grants all who are exposed to the scent of the incense while sleeping the ability to forecast the near future in a dream.

Book of Fire:

T10/+9, a book of fire and Fire Magic knowledge. Grants the reader a +1 to all Fire spells. One time use.

Salve of Charm

T15/+4, grants the user a one time ability to persuade another.

Dust of Invisibility

T13/+7, grants the user the ability to become invisible to all forms of vision for seven minutes. One time use.

Crystal Shard of Hate

T6/+11, user will be consumed by an uncontrollable hatred and the desire to inflict pain.

Wand of Dark Energy

T12/+5, range 100', casts a bolt of energy-draining Darkness. Damage drains both Fortitude and Vigor.

Boots of Vigor

T16/+2, grant the wearer +2 Vigor.

Bracelet of Good

T9/+4, grants the wearer a +6 versus the undead.

Mace of the Withered Heart

T14/+2, grants the wielder a +3 Potency Span against the undead. One handed, Vigor requirement: 50.

Scroll of Healing

T15/+4, restores 4d6 Fortitude. One time use.





The Creeping Dead

Revised Edition

Originally published in December 2004

Realm of the Dead

Excerpted from 'A Savage Instrument'

Thirstily, the land called for rain. It prayed, with desperate stretches of dust and rock, for moisture, any moisture, if only but a drop. Lizards hugged the spines of thorny cactus, eyes twitching with reptilian reflex. The sky stretched away to the horizon, sending shadows creeping into oblivion like dark shades running in fear, an endless, cloudless haze of dirty blue, the hard face of a cruel god, and in his expression one could plainly see neither hope nor sign of rain.

A rumble spread through the desert and dust raised in soft sprouts from between cracks in the hardpan. The rumble grew louder and, appearing in the distance, fading into reality through the shimmering veil of heat that draped the horizon, appeared a line of lumbering soldiers and a great, wagon of war. Its iron wheels crushed the desert and all its life, however sparse, wherever it could be found.

The lizard leapt from its cactus sanctuary as the heavy wheels crushed the plant to pulp. The cactus flesh oozed a precious, watery liquid that rolled over the dust and thickened into a sweet mud as the land caressed and devoured it.

Mercilessly, the six-wheeled behemoth rolled across the plain, pulled by ten black horses in various states of decay, rotted skin a feast for maggots that worked themselves to bursting. They ate until bones peered out from beneath the blood and rot, until the corpses were naught but the skeletons below. Even in death these horses would not stop, the dark power of necromancy urging them on in undeath, defying the order of nature. An affront to all things good, these rotten beasts trotted through the heat of the sun, never resting, never stopping. A near skeletal zombie worked a barbed lash, whipping the undead horses as if it were pain that sent them forward. Each stroke stripped more flesh from the horses and great chunks of fur, meat, and maggots dropped to the dusty plain. The coach driver had the look of an orc, armored for battle in its former life, the haft of an axe showing from its broken breastbone, recalling the killing blow that ended life and tempted the call of undeath. Now this creature worked to drive the horses, forcing them to pull the massive iron and heavy wood wagon through the desert.

Behind the wagon, spreading out in a line in either direction, trudged an army of undead. Skeletons and zombies, rotten, bloated, stinking corpses



lumbered through the desert. They carried rusty axes, chipped swords, and broken pikes. They wore torn armor, split helms, blood-stained clothes. They carried parasites that fed on their flesh, dropped beetles from their mouths and eyes, maggots from their lips, and bore long lines of entrails that dragged behind them through the dust of the desert like horrible, stinking ropes in tow.

It was a terrible cycle that swelled their ranks. The desire to feed on the living, the only force that kept them in undeath, also drove them to storm the strongholds of Maggodsteel where orcs, elves, and men lived with sweet meat on their bones and blood like honey in their veins. It was hunger that drove them on to kill and eat. Gripped and perverted by evil magic, the victims then rose to undead life as zombies and skeletons, and they too felt the hunger of the undead. The army fed and the army grew ever larger.

It was the Master who kept them moving toward a single goal, the same Master who was now carried like precious cargo within the thick oak and iron cage of the war wagon. Some called her a witch, but no witch was she. Some named her a demon, but from some wormy hell she did not come. She was once a simple acolyte, a student of all things Dark. She was once just a mage who discovered the secret to immortality. She was called Lichdia Immortalis, and it was her army that crossed the desert to bring the war of never-ending hunger to the lands of the living.

Life in Maggodsteel

Maggodsteel, where Darkness still holds sway over the lives of men and orcs. Where the land drinks thirstily of the sky, only to crack and harden with wanting. These are the desert lands of Maggodsteel, home to orcs, elves, humans, and the Creeping Dead.

In a land where the dead stalk the living, those who are alive make great efforts to band together with other living creatures. These efforts frequently cross over racial boundaries and mixed communities are common. Humans, orcs, and elves will often band together, if only temporarily, to fend off the endless hunger of the dead.

Orcs of Maggodsteel

The invading armies of The Creeping Dead swarmed the land of Maggodsteel in 192. For centuries, the orcs that chose not to flee have carved their many strongholds from the wasteland of the desert. They band together in small groups, struggling each day to survive. These oasis strongholds battle other orc and human clans for control of the available watering holes and hunting grounds, all while fending off the hordes of undead that wander the scarred lands, searching to feed on blood, flesh, and magic.

The orcs of Maggodsteel have built mighty fortresses and villages over the ruins of dilapidated strongholds and abandoned oasis towns. Guards stand on constant alert, ever watchful for the thin veil of dust rising on the horizon, a sure sign that the undead are on the march. They trade with





the other orc hordes and elf clans eking out a living in the desert, making alliances and breaking them in a delicate dance for survival. Orc hordes living in Maggodsteel have names like Oglig's Swords, Snapping Jaw, Bone Breakers, and the Fire Tribe, each ruling over areas containing specific resources important for survival in Maggodsteel. These natural resources include such riches as watering holes, animal herds, fruit groves, precious metal mines, and timberlands. Each horde trades its precious commodity for other resources guarded by other hordes, or they go to war and take those resources by force. Occasionally, hordes will unite to fight off an encroaching Necromancer and his army, or to root out the evils of a Corpus Inferia that may be preying on a village.

Large population orc communities of Maggodsteel are concentrated along the coast and receive significant support by way of merchant ships arriving from Blackstitch, the Shining Isle, and Starladale. Mercenaries hired in Starladale and Blackstitch arrive daily at the larger strongholds such as Underheel and Forge Bunker. These swords-for-hire are usually paid by the kill or are engaged to accomplish larger tasks, such as eradicating the Corpus Inferia. Mercenaries are drawn to Maggodsteel due to the great likelihood of discovering lost treasures while on the job. The huge, ruined cities of old that once belonged to the orcs, now the realm of the undead, promise immeasurable riches from an earlier age.

Away from the coastal cities, the orcs have made concerted efforts to reclaim the interior lands of Maggodsteel. These efforts have led to the capture of many of Maggodsteel's natural resources and the formation of the orcish settlements further inland. These strongholds are typically under constant attack by the undead and will often trade hands as the orcs lose their settlements and win them back again. Among the more notorious hot zones for such combat are Wetforge, Blackbadge, and Scarland Grove.

Although there is not one supreme leader in Maggodsteel, there is a council of warlords representing the many orc hordes of the region. Since each city is under the control of its own war chief, council meetings are difficult to organize, especially during disputes between war chiefs or large scale undead raids. For this reason, the orcs have established an annual meeting that takes place at Forge Bunker during the week of day 290, Fall. It is during this meeting, called Rocnar, that war plans are made, disputes settled, trade negotiated, etc. Rocnar is a big event and comes the nearest to what would be called a festival in war-torn Maggodsteel.





Elves of Maggodsteel

Those elves that move to or visit Maggodsteel are either merchants or mercenaries and are likely to travel there solely because they are seeking riches. Elves born in Maggodsteel are typically born Desertbloods. There is a strong Desertblood presence in Maggodsteel, centered around the important trading posts named Sheydwind, Moernwing, and Dustsun.

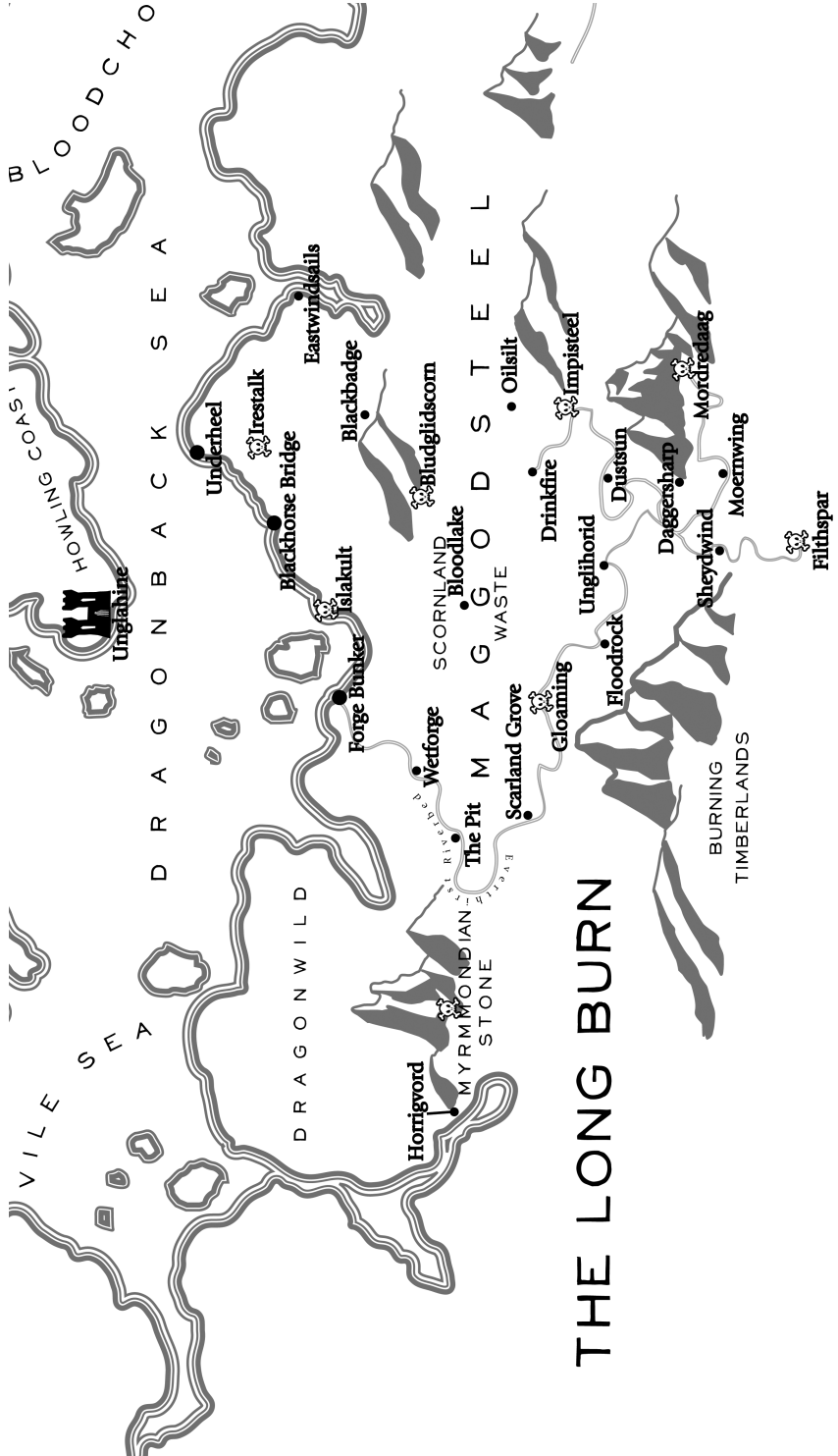
Humans of Maggodsteel

Following their defeat by the orcs over three centuries ago, the humans of Maggodsteel have scattered around the desert in small groups without any centralized leadership. Humans of Maggodsteel exist primarily under orcish rule without any say in tribal law or participation in the war council.

Humans live mostly along the coast but will often seek higher wages working as hired swords in Maggodsteel's interior, where fighting is the most intense. Humans comprise the largest percentage of the labor force in Maggodsteel, as farmers, servants, builders, and militia.

Human visitors to Maggodsteel are usually very different than Maggodsteel's subdued, somewhat domesticated, human natives. Travelers coming to Maggodsteel from Griffonrock, Ilith, Malthorn, and beyond are often hearty mercenaries or adventurers unaccustomed to living under orcish rule. In fact, humans living north of the Dragonback Sea think of the humans of Maggodsteel as weak and particularly rural, stereotyping them as possessing lesser intelligence and as being incapable of self-rule. It is not uncommon for human visitors coming to Maggodsteel to treat human natives with disdain or cruelty, sometimes even using them as slaves on expeditions into the region's dangerous interior.







Corpus Inferia – The Dark Covenant

Excerpted from 'A Savage Instrument'

Lichdia Immortalis had long ago lost her skin. The transformation from mortal to Corpus Inferia, master of the undead, had required her to pledge herself to the Darkness, to shout her dedication loud enough for all of hell to hear her.

It had been a hard decision. She was not at all sure that she believed what the old texts told her was true, and if the ancient books were wrong, she would most certainly have died. Her doubt almost prevented her from performing the ritual that would bring her immortality.

Kneeling in the center of a circle of candles made from the fat of her victims, those whose life forces she had consumed over the course of the previous winter, she balked at the terrible task before her. The memory of that moment lingered with her even now in her undeath.

She wore only a shift doused in oil. It clung to her and the oil dripped down her smooth skin. She could not look at herself for fear that the sight of her body would stay her hand.

She held a small candle. She held it steady, stared into the flame, certain of the pain that would precede her death, a death she was not certain she would survive. The promise of immortality welled up inside of her, and it was in that moment that she understood her immolation was the only way to properly dedicate her life to the Darkness.

The shift ignited easily, the flame taking to the oil with a vile eagerness. The fire caressed the oil, consumed the cloth, and met her flesh with a searing kiss. The first pain seemed too much. She wanted it to stop but the fire consumed her. Before she passed out, she watched as the flesh boiled on her legs. Fat bubbled up from beneath her charred skin and ran over the boards in her room like drippings from a roast.

Corpus Inferia. That is what Lichdia Immortalis became. She rose from the congealed fat of her burned flesh, nothing more than the bones within, a skeletal horror with the power of immortality. Lichdia felt different somehow. She had senses that she had not previously possessed, an awareness of evil and hate. She could not feel her body, she could not smell her smoldering flesh, but she could see. In the mirror on the wall she could perceive a shimmering color, a green and yellow hue surrounding the outline of her skeletal form. She could remember even now the shape of her skull, negative space between the green glow, and in the center, two black voids where her violet eyes had once gazed upon the world.

Lichdia looked at her hands in the dark interior of the war wagon. She imagined the flesh that once covered them, soft and supple, young. Now there was only bone, chipped and bleached, dry from the desert air, shimmering faintly with the green energy of magic that kept her undead.

She was draped from head to toe in black lace, and underneath that dark veil she wore the red silk dress she had taken from her first feeding. A young





girl, about her own age, the daughter of a baron or a lord. It did not matter. The only instinct had been to feed, to devour, the vast, empty hunger that compelled Lichdia to suck the life from her prey like marrow from a bone. She had taken that young girl's life, her first feeding as Corpus Inferia, and she had taken the dress. She could remember that night, fleeing the smoking ruin of her corpse and the shriveled blackness of her victim, as she pulled the silk dress over her body to cover the stark, bony reminder of the price she had paid for her immortality.

The Creeping Dead of Maggodsteel

There are two types of undead creatures: the free-willed Corpus Inferia, and the controlled undead raised from corpses. The latter are the dead raised to life, animated through the magical incantations of a mage. These undead have varying life spans, depending on the skill of the mage, and must feed to continue their undead life. The raised undead are unintelligent and basically only good for one thing: killing the living. The Corpus Inferia, however, were once living but have given their souls over to the Darkness. They are undead and possess all the powers of the undead, and yet they retain the knowledge of their former selves. The Corpus Inferia are the skeleton mages that lead great armies against orkish strongholds, the zombie masters who seek to devour the lands of the living, and the vampires who roam the night intending to wash Mordredica in blood.

Maggodsteel is a land of the undead. Here, the raised wander the dusty plains searching to keep their undead life flowing, and the Corpus Inferia study the Dark Arts and devise schemes to enslave the living. For there is only one purpose that drives the undead, both the raised and Corpus Inferia alike: feeding. The undead must feed to keep walking. Zombies must consume the flesh of the living, skeletons must devour magic, which includes the souls of the living, and vampires must feed on the blood of the living to survive. It is feeding that keeps the armies of the undead on the march, and their hunger is relentless.

In the ruins of once great orkish metropolises, especially in the land of the Myrmondian Stone, the Corpus Inferia engineer devious plans to consume the living. Surrounded by the raised dead and throngs of captured or bred human food stock living in cages and awaiting their turn to be slaughtered, the Corpus Inferia raise the corpses of their devoured livestock and send them forth to the settlements of the living, to attack, destroy, and eat. These vile cities of twisted, carnal devilry sit on the cracked plains of Maggodsteel shining with an unholy glow that, like a beacon for the damned, can be seen for miles in the clear desert night skies.

Undead Life

The undead are not really alive, but rather in a state of suspended death. Called undead life or undeath, this condition carries a few traits commonly exhibited among the walking dead.





Hunger

Undead require certain substances to continue their undead life. Zombies require the flesh of the living to survive, and brains are absolutely the best source of zombie energy. Skeletons, on the other hand, require magical energies to survive, and the magic found inside the living is the most succulent. Vampires, of course, require blood to continue their existence, and the blood of humanoids is the most powerful. As long as an undead gets enough to eat, its undead life will go ever on.

- Zombies are driven by the sole desire to consume flesh and will stop at nothing to get it. Without consuming the flesh of the living, zombies will weaken gradually until they eventually return to a state of death.
- Skeletons require magic energy to survive, found either in natural magical wellsprings or in the magical energy contained within the bodies of the living, namely, their souls. Skeletons can also absorb magical energies from magic users – those with larger Imagination scores taste best.
- Vampires require the blood of the living to survive and must feed frequently to retain a state of undeath.

No Pain

The undead do not feel pain. Thus, they can take a huge amount of physical punishment without slowing down.

Undead Traits

Zombies, skeletons, and vampires are immune to fear, panic, terror, and most sicknesses and diseases. The undead cannot drown or suffocate. They cannot bleed to death or be poisoned in the traditional sense. Skeletons are highly resistant to fire, freezing, and most weapons. Zombies are highly resistant to blunt weapons and poisons. Vampires are resistant to most everything excepting sunlight and silver weapons. Apply the following bonuses to members of the undead:

Zombies

- Reduce all damage delivered by any non-magical blunt weapon by half.
- Magic damage is delivered normally.
- Resist Poison: [-8].

Skeletons

- Reduce all damage delivered by any non-magical weapon (except blunt weapons) by half.
- Weakness to blunt weapons: [+2].





- Magic damage is delivered normally.
- Resist Ice Magic: [-5].
- Resist Fire Magic: [-5].

Vampire

- A well fed vampire will automatically heal 1d6 points of damage taken every action round.
- Reduce all damage delivered by any non-magical, non-silver weapon by half.
- Resist Fire Magic: [-3].
- Resist Ice Magic: [-3].
- Resist Electrical Magic: [-3].
- Resist Poison: [-3].
- Magic damage is delivered normally.
- Silver weapon damage is delivered normally.
- Weakness to Sunlight: [+10].

Returning to Death

It is difficult to lay the undead to rest. Zombies must be severely damaged, to the point of being hacked to pieces, to return to death. The best way to dispatch a zombie is to destroy its brain. Destroying the brain of or decapitating a zombie, regardless of its physical state, will return the zombie to death and make it ineligible for undead resurrection in the future.

Skeletons must have their bones scattered sufficiently, burned to ashes, or be damaged to the point of being completely inoperable to return to death in such a way as to be ineligible for undead resurrection in the future.

Vampires must be poisoned by silver, sunlight, or magical weapons to return to death. If not sufficiently mangled or scattered, a vampire that is returned to death and is a resting corpse may be raised again by a Necromancer.

Corpus Inferia

The Creeping Dead is the name for all undead and their allies, those that seek to rip life away from the living. What keeps the Creeping Dead creeping is the cunning intelligence of the Corpus Inferia. These creatures are the masterminds behind the organized undead attacks on the cities of the living. It is they who raise the dead and swell the ranks of the Creeping Dead armies.

True students of necromancy believe that one can never become a Necromancer without giving up that which differentiates him from his subject, natural life. Thus, the study of Corpus Inferia is the trading of one's life for undeath. What is gained is different, however, from the undeath





of one who is raised from a corpse. The Corpus Inferia give themselves willingly over to death and retain that which zombies and skeletons lack, the experiences and knowledge of the living.

Those who choose Corpus Inferia will be forever changed. The undead life is ruled by the spirits of evil and wickedness. Corruption of the body and soul is a certainty, and the drive to feed on flesh, magic, or blood is overwhelming. This hunger is so strong that it is likely to constitute the sole desire of a Corpus Inferia.

It is most often mages who cross over into the world of the damned, as the knowledge of how to make the Dark Covenant is more accessible to those who study magic. Usually, a mage will decide to continue his studies in the undead life and let the change consume him. Such creatures have a mummified appearance, skin dry and taut as if pulled tightly around the skeleton. They will change color to grey, green, or blue. Their eyes will bulge and burn brightly with the fires of the undead life. Such undead are called Senesco Corpus Inferia. Other mages will choose to give over their life force and their flesh completely by intentionally immolating their bodies, so as to reveal the skeletons beneath in undeath. These creatures are called Nascor Corpus Inferia. Those who crave the blood of the living are called Striga Corpus Inferia.

- A Corpus Inferia is forever a creature of the Dark and can never return to the Light. This means the Corpus Inferia can never cast Light Magic.

Senesco

- Senesco must consume the flesh of the living to survive.
- Senesco receive a [+2] bonus applicable to all to-hit/versus rolls related to zombies, mind control, and Dark Magic.
- Senesco gain +80 Fortitude and +10 Conviction.
- Senesco gain all the traits of a zombie. See [Undead Life](#).
- Weakness to Light Magic: [-1].

Nascor

- Nascor must consume magic to survive.
- Drain Magic: The Nascor feed on the Imagination attributes of others. A Nascor can attempt a Drain Magic attack against any living target within a radius outward from the Nascor equal to the Nascor's Imagination modifier in feet. The attack is considered a Dark Magic attack and the Potency Span equals the number of d6 rolled to determine how many Imagination points are drained from the target. Imagination debuffs are handled the same as Fortitude debuffs.
- Nascor receive a [+2] bonus applicable to all to-hit/versus rolls





related to skeletons, mind control, Dark Magic, and Necromancer's Magic.

- Nascor gain +80 Fortitude, +5 Action, and +5 Savvy.
- Nascor gain all the traits of a skeleton. See [Undead Life](#).
- Weakness to Light Magic: [-1].

Striga

- Striga must consume blood to survive.
- Striga receive a [+2] bonus applicable to all to-hit/versus rolls related to zombies, mind control, flight, invisibility, and Dark healing.
- Striga gain +80 Fortitude and +10 Vigor.
- Striga gain all the traits of a vampire. See [Undead Life](#).
- Weakness to Light Magic: [-1].

Becoming Corpus Inferia

To become one of the servants of Darkness, one simply needs to commit himself to evil. This is called the Dark Covenant. Usually this is done ceremoniously, by announcing to the heavens a rejection of the Light and swearing a commitment to evil and the Darkness. Once this has been done, the hopeful Corpus Inferia must begin to transform himself.

A Senesco must resist food and water, eating and drinking only the flesh and blood of living humanoids. Over the course of about a year, the hopeful Senesco will begin to change. His skin will dry and shrivel and take on a grey hue. His eyes will change to a milky white and take on a drowned and bloated look. His body will die, his soul thoroughly given over to evil, and a Senesco Corpus Inferia will be born.

To become Nascor Corpus Inferia, the hopeful acolyte of evil must immolate himself, burning the flesh and sinew from his body to reveal the undead skeleton beneath. Before he does this, however, he must consume the magical essence or souls of the humanoid living, choosing to eat or drink nothing else for about a year. Then the hopeful Nascor will allow his body to be consumed by fire and, if the Darkness accepts him, he will emerge an undead skeleton, a Nascor Corpus Inferia.

To become a Striga Corpus Inferia, the hopeful acolyte must feed exclusively on blood for a period of about one year. While doing this, he must dedicate each of his meals to the Darkness. It is widely believed that sacrifices and cold-blooded murder reinforce this process. The transformation from living to undead Striga is subtle, but as the transformation progresses the successful acolyte will become more and more in tune with the Darkness, yearning always for the taste of blood. Then the acolyte must let his own blood, all of it, and consume it as it flows from his body. If the acolyte is





destined to become a master vampire, the act of consuming his own blood will seal the transformation and he will become a Striga Corpus Inferia.

Strongholds of Maggodsteel

Blackhorse Bridge, Forge Bunker, and Underheel

The three northern-most fortress cities of the orcs, named after the clans that built them, stand as the last bastions of civilization in Maggodsteel. Homes to orcs, humans, and elves, these cities rise over the Dragonback Sea with thick stone walls and strong towers designed to resist the attacks of the undead that lumber out of the desert. These three fortresses are the center of orcish power in Maggodsteel, and anyone coming into this cursed region will land at one of these fortresses before venturing out into the desert beyond their walls. While Forge Bunker is the largest of the three cities, with some fifty thousand occupants, both Blackhorse Bridge and Underheel have significant populations as well.

Eastwindsails

Eastwindsails is a largely deserted city. Once a bustling trade city established by the orcs in 325, the city was abandoned following a devastating attack by the Striga Ulthinndark in 349.

Blackbadge

Iron is one of the most important resources the orcs possess in Maggodsteel and Blackbadge is the largest source of iron, gold, and coal in the region. The majority of the weapons used in Maggodsteel are forged here using iron mined deep underground at the foot of the mountains. Blackbadge has an enormous population and is rather like a small city. The sheer number of living, of course, attracts the undead and Blackbadge is under constant siege.

Scarland Grove

Once the farming center of Maggodsteel, Scarland Grove is today a series of bulwarks and strongholds surrounding groves of fruit, three natural springs, and herds of cattle, sheep, and pigs. Scarland Grove is an important natural resource for food and water for the living and is fiercely guarded. Scarland Grove is presently under the direct control of the Yellow Eye clan but receives military aid from other clans as well.

The Pit

It is here that the orcs of old drew from the rocky earth glittering treasures such as emeralds, rubies, and diamonds. Long ago lost to the Creeping Dead, the Pit is still a vast underground refuge for all that is unholy. Its attraction to the living is its valuable resources: there is a clean well, and there are groves of dates, olives, oranges, and figs immediately surrounding and within the stronghold over the Pit.





Over the past few years, the Pit has been overrun and retaken several times. Recently recaptured by Crawdog and his band of orcs, the Pit is being cleared of its infestations. While some mining operations have resumed, much of the old mine is teeming with vile critters, and the undead frequently attack the mine from Myrmondian Stone.

Wetforge

Spewing forth from great splits in the hardpan in iridescent blues and purples, the magic wells of Wetforge are primarily a strategic holding for the orcs. Once the seat of power for Vaulditage the Inimitable, one of the most murderous Corpus Inferia in recent memory, Wetforge was taken by the orcs under the leadership of Ripclaw, the orcish war chief of the Cracked Skull clan, in 401. Vaulditage was vanquished during the battle for Wetforge, and the magic wellspring has been under orcish control ever since. Wetforge is protected by a series of trenches, towers, and pit-traps under the watch of no fewer than four thousand orcs and mercenaries. Because the wellspring would be a valuable resource for the Corpus Inferia to use in their Dark Magic, there is a never ending stream of attacks launched against this stronghold.

Bloodlake

In the center of the hell that is the Scormland Waste lies the oasis called Bloodlake, a wide lake of fresh water fed by a series of underground water tables. Surrounding the lake is a woodland of palm and fruit trees, and wildlife frequent the lake for water, rest, and feeding. Because of its position in the middle of the Scormland Waste, Bloodlake is a necessary stop for travelers and caravans and is a valuable holding for the orcs. Naturally, this makes the oasis attractive to the undead who seek to feed on the living.

Drinkfire

As the Scormland Waste stretches to the south, tall stands of timber begin to form the forests of the south of Maggodsteel. From this area the orcs harvest trees for the wood necessary to keep their strongholds in the north functioning. While attacks are not constant, the Corpus Inferia of Horrigvord, in their never resting search for human cattle, often raid Drinkfire to capture females of breeding age for their stocks.

Oilsilt

The natural oil seeping upward from underground wells at Oilsilt is an important resource for the orcs. Oil from this stronghold is delivered to fortresses across Maggodsteel for use against the undead. For if there's one sure way to make sure the undead do not rise again, it's to burn their husks to cinders.





Islakult, Irestalk, Blutglidscorn, Impisteel, Mordredaag, Filthspar, and Gloaming

These are the fallen cities of the orcs, shattered metropolises now infested with the scourge of the undead. These cities are home to the Corpus Inferia, those creatures who have willingly given themselves to the Darkness. From within the walls of these cities, the Corpus Inferia research new methods of using magic, seeking to create more powerful and deadly spells. Feeding on supplies of captive orcs, humans, and elves enslaved like cattle, the Corpus Inferia constantly replenish their armies of undead by bringing to undead life those they have eaten. These armies are issued to attack the realms of the living, to capture as many as possible and bring the survivors back, where they will be bred to restock the undead's supply of food.

The Myrmondian Stone

During the battle against Zofstaas, the Sixteenth Sorcerer, the dwarves located a source of his power, the Myrmondian Stone. It is said that this stone is somehow connected to the world of the Forty Sorcerers, and it is through the Stone that the Sorcerers could once travel to and from Mordredica. While several attempts have been made in the distant and more recent past to capture the Stone, the underground fortress is now home to an army of Corpus Inferia too vast and too deadly to uproot. It is not clear why the Corpus Inferia are attracted to the Stone, but many dwarven scholars fear they are attempting to awaken one of the Forty Sorcerers. Whatever their intent, the Myrmondian Stone is the epicenter of the Creeping Dead in Maggodsteel.

Rumors around the Wells

- The skeletons coming out of Horrigvord are getting stronger with each passing attack. Some have been seen casting spells! If the rumors of these mage skeletons are true, what would stop them from overtaking the strongholds of the living?
- Beneath the dark waters of a shallow lake near Drinkfire lies the entrance to an ancient underground fortress.
- A shooting star always precipitates an undead attack.
- The undead have started planting poisons in the bodies of zombies. If splatters of this poison were to get on one's hide, the poison would create an infection and cause death. Then, as the body lay in death, the virus would cause the dead to rise, and the victim would become a servant of the undead.
- The most nefarious Striga Corpus Inferia, named Isurius Darc, is looking for new Striga to swell the ranks of his vampiric army.
- Beware campfires, their light draws the undead.
- War Chief Agfar Maul of the Swift Sword clan has died and his body is missing.





- Do not eat the meat of dead animals. It may spread an infectious disease that will kill and transform one into a member of the undead.
- The undead lurk near watering holes following the rainy season. They hide beneath the surface of the muddy water waiting for the right time to attack.
- Fire is the best way to destroy a corpse. Burying the dead only serves to swell the ranks of the undead. Plus, it's no fun to see your friend, partially decomposed and bursting with beetles and worms, clawing at your door and desiring only to rip the flesh from your bones.
- The desert is harsh and the heat causes the mind to play tricks. Do not travel without a guide.



Prominent Persons

- Isurius Darc: Isurius is a powerful Striga living in the eastern mountains of Maggodsteel. His clan of vampires, the Darc clan, is the oldest in Maggodsteel and is currently at war with the Burdenisa clan of vampires.
- Hjorpal Ferrill: Hjorpal is a human merchant based in Forge Bunker. He has made his fortune importing holy weapons and trinkets for use in fighting the undead. The recent mobilization of the Light of the Gods, an order of Paladins based on the Shining Isle, has been good for Hjorpal's business.
- Koflimorta: The hordes of undead streaming out of Irestalk owe their undead life primarily to one Nascor, the very evil Koflimorta. Once a Sacrisorcerer, a priest of the highest order, Koflimorta's defection to the Darkness took the lives of hundreds of the paladins he was charged to protect. Now, decades later, Koflimorta has helped dozens of acolytes transcend life and become Corpus Inferia, many of whom have become powerful adversaries of the living.
- Bladzuhl of Forge Bunker: The Forge Bunker orcs have a long history of strong leadership and well-loved war chiefs. Bladzuhl is perhaps their most revered leader, and in his long life he has proven a great warrior and tactician. Bladzuhl's efforts fifteen years ago led to the victory over the undead at the now-razed city of Floodrock, and allowed the orcs to consolidate their strongholds along the coast. Even at the ripe old age of seventy, Bladzuhl rules the day to day operations of Forge Bunker and remains a prominent force in the supervision of the city's military.





The Lowdown

Notes from the Necromancers' Guild

- Bones found near Forge Bunker seem familiar. Has anyone seen Krisstixall of Blackstitch this year?
- New methods of Raising being discovered. Come see these amazing new techniques. Just 2 gold for three days of study!
- Beware the Light of the Gods! New information suggests the paladins are infiltrating our order in an effort to get to the Corpus Inferia. Investigate your customers!
- The dead can only be studied properly by the dead. You are nothing if you are alive. Take the oath, become a true Mage of the Dark. You know where to find us.
- Ilithian knights engaged in battle on their northern border with Malthorn. The field is strewn with fresh corpses ripe for study!
- The Guild does not condone the murder of innocents. If you need access to a corpse, ask us before you do something rash.
- Loving mother misses her son. Will do anything to get him back.
- Reminder: Necromancy is not legal in parts of Starladale. Know your local laws before you practice your art.
- The Striga live forever. You can live forever.
- Free seminar going on at Ravenrock in the Borderlands, how to keep your zombies moving in cold weather.
- Whoever stole the leg bone from the Guild lab in Unglahine best return it immediately. Leg was part of a study being conducted by none other than Thinheim herself and she's very upset. You may return it anonymously this week only. After that, death will provide no escape for you.

Notes from the Order of Paladins

- Posted in Maggodsteel, Ilith, Starladale, Blackstitch, and the Borderlands: Squires needed immediately! Come all who are brave. Come all who would strike fear into the hearts of Darkness. The Light of the Gods needs you. We are currently conducting a campaign in the unholy land of Maggodsteel to rid that hellish plain from the wormy grip of the undead. Your bravery is needed to aid the paladins in their war against evil. Come join us today! In return for your service, the Light of the Gods will pay 10 copper a week, two meals daily, and you will have the chance to serve a knight or paladin as they war against the undead. The Light needs you. Join us today!





- Ilith: All Paladins of the Realm are ordered to return to Braveshore immediately under order of our Lord, King Thrippinstead.
- Sinningstale, Blackstitch: Helm found. Winged, silver, probably elven. Reward?
- Blackstitch: The Order of Blackstitch calls all honorable orcs to service. Orcish knights ride on the splintering hooves of heavy horses and wield the steel of the gods. Such blessed warriors do not die, but are received gloriously into paradise. Join us. There is no higher honor.
- Three Paladins of Starladale were killed in Wraithwood. Their bodies have not been recovered. Ten gold pieces will go to the heroes who recover them.



Notes from the Scouts' Guild

- Blackstitch, Maggodsteel: Caravans crossing the Scornland Waste need protection and guidance. Good pay, short runs.
- Alivar of the Desertbloods has gone missing near Drinkfire. Bandits may have him. We must find Alivar before he is sold to the Corpus Inferia. Please help us track him!
- Need assistance crossing mountains between Blackbadge and Oilsilt. I need to move quickly and without incident. Top pay.
- Scholarly expedition searching for lost human cultures in the Burning Timberlands. We need the best to help us survive the dangers of Maggodsteel. Departing Forge Bunker in three months. 2 silver per week, plus meals, horses, and cut of any treasure.
- The Blood Thirsty have infested the old fort at Grylthrok near Moernwing.





The Missing Party

Bloodlake Oasis, Maggodsteel

This is a short adventure designed for 2-4 heroes with attributes in the 35-45 range.

Quest Objective

Locate the missing orcs.

Thirty orc warriors have gone missing from Bloodlake. Not only does their absence concern the local orc chief, but it also creates a gap in Bloodlake's defenses. The warriors must be found at once.

Quest Details

The orcs had been on a simple "fetch and return" mission, a day trip that was to take them into the hills overlooking Bloodlake. They had finished their task and were on their way back to Bloodlake when they were captured by a band of skeleton warriors. The skeletons have them in a cave just three hours walk from Bloodlake. The skeletons are awaiting the arrival of a Corpus Inferia who plans to use the orcs in a blood ritual.

Bloodlake sits in a wide valley in the middle of the Scorland Waste. It is one of the living's most valuable resources in Maggodsteel and is one of the largest havens for life in the south. Its primary resource is a pristine freshwater lake. The lake draws life from all over Maggodsteel, and thus Bloodlake is a common target for the Creeping Dead.

Bloodlake is surrounded by low, rugged hills. The orcs went north into these hills seeking a number of plants and cacti only found at the very edge of the Scorland Waste. The land is baked dry and dusty, and the hills are broken and rocky with a lot of caves and steep ravines.

If the players go directly into the hills, they will discover the orc camp. Signs of a scuffle are readily apparent. Scattered bones and rusty swords indicate the presence of skeleton warriors. Three of the thirty orcs lay dead, struck down with savage blows. The sun has baked their skin and a putrid smell hangs in the air. Should the players not burn or destroy the corpses, they will certainly become fodder for some Necromancer in the future.

Tracking the captured orcs will not be difficult but may require some skill (+3 span or better) in rockier regions of the hills. The cave where the skeletons are holding the orcs is only a thirty-minute walk from their campsite. The cave is shallow with only enough room for the orcs and their ten Blackskull Terror guards. These skeletons will fight to the "death" when the players attack.

The Corpus Inferia will arrive approximately one hour after the party finds the orc campsite. It is traveling with another band of zombie and skeleton warriors and will present a formidable obstacle for the players. It is advised that the players be allowed to spot the Corpus Inferia and its warriors so that





they may be allowed to escape the Corpus Inferia after saving the orcs.

Quest Bestiary

Quinstorn, Lesser Corpus Inferia (Nascor)

Quinstorn is an up and coming Nascor who frequently harasses Bloodlake. He always travels with the following number of warriors: 2d6 zombie Fleshrenders, 3d6 skeleton Blackskull Terrors, 1d6 zombie Firebombs, and 1d6 skeleton Longbone Chanters. Quinstorn travels using a zombie horse, a standard riding horse with all the traits of a zombie.

Mage Mastery

CT#: T9, CAS: 60

Fo: 122, AS 5, AH 10, Md6: 6

Wand of Darkness: +1 ps Dark damage

Wealth: 4.60 (silver)

Spells: Summon Lesser Zombies, Summon Zombie Firebomb, Summon Lesser Skeleton Archers, Dark Blast, Dark Shield, Life Tap

Blackskull Terrors

Warrior Mastery

CT#: T13, CAS: 40

Fo: 22, AS 4, AH: Hide, Md6: 6

Bite, Claw, Blood Axe: +2 Potency Span

Wealth: 1.60 (silver)

Zombie Fleshrenders

Warrior Mastery

CT#: T15, CAS: 30

Fo: 60, AS 3, AH: Hide, Md6: 3

Bite, Claw, Plagued Bite: 6% chance of transferring Lesser Undead Sickness

Wealth: .60 (silver)

Longbone Chanters

Mage Mastery

CT#: T17, CAS: 25

Fo: 10, AS 3, AH: Hide, Md6: 4





Bite, Claw, Wand of Fire: +1 Potency Span Fire damage

Wealth: .93 (silver)

Zombie Firebombs

Warrior Mastery

CT#: T11, CAS: 55

Fo: 110, AS 6, AH: Hide, Md6: 6

Bite, Claw, Plagued Bite: 6% chance of transferring Lesser Undead Sickness

Fiery Explosion: 25' AoE, fire damage

Wealth: 3.00 (silver)

Orc Warriors

Warrior Mastery

CT#: T13, CAS: 40

Fo: 25, AS 2, AH: Hide, Md6: 4

Bite, will scrounge for weapons

Treasure to be Had

Blackskull Terrors

Rummaging through the pockets of the skeleton guards produces the following:

- 16 copper coins.
- 1 silver coin.
- Scraps of paper.
- 1 grease pencil.
- 2 pieces of charcoal.
- 2 silver needles.

Quinstorn the Corpus Inferia

Killing Quinstorn and his crew would be a major achievement. The party would gain the favor of the local orcs and would attain a level of local stardom.

Treasure received from Quinstorn and his crew:





- 159 copper coins (in Quinstorn's saddle bags).
- 40 silver coins (gathered from the pockets of the various zombies and skeletons).
- 2 gold coins.
- 1 Gold Scepter of the Light of the Gods: 1h, user gains a +2 vs. undead. This would fetch a moderate reward from the Light of the Gods.
- Six Candles of Inky Night: When burned, these candles each emit total darkness over a ten foot radius.
- Impure, Lesser Moonstone: +5 Imagination points when kept near the user's heart. Worth 6G if introduced to the right buyer, i.e. users of Sacrificial Magic.





Battles in the Desert

Excerpted from 'A Savage Instrument'

Lillumbren guided her horse along a dry river bed that ran between two low, rocky hills. The sun sank over the horizon and the wind had cooled to one that was merely warm and not hot. She rode in a near slumber, her eyes open but her thoughts distant echoes that carried her to another time, another place:

Starladale in the summer. Her father's palace. She and Ilphistar danced in circles alongside a great crowd of other dancers. The women wore flowing dresses and the men wore high collars. The music swelled, both sweet and sad, and it filled the hall. There was a smell of hawthorne blowing through the balcony arch. They were happy.

Angry shouts and the clang of steel. Lillumbren's eyes opened and she realized that she had spurred her horse to speed. Her charger ascended a slope and in the shallow valley below her she could see several dark figures in armor fighting. A wagon lay overturned, and bodies were strewn over the desert.

Three men in armor were fighting a single, unarmored man – no, an elf. He was Desertblood, Lillumbren noticed. His hair was like golden sand, his skin red like the setting sun.

Lillumbren kicked her horse to life and it thundered down the hill toward the battle. The Desertblood elf fell, cut down by the three who continued to hack at him until the killing became a mutilation. At the sound of her charger's hooves on the hard pan, the three figures shouted cries of alarm and turned to face her.

Two were human, one an orc. Thieves, she thought. No, murderers, she decided as the mutilated body of the Desertblood came into sharp relief. There were others around him, he had been the last to fall. Males and females, weapons strewn about with the bloody corpses. These three must be competent, she thought as she pulled her charger to a stop some twenty yards from where they stood waving their swords at her. She would have to be careful.

"Look 'ere," one of the humans said. "Dessert."

Lillumbren pulled on her helm and drew her sword.

"Yer gon ta need dat helm der," said one of the humans. "But I'll try 'en not ta split it. I culd use da gold."

The three stalked her, spreading out around her horse. The orc was big with a ragged coat of black hair. He had a wide head and a heavy jaw, with thick teeth that stood out of his mouth. His brow was a bony weight over his black eyes that narrowed as he sized her up. He held a long sword in one fist and a thick shield in the other. He snorted and thrust his jaw in her direction.

"She thinks she's a champion. She holds her head high in the face of certain death," he growled.

Lillumbren pulled her charger around. The horse stamped in the dust, sensing the coming violence. The sun sank lower on the horizon and the sky sang in red and orange as if all of Mordredica hungered for the coming battle.





The big orc rushed her first. Lillumbren parried and made a quick, downward cut that bounced off the orc's shield. The two humans fell on her and Lillumbren wheeled the horse around, using its hind to knock the orc off balance. The humans slashed at her legs. Their blows crashed into her greaves as she pulled the horse around, but her armor held fast. There was one human on her left and another on her right. Lillumbren's sword was up and the red light played along the blade. She slashed at the human on her right side. He tried to dodge but missed and Lillumbren's sword sank into his shoulder and stopped at bone. The blade bounced upward and out leaving a deep v-shaped opening near his neck. The human groaned as if carrying a great weight, his cheeks bathed in a splash of blood. He grappled with gravity and a desire to cover the wound, as he buckled at the knees and fell to the hardpan. If there was any chance that he might live, it was dashed as the charger turned and stamped its hooves. Blood and brains painted the desert floor a deeper shade of crimson.

The other human struck. Lillumbren raised her sword to parry but was late, and his sword collided with her chest. There was a shriek of steel on steel as her bright armor repelled his blow. The force of the attack pitched her backwards in the saddle and the orc grabbed her by one shoulder and threw her to the ground. Her charger reeled and leapt clear as Lillumbren landed hard on her back. Her lungs burned and she struggled to regain her breath. She scrambled to her knees but the orc kicked her down. She lay sprawled on her stomach. The big orc stomped his foot down on the back of her neck and pinned her to the desert.

Lillumbren did not move. She did not panic, although she could feel terror welling up inside her throat. The human shouted, a mix of surprise and victory, and he knelt down to take Lillumbren's sword. She could see his face, tanned by the sun and caked with desert soil and sand. His teeth were broken or missing and his eyes were as black as night. He had her charger by the reins. It turned and tried to pull itself free behind him, but he pulled harder at the reins.

"You 'ave lost," he snarled. Behind him, Lillumbren's horse turned and picked one of its back legs.

"Not yet," she said and her charger's kick struck him in the neck and sent him sailing. Lillumbren flipped over onto her back and caught the orc by the knees. She pulled, trying to knock him off balance, and he stumbled away from her, but did not fall.

She pulled herself to her feet. The sun painted her a black silhouette against the blood-red horizon. Her eyes glowed with a wolfish, yellow anger.

"You're very heavy," she said.

The orc grinned and gnashed his teeth.

Lillumbren knelt and picked up her sword. The orc was on her as she stood up. He was skilled with a sword and his attacks pushed Lillumbren to the limit of her abilities as she parried his blows. She had no time for counterattack. He was forcing her backwards with every blow, wearing down her defenses. And he was much stronger than she.

Dust rose up around the two as they fought. Their feet scuffled on the hardpan of the gulch. Steel screamed with attack and parry. Their breath came with great gulps and went with grunts and yells. Lillumbren's arms were tired, her head ringing, she did not know how much longer she could keep up this pace. He was wearing her down, tiring her. Each blow was enough to cleave her in two. Speed was not enough. She was not strong enough, she could not breathe fast enough; her parries were slowing,





growing clumsier with each attempt. She backed away with larger steps, trying to get away from the orc. He was grinning broadly, he knew the end was near.

There was a bark and a low growl. It came from behind Lillumbren and she saw a black form leap beside her. It burned with flame as if on fire. The orc shrieked in surprise and lashed out in a panic. His blow crashed into the wolf and it was sent flying. It rolled through the sand, a smoldering black smoke all that remained of the fire.

It was an opening, the only opening she needed. Lillumbren struck with all of the quickness she could muster. Her sword sank into the orc's chest, shattering his breastbone and exiting his back. She twisted the blade and the orc fell to the desert floor with a wet, gurgling growl.

Lillumbren pulled her sword from the orc's chest and wiped the blade clean on its leather pants. She was breathing hard and her limbs shaking, buzzing with the adrenaline of battle.

The dead hulks of her opponents lay around her. Three down. She laughed out loud, thrilled with the glory of victory, happy to be alive.

That wolf.

She looked at the body of the wolf lying in the dust near her. Its fur still smoked. It began to stir and weakly gathered its legs and stood. It shook its head, slowly first, and then more quickly, its body a flurry of dust in the coming purple of night.

"You saved my life," she said.

The wolf sat and licked its forelegs.

"You were on fire," Lillumbren said. "I saw you burning."

The wolf nodded to her and licked its paw.

"You seem to understand me."


The wolf's eyes studied her for a moment. Lillumbren noticed they were bright red and orange and glowed like the embers of a forger's fire.

"Remarkable," she said.

Dusk fell over the desert in successive waves of deepening blue, and stars burned brightly overhead. Cereb, one of two moons, crested the horizon, big and silver, and Lillumbren knew that Golfrail, the twin, would not be far behind.



SAMPLE HERO



name
LIRINTHORN

mastery
Ranger

male / female
male

size/bonus
m/+1d6 s

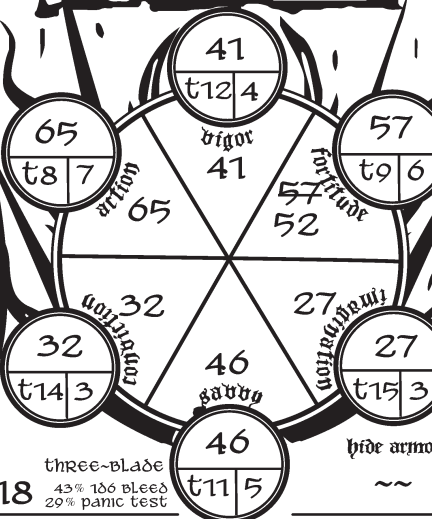
night vision
70 yds.

handedness
(r) / a

race
woodlander

+1 hide in forest

+2 sense of direction



armor
Leather of the Boar

ag **5** hits **10**

special
36% no bleed
11% auto repel.

ammo **18**

three-blade
43% 1d6 bleed
29% panic test

01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-70	71-75	76-80	81-85	86-90	91-95	96-100	100-
T20	T19	T18	T17	T16	T15	T14	T13	T12	T11	T10	T9	T8	T7	T6	T5	T4	T3	T2	T2

weapon
splendid heavy bow

mag d6 hands 2

special
43% 1d6 bleed on hit

weapon
night dagger

mag d6 vigors 1

special
31% chance +10 damage on hit applies only during night

modifier type	to-hit	versus	resist	weak	potency/damage
arcane magic					
dark magic					
electrical magic					
fire magic					
green magic			~4		
ice magic					
light magic					
neromancer's magic					
sacrificial magic					
stone magic					
summoner's magic					

mastery

name

race

male / female size/bonus

night vision handedness

r / l / a

armor

as hits

special

vigor

fortitude

hide armor

shield

as hits

special

ammo _____

01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-70	71-75	76-80	81-85	86-90	91-95	96-100	100+
T20	T19	T18	T17	T16	T15	T14	T13	T12	T11	T10	T9	T8	T7	T6	T5	T4	T3	T2	T2

weapon

mag d6 hands

special

weapon

mag d6 hands

special

modifier type	to-hit	versus	resist	weak	potency/damage
arcane magic					
dark magic					
electrical magic					
fire magic					
green magic					
ice magic					
light magic					
necromancer's magic					
sacrificial magic					
stone magic					
summoner's magic					

backpack

pockets

pouches

armor

ag **bits**

□ □

spetial

shield

ag **bits**

□ □

spetial

weapon

mag d/n **hands**

spetial

weapon

mag d/n **hands**

spetial

coin

award points

name:	attribute:		20-39	40-49	50-65	66-80	81-95	96-100	101+
description:	uses:								
			20-39	40-75	76-99	100+			
	to-hit:								
			20-39	40-75	76-99	100+			
	versus:								
			20-39	40-49	50-65	66-80	81-95	96-100	101+
	regist:								
			20-39	40-49	50-65	66-80	81-95	96-100	101+
	weak:								
			20-39	40-75	76-99	100+			
	potency:								

name:	attribute:		20-39	40-49	50-65	66-80	81-95	96-100	101+
description:	uses:								
			20-39	40-75	76-99	100+			
	to-hit:								
			20-39	40-75	76-99	100+			
	versus:								
			20-39	40-49	50-65	66-80	81-95	96-100	101+
	regist:								
			20-39	40-49	50-65	66-80	81-95	96-100	101+
	weak:								
			20-39	40-75	76-99	100+			
	potency:								

name:	attribute:		20-39	40-49	50-65	66-80	81-95	96-100	101+
description:	uses:								
			20-39	40-75	76-99	100+			
	to-hit:								
			20-39	40-75	76-99	100+			
	versus:								
			20-39	40-49	50-65	66-80	81-95	96-100	101+
	regist:								
			20-39	40-49	50-65	66-80	81-95	96-100	101+
	weak:								
			20-39	40-75	76-99	100+			
	potency:								

name:	prepared / unprepared	maturafion	im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
description:		range:								
school:	transit:		im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
age:	scope:	duration:								
special:	fortitude:		im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
		footprint:								

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school:	transit:		im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
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		footprint:								

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		footprint:								

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school:	transit:		im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
age:	scope:	duration:								
special:	fortitude:		im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
		footprint:								

name:	prepared / unprepared	maturafion	im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
description:		range:								
school:	transit:		im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
age:	scope:	duration:								
special:	fortitude:		im:	20-39	40-49	50-65	66-80	81-95	96-100	101+
		footprint:								

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Fantasy Roleplaying in the World of Mordredica

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