

Introduction

This document covers the use of the arcane arts and enchanted items. It follows the ERP principle of 'Simplicity is Elegant'. It is fully compatible with standard ERP 2.0 core rules and is based on ideas found in previous versions of the system.

Prerequisites

Not everyone is able to cast spells, a magic user (wizard, mage, witch, etc.), generally referred to as 'sorcerer', needs an according Gift – *Magical Aptitude* – to manipulate the arcane powers. *Domain Skills* cover different fields of magic, deepening the knowledge and abilities of the character.

Magical Aptitude

Magical Aptitude is a Gift that allows characters to cast spells, summon supernatural beings, or create magical artifacts. A sorcerer can employ all types of magic, Domain Skills characterize the specializations.

Domain Skills

Domain Skills cover limited fields of the arcane arts. Their exact nature depends on the campaign background; examples are Illusionism, Dæmonology, Diablerie, Mystical Healing, Elemental Magick (Earth, Wind, Fire or Water), Necromancy, etc. They are bought like regular skills as long as the character has the Magical Aptitude Gift.

Practicing Magick

Casting Spells

Practising magic usually involves a test of Power against an opposing value dependent on the situation. Glory and Attributes are used as with common tasks. Spells can be demanding on the body and mind, and commonly the caster gains 1 Wound for casting a spell (more dangerous spells can cause more than this and it is said that some spells such as summoning demi-Gods can kill the caster outright!). Wounds gained in this way are called „Drain“ and are contested against Power to see if they render the sorcerer unconscious or dead. Injured sorcerers often have to rest before casting again, lest their own art finishes them off where a barbarian's sword failed. Of course the quickest way to heal is to cast a spell... and healing spells are notoriously dangerous to cast on fellow sorcerers. Note that sorcerer can usually only cast their Power rating in spells a day. Armour encumbrance penalties are doubled for the use of magic. The caster suffers from Drain even if a Spell – or any other magical attempt – fails. Failed attempts also count against the total number of spells per day.

Example: Let There Be Light!

Johann the Wizard (left) is lost in a cave while searching for the rest of his adventuring party. He stumbles and drops his oil lantern, which falls down a vertical shaft. Poor Johann is now trapped alone in complete darkness. Blindly he searches the floor and finds an iron pipe and tries to improvise a torch by magically setting it on fire. The GM rules that setting a piece of iron on fire with magic is a really daunting task (OV 10) and Johann's player rolls two dice because of his strong will, giving a 2 and a 4. His result is 1 (7 + 4 - 10) and Johann can now see again, but suffers 1 Wound of Drain. He does not need to roll against this damage, since any result will keep him alive and conscious. He can cast 6 more spells this day.

Area Effects And Multiple Targets

Area effect Spells work in a diameter chosen by the caster, affecting everyone and everything within that area. The Opposing Value and Drain increase by one per meter/yard (basic diameter is one meter/yard).

Some Spells, like Chain Lightning, allow to assign multiple targets without covering an entire area. With these Spells Opposing Value and Drain increase by one for each target after the first.

Using Domain Skills

Domain Skills work like regular skills, granting an additional die to roll if the spell/enchantment/ritual at hand is related to the Domain.

Example: Stand Up, My Friend!

After wandering through the caves for some time, Johann finds his friend Jargo, the Thief, lying injured next to half a dozen slain cave goblins. Jargo is bleeding from a large wound (5 Wounds) and can barely move. Johann wastes no time and casts a healing spell (OV 6) and rolls three dice, since - in addition to his strong will - he is well read in the arts of mystical healing. He scores a result of 4, healing 4 of Jargo's 5 Wounds. Jargo, still a bit bruised (1 Wound), is back on his feet and able to continue the quest. Johann suffers another Wound (totalling 2) and can cast 5 more spells this day. Now they have to rescue Jenna, the Ranger, who has been taken prisoner by the cave goblins (as she was most responsible for their dead brethren).

Rituals

A Ritual is a lengthy procedure to accomplish a very hard and demanding goal. A certain number of result points has to be accumulated, with multiple sorcerers being allowed to contribute. After each single roll, Drain is equally distributed among all participants (rounding fractions up). A failed roll, or a sorcerer dropping out because of Drain, does not stop the course of a ritual: as long as at least a single sorcerer is still casting, the ritual goes on. Participants can leave a Ritual at any time. Certain Rituals allow non-sorcerers to participate; they do not add to the result points needed, but help to distribute Drain.

Example: In The Shadow Of The Tusked Rat!

While our intrepid heroes search the caverns for their friend, three fiendish goblin shamans perform a Ritual to summon the Tusked Rat, a fierce beast from the Shadow Dimension, to deal with the intruders. To becalm the beast they prepared Jenna, the Ranger, as a living sacrifice.

The shamans have a Power rating of 5, Magical Aptitude, and are proficient in Shadow Rat Magick (helpful on summoning the Tusked Rat). The Opposing Value for the Ritual is 7, the number of result points needed is 13 and the Drain is 3 Wounds per attempt. In the first turn, the shamans roll a total of 8 result points and suffer 3 Wounds each (3 Wounds per attempt, divided by 3, the number of sorcerers, multiplied by three, the number of attempts), not enough to harm them. In the second turn, they roll 11 result points, totalling 19, enough to complete the Ritual. They each suffer 3 Wounds again, and now they have to roll: Their dice come up with 6, 5 and 1, rendering one of the shamans unconscious. The GM decides, that the Tusked Rat will appear in 1d6 turns, just enough time for our heroes to rescue Jenna.

Enchantments

Enchantments are Spells or Rituals that have a lasting effect. They are treated like regular Spells (lasting for a short period of time) or Rituals (long lasting to nearly permanent effect). The Power rating of the caster determines the strength (or Wounds) of the Enchantment, while result points can be invested to either increase strength or to lengthen the time of effect. If multiple sorcerers contribute to an Enchantment, their Power ratings are summed up to calculate its strength. The strength of an Enchantment is also the Opposing Value for any attempt of disenchantment.

Example: You Will Not Pass!

While the goblin shamans recover from the summoning ritual and some goblin warriors try to calm the Tusked Rat, Jargo manages to rescue Jenna. Together with Johann they decide to flee from the caves and start to run. After some time they realize they are being followed by a group of goblin warriors and in a narrow passage Johann casts a barrier Enchantment to stop their chasers: Johann's player rolls with an Opposing Value of 6 and achieves a result of 5, since the goblin shamans are already fatigued he decides to invest in increased duration. The GM rules that the base time of duration is Johann's Power rating in minutes multiplied by the number of result points invested. Johann suffers 2 additional Wounds as the spell was very demanding (totalling 4) and can cast 4 more spells this day.

As the warriors arrive at this passage they either have to wait 30 minutes or call in their shamans to destroy the magical barrier. The remaining two goblin shamans have to roll with an Opposing Value of 7 (Johann's Power rating, also the barrier's strength) to collect at least 7 result points. If Johann's player had chosen to increase the strength of his barrier, it would have been harder to disenchant, but its duration would have been significantly shorter. The shamans are lucky and achieve 8 result points in their first attempt. The barrier collapses and both suffer an additional 2 Wounds, totalling 8; the second shaman collapses from fatigue.

Enchanting Items

There are two types of magical items: powerful Artifacts and temporarily enchanted items. The creation of true Artifacts should be beyond player characters' abilities, but items can be temporarily enchanted, granting additional properties for a limited duration. They are treated like regular enchantments with some exceptions: weapons gain a number of additional Glory invested as Damage bonus, armour a number of additional Glory invested as Protection bonus.

Example: With A Decent Blade!

Jenna, Johann and Jargo can barely escape from the caves and make it back to the village, knowing the cave goblins will attack in the next night, aided by the dreadful Tusked Rat. For the successful rescue of Jenna the GM awards 1 Glory to all player characters. After some time of rest Johann's player decides to enchant Jargo's sword to increase their chances to fight the Tusked Rat. Johann's player rolls a result of 2, a meager success, and spends his two Glory to add a Damage bonus of +2; the result of his roll determines the duration of effect. Jargo now wields a powerful sword, but because of the low result they can only hope the goblins don't show up too late, otherwise the Damage bonus wears off.

Potions and Scrolls

Potions and Scrolls work like enchantments but in order not to lose their magical abilities after the Enchantment wears off, additional „raw“ Glory has to be invested, depending on the Enchantment or Spell used.

Example: Out of Luck!

Jenna suggests preparing some healing potions in case the battle turns unfavourable for them. The GM rules that Johann would have to invest at least 1 Glory per potion, or it would lose its healing abilities too quickly. As Johann is out of Glory, our heroes can only rely on their fighting skills...

Sample Magick

Spells

Lightning Strike

OV: 6, Drain: 1, Effect: Target suffers Wounds equal to the result scored.

Lance of Fire

OV: 6, Drain: 2, Effect: Target suffers Wounds equal to the result scored. This spell can set flammable objects ablaze and leaves nasty scars.

Chain Lightning

OV: 6, Drain: 2, Effect: Target suffers Wounds equal to the result scored. This Spell can target multiple opponents.

Sphere of Flames

OV: 6, Drain 3, Effect: Target suffers Wounds equal to the result scored. This spell can set flammable objects ablaze and leaves nasty scars. It is an area Spell that targets all objects and beings within its diameter, regardless if friend or foe.

Blinding Light

OV: Power rating of the victim, Drain: 1, Effect: Target is blinded for a number of turns equal to the result scored.

Slumber

OV: Power rating of the victim, Drain 2, Effect: Target falls asleep for a number of minutes equal to the result scored.

Heal Wounds

OV: 6, Drain: 1, Effect: Heals Wounds equal to the result scored.

Animate Corpse

OV: 9, Drain: Power rating of the deceased subject, Effect: Creates a mindless zombie for a number of hours equal to the result scored. Requires a corpse or skeleton.

Rituals

Resurrect

OV: sum of target's ratings in Mastery, Power and Wisdom, Result Points Needed: Sum of Mastery, Power, Wisdom, Number of Attributes and Number of Skills, Drain Per Attempt: Power rating of the target, Effect: Brings any dead character back to life, but target loses all unspent Glory.

Summon Lesser Creature

OV: 9, Result Points Needed: 9, Drain Per Attempt: 2, Effect: Summons one lesser creature, which appears d6 turns after successful completion.

Banish Lesser Creature

OV: 9, Result Points Needed: 9, Drain Per Attempt: 1, Effect: .

Enchantments

Fertile Lands

OV: 12, Result Points Needed: 12, Drain Per Attempt: 3, Effect: Crops on the enchanted land (1 Acre) grow especially fertile and healthy within the next season.

Sign Of Warding

OV: 6, Drain: 2, Duration: Power rating of the caster in Minutes, Effect: Creates a magical barrier that can only be destroyed by magic and that collapses if the duration is over. Additional result points can be invested to increase the barrier's strength or to lengthen the duration.

Sharpen

OV: 9, Drain: 2, Duration: Power rating of the caster in Hours, Effect: Can only be cast on a bladed weapon! The enchanted weapon gains an additional Damage Modifier of +1 per point of Glory spent. The result is multiplied with the base Duration to determine the actual time the effect lasts.

Harden

OV: 9, Drain: 2, Duration: Power rating of the caster in Hours, Effect: Can only be cast on armour! The enchanted armour gains an additional Protection bonus of +1 per point of Glory spent. The result is multiplied with the base Duration to determine the actual time the effect lasts.

Artifacts

Rings of Protection

Rings of Protection typically reduce damage by either 1 or 2 points depending on the strength of the magic, these can reduce a blow to causing no wounds (unlike armour). Protective magic is subtracted from the damage before any armour is taken into account. Rings of Protection also protect against almost all sorts of damage (psychic attacks and so on). Strangely Rings don't protect against the damaging effects of casting spells, and some say that the rings even take pleasure in being bathed in such damage... Legend also says that rings can gain Glory...

Arrows of True Flight

These magical arrows give the user another d6 on his to-hit roll, even if he is already rolling 3 dice! They never break accidentally, but are automatically destroyed when hitting a being of good nature, such as innocent children, righteous folk or unicorns.

Blade of Elegance

This enchanted sword (DM 0) adds +2 to the wielder's Mastery for attack rolls.

Hammer of Maiming

This ancient hammer, used with a single hand, has a total DM of +2.

The Wicked Flail

This cursed weapon (DM 0) allows its wielder to invest additional Glory to increase damage: for each point of Glory invested, it does 2 additional Wounds. The drawback: The Glory has to be spent before the character rolls to hit!

The Foul Axe

This simple looking axe (DM 0) is very well balanced and grants its wielder a +1 to Mastery for his attack rolls. But for every victim the Foul Axe kills it receives one Glory. The Foul Axe may roll with 1d6 plus the Glory collected with a certain user to overcome this user's Power and force its own will onto him. This cursed weapon lusts for blood, no matter whose blood...