Fantasy Imperium

Historical Fantasy Role Playing in Medieval Europe

By Mark O'Bannon
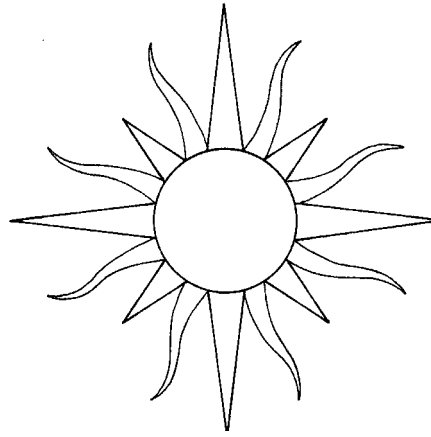
Star Games

Fantasy Imperium

Playtesters

Jeff Allen	Dwain Dutel	Charles Konopka	David Queenann	Eric Whitright
Tamara Barnes	Mike Faulkner	Kenneth Kormanyos	Aunesto Quilop	Dan Willecke
Luca Banfi	William Ferrick	Amy Kohues	Marc Railton	Casey Wilson
William C. Bargo	Heather Ann Flores	Jason LaLanne	Erik Ray	Jeff Wilson
Stephen J. Barringer	Minch Fong	Frank Lane	Dan Raymor	Jeff Winckoski
Randyl Bell	Sean Frackowiak	Erik Larsen	James Raymor	Randall Wood
LutherBlisset	Ben George	Greg Legowski	Ken Reed	Tim Yarnot
Robert Boettcher	Evan Gibbins	Phil Lesnar	Scott Reid	Russell Young
Chas Boyd	Jessica Gibbins	Randolph Lim	Ryan Ringleman	
Kelly Boyd	Josh Gibbins	Larry Loken	Mike Riste	
John Bradley	Michael Gilson	Cleta Martin	Charlie Rizor	
Benjamin Brock	Matt Gosslin	Ian McCormick	Eric Roeckel	
Bruce Buonauro	Travis Gray	Shannon McCormick	Jose Rolon	
Vince Buonauro	John Griffith	Bill Miller	Jim Romig	
Neal Burke	Tom Griffith	Tom Montgomery	Anthony Sandoval	
Robert Burns	Paul Gunnarson	Thomas Moore	Peter Schlange	
Anthony Cain	Eric Haines	Mark Morris	Mick Sheahan	
Brian Campion	John C.Hall	Walt Murphy	Morten Sønderup	
Kevin Cawley	Bob Halvorson	Mike Nagle	Jamie Spake	
Tim Chapman	Greg Hanni	Andy Newbre	Troy Spillman	
Clay Chard	Colin Hanson	Erik Nicely	Robert Taylor Jr.	
Clinton Chard	Laureen Hart	Brandon Nini	Larry Thatcher	
Matthew Comfort	Jeremy Hepworth	Martin Noreke	Evan Thomsen	
Patrick Comfort	Doug Herring	Chris Nyland	Mark Anthony Tierno	
Robert Conolly	Joel Hills	Brian O'Keefe	Chris Tyler	
Pat Conway	Lance Jeanes	Balazs Oroszlany	Chris Vickers	
Seth Cummings	Greg Johnston	Andy Oventile	Nathan Vickers	
Greg Curtis	Robert Jones	Wade Perkins	Curtis Walker	
Nicolas Cuvelier	Thomas Jones	Bill Phillips	Michael Watson	
Chris Czerniak	Mike Keepers	Greg Prosch	John Weisenfelder	
Chuck Desmorais	David Kennamer	Paul Robison	Andrew Weiss	

Contents

Introduction

Introduction

Fantasy Imperium is a Historical Fantasy Role Playing Game set in Medieval Europe.

A **Role Playing Game** is similar to reading a novel, except that you take the place of the characters in the story and decide what actions you will take based on your own desires.

A **Storyteller** creates the story and then directs the action of everyone in the world.

The **Characters** (who are directed by the players) react to the events that are described by the *Storyteller*.

In this way, an active type of story is created, which can be more exciting than reading a passive novel.

Role Playing Game Elements

There are four main elements inherent in any role playing game:

- A character generation system, providing *characters*.
- A combat system, providing *action*.
- A consistent environment, providing a *setting*.
- Adventures (scenarios to play), providing *intrigue*.

These elements are provided in *Fantasy Imperium*, except for adventures which are created by the *Storyteller* before each game session.

Setting

Fantasy Imperium is set in Medieval Europe from the time of the Ancient World up until the 16th century. The game system encompasses many technological eras.

The *Storyteller* should choose a time period and a location where his story will take place and this will determine the types of equipment that is available to the characters.

If desired, the *Storyteller* can also create his own world for the story. In this case, the *Storyteller* can pick and choose whatever elements he desires from the lists here.

Design Elements

Fantasy Imperium is designed to be realistic, while at the same time being simple enough to be playable.

It may seem very complicated at first, but once you get used to the system, the game will play very fast.

Professions

Characters in *Fantasy Imperium* choose one or more professions, which will determine most of the character's skills. As many professions as desired may be chosen by the player.

Skills

Fantasy Imperium uses a skill–based system which will allow player's to make a character exactly the way they want to. Characters may be of any profession imaginable and if a profession is not listed, the player can make it up by simply choosing the skills that are used by that profession.

Experience

Experience points are given out at the end of each gaming session which can be used to increase skills or abilities.

To increase a skill or characteristic, the player must roll over their current skill on percentile dice. In this way, the higher the skill rises, the more difficult it will be to improve it. Characteristics may also be raised at any time using the same method.

Spiritual Warfare

The battle between Good & Evil is detailed in the chapter on Spiritual Warfare. Fallen Angels try to tempt mankind into doing evil, and they are assisted by Evil Spirits, who are the corrupted souls of the dead. Angels help to protect mankind, along with the intercession of the Saints, who are the souls of those residing in Heaven.

Fate, Luck, Piety & Spirit

Fate is used to simulate major events in the character's life. Those who practice magic will collect additional fates.

Luck is used by players to get out of bad situations.

Piety is used to determines one's favor with God, and is used to determine the likelihood of Divine Intervention.

Spirit is used when battling Evil Spirits (undead), and also in battles with Fallen Angels. Those who fall into temptation will experience the corruption of the soul, which destroys the Spirit. If one dies after their soul dies, they will become an Evil Spirit.

Forbidden Skills

Magic may be practiced by anyone if he or she is willing to risk the dangers of doing so. It is quite possible to be killed while practicing magic. There are 13 disciplines of magic in four categories and nearly 500 spells. Magic items can be created by characters with relative ease.

Magic is considered to be Witchcraft by The Church. Therefore it is illegal and punishable by death. There are secret societies that practice this illegal art.

Also, it is fairly easy to create your own magic items in this game.

Warfare

Combat in *Fantasy Imperium* is quite exciting (frightening would be a better word), and is designed to give a person the feeling of actually *being there*.

After fighting for your life in *Fantasy Imperium*, you won't want to stop playing the game. Combat is actually fast, since it is fairly easy to get killed.

There are hit location tables, combat maneuvers for different styles of combat and there are literally hundreds of weapons and armor to choose from. Tactics make a difference in *Fantasy Imperium*.

Although combat can be deadly in *Fantasy Imperium,* there are a few safeguards built into the system that will allow the Storyteller to throw large amounts of combat at the players without them getting killed.

Characters

Chapter 1: Characters

*"A story is not what happens, but **who** it happens to."*
– "Elements of Fiction Writing – Character"
by Orson Scott Card.

The first thing you need to do is to create a ***Character***, who will serve as your alter–ego in the game.

Make a copy of the ***Character Sheet*** which is in the back of the book and record the information that is generated when creating a character.

Creating a Character

1. Generate ***Characteristics*** *(d100 each)*.
2. Determine ***Skill Points (100 + d100)***.
3. If desired, use skill points for ***Personal Development*** *(see chapter 2: Skills)*.
4. Record any ***Extra Damage*** & ***Speed Bonus*** for superior Strength & Dexterity *(see pages 25 & 18)*.
5. Calculate ***Combat Factors*** *(see page 4)*, ***Power*** *(see page 4)*, ***Fate (1d6)***, ***Luck***. *(1d6)*, & ***Special Talents (1d3)***.
6. Determine the character's ***Piety*** *(see page 47)* & ***Spirit*** (d100).
7. *Calculate **Magical Saving Throws** (see page 4).* Then if desired, spend skill points for ***Magic Resistance*** *(see page 55)*.
8. Roll for ***Social Class*** *(see page 4)*, choose a ***Profession*** & purchase ***Skills*** *(see chapter 2: Skills)*.
9. Record the character's ***Income & Savings*** based on his current profession *(see page 176)*. Determine ***Starting Money** (savings x 1d6)* & then purchase ***Equipment & Possessions*** *(see Chapter 16–18)*.
10. Based on the character's main weapon & armor, calculate the ***Initiative*** modifier *(see page 18)*. Note this may vary with different weapons, shields, & armor. Weapon & shield expertise as well as Maneuvering skills will also affect inititative.
11. Choose ***Starting Spells*** known *(see page 55 & also chapters 10 through 13)*.
12. The *Storyteller* will determine the character's ***History***. The player will choose his character's ***Appearance***.
13. Together, the *Storyteller* & the player will then create a ***Background***.

Characteristics

✴ *These are statistics that define your character's strengths and weaknesses.*

Strength: Sheer physical power. Also an indication of how well an individual can use their exsisting strength effectively. Those with better than average strength do additional damage in melee combat.

Endurance: The ability to withstand hardship, adversity or stress. A measure of a person's health, constitution and stamina. How quickly a person is fatigued. Spellcasters use Endurance when they run out of *Power* (Spell Points).

Dexterity: Manual dexterity as well as physical speed and agility. Most combat skills use this dexterity as a base. A speed bonus is given to those with superior dexterity.

Intuition: Refers to an individual's inate understandng, the ability to see truth plainly, common sense, wisdom and the ability to sense what is right. Also the ability to "read" people, or to see what they really are, as opposed to the "persona" or "mask" they are projecting. Also used to sense ambushes that have been successfully laid. Intuition is used in *Ceremonial Magic*.

Self Discipline: Refers to the amount of patience an individual has and the ability to do what is right regardless of the consequences. Used to resist temptation or to control one's temper. Self Discipline is used in *Ceremonial Magic*.

Reasoning: A measure of intellect, knowledge, memory and how well an individual relates to abstract ideas. Most skills are based on reasoning. Reasoning is used in *Natural Magic*.

Ego: Refers to an individual's confidence, and self–worth. There are two types, which have a similar effect: *vanity*, which can lead to foolish endeavors, and *confidence*, which can help an individual overcome obstacles. Ego is the measure of an individual's capacity for *both* traits. Ego is used in *Natural Magic*.

Awareness: Refers to an individual's ability to notice his surroundings. A characteristic roll is often made to notice hidden things. Awareness is used in *Extrasensory Magic*.

Presence: A measure of an individual's charisma, and personal magnetism. Shows how well the individual is liked by others, as well as his or her ability to project *self power*, which may inspire confidence or fear in others. Also relates to the individual's willfulness and ability to intimidate others. Presence is used in *Extrasensory Magic*.

Attractiveness: A measure of an individual's physical attractiveness and beauty. Relates to the ability to inspire or persuade others through a natural hypnotic attraction.

Generating Characteristics

✴ *Roll percentile dice (d100) for each characteristic & record it on the player's character sheet.*

✴ *If more than half of the player's characteristics are below 50%, then the entire set can be thrown out if desired, and a new set of characteristics can be generated.*

✴ *Characteristics are rolled for in the order listed on the character sheet. After rolling up characteristics, the player may switch two characteristics if desired (the numbers for strength and ego may be exchanged for instance).*

✴ *The player also gets to re-roll one characteristic.*

✴ *Female characters may re-roll their Attractiveness once if desired.*

Note that characteristics can be raised by spending either *Skill Points* or *Experience Points (see page 7)*.

However, it is cheaper to spend experience points on personal development than it is to use skill points.

Of course, if a player doesn't like his character, he may start over.

Using Characteristics

Characteristics are used in these five ways:

✳ **Role–playing:** Characteristics are used by players to indicate how the character acts & reacts to various situations and environments.

✳ **Characteristic Rolls:** Sometimes there will arise a situation during a game where the *Storyteller* will require a player to make one of these rolls. This is done by rolling under the characteristic on percentile dice (d100). The results are determined by the *Storyteller* and depend on what characteristic is being tested and the situation. For example, someone is trying to pick a fight with Fearless Fred and the *Storyteller* decides that Fred must roll under his Self Discipline in order to avoid resisting the urge to hit his antagonist in the nose.

✳ **Contests:** This is where the character is trying to outdo another person in various ways. Both contestants roll percentile dice and *add* the result to their characteristic. The person with the highest total wins the contest. For example, Fearless Fred is armwrestling Strong Tom. Both roll percentile dice (d100) and add their Strength. The winner is the person with the higher total.

✳ **Combat Factors:** These are figures that are used in combat and they are based on characteristics *(see chapter 5: Injuries & chapter 6: Morale & Fatigue).*

✳ **Basic Skills:** This is the chance of succeeding in an endeavor without any skill. Calculated by dividing the characteristic by 5 *(see chapter 2: Skills).*

Difficulty Levels for Characteristic Rolls

Various difficulty levels to perform a particularly difficult action can be simulated by asking the person to make a *characteristic check at* **one half** or **one quarter** of their current statistic. For instance, to spot something that is well hidden, the *Storyteller* could ask the person to make an awareness roll at half their current ability.

Combat Factors

✳ *These statistics are used in combat. Calculate these & record them on the character sheet.*

Hits:	Strength + Endurance.
Stun:	(Strength + Endurance) ÷ 3.
Morale:	(Self Discipline + Ego) ÷3.
Winded:	Endurance.
Exhausted:	Endurance x 2.
Burnout:	Endurance x 3.

Power

Used in spellcasting, *power points* are also refered to as *spellpoints*.

✳ *A **Professional Mage** character begins with 10 Power points.*

✳ *A **Dilettante** character (those who do not practice magic as a profession) begins with 5 Power points.*

✳ *Characters that do not use magic have no Power points.*

Fate

The inevitable predestined moments of crisis or decision that strongly affect an individual's life *(also see chapter 9: Magic).*

✳ *Each character begins with 1d6 Fate points.*

Luck

Each character possesses differing amounts of luck in the form of *Luck Points.* These are used to get out of nasty situations.

The player decides when to spend his Luck Points, but the *Storyteller* decides when to award new Luck Points to the character.

As a guideline, whenever the character uses a Luck Point while performing a heroic deed, the *Storyteller* may give back 1 Luck Point to the character.

Other Luck Points may be given out by the Storyteller as desired.

Luck is s used to give players a chance to reroll a bad die roll. Luck can also be used to save a character from certain death.

For instance, if a person gets hit in the head with a mace, the player can spend 5 luck points to change what happened, making the hit "go away." The player could also have spent 1 luck point to attempt another parry, etc.

Luck can also be acquired through praying, recieving a blessing, or through the use of magic.

✳ *Each character begins with 1d6 Luck Points.*

✳ *Each Luck Point can be used to re-roll the dice once. Only one Luck Point can be used for each situation.*

✳ *Luck Points cannot be used to re-roll a Spellcasting roll. However, a Luck Point can be used once on the Spell Failure Table.*

✳ *Luck Points are only be used by characters, and cannot be used to force the Storyteller to make a re-roll.*

✳ *5 Luck Points can be used to save the character's life in a deadly situation.*

Magical Resistance

✳ *These statistics are used to resist the effects of magic. Calculate these & record them on the character sheet.*

Ceremonial:	(Intuition + Self Discipline) ÷10.
Natural:	(Reasoning + Ego) ÷10.
Extrasensory:	(Awareness + Presence) ÷10.
Black Arts:	Equal to the worst saving throw above.

Increasing Magical Resistance

✳ *Skill Points may be used to increase a starting character's Magical Resistance at the rate of 1 Skill Point for every +1%. The maximum is +10% per category.*

History & Appearance

✳ *The Storyteller must determine most of these things, since they will vary according to the particular setting used.*

Nationality: The nationality of the individual, if any.

Social Class: How well–off a person's family is. This will determine what professions are available to the character. Roll on the following table:

Although social class is mostly determained by birth, this table also reflects the wealth of a person's family.

Social Class

% Roll	Social Class	Rank
1–50	Poor	1
51–75	Lower Middle Class	2
76–90	Middle Class	3
91–95	Upper Class	4
96–98	Wealthy	5
99–100	Rich	6

Siblings: Brothers & Sisters *(1d6-1)*.
Birthdate: When a person is born.
Birthplace: Where a person is born.
Residence: Where the character is currently living.
Religion: The character's religion. Most people during the Middle Ages were Christians. This will vary depending on the year that the game is set in, and the culture where the character is from.

Adjusting Characteristics for Female Characters

✴ *These adjustments to a female characters are optional.*

To differentiate female characters from male characters, make these adjustments to the basic characteristic rolls.

These adjustments are made after all switches and rerolls are made.

Personal development works normally, so that female characters can still acquire high strength by spending skill points or experience points.

Female Characters

Characteristic	Multiple
Strength	χ .75
Endurance	χ 1
Dexterity	χ 1.10
Intuition	χ 1.10
Self Discipline	χ 1
Reasoning	χ 1
Ego	χ 1
Awareness	χ 1
Presence	χ 1
Attractiveness	χ 1.25

For example, a player that rolls these numbers will have them adjusted as follows when making a female character:

Characteristic	Roll	Multiple	Final
Strength	85%	χ .75	64%
Dexterity	76%	χ 1.10	84%
Intuition	42%	χ 1.10	46%
Attractiveness	70%	χ 1.25	88%

Characters with a dexterity higher than 100% will gain a +5 speed bonus. Characteristic rolls are made as normal.

For instance, if a female character with a 104% intuition is making a characteristic roll, she will only fail on a roll of 100%. A difficult intuition roll (half) is made at 52%.

Creating a Background

Finally, hat makes up a character?

A character is mainly defined by *what he does*. This not only includes his *profession*, but also how he is portrayed by the player (his *actions*).

A good character will also have a *motive*, or *goals & desires*. This will give him direction. Is he after revenge? Does he want to become a knight? Is he searching for something? When you choose a motive for your character, you will have an easier time playing him.

The character's past *history* will also have a strong effect on who he is. Is he a barbarian? A follower of Islam? A gladiator?

A character is often preceeded by his *reputation*. What others think of him will influence how they react to his presence.

Stereotypes will also change the way people will react to a character. Think of how people change after they hear that a person is a priest, a knight, or a witch. After the obvious things, try to make the character different by using stereotypes against others. Take something familiar and make it strange. For instance, a wine merchant that doesn't drink at all would be unusual. Stereotypes can define how a character is and also how he is supposed to be (but isn't).

Again, it is always a good idea to define how a character treats others. His *actions* can be gentle, honest, quiet, etc.

Habbits & patterns of behavior will also help define a character. Does he have allergies? Is he lazy?

All people have special *talents & abilities*. Not all have anything to do with combat or other "important" game abilities. Is the character a good cook? A painter? Is he good with languages?

A character will also have his own *tastes & preferences*. Does he like fine wine? What are his favorite things?

Appearance not only includes the physical looks of a person, but also his distinctive features and his clothes. The character's appearance is usually the first thing that people think of when they think of a character. However, it is best to think of the other elements of a character first. Some stories do not even tell you what a character looks like, but readers will often have a picture of the character in their mind based on the way they picture them.

The most important thing to remember is that a character is defined by what he does.

Character Flaws

These are aspects of a person's true character.

✴ *At the start of each story, the Storyteller may give the players 10 experience points to spend in exchange for a character flaw.*

This which will serve as a guideline to how a character is role played during the story. At the end of the story, the character flaw will change.

Some examples include: Arrogance, dishonesty, arguementative, cowardice, being conceited, a perfectionist, a need to be always right, being a victim, always blaming others, judgemental, selfish, miserly, narrow mindedness, vain, prideful, humorless, inability to laugh at yourself, dishonorable, bloodthirstiness, overconfidence, etc.

Skills & Professions

Chapter 2: Skills & Professions

"Toil to make yourself remarkable by some talent or other."
–Seneca (5 BC - 65 AD)

Fantasy Imperium is a *skill–based* system. This means that in order to perform a specific task, such as trying to climb a tree, a skill (climbing, in this case) must have been acquired to have any chance of doing so. All skills are rated with the percentage chance to perform a given task.

Basic Skills

Each character has some ability to accomplish most tasks without training. This is refered to as the *basic skill*. Basic skills are used in these two ways:

Unskilled attempt: When a character tries to do something without having acquired any skill, use the basic skill percentage as the chance of success.

Skill acquisition: When a skill is acquired, calculate the basic skill and then add the skill percentage that has just been acquired.

Basic Skill Calculation
✷ *Basic skills are calculated by dividing one of the characteristics (strength, dexterity, awareness, intuition, etc.) by five.*
The *Basic Skills Table* lists what characteristics are used to calculate each skill.
Characters do not begin with any basic skill in magic. These are acquired after 10 skill points are spent on the category of magic. When this occurs, the basic skills are calculated *(see chapter 9: Magic).*

Skill Points

Each character begins the game with *skill points*.
These are used to "purchase" skills. All skill points must be spent before using a character.
✷ *Each skill point is equal to 10%. For instance, 3 skill points are equal to 30% skill, which is added to the basic skill to determine the final percentage chance to perform an action.*

Final Skill

If a character has a a presence of 72%, then their basic skill in *Oratory* will be 14% (72 / 5 = 14). If 2 skill points are spent on *Oratory* skill, the final skill that is recorded on the character sheet will be 34% (2 x 10 plus the base 14%).
Most players end up figuring out all of their basic skills and recording them. When spending skill points, players put the number of skill points spent to the left of the skills. After they are done spending skill points they multiply the numbers by 10 and add it to the base and then record the final percentage numbers in the blanks on the character sheet..

Purchasing Skills
✷ *Each character has 100 plus 1–100 (d100) skill points that may be used to purchase skills.*
✷ *New characters may not spend more than 3 skill points on any skill.*

In order to spend more than 3 points on a skill, it must be a professional skill.

Choosing a Profession

Before aquiring skills, each character must choose a profession. This will determine what skills the character may concentrate on. For a list of the professional skills, see the *Professional Skills Table.*
✷ **New characters may not spend more than 5 skill points on their professional skills..**
✷ *If a player wants to practice several professions, he must pay 5 skill points for each additional profession.*
Write on the character sheet the final profession that has been chosen by the character. This is where he will spend most of his experience points (75% of them).

Professions & Social Class

Characters must choose a profession appropriate to their social class (peasants cannot become knights).
✷ *To choose a profession that belongs to a higher social class, the character must pay 10 skill points for every level of difference.*
After paying these skill points, the character will be able to purchase one set of professional skills from the higher social class. However, this will not change the character's social class.
For example, if the son of a farmer (social class 2) wanted to become a physician (social class 4), he must first pay 20 skill points to gain access to the skills of a higher social class ((4-2) x10).

Special Talents

Special talents are skills that the character has a natural talent in. Place a star next to these skills.
✷ *Roll a die and divide by 2 (d3).*
These are the number of special talents that the character may begin with.
✷ *When increasing a special talent with experience points, no skill development roll is required.*
Special talents may be chosen as desired. However, in order for a special talent in a *combat* or *magic* skill, the player must roll over 90% on percentile dice (d100).

Personal Development

Skill points may be used to increase an individual's characteristics (strength, ego, reasoning, etc.).
✷ *1 skill point = +1–6% (1d6) increase.*
✷ *1 skill point = +1–3% (1d3) increase for characteristics that are over 80%.*
✷ *1 skill point = +1% increase for characteristics over 90%.*
✷ *In order to increase a characteristic, the player must roll above the characteristic on percentile dice.*
If **successful**, increase the characteristic by the amount indicated above.
If **unsuccessful**, the player loses the skill point.
For example: Fearless Fred wants to raise his self discipline (it is only 40%, and it doesn't make him very fearless). He spends a skill point to do so and rolls percentile dice. He gets a 68% and is successful. He now rolls a die, gets a 4,

and raises his self discipline by 4%.

✶ *Remember to increase the character's basic skills (or add to current skills) after increasing any characteristics.*

Experience

During the game, the *Storyteller* will give out experience points at the rate of 1–10 for each gaming session. Experience points may be used to purchase new skills or to increase the ability of skills that are already known.

In order to increase a skill, the player spends one experience point for a *skill development roll*.

A successful skill development roll is where the player rolls over their current skill percent.

✶ *1 experience point = +1–6% (1d6) increase.*

✶ *1 experience point = +1–3% (1d3) increase for skills that are over 80%.*

✶ *1 experience point = +1% increase for skills that are over 90%.*

If **successful**, the player may add the above amount to the skill.

If **unseccessful**, the player loses the experience point.

For instance, Fearless Fred has an experience point to spend and chooses to increase his gambling skill. He spends the skill point, & rolls percentile dice. If he rolls over his current skill percentage, he may raise his skill by 1–6%. If he rolls equal to or lower than his skill, then he will lose the skill point.

Experience Point Spending Limits

✶ *Three quarters (75%) of experience points must be spent on professional skills. The rest of the character's experience can be spent on anything desired.*

✶ *If a character wishes to change professions during the game (to gain access to different skills), he must spend 5 experience points.*

Professional Skills Table

Here is a list of professions, along with those skills used by each. Players may spend up to 5 skill points on these skills. Players also must spend 75% of experience points on professional skills.

The first number refers to the professsion's **social class**. The next numbers are the **annual income & savings** for the listed profession. The final number at the right is the **total skill points** if all skills in this profession are purchased at 5.

SC	Profession	Income / Savings	Total Skill Pts.
2	Animal Trainer (11£ / 1£)		40

Animalcraft, first aid, foraging, hideworking, oratory, riding, streetwise, survival (forest).

| 3 | Apothecary (24£ / 4£) | | 65 |

Alchemist script, astrology, chemistry, brewery, first aid, foraging, herbology, legends & myths, mathematics, physician, reconnaisance, script (reading & writing), survival.

| 2 | Artist (12£ / 2£) | | 95 |

Cartography, counterfeiting, drawing, engineering, etiquette, forgery, heraldry, herbology, hideworking, intrigue, legends & myths, legerdemain, masonry, painting, script (reading & writing), sculpture, shipwright, woodcarving, writing style.

| 3 | Astrologer (24£ / 4£) | | 50 |

Acting, astrology, astronomy, cartography, drawing, etiquette, interrogation, legends & myths, mathematics, script (reading & writing).

| 1 | Beggar (6£ / 1£) | | 75 |

Acting, brewery, bribery, disguise, foraging, foreign language, gambling, intrigue, legends & myths, legerdemain, rhetoric, stealth, streetfighting, streetwise, survival.

| 2 | Brewer / Winemaker (14£ / 4£) | | 40 |

Agriculture, brewery, bribery, business, chemistry, bargain, script (reading & writing).

| 3 | Cartographer (24£ / 4£) | | 60 |

Cryptography, cartography, drawing, foraging, foreign language, legends & myths, mathematics, painting, reconnaisance, script (reading & writing), other scripts, survival.

| 3 | Chandler (23£ / 3£) | | 75 |

Chemistry, animalcraft, brewery, business, candlemaking, foraging, foreign language, mathematics, metallurgy, script (reading & writing), streetwise, textilecraft, timbercraft, trapping, weaponcraft.

| 3 | Charcoaler (23£ / 3£) | | 30 |

Carpentry, geology, metallurgy, minerology, survival (forest), timbercraft.

| 3 | Clothier (25£ / 5£) | | 40 |

Business, drawing, etiquette, foreign language, hideworking, jeweler, sewing (hand), textilecraft.

| 2 | Cobbler (23£ / 3£) | | 40 |

Business, bargaining, hideworking, sewing (hand), textiles, woodworking, knife, foreign language.

| 2 | Cook/Chef (12£ / 2£) | | 70 |

Administration, agriculture, animalcrafts, brewery, cooking, etiquette, fishing, foreign languag, herbology, intrigue, knife, legends & myths, rhetoric, streetwise.

| 4 | Courtesan (40£ / 5£) | | 40 |

Acting, administration, Attractiveness, bribery, dancing, etiquette, foreign language, heraldry, interrogation, intrigue, jeweler, legerdemain, musical instrument, perfumery, rhetoric, seduction, sensuality, singing, streetwise, textilecraft.

| 1 | Criminal / Thief (6£ / 1£) | | 100 |

Acrobatics, acting, administration, ambush, bribery, climbing, counterfeiting, disguise, forgery, gambling, interrogation, intrigue, jumping, knife, legerdemain, locksmithing, rhetoric, stealth, streetfighting, streetwise.

3   *Embalmer* (23£ / 3£)   35
Chemistry, carpentry, embalming, legends & myths, oratory, perfumery, religious doctrine.

2   *Entertainer* (40£ / 5£)   95
Acrobatics, acting, dancing, drawing, etiquette, foraging, foreign language, intrigue, juggling, knife throwing, legends & myths, legerdemain, musical instrument, oratory, painting, rhetoric, song lore, streetwise, survival.

2   *Farmer* (11£ / 1£)   80
Agriculture, animalcrafts, axe, brewery, carpentry, club, cooking, foraging, herbology, knife, military fork (pitchfork), milling, rhetoric, streetfighting, survival, weatherlore.

2   *Fisherman* (12£ / 2£)   95
Astronomy, business, carpentry, cartography, club, staff, diving, fishing, foraging, knife, legends & myths, piloting, seamanship, shipwright, streetfighting, streetwise, survival (marine), swimming, weatherlore.

1   *Fortunteller* (12£ / 2£)   80
Acting, astrology, bribery, dancing, disguise, etiquette, foraging, fortune telling, history, interrogation, intrigue, legends & myths, legerdemain, oratory, bargain, streetwise, foreign language.

1   *Gladiator* (13£ / 3£)   95
Acrobatics, acting, bribery, buckler, first aid, foreign language, gambling, heraldry, intrigue, oratory, physician, religious doctrine, streetwise, unarmed combat, knife, axe, short sword, javelin, military fork.

3   *Glassworker* (24£ / 4£)   35
Chemistry, foreign language, business, ceramics, glassworking, legerdemain, minerology.

2   *Goaler/Executioner* (12£ / 2£)   90
Acting, administration, bribery, embalming, gambling, heraldry, interrogation, intrigue, knife, locksmithing, masonry, oratory, religious doctrine, rhetoric, streetfighting, streetwise, one weapon, Whip (Cat'O Nine Tail).

4   *Herald* (40£ / 5£)   70
Acting, administration, drawing, etiquette, forein languages, forgery, heraldry, intrigue, legends & myths, oratory, painting, script (reading & writing), other scripts, writing style.

2   *Herdsman* (1£ / 1£)   45
Agriculture, animalcrafts, astronomy, staff, foraging, hideworking, survival, tracking, weatherlore.

2   *Hunter* (12£ / 2£)   105
Ambush, astronomy, bribery, cartography, first aid, fishing, fletching, foraging, foreign language, herbology, hideworking, knife, legends & myths, reconnaisance, rhetoric, short bow, stealth, survival (forest), swimming, tracking, weatherlore.

3   *Innkeeper* (25£ / 5£)   105
Administration, animalcraft (horse), brewery, bribery, business, cartography, club, cooking, etiiquette, foreign language, gambling, heraldry, herbology, intrigue, knife, legends & myths, legerdemain, rhetoric, script (reading & writing), song lore, streetwise.

2   *Jester / Fool* (12£ / 2£)   95
Acrobatics, acting, administration, bribery, club, dancing, disguise, etiquette, foreign language, heraldry, intrigue, juggling, legends & myths, legedemain, oratory, singing, song lore, streetfighting, streetwise.

4   *Jeweler* (40£ / 5£)   35
Business, etiquette, jeweler, mathematics, metallurgy, minerology, bargain.

2   *Laborer* (11£ / 1£)   60
Administration, agriculture, brewery, carpentry, fishing, gambling, masonry, rhetoric, shipwright, streetfighting, streetwise, timbercraft.

5   *Lord (Noble)* (90£ / 20£)   100
Administration, animalcraft (dog, falcon, horse), astronomy, business, dancing (court), etiquette, foreign languages, heraldry, history, intrigue, mathematics, musical instruments, oratory, riding (horse), scripts (reading & writing), tracking, weapons, writing style.

5   *Lady (Noble)* (90£ / 20£)   110
Acting, administration, astronomy, brewery, business, cooking, dancing (country), dancing (court), etiquette, first aid, foreign languages, heraldry, herbology, intrigue, mathematics, musical instruments, perfumery, riding (horse), scripts (reading & writing), sewing (hand), textilecraft, writing style.

4   *Lawyer* (40£ / 5£)   75
Acting, administration, bribery, etiquette, foreign language, heraldry, interrogation, intrigue, mathematics, oratory, rhetoric, script (reading & writing), other scripts, streetwise, writing style.

3   *Lexigrapher* (23£ / 3£)   35
Drawing, cartography, hideworking, legends & myths, painting, script (reading & writing), other scripts.

3   *Locksmith* (24£ / 4£)   35
Administration, business, carpentry, legerdemain, locksmithing, masonry, metallurgy.

2   *Longshoreman* (11£ / 1£)   60
Acrobatics, business, climbing, club, gambling, intrigue, knife, legends & myths, seamanship, streetfighting, streetwise, survival (marine).

4　Mage *(38£ / 3£)*　　　　　　　　　　　　130

Acting, alchemist's script, chemistry, animalcraft (familiar), astrology, astronomy, bribery, candlemaking, cartography, cryptography, staff, dancing (circle), dancing (ritualistic), foraging, foreign languages, herbology, intrigue, legends & myths, mathematics, oratory, religious doctrine, script (reading & writing), other scripts, stealth, survival (forest), writing style. *Magic Skills.*

3　Mason *(25£ / 5£)*　　　　　　　　　　　　25

Carpentry, engineering, masonry, mathematics, script (reading & writing).

3　Mercantyler *(25£ / 5£)*　　　　　　　　　　60

Acting, administration, bribery, business, foreign language, heraldry, intrigue, mathematics, rhetoric, script (reading & writing), streetwise, writing style.

3　Metalsmith *(24£ / 4£)*　　　　　　　　　　40

Business, club, metallurgy, minerology, streetfighting, streetwise, warhammer, weaponcraft.

3　Miller *(26£ / 6£)*　　　　　　　　　　　　40

Administration, agriculture, animalcraft (0xen), business, carpentry, engineering, mathematics, milling.

2　Miner *(40£ / 5£)*　　　　　　　　　　　　60

Axe (mattock), brewery, carpentry, club, engineering, gambling, geology, jeweler, metallurgy, minerology, streetfighting, warhammer.

3　Perfumer *(24£ / 4£)*　　　　　　　　　　40

Alchemis's script, chemistry, business, foreign language, herbology, intrigue, perfumery, seduction.

4　Physician/Doctor *(40£ / 5£)*　　　　　　　　90

Administration, astrology, chemistry, first aid, foreign language, heraldry, herbology, interrogation, intrigue, knife, legends & myths, mathematics, oratory, physician, religious doctrine, script (reading & writing), streetwise, writing style.

3　Pilot / Navigator *(25£ / 5£)*　　　　　　　85

Administration, astronomy, cartography, club, drawing, foreign language, mathematics, piloting, script (reading & writing), seamanship, shipwright, streetfighting, streetwise, survival (marine), swimming, weatherlore, writing style.

3　Potter *(23£ / 3£)*　　　　　　　　　　　50

Brewery, business, ceramics, cooking, drawing, foraging, glassworking, minerology, painting, sculpture.

2　Priest *(12£ / 2£)*　　　　　　　　　　　95

Administration, agriculture, cooking, staff, embalming, etiquette, first aid, foreign language, herbology, intrigue, legends & myths, musical instrument, oratory, religious doctrine, script (reading & writing), other scripts, singing, song lore, writing style.

1　Prostitute / Pimp *(6£ / 1£)*　　　　　　　70

Acting, administration, bribery, dancing (erotic), foraging, intrigue, legerdemain, perfumery, religious doctrine, rhetoric, seduction, sensuality, streetfighting, streetwise.

1　Ratter / Scavenger *(6£ / 1£)*　　　　　　　75

Administration, ambush, animalcraft (rat), climbing, club, foraging, intrigue, knife, legerdemain, reconnaisance, rhetoric, stealth, streefighting & brawling, streetwise, trapping.

3　Salter *(23£ / 3£)*　　　　　　　　　　　50

Cartography, chemistry, fishing, geology, herbology, minerology, oratory, rhetoric, streetwise, survival.

2　Seaman/Sailor *(12£ / 2£)*　　　　　　　　90

Climbing, club (belaying-pin, blackjack), diving, fishing, foreign languages, gambling, knife, legends & myths, military fork (catch-pole), pike (ahlspeiss), piloting, sabre (cutlas), seamanship, shipwright, streetfighting, streetwise, survival (marine), weatherlore.

1　Serf *(6£ / 1£)*　　　　　　　　　　　　70

Agriculture, animalcrafts, brewery, carpentry, club, cooking, foraging, handaxe, herbology, knife, military fork (pitchfork), streetfighting, survival, weatherlore.

1　Serf; Domestic Servant *(6£ / 1£)*　　　　　95

Acting, administration, agriculture, animalcrafts, axe, brewery, bribery, club, cooking, foraging, heraldry, herbology, intrigue, knives, legerdemain, locksmithing, oratory, streetfighting, weatherlore.

1　Serf; Reeve / Chief Serf *(7£ / 2£)*　　　　120

Acting, administration, agriculture, animalcrafts, brewery, bribery, carpentry, club, cooking, counterfeiting, staff, foraging, forgery, handaxe, herbology, intrigue, knife, military fork (pitchfork), milling, oratory, rhetoric, streetfighting, survival, weatherlore.

1　Serf; Runaway *(6£ / 1£)*　　　　　　　45

Acting, ambush, disguise, foraging, reconnaissance, rhetoric, stealth, streetwise, survival.

2　Serving Wench *(12£ / 2£)*　　　　　　　120

Acting, administration, animalcraft, brewing, business, cooking, etiquette, first aid, foraging, foreign language, heraldry, intrigue, jeweler, knives, legends & myths, locksmithing, mathematics, perfumery, rhetoric, sewing (hand), singing, song lore, streetwise, textilecraft.

4　Scholar/Tutor *(37£ / 2£)*　　　　　　　100

Administration, astronomy, cartography, dancing (court), drawing, engineering, etiquette, foreign languages, heraldry, legends & myths, mathematics, musical instrument, oratory, painting, riding (horse), script (reading & writing), other scripts, singing, song lore, writing style.

3   *Scribe* (23£ / 3£)   70

Administration, business, cartography, cryphography, drawing, foreign langue, forgery, hideworking, intrigue, legends & myths, mathematics, painting, script (reading & writing), writingy style.

3   *Stablehand* (22£ / 2£)   50

Animalcraft (horse), club, foreign language, heraldry, hideworking, intrigue, military fork (pitchfork), riding (horse), streetfighting, streetwise.

4   *Swordmastern* (24£ / 4£)   65

Acrobatics, ambush, first aid, heraldry, intrigue, oratory, riding (horse), stealth, streetwise, survival, close combat, three weapon skills.

2   *Teamster* (12£ / 2£)   70

Ambush, animalcraft (horse), business, carpentry, cartography, driving, foreign language, heraldry, mathematics, oratory, rhetoric, riding (horse),streetwise,survival, whip.

2   *Tentmaker:* (12£ / 2£)   40

Business, carpentry, hideworking, sewing (hand), streetwise, survival, textilecraft, weatherlore.

2   *Thatcher* (12£ / 2£)   55

Animalcraft, carpentry, climbing, cooking, foraging, hideworking, masonry, paintIng, rhetoric, streetfighting, weatherlore.

2   *Timberwright* (12£ / 2£)   80

Agriculture, animalcraft (horse), axe, carpentry, cartography, climbing, first aid, foraging, knife, legends & myths, oratory, reconnaisance, survival, timbercraft, weatherlore.

3   *Toymaker* (22£ / 2£)   60

Business, drawing, engineering, hideworking, knife, legends & myths, locksmithing, painting, rhetoric, sewing (hand), streetwise, woodcarving.

2   *Trapper* (14£ / 4£)   95

Ambush, animalcrafts, cartography/geograaphy, first aid, foraging, foreign language, gambling, herbology, hideworking, legends & myths, mountaineering, recon, rhetoric, stealth, survival, swimming, tracking, trapping, weatherlore.

3   *Weaponcrafter* (25£ / 5£)   35

Business, fletching, heraldry, metallurgy, minerology, rhetoric, weaponcrafting.

3   *Woodcrafter / Carpenter* (23£ / 3£)   65

Carpentry, climbing, drawing, engineering, masonry, metallurgy, shipwright, streetfighting, streetwise, survival (forest), timbercraft, weatherlore, woodcarving.

2   *Woodcutter / Iceman* (12£ / 2£)   70

Animalcraft (horse or oxen), axe (woodsman's axe), business, climbing, foreign language, handaxe (ferrier's axe), knife (icepick), legends & myths, moutaineering, reconnaisance, rhetoric, survival (forest), timbercraft, weatherlore.

Military Professions

5   *Knight* (80£ / 10£)   160

Administration, astronomy, dancing, etiquette, first aid, foraging, foreign languages, heraldry, legends & myths, mathematics, musical instrument, oratory, riding (horse), script (reading & writing), strategy, survival (forest), tactics, knight shield/ heater, kite shield, roundshield, sword, lance, axe, short sword, saber, hand–and–half sword, two handed sword, ball & chain, mace, warhammer, spear, close combat.

4   *Squire* (38£ / 3£)   95

Etiquette, first aid, foraging, foreign languages, heraldry, legends & myths, musical instrument, riding (horse), animalcraft (horse), script (reading & writing), survival (forest), roundshield, sword, axe, short sword, mace, warhammer, spear, close combat.

3   *Crusader* (23£ / 3£)   150

Ambush, brewery, carpentry, cartography, climbing, cooking, first aid, foraging, foreign languages, interrogation, intrigue, jumping, legends & myths, masonry, oratory, reconnaisance, religious doctrine, sewing (hand), singing, strategy, streetwise, survival (desert & marine), swimming, tactics, weatherlore, any 4 combat skills.

4   *Cavalryman* (40£ / 5£)   55

First aid, foraging, heraldry, riding (horse), animalcraft (horse), survival, kite shield or roundshield, saber, lance, spear, close combat.

3   *Charioteer* (40£ / 5£)   60

Animalcraft (horse), driving, first aid, foraging, heraldry, riding (horse), survival, whip, javelin, shortbow, & one of these: axe, short sword, or mace, close combat.

2   *Archer* (12£ / 2£)   45

Ambush, first aid, fletching, foraging, heraldry, survival (forest), weatherlore, shortbow, & one of these: axe, short sword, or mace.

2   *Crossbowman* (12£ / 2£)   45

Ambush, first aid, fletching, foraging, heraldry, survival (forest), weatherlore, crossbow, & one of these: axe, short sword, or mace.

2   *Longbowman* (14£ / 4£)   50

Ambush, first aid, fletching, foraging, heraldry, survival (forest), weatherlore, longbow, & one of these: axe, short sword, sword, or mace, close combat.

2   *Sapper* (12£ / 2£)   50

Carpentry, engineering, first aid, foraging, geology, masonry, minerology, handaxe, & one of these: axe, short

sword, club, mace, warhammer, close combat.

2 *Artillerist/Engineer (14£ / 4£)* **85**

Carpentry, drawing, engineering, first aid, foraging, foreign language, hideworking, masonry, mathematics, script (reading & writing), streetwise, survival (forest), weatherlore, siege weapons, handaxe, club and one of these: axe, short sword, mace or warhammer.

2 *Scout (12£ / 2£)* **75**

Ambush, Awareness, first aid, foraging, heraldry, reconnaisance, riding (horse), stealth, survival, tracking, weatherlore, close combat, knife and two of these: axe, short sword, sword, club, mace, warhammer, spear.

2 *Skirmisher (11£ / 1£)* **60**

Ambush, first aid, foraging, reconnaisance, riding (horse), stealth, survival, close combat, javelin, sling, staff sling, and one of these: axe, short sword, club, or mace.

2 *Man At Arms (12£ / 2£)* **65**

Ambush, first aid, foraging, heraldry, reconnaisance, survival, close combat, knife, roundshield, sword, spear & two of these: axe, short sword, mace, warhammer, glaive, military fork, or partisan.

2 *Yeoman (13£ / 3£)* **65**

Administration, agriculture, animalcrafts, first aid, foraging, heraldry, weatherlore, close combat, roundshield, sword, spear & two of these: axe, short sword, mace, warhammer, glaive, military fork, or partisan.

1 *Common Soldier (11£ / 1£)* **45**

First aid, foraging, gambling, streetwise, survival, streetfighting, roundshield, spear, and one of these: sword, axe, short sword, mace.

2 *Legionaire (12£ / 2£)* **60**

Ambush, first aid, foraging, reconnaisance, stealth, survival, close combat, legionary shield, pike, spear, javelin, and one of these: short sword, axe, mace.

3 *Pikeman (12£ / 2£)* **50**

First aid, foraging, heraldry, survival, tower shield, close combat, pike, spear & two of these: axe, short sword, mace, warhammer, glaive, military fork, or partisan.

3 *Halberdier (13£ / 3£)* **50**

First aid, foraging, heraldry, survival, buckler, close combat, halberd, poleaxe, & two of these: axe, short sword, mace, warhammer, spear, glaive, military fork, or partisan.

3 *Mercenary (14£ / 4£)* **60**

Ambush, first aid, foraging, rhetoric, streetfighting, streetwise, survival, close combat, roundshield, & three combat skills.

3 *Viking (15£ / 5£)* **105**

Ambush, astronomy, cartography, first aid, fishing, foraging, foreign language, legends & myths, piloting, reconnaisance, stealth, seamanship, shipwright, survival (marine), weatherlore, close combat, viking shield, knife, & three weapon skills.

3 *Secret Service (40£ / 5£)* **160**

Acrobatics, acting, ambush, bribery, climbing, disguise, counterfeiting, etiquette, first aid, foraging, foreign languages, forgery, heraldry, interrogation, intrigue, legerdemain, locksmithing, rhetoric, one professional skill (specify), riding (horse), script (reading & writing), other scripts, stealth, streetwise, survival, tracking, unarmed combat, streetfighting, groundfighting, unarmed restraints & manipulation, knife, knife throwing.

Skill Descriptions

Acrobatics: This skill may be used to perform gymnastic feets such as flips, rolls, somersaults, etc. This skill may also be used instead of dodging an attack. If a successful skill roll is made, then the attack misses. See *combat options.*

Acting: The ability to project an appearence or attitude of the actor's choice. This can be used to lie with a straight face.

Administration: The ability to deal with the bureaucratic process without being slowed down by excessive red–tape. Also one's ability to direct people effectively.

Agriculture: The ability to grow crops with success.

Alchemist's Script: This is a form of writing that alchemists use in their work and their formulas are written in it.

Ambush: How to set up an ambush effectively without getting oneself killed. An unsuccessful attempt will allow the victims a check against their awareness to spot the ambush. Success will allow an attack to be made with complete surprise. The only way to spot an ambush that has been successfuly set is for the to roll under half a person's intuition.

Animalcraft: The ability to take care of a particular type of animal (specify). Animalcraft in Horse, for instance, will allow the player to take care of his horse without hiring someone else to do so.

Astrology: The ability to predict future events for a person, town or country. This skill can also be used to understand a situation better. Hints should be given out by the after a successful skill roll is made.

Astronomy: The science of the celestial bodies and of their magnitudes, motions, and constitution. Predicions of Solar or Lunar eclipses may be made with a successful skill roll.

Bargain: The ability to speak eloquently and to persuade another to do something, such as selling something cheaper.

Brewery: The making of alchoholic beverages.

Bribery: The ability to "make friends" with money.

Business: The skills of managing a profitable business. The ability to invest money for a profit.

Candlemaking: The making of candles. Candles may be made with special properties such as longer burning time, etc.

Carpentry: The construction business.

Cartography: Making maps and locating countries. If one is lost in a country, a successful skill role will identify the location, but one must be able to speak to people, look at a local map or special landmarks to use this skill. If lost in the wilderness, a successful skill roll will allow a person to locate his or her general location by looking at unique landmarks, such as a mountain, unless there are none.

Ceramics: The making of pottery.

Chemistry: The ability to identify the composition, structure, and properties of substances and the transformations they undergo.

Climbing: The ability to climb without using tools, such as a rope, spikes, etc. See also Mountaineering.

Cooking: The ability to cook tasty meals.

Counterfeiting: The ability to make a fraudulent replica of something else.

Cryptography: The enciphering and deciphering of messages in secret code or ciphers. Also the ability to decipher dead scripts or languages. This will determine the length of time it would take to decipher an unknown language or script. It may take days, months, or even years or it may be impossible altogether.

Dancing: There are several types of dancing, and each one must be learned separately. A few include Medieval Country Dancing, Court Dancing, Renaisance Dancing, Tribal Dancing, & Erotic Dancing.

Disguise: The ability to change one's appearance or behavior in order to mislead others by presenting a false identity.

Diving: The skill of plunging into water with style. The ability to stay underwater without air for long periods of time.

Drawing: Making a sketch of something. The ability to make clear maps.

Driving: The ability to control a team of horses or oxen to pull a cart, wagon, or chariot.

Embalming: The skill of treating a dead body so as to protect it from decay. Also used to protect objects from decay or oblivion, preserving them.

Engineering: The ability to create structures, machines, products, systems, and processes that are useful to people.

Etiquette: The conduct or proceedure required by good breeding or prescribed by authority to be observed in social or official life.

Falling: This skill is used to avoid damage from falls.

First Aid: A successful skill roll will prevent an injury from getting worse. Also used to bring someone out of shock.

Fishing: Catching fish, using nets, poles, etc.

Fletching: The making of bows and arrows.

Foraging: Finding food. Also used for locating things that are difficult to find.

Fortune Telling: The ability to predict the future or to answer a general question regarding a person.

Foreign Languages & Customs: To speak another's language and to use their customs *(see chapter 15: languages & scripts).*

Forgery: The art of making false written documents.

Gambling: Not only the ability to win in competition with others, but to make money doing so. To spot a winner, a player must roll under one quarter of this skill. For example, a person with an 80% skill in gambling will be able to spot a winner 20% of the time.

Geology: The study of the solid matter of a celestial body, such as the earth, or a moon.

Glassworking: The ability to manufacture glassware.

Heraldry: The practice of devising, blazoning, and granting armorial insignia and of tracing and recording genealogies. With this skill, a person may be able to discern the identity of a particular noble by looking at his or her armorial insignia, or heraldic achievement.

Herbology: The ablitiy to identify and use herbs & food for the healing of illness. With this skill, the healing time for wounds may be reduced.

Hideworking: The manufacture of leather products such as armor, parchment, shoes, etc.

History: One's knowledge of the past.

Interrogation: The ablitiy to discover the truth as percieved

by someone, without their knowledge.

Intrigue: The ability to discover hidden motives, plots, & schemes. The ability to arouse someone's interest in a subject.

Jeweler: The ability to manufacture jewelry. Also used to appraise the value of jewelry.

Juggling: Used to perform the tricks of a juggler.

Jumping: Used to jump accross obstacles such as a pit or crevass. Also used to jump verticaly.

Legends & Myths: One's knowledge of myths & faerie tales.

Legerdemain: The ability to manipulate objects using sleight of hand. Used to pick pockets, to manipulate cards, or to roll coins accross the hand.

Locksmithing: The ability to pick locks, open safes, & to work on complex locking mechanisms.

Masonry: The construction of stone structures.

Mathematics: The science of numbers.

Metallurgy: The science and practice of metalworking.

Milling: The practice of milling grain.

Minerology: The science dealing with minerals.

Mountaineering: The ability to climb sheer surfaces such as a cliff face, using tools such as ropes, spikes, etc.

Musician: One's abliatiy to play a musical instrument. Each instrument must be learned separately. Some medieval instruments include: drum, dulcimer, flute, harp, lute, lyre, mandolin, & pipes.

Oratory: The ability to make speeches and to manipulate the attitudes of a crowd of people. Also used to command soldiers.

Painting: The ablility to create a painting using oil, etc.

Perfumery: One's knowledge of perfumes, of aromatherapy, & how different scents affect people.

Physician: Medical practice.

Piloting: The ablility to navigate a boat or ship.

Reconaissance: The abililty act as a scout.

Religious Doctrine: Knowledge of religious practices.

Riding: The ability to ride an animal, such as a horse. Each animal must be learned separately.

Seduction: The ability to lead others astray usually by persuasion or false promises. The skill of persuading others to disobedience or disloyalty. Also the ability to entice another into sexual intercourse without the use of force.

Sensuality: The ablilty to sexually please another person.

Scripts: The skill of reading and writing in a particular type of writing (arabic, for instance). Each script must be learned separately *(see chapter 15: languages & scripts).*

Sculpture: The skill of creating a three-dimensional work of art, such as a statue.

Seamanship: Sailing.

Sewing (hand): The manufacture of clothes by hand.

Shipwright: The construction of ships.

Singing: The skill of professional singing.

Skiing: The ability to ski.

Song Lore: Knowledge of songs.

Stealth: The ability to move silently, without being seen.

Strategy: The ability to direct large battles successfuly.

Streetwise: The skills and attitudes necessary to survive in an often violent urban environment.

Survival: The skill of surviving in a particular type of environment, such as a forest. Skills may include building a fire, making shelter, fishing, etc. Each skill is learned separately.

Swimming: The ability to stay afloat in water.

Tactics: The ability to direct small battles successfuly.

Textiles: Knowledge of the manufacture of cloth.

Timberwright: The logging business.

Tracking: The ability to follow a trail left by animals or people.

Trapping: The ability to set snares to catch animals.

Weaponcraft: The manufacture of weapons (not bows).

Weatherlore: The ability to generally predict the weather.

Woodcarving: The art of ornamenting objects of wood.

Writing Style: The ability to write a book eloquently.

Forbidden Skills

Here is a list of skills used with magic.. These skills are used in magical research, where new spells are discovered & written as spellbooks. These skills are also used to learn & cast spells. Note that these skills can be used for more than casting spells.

Alchymy: The making of magical devices, potions, &tc. This skill is used to identify the same. Most Alchemists are pre-occupied with discovering the Philosopher's Stone, and immortality.

Conjuration: The summoning of Angels, Devils, Faeries, Elementals, &tc. This skill is used to identify & decipher the secrets of magic circles, and to communicate with these supernatural beings.

Pagan Ritualism: The calling forth of miracles by pagans. This skill is used ward off evil. Members of the priesthood who practice this discipline solely are not accused of practicing witchcraft.

Spiritualism: Voodoo, necromancy & the knowledge of spirits. This skill can be used to communicate with the dead, and to influence the spirit world.

Deceiver: The making of illusions. This skill is used to discover magical illusions, and to detect lies in others.

Enchantment: Binding others to your will. This skill can be used to tell if someone is under some kind of enchantment, and to identify the nature of an enchantment, along with it's source.

Elementalism: The study of the elements. This skill can be used to communicate with Elementals.

Sorcery: Modern Thaumaturgy. This skill is used for sensing, locating and identifying other sorceries.

Mysticism: The silent study of the divine. Mystics have learned to directly communicate with God, and can obtain information or aid with this skill.

Psychic: Extrasensory perception. This skill can be used to identify psychic influences in an area, and to understand how others are affected by the spirit world.

Seer: The second sight. This skill is used in fortunetelling, and for divining the future.

Talismans: The making of amulets, talismans, rune weapons, wards, and magic scrolls. This skill can be used to identify the same, and to read magic runes and scrolls.

Black Magic: Hexes, curses, etc. This skill can be used to communicate with evil supernatural beings, and to read a person's dark Fates.

Combat Skills

Here is a list of combat skills. Each weapon skill will allow a character to use every item listed for that type of weapon. For instance, a skill in *Short Sword* will apply to all types of short swords. Note that weapon categories (Edged Weapons, for instance) are not skills.

Combat Techniques

Combat Actions can be used by anyone with a weapon skill *(see Chapter 7: Fighting Styles & Tactics)*.

Rapier Combat Techniques are available to anyone using a Cut & Thrust Sword or a Rapier.

Shield Combat Techniques can be used by anyone with a shield skill.

Unarmed Combat Techniques can be used by anyone with that particular unarmed combat skill.

Fighting Styles & Tactics *(5 x.p. each)*

These will allow a particular style of fighting to be used. The first fighting style is free.

Single Handed Weapon; Two-Handed Weapon; Weapon & Shield; Two Weapons; Polearm; Locked Shield Wall; Flails; Left-Handed Opponents; Rapiers; Firearms.

Weapons are grouped into these categories:

Edged Weapons
Knife; Hand Axe; Axe; Short Sword; Saber; Sword; Hand & Half Sword; Two Handed Sword; Rapier, Cut & Thrust Sword.

Nonedged Weapons
Ball & Chain; Club; Staff; Mace; Warhammer; Whip.

Polearm Weapons
Military Fork; Glaive; Lance; Partizan; Pike; Poleaxe; Spear.

Missile Weapons
Aclys, Rock; Axe; Crossbow; Javelin; Knife; Short Bow; Longbow; Sling; Staff Sling; Spearthrower.

Shield Parry
Buckler; Round Shield; Heater; Oval Shield; Viking Shield; Kite Shield; Legionary Shield; Tower Shield.

Unarmed Combat
Boxing; Wrestling; Streetfighting; Close Combat; Groundfighting; Unarmed Combat; Unarmed Restraints & Manipulation.

Firearms
Handgonnes; Arquebus; Wheel-Lock Pistols; Flint-Lock Pistols; Muskets; Blunderbus; Bombs.

Siege Weapons
Battering Ram; Oxybeles (tension); Catapult (torsion); Ballistae (torsion); Trebuchet (traction); Trebuchet (counterpoise); Greek Fire; Cannons; Sapper.

Weapon Expertise *(5 x.p. each - once per individual weapon only)*
Choose individual weapon (a *Langseax* for instance). Reduce the *Initiative* penalty by one for that weapon. Add +1d6 damage for that individual weapon.

Maneuvering in Armor & Shield Expertise *(5 x.p. each)*
Leather; Ring; Scale; Mail; Plate & Buckler; Round; Heater; Oval; Viking; Kite; Legionary; Tower Shield. Reduce *Initiative* penalty by one for each level of skill.

Combat

Chapter 3: Combat

"Conflict creates drama, and it establishes the focus of the action or the suspense to follow."
  –"Conflict Action & Suspense" by William Noble

Conflict is what moves the story forward. Most game sessions should have at least one good action scene involving some type of combat.

Combat Procedure

✴ *Combat is conducted in **rounds**.*
✴ *Each round is equal to 2 seconds of time.*
✴ *Individuals may choose only one action each round.*

1. At the start of each round, every person determines their ***initiative*** (order of action) by rolling a d10 & applying their *Initiative* modifier.
2. The person with the highest initiative number first chooses an ***action***. This is usually an *attack*.
3. The person with the next highest initiative then chooses an action, and so on until everyone has taken one action.
4. After everyone has taken one action, the round is over and combat continues with a new round.
5. If a person is attacked, they may ***immediately*** take their action to ***react*** to the attack. In this case their initiative number is ignored. The person usually chooses a *defense*, such as a parry or dodge.
7. If a person is ***attacked after taking an action***, the only available option is to *abort his next round's action and dodge at a penalty of –25%.* Next round he must dodge.
8. To ***attack*** successfully, roll less than or equal to the *weapon skill* of whatever is being used, modified by the situation *(see Hit Probability Table)*.
9. To ***parry*** successfully, roll less than or equal to the *shield skill* or the *weapon parry %*.
   Weapon parry% is equal to half the weapon skill plus the weapon's "parry."
   There is a bonus of +25% to parry attacks aimed at the head.
10. To ***dodge*** successfully, roll less than the modified attack roll that was successfull. After a dodge, an attack may not be made in the next round.
11. If a ***hit*** is scored, choose a general ***location*** (head, body, arm or leg) and then *roll for a specific location.* If a *missile* weapon was used in the attack, then the *general location* must also be rolled for.
12. Roll for ***damage***, which is determined by the type of weapon.
13. Subtract the ***armor protection*** from the damage. This is determined by the armor value of the location that was hit. Also record damage to the armor.
14. If the armor is penetrated, then ***roll extra damage*** dice, which is determined by the type of attack *(edged, blunt or point),* and the location of the hit.
15. Determine the ***severity level*** of the wound *(minor, light, serious, critical or terminal.*

16. Multiply the damage scored by the ***trauma*** value listed for extra damage. This will determine the *total number of hit points lost.*
17. After being hit, the person must roll less than or equal to their ***stun*** value to avoid being stunned for at least 1 round..
18. ***The level of severity will determine what happens to the person struck.*** After penetrating armor, only 10 hits to the head will knock out a person. Critical or terminal wounds can kill a person even after the combat is over.
19. Determine ***bloodloss,*** if necessary after the combat is over by determining how many minutes pass before the bloodloss is stopped and multiply it by the num ber listed for extra damage *(see chapter 5: injury).*
20. After everyone is dead, unconscious or has ran away, the combat is over.

Sighting

Sighting occurs continuously. An opponent must be seen in order to interact with. Awareness checks may be appropriate, with modifiers for cover given by the *Storyteller*.

Sighting requires no actions, unless *searching* an area, which will require an entire round.

Some helmets have limited visibility and this will cause the wearer to suffer a penalty to his awareness checks. These are listed in the armor charts.

Surprise

There are two kinds of surprise.

Surprise is when an attack occurs suddenly without warning, but *the attack can be seen as it is occuring.*

✴ *Those who are surprised do not get any **offensive actions** for the first round of combat.*

Complete surprise is when the defender is *completely unaware of the attack even as it occurs* (such as arrows out of nowhere, or a knife in the back).

✴ *Those who are completely surprised do not get any **offensive actions** or **defensive actions** for the first round of combat.*

The *Storyteller* must determine which defenders are surprised and which are completely surprised. This will depend on the situation. Awareness checks can sometimes be made to avoid being completely surprised.

For instance, after one person has been attacked, the rest of the defenders may get an awareness check to avoid complete surprise if a great deal of noise is made (ouch!) and there is some time before the next attacks occur (several arrows fired simultaneously would prevent this).

Ambushes

If an ambush has been set correctly (with a successful ambush skill roll), then a surprise attack will occur unless someone stumbles into a hidden person.

Those walking into an ambush will sense something is wrong if they make a successful *intuition* check at one–half the character's ability.

Only one intuition roll is made, at random for each group entering the ambush.

If an ambush has not been set successfully, then those

walking into it can spot it with a successful *awareness* check.

Only one awareness roll is made, at random for each group entering the ambush.

Surprise can also occur in other situations, which are determined by the *Storyteller*.

Initiative & Reaction

✴ **Whoever has the initiative in combat may act first.**

All combat actions during a single round do not occur simultaneously. Therefore, the person with the initiative has an advantage because he may choose his action before his opponent.

Those who are attacked can then **react** by choosing a defensive action.

Fearless Fred, for instance, has won the initiative and he decides to strike his foe with his battleaxe. His opponent, a nasty Goblin, then reacts by choosing to parry Fred's blow with his rickety shield. The Goblin takes his action when he reacts to the attack. If Fred misses or if the Goblin parries the attack, then they go to the next round and roll for initiative again.

Determining Initiative

✴ *Each person has only one action during a round.*

✴ *Each round, everyone that is involved in the combat rolls a d10 and applies all appropriate modifiers. The person with the highest number can act first.*

✴ *If a person is attacked, he may then react and immediately takes his action. He will not get another action this round.*

✴ *The person with the second highest number can then choose an action, and so on until all combatants have acted.*

Reacting to Attacks

✴ *When someone is attacked, they immediately take their action, even if they have rolled lower than others.*

✴ *When a person reacts to an attack, he forfeits choosing any other action.*

Usually, a reaction will be a *defensive maneuver,* such as a **parry** or **dodge**.

If the defender chooses to ignore the attack and it misses, then he may choose an attack. If it hits, he is completely open.

Aborting to Dodge

After a person has taken an action, he is **open** to attacks, since he has already used up his action and cannot react to subsequent attacks.

✴ *If a person is attacked after he has taken his action, he may abort his next action (the action that would take place next round) and dodge at a penalty of –25%.*

✴ *Next round, he is considered to be dodging and may dodge any single attack.*

Place a marker next to the miniature of the character to indicate he is dodging next round.

Combined Actions

A person may choose to do multiple actions each round, such as an **Attack & Parry** or *Parry & Strike*.

In this case, both actions suffer a penalty of –25%.

For instance, Captain Ken is in combat with two Goblins. He decides to attack one with a penalty of –25% and reserve a parry with a penalty of –25% for later in the round when one of the goblins attacks him.

Modifiers to Initiative

These inclued a **Speed Bonus** for superior dexterity, the character's **Initiative** rating (based on his current weapon, armor and shield) applied as a penalty, and any situational modifiers (**Charging, Mounted, Aggressiveness**). There is also a **Polearm** bonus because of their length.

Initiative

Dexterity		Armour	
1–5%	–4	None	0
6–15%	–3	Leather	–1
16–25%	–2	Ring, Studded	–2
26–35%	–1	Scale, Brigandine	–3
36–65%	0	Mail, Banded	–4
66–75%	+1	Plate, Splint	–5
76–85%	+2	**Charging**	+3
86–95%	+3	**Mounted**	+3
96–100%	+4	**Polearm**	+10
101%+	+5	Inside reach	+ 0
Weapon Initiative Penalty			–0 to –6
Aggressiveness			+0 to +5
-10% to defense / +1 initiative			
Actions last phase			
†Dodge			Defend Only
†Complex attack			Defend Only
†Multiple Parry			Defend Only
Wait for an opening			+5
En Garde Opponent		Attack & Defend at Half	

Weapon Initiative Penalty

Each weapon has a penalty that is applied to one's initiative. This penalty is applied to polearms as well. When two weapons are used, add both weapon's penalties together.

Polearm Bonus

Polearms and Staves are given a +10 bonus to their initiative because of their length. This bonus is applied in addition to the normal weapon initiative penalty. However, when an opponent steps close to the bearer of a polearm afer winning initiative or succeeding in a counterattack, this bonus is eliminated until the polarm bearer wins initiative and steps away.

Aggressiveness

Characters may add up to 5 to their initiative rolls to simulate how aggressive they are. For every +1 to their initiative, they must take a penalty of –10% from any defensive action.

For example, Harold wants to attack with his axe before anyone else. So he decides to add +3 to his initiative roll. Unfortuneately, he rolls a 1 and he still takes his action last. He is attacked and he wants to parry the attack. He will suffer a penalty of –30% to his skill roll (shield or weapon) and will also suffer the same penalty to a dodge attempt.

Weapon Sharpness

Every time that a person uses a weapon, there is a chance of damaging it or dulling it's edge.

The chance of damaging a weapon is called it's *break percentage*.

✶ *When someone rolls less than or equal to the weapon's break percentage, then the weapon will lose 1d6 from it's damage capability, and there is a 25% chance the weapon will break.*

Although it is necessary to roll low to hit an opponent, it is not good to roll *too low*.

Breaking Weapons

✶ *When someone rolls less than or equal to the weapon's break percentage, there is a 25% chance (for iron weapons) that the weapon will break.*

Modify this chance by the material the weapon is made out of (10% for steel, etc.).

✶ *When someone rolls 01% on a to hit roll, the weapon will break.*

✶ *When the weapon loses all of it's dice of damage from the continuous dulling of it's edge, it will break.*

Before a weapon breaks, it can be sharpened or repaired by making a Weaponcraft skill roll.

Weapon Materials

Weapons are made out of defferent materials. Better quality weapons have smaller chances of breaking.

The likelihood that a weapon will break after rolling under it's break percentage on an attack roll is dependant on the material of the weapon.

Weapon prices are listed for iron weapons. If a better material is desired, the multiply the listed price by the number on the table. Fine alloy and mithril are not normally available.

Weapon Material Table

Material	Price	Break %
Wood	x1	50%
Bronze	x.5	35%
Iron	x1	25%
Steel	x2	10%
Fine Alloy	x5	5%
Mithril	x10	1%

Breaking Bows

Each time a bow is used, there is a chance of it breaking. When rolling to hit, if the character rolls over 95%, either the bowstring or the bow itself will break.

The bowstring will break 90% of the time.

Care of Bows

Bows must be left unstrung until they are used.

A bow can be used for up to four hours before it must be unstrung. Otherwise it will lose some of it's power and accuracy. A bow must remain unstrung for at least one hour for it to recover it's elasticity.

If a bow is not unstrung after four hours, then the chance of the bow breaking when it is used is doubled.

Furthermore, the bow's range is reduced by one category (i.e. there is a penalty of –25% to hit at short range, etc.) In addition, the bow will inflict one less die of damage.

The chance or ruining a bow that has not been unstrung after four hours is 10%.

Stringing Bows

It takes 3-18 rounds (roll 3d6) to string a bow. To string a bow successfully, a character must make a strength check.

Rapid Firing Bows

Rapidly firing a bow is possible, but difficult. Most archers took more time to aim when shooting.

✶ *An arrow may be drawn, loaded and fird at an opponent in 2 seconds (1 round) with a penalty of –25% to hit.*

Fighting Multiple Adversaries

Attackers rarely can attack an opponent simultaneously, since they tend to get in each other's way. This is called the **Confusion Factor.**

✶ *After someone has been attacked, there is a –25% penalty to hit the defender.*

✶ *This penalty only applies during one round.*

✶ *This penalty does not apply when fighting an opponent that is a larger size class than the person attacking.*

En Garde

This is a defensive posture that allows you to defend yourself easier.

✶ *With a successful weapon skill check, your opponent attacks and defends at half ability.*

✶ *There is a –10% penalty for each opponent after the first.*

Choose how many opponents you would like to try to defend against, apply the penalty and roll once.

If successful, all the named opponents will attack and defend against you at half ability. If not successful, no penalties are applied to your opponents.

Markers should be used to indicate who is en garde. Place them next to the miniatures.

Look for an Opening

When a person is en garde, he is harder to attack & defend against. These penalties can be negated by *Looking for an Opening*.

✶ *With a successful weapon skillcheck, any penalty from an opponent who is ready (en garde) will be negated.*

✶ *Each person suffering penalties to attack & defend must use this acion independently to remove the penalties.*

✶ *This will take an entire round's action.*

Wait

This action will allow you to **hold your action** until a later time during the combat round. You may act at any time and will preempt any other actions.

✶ *If you take no actions during the round, you will gain a bonus of +5 to your initiative next round.*

Parrying Head Strikes

Attacks aimed at the head are easier to parry. There is a bonus of +25% to parry attacks aimed at the head.

Movement & Fatigue

Chapter 4: Movement & Fatigue

"The clever combatant imposes his will on the enemy, but does not allow the enemy's will to be imposed on him."
– "The Art of War" by Sun Tzu

Movement

• *Movement occurs during your action phase. These are the movement rates for one round (1"= 5' of movement):*

Distance

Speed	Distance	Inches	Speed Bonus	Fatigue*	
Walk	10 feet	2"	0"	0	1
Jog	15 feet	3"	± 1"	1	2
Run	20 feet	4"	± 1- 2"	2	4
Sprint	40 feet	8"	± 1- 4"	5	10

* The second number is the rate while encumbered.

Speed Bonus to Movement

The *speed bonus* or *speed penalty* for superior or inferior dexterity is applied to the movement distance as follows:

Dexterity	Jog (3")	Run (4")	Sprint (8")
1–5%	2"	2"	4"
6–15%	2"	3"	5"
16–25%	3"	3"	6"
26–35%	3"	4"	7"
36–65%	3"	4"	8"
66–75%	3"	4"	9"
76–85%	3"	5"	10"
86–95%	4"	5"	11"
96–100%	4"	6"	12"

Movement in Armor

Those wearing mail or plate armour can only change their rate of speed by only one category each round.

For instance, a person wearing a mail hauberk while running cannot stop, but must first reduce his speed to a jog, etc.

Penalties from Movement

When moving, there are penalties to attack, parry & dodge at these rates:

Speed	Attack	Parry	Dodge
Walk	–	–	–
Jog	–10%	–10%	–10%
Run	–20%	–20%	–20%
Sprint	–30%	–30%	–30%

Horses

The movement rates for different types of horses each round are as follows (1"= 5' of movement.):

Distance

Gait	Riding Horse	War Horse	Race Horse	Fatigue*	
Walk	3"	3"	3"	0	0
Trot	6"	5"	8"	1	4
Canter	9"	8"	12"	2	4
Gallop	18"	16"	24"	5	10

* This is the fatigue that is accumalted by the *rider* of the horse at different speeds.

The second number is the rate while encumbered.

Horse Gaits

Gaits are the different ways in which a horse moves. These determine how fast the horse is moving and how well balanced he is.

The natural gaits are walk, trot and gallop. Other types of gaits are inherited by the particular breed of horse or can be trained.

A horse that has been trained to employ certain kinds of gaits will move more efficiently and will give less fatigue to the rider and horse alike.

Riding Horses

This is the most common type of horse.

Riding horses cannot wear barding armor.

During combat, a riding horse will try to throw off a rider 25% of the time (check every round).

To stay on a horse, roll under one half riding skill.

War Horses

This type of horse has been bred and trained for combat.

War horses can wear barding armour and do not try to throw their riders off during combat.

Race Horses

These horses are bred for speed. They have great difficulty carrying anything weighing more than 120 pounds. This includes the rider and all of his equipment.

When carrying more weight than 120 pounds, the horse will fatigue more rapidly, becoming *winded* within a minute.

Race horses cannot wear barding armor.

During combat, a race horse will try to throw off a rider 25% of the time (check every round).

To stay on a horse, roll under one half riding skill.

Cart Horses, Plow Horses & Pack Horses

These work horses use the movement rates for riding horses, except that the fastest they gallop is 12" and they do not canter (walk, trot & gallop are the only speeds).

Barding Armor

Horses wearing mail or plate barding can only change their rate of speed by one category each round.

For instance, a horse wearing plate barding while galloping cannot stop without first reducing his speed to a canter, then to a trot, then to a walk, and then to standing still.

Maneuvering a Horse

Difficult maneuvers (such as jumping) with a horse will require a riding skill check.

Turning a Horse

A horse can turn in place and can also turn around. This takes 1 round.

While moving faster, a horse must move forward a certain number of feet (1" = 5') before it can make a 60° turn.

The rider may make a riding skill check to avoid this.

Turning a Horse

Speed	One 60° Turn Every
Trot	1"
Canter	2"
Gallop	3"

Minimum Movement

The speed the horse is moving will require you to move a minimum distance.

The minimum movement is equal to the next slowest riding speed plus 1. For instance, while cantering on a riding horse, you must move at least 7" (trot speed of 6"+1").

Suddenly stopping a horse will require a riding skill check at half while cantering, and a riding skill check at one quarter while galloping.

Backing Up a Horse

Horses do not move backward normally, but can be trained to do so.

You may back up your horse at the rate of up to 2" each round with a successful riding skill check.

Ambling Gait

This is a special gait that has been used for centuries to lessen rider and horse fatigue over long distances. Only Riding Horses can use this gait.

After a day's ride using this gait, the chance to avoid long term fatigue (winded or exhausted) is equal to the character's endurance (it is not halved). *See Long Term Fatigue.*

Riding Skill & Horse Quality

The quality of the horse will determine how well a person can use his riding skill.

✴ *A rider cannot use any riding skill higher than that of the horse's quality.*

A horse's quality & the highest riding skill allowed while riding the horse is as follows:

Horse Quality	Useable Riding Skill	Price
Inferior	20%	x ¼
Poor	40%	x ½
Average	60%	x 1
Good	80%	x 5
Excellent	100%	x 10

Ruining a Horse

If a poor rider tries to ride a good horse, he will likely harm the horse because he doesn't know how to sit properly, hold the reins correctly, etc. This will put a strain on the horse's muscles and back which can cause long term damage.

✴ *After a day of riding a horse of better quality than the rider's skill, the horse's quality is reduced by one category.*

For example, Captain Ken has a riding skill of 68%, so he can ride a horse of good quality without trouble. However, if he tries to ride a horse of excellent quality, after a day, the horse will become only a good quality horse.

✴ *A rider can reverse this (if he has a high enough skill) to the horse's original quality, after a week of training.*

For instance, Fearless Fred whose riding skill is 90%, takes the horse that Captain Ken has ruined and after a week's training, the horse becomes excellent quality again.

If a stranger has been riding your horse, you can notice this with a riding skill check.

Fatigue

Fatigue is accumulated through movement, combat, and through the use of magic. Each of these actions use *fatigue points*, which are recorded on the character sheet.

Levels of Fatigue

There are three *levels of fatigue* that are used to simulate an individual's endurance. These are *winded, exhausted,* and *burnout.*

The states of *winded* and *exhausted* can be reached through normal activity, such as movement and combat.

The state of *burnout* can only be reached through the use of magic.

Movement

The amount of fatigue accumulated each round from movement is listed on the movement chart.

Combat

During combat, the use of weapons and shields accumulate fatigue points. Each weapon & shield is given a *fatigue rating.* This is the number of fatigue points expended for each use, such as a strike or parry. When using complex maneuvers, fatigue will accumulate faster, since each use of the weapon or shield will accumulate fatigue points. Heavier weapons will also cause more fatigue.

Magic

The use of magic will not normally use any fatigue, unless the individual attempts to cast a spell of greater difficulty than he is normally capable of, or unless he runs out of *power* (spell points). See also *Magic.*

Results of Fatigue

After each round of combat, everyone records the amount of fatigue points that they expended during the round.
• When total Fatigue Points equal or exceed **winded**, the individual *moves & fights at half normal ability.*
• When total Fatigue Points equal or exceed **exhausted**, the individual *may not fight & may only walk.*
• When total fatigue points equal or exceed **burnout**, the individual *dies.*

Resting

✴ *While resting, fatigue is recovered at the rate of 1 fatigue point each second (2 each rund).*

In order to recover fatigue points, the individual may do nothing except rest. However, an individual may walk while resting.

Fatigue Markers

Markers such as small colored stones used in aquariums can be used to keep track of fatigue.

Just give each player an amount of stones equal to his *winded* score.

One color of stones can indicate 10 points, while another color can equal 1 point of fatigue.

✷ *When a player performs an action, he must "pay for it" with his fatigue markers. When he is out of markers, he is winded.*

At this point, apply the affects of being winded to his actions (move & fight at half skill) and then give him another set of stones to be used to keep track of his fatigue.

✷ *When he runs out of stones the second time, he will be exhausted and cannot perform any actions until he rests.*

✷ *Give the player two fatigue markers every round he rests.*

Superior Strength & Fatigue

Those with superior strength will accumulate less fatige with each action they take. Also, those with inferior strength will accumulate more fatigue points with each action. These modifiers do not apply to movement or spellcasting fatigue.

Modify the *fatigue rating* for each weapon and shield as follows:

Strength	Fatigue Modifier
01%	+3
02—10%	+2
11—20%	+1
80—89%	*−1*
90—99%	*−2*
100%+	*−3*

Encumbrance

Record how much everything weighs on the character sheet. At the bottom, the total is compared to the character's strength characteristic.

This will determine whether or not the character is *encumbered*. An encumbered character will tire faster, since he must pay double fatigue for all his actions.

Movement while Encumbered

• An individual may carry an amount of weight in pounds equal to **one half** his or her strength characteristic without any penalty to movement.
• An individual may carry weight in pounds **equal to** his or her strength characteristic in pounds of weight at *half* of the normal movement rate. *Fatigue* accumulates at twice the normal rates.
• An individual may carry up to **two times** his or her strength characteristic in pounds of weight at *one-quarter* of the normal movement rate. *Fatigue* accumulates at four times the normal rate. *No running* is possible.
• An individual may *drag* **two to five times** his or her strength characteristic in pounds of weight. The maximum movement rate the walking. *Fatigue* is tripled.

Long Term Fatigue

After traveling for extended periods of time, a person will enter a fatigued state, such as winded or exhausted and will not recover without rest (sleep).

Generally, after walking or riding for a day, the person will be *winded* unless he passes an endurance check at half ability.

If the person continues for another day after he is wind-ed, then he must make an endurance check at one quarter ability to avoid becoming *exhausted*, which will force him to rest.

If combat occurs before a person has rested, then he will begin in a fatigued state such as *winded* or even *exhausted*.

Long Term Rider Fatigue

Long term fatigue applies to those riding a horse as well as those walking.

The speed that the horse is traveling will determine what level of fatigue will be reached at the end of the day.

This fatigue can be avoided with a riding skill check. The speed will also determine the distance traveled.

	Rider Fatigue		
Gait	Distance	Fatigue	Skill Check
Amble	3 mph	Winded	Riding Skill
Walk	4 mph	Winded	½ Riding Skill
Trot	10 mph	Exhausted	½ Riding Skill
Canter	15 mph	Exhausted	½ Riding Skill
Gallop	30 mph	Exhausted	¼ Riding Skill

If the skill check is passed, the person will be at one level less than the fatigue level listed.

For instance, if the rider of a horse traveling all day at a trot passes a riding skill check at half, then he will only be winded. If the horse were traveling at a walk, then he would not even be winded.

Travel Distances

Foot travel averages about 10 miles a day. With a forced march, a person can travel about 20 miles a day.

Horse travel averages about 50 miles a day. If a horse is forced to travel further, it will kill the horse.

A team of horses pulling a wagon or chariot can travel about 50 miles a day also.

Horses will need rest, food, water, and horseshoes.

The distance traveled will be affected by the terrain, weather and road conditions.

A horse cannot sustain a gallop for more than a few minutes. This will cover a distance of about 1 or 2 miles.

Size & Fatigue

If using a weapon designed for a different size creature, then multiply the fatigue expended by this amout:

Level of Difference	Fatigue Modifier
1	x2
2	x5
3	x10
4	*Not Possible*

For instance, if a halfing (small size) is using a Crusader Sword (fatigue 4) that is designed for a normal sized person (1 level of difference), the fatigue rate is 8. The sword would do normal damage.

If the halfing used a Crusader Sword designed for a small sized person, then the fatigue would be 4 but his damage would be divided by 2 (4d6S or 2d6). This is because a small person inclicts x ½ damage.

Injuries & Death

Chapter 5: Injuries & Death

"Must not all things at the last be swallowed up in death?"
—Plato (427 BC - 347 BC), Dialogues, Phaedo

Injuries

When a person is injured, a **wound** is created. Every wound is recorded separately and every wound will heal separately.

Each wound is expressed in terms of *hits* or *hit points* of damage.

The total hits of all wounds are also recorded. When an individual runs out of hits, death occurs.

Death may also occur with a single wound, if it is severe enough.

Injury Procedure

Here is an outline of the procedure used to calculate the damage from a successful strike.

1. Determine the **location** of the hit.
2. Roll **damage** (adding superior strength damage).
3. Subtract **armor** protection.
4. Roll **extra damage**, if any.
5. Determine the **severity level** of the wound.
6. Determine **trauma & total number of hits lost.**
7. Make a **stun** roll.
8. Determine **what happens** from severity level.
9. Record the rate of **bloodloss**.

Hit Location

After a successful hit is made, the attacker rolls for the specific location of the hit on the Hit Location Table.

Hand to hand attacks must be directed against a general part of the opponent's body (head, body, arm, or leg). If a general hit location is not specified, then the attack is directed against the opponent's body .

Missile weapons hit a random location unless the attacker uses *Selective Aiming* at a penalty of –15% to hit. This would allow the choice of a general location, such as leg, body, head, etc.

Selective Aiming for any type of attack may be used if a specific hit location is desired, at a penalty of –25% to hit. If this causes the person to miss, then he misses completely. Note that to hit a specific location with a missile weapon, the attacker must take a –15% penalty for the general location and a –25% penalty for the specific location. This totals a –40% penalty to hit.

The location of the strike will determine the extra damage, trauma, and the rate of bloodloss. This is modified by what armor is covering the area.

Damage

After the specific location of the hit is determined, the attacker rolls the damage of the hit. The damage that each weapon does is listed on the weapon tables and the number listed is the amount of dice (d6) that the weapon does when it hits. Damage is expressed in terms of Hits or Hit Points.

Superior Strength Bonus

Those with superior strength do additional damage when their weapon hits as follows*:

Strength	Extra Damage
70—79%	+1
80—89%	+3
90—99%	+5
100%+	+7

*This includes thrown weapons, but does not include missile weapons unless a special weapon is constructed to take advantage of superior strength. This will cost 3 times the normal price.

Superior strength damage is added before subtracting armor.

Superior strength damage is added before applying bonuses for magical weapons. So magic weapons will also magnify a strength bonus.

For instance Fearless Fred is using a gladius that is a rune weapon (double damage). Since his strength is 93%, he will roll 3d6+5 and then multiply the result by 2.

Magical Weapons

There are eight types of magical weapons:

Holy weapons, spirit weapons, elemental weapons, charmed weapons, dream weapons, slayers, rune weapons, and cursed weapons.

Holy weapons inflict x3 damage.

Spirit weapons inflict 3x damage to evil spirits.

Elemental weapons (such as a flaming sword) will inflict 1-6 dice of elemental damage.

Charmed weapons will inflict 1-6 additional dice of damage, depending on their magical strength.

Dream weapons will only affect the spirit world.

Slayers will kill their intended target automatically.

Rune weapons will inflict x2 damage.

Cursed weapons will inflict a curse on the target (and sometimes the user) in addition to any damage inflicted. Some cursed weapons will prevent healing.

Additional types of magic weapons with other kinds of effects can be created.

Any bonuses from magic weapons are applied before subtracting armor protection.

Armor

All armor is given a rating against all types of attacks.

Different types of armor cover various parts of the body and these are listed on the armor tables. Various types of armor may be worn over different areas of the body and armor may be worn in layers.

Armour is listed by the type of material, the name of the piece of armor, and what parts of the body it covers.

Record the armor values for each part of the body on the character sheet.

✶ *When armor is layered (Mail over Padding for instance), use the higher armor rating value & then add 1 point to each value for each layer of armor worn.*

• No more than two extra layers are allowed (Plate on Mail over Padding, for instance).

• If the extra layer is made of metal, then add 3 points

instead.

For example, plate over chain over padding would have a value of the plate plus 3 for the chain plus 1 for the padding.

The armor rating for the specific location is subtracted from the damage done by an attack.

The remaining damage is then applied to the specific location of the target's body.

✳ *If the armor absorbed all of the damage, then the target takes none.*

• In either case, the armor will take damage equal to the amount of hits it absorbed.

• When a particular piece of armor runs out of hits, it will no longer protect the wearer.

Magical Armor

There are many ways to protect an individual magically:

Bladeturn & deflection, illusions & phantasms, holy armor, spiritual armor, invulnerability, elemental armor, fire & lightning resistance, charmed armor, dream armor, warding, and black armor.

Bladeturn & deflection are sorcery spells that will cause one melee or missile weapon to automatically miss.

Illusions & phantasms and similar spells such as *shifting image*, or *mirrors* can all be used to prevent getting hit.

Holy armor will give protection from evil spirits, & fallen angels.

Spiritual armor will protect a person from evil spirits.

Invulnerability will render the individual impervious to harm.

Elemental armor will increase the value of armor.

Fire & lightning resistance will protect the person from these types of harm.

Charmed armor will increase the protection value of armor.

Dream armor will protect a person from evil spirits.

Warding will prevent all damage from one type of weapon.

Black armor will not protect the individual, but it will curse those who harm the person wearing the armor.

Additional types of magical armor with other kinds of effects can be created.

Extra damage

Extra damage on the hit location chart is determined by the type of attack that is being used (edged, blunt, or point) and by the location struck.

The extra dice indicated on the *Hit Location Table* are rolled only after penetrating armor. If the armor was not penetrated, then there is no extra damage or trauma.

After the extra damage is added to the damage remaining after penetrating armor, the *severity level of the wound* can be determined.

Severity of the Wound

All wounds are rated according to their severity. The more hits sustained, the more severe the wound. There are five levels of severity for all injuries. The level of severity for a particular injury is determined by the amount of damage (hits) inflicted after penetrating armor.

The levels of severity are *minor* (1-4 hits), *light* (5-9 hits), *serious* (10-14 hits), *critical* (15-19 hits), and *terminal* (20+ hits).

Trauma & Total Hits Lost

After the severity of the wound is determined, multiply the remaining damage by the *trauma* value listed on the *Hit Location Chart*.

This will determine the total number of hits lost.

Shock

After an individual recieves a wound, there are additional effects from *shock*. This depends on the severity of the wound.

For instance, after recieving any light wound (or greater) to the head or body, the individual will suffer a penalty of –25% to all his actions.

More severe wounds will cause a person to pass out after a random amount of time (*see injury table*).

It is possible to continue taking actions even after recieving a terminal wound to the body for 1-6 rounds, after which the person will pass out.

Stun

After every injury, an individual must roll less than or equal to their **stun** value on percentile dice (d100) to avoid being stunned.

The severity of the wound will determine how long a person is stunned.

Serious or more lethal wounds will automatically stun a person for 1–3 rounds, even after a stun roll has been passed.

Stun Chart

Hits		Severity	Stun (fail)	Stun (pass)
1 –	4	Minor	1 round	0
5 –	9	Light	1–3 rounds	0
10 –	14	Serious	1–6 rounds	1 round
15 –	19	Critical	2–12	2 rounds
20 +		Terminal	3–18	3 rounds

When a person is stunned, they can do nothing and are completely open to attacks.

If desired a person may spend luck points to avoid further injuries.

Presence Attack

After an individual is injured and then passes a stun roll, during their next round he may make a presence attack, even if he is still stunned for the minimum amount of time. This will take an action to complete if he is not stunned.

If the individual rolls less than or equal to his presence, everyone engaged in combat with him will be too afraid to attack for one round.

For example, Fearless Fred recieves a severe injury to his body, but he passes his stun roll. He is only stunned for one round. During the following round while he is stunned, he glares angrily at his opponents (he passes his presence check), who are too frightened to attack.

Hits	Severity	Effect	Shock	Stun (fail)	Stun (pass)	Bloodloss	Recovery
1 – 4	Minor	—	—	1 round	0	1 / minute	95% – 80%
5 – 9	Light	—	–25% to all actions	1–3 rounds	0	2 / minute	80% – 60%
10 – 14	Serious	Incapacitation	pass out within 2d6 minutes	1–6 rounds	1 round	1d6 / minute	65% – 40%
15 – 19	Critical	Cripple or Death	pass out within 1 minute	2–12	2 rounds	2d6 / minute	50% – 20%
20 +	Terminal	Death	pass out in 1d6 rounds	3–18	3 rounds	4d6 / minute	35% – 0%

Incapacitation

The severity of the wound and it's location will determine *what happens* to an individual.

Besides being stunned, three things can happen: Nothing, incapacitation, or death.

Typically, a person will first be *incapacitated*, then he will either die or recieve aid and recover, unless the wound is too severe.

✷ *After penetrating armor, 10 or more hits to the head will incapacitate a person immediately.*

✷ *After penetrating armor, 10 or more hits to the body will incapacitate a person within 2-12 minutes.*

Since a single combat round is 2 seconds, the person who was hit in the body will be able to continue fighting (with a penalty of –25% to all actions).

The length of time to incapacitate a person is shown under *"Shock"* on the *injury table*.

Trauma and bloodloss do not need to be calculated if all the enemy combatants are incapacitated.

Death

There are four ways to die:
1. Recieving a *terminal wound* to the head or body.
2. *Bleeding* to death after the combat is over.
3. Running out of hits from several wounds.
4. Not recovering from an injury.

Bloodloss

The *Injury Table* indicates how many hits are lost every minute from bleeding wounds. Increase this amount by the multplier on the hit location chart.

To avoid bleeding to death, a *first aid* skill roll must be made *(see also Chapter 6: Morale & Healing)*.

If necessary, after the combat is over, determine how many minutes pass before the bloodloss is stopped. Then roll the bloodloss damage and multiply it by the number listed for extra damage.

At a minimum, it will take 3-18 seconds (up to 9 rounds) to *examine* the wound (a first aid skill roll must be made), and 2 seconds (1 round) to *apply a dressing*, which will stop the bleeding as soon as another first aid skill roll is made.

The total time to stop a person bleeding is 3-9 rounds with successful first aid rolls *(see also Chapter 6: Morale & Healing)*.

If a person runs out of hits he will die from bloodloss.

The Injury Table

This table shows the severity of the wound and it's effects.

The effects of shock, stun, the basic rate of bloodloss, and the chances of recovering hits every day with & without medical attention are also shown.

Minor Injuries

A failed stun roll will stun a person for one round. Bleeding will stop in 1d6 minutes.

Light Injuries

A failed stun roll will stun a person for 1-3 rounds.

This wound will make a person dizzy, resulting in a penalty of –25% to all actions until first aid is applied.

Bleeding will stop in 3d6 minutes.

Serious Injuries

A person will be stunned for a minimum of 1 round. If the person fails their stun roll, they will be stunned for 1-6 rounds.

A serious wound in the **arm** or **leg** will render the limb useless. Serious injuries will cause sprains.

A serious wound in the **body** will totally incapacitate the person within 2–12 minutes, where he will pass out.

A serious wound in the **head** will incapacitate the person immediately.

Furthermore, without proper medical attention for head or body wounds, **death may occur** (25% chance) within 10 days.

Critical Injuries

A person failing a stun roll will be stunned for 2-12 rounds. If passing a stun roll he will be stunned for 2 rounds.

A critical wound in the **arm** or **leg** will criple the limb & render it useless. Critical injuries will fracture bones.

A critical wound in the **body** will totally incapacitate the person within one minute, when he will pass out.

A critical wound in the **head** will incapacitate the person immediately.

Furthermore, without proper medical attention for head or body wounds, **death may occur** (50% chance) within 6 days.

Terminal Injuries

A person failing a stun roll will be stunned for 3-18 rounds. If a stun roll is passed, he will be stunned for 3 rounds.

A terminal wound in the **arm** or **leg** will criple the limb & render it useless. Terminal injuries will break bones.

A terminal wound in the **body** will totally incapacitate the person within one minute when he will pass out

Death will occur within 6 hours.

A terminal wound in the **head** will immediately incapacitate & kill the person.

Falling Damage

When a person falls, the chance of receiving an injury and the severity of the injury will depend on the circumstance of the fall, the surface that the person lands on, the height or distance of the fall, and the speed that the character is traveling when the fall occurs.

Controlled vs. Uncontrolled Falls

A *controlled fall* is where the character deliberately tries to land without injury, by landing on a specific part of the body (usually the feet) in order to absorb the impact of the fall.

An *uncontrolled fall* is unintentional, such as when a person is knocked off a horse.

Note that an uncontrolled fall can occur even when the character is not surprised, such as when a character fails to jump across a barrier.

✶ The chance of avoiding injury for a *controlled fall* is less than or equal to the character's dexterity.

✶ The chance of avoiding injury for an *uncontrolled fall* is less than or equal to *half* of the character's dexterity.

✶ Modify this check by -1% / 1' of distance fallen. For instance, -10% is applied for a 10' fall.

Acrobatics

If desired, a character may substitute an Acrobatics skill roll for a dexterity check. However, the skill roll is still made at half for an uncontrolled fall.

Falling Skill

A person's **falling skill** may be substituted for a dexterity check. The skill is **not** halved for uncontrolled falls.

Number of Injuries

The number of injuries sustained will depend on the distance of the fall.

✶ Roll 1d6 to determine how many injuries occur with modifiers for the distance fallen. There will always be at least one injury when a person fails their dexterity check so a negative score is treated as 1 injury.

Number of Injuries from a Fall

Distance	Modifier	Distance	Modifier
1–5'	−5	21–35'	−2
6–10'	−4	36–60'	−1
11–20'	−3	60+	0

Location of Injuries

✶ For a *controlled fall*, the first injury will be inflicted on the location of the body that the person was trying to land on. Subsequent injuries will be to a random location.

✶ For an *uncontrolled fall*, all injuries will be inflicted on random locations.

Inflicted Damage

✶ The basic number of dice of damage that occurs is equal to 1d6 for every 5' distance of the fall, up to 12d6 damage.

✶ All injuries from falls use the Blunt column on the *Hit Location Chart* to determine extra damage.

Size

✶ The size class of the creature that is falling will also affect damage.

Multiply the damage by the number shown on the following table:

Size	Damage
Tiny	x ¼
Small	x ½
Medium	–
Large	x 2
Huge	x 5

Armor

✶ Armor will only partially protect the wearer from falling damage. ***Use one half the armor value.***

Surface

The surface that is landed on will modify the basic chance of an injury occurring and will also modify the damage inflicted.

✶ Apply the modifier to the chance to avoid an injury based on the surface landed on.

✶ If an damage occurs, add or subtract the number of dice to the damage inflicted.

Surface	Modifier	Damage
Solid	−25%	+2d6
Rocks	−35%	+4d6
Spikes	−50%	+6d6
Hay	+25%	−1d6
Sand	+35%	−2d6
Shallow Water	+25%	−3d6
Deep Water	+50%	−6d6
Slope	+35%	−3d6

Falling off a Horse

✶ If a person is **knocked off** a horse, it is an *uncontrolled fall*.

✶ If a person **dodges** while on a horse, he must take a riding skill check to avoid having to make a *controlled fall*.

✶ If a person **falls off** of a moving object, such as a horse or chariot, the likelihood of injury as well as the amount of extra damage is as follows:

Speed	Modifier	Distance
Slow Vehicle	−15%	+1d6
Horse, Trot or Canter	−25%	+2d6
Fast Vehicle	−35%	+3d6
Horse, Gallop	−50%	+4d6

Falling off a Horse Fire, Ice, Lightning & Drowning

Although these forms of attack are usually inflicted with magic, it is also possible to receive these injuries from other means.

✳ An injury from these attacks are *not usually location specific* and are considered to affect the entire body.

✳ Damage is rolled normally, without any extra dice of damage from specific locations. Extra trauma damage will occur depending on the type of damage.

✳ The **severity of the wound** is still accounted for. For instance, if a person receives 20 points of damage, they will die.

✳ **Stun** rolls are all made at half for these types of injuries.

Protection

✳ **Armor** will not protect a person from these forms of attack.

✳ **Heavy clothing** will provide *5 points* of protection against *fire* or *ice* attacks.

✳ **Wet clothing** will provide *5 points* of protection against *fire*, but will **add 5 points of damage** to ice or lightning attacks.

Fire

When a person is *engulfed in flame*, such as when being caught inside a burning building, attacked with *greek fire*, breathed on by a dragon or being inside the radius of a *fireball*, all *damage is not location specific.*

When the injury is location specific, such as to a hand, it will only affect the injured part of the body.

✳ All fire damage will inflict *x3 trauma*.

Ice

When a person is *engulfed in a snowstorm*, damage will occur after a certain length of time.

Extremities are more prone to damage from frostbite.

When the injury is location specific, such as to the feet, it will only affect the injured part of the body.

✳ All ice damage will inflict *x2 Trauma*.

Hypothermia

Hypothermia will occur after being exposed to extremely cold temperatures, such as when *falling into icy water.*

Hypothermia can cause a person to die. The chance a person will die from hypothermia depends on *how long they are exposed* to the cold environment and the *degree of severity* of hypothermia.

✳ **Mild hypothermia** (such as walking through a winter storm).

Recovery is made with a successful endurance check.

Subtract 5% from the person's endurance for every 5 minutes of exposure.

If this endurance check is failed, then the person must make a recovery roll for moderate hypothermia.

Consider the person to be *winded* until they recover.

✳ **Moderate hypothermia** (such as exposure to very cold water for more than 15 minutes).

Recovery is made with a successful endurance check.

Recovery will take at least 15 minutes.

Subtract 5% from the person's endurance for every 3 minutes of exposure.

If this endurance check is failed, then the person will die. Consider the person to be *exhausted* until they recover.

✳ **Severe hypothermia** (such as swimming in icy water).

Recovery is made with a successful endurance check. Recovery will take at least 30 minutes.

Subtract 5% from the person's endurance for every minute of exposure.

If this endurance check is failed, then the person will die. Consider the person to be *exhausted* until they recover.

✳ **Hypothermia recovery rolls** are made after a person gets out of the cold environment.

✳ The length of time a person can be exposed to the cold environment without dying is:

Moderate hypothermia conditions: 1 hour.
Severe hypothermia conditions: 20 minutes.

Lightning

When a person is struck by lightning, whether from a storm or from hostile magic.

The injury is not location specific.

✳ **Metallic armor** will increase the damage from lightning. **Double** the number of dice of damage when the person is wearing any metallic armor.

✳ All lightning damage will inflict *x3 Trauma.*

Drowning

When a person is underwater, they must make an endurance check periodically to avoid drowning.

✳ The first endurance check is made after 30 seconds.

✳ The next endurance check is made after half the previous time has passed (15 seconds).

✳ Continue to make an endurance check after half the previous time has passed (8 seconds, 4 seconds, then every round thereafter).

✳ Subtract 5% from the person's endurance score with each successive check.

When a person fails this endurance check, they will begin to drown.

✳ The length of time it takes a person to drown is equal to their endurance score in rounds.

✳ If a person gets out of the water before this, the length of time for recovery is equal to 100% minus their endurance score in rounds.

Sudden Drowning in Cold Water

When a person is suddenly dunked in very cold water, there is an involuntary reaction where the person will gasp for air.

✳ If a person fails an endurance check after being engulfed in icy water, they will immediately begin to drown.

Morale & Healing
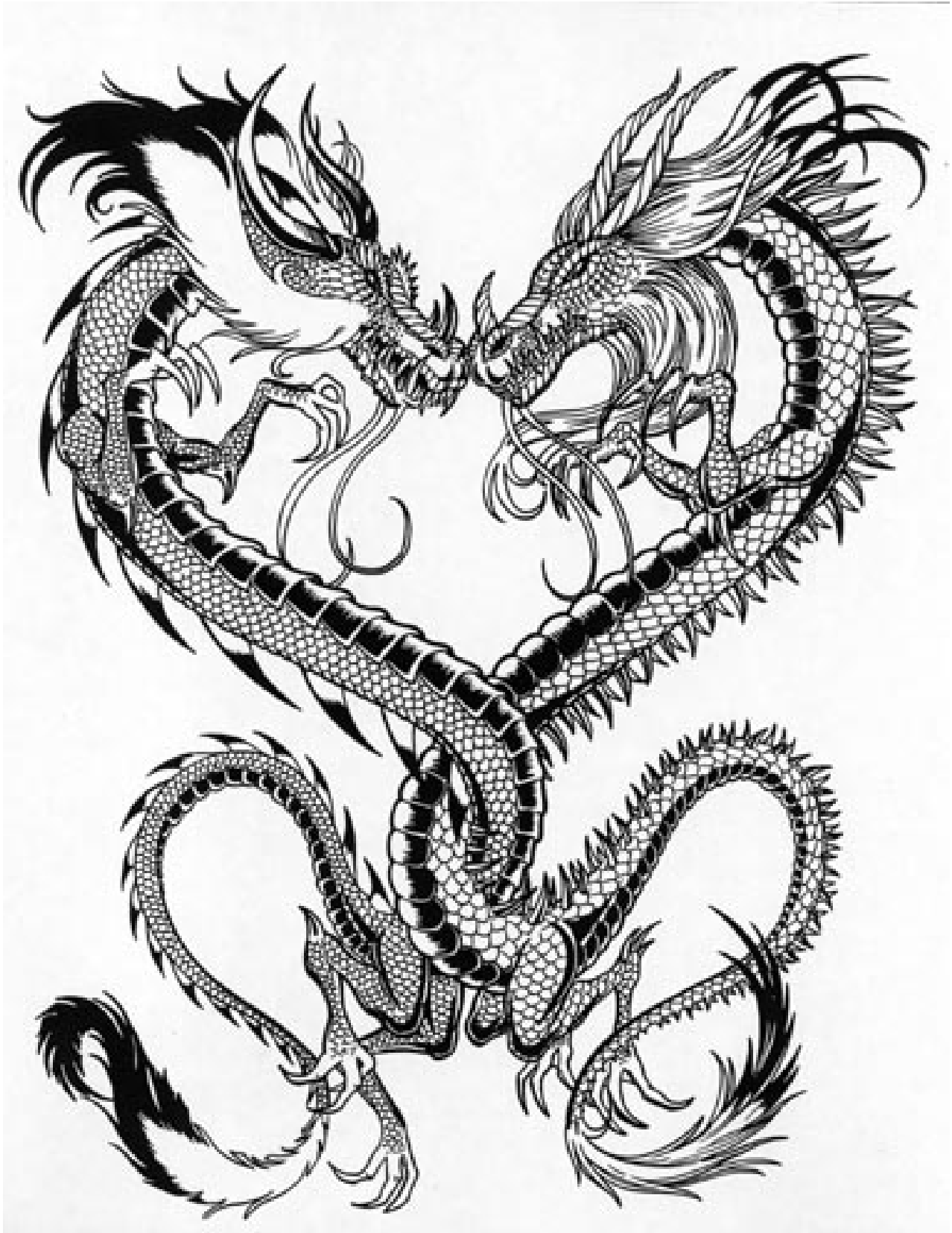
Chapter 6: Morale & Healing

"As men, we are all equal in the presence of death."
–Publilius Syrus, Moral Sayings, 1st Century B.C.

Morale

Morale is used to simulate an individual's fear in a dangerous situation.

Morale checks are made when the *Storyteller* decides it is necessary. Usually they occur when encountering a monster for the first time, or when confronted by any extremely dangerous situation.

To pass a morale check, the player must roll less than or equal to the combat factor *morale* on percentile (d100) dice.

If the Morale check is passed, then the individual is free to behave normally.

If a morale check is failed, then the individual will **run away**. Those running away will seek move away at the fastest movement rate until they are safe or in cover.

If a morale check is failed and the roll was over 90% the individual will **freeze**. These individuals are incapable of any action until they recover.

Recovery of Morale

After 2-12 rounds (2d6), an individual that failed a morale check may try to pass it by again rolling under their morale on percentile (d100) dice..

If this roll fails, then additional recovery checks may be made every 1-6 rounds (d6).

When an individual's morale check is passed, then the person will recover and may act normally.

Voluntary Morale Failure

A player may also voluntarily fail a morale check at any time and run away. Recovery rolls can be made at any time after voluntarily failing morale.

This usually occurs when the *Storyteller* is doing a good job describing the situtation and the players become scared.

Raising Morale

Experience points may be used to raise a character's morale at the rate of 5 x.p. for a development roll.

The player spends 5 x.p. and then must roll over their current morale.

If successful, their morale is raised 1-6% (1d6).

When an individual's morale is over 80%, a successful development roll will raise morale by 1-3% (1d3), and when over 90%, by 1% with each successful roll.

If the roll fails, then the 5 experience points are lost.

Healing

Every day, a *recovery roll* must be made for each wound in order to recover any hit points.

The chance of recovery is specified on the *injury table*.

The first number is where p*roper medical attention* has been rendered.

The second number is where there has been *no medical attention.*

Recovery Rates

Each wound will heal at a rate of 1-6 hits every day *with a successful recovery roll*. Roll once for each wound.

Doctors

Proper medical attention is where a physician makes a successful skill roll for a wound.

Where the physician's skill roll has failed, or where the physician cannot treat the wound, it is treated as if there has been no medical attention.

A physician may attempt a skill roll once every day on each wound.

Death from a terminal wound may be prevented with a successful physician skill roll at half ability.

First Aid

There are three steps to using first aid: First, an *examination* must be made to determine how to help. Then a *dressing* must be applied, and finally, a *bandage* must be put on.

An **examination** will take 3-18 seconds (roll 3d6). With a successful first aid skill roll, the examination will allow a person to apply a dressing.

Applying a **dressing** will take 2 seconds. With a successful first aid skill roll, a dressing will stop any bleeding.

A **bandage** will take from 5-30 seconds (5d6) to put on. After a successful first aid skill roll, a bandage will stabalize a wound so that it can begin healing.

First aid is also used to bring a person out of **shock**. If a successful first aid skill roll is made, the victim will be stabalized. The effects listed on the *injury table,* such as dizziness or unconsciousness will stop.

Medicine

Medicine can be used to reduce the healing time for each wound.

With a successful skill roll in *Herbology*, treat the injury as one level of severity less than it is for the recovery rolls.

In addition, double the healing rate to 2-12 hits every day for each wound.

Disease

Disease was a terrible scourge during the middle ages. until the *Black Death* in the early 14th century, the most feared disease was *leprosy*.

Unsanitary living conditions produced a number of diseases including *typhus*, *cholera*, and *typhoid*. Spoiled grain could cause *ergot poisoning*, which would bring about hallucinations and death. Wool caused many *skin diseases*, while poor diet caused *maladies* of the intestinal tract and *scurvy* which was common among sailors. *Childbirth* was often lethal to women, who would often die from complications, which could also cause *mental illness* in the child. Exposure to cold would often cause *pneumonia*.

Together with injuries occuring on the farm, where most people lived, these diseases caused most people to die early in life. Animals can be dangerous, especially when an ox steps on your foot.

Treatments for Disease

Bloodletting (sometimes with leeches) was common. This was done to "balance the humors" which were thought to be responsible for many illnesses. The *four humors,* or body fluids, were related to the four elements.

Some other treatments include *laxitives*, *diuretics*, *herbal remedies*, *bathing*, and sometimes surgery (without anaesthesia).

While knowledge of infection was not understood, physicians knew effective ways to dress bloody wounds, and lacerations without causing infections.

Hospitals began to be built during the 13th century.

Prayers & Miracles

Sins of the soul were blamed for diseases during the Middle Ages.

Evil spirits, *curses*, and *demon possession* were also thought to cause sickness.

These are some of the means which the church has developed to combat illness *(also see Chapter 8: Spiritual Warfare).*

Many doctors were members of the clergy, who would lead the family in *prayers* for the sick. Above all else, prayer was thought to be the most effective medicine.

Miracles were believed in and people depended on them to help those who were sick.

Exorcisms were often performed to free an afflicted person of evil spirits or demons.

The *Sacrament of Annointing of the Sick* was also used to combat illness, or to ease suffering.

Cleanliness & Bathing

Bad odors were often thought to be the cause of illness.

Medieval people liked being clean. Bathing was common. Clean water and a lack of body lice were desired.

However, the clergy disliked public baths because the attendants were often young women prostitutes.

Bathing in cold weather could also cause pneumonia, so the location one used to take a bath needed to be insulated.

The Plague

In 1347, Italian merchants returning from the Black Sea brought back the Bubonic Plague which originated in China.

Soon the plague spread throughout Europe. Within five years one third of the population (25 million people) would die.

Spread by fleas, the disease would vanish during the winter when the pests were dormant. Each spring, the plague would reappear.

Fighting Styles & Tactics

Chapter 7: Fighting Styles & Tactics

"Never interrupt your enemy when he is making a mistake."
–Napoleon Bonaparte (1769 - 1821)

Fighting Styles *(5 x.p. each)*

The fighting styles you use will affect the actions that you choose.

Fighting styles may be acquired for 5 experience points each. The first fighting style is free.

✶ *Single handed weapon:* There are not many advantages to this combination, since your ability to parry is limited. It is easier to maneuver with this style, and with one hand free, you can hold other objects, such as a torch.

✶ *Two–handed weapon:* This style allows you to use heavier weapons. However, parrying with a two-handed weapon is still not as effective as a shield.

✶ *Weapon & Shield:* This is the most common style, and the safest. A shield affords excellent protection.

✶ *Two Weapons (Florentine):* This is an aggressive style that allows you to use dual attacks (striking with both weapons at once). This is not a defensive style, since two weapons parrying are not as good as a shield. One weapon will suffer a penalty of –25% to hit unless *abmidexterity* is acquired.

✶ *Polearm:* One of the most versatile and effective styles. Your weapon's length, which allows you to nearly always strike first in combat, is a serious threat to your opponents. Unlike other weapons, an attack on the bearer of a polearm is nearly impossible unless your opponent himself has a polearm or the initiative of the polarm is defeated by way of a counterattack.

✶ *Flails:* These weapons are more difficult to parry because of their unique construction. Anyone attempting to parry a flail must apply a –25% penalty.

✶ *Left–handed Opponent:* Those facing a left–handed opponent suffer a –25% penalty to parry. Left–handed people also suffer this penalty. When this style is acquired, these penalties are negated. 10% of the population is left handed.

✶ *Ambidexerity:* While using a weapon in the character's off hand, there is a –25% penalty to attack & parry. When this style is acquired, there is no penalty and the character can use a weapon in either hand. Most characters are right handed.

Weapon Expertise *(5 x.p. each)*

After a character has gained 80% skill with a weapon, he may acquire weapon expertise in a specific type of weapon that may be uesd with that skill.

Weapon expertise with each *individual* weapon (such as a *Gladius*) costs five experience points.

✶ *When using a weapon that the character is an expert with, reduce the initiative penalty by 1 for that weapon. Also, add +1d6 to*

damage for that individual weapon. This may only be purchased once for each individual weapon (Voulge for instance).

Maneuvering in Armor *(5 x.p. each)*

Armor has an initiative penalty that can be eliminated with skill.

✶ *For every five experience points spent on a particular type of armor, 1 point of the initiative penalty can be eliminated, up to the entire penalty for that type of armor.*

For instance, when using a ring hauberk, a person will have a -2 initiative penalty. If 5 x.p. were used to acquire skill in maneuvering in ring armor, then the penalty would be only -1. Up to 10 x.p. could be used to eliminate the inititative penalties with ring armor since the penalty is only -2.

The maximum levels of skill that can be acquired for each type of armor are:

Maneuvering in Armor
(5 x.p. each)

Armor	Skill Level*
Leather	1
Ring	2
Scale	3
Mail	4
Plate	5

*Subtract 1 from the initiative factor for each level of skill.

Shield Expertise *(5 x.p. each)*

After a character has gained 80% skill with a shield, he may acquire shield expertise.

✶ *For every five experience points spend on a particular shield expertise, reduce the initiative penalty for that type of shield by one. This can only be used to eliminate the initiative penalty, but cannot create a bonus to initiative.*

For instance, if a character has spent 15 x.p. in *Round Shield* expertise, then the initiative penalty would be reduced by 3. So when using an iron round shield (penalty of 3), the entire penalty is eliminated. If using a wooden round shield (penalty of 2), the entire penalty is eliminated, but there is no bonus (1 is left over, but is wasted).

Tactics

These combat techniques can be used by anyone with the appropriate skills.

Rapier Fighting Styles are needed in order to use *Renaissance Combat Techniques.*

No *Unarmed Combat Fighting Style* is needed in order to use these various Unarmed Combat Techniques.

Combat Actions

✶ *Those engaged in combat have the following options. Each action is also summarized in Appendix C: Reference Charts.*

Attacks

† *= After these actions, an attack cannot be made in the following round.*

• **Strike:** A strike is an atempt to hit an opponent. To hit, an attacker must roll less than or equal to his skill with the weapon he is using.

- **Dual Attack:**[†] This is an attack with both weapons (may only be used with *Two Weapon Style*). The defender may only parry one, but may dodge both (roll only once). There is no penalty for using the left handed weapon.
- **Feint:** This is a mock blow on or toward one part of the opponent's body in an attempt to distract attention from the true point of aim. The attacker is at –10% to hit. The defender is at –25% to parry unless he wins a skills contest of the attacter's weapon skill vs. the defender's Awareness. Both opponents roll percentile dice (d100) and add their appropriate skill. The higher total wins.
- **Disarm:** An attempt to disarm an opponent. The attacker must win a weapon skill contest to cause his opponent to drop his weapon.
- **Break Weapon:** The attacker must roll less than or equal to twice the break percentage of his opponent's weapon to break it.
- **Sever End of Polearm:** The advantage of a polearm may be defeated by severing the business end of the polarm with an edged weapon. In order to do so, the edged weapon must do at least 2d6 damage. The chance of success is 25% for wooden polearems, & 10% for polearms with a metallic shaft or reinforcement.

    This attack may be weapon parried or dodged.
- **Break Shield:** If the attack hits, the shield will break if a strength check is made by the attacker.

    The strength check is modified by the material of the shield as follows:

Metal:	–50%	Wood:	–25%
Leather	–0%	Wicker:	+25%

    This attack may be weapon parried or dodged.

    The attacker's weapon will break (instead of being damaged) if he rolls under it's break percentage.
- **Impale Shield:** When a shield is impaled with a polearm, it becomes useless. The chance of a polearm impaling a shield with a successful hit depends on it's material:

Metal:	10%	Wood:	20%
Leather	30%	Wicker:	40%

    This attack may be parried or dodged.
- **Pin Weapon & Strike:**[†] If a Strength contest is lost by the defender, then he cannot use his weapon this round.
- **Pin Shield & Strike:**[†] If a Strength contest is won by the attacker, then the defender cannot shield parry this round, but can still parry with a weapon or dodge.
- **Shield Hook & Strike:**[†] If a Dexterity contest is won by the attacker, then the defender cannot shield parry this round, but can still parry with a weapon or dodge.
- **Polearm Trip:** This is an attempt to trip an opponent with the end of a polearm. If you roll under your weapon skill, the defender becomes prone.
- **Dismount Rider:** Polearms that are designed to dismount a rider can attempt this. A successful skill roll will dismount the rider, who will take 3D6 falling damage to a random location.
- **Throw Weapon:** To hit, roll under the thrown weaon skill minus the weapon's "throw" penalty. If a weapon not designed to be thrown is used (such as a sword), then use half the weapon skill minus the weapon's "throw" penalty.

- **Shield Boss Punch:** This is an attack with the flat of the shield. Roll to hit using the shield skill. If there is a boss gore (spike) attatched to the shield, it will strike the defender, who cannot parry, but may try to dodge the attack.
- **Shield Rim Punch:** This is an attack with the edge of the shield. Roll to hit using the shield skill.

    Legionary, & Tower shields cannot use this attack.
    The defender cannot parry, but may try to dodge.
- **Shield Press:** This attack is used to knock an opponent down. To succeed, the attacker must win a Strength contest against the defender. This attack may be dodged. The attacker gains a bonus in the Strength contest based on the type of shield he is using as follows:

Shield Press

Shield Type	Bonus
Buckler	+10%
Roundshield / Heater	+20%
Viking / Kite	+30%
Legionary	+40%
Tower	+50%

Combination Attacks
- **Strike & Parry:** The attacker may strike at –25% & then parry at –25%.
- **Strike & Dodge:** The attacker may strike at –25% & then dodge at –25%.
- **Attack & Punch:** A combination weapon and unarmed combat attack. There is a –25%.penalty to hit applied to both skills.
- **Attack & Kick:** A combination weapon and unarmed combat attack. There is a –25%.penalty to hit applied to both skills.
- **Move & Attack:** The attacker may move & then strike with a penalty.
See movement table.
- **Attack & Move:** The attacker may strike with a panalty & then move. See movement table.

Defenses
[†] = *After these actions, an attack cannot be made in the following round.*
- **Shield Parry:** To parry an attack with a shield, the defender must roll less than or equal to his shield skill, modified by the type of shield. See "parry" on the list of shields.
- **Weapon Parry:** To parry with a weapon, the defender must roll less than or equal to one half the weapon skill plus the parry modifier of the weapon. For example, a person with a crusader sword (+12) and a skill of 60% would parry with a 42% (60/2 +12).
- **Shield & Weapon Parry:** Add the parry modifier of the weapon to the shield skill. Only one attack may be parried. In addition, there is a penalty of –3 to initiative next round.
- **Dual Weapon Parry:** Add the parry modifier of the secondary weapon to the primary weapon's chance to parry, or "Parry %." Only one attack may be parried. In addition, there is a penalty of –3 to initiative next round.
- **Dodge:**[†] To dodge an attack, the defender must roll less than the attacker. When dodging multiple attacks, only one

roll is made and each attack that the defender rolls under misses.

• **Locked Shield Wall:** This tactic is used by large military units to form a nearly impenetrable wall with the shields in front while the men behind the wall use polearms and missile weapons to attack over the wall. Each defender in the formation gains +35% to shield parry.

Combination Defenses

• **Parry & Strike (Counterattack):** The defender may parry at –25% & then strike at –25%. If the defender fails to parry successfuly, then he may not be able to strike, depending on how badly he is hit. If the attacker had chosen a strike, then he cannot parry the counterattack.

• **Parry & Dodge:**[†] The defender may parry as normal & then dodge.

• **Multiple Parry:**[†] This is an attempt by the defender to parry several blows coming from up to three attackers. Each parry after the first is at a –25% penalty, cumulative. This option cannot be used to parry both of the strikes in a dual attack.

• **Move & Defend:** The defender may move & then parry or dodge with a penalty. See movement table.

• **Defend & Move:** The defender may parry or dodge with a penalty & then move. See movement table.

Miscellaneous Actions

• **En Garde:** With a successful weapon skill check, your opponent attacks and defens at half ability. Ther is a –10% penalty for each opponent after the first. Choose how many opponents, apply the penalty and roll once. Success will limit everyone chosen. Negated by *Looking for an Opening*.

• **Look for an Opening:** With a successful weapon skill check, any penalty from an opponent who is ready (en garde) will be negated. Each person suffering penalties to attack & defend must use this action independently to remove the penalties. The penalties only apply against the person who is en garde.

• **Wait:** Holding your action until a later time during the combat round. You may act at any time and will preempt any other action. If you do nothing during the round, you will gain a +5 bonus on next round's initiative roll. Those waiting can also rest. A dodge eliminates this advantage, a parry does not.

• **Rest:** 1 fatigue point is regained every second (2 fatigue points every round).

• **Draw Weapon:** This takes one second.

• **Drop Weapon:** This can be done instantly.

• **Fast Draw:** With a succcessful Dexterity check, a person can draw one weapon instantly & can then use it immediately at a –25% penalty.

• **Cock Crossbow:** It can take up to one and a half minutes to cock a crossbow.

• **Draw Arrow:** It takes one second to draw an arrow from a quiver.

• **Load:** It takes one second to load a bow or crossbow.

• **Shoot:** This takes one second.

• **Rapid Fire:** An arrow may be drawn, loaded and fired at an opponent in 2 seconds (1 round) with a penalty of –25%

to hit.

• **Aim:** There is a +5% bonus to hit for every second of aiming, up to 25%. Fatigue is accumulated every second of aiming.

• **String Bow:** This takes 3-18 seconds with a successful strength check.

• **Draw Shield:** This takes 1 round. You may parry this round at –25%.

• **Prepare Shield:** This will provide passive defese to the arm & takes 3 seconds (2 rounds). Without this, a strike to the arm will not hit the shield.

• **Sling Shield:** This takes 2 seconds (1 round).

• **Change Hands:** This takes 1 second.

• **Stand Up:** This takes 1 second (1 round).

• **Stand up from prone position:** This takes 2 seconds (1 round).

• **Dive:** Instant. May require a *self discipline* check.

• **Turn around:** This takes 1 second.

• **Open / close door or window:** This takes 1 second.

• **Lock / unlock door:** This takes 2 seconds (1 round).

• **Pick lock:** This takes 3 seconds (2 rounds) per attempt (locksmithing roll).

• **Break Window:** This takes 1 action (attack).

• **Move through door:** Instant. Make an *awareness* check upon entering a room.

• **Move through window:** This takes 2 seconds (1 round).

• **Climb flight of stairs:** This takes 2 seconds per flight. Pay 5 fatigue points per flight up.

• **Mount horse:** This takes 2 seconds (1 round).

• **Dismount:** This takes 1 second.

• **Pick up or place an object:** This takes 1 second.

• **Get object:** This takes 2 seconds (1 round).

• **Search for object:** This takes 2 seconds (3 rounds) per search. Make an *awareness* check.

• **Put on clothing:** This takes 2 seconds (1 round) per article.

• **Put on Armour:** This will take various amounts of time. Each piece of armour must be donned separately. Usually this will take 2 seconds (1 round) per article.

• **Put on snow shoes or skis:** This takes 20 seconds (10 rounds).

• **Remove snow shoes or skis:** This takes 10 seconds (5 rounds).

• **Light fuse (bomb):** This takes 2 seconds (1 round).

• **Sip potion (1 dose):** This takes 2 seconds (1 round).

• **Drink potion:** This takes 5 seconds (3 rounds).

• **First aid, examination:** This takes 3-18 seconds.

• **First aid, apply dressing:** This takes 2 seconds (1 round).

• **First aid, apply bandage:** This takes 5-30 seconds.

• **Other Actions:** These all take various amounts of time, which is determined by the *Storyteller*.

Mounted combat

The use of a horse in combat affords an excellent advantage in speed and maneuverability.

If one glancess at the *Initiative Table*, it can be seen that a charging, mounted knight with a lance is very difficult to attack (+16 to initiative rolls!).

While mounted, there are no penalties to parry while moving, but the penalty to dodge is –25%, unless the rider

jumps from the horse.

The speed your horse is traveling will also reduce your chances of scoring a hit and will increase the damage you inflict as follows:

Mounted Combat

Speed		Attack	Damage	Turn	Fatigue
Walk	(3")	–0%	+0	0"	0
Trot	(6")	–10%	+1	1"	2
Canter	(9")	–20%	+5	2"	3
Gallop	(18")	–30%	+7	3"	5

Attacking on the move

While on a horse, you may move & attack multiple opponents with a penalty until you are out of movement.

✶ *After the first attack, each subsequent attack will suffer a penalty of –25% to hit cumulative.*

✶ *The entire movement penalty to attack is also applied to each attack.*

See also Chapter 4: Movement & Fatigue.

Unarmed Combat

The procedures used for unarmed combat are slightly different than for normal combat.

Initiative is rolled as normal, with **no initiative penalty** applied for unarmed combat.

Since weapons are slower, unarmed people will often be able to choose an action before an armed opponent.

✶ When it is time for an unarmed person to choose an action, they may choose two unarmed actions each round.

The person attacked will then choose an action. If unarmed, they may choose two actions also.

Different types of unarmed combat will each have a separate skill and these are used to determine the success or failure of an action.

Unarmed Combat vs. Armed Opponents

✶ When facing a person with any kind of weapon, the person with the weapon **may choose an attack as a defensive maneuver.** If the attack hits, then the unarmed attack will fail.

✶ This defensive option is negated when the unarmed attacker has an *initiative of 5 greater* than the defender.

✶ *Combination attacks* involving weapons and unarmed combat will also prevent this defense from being used.

Armor vs. Unarmed Combat

✶ Subtract armor protection (if any) from unarmed attacks that strike a protected zone.

Quick Combat

✶ If desired, the outcome of a fight may be decided by making a **skill contest roll.**

Both opponents roll percentile dice and add their respective skills. The higher number will win the fight.

Skill contests may be made against different types of skills, but the results will vary depending on the skill used.

The loser of a boxing match or street fight will be knocked out. The loser of a wrestling match will be pinned. The loser of an unarmed combat will be unconscious. If

unarmed restraints & manipulation is used, then the loser will be in custody of the winner.

Inflicting Damage

All damage is in the form of **trauma** hit points and also *fatigue* points.

Each attack or defensive maneuver will *cost* fatigue and will also *inflict* fatigue.

All inflicted damage is subtracted from the *winded* and *hit point* scores respectively.

Normal fatigue rules apply, so when a person runs out of fatigue (their winded score has been reached), they will fight at half normal ability.

Extra Damage for Unarmed Combat

After a successful attack, choose a general location (head, body, arm or leg) and roll on the *Hit Location Chart* to find the specific location.

If desired, a specific location may be chosen after taking a penalty of – 25% to hit. If this results in a miss, the attack will miss entirely.

✶ Use the *Blunt* column to determine extra damage. No extra injury or blood loss will occur. Use only the middle column which is extra trauma damage.

✶ The total damage after the multiple is applied (if any) will determine the total hit point trauma and also fatigue point damage.

✶ If using a mail gauntlet, or armored glove, then also apply extra *injury* and *blood loss* damage.

Stuns & Knockouts from Head Trauma

✶ If 16+ hits are inflicted on the head, the person will be stunned for one round.

✶ If 26+ trauma are inflicted on the head, then the person will be knocked out.

Stun, Knockout & Kill

✶ When inflicting fatigue on an opponent, if the opponent's **winded** score is reached, they will be completely **stunned** for one round.

✶ During this time (one round only) they cannot do anything and are completely open to attacks.

If for some reason the person has not acted during the round they are stunned, then they may use their action to remove the stun and may act normally next round (at half ability if they are still winded).

✶ When inflicting fatigue on an opponent, if the opponent's **exhausted** score is reached, they will be **knocked out**.

Each round the person will recover 2 fatigue points until they are no longer exhausted. At this time they will *wake up* but will still be *winded*, and may act at half ability.

✶ When the winded score is reached, the person may act at half ability or rest until they are no longer *winded*. While resting, a person may perform defensive maneuvers only if they cost zero fatigue. A defensive maneuver may still be chosen, but the person will not regain any fatigue that round.

✶ While resting, each round a person may recover 2 fatigue points.

Recovery of Fatigue

✶ A person may choose to *wait* each round and will recover 2 fatigue points.

They may still choose a defensive maneuver, but if they choose something that costs fatigue points, they will not be able to recover fatigue.

Flips & Throws

✶ If a person is *flipped*, treat it as an uncontrolled fall for purposes of the chance of an injury and extra damage.

✶ When *thrown* to the ground, the victim will take 1d6 falling damage plus any extra damage for the surface landed on.

Solid ground will add +2d6 so a person thrown to the ground will take 3d6 damage and will only get partial armor protection (half the armor value).

✶ When thrown to the ground, there is no chance to avoid injury,

✶ If a grab and drop maneuver is used, then the location of the injury will be at the location that is grabbed.

✶ A person can use their *falling skill* to prevent taking damage from falls.

Unarmed Combat Techniques

These techniques can be used by anyone with that particular type of unarmed combat skill (boxing for instance). No specific fighting style is neccessary.

Actions and their descriptions are listed for each type of unarmed combat skill.

✶ The *fatigue cost* of the action is listed after each action.

✶ The *initiative penalty* for all unarmed combat is zero.

✶ Add the character's *strength bonus* to damage (if any).

Boxing Techniques
Attack

• **Jab (1):** 1d6 damage. A simple punch.
• **Hook (2):** 2d6 damage. Attacker suffers a –10% penalty to hit and the defender also suffers a –10% penalty to his defense
• **Uppercut (3):** 2d6 damage. Difficult to block. Attacker suffers a –15% penalty to hit while his opponent suffers a –25% penalty to block.
• **Cross / Power Punch (4):** 3d6 damage. Strongest punch.
• **Combination (5):** 2d6 damage. Roll to hit three times. Each successful hit will score separate damage. The defender chooses one defense for each attack, and will expend endurance for all of these.
• **Body Punch (2):** 1d6 damage. The only available attack during a Clinch.

Defense

• **Block (1):** This will prevent a hit being made if a successful boxing skill roll is made.
• **Bobbing & Weaving (2):** If the defender rolls under the attacker's roll, the shot will miss.
• **Slip (3):** If a successful skill roll is made, subtract 2d6 damage from a hit.

• **Soak (0):** If a skill roll is made, subtract 1d6 damage from the hit.

• **Clinch (0):**[†] If a skill roll is made, the defender will grab the attacker who will be unable to attack (except for Body Punches) until he wins a boxing skill contest. During this time he will recover at the rate of 5 fatigue points each round. If his opponent wins a skill contest, he will break free.

Wrestling Techniques
Attack

• **Fake (0):** Defender must make an Awareness check or he will suffer a penalty of a –25% to his next action.
• **Grapple (1):** A successful skill roll will result in the opponent being grabbed. This is in preparation for other maneuvers.
• **Takedown (5):** This will immediately put an opponent on the ground. There is a penalty of –25% to success unless preceded by a successful grapple.
• **Throw (5):** Requires a successful grapple. A successful skill roll will throw the opponent to the ground. The defender will suffer damage from an uncontrolled fall.
• **Slam (3):** Requires a successful grapple. Success will put an opponent to the ground.
• **Pin (3):** After putting an adversary on the ground, this will immobilize an opponent. There is a penalty of a –25% to succeed in this. However, escapes and reversals suffer a penalty of –25%.
• **Joint Lock (1):** After putting an adversary on the ground, this will immobilize an opponent. There is a penalty of a –10% to succeed in this. However, escapes and reversals suffer a penalty of –10%.
• **Leg Riding (2):** Both opponents must be on the ground. After putting an adversary on the ground, this will immobilize an opponent.

Defense

• **Dodge(0):** Not possible on the ground. If the defender rolls under the attacker's roll, the attack will fail.
• **Break (1):** With a successful skill roll, this will allow a person to get out of being grabbed.
• **Sprawling (2):** This will counter a takedown. If successful, the attacker will be on the ground immobilized instead of the defender. The defender suffers a penalty of –15% to his skill roll.
• **Counter (3):** After a successful skill contest is made, the attacker will suffer the results of what he is trying to do. He will be grappled, put on the ground or immobilized.
• **Escape (5):** Allows a defender to escape from being immobilized after rolling under his wrestling skill.
• **Reversal (5):** Allows a defender to escape from being immobilized and to immobilize his opponent after rolling under half his wrestling skill.

Streetfighting Techniques
Attack

• **Punch (1):** 1d6 damage. A simple punch. The attacker will suffer half of the damage he inflicts to his hand.
• **Roundhouse (3):** 2d6 damage. Attacker suffers a –15% penalty to hit. The attacker will suffer half of the damage he

inflicts to his hand.
- **Kick (2):** 2d6 damage. Groin is a popular target.
- **Trip (1):** No damage, but opponent will fall to the ground if a skill roll with a penalty of –15% is made.
- **Push (0):** If skill roll is successful, the opponent must make a Dexterity check at half or fall to the ground.
- **Body Slam (4):** 1d6 damage. This will knock an adversary to the ground unless they make a Dexterity check at half.
- **Bear Hug (3):** 1d6 damage each round. This will immobilize an opponent who will continue to take damage until they break free (escape) or pass out.
- **Strangle (1):** The attacker will suffer a penalty of –25% to hit, but only rolls to hit on the first round. The defender will suffer 3d6 damage each round until he escapes.
- **Grab Clothes (0):** After succeeding at this maneuver, the defender will be immobilized and if thrown, will take an additional +1d6 damage.
- **Ear Pull (1):** The attacker will suffer a penalty of –25% to hit. Normally 1d6 damage, this will specifically target an ear and the opponent will take double damage.
- **Eye Poke (1):** The attacker will suffer a penalty of –25% to hit. Normally 1d6 damage, this will specifically target an eye and the opponent will take double damage and will also be stunned for 1d6 rounds.
- **Hair Pull (1):** This will do 1d6 damage, and will stun an opponent for one round.
- **Basic Head Butt (1):** The defender will suffer 2d6 damage, but the attacker will also suffer 1d6 damage.
- **Tackle (1):** This will throw both attacker and defender to the ground.
- **Throw Dirt (1):** If successful, the opponent will be stunned for one round and also blinded for 1d6 rounds.

Defense
- **Block (1):** This will block an attack.
- **Grab Foot/Arm (3):** This will block an attack and will also allow the defender to trip the attacker on the next round. The defender will enjoy a +25% to their attack when trying to trip an adversary.
- **Escape (5):** If a skill roll at half is made, the defender will break out of a bear hug, strange, or grab.

Medieval Close Combat Techniques
Attack
- **Grab (1):** A successful skill roll will result in the opponent being grabbed. This is in preparation for other maneuvers.
- **Break Bone (5):** Requires a successful grab. This will break a bone. Choose a location (arm or leg) and score 10 +1d6 injury damage in addition to trauma and fatigue.
- **Nerve Strike (2):** The attacker will suffer a penalty of –25% to hit. This will strike a sensitive area, such as the nose, ear, jaw, forearm, thigh, or calf. The opponent will take x2 damage and will be automatically stunned for 1 round, unless he is protected by armor.
- **Palm Blow (2):** 1d6 damage.
- **Elbow Blow (3):** 2d6 damage.
- **Knee Blow (2):** 1d6 damage.
- **Straight Kick (3):** 2d6 damage.

- **Wheel Kick (4):** 2d6 damage. . The defender suffers a penalty of –25% to his defense because of surprise. Anyone trying to hit this person in the following round gains a bonus of +15% to hit.
- **Rear Kick (4):** 2d6 damage. The defender suffers a penalty of –25% to his defense because of surprise. This will allow the defender to attack people to his rear. Anyone trying to hit this person in the following round gains a bonus of +15% to hit.
- **Spinning Kick (5):** 3d6 damage. The attacker is easier to hit after this attack. Anyone trying to hit this person in the following round gains a bonus of +25% to hit.
- **Takedown (5):** This will immediately put an opponent on the ground. There is a penalty of –25% to success unless preceded by a successful grab.
- **Flip (1):** Does not requires a successful grab. A successful skill roll will throw the opponent to the ground. The defender will suffer damage from an uncontrolled fall. The attacker suffers a penalty of –25% to hit.
- **Throw (5):** Requires a successful grab. A successful skill roll will throw the opponent to the ground. The defender will suffer damage from an uncontrolled fall.
- **Trip (3):** Success will knock an opponent to the ground while the attacker remains standing. On subsequent rounds, there is a bonus of +25% to kick the prone adversary until they get up.

Defense
- **Block (1):** This will block an attack.
- **Break (5):** This will allow the defender to get out of being grabbed.
- **Counter (3):** After a successful skill contest is made, the attacker will suffer the results of what he is trying to do. He will be grabbed, kicked, etc. Will not work vs. a drop.
- **Disarm (4):** Requires a successful grab. If a successful skill contest is made vs. the weapon's skill, the opponent will be disarmed. Note that the opponent may use an attack to defeat this maneuver only when the defender tries a grab maneuver
- **Dodge (0):** Roll under the attacker's roll to succeed. An attack cannot be made in the following round after a dodge.

Ground Fighting Techniques
Attack
- **Ground Grappling (1):** If a successful skill roll is made, the attacker will immobilize an adversary and will gain a bonus of +25% to their actions until their opponent escapes.
- **Ground Kick (1):** 2d6 damage.
- **Ground Punch (1):** 1d6 damage.
- **Ground Trip (1):** A successful skill roll will force an opponent to the ground. This maneuver can be done while prone.

Defense
- **Roll (1):** If a successful Groundfighting skill roll is made, an attack will miss. Similar to a dodge, but the defender may make an attack on the following round.
- **Spin (1):** Similar to a roll, except that the defender may also change his orientation or facing.

- **Get Up (1):** If a successful skill roll is made, the defender may get to his feet and all attacks on him during the round will miss.

Unarmed Combat Techniques
Attack
- **Grab (1):** A successful skill roll will result in the opponent being grabbed. This is in preparation for other maneuvers. If a specific location is grabbed, the attacker will suffer a penalty of –25% to hit.
- **Choke (1):** Requires a successful grab. Using a pressure point in the neck to disable an opponent. A successful skill roll will render an adversary unconscious immediately.
- **Throw (5):** Requires a successful grab. A successful skill roll will throw the opponent to the ground. The defender will suffer damage from an uncontrolled fall.
- **Drop (5):** Allowing yourself to fall with an adversary after a successful grab. A successful skill roll will inflict 10+2d6 injury damage to the part of the opponent that has been grabbed (arm or neck). Designed to break bones.
- **Leg Kick (4):** 3d6 damage.
- **Popup (1):** A forceful shove. If a successful skill roll is made, the opponent will suffer an initiative penalty of –5 next round.
- **Wedge (3):** A palm strike to the shoulder combined with a side step. 1d6 damage. This will give the attacker +5 to their initiative next round. This is usually done to force an opponent out of the way so that you can run away.
- **Knee Destruction (4):** Pinning an opponent's knee and then kicking the knee. This will inflict 10+2d6 injury damage to the opponent's knee. The attacker suffers a penalty of –25% to hit.
- **Head Butt (4):** Hitting an opponent's nose with your head, this will inflict 2d6 damage to an opponent. The attacker will not take any damage. The attacker will suffer a penalty of –25% to hit.
- **Straight Blast (4):** A palm strike to the neck and a foot pin and knee kick. Designed to stun and knock down an opponent. The defender will be stunned for 1d6 rounds and prone. The attacker will suffer a penalty of –25% to hit.
- **Palm Strike (1):** 1d6 damage.
- **Elbow Strike (1):** 1d6 damage.
- **Knee Strike (3):** 2d6 damage.
- **Running Kick (5):** The attacker drops to the ground and kicks the defender's knees. This will inflict 3d6 damage and also trip an opponent who will fall to the ground.
- **Neck Grab (1):** This is in preparation for another maneuver such as a drop or a choke. The attacker suffers a penalty of –25% to hit.

Defense
- **Block (1):** This will block an attack.
- **Two Handed Parry (3):** The defender gains +10% to parry with this maneuver. This will block an attack.
- **Dodge (0):** Roll under the attacker's roll to succeed. An attack cannot be made in the following round after a dodge.

Unarmed Restraints & Manipulation Techniques
Attack
- **Wristlock (3):** After a successful skill roll, the opponent will be placed in a wristlock, which will allow pain compliance to be used.
- **Armbar (4):** After a successful skill roll, the opponent will be placed in an armbar, which will allow come along holds to be used.
- **Takedown (5):** Requires a successful wristlock or armbar. After a successful skill roll, this will place an adversary on the ground immobilized.
- **Pain Compliance (1):** With a successful skill roll, any opponent in a wristlock can be made to drop whatever they are holding and will be immobilized.
- **Come Along Hold (2):** After a successful skill roll, an adversary can be escorted where desired.

Defense
- **Break (1):** With a successful skill roll, this will allow a person to get out of wristlocks.
- **Counter Restraint (3):** After a successful skill contest is made, the attacker will be placed in a wristlock or armbar.
- **Escape (5):** Allows a defender to escape from a restraint after rolling under half his skill.
- **Reversal (5):** Allows a defender to escape from a restraint and to place his opponent in a wristlock or armbar after rolling under one quarter his skill.

Renaissance Combat Techniques

Renaissance Combat Techniques are available to anyone using a *Rapier* or a *Cut & Thrust Sword*.

The Rapier

The rapier was a **dueling sword** used for personal self defense in towns where it was impractical to carry around heavier weapons and shields. It was not a military weapon.

Rapiers introduced new styles of fighting which were faster. Because of it's speed, a rapier is also very difficult to parry with slower weapons.

✷ *Rapiers can attack & defend each round without penalty.*

✷ *There are **no movement penalties** to hit, parry or dodge while using these weapons.*

✷ *Rapiers can only parry other rapiers.*

✷ *When using any weapon other than a rapier, there is a penalty of –25% to parry a rapier.*

Cut & Thrust Swords

The military renaissance sword was the Cut & Thrust Sword, which is a direct descendant of the medieval knight's sword. These weapons were used during the wars of the Renaissance, primarily by foot soldiers.

✷ *Cut & Thrust Swords can attack & defend each round without a penalty.*

✷ *There are **no movement penalties** to hit, parry or dodge while using these weapons.*

Rapier Fighting Styles *(5 x.p. each)*

These are used with *Renaissance Combat Techniques*. **Rapiers** and **Cut & Thrust Swords** use these fighting styles.

✷ **Single Rapier:** One hand is free with this technique. This is the most common rapier fighting style.

✷ **Rapier & Dagger:** The dagger can be used for dual weapon parrying, or to attack. This style is both more offensive and also more defensive.

✷ **Rapier & Cloak:** The cloak is used for special attacks and defenses, such as a *Cloak Sweep & Strike*, etc.

✷ **Rapier & Buckler:** Bucklers can be used to parry an opponent's attack. A buckler can also parry heavier types of weapons.

✷ **Rapier & Lantern:** Besides providing light, a lantern can be used for parrying, like a buckler.

✷ **Two Rapiers:** This combination will allow a *Dual Attack* or *Dual Parry*.

Rapier Attack

• **Thrust:** Roll to hit as normal. Range: 7'.
• **Step Thrust (Affondo):** Moving forward 5' and thrusting. Roll to hit as normal. Range: 12'.
• **Lunge:** Attacker suffers a penalty of –25% to parry. Roll to hit as normal. Range: 15'.

• **Step & Lunge (Patinado):** Moving forward 5' and lunging Attacker suffers a penalty of –25% to parry. Roll to hit as normal. Range: 20'.
• **Feint (Falsing):** Attack at –10% to hit. Defender suffers a penalty of –25% to parry unless a skill contest is won using the attacker's rapier skill vs. the defender's awareness.
• **Beat (Battuta):** Attack at –10% to hit. Defender suffers a penalty of –25% to parry with their rapier unless a skill contest is won using the attacker's rapier skill vs. the defender's dexterity.
• **Bind (Prise de Fer):** If a Strength contest is won by the attacker, then the defender cannot use their weapon this round and will suffer a penalty of –25% to their action next round.
• **Cut Over (Coupe):** Attack at –5% to hit. Defender suffers a penalty of –15% to parry unless a skill contest is won using the attacker's rapier skill vs. the defender's awareness.
• **Disarm:** If a rapier skill contest is won by the attacker, then the defender will drop his weapon.
• **Two–Handed Stab:** Grabbing the opponent's weapon and striking. If a strength contest is won by the attacker, then the defender cannot use their weapon this round.
• **Duck & Attack:** Attack at –10% to hit. Defender suffers a penalty of –25% to parry unless a skill contest is won using the attacker's dexterity vs. the defender's awareness.
• **Running Attack (Fleche):** Running forward 20' and thrusting. Roll to hit as normal. Range: 27'
• **Probe (Scandiaglio):** Attack at –25% to hit. Next round, defender suffers a penalty of –35% to parry.
• **Cloak Sweep & Strike:** Requires a cloak. Distracting sweep of the cloak. Defender suffers –10% to parry.
• **Entangle & Strike:** Requires a cloak. Entangling opponent's weapon with a cloak. If a dexterity contest is won by the attacker, then the defender cannot use their weapon this round.
• **Cloak Toss & Strike:** Requires a cloak. Obscuring opponent by throwing cloak. Defender cannot defend unless a skill contest is won using the attacker's dexterity vs. the defender's awareness.
• **Giving the Blade:** Invitation for opponent to attack first. Forfeit initiative. Parry at +25%.

Rapier Defense *

• **Rapier Parry:** Rapiers parry at one–half weapon skill plus the parry modifier for the rapier. Rapiers can only parry other rapiers.
• **Parry & Riposte:** The defender may parry with a rapier & then attack at no penalty. If parry is unsuccessful, then attack is not possible.
• **Stop–Thrust:** A preemptive counterattack. Requires a successful awareness check. Roll to hit. If successful, the defender hits his opponent, whose attack fails. If the awareness check or the roll to hit fails, the attacker will hit the defender.
• **Slip & Countering:** A preemptive counterattack while retreating 5'. Requires a successful awareness check. Roll to hit with a penalty of –25%. If successful, the defender hits his opponent, whose attack fails. If the Awareness check fails, the attacker will suffer a penalty of –25% to hit.
• **Derobement:** Avoiding a Beat or Bind. With a successful

rapier parry –15%, ignore the effects of a *beat* or *bind*. This cannot be done after failing the skill contest involved with a beat or bind.

• **Counter Cutting**: A strike used to deflect an attack. Use the defender's rapier skill instead of the defender's rapier parry. Suffer a penalty of –5 to initiative next round.

• **Hand Parry**: Parrying an attack with the hand. Use one half the defender's rapier skill. Failure results in the hand receiving an injury. Usually used with a *Guanta di Presa* (armored grasping glove).

• **Seizure:** An attempt to grab the adversary's blade or hilt. Use one half the defender's rapier skill. Success allows the defender to "command" their opponent's rapier (they cannot use their weapon) until a strength contest is won. Roll once each round. Failure results in the hand receiving an injury. Usually used with a *Guanta di Presa* (armored grasping glove).

• **Trap (Parrier–dolch):** Using a rapier's hilt to trap an opponent's rapier blade. If a rapier skill contest is won by the defender, then the attacker's rapier will be held and cannot be used until they win a skill contest (check each round).

• **Break Weapon:** The attacker must roll less than or equal to twice the break percentage of his opponent's weapon to break it.

• **Circular Parry:** Roll to parry with a bonus of +25% to the rapier parry%. Suffer a penalty of –3 to initiative next round.

• **Side Step & Counterthrust:** Roll under opponent's attack roll and then attack if successful. If the side step fails, the attack will hit.

• **Void (evade):** Similar to dodging, but only used against rapier armed opponents. Roll under the opponent's attack roll to avoid being hit. You do not sacrifice the opportunity to attack next round.

• **Buckler Parry:** *Requires a Buckler.* Roll to parry as normal.

• **Buckler & Rapier Parry:** Add the parry modifier of the weapon to the buckler skill.

• **Dual Weapon Parry:** Requires another rapier or dagger. Add the parry modifier of the secondary weapon to the primary weapon's "parry %."

• **Multiple Parry:** Parry up to three blows at –10% penalty, cumulative, up to a –30% penalty.

• **Dodge:**[†] The defender must roll less than the attacker(s).

• **Parry & Dodge:**[†] Defender may parry & dodge as normal.

* Note that rapiers can only parry another rapier.

[†] = After these actions, an attack cannot be made in the following round.

Firearms

"There was a new noise in the world. A brilliant orange flash leaped from the tiny package of black dust. Thunder smote the ears of the bystander and a cloud of white smoke filled the air. There was a strong smell of sulphur, too, a hellish atmosphere that signified the presence, and perhaps the directing hand, of the Devil himself."
    –"Friar Bacon and his Secret Powder"
    The Treasury of the Gun, by Harold L. Peterson

The ancestors of firearms came into use very early in the Middle Ages.

Greek fire was used as early as 660 A.D. by the Arabs.

Serpentine was the name given to early forms of gunpowder. It was not too dependable, and it failed to burn when it got wet.

Roger Bacon wrote of the composition of *serpentine* around 1250 A.D.

Black Berthold, a franciscan monk who was an alchemist, is said to have learned of the composition from Satan 100 years later.

Handgonnes, which were primitive metal tubes mounted on wooden hafts, were used in the wars in Spain during the 12th century and afterwards throughout Europe until the 14th century.

Corned powder was invented in 1429, which allowed for improvements in weapons.

The *Arquebus* was used until the 16th century, when they were superceded by *wheel locks*, *flint locks*, *muskets*, and the *Blunderbus*, which was similar to a shotgun.

Cannons were used during the 14th century and continued to be improved as the technology improved.

Misfires

When firing a black powder weapon, there is a chance of *misfire* occuring. This is indicated on the weapon charts.

When a misfire occurs, the barrel of the weapon will either explode or the powder will not ignite. The chance of this happening is as follows:

Century	Powder	Dud	Explosion
13th	Serpentine	01–50%	51–100%
15th	Corned Powder	01–75%	76–100%

Penetration

By the 14th century, firearms became more effective and by the 16th century they could challenge the supremecy of the mounted knight.

When using a black powder weapon, there is an improved chance of penetrating armor.

✳ Every firearm has *penetration damage dice*. Roll the penetration dice and *apply the total against the armor* of the defender.

✳ Penetration damage does no extra damage to the target and is only used against armor.

For example, a handgonne is fired against a knight wearing a mail hauberk (armor value 10). The weapon rolls 3d6 and applies it to the armor and then rolls 3d6 as normal. The penetration rolled is 14 points and the regular damage is 9. The penetration damage punches through the armor and the 4 left over points don't do any hits. So the target takes 9 hits.

Greek Fire

Greek fire was a substance used by the ancients in warfare.

✶ These weapons deliver *fire damage*. Therefore armor will not protect those on the recieving end of greek fire.

✶ Heavy or wet clothing will provide 5 points of protection (not cumulative).

✶ Fire damage will inflict x3 **trauma**.

Also see *Fire, Ice & Lightning* in chapter 8.

Greek fire can be made in various consistencies, including liquid, paste, or solid. The paste will stick to a target. The solid form will inflict more damage the first round it strikes the target.

Greek fire can also be attached to an arrow or javelin and fired from bows or siege weapons.

Greek fire can be shot out of a spray tube, to incinerate everything in a cone shaped area from the mouth of the tube.

Cannons, Bombs & Explosions

Cannons require a crew to operate. When the crew of a cannon is half strength, then the loading time is doubled. When there are not enough people to crew the gun, then the cannon cannot be reloaded.

Bombs carrying either greek fire or gunpowder were used from the 10th century onwards.

Explosions created by greek fire, cannons and bombs will inflict damage to everyone within a certain radius, which is indicated on the weapon charts. *Cover* may reduce some of the damage from explosions.

Siege Weapons

Siege combat differs from normal combat in that damage is not only scored against individuals, but also to structures.

Damage to Individuals

When calculating damage to an individual from a **siege engine,** treat the weapon as **large size.**

✶ *All damage to an individual from a siege weapon is **doubled** before armor is subtracted from the damage.*

If the weapon is a **Trebuchet**, treat the damage as **huge size.**

✶ *If it is a **direct hit,** all damage to an individual from a trebuchet is **multiplied by five** before armor is subtracted from the damage.*

Blast Radius

Siege weapons and cannons have a blast radius.

If the shot from a siege weapon misses, then roll randomly to determine where the shot lands and then apply damage to anyone within the radius of the blast, which is indicated on the weapon charts.

✶ *If it is a near miss, all damage to an individual from a **seige weapon** is treated as **normal** size.*

✶ *If it is a near miss, all damage to an individual from a **trebuchet** is treated as **large size** and is doubled before armor is subtracted from the damage.*

Structural Damage

There are two factors affecting structures: The *combined* *total* structural damage to a building, and the amount needed to breach the structure.

✶ *All damage to structures are in the form of Structural Hit Points.*

✶ *When the combined total amount of Structural Hit Points are exceeded, the building or wall section will be destroyed.*

✶ *When the total amount of structural damage to a building or wall section exceeds the **breech number**, then an opening will appear in the structure from the partial collapse of the building or wall section.*

Ballistae Damage to Structures

✶ *Siege weapons firing javelins or arrows will have no effect on stone structures.*

Structural Hit Points

Here is a list of the amount of *Structural Hit Points* for various types of buildings along with the number of structural damage points needed for a breach:

Structure	Demolish	Breach
Cottage	50	10
Farmhouse	75	10
Barn	50	10
House	100	15
Estate	200	15
Mill	150	10
Tavern / Pub	150	10
Inn	150	15
Church	250	25
Cathedral	500	50
Manor	500	100
Keep	2500	100
Castle	5000	100
Palisade (wood)	50	25
Stone Wall Section	100	50
Tower (square)	150	75
Tower (round)	200	100
Gatehouse	300	150
Portcullis	150	75
Bridge (wood)	150	75
Bridge (stone)	300	150
Mantlet/Barricade	25	5
Siege Tower	100	25

Spiritual Warfare

Chapter 8: Spiritual Warfare

"I will set my throne above the stars of heaven and will be like the Most High." — *The Life of Adam & Eve.*

Lucifer was the greatest Angel that God had created, being made first among all of creation.

The Fall

"But the angels turned from God, and their world changed like a blazing star fallen from the heavens. And It heaved and shook like a glowing coal cast from the fire. The great invisible light slowly diffused, being neither visible nor invisible. Made in the image of God, the Angels took on new form, scattering their spirit into the new creation. And pure life became splintered and imperfect. And the Angels became ignorant of God. And sin was born, which is to say, the Angels fell from the grace of God by living in error."
— *The Decoded New Testament by Gene Savoy*

Lucifer led a great rebellion against God and was cast down to the earth along with his multitude of Angels, and was deprived of his glory.

These dark powers inhabit the earth. All their enmity and envy and sorrow concern mankind, since they blame man for their expulsion from heaven and their loss.

Free Will & the Source of Evil

Mankind was given **free will** by God. Free will can be a great source of evil, since mankind can freely choose to do evil instead of good.

The Fall & the Bondage of Humanity

In Paradise, man was *tempted* by Satan to *doubt* the truth of God and so freely chose to disobey God.

This resulted in the *Fall of Mankind* and the expulsion from of the *Garden of Eden.* This is the source of suffering, pain and death. After his fall, man became bound to the rulers of the Earth, the Fallen Angels.

The Rulers of the Earth

The Prince of the Fallen Angels rules over the earth. Each country has a Fallen Angel ruling over it, each city and each town also have a Fallen Angel ruling over it.

This creates a network of hierarchies of Fallen Angels that rule the world, headed by The Lord of Darkness.

These Powers are charged with the corruption and eventual destruction of all of mankind upon the earth.

Therefore do they create wars, plagues, strife and suffering among mankind. They also bring about fame, fortune, healing and other "good" things to those that dwell upon the earth in order to deceive mankind.

The War in Heaven & on Earth

"...we will multiply war and murder upon thee and thy seed after thee. This is our will and our good pleasure, that we may not leave one of the sons of men to inherit our orders in heaven. For as to our abode, it is in burning fire; and we will not cease our evil doing, no, not one day nor one hour."
— *The First Book of Adam & Eve.*

We are at war.

The Angelic Kingdom of God is at war with the Demonic Kingdom of Satan.

These powers fight over the souls of mankind, who are promised a place in heaven with God.

Lucifer and the Fallen Angels do not wish any of mankind to inherit their places in heaven.

The Weapons Used in Spiritual Warfare

Lucifer uses *Doubt, Despair, Hate, Pride* and *Temptation* to destroy the souls of God's children.

The children of God use *Faith, Hope, Love, Forgiveness,* and *Truth* to defend themselves against the onslaught of Evil.

Deception through Temptation

Because man is a *fallen being*, he is succeptible to the temptations of Satan.

The temptation of Satan causes man to doubt the truth. This leads to man making the wrong choices out of his free will.

Deception is no longer necessary at that point, since a person will make **excuses** for his behavior.

Man will then often become an **agent of evil**, and will cause great suffering in others. Like a disease, this evil can spread to corrupt many others, causing them to ignore the call of God.

Pride

"Therefore did I fall, and did I make you fall by that for which I myself fell; and with you also, whosoever accepts my counsel, falls thereby. But now, by reason of thy fall thou art under my rule, and I am king over thee; because thou hast hearkened to me, and hast transgressed against thy God. Neither will there be any deliverance from my hands until the day promised thee by thy God."
— *The First Book of Adam & Eve.*

This is the way that the Dark Angels gain control over man's fate. By inspiring man to be prideful, man loses his connection to God, and he can then be destroyed.

Satan's Hierarchy of Power

The Fallen Angels come in many varieties.

The Fallen Angels **bound in Tartarus**, a region full of pits of darkness, are never to be released.

The Fallen Angels **bound in the Abyss** can only influence mankind. These can be released by *Conjurors* using *Circle Magic.*

The Fallen Angels **bound within the earth** can also be realeased by *Conjurors* or other demons.

Free Demon Spirits are those Fallen Angels that roam the Earth freely. These demons are responsible for possessions, disease, and much suffering.

Human Agents are those among mankind that have completely lost their soul. They do great evil. Most of those practicing magic end up as human agents of Satan.

The Brotherhood

This is an ancient secret order that influences the affairs of man by wielding vast power.

The Brotherhood is controlled by The Prince of Darkness, who rules the earth.

The Brotherhood secretly tries to infiltrate all secret societies in the world in order to influence them.

Most of the kings of the earth are members of **The Order** (another name for the *Brotherhood*), as are all who wield power and influence in the world.

It is nearly impossible to gain power without belonging to *The Order*, because of it's great power and influence.

There are a multitude of secret societies in the world whose members are the prominent leaders of mankind.

All knowledge of magic is disseminated by the *Brotherhood* through it's members who use it to gain power and influence in the world.

Angelic Orders

There are seven orders of God's Angels:

The *Angels*, *Powers*, *Principalities*, *Dominions* (nations), *Thrones*, *Archangels*, and the *Seraphim/Cherubim*.

Also see *Chapter 20: Monsters*.

Guardian Angels

People have Guardian Angels watching over them. These Angels protect people from the Fallen Angels, but their ability to do so is inhibited by the person's ability to listen to them.

The Church

The Christian Church is the principle agent for good in the war against evil.

The *Brotherhood* is constantly attempting to infiltrate the church to destroy it from within. This is one reason why there are so many problems with corrupt or evil people in the church.

The Inquisition

The Holy Inquisition was begun in order to help combat *heresy*. However, the forces of evil managed to infiltrate the church and take over the Inquisition.

The persecution of witches by the religious authorities is led by the *Brotherhood*, who are often on both sides of a war.

The Crusades

The crusades were the result of the Pope's desire to stop the nobles of Europe from waging war among themselves and also to prevent the spread of Islam throughout Europe.

Flying Clouds

Angels (both Heavenly and the Fallen) travel in flying ships of various shapes and sizes. These ships are able to turn invisible, take on the shape of clouds, and can move at any speed.

The Wanderers

These are Angels that take the guise of normal people in order to move about without being noticed. Both Angels of Heaven and the Fallen Angels engage in this activity.

One person in 1000 is a Wanderer. Those normally encountered on earth are Dark Angels who are in positions of power and influence.

Sometimes an Angel of Heaven will be encountered.

Wanderers cannot be detected in any way while they are in one's presence. Only after they are gone can they be discovered.

The Truth

"I went up to the light of truth as if into a chariot:

And the Truth took me and led me: and carried me across pits and gulleys: and from the rocks and the waves it preserved me:

And it became to me a haven of Salvation: and set me on the arms of immortal life:

And it went with me and made me rest, and suffered me not to wander, because it was the Truth:

And I ran no risk, because I walked with Him:

And I did not make an error in anything because I obeyed the Truth.

For Error flees away from it, and meets it not: but the Truth proceeds in the right path, and

Whatever I did not know, it made clear to me, all the poisons of error, and plagues of death which they think to be sweetness:

And I saw the destroyer of destruction, when the bride who is corrupted is adorned: and the bridegroom who corrupts and is corrupted:

And I asked the Truth, 'Who are these?': and He said to me, 'This is the deciever and the error:

And they are alike in the beloved and in his bride: and they lead astray and corrupt the whole world:

And they invite many to the banquet,

And give them to drink of the wine of their intoxication, and remove their wisdom and knowledge, and so they make them without intelligence:

And then they leave them: and then these go about like madmen corrupting: seeing that they are without heart, nor do they seek for it.'

And I was made wise so as not to fall into the hands of the deciever: and I congradulated myself because the Truth went with me,

And I was established and lived and was redeemed,

And my foundations were laid on the hand of the Lord: beause He established me.

For He set the root and watered it and fixed it and blessed it: and it's fruits are forever.

It stuck deep and sprung up and spread out, and was full and enlarged:

And the Lord alone was glorified in His planting and in His husbandry: by His care and by the blessing of His lips,

By the beautiful planting of His right hand: and by the discovery of His planting, and by the thought of His mind."

– The Odes of Solomon, Ode 38

Spiritual Warfare

"There was something awesome in the thought of the solitary mortal standing by the open window and summoning in from the gloom outside the spirits of the nether world."
—Sir Arthur Conan Doyle (1859 - 1930)

Spiritual Combat is simulated in *Fantasy Imperium* with the two characteristics of *Piety* & *Spirit*.

Piety

Piety is a representation of a person's devotion to the will of god.

It is a reflection of a person's faith and their ability to receive **Divine Intervention** through **prayer**. Piety is also used to resist *Demon Possession* or *Demonic Influence*.

Piety can change during a character's lifetime, depending on their actions and beliefs.

✷ Piety is the base percentage chance that God will intervene on the character's behalf with or without his praying for help.

✷ Piety is determined from the following table. Note that it can be above 100%:

Piety

Faith	Bonus
Believe in God	+ 10%
Obey Ten Commandments	+ 10%
Pray regularly	+ 5%
Study Scripture	+ 5%
Attend Church	+ 5%
Sacrament of Baptism	+ 5%
Sacrament of Confirmation	+ 10%
Virtues	**Bonus**
Generous	+ 5%
Humble	+ 5%
Loving	+ 5%
Repentant	+ 5%
Righteous	+ 5%
Service & Vows	**Bonus**
Sacrament of Holy Orders (Priest)	+ 25%
Vow of Chastity	+ 25%
Vow of Poverty	+ 25%
Vow of Silence	+ 25%
Crusader's Vow	+ 25%
Quest	+ 25%
Fasting	+ 10%
Sacrifice	+ 10%
Service (to the church, etc.)	+ 10%
Works of Charity	+ 10%
Works of Mercy	+ 10%
Sins	**Penalty**
Prideful	- 25%
Greedy	- 10%
Lustful	- 10%
Angry	- 10%
Gluttonous	- 10%
Envious	- 10%
Lazy	- 10%
Cruel (practices torture, etc.)	- 50%
Practices Witchcraft (Magic)	- 100%

Devotions *(temporary bonus)*	Bonus
To the Blessed Trinity	+ 10%
To Our Lord Jesus Christ	+ 5%
To the Blessed Virgin Mary	+ 5%
Blessed Artifacts *(temporary bonus)*	
Praying with a Blessed Rosary	+ 5%
Praying with a Blessed Artifact	+ 5%

Miracles & Divine Intervention

God will intervene to help a person whenever the *Storyteller* chooses.

This intervention can be at the request of the person (through prayer) or not.

✷ The chance of *Divine Intervention* occurring is equal to the individual's *piety* score minus a variable percentage, depending on the degree of aid sought.

The likelihood that God will help a person depends on what the person is asking for. Some guidelines include:

Divine Intervention

Prayer	Penalty
To Meet the Love of Your Life	- 25%
To Recover from an Injury	- 50%
To Recover from a Disease	- 75%
To Heal a Wound	- 100%
To Recover from Certain Death	- 125%
To Strike Down an Enemy	- 150%
To Drive Away an Evil Spirit	- 75%
To Banish a Demon	- 125%
Resurrection	- 200%
To Cause an Event	- 0 to 100%
To Recover Spirit	- 10% per 1d6
Bonuses *(each requires a piety roll)*	
The Lord's Prayer	+ 5%
Hail Mary	+ 10%
Intercession of a Saint	+ 25%

Prayers

Prayers are used to call for God's protection. These common prayers can be used by any Christian. To succeed, the character must roll under their piety (d100).

The Sign of the Cross *(3 seconds)*

This will give +5 points of *spiritual armor* to use against spiritual attacks for the entire scene.

The Lord's Prayer *(15 seconds)*

This will give the person +5% to their success in *Divine Intervention.*

Hail Mary *(30 minutes)*

This will give the person +10% to their success in *Divine Intervention.*

Liturgy of the Hours *(1 hour)*

This prayer must be made in the morning, at midday, and during the evening. This will give +5 points of *spiritual armor* for the entire day.

Prayer to One's Guardian Angel

This prayer will bring the aid of a person's guardian angel if they make a piety roll.

Devotions

These prayers can be made by Christians and they will grant various benefits. Only one devotion can be active at any time (the bonuses do not add together). When the benefits from a new devotion are obtained, any previous bonuses from other devotions are canceled. To obtain the benefits from a particular devotion, the character must roll under their piety score on percentile dice (d100).

To the Blessed Trinity *(1 hour)*

This will raise a person's piety by +10% for the rest of the day.

To Our Lord Jesus Christ *(1 hour)*

This will give a person +5 points of spiritual armor for the rest of the day and will raise a person's piety by +5%.

To the Holy Spirit *(1 hour)*

This will give a person +10 points of spiritual armor for the rest of the day.

To the Blessed Virgin Mary *(1 hour)*

This will will raise a person's piety by +5% for up to 3 days.

To Saint Joseph *(1 hour)*

This will give a person +5 points of *spiritual armor* for up to 3 days.

Stations of the Cross *(1 hour)*

This will give a person +5 points of spiritual armor for the rest of the week.

Blessings

These prayers must be carried out by a priest. They will create holy artifacts that will protect the person against evil.

For a successful blessing, the priest must roll under their piety score on percentile dice (d100).

Blessing for an Object, Place, Person or Event *(5 seconds)*

When a priest blesses an *object* such as armor then the person using the object will gain +5 points of *spiritual armor*. When a *place* is blessed, then everyone located there will gain this bonus. *Events* will protect everyone in attendance. When a *person* is blessed, he will gain +1 luck point. The blessing will need to be renewed periodically.

Holy Water *(5 seconds)*

This will create holy water that can be used to cleanse an area of negativity, and protect a person from spiritual attacks (+5 spiritual armor). Holy water can also be used to destroy Evil Spirits or drive away Demons.

Rosaries *(5 seconds)*

Rosaries that have been blessed will give the person +5%

to their chance of Divine Intervention when used in a prayer.

Religious Artifacts *(5 seconds)*

Crosses, candles, and other kinds of religious artifacts can be blessed and they will grant +5% to Divine Intervention rolls.

Sacraments

The Holy Sacraments are performed by a priest. These will bring God into the life of the person affected.

After the priest rolls under their piety score on percentile dice (d100), these benefits will be granted to the person.

Baptism

This will forgive the sins of the person and begin his initiation into the Church of Christ. This sacrament can only be performed once. It will also raise a person's piety by +5%.

Confirmation

After this has been completed, the person will be a member of the Church of Christ. This sacrament can only be performed once. It will also raise a person's piety by +10%.

Eucharist

This will completely restore a person's *spirit* to it's original starting value. Only a person who has had the sacrament of penance can recieve this sacrament. This sacrament can be repeated every day but is usually repeated once a week.

Penance

This will forgive a person's sins, which could not be done by anyone except God before the Church was born. It will also raise a person's piety by +10%. A person cannot repeat this sacrament to raise their piety again and again. A person should recieve this sacrament after their piety has fallen in order to restore it.

Anointing the Sick

This will prepare a person for death, relieve suffering, and restore their *spirit* to their original starting value. It will confer +10 points of spiritual armor until the person has either passed away or recovered.

Holy Orders

When a person recieves this sacrament, he will become a priest and can then perform all the prayers, sacraments and duties that are restricted to priests. It will also raise a person's piety by +25%.

Matrimony

This will grant God's protection to an entire family. When the couple is attacked by evil spirits or demons, they recieve +5 points of *spiritual armor*.

Ritual Invocations of the Saints

Saints are those christians that have died and now dwell in Heaven. Many Christians pray to saints to ask them to pray for them. The character must make a piety roll to gain the benefits of a saint praying for them. Only one roll may

be attempted each day. Christians pray to different *Patron Saints* depending on what they are asking for.

If the piety roll is successful, then the person will gain a one time bonus of +20% to his *Divine Intervention* roll in regard to what he is praying for.

Spirit

Spirit is a representation of God's natural protection for an individual and forms a barrier to spiritual attacks.

✶ Roll 1d100 to determine a person's Spirit.

Dead Souls & the Death of Hope

When a person's *spirit* reaches zero, their *soul* dies. At this point they are susceptible to *Demonic Influence* or *Life Drain* from evil spirits.

✶ If a person dies after the death of their soul, they will themselves become an evil spirit, and will join the ranks of the lost souls doomed to roam the earth until the end of the world.

Recovery of Spirit

✶ Spirit recovers at the rate of 1d6 points per day. This can be augmented through prayer.

✶ After the death of the soul (zero spirit), a person will not regain any points unless they receive the *sacrament of the eucharist.* This will completely restore a person's spirit.

✶ A *restoration* spell from a pagan priest will also restore a person's spirit. This will put the person's spirit at 1.

After reawakening a person's spirit, the individual will recover spirit at the normal rate of 1d6 points per day.

Out of the Darkness

The enemies of mankind in the war are the **Fallen Angels** & **Evil Spirits.** Both are fearful enemies

Fallen Angels do not seek only to slay, but first to corrupt the *soul* of a person and then to cause an **Affliction**.

This will be in the form of a *Mental Affliction, Sickness, Curse* or a *Fate.*

Fallen Angels cannot be harmed, but must be exorcised or banished.

Demon Possession & Influence

Fallen Angels use two main forms of attack. *Demon Possession* and *Demon Influence.*

Demon Possession occurs when a Fallen Angel enters and occupies the body of an unbeliever.

✶ To resist possession by a demon, a person rolls equal to or less than their Piety.

✶ Demons cannot enter the body of Christian believers because the body of a Christian is the temple of the Holy Spirit.

✶ After possession, the victim will suffer a Mental Affliction, Sickness, Curse or a Fate (this will not use up any Fate Points).

✶ The victim of demon possession will not be aware of the possession.

✶ After possession, a demon can control the actions of the victim at any time. However, the victim can attempt to resist this control by rolling less than or equal to their *piety*.

✶ The only cures for demon possession are an **Exorcism**, which can be performed by a **priest**, or through *Prayer*.

Demonic Influence is the residence of evil in the soul. This form of attack will work on believers and unbelievers alike.

✶ The Fallen Angel rolls his *Spiritual Attack Dice* and subtracts the result from the victim's Spirit.

✶ When a person's Spirit is zero, they will suffer a Mental Affliction, Sickness, Curse or a Fate, which is chosen by the *Storyteller.*

✶ After a person's Spirit dies (reaches a score of zero), the demon can *influence* the person, controlling their actions. The victim may resist each attempt by rolling less than or equal to their Piety plus 25% (making it easier to resist).

Evil Spirits

Evil Spirits are the wretched souls of those who have lost their soul before they died. They seek to destroy a person's **spirit** and then seek to **drain** a person's life.

There are three varieties of the Evil Spirits: *Corporeal, Non-Corporeal, and Animated.*

Corporeal Spirits such as ghouls have a physical body and their attacks can be parried as normal. If they attack without a weapon (unarmed combat), then an attack can be made instead of a defensive action and if it succeeds, the spirit's attack will fail (see Unarmed Combat).

Non-Corporeal Spirits such as wraiths do not possess a physical body. When these beings attack, they cannot be parried. However, their attacks can be dodged if they are visible. Special weapons are usually needed to harm these spirits.

Animated Spirits such as skeletons are created by *necromancers*, who bind them to their will. Killing the necromancer will release the animated spirit. Destroying their physical form will also release them.

Weaknesses of Demons and Evil Spirits

Demons are susceptible to the **Cross of Jesus Christ**, and will retreat from it.

Evil Spirits have a **Focus**, which is a physical object of personal significance to the dead spirit.

If the spirit's focus is physically destroyed, then the spirit will no longer be able to harm the living. What the focus is varies and is determined by the *Storyteller.* The focus may be the spirit's corpse itself.

Holy Water will harm both Evil Spirits and Demons at the rate of 6d6 damage.

Nightmares

Demons and Evil Spirits often attack people in their dreams.

While a person is asleep, a Demon may make only one attempt at possession or influence each night. Evil Spirits can make many attacks, but each round the individual has a chance of waking up.

Demons and Evil Spirits will not go into a house under God's protection, such as a house that was Blessed, etc.

Dream Weapons

Psychics can create dream weapons which can be used in psychic combat during asleep.

Dream weapons function exactly like a normal weapon, except that they exist only in the dream world of the sleeper.

Use the appropriate weapon skill to determine the chance of hitting with a dream weapon.

These weapons will be able to harm any entity encountered in a dream.

Spiritual Wounds

When a Spirit Attack is made, the *Storyteller* rolls the Spiritual Attack dice and adds them up.

Subtract any *spiritual armor* points from the attack and the remaining damage will determine the level of severity of the Spiritual Wound.

The **severity of the Spiritual Wound** will cause additional effects as noted on the *Spiritual Wound Chart.*

The Spiritual damage is then subtracted from the defender's Spirit score. When the victim's Spirit score reaches zero, their soul dies and they will lose consciousness. They are then susceptible to Life Drain.

Spiritual Wound Chart

Hits	Severity	Effect
1-4	Minor	–
5-9	Light	Chilled
10-14	Serious	Numbed
15-19	Critical	Paralyzed
20+	Terminal	Frozen

Effects of Spiritual Wounds

Chilled: If a person fails their Stun roll, then they will suffer a penalty of - 25% to all of their subsequent actions.

Numbed: If a person fails their Stun roll, then they will be stunned for 1 round and then will suffer a penalty of –25% to all of their subsequent actions.

If they pass their Stun roll, then they will only suffer a penalty of –25% to all of their subsequent actions.

Paralyzed: If a person fails their Stun roll, then they will be stunned for 1-6 rounds. They will suffer a penalty of –25% to all of their subsequent actions.

If they pass their Stun roll, then they will be stunned for 1 round and then will suffer a penalty of –25% to all of their subsequent actions.

Frozen: If a person fails their Stun roll, then they will be knocked unconscious and will be completely open to Life Drain even if their Spirit score is not at zero. The person will be unconscious for 1-6 minutes.

If they pass their **Stun** roll, then they will be stunned for 1-6 rounds. They will suffer a penalty of –25% to all of their subsequent actions.

Spiritual Wounds to the Arms or Legs

If a person is wounded in the arm or leg, then only the injured limb will be affected.

Actions that do not use the affected limb to not suffer any penalties. A frozen limb will paralyzed for 1-6 minutes.

Life Drain

After an individual's *spirit is zero*, or if they are rendered *unconscious* by a severe *Spiritual Wound*, they are susceptible to *Life Drain*.

✳ The Evil Spirit rolls their *Spiritual Attack Dice* and subtracts it from the victim's *strength* characteristic.

✳ When the victim's strength is zero, he dies.

Some Evil Spirits will drain a different characteristic instead of strength.

Recovery from Life Drain

The Strength loss is permanent unless the victim receives a the *sacrament of the eucharist,* which will totally restore the lost characteristic.

Alternately, the person may recieve a *restoration* spell which will restore lost characteristics.

An individual may also spend *experience points* to raise a characteristic in the future if desired.

Raising Spirit with Experience Points

It is possible to raise a character's spirit by spending 5 experience points for a *development roll*.

The player spends 5 x.p. and then must roll over their current spirit on percentile dice (d100).

If *successful*, their spirit is raised 1-6% (1d6).

When an individual's spirit is over 80%, a successful development roll will raise spirit by 1-3% (1d3), and when over 90%, by 1% with each successful roll.

If the roll *fails*, then the 5 experience points are lost.

Spiritual Armor & Holy Relics

Many things can give a person armor against spiritual attacks. Spiritual armor is subtracted from the damage done before determining the severity of the Spiritual Wound.

Spiritual armor can come from *prayers, devotions, blessed objects,* and *sacraments.* **Holy Relics** also may provide a spiritual armor value.

Spiritual Armor

Prayers

The Sign of the Cross	+ 5
Liturgy of the Hours	+ 5

Devotions (only one at a time will apply)

To Our Lord Jesus Christ	+ 5
To the Holy Spirit	+ 10
To Saint Joseph	+ 5
Stations of the Cross	+ 5

Blessings

An Object, Place, Person or Event	+ 5
Holy Water	+ 5

Sacraments

Anointing the Sick	+ 10
Matrimony	+ 5
Holy Relics (various)	+ 1–25

The Allies of Mankind

The friends of mankind are the *Angels* & the *Saints.* *Angels* are the messengers of God and will help people in various ways. *Saints* are those who have died and now reside in Heaven.

Fate & Magick

Chapter 9: Fate & Magick

"Once upon a time, it is said, there lived in Isfahan a young man who spent his days as a servant to a wealthy merchant. On a fine morning the young man rode to market, carefree and with his purse jingling with coins from the merchant's coffers to buy meat and fruit and wine; and there in the market place he saw Death, who beckoned to him as though about to speak. In terror the young man turned his horse about and fled, taking the road that led to Samara. By nightfall, filthy and exhausted, he had reached an inn there, and with the merchant's money procured a room, and collapsed upon the bed with mingled fatigue and relief, for it seemed he had outwitted Death. But in the middle of the night there came a knock at the chamber door, and in the doorway stood Death, smiling affably. 'How come you to be here?' demanded the young man, white faced and trembling; 'I saw you only this morning in the market place in Isfahan.' And Death replied: "Why, I have come to collect you, as it is written. For when I saw you this morning in the market place in Isfahan, I tried to say that you and I had an appointment tonight in Samara. But you would not let me speak, and only ran away.'"

– Liz Greene, "The Astrology of Fate." (1984).

Fate

Fate is the inevitable predestined moments of crisis or decision that strongly affect an individual's life. Fate, even if known, cannot be avoided.

Fate Points

These are used to simulate events on the Fate Table.

Each character begins with 1-6 Fate. During the game, the *Storyteller* may give out fate points to players as desired.

The *Storyteller* rolls on the **Fate Table** *(see Appendix C: Reference Charts)* once for every fate point that the character has and then fixes this event to a moment in the character's future . Not all fates are bad.

Fateful Events

The likelihood of a fateful event occuring for a character each year is equal to 5%.

Magic & Fate

Fate is closely tied to magic and those who practice the *Forbidden Skill*s are in danger of collecting extra fate points.

Whenever a spellcaster rolls under 5% when making a skill roll, he will immediately gain 1–2 Fate Points, one of which will occur within 1-6 days.

Also, when a person is a victim of a Black Magic spell, he will lose one fate point.

Death

The last fate point represents the character's death. Death may occur before running out of fate points, but the last fate point will be death.

Occasionally the player will roll "Death" on the fate chart. This could mean that the character has a near encounter with death, or it could mean that the character will die. In any event, if there is only one fate point remaining, then the final fate will be the death of the character.

Magick

"The accomplishment of supernatural effects through the mediumship of powers other than divine."
                              –The Christian Definition of Magic

Anyone may practice magic in *Fantasy Imperium*. This is because it is dangerous and expensive. Death, insanity and demon posession are common among those who study the forbidden arts. Furthermore, the practice of magic is illegal, and is usually punishable by death.

Most witches are hanged, but some are burned at the stake. Anyone practicing magic, including ritualism, is likely to be accused of witchcraft. Therefore, magic is normaly used in secret.

The way some religious authorities catch and execute witches is by the use of the ritualism spells, *Invulnerability* and *Spell Paralysis*.

Forbidden Skills

There are four different *Categories* of magic: *Ceremonial Magic, Natural Magic, Extrasensory Magic,* and *Black Magic.*

Disciplines are different types of magic. Each has a separate skill associated with it.

The three main categories of magic each have four disciplines of magic. The last category has only one discipline. There are a total of 13 disciplines (skills) of magic.

Here is a list of the 13 disciplines of magic along with the two characteristics that are used to calculate their basic skill and the saving throws for each category.

Forbidden Skills	
Ceremonial Magic	
Alchymy	Intuition+Self Discipline
Conjuration	Intuition+Self Discipline
Ritualistic	Intuition+Self Discipline
Spiritualism	Intuition+Self Discipline
Natural Magic	
Deciever	Reasoning+Ego
Elementalism	Reasoning+Ego
Enchantment	Reasoning+Ego
Sorcery	Reasoning+Ego
Extrasensory Magic	
Mysticism	Awareness+Presence
Psychic	Awareness+Presence
Seer	Awareness+Presence
Talismanic	Awareness+Presence
Black Magic	
The Black Arts	Special*
*Basic Skill:	Highest
*Saving Throw:	Lowest

Acquiring Forbidden Skills

An individual may study any type of magic under any category, and may combine several types.

Those wishing to learn forbidden skills must first pay 10 skill points for one category of magic. Once paid, the person will have a basic skill in all of the disciplines under that category. Each additional category is acquired by paying 10 skill

points.

These skill points represent the time and effort used in the acquistion of the basic knowledge associated with one category of magic.

After these points are paid, the person may purchase disciplines (skills) just like any other skill.

Basic Skills

Characters do not begin with basic skills in magic disciplines. However, once 10 skill points are paid for one category of magic, all of the basic skills under that category are then calculated.

The basic skill of a discipline is calculated by adding two characteristics together and then dividing by 10. These characteristics are determined by the category of magic the discipline is under.

Practicing Magic

There are three steps to using magic; *research, learning, & casting* spells. Each step requires a certain amount of time, expense and a successful skill roll.

Researching Spells

To discover a new spell, research must be carried out.

After the required time & money have been spent on research, the player must then make a successful skill roll in the discipline.

Research Time

Complex spells take more time to research than simpler versions. Research takes 3 days per spell level. For instance, a 5th level spell will take 15 days to research.

Using Experience for Research.

Instead of spending time to research spells, a player may substitute earned experience points for time at the rate of 1 experience point for each level of the spell. For example, a 5th level spell will take 5 experience points to reasearch (instead of 15 days).

Research Cost

Research costs 1 £ per spell level.

Difficulty

More powerful spells are more difficult to research. However, research becomes easier with time.

• Therefore, on the first attempt at research, subtract the level of the spell times 3 from the skill roll. On the second attempt, subtract the level of the spell times 2 from the skill roll. Thereafter subtract the level of the spell from the skill roll.

For example, Melancthe the Enchantress wants to learn the spell "Phantom Possession" which is a 5th level spell.

Since Melancthe has an Enchantment skill of 78%, her chance to successfuly research this spell is 63% (78% – (5x3)). She rolls 88% and fails.

On her second attempt, she needs 68% (78% – (5x2)), and fails with a roll of 96%.

On every attempt thereafter, she needs 73% (78% –

(5x1)) to succeed.

If she wanted to learn the Candle Magic spell, "Love," (a 9th level spell) then her skill roll would be 51%, 60%, and 69% thereafter (78% – (27, 18, & 9)).

Results

If the skill roll is successful, the person will have written a book on the spell that can be used to learn it.

If not successful, the person will have lost the time & money spent.

Spellbooks

Since each spell requires an entire book for study, mages will probably have an extensive library of spellbooks. This library will probably be well guarded or hidden.

A spellbook may be sold, but considering the considerable time & money spent on the book, this is unlikely. Magic may also be illegal in some places and obtaining a spellbook in difficult if not impossible. Selling one may be dangerous.

If a spellbook is found, then the process of research can be bypassed. Anyone may study a spell written in a spellbook.

Learning Spells

Once a spellbook on a particular spell is acquired, a person may attempt to learn it.

After the required time & money have been spent, the player must then make a successful skill roll in the discipline.

Research Time

Complex spells take more time to learn than simpler versions. Study time is 2 days per spell level. For instance, a 5th level spell will take 10 days to study.

Using Experience for Studying Spells

Instead of spending time to study spells, a player may substitute earned experience points for time at the rate of 1 experience point for each level of the spell. For example, a 5th level spell will take 5 experience points to study (instead of 10 days).

Learning Expenses

Studying spellbooks costs nothing, except normal living expenses, &tc.

Difficulty.

More powerful spells are more difficult to learn.

Therefore, subtract the level of the spell from the skill roll when learning spells.

Results.

If the skill roll is successful, the person will have learned the spell.

If not successful, the person will have lost the time & money spent. In addition, the person must roll on the Spell Failure Table. Whoever said learning magic was safe?

Casting Spells

Once a spell in learned, the person may cast it as often as desired.

Casting Time

The time it takes to cast a spell varies with each spell.

Spellcasting Expenses

Material components are physical objects, devices and mundane materials such as chalk, herbs, gems &tc. that are used as a triggering mechanism in spellcasting. These materials will cost 1 SP per level of the spell being cast. For instance, an 8th level spell will cost 8 SP in material components to cast. These materials are destroyed when casting the spell. Material components are destroyed even if the spell fails.

Difficulty

Complex spells are more difficult to cast than simpler versions.

Therefore, subtract the level of the spell from the skill roll when casting spells.

For example, Ancalogon the Black, who has Spiritualism at 96%, has only a 46% chance to successfuly make "Zombie Powder," a 50th level spell.

Results

If the skill roll is successful, the spell will take effect, as described. If the skill roll fails, the spell fails.

Spell Failure

After a failed spellcasting roll, two things happen:

✳ Loss of *power* (spell points). The power loss is equal to 0–3 times the level of the spell. Roll randomly (1d6–3).

✳ Additional effects, which are determined by rolling on the *Spell Failure Table.* Each category of magic has it's own table.

For example, Melancthe the Enchantress tries to cast a *Phantom Possession* spell (5 power) and fails her spellcasting roll.

She must roll twice, one time to determine how many power she must lose, and once on the *Spell Failure Table for Natural Magic* (this is the category of magic for the discipline of *Enchantment*).

She rolls a 6 and so must spend 10 power (5–3=2 & 2x5=10) even though the spell failed.

She must also roll on the *Spell Failure Table for Natural Magic* and apply the results.

If she had rolled a 1, 2, or 3, then she would not have had to spend any power, but must still roll on the *Spell Failure Table for Natural Magic.*

Spellcaster's Table

When practicing magic, use this table to determine the amount of time or experience points used, the expense, the modifiers to the skill roll, and the results of a failed attempt.

Researching Spells	
Time	3 days/level or 1 x.p./level
Expense	1 £ / level
Difficulty	Skill - (level x 3, 2, 1)
Failure	Lose time / x.p. & money

Learning Spells	
Time	2 days/level or 1 x.p./level
Expense	None
Difficulty	Skill - level
Failure	Lose time / x.p. & Failure

Casting Spells	
Time	Variable
Expense	1 s / level
Difficulty	Skill - level
Failure	Lose money & Failure

Spell Points

Spells are not forgotten when they are cast.

Instead, a character accumulates *fatigue* and *trauma* each time a spell is cast.

✳ *Fatigue cost: 10 fatigue points per spell level.*
✳ *Trauma cost: 1d6 trauma per spell level.*

Over time, a character builds up a resistance to the fatigue & trauma loss. This is expressed in terms of *spell points*, or *power*.

The terms "spell points" and "power" are interchangeable.

✳ *1 spell point = 10 fatigue points & 1d6 trauma.*

Thus, one spell point cancels out the fatigue cost of one spell level.

Spell points are used up first when casting magic, and then fatigue & trauma is accumulated.

In this way, a mage can continue to cast spells after running out of spell points, although he will suffer trauma damage from doing so, but if one of his spells fails....

Starting Power

Those who practice magic as a profession are called **Mages.**

Those who practice magic on the side are called **Dilettantes.**

✳ *Each Mage begins with 10 spell points.*
✳ *Each Dilitante begins with 5 spell points.*

Acquiring Power

Every time a spell is cast that is higher than the spellcaster's total power, there is a chance of gaining an additional spell point equal to the skill being used.

This is determined before spell point loss or fatigue & trauma loss is counted. If successful, the new spell point is used up immediately instead of the fatigue loss.

For example, Azedine Alaiya, a Seer, has 15 spell points. She could not gain any more spell points unless she casts a spell that is higher than 15th level. After researching and learning a new spell, "Scrying" (a 25th level spell), she will have a chance of increasing her power every time she casts the new spell, until she has a total of 25 spell points. To increase her spell point total, she must make a successful Seer skill roll at 25th level after successfuly casting the spell. Since her skill is 89%, she needs to roll under 64% (89% - 25) both to cast the spell and to gain a new spell point (she must roll for both separately). If she gains a spell point, then she would use 16 spell points and then take only 9d6 trauma, because the new spell point is gained immediatly. If she does not gain a spell point, then she uses all of her 15 spell points and takes 10d6 trauma.

The new spell point is added to the total number of spell points, not what is left after casting a few spells.

For example, Azedine Alaiya has only 5 spell points after casting a few spells. She would not roll to increase her total power unless she casts a spell over her total power (15). Therefore, after casting the Scrying spell (25th level), and succeeding in increasing her power, she would use up 6 spell points, and then take 19d6 trauma.

Developing Power

Power can be acquired with experience points.

For every 5 points spent the character gains a *power development roll.*

To succeed, the character must roll over their current power.

If the roll fails, then the 5 experience poinst are lost.

If successful, then raise power by +1d6 (1-80 power), +1d3 (81-90 power) or +1 (91+ power).

For example, Azedine Alaiya wishes to raise her power which is 12. She spends 5 experience points and then must roll over 12%. If successful, she would add 1-6 points to her power.

Recovering Spell Points

1 spell point is recovered for every hour of sleep, up to the character's maximum power.

Fatigue is recovered at the rate of 1 point for every second resting.

Burnout

Burnout is a major hazard for spellcasters.

Burnout is a level of fatigue beyond that of exhaustion and can only be reached through spellcasting.

This is because when the *Exhausted* state is reached, a person must rest.

Because of the nature of magic, unusual amounts of fatigue can be accumulated.

Put simply, when burnout occurs, the character dies.

Therefore, a mage who fails to successfuly learn or cast a spell could reach burnout and die. Burnout could also occur when a spell misfires.

Magical Saving Throw

Magic is not always dependable. When a spell is used against a person, then the individual gets a *saving throw.*

Each category of magic used different characteristics to calculate saving throws. Use the saving throw that corresponds to the category of magic that is being used.

To succeed, the individual must roll less than or equal to the saving throw for that category of magic that is being used.

If *successful*, the magic has no effect. Otherwise the magic works normaly.

Calculating Saving Throws

Mages have saving throws equal to their basic skill in each category of magic.

Those who do not practice magic use the basic skill in each category of magic (even though they do not have these basic skills).

Magic Resistance

✷ Skill points may be used to increase a starting character's magical saving throws at the rate of 1 skill point for every +1%. The maximum is +10% per category.

✷ Experience points may be used to increase saving throws by spending 5 experience points for a *magic resistance development roll.*

To succeed, the character must roll over their current magical saving throw +25.

If the roll fails, then the 5 experience points are lost. If successful, then raise saving throw that was chosen by +1%.

For example, Azedine Alaiya wishes to raise her black magic saving throw above 19%. She spends 5 experience points and then must roll over 44% (19+25).

Starting Spells

The number of spells that a spellcaster begins with depends upon how many categories of magic are known.

Characters may not begin with any black magic spells.

In addition, Mages who practice no other profession begin with an extra 20 spell levels.

Starting Spells	
Categories	*Levels*
One	30
Two	20
Three	10
Black Magic	0
Professional Mage	+20

Characters must divide the total number of starting spell levels among all of their disciplines, except Black Magic.

For begining characters, no spell may be learned above 10th level.

Starting spells have been fully researched and written into several spell books (one book for each spell).

For example, Sondergaard has learned to cast spells that belong to the disciplines of Conjuration, Sorcery, Enchantment, and Black Magic. In addition to the Black Arts, he uses two categories of magic (Ceremonial & Natural

magic). In addition, he is solely a Mage by profession (he has never worked for the military, or in any other capacity), and gains an extra 20 levels of starting spells.

Therfore, he begins with a total of 40 levels of spells, which he must divide up between all of his disciplines. He cannot begin with any spell over 10th level, so he chooses one 10th level spell, 1 7th level spell, 3 5th level spells, 2 3rd level spells, and 2 1st level spell. Note that as a Mage, he cannot spend more than 3 skill points on weapon skills (except quarterstaff).

Priests

There are two kinds of Ritualism spells.
Pagan Ritualism, which is practiced by pagans, and *Priestly Ritualism* which is practiced by priests.

Priests may use *Priestly Ritualism* spells without being persecuted for witchcraft.

When failing a spellcasting roll, the priest does not roll on the *Spell Failure Table for Ceremonial Magic*. However, the priest must still roll for power loss.

Using Luck when Spellcasting

When failing a spellcasting roll, characters may not spend luck points for a new spellcasting roll.

However, 1 luck point may be used for a reroll on the *Spell Failure Chart* if desired.

The character may only spend 1 luck point for only 1 reroll.

Concentrating on a Single Discipline of Magic

Concentrating on only one discipline of magic such as *Sorcery* allows a spellcaster to *research, learn* and *cast* spells more successfully.

As long as a spellcaster acquires skill in only a single discipline of magic, he will gain a bonus of +10% to all *Research, Learning* and *Casting* rolls.

As soon as any skill is acquired in another discipline of magic, the bonus is lost.

The spellcaster may still attempt to cast spells from other magic disciplines with his Basic Skill.

Spell Descriptions

All of the spells are oraganised according to their category & discipline.

Here follows a definition of the terms used to describe spells.

Spell Points

The number of spell points that are spent when the spell is cast.

Range

The distance that a spell can be cast from.

Casting Time

The length of time that it takes to cast the spell.

Duration

How long the spell lasts.

Area of Effect

The area that the spell will affect.

Component Cost

The amount of money spent on the material components that are burnt up when casting the spell.

Variable Level Spells

Most spells are variable level. This means that they do not have a specific level that they operate at. They can be cast at any level, and their effects will increase with the amount of spell points spent on them.

Learning Variable Level Spells

Variable level spells are researched & learned at whatever level the spellcaster desires.

Spells cannot be cast at a higher level than the spellcaster is familiar with.

For example, Kilia the Witch wants to learn the Candle Magic spell, *Hesitation* . She decides to research the spell as a 10th level spell. After learning the spell, she may cast it at any level up to 10th. If she later wanted to research the spell up to 15th level, she would simply research the spell as if it were 5th level.

Concentration

When a spell requires concentration to maintain, the spellcaster can only move at a walking pace.

Any distraction will dissolve the spell. Spells that require concentration are marked with a "c" next to the spell point cost.

Ceremonial Magick

Chapter 10: Ceremonial Magick

"Then I saw in that place other mysterious faces. And I heard the voice of an angel saying, 'These are the angels who descended upon the earth and reveled what was hidden to the children of the people, and led the children of the people astray to commit sin.'"
–The Book of Enoch

Ceremonial Magic

Ceremonial magic involves the use of ceremonials and rituals to cast spells. It requires a great deal of study and practice, so that the spellcaster knows precicely what is being done and why.

The religious beliefs of the person casting the spells are integrated into the symbolism that is used in the ceremonies.

In the *Classical Period*, ceremonial magic was practiced by the priesthood and used the Egyptian and Greek rites that were taught in the ancient mystery schools.

In the *Middle Ages*, ceremonial magic was dominated by Judeo-Christian symbolism.

During the *Renaissance*, knowledge of the *Qabbalah* and *The Tree of Life*, was used, along with the symbolism of the ancient world. The Qabbalah was an attempt to discover mystical truths contained in the Hebrew *Torah*.

Priests

The historical point of view of magic during the middle ages is that all magic is practiced by witches and is contrary to the laws of God.

The discipline of *ritualism* is practiced by both Christians and Pagans.

Christian priests use *ritual invocation* "spells" to cause *Divine Miracles* to occur.

Pagans that use *pagan ritualism* spells do so by calling upon false gods. *Primitive ritualism* spells are also included in this category.

When using this point of view, use the following rules:

✶ When a priest uses a *ritual invocation* spell, he will not be labeled a witch.

✶ When a pagan uses a ritualism spell, it is considered to be witchcraft.

✶ When a priest fails a spellcasting roll, he rolls for the loss of *power*, but does not incur any additional effects and so does not roll on the *Spell Failure Chart*.

✶ If the *Storyteller* is using the alternate religious rules *(see chapter 21: Storytelling)*, then either ignore this rule or apply it to all types of priests (both Pagans and Christians alike).

Casting Ceremonial Magic

Ceremonial magic spells are cast by using *symbols*, *prayers*, and *symbolic motions*.

The **symbols** of ceremonial magic are contained within the rituals, and are occasionally drawn or inscribed upon objects that are used in the rituals. Sometimes they need to be drawn on the floor.

Prayers are spoken by the spellcaster while conducting the ritual. These are often spoken in Latin, Greek, or Hebrew.

Symbolic motions are conducted in the ceremony and these are often in the form of dancing.

Astrology & Windows of Time

Astrology is used to discover *the best time* to do any ceremonial magic. This is called the *Window of Time.*

If a person using ceremonial magic makes a successful astrology skill roll, then the window of time can be calculated. The *Storyteller* should choose when this is.

If casting a ceremonial magic spell during the window of time, then the chance of success increases by +25%.

Components of Ceremonial Magic

Ceremonial rituals have many common elements.

Alchemists that create potions, powders, etc. must have something to work with and it will vary according to what is being created.

Conjurors must usually draw a symbol with chalk, charcoal or some other element.

Ritualists use holy water and religious artifacts. Some artifacts and relics will give a bonus to the priest when casting spells.

Spiritualists usually must have something that belonged to the spirit of a dead person.

Ceremonial Magic
Spell Failure Chart

Roll (d100)	Affect	Description
01–30%	Nothing	No Additional Effects
31–40%	Warped Spell	Spell works, but not as expected.
41–50%	Trait Loss	Lose 2d6% from random characteristic.
51–60%	Trait Loss	Lose 3d6% from either IN, or SD
61–70%	Power Burn	Power loss is not recoverable
71–80%	Power Loss	Lose all power (recoverable).
81–85%	Evil Spirit	An Evil Spirit is summoned.
86–90%	Insanity	Roll on the Mental Affliction Chart.
91–95%	Possession	A Demon tries to possess spellcaster.
96–99%	Impairment	Blindness, deafness, etc.
100%	Divine Wrath	An angry Angel appears.

Explanation of Spell Failures

Warped Spell: The spell is warped, reversed or changed.

Trait Loss: A characteristic is lowered permanently. Adjust skills (–1% for every 5% loss) & saving throws (–1% for every 10% loss).

Power Burn: Power used for this spell is not recoverable with sleep.

Power Loss: Power is reduced to zero. Power may be recovered as normal with rest.

Evil Spirit: An evil spirit is summoned and will attack.

Insanity: The spellcaster develops a Mental Affliction.

Possession: A fallen angel will attempt to possess the character. Sometimes it will target the spellcaster's friends instead.

Impairment: The character will suffer blindness, deafness, will go mute, etc.

Divine Wrath: God will send an angel to deal with the spellcaster.

Alchymy
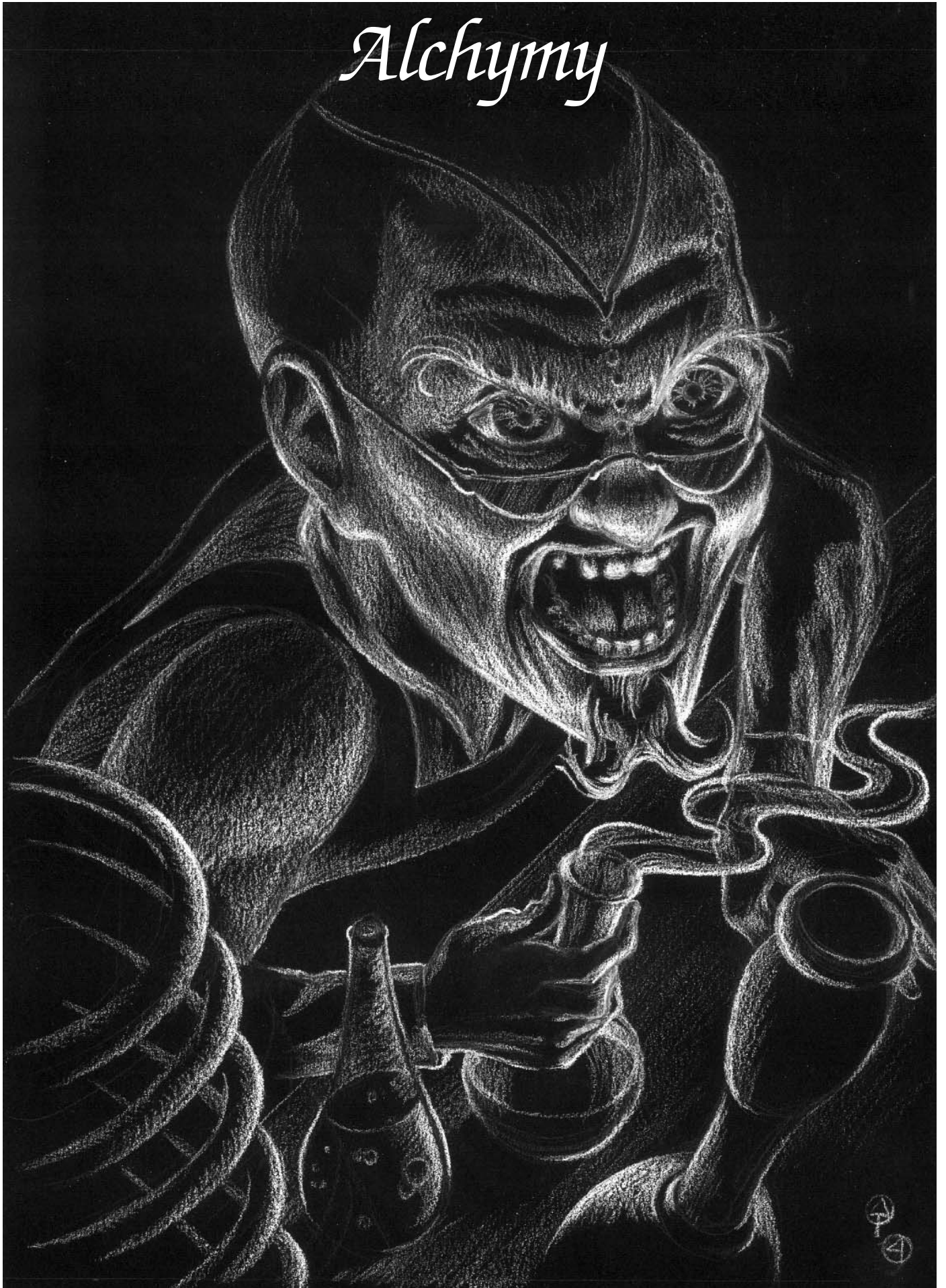
Alchymy is the art of drawing magical forces into physical matter.

These "magic items" or *Formulae* will affect the person as if the appropriate spell had been cast on the person.

If a person wants to gain the *ability* to cast a spell, a *scroll* should be used. The "Empower Scroll" spell is listed under the Talismanic Discipline of Extrasensory Magic.

These items are all temporary and after the charges are used up, the item will need to be normal.

Formulae

To create these Formulae, the Alchemist must have someone cast a spell (or do so himself) and then cast the appropriate alchymy spell.

If an Alchemist wanted to make an *Elixir of Flying*, for example, then he or she would pay 5 spell points for the Flying spell (found under the Sorcery discipline of Natural Magic) and 2 spell points for each charge or dose of the elixir. The elixir could have 4 doses for 8 spell points for instance. The spells can be cast separately, or all at once at the discretion of the spellcaster.

All Formulae, such as elixirs, potions, dusts, philters, suffumigations, etc. may be identified by rolling under the character's Alchymy skill.

Elixir

Spell Points:	spell + 2 / charge
Range:	0
Casting Time:	1 hour
Duration:	until drunk
Area of Effect:	1 person
Component Cost:	2s / charge

An elixir is a liquid that contains a magic spell that will affect the person drinking it. Spells up to 5th level can be made into elixirs.

Potion

Spell Points:	spell + 5 / charge
Range:	0
Casting Time:	1 day
Duration:	until drunk
Area of Effect:	1 person
Component Cost:	5s / charge

A potion is a liquid that contains a magic spell that will affect the person drinking it. Spells up to 10th level can be made into potions.

Philter

Spell Points:	spell + 10 / charge
Range:	0
Casting Time:	1 week
Duration:	until drunk
Area of Effect:	1 person
Component Cost:	10s / charge

A philter is a liquid that contains a magic spell that will affect the person drinking it. Spells up to 50th level can be made into philters.

Suffumigation

Spell Points:	spell + 2 / 5' radius
Range:	0
Casting Time:	1 week
Duration:	5-30 seconds
Area of Effect:	5' radius / level
Component Cost:	2s / level

This spell creates a magical gas that is held inside an air-tight container (glass usually). The gas will hold any spell. When the gas is released, it will rapidly expand and the spell will affect everyone within the area of the gas.

After the gas has affected at least one person, then it will become inert and anyone passing through it in the future will not be subject to any magical effects. If the gas does not affect anyone (perhaps no one is within the gas), the gas will remain for only 5-30 seconds, after which the spell will be wasted.

This spell is useful when the Alchemist desires to affect an area or a group of people, as opposed to one person.

Dust

Spell Points:	spell + 5 / charge
Range:	0
Casting Time:	1 week
Duration:	until contacted
Area of Effect:	1 person
Component Cost:	15s / charge

Dusts are similar to potions except that they are made to affect the person that touches the powder.

In this way, a person could be attacked, whereas a potion must be voluntarily drunk.

Dusts can be blown through blowtubes, spinkled on food, etc. Dusts are also useful when a person wants to affect an inanimate object. Spells of any level can be made into dusts.

Apparatus

Spell Points:	25
Range:	0
Casting Time:	1 year
Duration:	permanent
Area of Effect:	1 apparatus
Component Cost:	25£+

This will create a magical apparatus, which can be used to cast spells. While using the apparatus, increase any alchymy rolls (research, learning & casting) by +25%.

A faerie must be captured and bound to the apparatus for it to function.

Ring

Spell Points:	25
Range:	0
Casting Time:	1 week
Duration:	concentration
Area of Effect:	1 person
Component Cost:	25s + materials (1-25£)

An Alchymist can make a magic ring with this spell. The person wearing the ring will be able to use whatever spell it placed in it. *See Chapter 14: Magical Items.*

Empower Weapon

Spell Points: 25
Range: 0
Casting Time: 1 month
Duration: until discharged
Area of Effect: 1 Weapon
Component Cost: 25s + materials (1-50£)

This spell will create a weapon that will be able to cast spells. *See Chapter 14: Magical Items.*

Ambrosia

Spell Points: 25
Range: 0
Casting Time: 1 year
Duration: permanent
Area of Effect: 1 person
Component Cost: 2500£

This liquid is otherwise known as *The Nectar of the Gods*, and it will give *immortality* to the one who drinks it.

Aqua Vitae

Spell Points: 25
Range: 0
Casting Time: 1 month
Duration: permanent
Area of Effect: 1 being
Component Cost: 25£+

Aqua Vitae is a substance that is used to create artificial life (a Homonculous). The created being will obey the Alchemist and it will also take on the qualities of it's original form.

It the Alchemist wanted to create a Troll for instance, then some part of a Troll must be used in this spell. The Troll would regenerate and would also possess all of the other abilities of Trolls. A clone can also be made with this spell.

Construct

Spell Points: 25
Range: 0
Casting Time: 1 month
Duration: permanent
Area of Effect: 1 Creature
Component Cost: 25£+

This spell is used to create Golems, which are fairly inintelligent creatures that will obey the commands of their creator.

Create Horror

Spell Points: 25
Range: 0
Casting Time: 1 month
Duration: permanent
Area of Effect: 1 Creature
Component Cost: 25£+

This spell is used to create a Horror, such as a slime horror or watery horror.

Sometimes the horror will eat it's master..... *See Chapter 20: Monsters.*

Essences

These spells harness the primal essence of matter.

Absolute Weight

Spell Points: 1
Range: sight
Casting Time: 15 seconds
Duration: permanent
Area of Effect: 1 object
Component Cost: 1s

The weight of an object can be determined with this spell.

Seasoning

Spell Points: 1
Range: sight
Casting Time: 5 seconds
Duration: until food is eaten
Area of Effect: 1 meal
Component Cost: 1s

Food seasoned with these essences will taste excellent.

Polish Gem

Spell Points: 2
Range: touch
Casting Time: 10 minutes
Duration: permanent
Area of Effect: 1 gem
Component Cost: 2s

A rough gem can be polished to perfection with this spell, and its imperfections removed. The value of the gem will not be greatly increased however.

Alloy

Spell Points: 10
Range: 0
Casting Time: 1 week
Duration: permanent
Area of Effect: 1 item
Component Cost: 10s

This will transform one type of metal into a better kind of metal. Bronze can be changed into iron, iron into steel, steel into fine alloy and fine alloy into mithril. This spell may be cast only once on a single item.

Jewel of Alchymy

Spell Points: 50
Range: 0
Casting Time: 1 year
Duration: permanent
Area of Effect: 1 stone
Component Cost: 5000£

The *Lapis Philosophorum*, otherwise known as the Philosopher's Stone is made of *Prima Materia*, or the First Matter of Creation.

The Stone will grant one wish every year to it's owner. One year must pass between each use of the stone, regardless of who uses it.

Conjuration

Conjuration

Conjuration involves the use of magic circles. Magic circles are made by inscribing arcane symbols upon the ground within a circle. The conjurer then invokes the ancient powers that reside within the symbols to trigger the spell.

The skill of Conjuration involves the creation of a *Circle of Protection* for personal protection, the creation of a *Circle of Containment* to protect the world from the powers to be summoned, and then the creation of a *Circle of Summoning* within a Circle of Containment to bring forth a being from another dimension.

Magic Circles must be drawn upon the grond and may not be inscribed upon rugs, or scrolls, to be unrolled for use.

The duration of magic circles depends on what the circle is made out of (dust may blow away, wax may melt away, charcoal may rub off, etc.). In addition, when a Circle of Protection is stepped out of, it is rendered useless. Circles of Summoning and Containment work once also.

The power of magic circles may be invoked again without redrawing the circle. In this case, cut the casting time in half.

Circle Magic

There are three types of Magic Circles: Circles of Protection, Circles of Containment, and Circles of Summoning.

Circles of Protection

Each of these circles protect those that stand within it from harm that the named being would inflict upon those protected.

When a circle of protection is researched and learned, the conjurer is able to create circles that are potent against the *type* of being or force named. However, individual circles of protection must be invoked for each separate being.

The following are examples of circles that may be learned, although other types of circles may be invented as the conjurer desires:

Protection from Elementals

Spell Points:	5
Range:	0
Casting Time:	5 minutes
Duration:	Permanent
Area of Effect:	1 circle
Component Cost:	5s

There are four of these Circles: **Fire, Air, Water, & Earth.**

Each Circle must be separately researched, learned and invoked.

Protection from Evil Spirits

Spell Points:	5
Range:	0
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 circle
Component Cost:	5s

This circle keeps out undead spirits such as ghosts, ghouls, wraiths, etc.

Protection from Ceremonial Magic

Spell Points:	5-10
Range:	0
Casting Time:	15 minutes
Duration:	Permanent
Area of Effect:	1 circle
Component Cost:	5–10s

This circle confers 25% magic resistance from any Ceremonial spell directed at those within the circle. In adddition, for every spell point above 5, an additional 5% resistance is confered. For instance, an 8th level spell would conver 40% magic resistance.

Protection from Natural Magic

Spell Points:	5-10
Range:	0
Casting Time:	15 minutes
Duration:	Permanent
Area of Effect:	1 circle
Component Cost:	5–10s

This circle confers 25% magic resistance from any Natural spell directed at those within the circle. In adddition, for every spell point above 5, an additional 5% resistance is confered. For instance, an 8th level spell would conver 40% magic resistance.

Protection from Extrasensory Magic

Spell Points:	5-10
Range:	0
Casting Time:	15 minutes
Duration:	Permanent
Area of Effect:	1 circle
Component Cost:	5–10s

This circle confers 25% magic resistance from any Extrasensory spell directed at those within the circle. In adddition, for every spell point above 5, an additional 5% resistance is confered. For instance, an 8th level spell would conver 40% magic resistance.

Protection from 1 Magic Discipline

Spell Points:	15
Range:	0
Casting Time:	15 minutes
Duration:	Permanent
Area of Effect:	1 circle
Component Cost:	15s

This circle confers 75% magic resistance against one discipline of magic (Sorcery, for example). A separate circle must be researched, learned, and invoked for each discipline.

Protection from Dark Angels

Spell Points:	25
Range:	0
Casting Time:	1 hour
Duration:	Permanent
Area of Effect:	1 circle

Component Cost: 25s

Keeps out the powers of the Fallen Angels. A Dark Angel cannot enter the Circle, and will not harm anyone within it.

Protection from Evil

Spell Points: 25
Range: 0
Casting Time: 1 hour
Duration: Permanent
Area of Effect: 1 circle
Component Cost: 25s

This circle protects those inside (total invulnerability) from any evil thoughts, actions, magic, or attacks that a evil person or an evil being would do, but step out of the circle and....

Circles of Containment

These magic circles are designed to keep someone inside a small area. After one of these circles is created, the first being that the circle is designed for to step inside (or to be summoned inside of) the circle cannot leave the circle.

Instant death occurs when the one entrapped steps out of the circle(unless a saving throw vs Ceremonial Magic is made). The circle functions for one being only. Anyone inside a circle of containment will instantly know that to step out of the circle means death.

Here are a few examples of Containment Circles:

Circle of Secrecy

Spell Points: 5
Range: 0
Casting Time: 10 seconds
Duration: until stepped out of
Area of Effect: 1 circle
Component Cost: 5s

This circle prevents any knowledge from passing the confines of the circle. To attempt to transfer knowledge of any kind out of the circle would kill the person.

Circle of Imprisonment

Spell Points: 5
Range: 0
Casting Time: 10 seconds
Duration: until broken
Area of Effect: 1 circle
Component Cost: 5s

Anyone within this circle cannot leave without risking death. The conjurer who made the circle may break the circle at any time.

Elemental Containment

Spell Points: 10
Range: 0
Casting Time: 5 minutes
Duration: Permanent
Area of Effect: 1 circle
Component Cost: 10s

As for all other types of magic circles that work against

Elementals, there are four types: **Fire, Air, Water, & Earth.** Each type must be separately researched, learned and invoked to function.

Spiritual Containment

Spell Points: 12
Range: 0
Casting Time: 10 seconds
Duration: until nightfall
Area of Effect: 1 circle
Component Cost: 12s

These type of containment circles are designed to prevent evil spirits, ghosts, wraiths, & other types of undead from leaving the circle. A different type of circle must be designed for each type of undesd. These circles are only potent until nightfall. If the circle is first invoked at night, then the circle will last until the beggining of the following night.

To pass out of these circles will "free" the spirit, and it will no longer remain in the world.

Dark Angel Containment

Spell Points: 25
Range: 0
Casting Time: 5 minutes
Duration: 1 hour
Area of Effect: 1 circle
Component Cost: 25s

These circles will only last 1 hour, & the circle cannot kill the demon, only give it pain, which may anger it....

Containment of Evil

Spell Points: 25
Range: 0
Casting Time: 5 minutes
Duration: until broken
Area of Effect: 1 circle
Component Cost: 25s

Designed to contain any type of evil being or person. Will not function against supernatural beings such as angels, demons, etc.

Circles of Summoning

These magic circles are used to summon a particular type of being or person into the presence of the conjurer.

Once summoned, the conjurer may attempt to bargain with the summoned being, or may attempt to *command* it.

Summoned beings can be used to gain information, spy, engage in combat, etc.

To **command** a summoned being, the conjurer must make a skill roll in Conjuring.

If *successful*, the summoned being will obey one command from the summoner, after which it will instantly be teleported back to wherever it came from.

If *unsuccessful*, the summoned being is free to do what it wants, ransack the area, smash things, kill people, etc.

It is not able to transport itself back to it's home however, and it must "ask" the conjurer to do so (dismissal).

However, it may like it's new home and may decide to

stay....

To *dismiss* (banish) a summoned being, the conjurer must make a Conjuring skill roll.

If *successful*, the summoned being is instantly transported back home.

If *unsuccessful*, the being may do as it pleases. Any Circle of Containment is then rendered useless, allowing the being to move about as it desires. Hostile summoned beings are likely to ransack the area, destroy property, etc. and may remain in the world to continue venting it's hostility.

A new attempt to dismiss a summoned being may be made once each day.

Here follows a list of some types of summoning circles:

Serpent Summoning

Spell Points:	1
Range:	0
Casting Time:	10 seconds
Duration:	1 task/dismissal
Area of Effect:	1 circle
Component Cost:	1s

This circle brings forth one snake which will obey one command of the conjurer and then vanish.

Nature Summoning

Spell Points:	2
Range:	0
Casting Time:	10 seconds
Duration:	Permanent
Area of Effect:	1 circle
Component Cost:	2s

This is one type of summoning circle that is used to bring forth one type of element that is named (written inside the circle). For example, one violent gust of wind, one small pond of water, one large bonfire, or one large mound of earth may be brought forth. This element is inert & it may not be "commanded."

Animal Summoning

Spell Points:	5
Range:	0
Casting Time:	5 minutes
Duration:	1 task/dismissal
Area of Effect:	1 circle
Component Cost:	5s

This circle can be used to summon a particular type of animal whose name is inscribed in the circle (tigers, for instance).

The conjurer is able to communicate one command to the animal.

Faerie Summoning

Spell Points:	8
Range:	0
Casting Time:	5 minutes
Duration:	1 task/dismissal
Area of Effect:	1 circle
Component Cost:	8s

This circle can be used to summon a faerie. The type of faerie summoned will be random unless the conjurer writes the type of faerie in the circle.

Spirit Summoning

Spell Points:	10
Range:	0
Casting Time:	5 minutes
Duration:	1 task/dismissal
Area of Effect:	1 circle
Component Cost:	10s

A spirit of the dead may be brought forth by the use of this circle. The spirit will possess a person if desired.

Elemental Summoning

Spell Points:	10
Range:	0
Casting Time:	15 minutes
Duration:	1 task/dismissal
Area of Effect:	1 circle
Component Cost:	10s

These circles come in four types: **Fire; Air; Earth; & Water.**

Djinni Summoning

Spell Points:	10
Range:	0
Casting Time:	15 minutes
Duration:	1 task/dismissal
Area of Effect:	1 circle
Component Cost:	10s

This circle will summon a djinni. Wishes must be bargained for and not coerced from the djinn.

Angel Summoning

Spell Points:	25
Range:	0
Casting Time:	1 hour
Duration:	1 task / dismissal
Area of Effect:	1 circle
Component Cost:	25s

A summoned angel cannot be commanded, but may be negotiated with. Circles of Containment & Circles of Protection do not work against Angels....

Dark Angel Summoning

Spell Points:	25
Range:	0
Casting Time:	1 hour
Duration:	1 task/dismissal
Area of Effect:	1 circle
Component Cost:	25s

Once a demon has been summoned, it cannot be dismissed except by a priest. *See the Ritualism spell, Banishment.*

Symbolc Weapons of Ritual Magic

These are magical "weapons" that are used in the art of Conjuration. Each group of Conjurers will have their own set of magical weapons, which are consecrated by an appointed officer in the presence of witnesses. These are wielded, in the name of the Order, by duly appointed officers, and are absolutely not for the private use of any individual member.

To use these weapons, the appropriate summoning circle must still be used. An angel is summoned in order to use the Holy Grail.

Magical sceptres and wands can also be created which will cast spells that are placed in them. See also *Chapter 14: Magical Items.*

Sceptre

Spell Points:	15
Range:	0
Casting Time:	1 hour
Duration:	until discharged
Area of Effect:	1 spell
Component Cost:	15£

This spell will create a magical sceptre that will be able to cast whatever spells are placed in it. It can absorb spells up to 10 power.

Wand

Spell Points:	20
Range:	0
Casting Time:	1 hour
Duration:	until discharged
Area of Effect:	1 spell
Component Cost:	20s + material cost of 1-25£

This spell will create a magical wand that will be able to cast whatever spells are placed in it. It can absorb spells of any power.

The Great Wand or Spear

Spell Points:	25
Range:	0
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 wand or spear
Component Cost:	25£

This magic item allows the conjurer to automaticly summon any being except an elemental. A Circle of Summoning must still be created, & the spell points must still be spent, but the roll to successfuly cast the spell is not needed.

This item will also allow the conjurer to automaticly create a Circle of Protection without a spellcasting roll needed (although the circle must still be created and the spell points spent).

The Great Wand will also automaticly allow the conjurer to command any summoned being (except elementals) without a Conjuring skill roll.

The Great Sword

Spell Points:	25
Range:	0
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 sword
Component Cost:	25£

When The Great Sword is used to make a Circle of Protection, no spellcasting roll is necessary.

In addition, the conjurer is able to automaticly dismiss (banish) a summoned being.

The Holy Grail

Spell Points:	25
Range:	0
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 cup
Component Cost:	25£

The Holy Grail will completely heal a person, & remove all curses on a person.

The Elemental Disk or Pentacle

Spell Points:	25
Range:	0
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 disk
Component Cost:	25£

This item allows automatic summoning, dismissal & command of earth elementals.

The Elemental Burin or Dagger

Spell Points:	25
Range:	0
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 dagger
Component Cost:	25£

This item allows automatic summoning, dismissal & command of air elementals.

The Elemental Cup

Spell Points:	25
Range:	0
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 cup
Component Cost:	25£

This item allows automatic summoning, dismissal & command of water elementals.

The Elemental Wand

Spell Points:	25
Range:	0
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 wand
Component Cost:	25£

This item allows automatic summoning, dismissal & command of fire elementals.

Ritualism
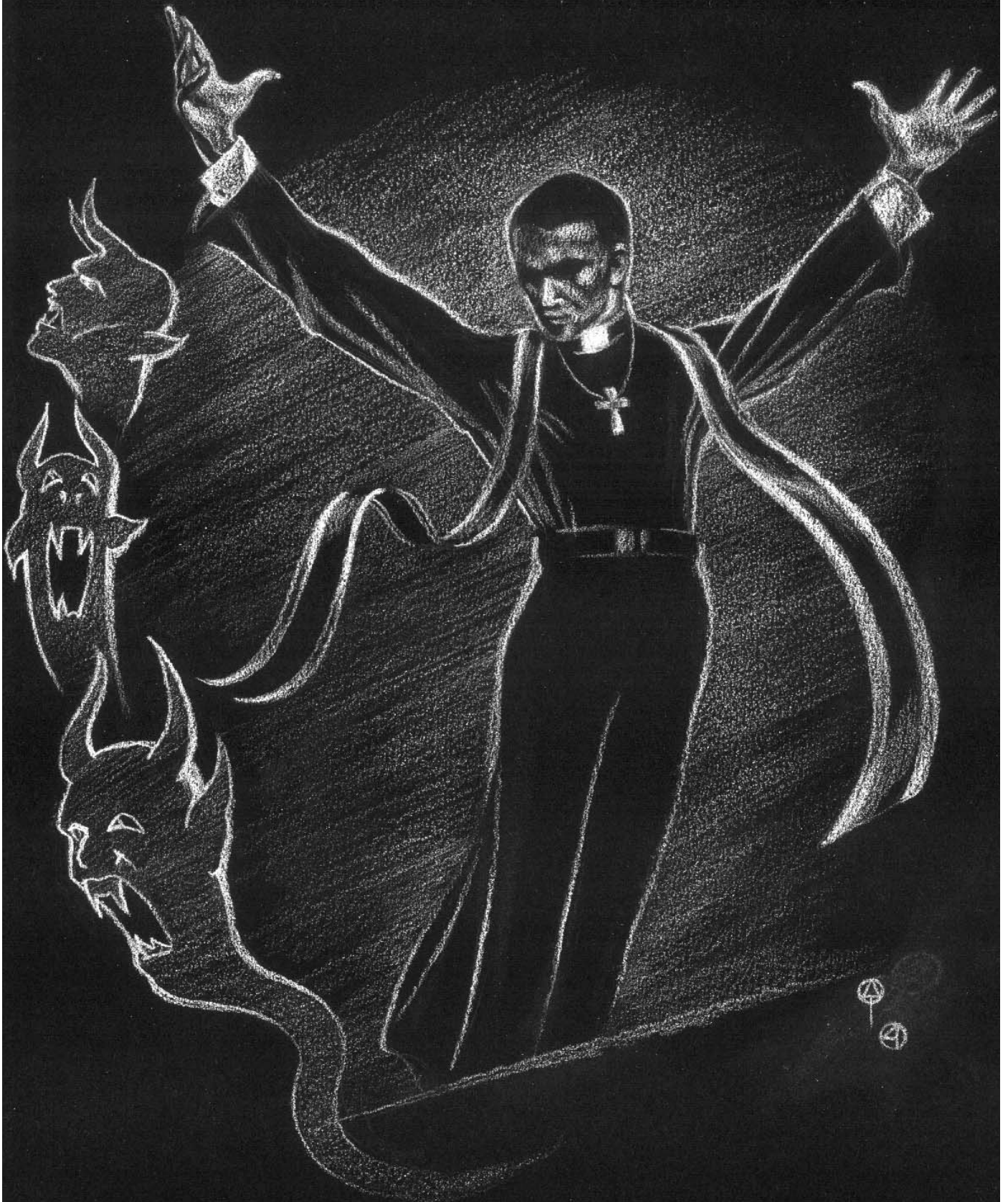
Ritualism

These are rituals that will grant aid to those that use them. Priests are versed in these rituals.

Ritual Invocations

These are prayers for aid used by priests. When priests use these invocations, they will not be accused of witchcraft. If failing a ritualism spellcasting roll, there are no additional effects other than the power loss.

Heal

Spell Points:	5 per wound or 10
Range:	touch
Casting Time:	10 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5s or 10s

This spell will completely heal one wound (5 power), or will completely heal one person (10 power).

Diseases can also be cured with this spell, at a cost of 10 power.

Light

Spell Points:	1c /minute
Range:	100 yards
Casting Time:	5 seconds
Duration:	concentration +1 minute/s.p.
Area of Effect:	25' radius
Component Cost:	1 s

Creates a globe of light equal in intensity to a lantern, centered upon whatever the caster desires.

Refresh

Spell Points:	5
Range:	touch
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5 s

Removes all fatigue caused by physical exertion, spell-casting, etc.

Restoration

Spell Points:	10
Range:	touch
Casting Time:	10 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	1s+

Restores a person's *spirit* to 1 point after the death of the soul *(see Chapter 8: Spiritual Warfare).*

Can also be used to restore a person's characteristic that has been *drained* as a result of an encounter with an evil spirit.

The characteristic (usually strength) will be restored to it's original value.

Reveal Spirits

Spell Points:	1c
Range:	anything in sight
Casting Time:	5 seconds
Duration:	concentration + 1 minute
Area of Effect:	invisible spirits
Component Cost:	1s

This will allow the priest to discover any spirit or Entity within sight. The caster will learn the approximate location of the spirits, their intent, & number. This spell will not allow communication to take place, however.

Sense Hatred

Spell Points:	1c
Range:	100'
Casting Time:	2 seconds
Duration:	concentration +1 minute
Area of Effect:	1 person
Component Cost:	1s

The Ritualist will gain the ability to ascertain whether or not an individual hates another, and the degree of hatred.

Sustain

Spell Points:	5
Range:	touch
Casting Time:	15 minutes
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5s

Removes all trauma sustained through combat & spell-casting.

Exorcise Spirit

Spell Points:	2 /power level
Range:	100'
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 person
Component Cost:	2s / level

This will force an evil spirit out of an object or person that is being inhabited.

Free Spirit

Spell Points:	2/level or 1c/level
Range:	100 feet
Casting Time:	5 seconds
Duration:	permanent / concentration
Area of Effect:	1 undead
Component Cost:	2s / level

Releases the soul of the dead so that it is no longer bound in the physical world.

This "destroys" the evil spirit. The only way to do this without this spell is by finding the spirit's "focus" and then destroying it.

The spirit may be simply "held at bay" and not "destroyed" by only spending half the spell points (i.e. 1 spell point/level). Duration is only while the Ritualist concentrates. For every additional undead being "held," add 1 spell point to the total cost of the spell.

Detect Good & Evil

Spell Points:	3c
Range:	anything in sight
Casting Time:	3 seconds
Duration:	concentration + 3 minutes
Area of Effect:	1 person
Component Cost:	3 s

Enables the person to tell good from evil.

Bless

Spell Points:	5c/1 luck
Range:	500'
Casting Time:	10 seconds
Duration:	until used
Area of Effect:	1+ persons
Component Cost:	5s

A person may not bless himself. A Blessing will convey luck points to an individual at the rate of 1 luck point for every 5 spell points spent by the Ritualist.

The Ritualist is able to Bless a group of prople while concentrating on this spell. Only 1 luck point will be conveyed to each person, unless more spell points are spent.

Calm

Spell Points:	5 or 10
Range:	100 feet
Casting Time:	3 seconds
Duration:	10 minutes
Area of Effect:	1 or all within range
Component Cost:	5 or 10s

Creates total calm in an individual (5 power), or a group (10 power).   Those affected by this spell will not fight, argue or think violent thoughts for the duration of the Invocation. They will still defend themselves, if attacked.

Courage

Spell Points:	5 or 10
Range:	100'
Casting Time:	5 seconds
Duration:	1 hour
Area of Effect:	1 or all within range
Component Cost:	5 or 10s

Brings out courage in a person (5 power), or a group (10 power), so that they do not need to take morale checks.

Holy Water

Spell Points:	5
Range:	5'
Casting Time:	1 minute
Duration:	permanent
Area of Effect:	1 vessel of water
Component Cost:	5s

Creates Holy Water that can be used to cleanse a person, place or object of negativity.

Holy Water can be used as any one of the following Invocations: Bless; Heal; Refresh; Sustain; Restoration; Purify.

Holy Water will also cause damage to evil spirits, at the rate of 6-36 hits (6 dice).

Purify

Spell Points:	5
Range:	100 feet
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 cubic foot or 10 foot sq. area
Component Cost:	5s

This renders spoiled, rotten or putrid food & drink totally suitable for consumption. It will also "clense" an area of negativity.

Remove Poison

Spell Points:	5
Range:	touch
Casting Time:	1 minute
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5s

This Invocation will remove all of the effects of any poison.

Truthsense

Spell Points:	5c
Range:	hearing range
Casting Time:	2 seconds
Duration:	concentration + 5 minutes
Area of Effect:	1 person
Component Cost:	5s

Allows the caster to tell whether or not an individual is telling the truth.

Banish / Dismiss Spirit

Spell Points:	8
Range:	25'
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 spirit
Component Cost:	8s

Forces a spirit to travel back to it's original plane of existence (Phantoms go to heaven, etc.).

Works against ghosts, spirits, or the faerie folk.

Exorcism

Spell Points:	10
Range:	sight
Casting Time:	10 minutes
Duration:	permanent
Area of Effect:	1 spirit
Component Cost:	10s

Forces one devil, demon, gargoyle, elemental, or spirit to stop possessing a person or object.

Scriptures

Spell Points:	5c
Range:	touch
Casting Time:	5 minutes
Duration:	concentration +5 minutes
Area of Effect:	1 person
Component Cost:	5s

Allows person to read & understand any written script. Note that this invocation will allow a person to read & understand a script that is written in a foreign language. The invocation will not confer any ability to read the script in the future. All knowledge of the script is lost when the duration ends. The duration may be increased by 1 minute for every additional spell point point.

Tongues

Spell Points:	5c
Range:	touch
Casting Time:	5 minutes
Duration:	concentration + minutes
Area of Effect:	1 person
Component Cost:	5s

Allows a person to speak & understand any language. This does not confer the ability to understand written words (scripts). The duration may be increased by 10 minutes for every additional spell points point.

Consecrate Holy Artifact

Spell Points:	25
Range:	touch
Casting Time:	1 day
Duration:	until discharged
Area of Effect:	1 object
Component Cost:	25s

A priest may make a Holy Artifact with this spell. * See also *Magic Items.*

Consecrate Holy Weapon

Spell Points:	25
Range:	touch
Casting Time:	1 day
Duration:	1 Holy Quest
Area of Effect:	1 weapon
Component Cost:	25s

Creates a Holy Weapon for a specified purpose, such as the destruction of an "evil" temple or the recovery of a religious artifact. The weapon will remain enchanted until the purpose of the consecration has been satisfied (Storyteller's discretion).

The Holy Weapon is *unbreakable* & will inflict triple damage to anyone in opposition to the Holy Quest.

In addition, a Holy Weapon will inflict triple damage vs. Dark Angels (demons).

* See also *Magic Items.*

Banish / Dismissal

Spell Points:	15
Range:	sight
Casting Time:	10 seconds
Duration:	permanent
Area of Effect:	1 greater spirit
Component Cost:	15s

Forces a spirit to travel back to it's original plane of existence (Phantoms go to heaven, etc.).

Works only against one Dark Angel, Gargoyle, or Elemental. This spell will not affect Angels of Light.

Guardian Spirit

Spell Points:	15
Range:	touch
Casting Time:	1 hour
Duration:	1 day
Area of Effect:	1 person
Component Cost:	15s

Summons a spiritual guardian that will watch over and protect the individual for whom it was intended. The nature of the gaurdian depends upon the nature of the minions of the particular religion.

Invulnerabilty

Spell Points:	25
Range:	touch
Casting Time:	5 minutes
Duration:	1 hour/1 day
Area of Effect:	1 person
Component Cost:	25s

The recipient will become totally invulnerable to any kind of harm for the duration of 1 hour or will become totally invulnerable from harm directed at him or her from a single individual (including their servants) for 1 day.

For instance, the Ritualist wishes to become immune to danger from the sovereign King of a region & casts this Invocation. Afterwards, the King & anyone working for him will not be able to harm the Ritualist for 1 day. If the King orders that the Ritualist be cast into a raging furnace, for example, the priest will be unharmed.

This Invocation is usually used to protect individuals from "witches" (spellcasters) that the church is prosecuting.

Miracle

Spell Points:	25
Range:	unlimited
Casting Time:	instantaneous
Duration:	permanent
Area of Effect:	variable
Component Cost:	25s

One Miracle will occur, which is chosen by the Storyteller.

Resurrection

Spell Points:	25
Range:	touch
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5000£

Will bring back a person from the dead, who will be totally healed of all wounds, diseases, and will be in perfect health.

Spell Paralysis

Spell Points:	25
Range:	100'
Casting Time:	10 seconds
Duration:	1 day
Area of Effect:	1 person

Component Cost: 25s

Will cause a spellcaster to lose all ability at spellcasting for 1-6 days.

Sanctuary
Spell Points: 50
Range: sight
Casting Time: 1 day
Duration: 1 month
Area of Effect: 1 area or 100' radius
Component Cost: 50£

Creates an area that will confer total protection to those within it. No combat, spellcasting, etc. can take place within the Sanctuary. This Invocation can be used to protect a church or other holy place and will include the entire building rather than a simple 100 foot radius.

Primitive Ritualism

Shamans and witchdoctors use these spells to summon supernatural aid.

Animal Spirit
Spell Points: 3c
Range: touch
Casting Time: 3 minutes
Duration: concentration + 1 minute
Area of Effect: 1 person
Component Cost: 3s

This will allow the person that is touched to gain the powers of an animal, such as great speed, endurance, sense of smell, eyesight, etc.

Bounty
Spell Points: 5
Range: sight
Casting Time: 1 hour
Duration: one season
Area of Effect: 1 field
Component Cost: 5s

After casting this spell, the crop yield from a field will be doubled.

Cure Sickness
Spell Points: 6
Range: touch
Casting Time: 20 minutes
Duration: one sickness
Area of Effect: 1 person
Component Cost: 6s

A minor sickness can be cured with this spell. Serious plagues and diseases cannot be cured with this spell.

Door Charm
Spell Points: 1
Range: touch
Casting Time: 2 seconds
Duration: 1 week
Area of Effect: 1 doorway
Component Cost: 1s

Doorways that have been charmed will not permit evil spirits to pass through.

Eclipse Prediction
Spell Points: 4
Range: sight
Casting Time: 1 day
Duration: 1 eclipse
Area of Effect: one region
Component Cost: 4s

An eclipse can predicted with this spell. After the eclipse the spellcaster will gain +25% oratory skill. The spellcaster will also learn a prophecy that will apply to the region of the eclipse, and this will usually be a disaster of some kind.

Fertility
Spell Points: 5
Range: sight
Casting Time: 1 day
Duration: 1 year
Area of Effect: 1 person
Component Cost: 5s

This blessing will guarantee a child to be born within a year of casting this spell.

Frighten Spirits
Spell Points: 8
Range: sight
Casting Time: 10 seconds
Duration: 1 scene
Area of Effect: one area
Component Cost: 8s

All evil spirits will be driven away from the area of the spellcater. This spell is usually used to drive away spirits that are causing evil or sickness in a person.

Godstone
Spell Points: 10
Range: sight
Casting Time: 1 day
Duration: permanent
Area of Effect: 1 stone
Component Cost: 10£

This will erect a giant sacred stone that will funtion as a depository of magical power. Any person that knows the secret rites associated with the stone will be able to use up to 50 power in spellcasting. The secret rites are chosen when the godstone is created. The godstone will recharge at the rate of 1 power every hour.

Prowess
Spell Points: 3c
Range: touch
Casting Time: 1 hour
Duration: concentration + 1 minute
Area of Effect: 1 person
Component Cost: 3s

The person that is given prowess will become a great hunter and will be able to acquire two times the number of kills as other hunters.

This spell will also give a person +25% stealth, +25% ambush, and +25% to a missile weapon skill.

Shapeshift

Spell Points:	15c
Range:	touch
Casting Time:	10 minutes
Duration:	concentration + 1 minute
Area of Effect:	1 person
Component Cost:	15s

This will allow a person to take on the form of an animal, such as a bear, coyote, fox, etc. The person will gain all the abilities of the animal, and the spell will last as long as he concentrates. The person can change into multiple animal forms, but each time a new animal form is chosen, a concentration roll must be made. This is equal to a spellcasting roll.

If the person shapeshifting into the animal was not the original spellcaster, he may not change form unless he has ritualism skill. In this case he does not need to know the spell.

Soothe

Spell Points:	7c
Range:	sight
Casting Time:	3 seconds
Duration:	1 scene
Area of Effect:	1 group of monsters
Component Cost:	7s

This spell will calm a group of wild animals or monsters so they will not harm the spellcaster. A herd of rampaging horses could be calmed down for instance.

If the spellcaster tries to soothe monsters are alien in nature such as an elemental or if they have very little intelligence, such as a slime, they will not be affected.

Taboo

Spell Points:	25
Range:	sight
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 object, place, or society
Component Cost:	25£

This will create a forbidden custom, practice, object or area that is dangerous to go against or touch without permission from the spirit world or shaman.

When anyone touches the object or trespasses in an area where a taboo is located, he will suffer a random curse, accident or disease.

If a taboo is placed on a local society, the custom cannot be broken by anyone in the society. To break the taboo will result in a random curse, accident or disease. Some taboos could include forbidden foods, etc.

Tatoo

Spell Points:	15
Range:	touch

Casting Time:	1 hour
Duration:	until discharged
Area of Effect:	1 person
Component Cost:	15£

This will create a magical tatoo that is placed on a person's body. The tatoo can be made to come alive once afterwhich it will disappear. For instance, a tatoo of a tiger could be made to come alive and it will obey the person with the tatoo. It will then disappear.

Alternately, tatoos can also be made to hold spells. This will give the ability to cast the spell instantly by the person.

Vengeance

Spell Points:	25
Range:	sight
Casting Time:	1 day
Duration:	1 instance
Area of Effect:	1 enemy
Component Cost:	25£

This will bring down divine wrath upon one enemy of the spellcaster. It could take many forms....

Pagan Ritualism

These spells are used by pagan priests to call upon the powers of false gods.

Appeasement

Spell Points:	4
Range:	sight
Casting Time:	1 hour
Duration:	1 scene
Area of Effect:	1 event
Component Cost:	4s

This spell will usually involve some form of sacrifice and is an attempt to appease the gods, and to prevent a forthcoming disaster. The type of sacrifice required depends upon what disaster is trying to be avoided....

Avatar

Spell Points:	12
Range:	sight
Casting Time:	1 hour
Duration:	1 scene
Area of Effect:	1 person
Component Cost:	12s

The priest's god will send his avatar to the aid of the priest. The avatar is a powerful being such as a fallen angel.

Sometimes, the avatar will take over the body of the priest who will gain it's powers.

Cleansing

Spell Points:	1
Range:	sight
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 area
Component Cost:	1s

This spell will cleanse an area of negativity. Evil spirits

and demons will be driven out and will not be able to reenter the area.

Desecration
Spell Points: 3
Range: sight
Casting Time: 1 hour
Duration: permanent
Area of Effect: 1 area
Component Cost: 3s

When a temple or other holy place has been desecrated, it will lose all of it's powers until it has been cleansed.

Destruction
Spell Points: 50
Range: sight
Casting Time: 1 hour
Duration: 1 scene
Area of Effect: 1 enemy
Component Cost: 13s

This will cause the destruction of the enemy of the spell-caster. This can be used to destroy a city, organization, army or a powerful person.

Fortune
Spell Points: 11
Range: touch
Casting Time: 5 minutes
Duration: permanent
Area of Effect: 1 person
Component Cost: 11s

This spell will give a person 1d6 luck points.

Heal Injury
Spell Points: 5
Range: touch
Casting Time: 1 minute
Duration: permanent
Area of Effect: 1 wound
Component Cost: 5s

This spell can be used to heal a single wound in an individual.

Idol
Spell Points: 14
Range: sight
Casting Time: 1 hour +
Duration: permanent
Area of Effect: 1 item
Component Cost: 14s

A god's idol can be created with this spell. The idol can be any object, such as a marble statue, a picture, or another type of object.

Often placed in holy sites, the idols of a god are used in worship. Pagan priests that use idols will be able to control the actions of their followers.

Anyone praying at an idol will have a 10% chance of gaining whatever they ask for. Fallen Angels answer the prayers of those who worship idols.

Knowledge
Spell Points: 8
Range: self
Casting Time: 5 minutes
Duration: instant
Area of Effect: 1 person
Component Cost: 8s

Priests use this spell to gain knowledge. The player may ask the *Storyteller* 5 questions about the story.

Manifestation
Spell Points: 9
Range: self
Casting Time: 5 minutes
Duration: permanent
Area of Effect: 1 event
Component Cost: 9s

The priest may use this spell to manifest, or bring forth whatever he likes. Manifestations always appear out of the scene and could include anything the person needs or it can also be used to cause an event to occur.

For instance, a person may manifest a horse, or he may cause an event such as a circus to occur in his area, etc.

Events and objects that are manifested cannot be of too great power and must be approved by the *Storyteller*.

Messenger
Spell Points: 2
Range: sight
Casting Time: 5 minutes
Duration: 1 scene
Area of Effect: 1 person
Component Cost: 2s

The messenger of the gods will be summoned by the priest and this messenger can be used to carry information to wherever the priest desires. The information will arrive within a day of being sent.

Protection
Spell Points: 10
Range: touch
Casting Time: 1 minute
Duration: 1 scene
Area of Effect: 1 person
Component Cost: 10s

A person can be protected by the god of the priest. After this spell has been cast upon a person, 1 harmful event may be avoided.

Sacrifice
Spell Points: 7
Range: sight
Casting Time: 1 hour
Duration: permanent
Area of Effect: 1 event
Component Cost: 7s

A sacrifice will purchase the aid of the god in whatever endeavor the sacrifice is made for. The degree of aid may require more significant sacrifices....

Smite Enemy

Spell Points:	25
Range:	unlimited
Casting Time:	5 day
Duration:	permanent
Area of Effect:	1 enemy
Component Cost:	25s

One enemy can be destroyed with this spell, which is an appeal to a god to destroy the enemy of the priest. Some enemies cannot be harmed if they have magical or divine protections however.

Supplication

Spell Points:	6
Range:	unlimited
Casting Time:	1 minute
Duration:	1 scene
Area of Effect:	1 event
Component Cost:	6s

This is a request for divine aid. Anything can be requested and there is a 60% chance of it occuring.

Sometimes the god will require something from the priest....

Temple

Spell Points:	50
Range:	sight
Casting Time:	1 month
Duration:	permanent
Area of Effect:	1 temple
Component Cost:	50£

If this spell is cast during the construction of a temple, then the building will be endowed with magical properties.

Once a week, all those praying in the temple will gain the answer to one question, and 1 luck point.

Prayers in the temple will have a 10% chance of being answered.

Tomb

Spell Points:	50
Range:	sight
Casting Time:	1 month
Duration:	permanent
Area of Effect:	1 tomb
Component Cost:	50£

A burial tomb can be made with this spell. Those buried in the tomb will be protected by a curse.

The tomb will also become a gateway to the underworld...

Weapon of the Gods

Spell Points:	25
Range:	touch
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 weapon
Component Cost:	25£

This will create a magic weapon that will be unbreakable and will inflice x2 damage.

Spiritualism

Spiritualism

Spiritualists study the lore of the dead. They communicate with spirits and can control them sometimes.

Evil Spirits

Evil Spirits are the wretched souls of those who have lost their soul before they died. They seek to destroy a person's **spirit** and then seek to **drain** a person's life.

Fighting Evil Spirits

Since they are dead, evil spirits are not affected by levels of severity of wounds, and must be totally destroyed.

Types of Evil Spirits & Their Levels of Power

There are many kinds of evil spirits of various power levels. For spellcasting purposes, each type of evil spirit is given a power level. These are used in spellcasting.

For instance, if an *animate corpse* spell is cast, a dozen skeletons could be animated for 12 power, or 6 zombies could be animated for 12 power. To cast *bind dead* on a vampire, it would cost 50 power.

These power levels are also used by priests. To cast *exorcise spirit* on a ghost, it would require 10 power. If *free spirit* were cast upon a dozen skeletons and 2 wights, then 20 power would be required (8+12) to *hold them at bay* and 40 power would be required to *destroy* them.

The priest would also have the option of destroying or holding at bay whatever evil spirits he chooses. In the above example, if the priest cast a free spirit spell of 20 power, he could hold the 2 wights and 12 skeletons at bay, or he could destroy the wights for 16 power and hold another 4 skeletons at bay.

Corporeal	
Ghoul	3
Wight	5
Mummy	10
Vampire	25
Non-Corporeal	
Phantom	1
Apparition	2
Shadow	3
Spirit	4
Ghost	5
Wraith	10
Spectre	25
Animated	
Skeleton	1
Zombie	2
Voodoo Zombie	10
Liche	25

Necromancy

This is study and control of the spirit world, along with the ability to use it's powers.

In Necromancy, each type of evil spirit has a level of power. The more powerful the type of spirit, the higher the level of power.

Commune with Spirits

Spell Points:	1c/level
Range:	sight
Casting Time:	5 minutes
Duration:	concentration + 1 minute
Area of Effect:	1 spirit
Component Cost:	1s / level

By the use of this spell, the Spiritualist is able to communicate with a spirit of the dead that is haunting a particular area. If a spirit cannot be seen, then the range of the spell is 1 area that the spirit is haunting.

Spiritual Barrier

Spell Points:	5
Range:	0
Casting Time:	10 seconds
Duration:	until dawn or 10 minutes
Area of Effect:	all undead
Component Cost:	5s

The Spiritualist draws a line up to 50' long that will prevent any type of undead from passing over. If the undead spirit passes the line, then it must pass a saving throw vs. Ceremonial magic or be banished. The Spiritualist may increase the length of the line by 5' for each additional spell point spent. The undead will be aware of the line.

Trasfer Ectoplasm

Spell Points:	5
Range:	sight
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 spirit
Component Cost:	5s

This transfers ectoplasm from the spirit world to aid a spirit. This will totally heal any ghost, spirit, phantom, or any type of *noncorporeal* spirit. This will not work for vampires, for instance.

Animate Corpse

Spell Points:	1
Range:	100'
Casting Time:	10 seconds
Duration:	permanent
Area of Effect:	1 or more corpses
Component Cost:	1s / level

This spell will animate one corpse and will empower it to move, fight, and do whatever it's creator commands it to do. Corpses may be used as guards, soldiers or for more menial types of work.

The amount of corpses that can be animated at one time is equal to the amount of spell points spent. If five corpses were animated, for example, then only up to five corpses can be animated at one time. If ten more animated corpses were deseired, then the caster would have to spend 15 spell points to animate them, etc. The spell lasts until the corpses are physicaly destroyed.

The type of animated spirit created will depend on the types of corpses available. If the flesh has rotted away, it will become a skeleton, while zombies are covered in flesh.

Locate Spirit

Spell Points: 1c
Range: sight
Casting Time: 5 minutes
Duration: concentration
Area of Effect: 1 spirit
Component Cost: 1s

Allows the Spiritualist to locate a spirit that is haunting a person or place, if it is present.

Banish Spirit

Spell Points: 2/level
Range: 1 person or area
Casting Time: 1 minute
Duration: permanent
Area of Effect: 1 spirit
Component Cost: 2s / level

This spell will banish one spirit that is haunting a person or area. It will force a noncorporeal spirit to travel back to it's original plane of existence (Phantoms to to heaven, etc).

Cause of Death

Spell Points: 2
Range: 10'
Casting Time: 1 minute
Duration: instantaneous
Area of Effect: 1 person
Component Cost: 2s

This spell can be used to determine the cause of death of one person. In order to work, the corpse must be present and within range. The Spiritualist will see a picture of the object that caused the person's death.

Dispel Relative

Spell Points: 2
Range: any
Casting Time: 5 minutes
Duration: permanent
Area of Effect: 1 spirit
Component Cost: 2s

If a person is being haunted by the spirit of a relative, then this spell can be used to send it away.

Channeling

Spell Points: 5c
Range: touch
Casting Time: 10 minutes
Duration: concentration
Area of Effect: self
Component Cost: 5s

This spell allows the Spiritualist to "channel" information from the spirit world through a random spirit who will temporarily possess the Spiritualist in order to communicate. The validity of the information may be suspect.

Forced Materialization

Spell Points: 6
Range: 1 area
Casting Time: 5 minutes
Duration: 10 minutes
Area of Effect: 1 phantom or spirit
Component Cost: 6s

This spell forces a Phantom or spirit to materialize, if one is haunting some person or place.

Call Spirit

Spell Points: 6c
Range: sight
Casting Time: 10 minutes
Duration: concentration
Area of Effect: 1 spirit
Component Cost: 6s

This spell asks a spirit that is named to appear. The chance is 25% if the spirit is not known by anyone present and 50% if known by someone present. Spirits that appear can communicate with those present.

This spell does not force a spirit to come. It only indicates a strong desire for their presence and aide them to return hence.

Reveal the Past

Spell Points: 8
Range: 1area
Casting Time: 5 minutes
Duration: 1 scene
Area of Effect: 1 area
Component Cost: 8s

This spell allows the Spiritualist to view one named scene from the past that affected one area. The scene must involve someone dying, however.

Death Inquiry

Spell Points: 10
Range: 10'
Casting Time: 15 minutes
Duration: 1 scene
Area of Effect: 1 corpse
Component Cost: 10s

This spell will give the Spiritualist a vision of the person who killed a corpse along with a motive for doing so. The corpse must be present and within range for this spell to work.

Spirit Ward

Spell Points: 12
Range: touch
Casting Time: 5 seconds
Duration: until nightfall
Area of Effect: 1 person
Component Cost: 12s

When these symbols are drawn upon a person, they will repel any spirit that would attempt to harm or possess the person. This spell will repel any type of undead.

When this spell is cast at night, it will last until nightfall of the following day.

If the symbols are washed off, the spell loses it's effect.

Necromantic Shape Change

Spell Points:	15c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration +1 minute
Area of Effect:	1 person
Component Cost:	10£

The Spiritualist may transform himself or herself into one type of undead being and will gain all powers associated with it for the duration of the spell.

Spirit Cage

Spell Points:	15
Range:	50'
Casting Time:	3 seconds
Duration:	nightfall
Area of Effect:	1 spirit
Component Cost:	15s

Imprisons one noncorporeal spirit inside a magical cage that lasts until nightfall. If the spell is cast during the night, then the cage will last until nightfall of the following day.

The Hand of Death

Spell Points:	25
Range:	touch
Casting Time:	instantaneous
Duration:	until death occurs
Area of Effect:	1 person
Component Cost:	25£

This spell allows a Spiritualist to kill one person by touch. The Spiritualist chooses the exact time of death and it may occur at any time within 2 weeks after the Spiritualist touches the victim (although at least one day must pass before death occurs). There is no way to reverse it's effects once the spell has begun, and the victim's only chance is to make a saving throw against Ceremonial Magic. The victim will know that the Spiritualist has cast a death spell when the victim is touched.

Necromantic Transformation

Spell Points:	50
Range:	self
Casting Time:	1 month
Duration:	permanent
Area of Effect:	self
Component Cost:	5000£

Once this spell has been cast, the Spiritualist will transform into one type of undead after he or she dies. The spell will not take effect until the Spiritualist dies.

The type of undead that the Spiritualist will transform into is up to the choice of the Spiritualist. Examples include Liche, Ghost, Vampire, Wraith, Phantom, etc.

Voodoo

This type of magic differs from Necromancy in that the Spiritualist gives up his life to the spirit world, allowing the spirits to control it, instead of trying to control the spirit world. However, the difference is not apparent in game terms.

Impair

Spell Points:	1/5%
Range:	unlimited
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	1s / level

By using this spell, the Spiritualist may permanently impair one characterisic by 5% for every spell point used.

Personal development is used to raise characteristics that have been impaired.

Voodoo Charm

Spell Points:	1/5%
Range:	unlimited
Casting Time:	1 minute
Duration:	1 month
Area of Effect:	1 person
Component Cost:	1s/ level

This is a charm that will protect the bearer from the effects of voodoo magic or necromancy. The strength of magic resistance is equal to 5% / spell point. The maximum resistance is 25%. Magic resistance is rolled for separately and in addition to saving throws.

Bind Dead

Spell Points:	2/level
Range:	25'
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 undead
Component Cost:	2s / level

The Spiritualist can take control of one type of undead by using this spell.

If the undead is currently being controlled by another Spiritualist, then the Spiritualist and the other Spiritualist roll percentile dice, adding their Ceremonial Magic percentage, and the highest roll wins the contest for the dominion of the spirit.

If both rolls are within 25% of each other, then the spirit is free to go where it wants to, and will not be subject to anyone's control.

Some types of undead are immune to this spell.

Command Spirit

Spell Points:	2
Range:	50'
Casting Time:	5 seconds
Duration:	1 command
Area of Effect:	1 spirit
Component Cost:	2s

The spirit will obey one command of the Spiritualist, and

then go back to what it was doing before the command. If the spirit is under the influence of another Spiritualist, then this spell will not work. Only noncorporeal spirits can be commanded with this spell.

Nightmares

Spell Points: 2
Range: unlimited
Casting Time: 5 minutes
Duration: 1 night
Area of Effect: 1 person
Component Cost: 2s

This spell will bring a nightmare to a person. The nightmare can be random, or the Spiritualist can specify exactly what occurs. The Spiritualist can also choose whether the victim remembers the nightmare.

The victim's true name must be known, or the victim must be seen or met for the spell to work.

For every 2 spell points, the duration of the nightmare can be extended one day. To cause nightmares 3 days in a row, for example, the Spiritualist could cast three spells at 2nd level, or could cast one spell at 6th level.

Spirit Friends

Spell Points: 4
Range: touch
Casting Time: 3 seconds
Duration: 1 day
Area of Effect: 1 person
Component Cost: 4s

This spell will make any noncorporeal spirit friendly towards the subject of the spell. Any spirit that would normaly attack the person would not do so after this spell.

Terror

Spell Points: 5
Range: unlimited
Casting Time: 1 hour
Duration: 1 week
Area of Effect: 1 person
Component Cost: 5s

After a ritual is performed, one victim can be totally incapacitated with terror, which will last for up to 1 week (2-7 days). In order for this spell to work, the victim's true name must be known, or the victim must have been met or seen by the Spiritualist.

Cure Disease

Spell Points: 5
Range: 10'
Casting Time: 1 hour
Duration: permanent
Area of Effect: 1 person
Component Cost: 5s

This spell will totally heal one person of any disease, including mental diseases, but not including those conditions brought on by a hex or curse.

Ju Ju Magic

Spell Points: 8
Range: affects the carrier of charm
Casting Time: 5 minutes
Duration: 1 month
Area of Effect: 1 person
Component Cost: 8s

This is a magic charm that can be made. It will give 1 of luck point to the carier of the charm each day. The luck point cannot be saved up and if not used during the day, will be lost.

The Ju Ju charm is contained in a small pouch.

Soul Search

Spell Points: 10
Range: unlimited
Casting Time: 1 week
Duration: until soul is released
Area of Effect: 1 person' soul
Component Cost: 10s

After the ritual, the Spiritualist can locate the soul of a person whose soul is imprisoned inside a magic jar. The Spiritualist will be aware of the general location of the soul and will be led to it, until it is found and released.

Sympathetic Magic

Spell Points: 10
Range: unlimited
Casting Time: 1 week
Duration: permanent
Area of Effect: 1 person
Component Cost: 10s

In order to cast this spell, the Spiritualist must acquire something from the intended victim, such as a lock of hair, a piece of a nail, etc.

The Spiritualist then constructs two dolls that look like the victim. Then gives one doll to his or her victim.

When the doll is found by the victim, the Spiritualist is then able to affect the victim.

The Spiritualist is able to inflict pain on the victim by harming the doll.

The Spiritualist can inflict 1d6 of trauma to the victim each day. Every day, the amount of trauma that can be inflicted can be increased by one die. Eventually, the victim can be killed by the Spiritualist.

Spirit Shield

Spell Points: 15
Range: 0
Casting Time: 1 hour
Duration: 1 month
Area of Effect: 1 person
Component Cost: 15s

This spell will confers 50% magic resistance to any type of hostile Spiritual magic.

Death

Spell Points: 25
Range: unlimited
Casting Time: 2 weeks
Duration: up to 1 month
Area of Effect: 1 person
Component Cost: 25£

The Spiritualist can cause the death of one person after performing a ritual of death.

The victim's true name must be known and something belonging to the victim must also be obtained (a lock of hair, tooth, etc.) in order for this spell to work.

Spirit Possession

Spell Points: 25
Range: unlimited
Casting Time: 2 weeks
Duration: permanent
Area of Effect: 1 person
Component Cost: 25s

The victim will be possessed by an evil spirit after this spell is cast. The spirit will attempt to bring about the demise of the person, will cause the person to do strange or unusual things, etc.

The person's true name, along with something from the victim (hair, etc.) must be used in the making of this spell.

Zombie Powder

Spell Points: 25
Range: 10'
Casting Time: 1 month
Duration: permanent
Area of Effect: 1 person
Component Cost: 25£

This is a powder that is made by the Spiritualist from several innimical ingredients such as the bones of a corpse, the dried skin of a poisonous frog, etc.

When this powder contacts the skin of it's intended victim or is eaten, it will cause death for 2-12 days, followed by the "resurrection" of the victim who will then be bound to serve the maker of the powder, who holds his soul captive inside a magical jar. The victim is thus transformed into a zombie .

Breaking the jar will release the soul of the victim and will break the "spell" holding the zombie.

The identity of the victim must be known to create the powder. The powder is only affective against the person named during the creation of the powder. That is, the powder will only kill others and will not create a zombie. Only one person can be affected by the powder (the first to come into contact with it).

Army of the Dead

Spell Points: 50
Range: sight
Casting Time: 1 night
Duration: permanent
Area of Effect: 1 army
Component Cost: 50£

This spell will summon an army of the dead that will oby the commands of the Necromancer. The army will consist of various kinds of Evil Spirits and these will be chosen by the *Storyteller*.

There must be a supply of bodies for this spell to work, so it is usually cast around graveyards or battlefields.

Natural Magick

Chapter 11: Natural Magick

"Magick is taking something that you visualize in your mind, and bringing it into being in the physical world."
— Witches Coven

Natural Magic

This category of magic deals with the power of nature and of the power of life that is in the air, earth, wind and rain. This natural power is in fire creating and destroying, and it is in the natural cycles of birth and death.

The Moon

The cycles of the moon influence natural magic. Every discipline is strongest during different phases of the moon.

If a spell is cast that belongs to a discipline of natural magic during the strongest phase of the moon, the casting ability is increased by +25%.

Each discipline is strongest during the following phases of the moon:

Phase of Moon	Discipline
New Moon	Deciever
Waxing Moon	Sorcery
Full Moon	Elementalism
Waning Moon	Enchantment

Casting Natural Magic

Natural magic spells are cast by using *power words*, *material transformations*, and *visualisations*.

Power words are ancient words of power that are used to invoke natural powers and are spoken by the spellcaster while casting the spell. These are often spoken in Latin, Greek, or Hebrew.

Cryptography is a skill that is often used to decipher the power words that are contained in a dead language.

Material Transformations are created by the change or destruction of various types of materials, such as herbs, gems, food, etc.

Visualisations of the result of the spell are made while casting a natural magic spell. This can be done with eyes open.

Components of Natural Magic

The material components of natural magic consist of these types of materials:

Decievers use crystals, mirrors, and sometimes artwork to create their illusions.

Elementalists need a material made from the element that they are working in to create their spells. Incense for air spells, gems or stone for earth spells, a candle flame for fire spells and something wet such as water or wine for water spells.

Enchantment spells are created with herbs of various kinds, and other unusual natural ingredients, such as food, minerals, animal parts, etc.

Sorcerors need something unusual to cast their magic, such as a knife, a bit of rope, magnetic stone, etc.

Natural Magic
Spell Failure Chart

Roll (d100)	Affect	Description
01–30%	Nothing	No Additional Effects
31–40%	Warped Spell	Spell works, but not as expected.
41–50%	Trait Loss	Lose 2d6% from random characteristic.
51–60%	Trait Loss	Lose 3d6% from either RE, or EG
61–70%	Power Burn	Power loss is not recoverable
71–80%	Power Loss	Lose all power (recoverable).
81–85%	Elemental	A hostile Elemental is summoned.
86–90%	Insanity	Roll on the Mental Affliction Chart.
91–95%	Possession	A Demon tries to possess spellcaster.
96–99%	Ageing	Age 10 years.
100%	Void	Fall into the Black Void......

Explanation of Spell Failures

Warped Spell: The spell is warped, reversed or changed.

Trait Loss: A characteristic is lowered permanently. Adjust skills (–1% for every 5% loss) & saving throws (–1% for every 10% loss).

Power Burn: Power used for this spell is not recoverable with sleep.

Power Loss: Power is reduced to zero. Power may be recovered as normal with rest.

Elemental: An elemental is summoned and will attack. Choose a type of elemental randomly (air, earth, fire, water).

Insanity: The spellcaster develops a Mental Affliction.

Possession: A fallen angel will attempt to possess the character. Sometimes it will target the spellcaster's friends instead.

Ageing: Characters will get older and older.

Void: No one has ever returned from the Black Pit.....

Deceivers

Decievers
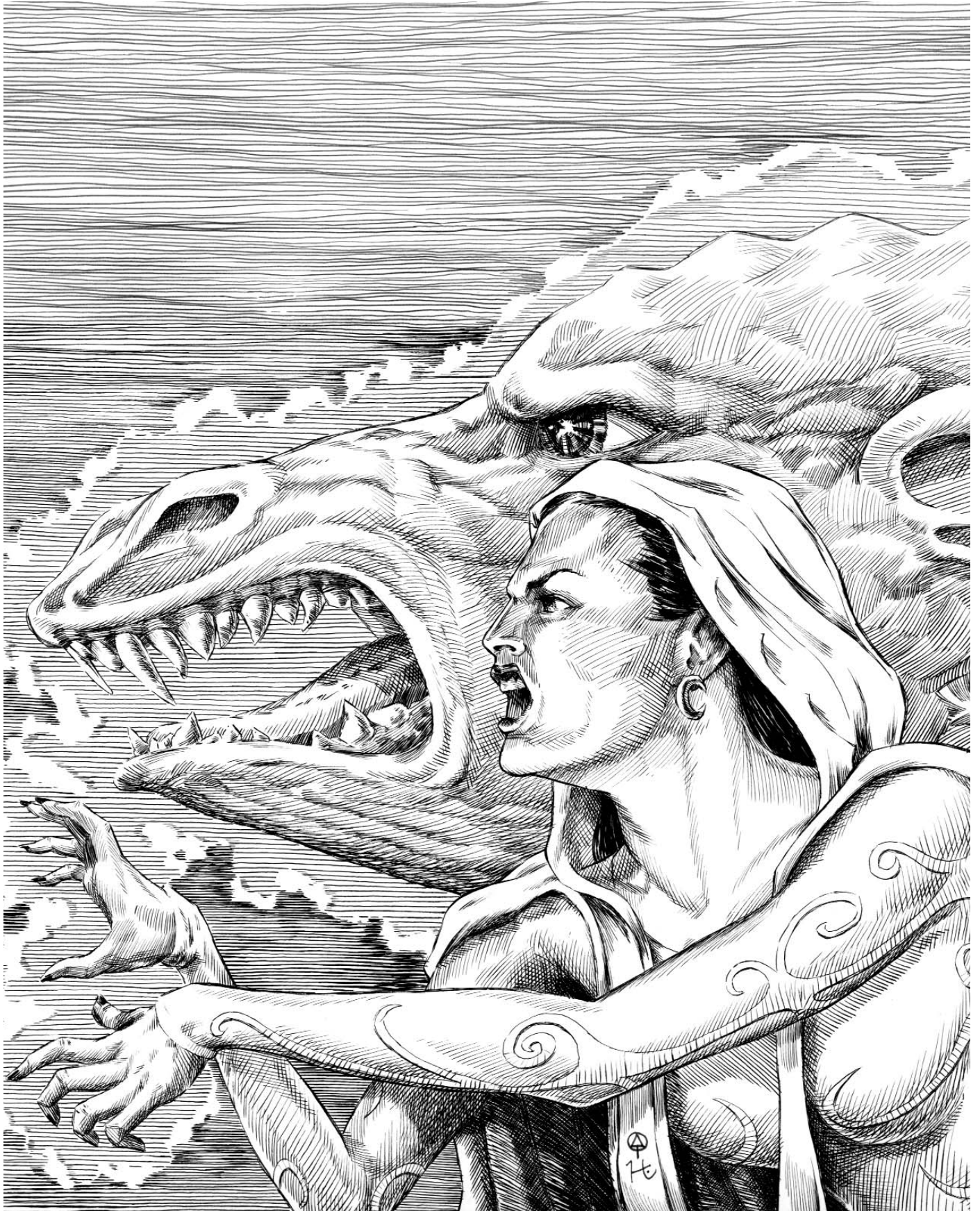
Decievers are able to create illusions and phantasms that look real.

Illusions & Phantasms

Duration

All illusions continue as long as the deciever concentrates. After the deciever stops concentrating, the illusion will have a duration of 1 minute per level.

Triggered Illusions

For an additional 5 spell points, an illusion or phantasm may be set to go off after the named condition has occured, which is made up by the Deciever.

Conditional Illusions & Phantasms

An illusion or phantasm may be set up with a "weakness" that will dispel it when the named condition is met (when metal touches it for instance). Conditions make spell-casting "cheaper."

For illusions, reduce the spell point cost by 1 for each condition.

For phantasms, reduce the spell point cost by 2 for each condition.

Detecting Illusions

Decievers can spot illusions & phantasms by making a successful Deciever skill roll.

Others recieve a saving throw vs. Ceremonial Magic after they state that they do not believe the image.

Illusions vs Phantasms

The difference between an illusion & a phantasm is that illusions are immobile, while phantasms are mobile.

Apparitions & Area of Effect

Aparitions are illusions/phantasms that can only be seen by one person. The effects are limited to one person only.

• All illusions/phantasms are considered to be aparitions (they only affect one person viewing it).

To increase the scope of the illusion/ phantasm to the "Area Effect" listed, increase the spell point cost by 5. This will usually be "all viewing."

In either case, the maximum amount of people that the illusion/phantasm will affect are listed, but to affect this amount of people, the 5 spell points must be paid.

Blur

Spell Points:	1c/10%
Range:	touch
Casting Time:	2 seconds
Duration:	concentration + 1 minute
Area of Effect:	all viewing
Component Cost:	1s / level

This minor illusion makes the recipient of the spell difficult to see. Anyone attacking the person recieves a -10%

penalty to all attacks while this spell is functioning. In addition, for each additional spell point spent, an additional -10% penalty to hit is applied up to 50%.

Additional subjects may be included for 1 spell point each. So if the Deciever wanted to create a Blur spell that covered 5 people & confers a 40% penalty to anyone attacking any of the people, the spell point cost would be 8 (4 s.p. for the penalty of 40% + 4 s.p. for the additional 4 people).

Minor Illusion

Spell Points:	1c
Range:	100'
Casting Time:	2 seconds
Duration:	concentration +1 minute
Area of Effect:	all viewing
Component Cost:	1s / level

This spell creates an *immobile* illusion of whatever the Deciever desires, up to 10' radius in size. The illusion only covers one sense. Additional senses can be added for 1 spell point each.

Senses include: sight, sound, feel, taste, smell, & mental.

An illusion with *mental sense* would resist attempts to detect the illusion via powers such as telepathy, etc. (if telepathy were used, for instance, thought could be detected, and the Deciever could make the illusion think whatever he wanted).

Items may be made to look, feel, taste, or smell differently than what they are.

Illusions can kill if they are believed.

Charisma

Spell Points:	2c
Range:	100'
Casting Time:	5 seconds
Duration:	concentration + 1 minute
Area of Effect:	all viewing
Component Cost:	2s+

This illusion raises a person's Presence by 10% for every 2 power.

For each additional person to be affected, add 1 power.

The latter cost is added after the base level is determined.

For example, Sedrick the Deciever wanted to raise 6 people's presence by 30%. The cost is 11 power (2x3+5).

Minor Phantasm

Spell Points:	2c
Range:	100'
Casting Time:	5 seconds
Duration:	concentration + 1 minute
Area of Effect:	all viewing
Component Cost:	2s

This spell is identical to the spell, "Minor Illusion" except that a Phantasm is moveable.

The movement rate is walking.

The *speed* may increased one level (walk, jog, run, sprint) for +1 power each.

Misinterpret

Spell Points:	2
Range:	100'
Casting Time:	1 second
Duration:	instant
Area of Effect:	all viewing
Component Cost:	2s

By the use of this spell, the Deciever is able to change a person's perception of something.

If this spell is cast with a trigger (+5 spell points), the Deciever can change the interpretation of another spellcaster when some type of detection spell is used.

See Invisible

Spell Points:	2c
Range:	anything in sight
Casting Time:	5 seconds
Duration:	concentration + 2 minutes
Area of Effect:	sight
Component Cost:	2s

This spell allows the Deciever to spot invisible persons, objects, creatures, etc. The spell lasts as long as the Deciever concentrates.

Shadowing

Spell Points:	2c / level
Range:	touch
Casting Time:	5 seconds
Duration:	concentration + 1 minute
Area of Effect:	1 person
Component Cost:	2s

Allows the Deciever to follow another person without being seen. The spell confers +10% Stealth skill for every two spell points. The Deciever is able to concentrate (thus maintaining the spell) while moving.

Silence

Spell Points:	2c
Range:	100'
Casting Time:	3 seconds
Duration:	concentration + 2 minutes
Area of Effect:	5' radius
Component Cost:	2s

This spell does not create actual silence and will not prevent spells from being cast. Instead, this spell makes anyone within the area of effect *unable to hear*. This may cause a spellcaster to stop casting spells anyway.

Façade

Spell Points:	3+1/hour
Range:	touch
Casting Time:	5 seconds
Duration:	1 hour
Area of Effect:	all viewing
Component Cost:	3s + 1 s/lvl

Allows the Deciever adopt a diguise, looking like somone else. The Deciever is able to adopt an appearance of a different species (goblin, for instance).

Displacement

Spell Points:	5c
Range:	touch
Casting Time:	2 seconds
Duration:	concentration
Area of Effect:	all viewing
Component Cost:	5s

The recipient of this spell seems to be slightly to one side of their actual position. Subtract 75% from all attacks while the Deciever concentrates.

Each time a foe misses, the chance of that foe missing again goes down by 5%.

Illusion

Spell Points:	5c
Range:	500'
Casting Time:	5 seconds
Duration:	concentration + 1 minute
Area of Effect:	all viewing
Component Cost:	5s

This immobile illusion covers all senses and can be up to 50' in diameter.

Invisibility

Spell Points:	5c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration + 5 minutes
Area of Effect:	all viewing
Component Cost:	s

The person touched is totally invisible. When engaged in combat, or casting spells of an offensive nature, the spell is nullified.

Multiple Images

Spell Points:	5c+1/image
Range:	touch
Casting Time:	2 seconds
Duration:	concentration + 1 minute
Area of Effect:	all viewing
Component Cost:	5s+

Several duplicates of the recipient are made. One additional copy is made for each spell point.

For instance, 9 spell points would create 5 copies.

Obscurement

Spell Points:	5
Range:	touch
Casting Time:	1 minute
Duration:	1 day
Area of Effect:	all viewing
Component Cost:	5s

The person touched cannot be detected by magical means, such as clairvoyance, scrying, locate spells, etc.

Mask of Deceit

Spell Points:	6+1/hour
Range:	touch
Casting Time:	2 seconds
Duration:	1 hour

Area of Effect:	all viewing
Component Cost:	6s+

This creates an everchanging, visual disguise that can be altered as often as the Deciever wishes.

Deaf & Mute

Spell Points:	7
Range:	100'
Casting Time:	5 seconds
Duration:	1 hour
Area of Effect:	1 person
Component Cost:	7s (84d)

The target of this spell *believes* that he cannot hear or be heard.

Mask of Desires

Spell Points:	8c+1/hour
Range:	touch
Casting Time:	10 seconds
Duration:	concentration +1 hour/lvl
Area of Effect:	all viewing
Component Cost:	8s+

Anyone looking at the recipient of this spell sees what they desire most. There is no outward change in the person's appearance.

Impersonation

Spell Points:	8+1/hour
Range:	touch
Casting Time:	10 seconds
Duration:	1 hour
Area of Effect:	all viewing
Component Cost:	1s / level

After a person has been observed for at least 1 minute of concentration, the Deciever can use this spell to totally impersonate that person.

Blind

Spell Points:	10
Range:	100'
Casting Time:	5 seconds
Duration:	10 minutes
Area of Effect:	1 person
Component Cost:	10s

The victim of this spell *believes* he cannot see.

Phantasm

Spell Points:	10c
Range:	500'
Casting Time:	5 seconds
Duration:	concentration + 5 minutes
Area of Effect:	all viewing
Component Cost:	10s

This mobile illusion covers all senses and can be up to 50' in diameter. The speed can be up to sprinting (300' per round).

Cripple

Spell Points:	12

Range:	100'
Casting Time:	1 minute
Duration:	1 hour
Area of Effect:	1 person
Component Cost:	12s

The victim of this spell *believes* he is paralysed.

Do No Evil

Spell Points:	15
Range:	100'
Casting Time:	1 minute
Duration:	1 hour
Area of Effect:	1 person
Component Cost:	15s

The victim of this spell *believes* he cannot see, hear, or speak, and will be paralysed.

Enchant Concentration Focus

Spell Points:	25
Range:	0
Casting Time:	1 hour
Duration:	until destroyed
Area of Effect:	1 item
Component Cost:	25£

Creates an item (focus) that will function as if it were the spellcaster concentrating upon the spell that the item is focused on. This creates semi-permanent illusions.

If the focus is found and destroyed, then the illusion dissolves. Crystal Orbs can also be charged with this spell.

Mirage

Spell Points:	25
Range:	anything in sight
Casting Time:	10 minutes
Duration:	1 hour+
Area of Effect:	all viewing
Component Cost:	25s

This spell creates a very large (1000' diameter), mobile phantasm of the Deciever's choice.

The duration can be extended 1 hour for every additional spell point.

Phantasmagoria

Spell Points:	50
Range:	anything in sight
Casting Time:	1 day
Duration:	permanent
Area of Effect:	25 people within 500'
Component Cost:	50£

This spell transforms the entire horizon into another world of the Deciever's choice.

This world is fully populated with cities, towns, people & creatures that the Deciever puts there.

Unless the viewers make their saving throw vs. Ceremonial Magic, they will be drawn into this other "world" and they will be in complete control of the Deciever. A new saving throw is allowed every day.

This spell can only affect up to 25 people at a time, and they must be within 500 feet of each other.

Elementalism

Elementalism

Elementalists study the forces that make up all things. There are four types.

Earth

"Now the basis and foundation of all the elements is the earth; for that is the object, subject and receptacle of all celestial rays and influences: In it are contained the seeds and seminal virtues of all things; and therefore, it is said to be animal, vegetable, and mineral.

"It, being made fruitful by the other elements and the heavens, brings forth all things of itself. It recieves the abundance of all things, and is, as it were, the first fountain from whence all things spring; it is the center, foundation, and mother of all things.

"In it are great secrets."

— *Francis Barrett, The Magus (1801).*

Darkness

Spell Points:	1 / minute
Range:	100 feet
Casting Time:	2 seconds
Duration:	1 minute / level
Area of Effect:	50 foot radius
Component Cost:	1s / level

This spell creates an area of "inky blackness" where no vision is possible.

If this spell is cast on an object, then the area of darkness can move. However, this spell cannot be cast on a living being.

If the Elementalist concentrates, this area of darkness may be moved at a walking pace.

Enrich Soil

Spell Points:	1 / level
Range:	sight
Casting Time:	1 day
Duration:	1 season
Area of Effect:	10 acres / level
Component Cost:	1s / level

The area enriched with this spell will have double crop yields.

Encase in Stone

Spell Points:	5
Range:	sight
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 object
Component Cost:	5s

With this spell, one object (a sword, for instance) will be encased in stone. People cannot be encased with this spell.

One condition must be satisfied, which must be approved by the Storyteller, before the object can be removed.

Sense Earth

Spell Points:	5c
Range:	100 yards
Casting Time:	10 seconds
Duration:	concentration
Area of Effect:	self
Component Cost:	5s

This spell will enable the Elementalist to locate the general direction, distance, and quantity of any desired mineral/earth.

It also will allow the assessment of the value (within 10%) of any jewels or metals within sight of the Elementalist.

Special properties of the earth may be sensed, such as radiation, or magnetism, within 100 yards.

Earth Elementals may be located within 100 yards of the Elementalist.

While the spell lasts, the Elementalist can add +25% to the following skills:

Chemistry; Geology; & Minerology.

Finally, this spell will allow the Elementalist to sense his general location on the earth (near the mountains, for instance), as well as his depth underground, & his direction of travel.

Transform Earth

Spell Points:	6+1 / level
Range:	100 feet
Casting Time:	3 seconds
Duration:	permanent
Area of Effect:	10 cu. ft. of earth / level
Component Cost:	6s+

With this spell, the Elementalist is able to change the form of earth from one substance into another substance of equal value. For instance, stone may be transformed into mud, dust, dirt, lead, sand, earth, clay, etc.

This spell can also be used to crumble stone, to rust metal objects, to crystallize an object, to petrify an object, to magnetise an object, to create a magnetic field in an area, to mend metal or stone, to close fissures in the earth, and to split open stone or break metal.

In addition, this spell can be used to add +25% to the following skills:

Ceramics; Glassworking, Masonry, & Metallurgy.

When used in this way, the spell lasts as long as the Elementalist concentrates and will operate at 5th level.

Move Earth

Spell Points:	6+1 / level
Range:	100 feet
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	10 cubic feet / level
Component Cost:	6s +

This spell can be used to move hills, & to dig holes, chasms, pits & tunnels. The amount of earth that can be moved or dug will vary with the amount of spell points used for the spell. A 10' x 10' x 10' pit may be dug for 6 spell points, and this pit may increased in size by the same dimensions for every additional spell point spent.

Pass Through Earth

Spell Points:	5c + 1 / person
Range:	self
Casting Time:	1 minute

Duration: concentration + 30 seconds
Area of Effect: self
Component Cost: 5s + 1s / level

The Elementalist may use this spell to travel through any type of earth without creating an opening. Other persons may also be allowed to travel with the Elementalist for extra spell points.

The spell lasts as long as the Elementalist concentrates and those traveling through the earth do not need to breath.

If something were to happen to the Elementalist while traveling, causing a loss of concentration, then anyone traveling will have 30 seconds to escape before they are trapped inside the earth.

Elemental Armor

Spell Points: 15 +1 / extra day
Range: touch
Casting Time: 1 hour
Duration: 3 days
Area of Effect: 1 piece of armor
Component Cost: 15s

This will make a piece of armor more dense, increasing it's value by +12 and doubling it's hits. The weight of the armor will not change. The chance of a weapon breaking while striking this armor is doubled. When the spell wears off any damage sustained by the armor will vanish. The duration can be increased by spending +1 power for each extra day.

Earth Elemental Shape Change

Spell Points: 15c
Range: touch
Casting Time: 10 seconds
Duration: concentration +1 minute
Area of Effect: 1 person
Component Cost: 15£

The Elementalist may transform himself or herself into an earth elemental and will gain all powers associated with it for the duration of the spell.

Enchant Gem

Spell Points: 25
Range: touch
Casting Time: 1 day
Duration: until discharged
Area of Effect: 1 gem
Component Cost: 1-50£

Magical gems may be created with this spell. *See also Chapter 14: Magic Items.*

Lithovivifacation

Spell Points: 25
Range: 100 feet
Casting Time: 1 hour
Duration: permanent
Area of Effect: 1 statue
Component Cost: 25s
+statue cost, if appropriate

One statue may be caused to "come alive" with this spell. It will obey the mental commands of it's creator.

The statue can be created as a "living statue," or it can be triggered to "animate" after some event occurs.

Wall of Stone

Spell Points: 10
Range: 100 feet
Casting Time: 1 minute
Duration: permanent
Area of Effect: 1000 sq. feet
Component Cost: 10s

Creates a wall made out of any type of earth (stone, iron, dirt, etc.), which will be 10 feet thick, and having a surface area of 1000 sq. feet.

Earthquake

Spell Points: 25 + 5 / level
Range: sight
Casting Time: 1 hour
Duration: 1 earthquake
Area of Effect: everything in sight
or 1 city
Component Cost: 25£

This spell creates an earthquake that can level buildings, etc. For 25 spell points, the earthquake will register 5.0 on the richter scale. For every additional 5 spell points, the earthquake will increase in magnitude by +1.0 on the richter scale. For 40 spell points, for instance, the earthquake will register 8.0 on the richter scale.

Erupt / Extinguish Volcano

Spell Points: 50
Range: sight
Casting Time: 1 month
Duration: permanent
Area of Effect: 1 volcano
Component Cost: 50£

This spell can be used to extinguish an active volcano, making it dormant. It can also be used to erupt a volcano, making it active.

Fire

"It is in stones, and is drawn out by the stroke of the steel; it is in earth, and causes it, after digging up, to smoke; it is in water, and heats springs and wells; it is in the depths of the sea, and causes it, being tossed with the winds, to be hot; it is in the air, and makes it (as we often see) to burn.

"The celestial and bright fire drives away spirits of darkness. As therefore, the spirits of darkness are stronger in the dark, so good spirits, which are angels of lights, are augmented not only by that light (which is divine, of the sun, and celestial), but also by the light of our common fire.

"Hence it was that the first and most wise institutors of religions and ceremonies, ordained that prayers, singings, and all manner of divine worships whatsoever, should not be performed without lighted candles or torches.

"Do not speak of God without a light!"
— *Francis Barrett, The Magus (1801).*

Light

Spell Points:	1 / hour
Range:	100 feet
Casting Time:	3 seconds
Duration:	1 hour / level
Area of Effect:	50 foot radius
Component Cost:	1s / level

An area may be lit up with this spell. If cast on an object, the light can move.

If this spell is not cast on an object, then it will appear as a globe of light. With concentration, the globe of light can be made to move at a walking pace.

Temperature Alteration

Spell Points:	1c + 1 / object
Range:	100 feet
Casting Time:	3 seconds
Duration:	concentration
Area of Effect:	1 object / level
Component Cost:	1s / level

The temperature of an object may be altered with this spell.

Water may be made to boil of freeze solid (1 gal. / level).

Metal objects (swords, etc.) may be made red hot, doing an additional1 die of fire damage, or metal objects can be frozen, doubling their chance of breaking.

Armor heated with this spell will cause 1 die of damage every round of contact. Armor must be removed one piece at a time.

Cold Flame

Spell Points:	2c
Range:	100 feet
Casting Time:	1 second
Duration:	concentration + 10 minutes
Area of Effect:	1 flame
Component Cost:	2s

Any fire can be altered to cause frostbite instead of burns. This spell does not alter the amount of damage, just the effects. The fire will appear unchanged.

When used with another spell, it will alter it's effects in the same way. Simply add 2 spell points to the other spell and 1 second to the casting time.

Ignite / Extinguish

Spell Points:	2
Range:	100 feet
Casting Time:	2 second
Duration:	permanent
Area of Effect:	1 object or all within 100 feet
Component Cost:	2s

All objects within range that are made for burnig can be ignited or extinguished with this spell. These would include such things as candles, logs that are in a fireplace, lanterns, etc.

Other types of objects can be ignited such as clothes, staves, chairs, etc., but only one such object can be affected in this case.

Objects on fire, that are not normaly used for burning can all be extinguished. If several people are on fire, for instance, the fires can all be put out with this spell.

This spell can be used to temporarily extinguish a magical flame. When used in this manner, the flame will remain out while the Elementalist concentrates and 1 minute thereafter.

Creatures that have a normal affinity for fire can be affected with this spell. Fire Elementals cannot be "extinguished," but they will feel pain (3d6 damage).

A Dragon can be prevented form breathing fire while the Elementalist concentrates, but not afterwards. Demons cannot be affected with this spell.

Incense

Spell Points:	5
Range:	0
Casting Time:	1 hour
Duration:	until discharged
Area of Effect:	1 spell
Component Cost:	5s

This spell will create magical incense that will be discharge when it is burned. It can absorb spells up to 5 power.

Sense Fire

Spell Points:	5c
Range:	100 yards
Casting Time:	5 seconds
Duration:	concentration
Area of Effect:	self
Component Cost:	5s

The Elementalist is able to locate the general direction, distance and size of a fire. The number of fires (campfires) may be detected also.

Fire Elementals may be located within 100 yards of the Elementalist.

Creatures that have an affinity for fire, such as Dragons, Salamanders, etc. may also be sensed (but not identified) with this spell.

Also, while the spell lasts, the caster's skill in Metallurgy is at +25%.

Fire Resistance

Spell Points:	8
Range:	touch
Casting Time:	3 seconds
Duration:	1 minute
Area of Effect:	1 person
Component Cost:	8s

Those affected with this spell will become impervious to normal fires and will only take half damage from exceptionally hot fires, such as a Dragon's breath, lava, magical fire attacks, etc.

Fireball

Spell Points:	11 + 1 / level
Range:	100 feet / level
Casting Time:	2 seconds / 1d6
Duration:	instantaneous

Area of Effect:	5 foot radius / level
Component Cost:	11s +1s / level

This spell causes a ball of flame to appear wherever the Elementalist desires. Everyone within the area of effect will take fire damage. The Elamentalist can vary the size of the area of effect as desired.

The area of effect and the damage can be increased at the rate of 1 die of damage & an additional 5 foot radius / level. The spell takes 1 second to cast for every 1d6 damage.

For example, a fire ball of 15 spell points would inflict 5d6 damage to everyone within a 25 foot radius of the blast & it would take 5 seconds (3 rounds) to cast.

Fire Elemental Shape Change

Spell Points:	15c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration +1 minute
Area of Effect:	1 person
Component Cost:	15£

The Elementalist may transform himself or herself into a fire elemental and will gain all powers associated with it for the duration of the spell.

Wall of Fire

Spell Points:	20
Range:	100 feet
Casting Time:	10 seconds
Duration:	1 hour
Area of Effect:	1000 sq. feet
Component Cost:	10s

Creates a wall of fire with a surface area of 1000 sq. feet. Length & height can be varied.

Examples would be 50' x 20', 100' x 10', 200' x 5', 1000' x 1' high, etc. The wall is 5 feet thick. Anyone contacting the wall will take 5d6 fire damage. Anyone passing through the wall will take 10d6 fire damage.

Enchant Censor

Spell Points:	25
Range:	touch
Casting Time:	1 day
Duration:	until discharged
Area of Effect:	1 gem
Component Cost:	25£

Magical censors may be created with this spell. Spells are released by burning objects placed in the censor.

Eternal Flame

Spell Points:	25
Range:	25 feet
Casting Time:	1 hour
Duration:	1000 years
Area of Effect:	25 foot radius flame
Component Cost:	25s

This spell will create a flame that will burn for 1000 years. The flame cannot be extinguished by any means, except magic.

Elemental Weapon

Spell Points:	25
Range:	touch
Casting Time:	1 minute
Duration:	1 hour
Area of Effect:	1 weapon
Component Cost:	25£

A flaming sword that will inflict an additional +3d6 fire damage can be made with this spell.

Sheet of Flame

Spell Points:	50
Range:	0
Casting Time:	10 seconds
Duration:	1 minute
Area of Effect:	500 yards radius
Component Cost:	50£

The Elementalist is able to shoot out a sheet of flame, centered on himself, which will incinerate everything within 500 yards. Supernatural beings are immune to the effects.

Air

"This is a vital spirit passing through all beings; giving life and subsistence to all things; moving and filling all things. It immediately receives into itself the influence of all celestial bodies, and then communicates them to the other elements. Air is the cause of dreams, and of many other impressions of the mind.

"A man, passing by a place where a man was slain, or the carcass newly hid, is moved with fear and dread; because the air, in that place, being full of the dreadful species of man; slaughter, doth being breathed in, move and trouble the spirit of the man with the like species; whence it is that he becomes afraid.

"For every thing that makes a sudden impression astonishes Nature."

        — *Francis Barrett, The Magus (1801).*

Silence

Spell Points:	1 / minute
Range:	100 feet
Casting Time:	2 seconds
Duration:	1 minute / level
Area of Effect:	50 foot radius
Component Cost:	1s / level

Creates an area where no sound may pass through. The silence will prevent spellcasting from all categories of magic except extrasensory magic (this includes scrolls).

Breezes

Spell Points:	4c
Range:	sight
Casting Time:	10 seconds
Duration:	concentration
Area of Effect:	1 mile diameter
Component Cost:	4s

Creates a gust of wind that can be varied in it's effects.

A pleasant, light cooling breeze can be made, increasing the morale of those present by 25%; a howling wind that lowers morale by 25% can be made; the wind direction can

be changed; a hot, desert wind that will dry out skin can be created; a northern breeze that will chill to the bone can be summoned; a gust of wind can be made which will put out torches & fires, and cause items to be lost and people to fall.

Flash

Spell Points:	5
Range:	sight
Casting Time:	2 seconds
Duration:	instantaneous
Area of Effect:	all viewing source of light within 25'
Component Cost:	5s

This produces a bright flash of light that will cause everyone looking at the source of light to be momentarily blinded. Those blinded will suffer a penalty of –50% to hit and will make awareness checks at half. The blindness will wear off within 1d6 rounds. If a saving throw is made, there are no ill effects.

This spell can be linked to a lightning bolt spell. If this is done, increase the casting time for the lightning bolt by +1 round and add +5 spell points to the total casting cost.

Sense Air

Spell Points:	5c
Range:	100 yards
Casting Time:	5 seconds
Duration:	concentration
Area of Effect:	self
Component Cost:	5s

This spell will enable the Elementalist to locate the presence & quantity of any type of unusual gasses.

Magical Suffumigations may be identified with this spell. Air Elementals may be located within 100 yards of the Elementalist. While the spell lasts, the caster's skill in Weatherlore is at +25%.

Thunderclap

Spell Points:	5
Range:	sight
Casting Time:	2 seconds
Duration:	instantaneous
Area of Effect:	25' radius
Component Cost:	5s

This produces a loud clap of thunder that will cause everyone within 25' to make a moral check. If a saving throw is failed, everyone in the affected area will be deafened, and will make awareness checks (for listening) at half for 1d6 rounds.

This spell can be linked to a lightning bolt spell. If this is done, increase the casting time for the lightning bolt by +1 round and add +5 spell points to the total casting cost.

Transform Air

Spell Points:	5+1 / level
Range:	100 feet
Casting Time:	3 seconds
Duration:	permanent
Area of Effect:	10 cu. ft. of air / level
Component Cost:	5s+

This spell can be used to change the quality of the air. Air can be changed into poison gas (save vs. Natural magic or die), sleep gas, into fresh air, or more air can be created.

The area of effect is roughly equal to a 5 foot radius, and can be increased by the same amount for every spell point over 5. Gasses that are created are permanent, but will gradually dissipate at the rate of 10 cu. ft. / minute. Sleep gas will render it's victims unconscious for 8 hours.

This spell can also be used to create magical gasses when the Alchymy spell *Suffumigation* is used.

Deflect Lightning

Spell Points:	6 +1 / bolt
Range:	touch
Casting Time:	2 seconds
Duration:	until bolt strikes
Area of Effect:	1 person
Component Cost:	6s+

The Elementalist will be able to deflect one or more lightning bolts with this spell.

Whisper in the Wind

Spell Points:	6
Range:	self
Casting Time:	1 minute
Duration:	1 message
Area of Effect:	1 person
Component Cost:	6s

This allows the communication of one message to one person through a quiet whisper that is carried on the wind to wherever they are, even miles away. Only the recipient of the spell can hear the message.

Weather Control

Spell Points:	8 + 1 / hour
Range:	sight
Casting Time:	5 minutes
Duration:	1 hour + 1 hour / spell point
Area of Effect:	1 mile diameter
Component Cost:	8 s+

The weather can be controled, allowing the Elementalist to bring storms, cause rain or snow, bring dark ominous clouds, create a rainbow, or a hurricane etc., Concentration is only required for changes.

Lightning Bolt

Spell Points:	11 + 1 / bolt
Range:	sight
Casting Time:	2 seconds + 1 second / bolt
Duration:	instantaneous
Area of Effect:	1 person / bolt
Component Cost:	5s+

Allows the Elementalist to either cast a bolt of lightning from his hand or from the sky at one target, which will do 5d6 of electrical damage.

Every additional spell point spent will allow the addition of 1 more bolt of lightning, which can be cast at the rate of 1 bolt / second, or withheld while the Elementalist concentrates. If desired, the Elementalist can shoot all bolts at once.

Air Elemental Shape Change

Spell Points:	15c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration +1 minute
Area of Effect:	1 person
Component Cost:	15£

The Elementalist may transform himself or herself into an air elemental and will gain all powers associated with it for the duration of the spell.

Enchant Bell

Spell Points:	25
Range:	touch
Casting Time:	1 day
Duration:	until discharged
Area of Effect:	1 gem
Component Cost:	25£

Magical bells may be created with this spell. The spell will be triggered when the bell is rung.
 See also Chapter 14: Magic Items.

Enchant Mirror

Spell Points:	25
Range:	touch
Casting Time:	1 day
Duration:	until discharged
Area of Effect:	1 gem
Component Cost:	25£

Magical mirrors may be created with this spell. *See also Chapter 14: Magic Items.*

Tornado

Spell Points:	50c
Range:	sight
Casting Time:	5 minutes
Duration:	concentration + 1 hour
Area of Effect:	100' diameter line
Component Cost:	50£

Creates a storm that will have a tornado that can be directed at the whim of the Elementalist. The tornado will sweep away everything in it's path. After the Elementalist "lets go," the tornado will go in a random direction for up to 1 hour until it will dissipate. This could be dangerous....

Water

"There is so great a necessity of water, that without it nothing can live; no herb or plant whatsoever without the moistening of water, can bring forth.

"It is written that only earth and water can bring forth a living soul. Such is the efficacy of this element of water, that spiritual regeneration cannot be done without it.

"Waters swallow up the earth, extinguish flames, ascend on high, and by the stretching forth of the clouds, challenge the heavens for their own; the same, falling down, become the cause of all things that grow in the earth.

"Very many are the wonders that are done by waters."
— Francis Barrett, The Magus (1801).

Breath Water

Spell Points:	1c / minute
Range:	touch
Casting Time:	10 seconds
Duration:	concentration +1 minute / lvl
Area of Effect:	1 person
Component Cost:	1s / level

Allows the person touched to breath underwater as long as they concentrate, or 1 minute per spell point without concentrating.

Waterproof

Spell Points:	1
Range:	touch
Casting Time:	5 seconds
Duration:	1 hour
Area of Effect:	1 item
Component Cost:	1s

Used to waterproof one item, which will be resistant to water damage or rust.

Sense Water

Spell Points:	5c
Range:	100 yards
Casting Time:	5 seconds
Duration:	concentration
Area of Effect:	self
Component Cost:	5s

This spell will enable the Elementalist to locacte the general direction, distance and quantity of water. Underground water can be located also.

Water Elementals may be located within 100 yards of the Elementalist. Creatures living in or by the water may also be located with this spell.

Sheet of Ice

Spell Points:	5 + 1 / 100 sq. feet
Range:	sight
Casting Time:	5 seconds
Duration:	1 hour
Area of Effect:	1000 sq. ft. + 100 sq. ft. / lvl
Component Cost:	5s+

Spreads a thick sheet of ice (1' thick) upon the ground, making travel along the sheet hazardous. The sheet of ice may be used to bridge chasms, etc.

Swimming / Walk on Water

Spell Points:	5c + 1 / person
Range:	self
Casting Time:	1 minute
Duration:	concentration + 1 minute
Area of Effect:	self
Component Cost:	5s+

The Elementalist may use this spell to swim through or walk on the surface of water at the speed that it would normaly take on land.

Other persons (or horses) may also be allowed to travel with the Elementalist for extra spell points.

This spell can be combined with the spell Breath Water, and both can be concentrated on at once.

Transform Water

Spell Points:	5 + 1 / level
Range:	100 feet
Casting Time:	1 minute
Duration:	permanent
Area of Effect:	1 galon / level
Component Cost:	5s+

This spell will transform one type of liquid into another. Examples would include fresh water into salt water, wine into ale, etc. Magical potions thus transformed will not lose their magical nature.

Control Water

Spell Points:	8c
Range:	sight
Casting Time:	5 minutes
Duration:	concentration + 1 minute
Area of Effect:	1 body of water
Component Cost:	8s

One body of water may be controled. Examples include the prevention of "sea monsters" reaching the surface; enraging the water; creating whirlpools; "parting" water to allow passage; bringing a flash flood (if it's raining); etc.

Wall of Ice

Spell Points:	12
Range:	100 feet
Casting Time:	10 seconds
Duration:	1 day
Area of Effect:	1000 sq. feet
Component Cost:	10s

Creates a wall of ice 10 feet thick, with a surface area of 1000 sq. feet. Length & height can be varied. Examples: 50' x 20', 100' x 10', 200' x 5', 1000' x 1', 32' x 32', etc.

The wall will melt in 1 day's time, unless the weather would permit it to remain.

Water Elemental Shape Change

Spell Points:	15c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration +1 minute
Area of Effect:	1 person
Component Cost:	15£

The Elementalist may transform himself or herself into a water elemental and will gain all powers associated with it for the duration of the spell.

Enchant Magic Well

Spell Points:	25
Range:	touch
Casting Time:	1 day
Duration:	until discharged
Area of Effect:	1 well
Component Cost:	25£

Magical wells may be created with this spell.

See also Chapter 14: Magic Items.

Ice Storm

Spell Points:	50
Range:	sight
Casting Time:	10 seconds
Duration:	1 minute
Area of Effect:	500 yards radius
Component Cost:	50s

This spell will totally freeze everything within 500 yards of the Elementalist.

Tsunami

Spell Points:	50
Range:	sight
Casting Time:	1 day
Duration:	1 wave
Area of Effect:	1 coastline
Component Cost:	50£

A tidal wave may be made to strike one entire coastline.

Create Magic Cloud

Spell Points:	50
Range:	sight
Casting Time:	1 day
Duration:	permanent
Area of Effect:	1 cloud
Component Cost:	50£

This spell will create a magical cloud that will be solid enough to walk on. A magical castle will also be created on top of the magic cloud.

The cloud will travel to wherever the Elementalist desires.

The magical cloud will often attract magical creatures such as pegasi, cloud giants, air or cloud elementals, baloon people, and other flying creatures.

Enchantment

Enchantment

An Enchantress or Enchanter uses supernatural power to affect others.

Those who practice Enchantment are often called Witches or Warlocks.

Candle Magic

This is a form of Enchantment that is used to acquire an ability, characteristic, or skill.

To use Candle Magic, the Enchantress or Enchanter must know the true name of the person to be affected, or must have met or seen the person.

Casting Time

After burning a candle for 1 hour while concentrating, the spell will take effect within 1 day.

Characteristic Alteration

Spell Points: 1/5% or 1/2%
Range: unlimited
Casting Time: 1 day / hour
Duration: fades 5% / day
                                            or until "broken"
Area of Effect: 1 person
Component Cost: 1s / level

This spell will temporarily increase or decrease one characteristic by 5% for each spell point used.

The increase or decrease will fade at the rate of 5% each day thereafter.

Alternately, the spell can be used to increase or decrease someone's characteristic semi-permanently at the rate of 2% for every spell point used.

In this case, the spell will last until it is "broken" by one simple act that the person would do. This act can be any common thing and it is specified when the spell is cast. There can be only one way to break an enchantment on any single characteristic. For instance, a person's Strength could be raised by 20% (10 power) with the condition that the person cannot cut his hair. When he cuts his hair, the spell will be broken.

The *Storyteller* must approve all conditions that will break a spell.

Depression

Spell Points: 1 / -2%
Range: unlimited
Casting Time: 1 day / hour
Duration: 1 month
Area of Effect: 1 person
Component Cost: 1s / level

The person affected by this enchantment will become very depressed, the degree of severity increasing with the amount of spell points put into the spell.

This depression will affect all of these abilities: Awareness, Ego, Presence, and Self Discipline. Lower each of these characteristics by 2% for each level of this spell.

Hesitation

Spell Points: 1 / day
Range: unlimited
Casting Time: 1 day / hour
Duration: 1 day / level
Area of Effect: 1 person
Component Cost: 1s / level

The person affected by this enchantment would take absolutely no action regarding one matter, hesitating until the enchantment fades.

The person will hesitate one day for every spell point spent on this spell.

Encouragement

Spell Points: 3
Range: unlimited
Casting Time: 1 day / hour
Duration: 1 action
Area of Effect: 1 person
Component Cost: 3s

This enchantment will force someone to do one action.

Understanding

Spell Points: 3
Range: unlimited
Casting Time: 1 day / hour
Duration: until skill raised
Area of Effect: 1 skill
Component Cost: 3s

This spell will double the learning rate for 1 skill, and will allow a person to raise a skill at twice the normal rate when an experience point is spent on it. A skill development roll is still required however.

Persuasion

Spell Points: 4
Range: unlimited
Casting Time: 1 day / hour
Duration: permanent
Area of Effect: 1 person
Component Cost: 4s

This spell will change someone's opinion about something, acquiring whatever attitude the Enchanter wishes.

Seduction

Spell Points: 5
Range: unlimited
Casting Time: 1 day / hour
Duration: one night
Area of Effect: 1 person
Component Cost: 5s

This spell will allow a person to seduce another person automatically.

The enchantress chooses both people involved, both the person seduced and the recipient.

Alternately, this spell can be used to make a person more likely to conceive, and the enchantress can choose what the gender of the child will be.

Luck

Spell Points: 5
Range: unlimited
Casting Time: 1 day / hour
Duration: permanent
Area of Effect: 1 person
Component Cost: 5s

This will give a person an additional luck point.

Adaptability

Spell Points: 6
Range: unlimited
Casting Time: 1 day / hour
Duration: 1 day
Area of Effect: 2 skills
Component Cost: 6s

My the means of this enchantment, one skill can be "exchanged" for one other skill, confering all abilities at the same skill level as the original skill.

Honor

Spell Points: 7
Range: unlimited
Casting Time: 1 day / hour
Duration: 1 week
Area of Effect: 1 person
Component Cost: 7s

The recipient of this spell will behave "honorably" for 1 month and will treat people fairly, will not lie, cheat or steal (unless an honorable way to do so can be found), etc.

Love

Spell Points: 9
Range: unlimited
Casting Time: 1 day / hour
Duration: permanent
Area of Effect: 1 person
Component Cost: 9s

The "victim" of this spell will fall in love with the Enchantress or any other person permanently. The victim must fall in love with someone of the same species (humans cannot be made to love a monster for instance).

Stalemate

Spell Points: 9
Range: unlimited
Casting Time: 1 day / hour
Duration: 1 contest
Area of Effect: 2 opponents
Component Cost: 9s

An Enchantment will be lain upon two parties (whether individuals or kingdoms), so that there are no winners or losers in any single battle, fight, or contest.

Changeability

Spell Points: 8
Range: unlimited
Casting Time: 1 day / hour
Duration: 1 week

Area of Effect: 1 person
Component Cost: 8s

The victim will constantly change his mind, cannot concentrate on anything for very long, & will have trouble making even the simplest decisions (shall I have the mutton or pork?).

Tranquility

Spell Points: 10
Range: unlimited
Casting Time: 1 day / hour
Duration: 1 day
Area of Effect: 25' radius or 1 building
Component Cost: 10s
Candle Color: white

This will create an area where no hostile actions, or thoughts can exist. Furthermore, anyone spending at least 1 hour within the area will lose all memory of any recent traumatic events and will be completely healed.

Spellcasting

Spell Points: spell + 12
Range: unlimited
Casting Time: 1 day / hour
Duration: as per spell
Area of Effect: 1 person
Component Cost: 12s

With this spell, the Enchantress may cast one single spell at one target, with unlimited range. The spell can only affect one target.

Eldritch Magic

This kind of magic deals with the ancient powers of nature.

Binding

Spell Points: 1
Range: sight
Casting Time: 2 seconds
Duration: permanent
Area of Effect: 1 person
Component Cost: 1s

One person can be "silenced" by the use of this spell, which binds the person into keeping a secret.

Enchanted Writing

Spell Points: 4
Range: touch
Casting Time: 1-6 seconds+
Duration: permanent
Area of Effect: 1 book
Component Cost: 3s

The enchantress may instantly write something with this spell. If the subject matter is extensive, such as a book, then the enchantress must flip through every page of the book one at a time, or combine this with the spell *psychic quill,* which allows instant memorization of a text. The enchantress must have materials handy.

Cryptograhy

Spell Points: 6
Range: touch
Casting Time: 3 seconds
Duration: permanent
Area of Effect: 1 book
Component Cost: 6s

This spell will encrypt a book with a foreign language, which does not have to be known by the enchantress.

Anyone desiring to read the book must be able to read the foreign script and language.

The enchantress also may create a secret password that will allow anyone to read the book if they recite it.

The skill cryptography may also be used to decipher an encrypted book.

Summon Familiar Spirit

Spell Points: 10
Range: unlimited
Casting Time: 1 week
Duration: permanent or until dismissed
Area of Effect: self
Component Cost: 10s

This spell summons a "familiar" spirit which will inhabit the body of a common creature or object.

This familiar spirit will be totally loyal to it's master (the Enchantress that summoned it), obeying all commands, acting as a sentry, spy, etc.

The familiar can communicate with it's master through telepathy at a range of about 100 feet.

Only one familiar may be summoned at a time, and the current familiar must die or be *Dismissed* before another familiar can be summoned.

To *Dismiss* or send away a familiar, the Enchanter must roll under their Enchantment skill.

Roll	Type of Animal
1–30%	None Available. The spirit inhabits a nearby object, as in the spell, "Phantom Possession." Another familiar may be summoned.
31–60%	Cat
61–85%	Animal chosen by *Storyteller*.
86–90%	Animal chosen by player.
91–95%	Unusual creature.
96–100%	Gremlin or Imp. Evil creatures that are difficult to control, occasionally disobeying their master, causing trouble, etc.

Youth

Spell Points: 15
Range: touch
Casting Time: 1 hour
Duration: permanent
Area of Effect: 1 person
Component Cost: 15£

This spell will make the person affected ten years younger. This spell can be used to extend a person's life.

Cord Magic

Spell Points: spell + 2 / charge (knot)
Range: 1 cord of rope
Casting Time: 1 hour / charge
Duration: until knot is untied
Area of Effect: 1 knot in cord
Component Cost: 1s / level

This enchantment creates a magical cord that will hold any spell that is cast into a knot that is tied in the rope.

One charge or spell can be placed in each knot for every foot of rope, up to a maximum of nine charges (knots).

When a person desires to cast one of the spells bound up, then he simply unties a knot.

If the knots hold different spells, then only one knot may be untied each day.

If the knots hold duplicates of the same spell, or charges, then the effects of the spell are increased when more than one knot is untied.

Example: An Enchantress may sell knotted cords to sailors that have winds tied up in the knots so that if the sailor needs a wind for his ship he just unties the knot. One knot is untied for a light breeze, two for a strong wind and three for a gale. Note that in order to create this particular magic cord, the appropriate spell (Breezes) must be known or accessible to the Enchantress.

Phantom Possession

Spell Points: 5
Range: 100 feet
Casting Time: 10 minutes
Duration: 1 month
Area of Effect: 1 object
Component Cost: 5s

This enchantment allows a phantom or spirit to inhabit a nearby object (chosen randomly by the Storyteller) such as a broom, mirror, cauldron, crystal, etc.

While phantoms do not have any physical existance, they can be used as sentries to guard an area.

Phantoms can *communicate telepathically* with each other and with the Enchanter that brought them forth into the world.

Phantoms *can sense life* within 100 feet. Phantoms can also *materialize* into a visible apparition, which will cause fear in anyone viewing it (pass a morale check or run away).

Witch's Bottle

Spell Points: 10
Range: unlimited
Casting Time: 1 day
Duration: until unearthed
Area of Effect: 1 enemy
Component Cost: 10s

This spell creates a magical bottle that after being buried will confer a special type of magical protection against one enemy, and will tend to reflect an enemy's hostilities back upon them.

The bottle works best against an enemy's intentions. Against direct melee or magic, the magic bottle is less effective. In other words, the magic bottle does not make the

Enchantress invulnerable, just extremely hazardous to harm.

For example; the Enchantress's enemy sends a group of knights to kill her. Something will happen to the knights, or their attack will be blunted in some way. Something equaly harmful will happen to the Enchantress's enemy. The local authorities may send someone to kill the Enchantress's enemy, etc.

Note that if the Enchantress's Bottle is unearthed, then the spell will be negated.

The enemy must be known by name, or must have been seen or met in person.

Spirit Possession

Spell Points:	25
Range:	touch
Casting Time:	1 week
Duration:	permanent
Area of Effect:	1weapon
Component Cost:	25£

This spell forces a spirit to possess a weapon, creating an "intelligent" weapon, with it's own desires, values, and goals.

The spirit will be able to detect life in a 100 foot radius, and can communicate with the person holding the weapon telepathically.

In addition, the weapon so possessed will inflict *trauma* damage equal to the amount of damage normally done. For instance, a weapon that inflicts 3d6 damage will also inflict 3d6 *trauma* damage.

The spirit will often disaggree with it's owners desires and can often force a person's actions by winning a Presence contest. Roll randomly for the strength of the spirit's Presence (d100).

Enchantment

These spells primarily affect the mind and the will of their victims, but also deal with the forces of nature itself.

Attention

Spell Points:	1c / person
Range:	sight
Casting Time:	1 second
Duration:	concentration + 1 minute
Area of Effect:	1 person / level
Component Cost:	1s / level

This spell will instantly draw the attention of one person / level. Those affected will be extremely "interested" in the Enchantress and will be unable to concentrate on anything else.

Note that those affected will not necessarily be attracted to the Enchantress, but will simply be interested.

Alternately, the spell can be used to push someone's attention away in another direction. In this case, the person's attention will be drawn to whatever the Enchantress wishes.

Suggestion

Spell Points:	1 / person
Range:	sight
Casting Time:	3 seconds
Duration:	1 action
Area of Effect:	1 person / level
Component Cost:	1s / level

Those affected will obey one simple suggestion which has been stated verbally by the Enchanter.

Emotion

Spell Points:	1 / person
Range:	sight
Casting Time:	10 seconds
Duration:	10 minutes
Area of Effect:	1 person / level
Component Cost:	1s / level

The Enchanter can create an emotion in others. The emotion can be as strong as the Enchanter likes & can be directed at whoever the Enchanter wants.

Examples of emotions that can be induced include; hatred, anger, greed, jealosy, ambition, fear, guilt, anxiety, frustration, resentment, love, lust, friendliness, joy, etc.

Spinning & Weaving

Spell Points:	1c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration
Area of Effect:	1 yd cloth / minute
Component Cost:	1s

Used to create bolts of cloth quickly. Requires raw materials such as wool cotton, etc.

Clothesmaking

Spell Points:	2c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration
Area of Effect:	1 garment / minute
Component Cost:	2s

With the proper materials such as wool, cotton, leather, etc, clothes can be made quickly with this spell.

Armor Making

Spell Points:	3c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration
Area of Effect:	1 hauberk / minute
Component Cost:	3s

Armor can be made with this spell, but the raw materials are required.

Charm

Spell Points:	2 + 1 / person
Range:	sight
Casting Time:	5 seconds
Duration:	until broken
Area of Effect:	1 person+
Component Cost:	2s + 1s / level

Those affected by this enchantment will always view the

Enchantress as a friend.

Every week, those still affected receive a new saving throw to break the enchantment.

Holding

Spell Points:	3c + 1 / person
Range:	sight
Casting Time:	3 seconds
Duration:	concentration + 5 minutes
Area of Effect:	1 person + 1 person / lvl
Component Cost:	3s + 1s / level

This enchantment will catch the attention of one person and will cause them to cease all activity while gazing at the Enchanter, causing them to enter a deep trance. This trance cannot be broken.

The enchantment will fade within 5 minutes without concentration.

To affect several people, an additional spell point must be spent for each additional person.

Sleep

Spell Points:	5
Range:	touch
Casting Time:	10 seconds
Duration:	until broken
Area of Effect:	1 person
Component Cost:	5s

This enchantment will cause a person to enter a magical sleep that will last until it is "broken."

The Enchantress that created the enchantment must choose one condition that will "break" the enchantment, allowing the person to awake. This condition must be approved by the Storyteller.

The condition that will break this enchantment must be made known.

While asleep, the victim is immune to the affects of aging, disease, and will not need to eat.

Calm

Spell Points:	2 + 1 / person
Range:	sight
Casting Time:	5 seconds
Duration:	1 hour
Area of Effect:	1 person +
Component Cost:	2s + 1s / level

Anyone affected by this enchantment will become calm. All anger, violent thoughts or actions will fade and will not return for one hour.

Those affected will still be able to defend themselves, but will not initiate any hostile action towards others.

Forgetfulness

Spell Points:	1 / day of memory
Range:	touch
Casting Time:	10 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	1s / level

This enchantment will cause a person to lose his memo-ry. All of one day's memory will be lost for every spell point.

In addition, all of the person's trauma and injuries will vanish if they occured within the time that has been forgot-ten.

The person will not be aware of the memory loss.

Hypnosis

Spell Points:	5
Range:	touch
Casting Time:	20 minutes
Duration:	1 week
Area of Effect:	1 person
Component Cost:	5s

By using this enchantment, the Enchanter can make one subject believe, think or do whatever the Enchanter wants, including commiting suicide.

Any number of suggestions can be made to the subject, & the subject can be made to forget that they were hypno-tized.

All suggestions will fade within a week, except a sugges-tion to forget being hypnotized.

This enchantment can also be used to recover the memo-ry of incidents long past.

Mists of Sleep

Spell Points:	1 / 100 foot radius
Range:	unlimited
Casting Time:	2 hours
Duration:	8 hours
Area of Effect:	100' radius / level
Component Cost:	1£ / level

This enchantment causes a mist to form which will cause anyone within 100 feet / level to fall into a deep slumber for 8 hours.

The mist can be made to move, but as soon as it begins to put people to sleep, it will stop moving and will complete-ly discharge itself and fade away.

Talespinning

Spell Points:	6c
Range:	hearing distance
Casting Time:	10 seconds
Duration:	concentration + 5 minutes
Area of Effect:	all hearing
Component Cost:	6s

This spell can be used to enthrall an audience with a story. Anyone listening to the tale will be totally absorbed by it and will be unable to to anything but listen.

This enchantment lasts as long as the Enchanter keeps talking (concentrating).

Note that if the tale is good (a successful rhetoric skill roll), those passing a saving throw may still listen.

Replenishment

Spell Points:	9
Range:	touch
Casting Time:	1 minute
Duration:	1 week

| Area of Effect: | 1 object |
| Component Cost: | 9£ |

This will create an object that will continually replenish whatever is stored inside of it. A quiver will always be full of arrows, a barrel of ale will not go dry, a sack of grain will not run out, a backet of fruit will always be full. Although a money purse or chest of coins will also replenish itself, this enchantment cannot be used to multiply one's wealth. The enchantment will remain for a week.

Induce Quest

Spell Points:	10
Range:	hearing distance
Casting Time:	1 hour
Duration:	until quest is fulfilled
Area of Effect:	all within hearing
Component Cost:	10s

After the Enchanter gives a rousing oratory, everyone within hearing distance can be made to undertake a quest.

Mists of Confustion

Spell Points:	12
Range:	sight
Casting Time:	2 hours
Duration:	1 week
Area of Effect:	1 area
Component Cost:	12£

This spell will surround an area with mists that will serve to confuse any that go inside. Those traveling inside will become lost and will lose their way. The mists of confusion will protect one place. If the enchantress desires, a secret password may be created which will allow people to travel inside the mist without suffering any ill effects.

Enchanted Clothes

Spell Points:	25
Range:	0
Casting Time:	1 week
Duration:	permanent
Area of Effect:	1 clothes item
Component Cost:	25£

This spell will create a magical clothes item. It can be any type of clothes. Shoes, tunic, gloves, etc. It will be endowed with whatever spells are placed in it. *See Chapter 14: Magic Items.*

Enchanted Armor

Spell Points:	25
Range:	0
Casting Time:	1 week
Duration:	permanent
Area of Effect:	1 piece of armor
Component Cost:	25£

This spell will imbue a piece of armor with magical properties. This spell will not give better protection, but it is used to place spells on the item instead. See also the Sorcery spell *Transmutation*. This spell can be used to enchant any piece of armor, such as a helm or hauberk. *See Chapter 14: Magic Items.*

Enchanted Building

Spell Points:	25
Range:	0
Casting Time:	1 week
Duration:	permanent
Area of Effect:	1 building
Component Cost:	25£

This spell can be used to give a building magical properties. A spell is cast into it and the building will exhibit the abilities of the spells cast into it. *See Chapter 14: Magic Items.*

Fortress

Spell Points:	50
Range:	0
Casting Time:	6 days
Duration:	permanent
Area of Effect:	1 area
Component Cost:	50£

This spell will magically create a castle or other type of stronghold overnight. The castle's design can vary with whatever landscape is it constructed on. A garrison of up to 100 soldiers will appear with the castle and will be at the command of the Enchantress.

Castle of Dreams

Spell Points:	50
Range:	0
Casting Time:	6 days
Duration:	permanent
Area of Effect:	100 yards
Component Cost:	50£

This spell creates a enchanted area that will appear to be a beautiful castle filled with very friendly people who will give visitors anything they desire.

Those entering the castle will be totally enthralled by it, and unless a saving throw is made, those inside the castle will remain there for the rest of their lives.

Sorcery

Sorcery

Sorcerors use an arcane form of Natural magic to give them great powers.

Evocations

Sorcery manipulates time and space for a large range of powers.

Cantrip

Spell Points:	1
Range:	100 feet
Casting Time:	instantaneous
Duration:	one use
Area of Effect:	1 person or area
Component Cost:	1s

A cantrip is a simple, non harmful spell that is used to perform some useful function. Examples would include the following:

Clean, color, container, dampen, dry, dust, exterminate, fish, flavor, freshen, gather, haircut, knit, pied piper, polish, salt, shine, smooth, spice, stitch, sweeten, tie, warm, smokepuff, etc.

Counterspell

Spell Points:	1+
Range:	unlimited
Casting Time:	instantaneous
Duration:	variable
Area of Effect:	1 spell
Component Cost:	1s / level

This spell is used to prevent another spellcaster's spell from taking effect. This spell is cast after the other spellcaster begins his spell, but before it takes effect.

The result of a counterspell is that the opposing spellcaster's spell will automatically fail and he must roll on the spell misfire table.

The Sorcerer must spend the amount of spell points that the opposing spellcaster is using in his spell.

Since there is no way to know what spell the other spellcaster is casting, it is dangerous to use a counterspell because the Sorceror may be forced to use more spell points than he has.

If the amount of spell points that are required for a counterspell are too high to be safe, the Sorceror may "bail out" at the last minute, and will only use half the amount of spell points that the opposing spellcaster is using.

If this occurs, the opposing spellcaster's spell will work, and the Sorceror's counterspell will fail, resulting in a roll on the spell misfire table.

Note that both spellcasters must still roll to successfully cast their spells, but a counterspell will automatically cause one spellcaster to fail.

Bladeturn

Spell Points:	2/ level
Range:	touch
Casting Time:	10 seconds
Duration:	1 hour or until used
Area of Effect:	1 attack / level
Component Cost:	2s / level

This spell will prevent one physical attack from hitting the person touched for every level of the spell.

At 8th level, for instance, four attacks will automatically miss the recipient of this spell. However, this spell will only work against melee attacks, and will not stop missile attacks.

Charmed Armor

Spell Points:	1 / +1 armor value
Range:	touch
Casting Time:	1 day
Duration:	1 day + 1 day / power
Area of Effect:	1 piece of armor
Component Cost:	1s / level

This will give a piece of armor a higher defensive value. For every power put into the spell, the armor value will increase by +1.

For instance, a Mail Hauberk (steel) whose armor value is 10 that is charmed with a 15th level spell will have a value of 25.

Each piece of armor such as a helmet, gauntlets, a hauberk, etc. must be charmed separately.

The armor will be charmed for one day after which it will return to normal. The Sorceress can increase the duration by spending +1 power (spell point) for every extra day desired.

For instance, the Charmed Hauberk above would last for an extra 5 days if the spell is cast at 20th level.

Deflection

Spell Points:	2/ level
Range:	touch
Casting Time:	10 seconds
Duration:	1 hour or until used
Area of Effect:	1 attack / level
Component Cost:	2s / level

This spell will prevent one missile attack from hitting the person touched for every level of the spell.

At 12th level, for instance, six missile attacks will automatically miss the recipient of this spell.

However, this spell will only work against missile attacks, and will not stop melee attacks.

Penetration

Spell Points:	2
Range:	touch
Casting Time:	5 seconds
Duration:	1 hour or until used
Area of Effect:	1 target
Component Cost:	2s

Weapons enchanted with this spell will automatically destroy all Bladeslip and Deflection spells that are used in defense, allowing a normal attack to hit an opponent.

For example, a person with 15 levels of Bladeturn (30 power) & 10 levels of Deflection (20 power) who is hit with a weapon enchanted with Penetration will lose all defensive spells and will be subject to being hit normally. Thereafter, these defensive spells will be gone until they are cast again.

Weapons enchanted with this spell, will also slice through a Shield spell or a Circle of Protection, destroying the protective spell. Penetration will also cut through all types of magical defenses, including magical armor.

Safekeeping

Spell Points:	2
Range:	touch
Casting Time:	5 seconds
Duration:	until item is retrieved
Area of Effect:	1 object
Component Cost:	2s

This spell will allow the Sorceror to protect an item from being stolen.

The object cannot be touched by anyone except the Sorceror.

Only one object at at time can be so protected.

Magic Rope

Spell Points:	2
Range:	touch
Casting Time:	1 minute
Duration:	1 day
Area of Effect:	1 rope
Component Cost:	2s

This creates a magical rope that will tie and untie itself & move wherever the holder desires.

Short Teleportation

Spell Points:	10
Range:	self
Casting Time:	2 seconds
Duration:	instantaneous
Area of Effect:	100 feet
Component Cost:	10 s

This spell opens up a door into another dimension through with the Sorceress can move. It will allow the Sorceress to move up to 100 feet in any direction.

Weightlessness

Spell Points:	3c
Range:	touch
Casting Time:	instantaneous
Duration:	concentration + 30 seconds
Area of Effect:	1 person
Component Cost:	3s

Makes a person as light as a feather, so that they can fall most any distance without being injured.

Shatter

Spell Points:	4
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 object
Component Cost:	4s

Completely shatters one object, such as a window, glass, sword, wagon wheel, jar, door, etc.

Magic items are given a saving throw equal

to 95%. Magic items that have been shattered are destroyed.

Spider Movement

Spell Points:	4c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration
Area of Effect:	1 person
Component Cost:	4s

Allows a person to travel along vertical surfaces and cielings like a spider.

Absorption

Spell Points:	5c+level of spell absorbed
Range:	sight
Casting Time:	instantaneous
Duration:	concentration
Area of Effect:	1 spell
Component Cost:	10s

When a spell is cast at the Sorceress, this spell can be used to "catch" it.

The absorption of spells is dangerous, since the Sorceress must pay additional spell points equal to the level of the spell being absorbed.

If the Sorceress fails to cast this spell correctly, add the level of the spell incorrectly absorbed when rolling on the *Spell Misfire Table.*

Once a spell is absorbed, it may be "held" while the Sorceress concentrates and cast one time thereafter without a spellcasting roll.

Memory of it will fade afterwards and it may not be used to research a spellbook.

The spell being held can be identified with a successful Sorcery skill roll.

Insteaed of using a held spell, it can be "discarded."

Static spells that are present may be absorbed with this spell by touching the area of effect. The Sorceress will not take damage from a static spell (a Wall of Fire for instance) when trying to absorb it.

Magic items cannot be affected with this spell.

If the Sorceress wishes to "catch" a spell that is being cast at someone else, then a successful Sorcery skill roll must be made, and if it fails, the Absorption spell is wasted.

Closing

Spell Points:	5
Range:	sight
Casting Time:	10 seconds
Duration:	permanent
Area of Effect:	1 door
Component Cost:	5s

Magically closes a door, chest, portal, or object so that it cannot be opened by any means except destruction. A password is made for the door so that it can be used. This spell can also be used to seal scroll cases, packs, etc.

Convert

Spell Points:	5
Range:	touch

Casting Time:	2 seconds
Duration:	1 hour
Area of Effect:	1 object
Component Cost:	5s

This is a minor transformation spell allowing the Sorceror to convert one small object into another object for a new or different use or funciton. Changes cannot be radical. A few examples would include a broom handle changed into a sword; a rock into a bottle of wine; sand into water, etc.

Entangle

Spell Points:	5 + 1 / person
Range:	100 feet
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person +
Component Cost:	5s+

Creates a magical force designed to immobilize one person.

Another person can be affected for each additonal spell point.

The form can be anything desired such as a web, iron bonds, ropes, etc.

Those entangled may break free by rolling under one–half of their strength.

Levitation

Spell Points:	5c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration + 1 minute
Area of Effect:	1 person
Component Cost:	5s

Allows a person to levitate himself while concentrating, and for 1 minute thereafter.

No movement other than up & down is possible.

Opening

Spell Points:	5
Range:	sight
Casting Time:	10 seconds
Duration:	permanent
Area of Effect:	1 door
Component Cost:	5s

Magically opens a door, chest, portal, or object. An opening spell is used to open magically sealed doors, etc, & can be used to force open a locked or bared door, portal, gateway, chest, etc.

Container

Spell Points:	5
Range:	touch
Casting Time:	5 seconds
Duration:	1 week
Area of Effect:	1 small container
Component Cost:	5s

When cast upon a small container, such as a pouch or bag, this spell will create an extra–dimensional space that is 10 cubic feet in size.

Anything may be kept inside this magical container, as long as it "fits" inside.

If the Sorceror desires, a "password" may be required to open the container.

After one week, the extra–dimensional space will not be accessible, and anything placed therin will be lost.

The only way to recover the contents of an expired container is to cast the cdontainer spell again while specifying the same "password."

If a permanent container is desired, Runes of Permanency must be used (see Talismanic Magic).

Supress

Spell Points:	5c
Range:	sight
Casting Time:	10 seconds
Duration:	concentration + 1 minute
Area of Effect:	1 active spell
Component Cost:	5s

This spell will temporarily negate the effects of one active spell for as long as the Sorceror concentrates and 1 minute therafter.

Alternately, one magic item may be temporarily "neutralized" for one day with this spell.

Weapon Charm

Spell Points:	5 / +5% or +1d6
Range:	touch
Casting Time:	1 day
Duration:	1 day + 1 day / power
Area of Effect:	1 weapon
Component Cost:	1s / level

Enchants a magic weapon that will either have a 5% better chance to hit or inflict 1d6 extra damage when it hits.

For every 5 spell points, 5% or 1d6 is added to it's bonus (not both). The maximum bonus is +30% and +6d6 damage.

For example, a charmed sword with +15% to hit and +4d6 damage would need 35 spell points to create.

The weapon will last for one day after which it will return to it's normal state. The duration may be lengthened for 1 spell point for every day.

To create a permanent magic weapon, a Permanent Enchantment Rune (see Talismanic Magic) must be used.

Note that Holy weapons have a longer duration (see the spell Consecration from the Ritualism discipline).

Web

Spell Points:	5 + 1 / level
Range:	100 feet
Casting Time:	3 seconds
Duration:	permanent
Area of Effect:	5' radius + 5' / lvl
Component Cost:	5s+

Entangles anyone within the area of effect. To break out, a person must roll under their Strength ÷ 2.

For each spell point above 5, the area of effect is increased by a 5 foot radius. A Web spell of 10 spell points for instance, would affect a 30 foot radius area.

Sizing

Spell Points: 10
Range: 100 feet
Casting Time: 5 seconds
Duration: until negated
Area of Effect: 1 person or object
Component Cost: 10s

One person, creature or object may be enlarged or shrunk with this spell.

Persons or objects may be enlarged or shrunk by one *size category* from their present size.

The final size class of the target will affect how to modify the *Injury Table (see Chapter 20: Monsters).*

The final size class of the target will also change the subject's hits and will change how much damage he causes:

Size	Damage	Hits
Tiny	*x ¼*	*x ¼*
Small	*x ½*	*x ½*
Medium	–	–
Large	*x 2*	*x 2*
Huge	*x 5*	*x 5*

When the target attacks, his damage is modified for his size before subtracting armor.

The target's armor value is unaffected.

After a command word is spoken, which may or may not be divulged to the subject, the spell will be negated.

Fly

Spell Points: 8c
Range: touch
Casting Time: 10 seconds
Duration: concentration + 1 minute
Area of Effect: 1 person
Component Cost: 8s

Allows a person to fly while concentrating, and for 1 minute thereafter.

Transmutation

Spell Points: 8
Range: touch
Casting Time: 5 minutes
Duration: 1 week
Area of Effect: 1 object
Component Cost: 8s

This spell transmutes an object into a higher form, improving it without changing it's appearance or normal characteristics.

With this spell, some of these effects are possible:

Material Resistance will change the strength of armor so that leather armor is as strong as scale, etc. A glass window will be extremely hard to break, etc.

Resilience will make a weapon unbreakable.

Damage Resistance will double the hits of a shield or piece of armor.

Lighter Weight will halve the weight of an object.

Other effects are possible and should be approved by the Storyteller.

Only one main effect can be applied to an object at a time. Lighter weight & resilience would require two spells for instance.

Dispel Magic

Spell Points: 10
Range: touch
Casting Time: 1 minute
Duration: concentration + 1 minute
Area of Effect: 1 person
Component Cost: 10s

This spell will neutralize one spell, or will destroy one magic item.

Magic items with Runes of Permanency will not explode, although they will recieve a *saving throw* equal to 95%. If a magic item makes it's saving throw, then it will be *supressed* (neutralised) for 2–12 days.

Portable Room

Spell Points: 10
Range: touch
Casting Time: 5 minutes
Duration: 1 month
Area of Effect: 1 object
Component Cost: 10s

When this spell is cast upon an object or upon the surface of the floor, wall, carpet, curtain, etc., then an extra–dimensional room, 1000 sq. ft. in size, is created.

The room can contain anything the Sorceror desires, including people.

If the Sorceror desires, a "password" may be required to open the room.

After one month's time, the room, along with it's contents will vanish forever. Anyone within the room will die within a week unless the room is recovered, or if they have a means of surviving (although it is not necessary to create ari to breath, provisions are needed).

The only way to recover the contents of an "expired" room is to cast another spell again while specifying the same "password."

If a permanent container is desired, Runes of Permanency must be used (see Talismanic Magic).

Shield

Spell Points: 10
Range: 100 feet
Casting Time: 2 seconds
Duration: 1 hour
Area of Effect: 1000 sq. ft.
Component Cost: 10s

Creates a magical barrier through which nothing can pass without a command word that the Sorceress specifies.

Lenght & height can be varied. Examples would be 50' x 20', 100' x 10', 200' x 5', 32' x 32', etc.

Transformation

Spell Points: 10
Range: sight
Casting Time: 5 seconds
Duration: until negated

Area of Effect:	1 person or object
Component Cost:	10s

With this spell, the Sorceror can change one kind of thing into another. The change can be radically different. For example, a person could be turned into a toad, a bridge could be changed into a tree, a rock into a chariot, a loaf of bread into a horse, a person into water, etc.

Those changed will gain all of the abilities of the new form.

The change will last until a condition that the Sorceror specifies occurs. The condition must be approved by tyhe Storyteller. An example would be a toad that must be kissed by a princess to change back into a human.

Change into a supernatural being such as an Angel, is impossible.

Speed

Spell Points:	12
Range:	touch
Casting Time:	5 seconds
Duration:	1 minute
Area of Effect:	1 person
Component Cost:	12s

Doubles all actions for the person (including fatigue) for up to 1 minute.

Reflection

Spell Points:	15c
Range:	self
Casting Time:	2 seconds
Duration:	concentration + 10 seconds
Area of Effect:	1 person
Component Cost:	15s

This spell will reflect hostile spells back at the opposing spellcaster.

Enchant Staff

Spell Points:	25
Range:	touch
Casting Time:	1 day
Duration:	until discharged
Area of Effect:	1 staff
Component Cost:	25£

A Sorceror can make a magic staff with this spell. *See also Chapter 14: Magic Items.*

Shapechange

Spell Points:	25
Range:	sight
Casting Time:	5 seconds
Duration:	1 day
Area of Effect:	1 person
Component Cost:	25s

Similar to a Transformation spell, but this spell allows the person affected to change form as often & as many times as desired, for one day.

Teleportaion

Spell Points:	25

Range:	unlimited
Casting Time:	3 seconds
Duration:	instantaneous
Area of Effect:	1 person
Component Cost:	25s

The Sorceror can magically teleport himself to any location that he has been to by first concentrating on it.

Places that are pictured or described can be teleported to but this is dangerous: *Double the chance of spell failure.*

Call Dragon

Spell Points:	25
Range:	unlimited
Casting Time:	1 hour
Duration:	1 day
Area of Effect:	1 person
Component Cost:	25£

This spell will summon the spirit of a dragon that will destroy or drive away the adversaries of the Sorceror for an entire day.

The spirit dragon will appear as a misty serpent that will accompany the mystic. See *Spirit Dragon* in chapter 20.

Timefire

Spell Points:	25
Range:	sight
Casting Time:	5 seconds
Duration:	instantaneous
Area of Effect:	1 person
Component Cost:	25s

Will age the victim 100 years. Unless a shock roll is passed, the victim will die.

Timestop

Spell Points:	50
Range:	unlimited
Casting Time:	5 seconds
Duration:	5 minutes
Area of Effect:	1 person
Component Cost:	50s

This spell stops time for the Sorceress, allowing her to do anything for up to 5 minutes while the world is frozen in time.

Disintegration

Spell Points:	50
Range:	sight
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 personor object
Component Cost:	50s

The Sorceror can totally destroy one person, creature, or object with this spell.

Magic items, dragons, castle towers, etc. can be disintegrated.

Magic items have a *saving throw* of 50%. Inanimate objects (a wall for instance) have a *saving throw* of 10%.

Extrasensory Magick

Chapter 12: Extrasensory Magic

"I do not understand how anyone can live without one small place of enchantment to turn to."
– *Marjorie Kinnan Rawlings*

Extrasensory Magic

Extrasensory Magic uses psychic powers to gain information and also to change the world around them through the use of their willpower.

Sacred Places

There are sacred places on the earth where extrasensory magic is stronger.

Sacred places provide a doorway to the supernatural world. These places can be natural locations, such as a sacred grove of trees, to a man made structure such as a cathedral. The holy land is rich in these sites.

When casting an extrasensory magic spell while in one of these locations, increase the spellcasting skill by +25%

Casting Extrasensory Magic

Extrasensory magic spells are cast through *meditation*, *special artifacts*, and by *directed willpower*. These spells do not need any vocalizations to work. They are all cast silently.

Meditation is used by the person to enter a *meditative state* of calmness which will allow the person to tap into their abilities. Usually this will involve the person *closing their eyes,* but when the casting time of a spell is too rapid, it is not necessary to do so.

Special Artifacts are certain types of items that have been created by the spellcaster for use in focusing their will.

Directed Willpower is used by the spellcaster to cause a *psychic link* to be opened between the spellcaster and the recipient, which will then allow the individual to gain access to information, etc. Willpower as it is used in extrasensory magic, is a function of the character's presence, not their self discipline.

Divination

Divination is often practiced by those using extrasensory magic, especially by those using the seer discipline.

There are many systems of divination, whether using runes, candle gazing, or dreams interpretation.

Geomancy is a system of divination that was popular during the Renaissance.

Although *tarot cards* were invented in the 15th century as a card game, they were not used for divination until the 18th century.

Fortunetelling

Fortunetelling is a separate skill that is not always associated with magic.

Fortunetelling can be used to answer one question or to predict the future with a successful skill roll.

Components of Extrasensory Magic

Extrasensory magic uses several types of components.

Mystics work with items that are found in nature, such as trees, flowers, herbs, etc.

Psychics generally do not use any material components, but need to spend time developing their ability to *focus* or tune in to the psychic world. When creating dream weapons, a psychic must have a physical representation of the weapon to work from.

Seers will use whatever devices are necessary for divination, including crystal ball, tarot cards, runes, etc.

Talismanists will need to prepare in advance an object that is used in the spell, such as a charm, amulet, talisman or scroll.

Extrasensory Magic
Spell Failure Chart

Roll (d100)	Affect	Description
01–30%	Nothing	No Additional Effects
31–40%	Warped Spell	Spell works, but not as expected.
41–50%	Trait Loss	Lose 2d6% from random characteristic.
51–60%	Trait Loss	Lose 3d6% from either AW, or PR
61–70%	Power Burn	Power loss is not recoverable
71–80%	Power Loss	Lose all power (recoverable).
81–85%	Faerie	An angry Faerie is summoned.
86–90%	Insanity	Roll on the Mental Affliction Chart.
91–95%	Possession	A Demon tries to possess spellcaster.
96–99%	Nightmares	Nightmares suffered by spellcaster.
100%	Amnesia	Suffer amnesia of random duration.

Explanation of Spell Failures

Warped Spell: The spell is warped, reversed or changed.

Trait Loss: A characteristic is lowered permanently. Adjust skills (–1% for every 5% loss) & saving throws (–1% for every 10% loss).

Power Burn: Power used for this spell is not recoverable with sleep.

Power Loss: Power is reduced to zero. Power may be recovered as normal with rest.

Faerie: A faerie creature will appear and will torment the spellcaster.

Insanity: The spellcaster develops a Mental Affliction.

Possession: A fallen angel will attempt to possess the character. Sometimes it will target the spellcaster's friends instead.

Nightmares: The character will have nightmares when sleeping. After an extended period of time, the character may not get rest from lack of sleep and may be driven mad.

Amnesia: The character will forget who he is for a random amount of time. Some memories may never return....

Mysticism

Mysticism

Mystics use their intimate knowledge of nature in their magic.

Sacred Invocations

Mysticism is the mental manaipulation of nature for a variety of effects.

Flowers

Spell Points: 1
Range: sight
Casting Time: 1 second
Duration: permanent
Area of Effect: 100 yard radius
Component Cost: 1s

Causes a large area of flowers to instantly grow & bloom for the enjoyment of all.

Plant Control

Spell Points: 1c
Range: sight
Casting Time: 5 seconds
Duration: concentration + 1 minute
Area of Effect: 100' radius
Component Cost: 1s

Allows the Mystic to "control" all plants in the area.

Although immobile plants cannmot be made to move, plants can be made to grow.

Read Tracks

Spell Points: 1c
Range: touch
Casting Time: 10 seconds
Duration: concentration
Area of Effect: 1 set of tracks
Component Cost: 1s

Gives the Mystic a mental picture of those who left a set of tracks.

Remove Curse

Spell Points: 1 / level
Range: unlimited
Casting Time: 1 minute
Duration: permanent
Area of Effect: 1 person
Component Cost: 1s / level

A mystic can remove a hex or curse with this spell, eliminating the effects of Black Magic spells.

This spell can be dangerous because the level of the hex or curse is not known until after this spell is cast.

Warp Wood

Spell Points: 1 / level
Range: sight
Casting Time: 3 seconds
Duration: permanent
Area of Effect: 5' radius / level
Component Cost: 1s+

All wood in the area affected will warp out of shape, becoming useless for whatever purpose it is being used.

When used agains enchanted trees or plants, this spell will deliver 1d6 damage per level (maximum 10d6).

Animal Control

Spell Points: 2c + 1 / level
Range: sight
Casting Time: 3 seconds
Duration: concentration + 5 minutes
Area of Effect: 1 animal / level
Component Cost: 2s+

Allows the Mystic to control one or more animals.

For instance, 12 wolves could be controled for 13 spell points.

Animate Tree

Spell Points: 2c
Range: sight
Casting Time: 1 minute
Duration: concentration + 1 hour
Area of Effect: 1 tree
Component Cost: 2s

This spell will bring to life one tree and will empower it to move, and do whatever it's creator commands it to do.

The Mystic can animate as maany trees as he likes, as long as his spell points hold out.

Herbal Charms

Spell Points: 2
Range: touch
Casting Time: 1 hour
Duration: 1 use
Area of Effect: 1 person
Component Cost: 2s

This will create a magic charm that will work once and then dissolve itself. There are many types of charms and their effects vary with the type of herbs used in their construction.

Note that the charm will work during an entire scene (encounter), and not for only one combat round.

Here is a list of the herbs used and each charm's effect:

Herb	Effect
Acron	to remain youthful
Agrimony	to detect witches
Ash Wood	to see a Unicorn
Borage	to be courageous
Broomstraw	to detect witches
Carnation	to aviod being sent to the gallows
Comfrey	safety & protection on a journey
Crocus	to prevent drunkeness
Cyclamen	to conceive
Four–leaf Clover	to avoid military service
Garlic	to prevent storms & shipwrecks
Hawthorn	success at fishing
Heather	to guard against rape
Heliotrope	to ensure that friendly words are spoken to you

Lavender	to see ghosts
Lemon Verbena	to prevent dreaming
Mandrake	to regain lost manhood
Mistletoe	to fall in love
Mugwort	to prevent weariness while walking
Mullein	to keep venemous beasts & wild animals afar
Nettle	to allay fear
Rue	to keep disease afar
Saffron	to prevent drunkeness
Snapdragon	to keep others from deceiving you
Vervain	to enable a soldier to escape his enemies
Wild Thyme	to see Faeries
Woodruff	to ensure victory

Plant Telepathy

Spell Points:	2c
Range:	sight
Casting Time:	instantaneous
Duration:	concentration
Area of Effect:	1 group of plants
Component Cost:	2s

A useful skill, right? One never knows what that old tree is thinking....

Trail Erasure

Spell Points:	2c
Range:	sight
Casting Time:	1 minute
Duration:	permanent
Area of Effect:	1 trail
Component Cost:	2s

By using this spell while traveling, no evidence of the Mystic's passage will remain.

This spell could also be used to make trails disappear, becoming overgrown.

Eyes of the Hawk

Spell Points:	3c
Range:	touch
Casting Time:	10 seconds
Duration:	concentration + 1 minute
Area of Effect:	1 person
Component Cost:	3s

Allows the Mystic to clearly see faraway places in detail.

Create Food & Drink

Spell Points:	4 + 1 / level
Range:	touch
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 person + 5 people / lvl
Component Cost:	4s+

This spell allows the Mystic to create enough food & drink to sustain one person for one day. for each spell point above 4, five additional people can be fed.

Free Will

Spell Points:	5
Range:	sight
Casting Time:	5 minutes
Duration:	permenent
Area of Effect:	1 person
Component Cost:	5s

This spell allows the Mystic to diospel any form of magical control from various enchantments affecting any single victim of such a spell.

Resist Cold

Spell Points:	5 + 1 / person
Range:	touch
Casting Time:	5 seconds
Duration:	8 hours
Area of Effect:	1 person / level
Component Cost:	5s+

Those affected with this spell will become imperfious to cold (frostbite) & will only take half damage from exceptionally freezing elements, such as magic.

Cure Insanity

Spell Points:	8
Range:	touch
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 person
Component Cost:	8s

Allows the Mystic to cure any form of mental illness, except that which is brought on by an evil virtue.

Sensory Restoration

Spell Points:	8
Range:	touch
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 person
Component Cost:	8s

This spell will bring back any sense that has been lost such as sight, hearing, etc.

Bind Faerie

Spell Points:	9
Range:	sight
Casting Time:	1 round
Duration:	one task
Area of Effect:	one faerie creature
Component Cost:	9s

One faerie can be bound to the mystic's will with this spell. The faerie will perform one task after which it will depart.

Awe

Spell Points:	10c
Range:	self
Casting Time:	5 seconds
Duration:	concentration + 1 minute
Area of Effect:	self

Component Cost: 10 s

After casting this spell, the Mystic will be surrounded by a bright, spiritual light that will prevent anyone from harming him.

Those that pass their *saving throw* will still hesitate for 1-6 rounds before attempting to go near the Mystic.

Plague of Insects

Spell Points:	10
Range:	sight
Casting Time:	5 seconds
Duration:	5 minutes
Area of Effect:	50' radius
Component Cost:	10s

Summons a large swarm of nasty, biting insects that will inflict 1d6 damage every second they are in contact with those in the area affected. They go right through armor.

Warding

Spell Points:	10
Range:	touch
Casting Time:	1 minute
Duration:	1 hour
Area of Effect:	1 person
Component Cost:	10s

Allows the Mystic to become immune to any harm from one type of weapon or any one discipline of magic for one hour.

Call Woodland Being

Spell Points:	12
Range:	unlimited
Casting Time:	1 hour
Duration:	1 day
Area of Effect:	1 person
Component Cost:	12s

This spell will summon one kind of enchanted woodland creature, such as a Pegasus, Centaur, Pixie, Unicorn, etc., which will be friendly towards the Mystic and will accompany her for one day.

Oath

Spell Points:	15
Range:	touch
Casting Time:	5 seconds
Duration:	until oat is satisfied or broken
Area of Effect:	1 person
Component Cost:	15s

This spell is used to insure that a person who swears an oath or makes a promise to the Mystic will keep it.

If the person breaks their promise, they will die within a week. This spell must be cast upon a willing subject.

Enchanted Path

Spell Points:	20c
Range:	sight
Casting Time:	1 hour
Duration:	concentration + 1 hour
Area of Effect:	1 path

Component Cost: 20s

With this spell, the Mystic is able to create an enchanted path covered with flower petals that will keep anyone traveling along it safe from any kind of harm.

Only the Mystic & her companions can travel along the path. Strangers will not be able to use it.

Sacred Grove

Spell Points:	25
Range:	sight
Casting Time:	1 hour
Duration:	1 month
Area of Effect:	100 yards in diameter
Component Cost:	25s

This spell will create an enchanted area in a grove of trees that will keep anyone within it safe from harm as long as they remain inside.

The Sacred Grove will be bordered by a thick wall of thorny brambles that cannot be passed.

Only those persons that the Mystic allows can go inside. Others will be blocked by the thorny wall.

The Sacred Grove is nearly impossible to find by those who would seek to destroy it.

Slayer

Spell Points:	25
Range:	touch
Casting Time:	1 hour
Duration:	1 slaying
Area of Effect:	one victim
Component Cost:	25s

This spell is used to create a weapon that will automatically slay one specific person or creature (a Dragonslayer, for instance).

To create one of these potent weapons, something from the target must be obtained, such as a lock of hair, dragonscales, etc.

Any kind of weapon can be used, such as a sword, axe spear, glaive, etc.

The weapon will only slay one specific person or creature, whose name is inscribed on the weapon. Each time the weapon strikes the creature or person that it is made for, the victim must make a *saving throw* vs. Extrasensory Magic or die. After slaying the specific person or creature, the weapon will lose it's magical powers.

However, until the weapon is used against the specific creature named, it will also inflict triple damage against that type of creature, but if it slays one of the creatures, it will lose it's magical powers. For instance, a Dragonslayer made to slay "Anistopholes the Golden" (a dragon) will slay the dragon when it strikes it. If the weapon slays another dragon, which it will do triple damage to, it will lose it's power.

Mystical Garden

Spell Points:	25
Range:	sight
Casting Time:	1 hour
Duration:	1 month
Area of Effect:	100 yards in diameter

Component Cost: 25s

This spell will create an enchanted garden where people will become tgotally refreshed and healed of all injuries after sleeping for eight hous therein.

All hexes & curses will be removed, as well as all mental illness and diseases.

Animate Forest

Spell Points: 50
Range: unlimited
Casting Time: 1 day
Duration: 1 week
Area of Effect: 1 forest
Component Cost: 50£

This spell will animate every tree inside a forest, and is similar to the spell, "Animate Tree."

Mystic Forest

Spell Points: 50
Range: unlimited
Casting Time: 1 day
Duration: permanent
Area of Effect: 1 forest
Component Cost: 50£

This spell will enchant an entire forest with these abilities:

1. All paths and trails will "wander," not remaining stationary, in a random manner. Anyone traveling along a path will become lost. Those friendly towards the Mystic can travel along the paths without their wandering.

2. All trees, plants, and animals within the forest will serve an eyes and ears for the Mystic, and will be able to communicate mentally with the Mystic.

3. The forest can contain up to 12 Sacred Groves, Mystic Gardens, & Enchanted Paths.

Psychic

Psychics are those individuals that were born with or have developed extra sensory perception.

Sensing

While most of these powers are defensive in nature, some mental powers are very useful.

Personal Power

Spell Points:	1
Range:	self
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	self
Component Cost:	1s

A psychic can instantly convert his hits into power for use in spells at the rate of 1 power for every 5 hits.

For instance, a psychic casts this spell, and then converts 50 of his hits into 10 power. Since the spell cost 1, the net gain will be +9 power.

Concentration

Spell Points:	2c / spell
Range:	unlimited
Casting Time:	1 second / spell
Duration:	concentration
Area of Effect:	1 spell / level
Component Cost:	2s / level

A spellcaster can only concentrate on one spell at a time. Most spells will not last long after the spellcaster stops concentrating.

With this spell, the Psychic is able to use several spells at once. The Phschic will be able to maintain several spells through an enhanced sense of concentration at once. Only those spells that require concentration to maintain can be used with this spell.

For every 2 spell points, 1 more spell can be used with other spells.

Empathy

Spell Points:	2c
Range:	sight
Casting Time:	2 seconds
Duration:	concentration
Area of Effect:	1 person or creature
Component Cost:	2s

The Psychic can sense what one person or creature is feeling. This will last as long as the psychic concentrates.

Inquiry

Spell Points:	2
Range:	sight
Casting Time:	1 second
Duration:	instantaneous
Area of Effect:	1 person
Component Cost:	2s

With this spell, the Psychic can mentally ask one person, who is unaware of the mental probing, one question which must be truthfuly answered.

Staunch Bleeding

Spell Points:	2
Range:	sight
Casting Time:	1-6 seconds
Duration:	1 scene
Area of Effect:	1 injured person
Component Cost:	2s

The psychic can stop all bleeding in a person with this spell.

Enhanced Acrobatics

Spell Points:	3c
Range:	0
Casting Time:	1 second
Duration:	instantaneous
Area of Effect:	self
Component Cost:	3s

A bonus of +25% is added to the Psychic's acrobatic skill. In addition, the he can leap up to 50', and can fall up to 50' without harm.

Psychic Quill

Spell Points:	4
Range:	sight
Casting Time:	1-6 minutes
Duration:	instant
Area of Effect:	1 book
Component Cost:	6s

After a psychic flips through the pages of a book, he will be able to memorize it and at a later time, he can write it out from memory.

If instant writing is desired, then the enchantement spell *enchanted writing* may be used.

Anticipation

Spell Points:	3
Range:	0
Casting Time:	1 second
Duration:	1 minute
Area of Effect:	self
Component Cost:	3s

Allows the Psychic to anticipate what another person will do in the near future.

In combat, the Psychic will be able to anticipate what his opponents are likely to do. Therefore add +10% to all combat abilities.

Sense Danger

Spell Points:	4
Range:	0
Casting Time:	5 seconds
Duration:	1 hour
Area of Effect:	self
Component Cost:	4s

The Psychic can sense imminent danger with this spell, which will last 1 hour.

Enhanced Abilities

Spell Points:	5 + 2 / level
Range:	0
Casting Time:	10 minutes
Duration:	8 hours
Area of Effect:	self
Component Cost:	5s+

The Psychic is able to go into a trance that will allow him to acquire full knowledge and abilities associated with one skill.

For 5 power, the person will be able to acquire a skill at 50%. In addition, for every 2 spell points spent by the Psychic, add +10% to the skill.

Mind Reading

Spell Points:	5c
Range:	sight
Casting Time:	5 seconds
Duration:	concentration
Area of Effect:	1 person or creature
Component Cost:	5s

The Psychic is able to read the target's surface thoughts. No questions may be asked however.

Resist Fatigue

Spell Points:	5
Range:	0
Casting Time:	1 minute
Duration:	1 hour
Area of Effect:	self
Component Cost:	5s

The Psychic will only take half normal fatigue for the duration of this spell, including fatigue accumulated through spellcasting.

Resist Hunger & Thirst

Spell Points:	6
Range:	0
Casting Time:	5 minutes
Duration:	1 day
Area of Effect:	Self
Component Cost:	6s

With this spell, the Psychic does not have to eat or drink anything for one day. This spell can be used for one month.

Transcend Pain

Spell Points:	6
Range:	touch
Casting Time:	1 minute
Duration:	1 hour
Area of Effect:	1 person
Component Cost:	6s

The Psychic will not have to make any stun rolls, and all damage sustained will be at one level less severity, although the amount of hit points lost will remain the same.

This spell can also be used to bring another person out of shock.

Telepathy

Spell Points:	10c
Range:	sight
Casting Time:	5 seconds
Duration:	concentration
Area of Effect:	1 person or creature
Component Cost:	10s

The Psychic can read the target's mind, and can mentally communicate.

Astral Projection

Spell Points:	12
Range:	–
Casting Time:	1 hour
Duration:	up to 8 hours
Area of Effect:	self
Component Cost:	12s

This spell will enable the Psychic to travel in astral form, leaving his body behind. Travel is instantaneous while in astral form.

While traveling, the spirit is connected to his body by a silver cord. If this cord is cut, then the person will not be able to get back into his body and will die.

While the person is away, his body can be possessed by spirits, demons, etc., unless it is protected by a Watcher.

A Watcher is a spiritual being that can be summoned with a summoning spell to protect the person's body while he is away.

Life After Death

Spell Points:	14
Range:	touch
Casting Time:	instant
Duration:	permanent
Area of Effect:	1 person
Component Cost:	14s

If this spell is cast before a person dies, they will leave a psychic imprint of their mind in the area. The person's mind can travel as desired.

If a psychic is nearby, they can communicate with the person's mind with a skill roll.

If the dead person has skill as a psychic, they may continue to cast psychic spells from this area. The psychic must have known the spells before dying however. A psychic's power will recover at the rate of 1 point every hour. A psychic can even regenerate himself from his psychic imprint *(see regeneration)*.

Drain Artifact

Spell Points:	15
Range:	touch
Casting Time:	6 seconds
Duration:	permanent
Area of Effect:	1 artifact
Component Cost:	15s

The psychic can drain a magical artifact of it's powers with this spell. The psychic will gain +25 power (for a net gain of +10 power) after draining an item.

The power gain is only temporary, and it will not

increase the psychic's total power.

Magical items that are temporary (those with charges), such as potions, etc. will be drained permanently.

Semi-permanent items will lose all power except 1 point, and will then begin to recharge. Permanent artifacts will lose their magical ability for a day.

This is a dangerous spell to cast. Treat it as a spell of 25 power for casting purposes (–25%) and if failure occurs, all of the psychic's power will be lost, although it can be recovered normally.

Phase Shift

Spell Points:	20c
Range:	self
Casting Time:	instant
Duration:	concentration
Area of Effect:	self
Component Cost:	25s

This spell will allow a psychic to step into the astral world temporarily. He may travel as long as he concentrates, but he will not be aware of the physical world and could return in the wrong place....

Regeneration

Spell Points:	20c
Range:	sight
Casting Time:	5 seconds
Duration:	concentration
Area of Effect:	1 person
Component Cost:	13s

As long as the psychic concentrates, the person will regenerate wounds, injuries and diseases.

A person can be brought back to life with this spell, but they must have died recently or their mental imprint must remain.

Death Trance

Spell Points:	25c
Range:	0
Casting Time:	5 minutes
Duration:	up to 10 days
Area of Effect:	self
Component Cost:	25s

The Psychic can place himself in a trance where all his body functions wll cease and for all intents and purposes, he will be dead.

Hold On

Spell Points:	13c
Range:	unlimited
Casting Time:	2 seconds
Duration:	concentration
Area of Effect:	1 person
Component Cost:	13s

This will permit the subject of the spell to resist any adverse effects, such as death, poison, interrogation, etc. for as long as the psychic concentrates. The person's name or appearance must be known for this spell to work. Combat damage cannot be avoided with this spell.

Psychic Warfare

These spells are used in psychic warfare. Most result in putting a person to sleep, but some are more deadly.

Psychic Combat

Spell Points:	1c+
Range:	sight
Casting Time:	instant
Duration:	concentration
Area of Effect:	1 person
Component Cost:	1s

A form of mental wrestling, this spell is used to fight other psychics.

There are two parts to psychic combat.

The *first part* is occurs after the psychic spends 1 power and succeeds his spellcasting roll.

He will then know if his opponent is a psychic and also if he has this spell.

The *second part* is the psychic combat itself, which can take several rounds.

Psychics with this spell can choose to use it by instantly making a spellcasting roll and spending 1 power.

Every round thereafter, each psychic chooses how many power points to put into the psychic combat.

The *highest number* chosen by the two psychics is how many power they must **both** use. Both psychics must then makes a *spellcasting roll* at the higher level.

If one or both fail their roll, they will suffer the effects of spell failure. If only one fails, he will also be put to sleep in addition to the spell failure results.

If neither fail, they can continue psychic combat during the next round.

The psychic combat will *continue until burnout* occurs in one or both psychics or until they both break contact.

If a psychic runs out of power, they may continue, if they pay the fatigue and trauma cost (10 fatigue & 1d6 trauma for each power level).

Those who have **no psychic skill** can be **put to sleep** with an additional 10 power. A spellcasting roll is required.

Psychic opponents *without this spell* can **only defend** themselves. They must either make a spellcasting roll at the level chosen by their attacker, or must allow themselves to be put to sleep for 10 power. If their opponent is unable or unwilling to pay the additional power, then the combat ends.

Telekinesis

Spell Points:	1c / object
Range:	100 feet
Casting Time:	2 seconds
Duration:	concentration
Area of Effect:	1 object or 10 lbs. / level
Component Cost:	1s

The Psychic can use this spell to move objects around. These objects can be turned into projectiles, each doing 1d6 damage.

Alternately, heavier objects can be moved which will do more damage when hurled as a projectile. The weight of objects that can be moved are equal to 10 pounds per spell

point, & these objects will do 1d6 damage for every 10 lbs, weight.

Distract

Spell Points:	2
Range:	sight
Casting Time:	1 second
Duration:	instant
Area of Effect:	1 person or creature
Component Cost:	2s

This will create a mental distraction in a person, who will think he heard something, or will start to daydream about something, etc. The distraction is only temporary, lasting only 1-3 rounds.

Repair Psychic Leak

Spell Points:	2
Range:	touch
Casting Time:	2 seconds
Duration:	instant
Area of Effect:	permanent
Component Cost:	2s

This spell will repair a psychic leak caused by a *burnout* spell in a person.

Directed Will

Spell Points:	3c
Range:	sight
Casting Time:	1 second
Duration:	concentration
Area of Effect:	1 person or creature
Component Cost:	3s

This spell will mentally force a person to believe or do one thing, which is spoken by the psychic.

Mind Shield

Spell Points:	3
Range:	0
Casting Time:	10 seconds
Duration:	1 hour
Area of Effect:	self
Component Cost:	3s

The Psychic using this spell cannot be located by magical means, and no one can read his mind or use other kinds of Psychic Magic against him.

Dream Weapons

Spell Points:	5
Range:	0
Casting Time:	1 hour
Duration:	1 dream
Area of Effect:	self
Component Cost:	25s

This will create a weapon that can be used against evil spirits and demons that attack while the sleeper is dreaming.

The weapon will be the same type of weapon that is purchased, as long as it is prepared before the person goes to sleep.

For instance, a gladius can be purchased by the psychic and after it is prepared, it will function just like a gladius during nightmares.

Weapons that normally would not be able to affect an evil spirit or demon will actually cause harm while using them to fight in nightmares.

Dream warfare is conducted just like a regular combat by the *Storyteller*, except that the fight will occur solely withing the mind of the dreamer. If the psychic is killed while dreaming, he will die. This is often the only way to affect an evil spirit or demon that is terrorizing the psychic.

The dream weapon can be used by anyone desired, but after one night's sleep, it will cease to work.

Spoonbender

Spell Points:	6c
Range:	sight
Casting Time:	2 seconds
Duration:	concentration
Area of Effect:	1 person each round
Component Cost:	6s

Metal objects such as spoons (or swords) can be bent each round with this spell. One object can be bent each round and the spell lasts as long as the psychic concentrates.

Dream Armor

Spell Points:	7
Range:	self
Casting Time:	5 minutes
Duration:	1 night
Area of Effect:	self
Component Cost:	7s

Before going to sleep, the psychic may prepare himself for dream warfare and create psychic armor that will work against all attacks while asleep. The armor provide 20 points of defense against all types of attacks while asleep.

Invade Dream

Spell Points:	8
Range:	self
Casting Time:	10 minutes
Duration:	1 dream
Area of Effect:	self
Component Cost:	8s

The psychic can invade another person's dream and can communicate with the person, whose appearance or name must be known for this spell to work.

Psychic Leech

Spell Points:	9c
Range:	sight
Casting Time:	1 second
Duration:	concentration
Area of Effect:	1 person
Component Cost:	9s

The psychic can drain 1 power from a person every round with this spell. He will also recieve psychic impressions and scattered memories of the person being drained.

The victim will not be aware of this attack unless he makes a presence check.

Psychic Parasites

Spell Points:	11c
Range:	sight
Casting Time:	5 seconds
Duration:	1-6 nights
Area of Effect:	1 person
Component Cost:	11s

After looking at another person, the psychic can infect them with psychic parasites that will eat 3d6 of the target's spirit each night while they are asleep for 1-6 nights.

The psychic must know name of the target for this to work. If the spellcasting roll fails, the psychic will be infected himself for 1-6 nights in addition to any other spell failure results.

Dream Transformation

Spell Points:	12
Range:	self
Casting Time:	10 minutes
Duration:	1 night
Area of Effect:	self
Component Cost:	12s

The psychic will transform into a monster in the dream-world and can attack others while they are alseep, which will cause a nightmare in the victim. The person whose dream is invaded must be known by sight or name. The psychic can inflict 6d6 of spirt damage to the target.

Psychic Vampire

Spell Points:	13c
Range:	sight
Casting Time:	5 seconds
Duration:	until link is broken
Area of Effect:	1 person
Component Cost:	13s

This will allow the psychic to drain the spirit from another person, who will not be aware of it, and add it to his spirit score.

After the spell has been cast, there will be a link between the two people that will allow the psychic to drain 3d6 *spirit* every day, for as long as the psychic desires, until the person's spirit dies or until the link is broken. The psychic must be nearby his victim for it to work.

The link will be broken when the victim has been made aware of the psychic vampire. Every day the victim may make an awareness roll at one quarter ability to become aware of the psychic vampire.

For instance, Giselle is draining Arthur's spirit through a psychic vampire link. Arthur only gets one saving throw when the spell is cast. Every day Giselle rolls 3d6 and then adds this number of points from Arthur's spirit to her own.

Every day Arthur will recover 1d6 spirit, and he will also get a chance to notice the psychic vampire. If his awareness is 84%, his chance to notice something is 21% (84/4). When he notices it, the link will be broken.

Mental Transference

Spell Points:	15
Range:	touch
Casting Time:	3 seconds
Duration:	1 day
Area of Effect:	2 people
Component Cost:	15s

The psychic can use this spell to swap minds with another person, and they will swap bodies.

The person can resist with a saving throw, but the transference is only temporary, lasting 1 day.

Burnout

Spell Points:	25
Range:	sight
Casting Time:	3 seconds
Duration:	1-6 days
Area of Effect:	1 person
Component Cost:	25s

This spell will force it's victim to automatically burnout (and die) on their next spellcasting roll because of a psychic leak in their power. The psychic leak will fade within 1-6 days.

Twist of Fantasy

Spell Points:	25
Range:	sight
Casting Time:	2 seconds
Duration:	1 day +
Area of Effect:	1 person
Component Cost:	25s

This spell will force a person into a fantasy dreamworld where they cannot return from. If awake when the spell is cast, a person will instantly fall asleep.

They will effectively be in a coma, until they make their saving throw, which is made every night.

Body Theft

Spell Points:	50
Range:	touch
Casting Time:	3 seconds
Duration:	permanent
Area of Effect:	2 people
Component Cost:	50s

The psychic can use this spell to steal another person's body, swapping minds in the process. The transference is permanent unless another spell is cast.

Some evil psychics use this spell to continue their existence after they have grown old.

Seer
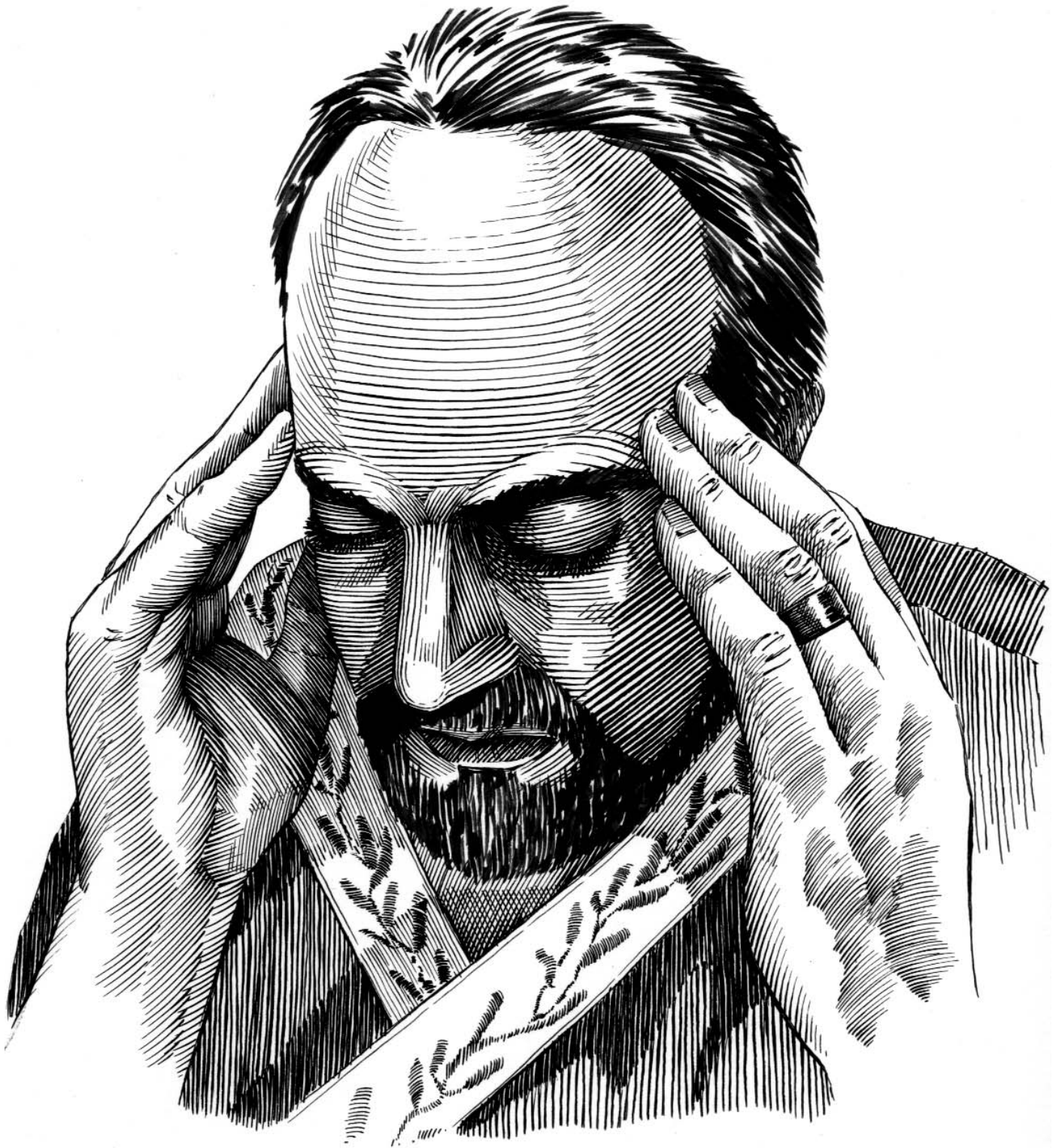
Seer

Seers are those who are adept at divination, scrying, fortune telling, and other methods of discovery. Many are called Oracles or Prophets.

Prophecy

These spells deal with the Seer's ability to prophecise and tell the future.

Divine Truth

Spell Points: 1
Range: –
Casting Time: 1 second
Duration: instantaneous
Area of Effect: one subject
Component Cost: 1s

This spell will uncover one truth about a subject. The Seer may ask one yes or no question about a subject.

Premonition

Spell Points: 1
Range: sight
Casting Time: 10 seconds
Duration: instantaneous
Area of Effect: one premonition
Component Cost: 1s

By means of this spell, the Seer will have a brief vision of one hazardous event in the subject's life. It cannot be avoided, but can possibly be changed.

Sense History

Spell Points: 1c
Range: sight
Casting Time: 3 seconds
Duration: concentration
Area of Effect: 1 person
Component Cost: 1s

The personal history of a person can be seen and experienced as long as the seer concentrates.

Guess

Spell Points: 2
Range: –
Casting Time: 1 minute
Duration: instantaneous
Area of Effect: one choice
Component Cost: 2s

This spell will indicate the probable best course of action to take regarding a situation.

Enlightenment

Spell Points: 3
Range: –
Casting Time: 1 minute
Duration: instantaneous
Area of Effect: one subject
Component Cost: 3s

This spell can be used to discover the truth of any matter, if hidden. It will show what is going on, the nature of those involved (but not any identities), and their motives.

Fortell

Spell Points: 4
Range: sight
Casting Time: 1 minute
Duration: instantaneous
Area of Effect: 1 person
Component Cost: 5s

This spell allows the Seer to fortell what will occur in the person's future.

Also, one fate can be predicted. Fate still cannot be avoided, only fortold.

Discovery

Spell Points: 5
Range: –
Casting Time: 1 minute
Duration: instantaneous
Area of Effect: one subject
Component Cost: 5s

This spell will allow the Seer to ask one question about a subject.

Omen

Spell Points: 8
Range: –
Casting Time: 1 hour
Duration: instantaneous
Area of Effect: 1 omen
Component Cost: 8s

An omen will determine whether or not a future endeavor, such as an adventure, battle, marriage, etc. will be successful.

Dream

Spell Points: 10
Range: –
Casting Time: 1 night's sleep
Duration: instantaneous
Area of Effect: one dream
Component Cost: 10s

Before going to sleep, the Seer can cast this spell to create a dream which will answer his questions about a problem.

Upon arising, the Seer may ask the Storyteller 25 yes or no questions about a subject.

Uncover Evil

Spell Points: 12
Range: unlimited
Casting Time: 5 minutes
Duration: instantaneous
Area of Effect: one person
Component Cost: 12s

This spell is used to uncover any hidden evil influence in an area. The Seer will ghain an image of the person, spirit or power that is directing teh evil influence that is affecting the situation.

Vision

Spell Points:	15
Range:	–
Casting Time:	10 minutes
Duration:	instantaneous
Area of Effect:	self
Component Cost:	15s

This spell is used to gain a vision about one subject, and will show the Seer past events in regard to the subject, current events, and what is likely to occur in the future.

If the Seer is personaly involved in the subject, then this spell may show his *fate*, which may be shocking. If so, the Seer must make a Shock roll or go into a catatonic state for 1–6 hours after the vision fades.

Prophecise

Spell Points:	20
Range:	sight
Casting Time:	10 minutes
Duration:	instantaneous
Area of Effect:	one person
Component Cost:	20s

All of one person's fate can be divined using this spell. The events that *fate* will bring about are seen in a vision.

Fate points that have not been accumulated through the use of magic will not be forseen.

Holy Decree

Spell Points:	25
Range:	hearing distance
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	one person
Component Cost:	25£

After the Prophet or Seer pronounces this decree, the person affected will have all of his *fate* occur within 1 month, and will then die.

True Identity

Spell Points:	25
Range:	unlimited
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	one person
Component Cost:	25£

The true name of an individual may be needed in order to cast certain spells.

This spell will give the Seer the true name of one person.

Supernatural beings or creatures will know of the Seer when this spell is cast regarding them, but their true name will still be discovered.

Omniscience

Spell Points:	50
Range:	unlimited
Casting Time:	1 hour
Duration:	will fade within 6 days
Area of Effect:	everything
Component Cost:	50s

This spell will grant total omniscience to the Seer, who will possess complete knowledge of everything for up to six days. The Seer may ask the Storyteller anything he likes about anything.

After the spell fades, add 25% to the Seer's Intuition, Reasoning, Awareness, & Presence and subtract 50% from the Seer's Ego.

In addition, the Seer must pass a Shock roll or become permanently catatonic, totally withdrawing from the world.

The Second Sight

These spells allow the seer to discover more about their surroundings.

Sense Magic

Spell Points:	1c
Range:	sight
Casting Time:	5 seconds
Duration:	concentration
Area of Effect:	anything viewed
Component Cost:	1s

The Seer can locate the presence of magic with this spell. The spell lasts as long as the Seer concentrates.

Psychometry

Spell Points:	1c
Range:	touch
Casting Time:	1 minute
Duration:	concentration
Area of Effect:	one object
Component Cost:	1s

This spell will enable the Seer to divine facts about an object or it's owner through contact with the object. Information that could be learned would include an item's cultural & historical significance, how it was made, why it was made, and when it was made. A visual image of it's owner along with his temperament would also be learned.

Sense Traps

Spell Points:	2c
Range:	sight
Casting Time:	10 seconds
Duration:	concentration
Area of Effect:	one tra[
Component Cost:	2s

Nearby traps can be sensed with this spell, although the ability to disarm the trap will not be conveyed.

Locate

Spell Points:	3
Range:	unlimited
Casting Time:	5 seconds
Duration:	instantaneous
Area of Effect:	one person or object
Component Cost:	3s

One person or object can be located with this spell.

Either the general direction and distance will be discovered, or a brief vision of the location will be seen.

Identify

Spell Points:	4
Range:	sight
Casting Time:	1 minute
Duration:	instantaneous
Area of Effect:	one item
Component Cost:	4s

An item can be identified, and any magical abilities can be discovered.

Clairsentience

Spell Points:	5c
Range:	100 feet
Casting Time:	3 seconds
Duration:	concentration
Area of Effect:	100' radius
Component Cost:	5s

This spell is used to locate the presence of sentient beings nearby, whose location may be hidden.

Decipher

Spell Points:	5c
Range:	sight
Casting Time:	5 minutes
Duration:	concentration
Area of Effect:	one inscription
Component Cost:	5s

Inscriptions can be deciphered with this spell.

Nightvision

Spell Points:	5c
Range:	touch
Casting Time:	5 seconds
Duration:	concentration + 1 minute
Area of Effect:	one person
Component Cost:	5s

The person touched will be able to see at night or in darkness as if it were brightly lit by daylight.

True Sight

Spell Points:	6c
Range:	sight
Casting Time:	5 seconds
Duration:	concentration + 1 minute
Area of Effect:	everything in sight
Component Cost:	6s

This spell allows the Seer to see everything as it truely is.

Invisible objects or persons will be seen, illusions will bne spotted, and any disguises will be seen through.

Clairaudience

Spell Points:	8c
Range:	100 yards
Casting Time:	5 seconds
Duration:	concentration
Area of Effect:	one location
Component Cost:	8s

Conversations taking place at one place within 100 yards can be eavesdropped on with this spell.

The Seer cannot move the location once chosen and cannot follow people who leave the area.

Analyze Spell

Spell Points:	10
Range:	sight
Casting Time:	10 seconds
Duration:	instantaneous
Area of Effect:	one active spell
Component Cost:	10s

The Seer can look at an active spell and discover what kind of spell it is, and it's power.

When used in spell research, the Seer does not have to roll on the *Spell Misfire Table* after failing a research roll.

Message

Spell Points:	10c
Range:	unlimited
Casting Time:	5 minutes
Duration:	concentration
Area of Effect:	1 message to 1 person
Component Cost:	10s

When this spell is cast, the Seer can send a message to one person, who will receive it while looking at a fire, pool of water, mirror, or any other plain surface.

The person receiving the message can communicate with the Seer by also casting a Message spell. This would allow both spellcasters to communicate with each other as long as they both concentrate.

Clairvoyance

Spell Points:	15
Range:	unlimited
Casting Time:	10 seconds
Duration:	5 minutes
Area of Effect:	one location
Component Cost:	15s

The Seer gains a brief mental image of one location that is known of, along with what is currently occuring there.

Scrying

Spell Points:	15c
Range:	unlimited
Casting Time:	1 minute
Duration:	concentration
Area of Effect:	one person or place
Component Cost:	25s

Faraway persons or places can be spied on with this spell. The Seer will be able to see & hear what is going on, and can look anywhere she pleases, as long as she concentrates.

If the Seer scrys a location where there is another person who is using this spell at the same time, their gazes will meet.

If this occurs, then they may communicate with each other.

Magic may also be used against the other spellcaster, who can also use magic against the Seer. Any spell whose

range is "sight" can be used.

Decipher Riddles

Spell Points:	25
Range:	–
Casting Time:	10 seconds
Duration:	instantaneous
Area of Effect:	one riddle
Component Cost:	25s

The answer to one riddle or dream can be learned with this spell.

Decipher Spell Invocation

Spell Points:	25
Range:	sight
Casting Time:	1 day
Duration:	instantaneous
Area of Effect:	one active spell
Component Cost:	25s

By using this spell, the Seer can discover how a particular spell was cast, and can then learn it.

It will be as though the Seer worte a copy of the spellbook.

Scrying Stone

Spell Points:	25
Range:	touch
Casting Time:	1 week
Duration:	permanent
Area of Effect:	one crystal ball
Component Cost:	25£

This spell is used to create a scrying stone. This is a crystal ball with a permanent scrying spell placed on it.

The seer can also put other spells into the stone. All that is necessary is that the seer cast the other spells that she wants to use onto the stone while it is being created.

Talismanic

Talismanic

This is the art of making magical talismans, amulets, symbols, scrolls, & rune weapons.

Magic Squares

Magic squares are devices that are used to create both magical talismans and amulets.

An enchanted talisman or amulet will normally remain potent until it's purpose is accomplished, after which it will automatically neutralise itself.

All talismans and amulets are enspelled with only one charge.

Talismans & amulets will work for one scene (encounter)—not for only one combat round.

Create Magic Square

Spell Points:	25
Range:	touch
Casting Time:	1 hour
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1-25£

This spell can be used to create either a magic amulet or talisman that contain spells. As many spells as desired can be cast into the magic square.

Amulets

An object worn, carried or placed to guard against negativity. A protective object.

Emphasis: *What we fear.*

Amulet vs Debt

Spell Points:	2
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1s

Protects the wearer from going into debt.

Amulet vs Depression

Spell Points:	1
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1s

Keeps the wearer from falling into fits of depression.

Amulet vs Discord

Spell Points:	2
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1s

Prevents hostility from affecting the wearer.

Amulet vs Discovery

Spell Points:	3
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1s

The wearer is safe from being discovered.

Amulet vs Elementals

Spell Points:	15
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1s

Elementals will not harm the wearer of this charm.

Amulet vs Enslavement

Spell Points:	10
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1s

Prevents others from dominating or enslaving the person.

Amulet vs Evil

Spell Points:	20
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1s

Evil will not harm the carrier of this charm.

Amulet vs Faerie Folk

Spell Points:	5
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	1s

Faeries will not harm those wearing this token.

Amulet vs Fallen Angels

Spell Points:	25
Range:	touch
Casting Time:	1 minute
Duration:	until discharged
Area of Effect:	1 scene
Component Cost:	s

Demons & Devils will not harm the wearer of this amulet, but may seek to do so at a later time....

Amulet vs Ghosts & Spirits

Spell Points:	20
Range:	touch
Casting Time:	1 minute

Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Prevents those from the spirit world, such as ghosts, spectres, wraiths, ghouls, etc. from harming the carrier.

Amulet vs Hexes & Curses
Spell Points: 13
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Black Magic will not affect those possessing this amulet.

Amulet vs Imprisonment
Spell Points: 10
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: s

Prevents the imprisonment of the owner of this amulet.

Amulet vs Magic
Spell Points: 13
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

This amulet will prevent one spell from affecting it's owner.

The amulet will only protect the wearer against one discipline of magic & separate charms must be made for each.

Amulet vs Nightmares
Spell Points: 4
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Those with this charm will have pleasant dreams.

Amulet vs Poisons
Spell Points: 5
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Poisons will not affect those wearing this amulet.

Amulet vs Possession
Spell Points: 15
Range: touch
Casting Time: 1 minute
Duration: until discharged

Area of Effect: 1 scene
Component Cost: 1s

Spirits, Demons, etc. cannot possess the wearer's body while this charm is worn, but may try again later....

Amulet vs Ruin
Spell Points: 10
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Prevents the holder's life from falling apart for a while.

Amulet vs Sickness
Spell Points: 4
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Sickness & disease will not affect those wearing this amulet.

Amulet vs Thieves
Spell Points: 3
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

The wearer will not be assailed by thieves.

Amulet vs Toads
Spell Points: 1
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Toads will not venture to harm the wearer of this amulet....

Amulet vs Warewolves
Spell Points: 15
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Warewolves will find the wearer of this amulet unpalatable.

Amulet vs Spell Failure
Spell Points: 25
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 failed spell

Component Cost: 25£

This amulet will prevent the negative effects from failing one spellcasting roll.

When a person wearing this amulet fails a spellcasting roll, the amulet will discharge and then the spellcaster will not have any adverse effects from failing to cast the spell correctly.

He will **not** roll for *power loss* or for *additional effects*. The spell that was attempted will still not work this round.

Talismans

An object worn or carried to attract a specific influence. Emphasis: *What we desire.*

Talisman of Courage
Spell Points: 3
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 3s

Those wearing this talisman will not have to take a morale check duing one scene.

Talisman of Friendship
Spell Points: 1
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

This talisman is used to acquire new friends.

Talisman of Good Fortune
Spell Points: 2
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 2s

This will give the owner one luck point.

Talisman of Happiness
Spell Points: 15
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 15s

Those with this talisman will the given the opportunity to acquire true happiness.

Talisman of Health
Spell Points: 10
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene

Component Cost: 10s

The wearer of this charm will enjoy good health.

Talisman of Honor
Spell Points: 4
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 4s

The wearer of this talisman will be treated honorably.

Talisman of Love
Spell Points: 10
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 10s

A charm to acquire the love of your life.

Talisman of Money
Spell Points: 2
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 2s

The wearer of this talisman will have money when needed.

Talisman of Pleasant Dreams
Spell Points: 1
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 1s

Pleasant dreams will be given to the owner of this talisman.

Talisman of Power
Spell Points: 2 / level
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 2s / level

This talisman holds spell points that can be used when casting spells. The talisman will hold one spell point for every 2 levels invested in the charm. A 10th level talisman for instance, will hold 5 spell points.

Talisman of Seduction
Spell Points: 5
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 5s

This charm can be used to seduce one person.

Talisman of Wealth

Spell Points: 10
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 10s

The wearer of this talisman will have a shot at acquiring great wealth.

Talisman of Life

Spell Points: 25
Range: touch
Casting Time: 1 hour
Duration: until discharged
Area of Effect: 1 person
Component Cost: 25£

This talisman will prevent the death of it's wearer.

Rune Magic

Runes are ancient symbols that contain magical powers. There are several types of runic scripts and the spellcaster must be familiar with one of them to use these spells.

Scroll

Spell Points: 5
Range: touch
Casting Time: 1 hour
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 5s

This spell will create a magical scroll that will contain one spell.

All spellcasting rolls are made when the scroll is made. Each scroll can contain only one spell.

When someone wants to use the spell inscribed on the scroll, he simply reads it. This will take 5 seconds.

Anyone picking up a magical scroll can use it.

After a spell has been cast from a scroll, it will self–destruct, turning tinto dust, & it cannot be reused.

A person can stop reading at any time prior to the spell going off without destroying the scroll.

Symbol

Spell Points: 10
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 scene
Component Cost: 10s

When a Symbol is cast with another spell, it will not take effect until a condition that is named by the spellcaster occurs. The condition must be approved by the *Storyteller*.

It is most common to create a Symbol that will trigger a spell when someone touches it or steps on it.

Symbols must be drawn, carved, or inscribed on a static surface and cannot be moved. Symbols can wait for centuries before taking effect.

Rune Breaking

Spell Points: 20
Range: touch
Casting Time: 1 minute
Duration: until discharged
Area of Effect: 1 set of magic runes
Component Cost: 20s

This spell will destroy runes of permanency and the magic item they are affixed to.

This spell will also destroy magic Amulets, Talismans, Symbols, Scrolls, Rune Weapons, & Circles of Protection, Containment & Summoning.

This spell will not affect Consecrated Weapons & Artifacts. Nor will it affect Weapons of Slaying, such as a Dragonslayer.

Seal

Spell Points: 25
Range: sight
Casting Time: 3 rounds
Duration: until discharged
Area of Effect: 1 being
Component Cost: 25£

A magic seal can be used to subjugate a magical being, such as a djinni, elemental or even a demon.

The subjugated creature will be bound to the will of the talismanist, and can also be entrapped inside an object, such as a bottle, etc.

The subjugated being will perform one action for the maker of the seal after the seal is broken, and then depart.

The seal is broken by a condition that is named by the spellcaster.

Rune Weapon

Spell Points: 25
Range: touch
Casting Time: 1 day
Duration: until discharged
Area of Effect: 1 weapon
Component Cost: 25£

This spell will create a magic weapon that in *unbreakable* and that will inflict double damage.

Runes of Permanency

Spell Points: 25
Range: touch
Casting Time: 1 day
Duration: permanent
Area of Effect: 1 magic item
Component Cost: 25£

When a magic item is inscribed with these runes, it will be permanently enchanted.

Black Magick

Chapter 13: Black Magic

"For him that Stealeth a Book from this Library,
Let it change into a Serpent in his hand & rend him.
Let him be struck with Palsy, & all his Members blasted.
Let him languish in Pain crying aloud for Mercy,
Let there be no Surcease to his Agony till he sink to Dissolution.
Let Bookworms gnaw his Entrails in token of the Worm that dieth
not, When at last he goeth to his final Punishment,
Let the flames of hell consume him for ever & aye.
— A Curse written in a book

The Black Arts

Black magic is the sole discipline in this category of magic.

This discipline uses different rules than other disciplines of magic.

The **basic skill** in black magic is equal to the highest magic category's basic skill.

The **saving throw** for black magic is equal to the lowest magic category's basic skill.

Casting Black Magic

Black magic spells are cast by using a *verbal curse*, a *directed gaze*, and the *power of hate*.

A **verbal curse** is must be directed at a subject who must hear it.

The directed gaze is accomplished by looking at your subject's eyes, who must return the gaze.

The **power of hate** is the primary component in black magic.

Focused Hate

Since black magic uses hate as it's primary source of power, if the person that the spellcaster is fighting is a mortal enemy, then there is a bonus to cast of +25%.

Components of Black Magic

Black magic uses any item that is valuable in casting spells. The item is always destroyed.

Black Magic & Fate

The chance of collecting a **fate point** when casing one of these spells is doubled to 10%.

✴ The target of a black magic spell will **burn** (use up) one *fate point*.

Reversing Hexes & Curses

All black magic spells may be reversed with the *mystic* spell, *"Remove Curse,"* but any effects that have already occured will remain, unless involving transformations, such as the spell "Transmogrify."

In order for these spells to work, the black mage must either see the victim or must know his true name for spells that have unlimited range.

Black Magic
Spell Failure Chart

Roll (d100)	Affect	Description
01–30%	Nothing	No Additional Effects
31–40%	Backfire	Spell affects the spellcaster.
41–50%	Trait Loss	Lose 2d6% from random characteristic.
51–60%	Trait Loss	Lose 3d6% from random characteristic
61–70%	Power Burn	Power loss is not recoverable
71–80%	Power Loss	Lose all power (recoverable).
81–85%	Demon	A Demon is summoned.
86–90%	Insanity	Roll on the Mental Affliction Chart.
91–95%	Possession	A Demon tries to possess spellcaster.
96–99%	Cursed	Suffer the effects of a random curse.
100%	Major Curse	Suffer the effects of a major curse.

Explanation of Spell Failures

Backfire: The curse will affect the spellcaster instead of it's intended target.

Trait Loss: A characteristic is lowered permanently. Adjust skills (–1% for every 5% loss) & saving throws (–1% for every 10% loss).

Power Burn: Power used for this spell is not recoverable with sleep.

Power Loss: Power is reduced to zero. Power may be recovered as normal with rest.

Demon: A demon is summoned and will attack.

Insanity: The spellcaster develops a Mental Affliction.

Possession: A fallen angel will attempt to possess the character. Sometimes it will target the spellcaster's friends instead.

Cursed: The character will suffer the effects of a random curse.

Major Curse: The spellcaster will suffer the effects of a major curse.

The Black Arts

Black magic uses the powers of evil to destroy the enemies of the spellcaster. The effects usually take awhile to manifest, so this type of magic is not useful during combat.

However, these curses can be used to harm an enemy after confrontations in order to exact revenge. These curses will work even after the spellcaster is killed....

Hexes & Curses

These spells cause great fear & dread wherever they are used. In most cases the nature of the curse will not be known until it is too late....

Boils

Spell Points:	1
Range:	sight
Casting Time:	2 seconds
Duration:	1 week
Area of Effect:	1 person
Component Cost:	1s

The victim will suffer from painful boils for a week.

Dark Thoughts

Spell Points:	1
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	1s

The victim will begin to have "evil" thoughts, many of which he will succumb to.

The victim will try to take advantage of situaitons, become a backstabber, etc. (the *Storyteller* may choose what the victim does).

To avoid succumbing to an evil thought, the victim must pass a Self Discipline check.

Hex

Spell Points:	2
Range:	sight
Casting Time:	1 second
Duration:	permanent
Area of Effect:	1 person's property
Component Cost:	1s

When the hex is placed on a person's property, it will ruin his food supply, curdling milk, and rotting grain.

When a hex is put on a person, he will suffer one minor misfortune after another, until the hex is removed.

Scar

Spell Points:	2
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	1s

The victim will gain one ugly looking scar within a week.

Friendslayer

Spell Points:	2
Range:	sight
Casting Time:	2 seconds
Duration:	one death
Area of Effect:	1 person
Component Cost:	2s

The person affected by this spell will one day "accidentally" kill or cause the death of one of his friends.

The Jinx

Spell Points:	3
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	3s

Any companion of the victim will lose all of their Luck Points, and will not gain any more.

Misfortune

Spell Points:	3
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	3s

The victim will suffer a misfortune, such as the death of a relative, etc.

Vermin

Spell Points:	3
Range:	sight
Casting Time:	2 seconds
Duration:	1-6 months
Area of Effect:	1 person
Component Cost:	3s

Vermin such as rats, bats, insects, spiders, lice and maggots will infest the person and his property.

Accident

Spell Points:	4
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	4s

The victim will have an accident. The accident will cause problems but it won't cripple.

Stillbirth

Spell Points:	4
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 child
Component Cost:	4s

The victim's next child will be stillborn.

Curse of the Vain

Spell Points:	5
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5s

The victim will become wither extremely beautiful or hideously ugly (choose).

The victim's Attractiveness will be raised or lowered to either 100% or 1%.

The Evil Eye

Spell Points:	5
Range:	sight
Casting Time:	1 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5s

After eye contact has been made, the victim of this spell will be strcken with fear, and will succumb to 1–6 *Fates* within 1 week.

Roll on the *Fate Table*.

Burn (cancel out) an equal number of the victim's Fate Points and increase the spellcaster's Fate by the same nuber.

If the victim runs out of Fate Points, death will occur (the last Fate Point causes death).

Infatuation

Spell Points:	5
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5s

The victim will become infatuated with a person, or ojbect. This could cause problems, especially if the affection is not returned.

Taxes

Spell Points:	6
Range:	sight
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5s

You haven't paid your taxes recently, have you? Hopefully the king will not take too much....

Theft

Spell Points:	6
Range:	sight
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	5s

Something valueable will be stolen from the victim. It may prove extremely difficult to recover.

Enslavement

Spell Points:	7
Range:	sight
Casting Time:	3 seconds
Duration:	1-6 years
Area of Effect:	1 person
Component Cost:	6s

The victim will be enslaved for up to 6 years.

Seven Years of Bad Luck

Spell Points:	7
Range:	sight
Casting Time:	3 seconds
Duration:	7 years
Area of Effect:	1 person
Component Cost:	7s

The victim will suffer seven year's worth of bad luck. The person will lose all Luck Points and will be "out of luck" for seven years.

Infertility

Spell Points:	8
Range:	sight
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	8s

The victim will not be able to have children any longer. This might not be considered a curse for some....

Cripple

Spell Points:	9
Range:	sight
Casting Time:	3 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	9s

The victim will become crippled in an accident, thereafter walking with a cane (or not walking at all), or losing the function of a hand, etc.

Heretic

Spell Points:	9
Range:	sight
Casting Time:	3 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	9s

The victim will be labeled a heretec, which could lead to his arrest or execution.

Impairment

Spell Points:	10
Range:	sight
Casting Time:	3 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	10s

The victim will become impaired. The nature of the

impairment is chosen by the *Storyteller*.

Some examples include; blindness, deafness, mute, loss of feeling, loss of smell, loss of taste.

Alternately, the victim may lose one characteristic such as Strength, Dexterity, Reasoning, Presence, etc., which is lowered to 5%.

Imprisoned

Spell Points:	10
Range:	sight
Casting Time:	5 seconds
Duration:	1-6 years
Area of Effect:	1 person
Component Cost:	10s

The victim will be imprisoned justly or unjustly for 1-6 years.

Every year, the person can try to escape. The chance of escape is 10%. If caught, the person will have 1 year added to his sentence....

Power Drain

Spell Points:	10
Range:	sight
Casting Time:	5 seconds
Duration:	instantaneous
Area of Effect:	1 spellcaster
Component Cost:	10s

The victim will lose all Spell Points, and will not regain any through rest. The person's effective Power total will be zero.

The victim may thereafter increase his Power total through normal means (spellcasting, etc.).

If the Black Mage *touches* his victim, he will temporarily gain the victim's Power. These will fade after spellcasting, or after one day.

The victim will not be aware of the Spell Point loss until he tries to cast a spell....

Twisted Offspring

Spell Points:	11
Range:	sight
Casting Time:	5 minutes
Duration:	permanent
Area of Effect:	1 child
Component Cost:	11s

The victim's next child will suffer from a monstrous deformity.

These could inclued such things as one eye, two heads, excessive hair, etc.

Old Age

Spell Points:	12
Range:	sight
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	12s

The victim will become old and infirm rapidly. All characteristics are halved.

Ancestral Curse

Spell Points:	13
Range:	sight
Casting Time:	6 seconds
Duration:	permanent
Area of Effect:	1 person's ancestors
Component Cost:	1 s

All of the victim's ancestors will suffer from the evil eye or another curse chosen by the *Storyteller*.

One of the ancestors may atone for the victim's misdead, the quest chosen by the *Storyteller*.

Pestilence

Spell Points:	13
Range:	unlimited
Casting Time:	30 minutes
Duration:	1-10 months
Area of Effect:	the area around a person
Component Cost:	20s

Everyone around the victim will suffer from a minor plague such as the flu, while the victim will be immune....

Nightmares

Spell Points:	14
Range:	sight
Casting Time:	1 minute
Duration:	permanent
Area of Effect:	1 person
Component Cost:	14s

For the rest of the person's life, they will suffer from terrible nightmares.

Demon Possession

Spell Points:	15
Range:	unlimited
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	15s

The victim will be possessed by a demon, who will utterly destroy his life.

If the Black Mage fails his spellcasting roll, then the Fallen Angel will automatically possess him! He must still roll on the Spell Misfire Table however.

Insanity

Spell Points:	18
Range:	sight
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	18s

The victim will suffer from a mental affliction.

Kingslayer

Spell Points:	20
Range:	sight
Casting Time:	6 seconds
Duration:	permanent

Area of Effect:	1 person
Component Cost:	20s

"Shot an arrow,
It did sing,
Aimed untrue
And hit the King."

The victim will accidentally slay or cause the death of the king or an imortant personage.

Disease

Spell Points:	20
Range:	unlimited
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	20s

The victim of this curse will acquire one of these diseases (roll a d20).

Roll	Disease	Effects
01–10%	Allergy	Variable
11–20%	Asthma	Stress triggers attacks.
21-25%	Cancer	Death within 1 year.
26–35%	Elephantitis	Extremity enlarges 5 times.
36–45%	Hemophilia	x2 trauma, slow healing.
46-50%	Heart Disease	Stress triggers attacks.
51–60%	Insanity	See the Mental Affliction.
61-65%	Leprosy	Don't ask.
66-75%	Malaria	Fever with relapses.
76-80%	Pneumonia	50% chance to die.
81-85%	Rabies	Death in 1 month.
86-95%	Sterility	Impotence, &tc.
96-100%	The Plague	10% are carriers...

Black Armor

Spell Points:	25 + curse
Range:	contact with weapon
Casting Time:	1 hour
Duration:	until discharged
Area of Effect:	1 piece of armor
Component Cost:	25s + 1-50£

Those striking a piece of armor such as a helmet, shield, hauberk, breastplate, etc. with a weapon will suffer the effects of a black magic spell, which is cast into the armor with this spell.

The curse must be cast separately. Several curses can be cast into the armor, and these will use up it's charges in the order they are cast.

If the person wearing the armor wants to control which curse affects the person striking the armor, he must use a secret trigger word before being struck. Otherwise the curse is randomly selected from the list of whatever curses are contained in the Black Armor.

Black armor can have up to 50 charges, depending on how much money is spent. The charges will be used at a rate of 1 charge for each power level of the curse.

For instance, a Black Helmet contains the curses, *Dark Thoughts* (1), *Impairment* (10), and *Disease* (25).

When struck with a weapon in combat, the curse is randomly chosen. If it is the curse *Impairment*, then 10 charges will be used.

The Burning

Spell Points:	25
Range:	sight
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	25s

The victim will be burned at the stake within 100 days. The crime is usually witchcraft or heresy.

The Hangman

Spell Points:	25
Range:	sight
Casting Time:	5 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	25s

The victim will be hanged within 100 days. The only way to avoid this is to figure out what crime he will be accused of and try to prevent it.

Hexed Weapon

Spell Points:	25 + curse
Range:	contact
Casting Time:	1 hour
Duration:	until discharged
Area of Effect:	1 weapon
Component Cost:	25s + 1-50£

When a weapon that has been hexed strikes a target, either the target or the user will succumb to whatever curse has been placed in the weapon. The choice is made when the weapon is created.

Negation

Spell Points:	25
Range:	unlimited
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	25s

This curse will "wipe out" all magic that is being used by a person.

All of the victim's active spells will be "turned off" (dispelled).

This will include all symbols, scrolls, potions & other magic items that have been made by the victim.

Also included are those magic items that belong to the victim, even if they were not personaly made.

If this curse is subsequently removed, then all magic items will return to normal.

Ruin

Spell Points:	25
Range:	unlimited
Casting Time:	1 hour

Duration:	permanent
Area of Effect:	1 person
Component Cost:	25s

The victim will lose his wife, his kids, his house, his money, his possessions, his horse, his dog, his cat, and his friends. Even his *familiar* will leave him....

Don't worry, you've still got your health.

The Martyr

Spell Points:	30
Range:	unlimited
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	30s

If a person is known by the spellcaster, this spell can be cast in an hour at any distance and it will cause him to suffer the horrible, painful death of a martyr.. However, the victim will still go to heaven.

Transmogrify

Spell Points:	50
Range:	touch
Casting Time:	2 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	50s

The victim will gradually transform into a hideous monster (chosen by the *Storyteller*) within one month.

Curse of Lycanthropy

Spell Points:	50
Range:	unlimited
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	50s

The victim will be cursed with the disease known as Lycanthropy. The Storyteller should choose what type of Lycanthropy the victim will be infected with. Some examples include; Werewolf, Wererat, Weretiger, Wereboar, Werebear, &tc.

The only cure is a silver bullet (or a silver weapon), which will end the victim's immortal pain.

Curse of the Medusa

Spell Points:	50
Range:	unlimited
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	50s

The victim will be transformed into a Medusa, who will turn people into stone just for looking in her direction.

The victim will be immortal, of couse.

Curse of the Vampire

Spell Points:	50
Range:	unlimited

Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	50s

Those affected with this spell will become a Vampire within one month.

It isn't all that bad, since the victim will also be immortal.

The Slimy Death

Spell Points:	50
Range:	sight
Casting Time:	3 seconds
Duration:	permanent
Area of Effect:	1 person
Component Cost:	50s

The victim will dissolve into a puddle of noxious slime within 100 days.

The Midas Touch

Spell Points:	50
Range:	unlimited
Casting Time:	1 hour
Duration:	permanent
Area of Effect:	1 person
Component Cost:	50s

Everything the victim touches (with his hands) will turn into gold.

The victim can eat only when another person feeds him.

After dying, all of the gold will turn into sand....

Dark Immortality

Spell Points:	50
Range:	sight
Casting Time:	1 minute
Duration:	permanent
Area of Effect:	1 person
Component Cost:	50s

When this spell has been cast, the person affected will no longer die.

When his death is near, one of his friends, relatives or acquaintances will die instead, and he will steal their life.

He will become youthful and healthy every time this happens.

Magical Items

Chapter 14: Magical Items

"I, the fiery life of divine essence, am aflame beyond the beauty of the meadows, I gleam in the waters, and I burn in the sun, moon, and stars .... I awaken everything to life."
— Hildergard of Bingen

Magical Items

Mages can create their own magic items fairly simply. Each item will be unique.

Every discipline of magic has spells that are used to create magic items.

Creating Magic Items

When the appropriate spell is used, the item will become **fully charged.** The item will then contain a number of charges equal to the amount of pounds (£) spent on it (not including spell components).

After an item is fully charged, it will absorb any spell that is cast on it, giving it the ability to cast that spell in the future.

After all desired spells are cast into an item, it is then magically **sealed**, and will no longer absorb any spells.

An object may be enspelled with any number of spells from any discipline of magic. Such objects will be able to cast any spell it is enchanted with.

Since *create* spells are 25th level, magic items are quite dangerous to construct.

Magic items cannot be made from existing magic items. However, a *Talisman of Power* can be used by a spellcaster while creating magic items.

Conditions for Magic Items

Magic items may be constructed with *conditions*.

These are *limitations* on the magic item that will prevent any spell from being cast unless the named condition is met.

Each condition will reduce the spell point cost of the *create* spell by 2 power. More than one condition may be applied to a magic item.

For instance, a magic item may be made so that it will not work unless the user verbally states three truths about the subject of the spell. These three conditions would reduce the spell point cost of the *create* spell by 6 levels.

No more than 5 conditions may be applied to a magic item.

Conditions may cause a magic item to take more time to activate. In the previous example, it would take 3 rounds to activate the item instead of 1. On the other hand, if an item were made with the condition that it would only work at night, then it would not cause any extra time to activate.

Material Costs

Any type of object may be used to construct a magic item. Objects cost different amounts of money and are capable of holding varying amounts of power, or *charges*.

All objects will hold 1 charge for every pound (1£) spent on it . For example; a wand worth 10£ will hold 10 charges.

A gem will hold up to 50 charges regardless of what it is mounted in. So a ring which would normally hold up to 25

charges, could hold up to 50 with a gem, as long as the gem is worth mor than 25£.

The maximum amount of charges that various kinds of objects are capable of holding, along with their values are as follows:

Magic Items

Item	Discipline	Charges	Value
Elixir	Alchymy	1–5	1–5 £
Potion	Alchymy	1–10	1–10 £
Philter	Alchymy	1–50	1–50 £
Suffumigation	Alchymy	1–50	1–50 £
Dust	Alchymy	1–50	1–50 £
Ring	Alchymy	1–25	1–25 £
Weapon	Alchymy	1–50	1–50 £
Sceptre	Conjuration	1–25	1–25 £
Wand	Conjuration	1–50	1–50 £
Voodoo Charm	Spiritualism	1–5	1–5 £
Crystal Orb	Deciever	1–50	1–50 £
Mask	Deciever	25	1–25 £
Gem	Elementalist	1–50	1–50 £
Incense	Elementalist	1–5	1–5 £
Censor	Elementalist	1–25	1–25 £
Bell	Elementalist	1–25	1–25 £
Mirror	Elementalist	1–25	1–52 £
Magic Well	Elementalist	1–100	1–100 £
Clothes	Enchanment	1–50	1–50 £
Armor	Enchantment	1–50	1–50 £
Building	Enchantment	1–100	1–100 £
Staff	Sorceror	1–100	1–100 £
Place	Mystic	1–100	1–100 £
Amulet	Talismanic	1–25	1–25 £
Talisman	Talismanic	1–25	1–25 £
Symbol	Talismanic	1–100	1–100 £
Scroll	Talismanic	1–50	1–50 £

Using Magic Items

Some magic items work without the user needing any special knowledge, such as a ring of invisibility, and some magic items will have a **secret trigger** that must be learned or discovered. Some items may have more than one trigger.

The *secret trigger* can be anything from a simple *action* to a verbal *phrase* and is created when the item is made. *Conditions* will create triggers.

An *Identify* spell from the Seer discipline can be used to discover an item's secret triggers.

Magic items with *no trigger* can be used by anyone, while a *trigger* will limit an item's use to those that know it. *Conditions* may also limit who may use an item.

Spellcasting Rolls

All spellcasting rolls must be made when the item is first constructed.

✳ *No spellcasting roll is necessary when a spell is cast from a magic item.*

Casting Time

✳ *The time it takes to cast a spell from a magic item is 1 round,*

plus any time that is needed for conditions.

This will normally take up an action, unless the item is designed to function without any effort. A magic sword for instance will work when it strikes a target, etc.

Some types of items can function either way, but this must be decided when the item is first created. For instance, a ring of invisibility could work automatically when it is put on, or it could only work if a special word is spoken.

Charges

✷ *A magic item will drain 1 charge for every 1 power of the spell that it is activating.*

For example, if a 12th level spell is used, then 12 charges will be expended.

When a magic item runs out of charges, it will become inert and will not possess magical abilities any longer.

A magic item can use as many charges as it contains in a single round, but only if the spell it is casting is capable of this.

✷ *Only one single spell may be cast from a magic item each round.*

Recharging Magic Items

Before a magic item runs out of charges, it may be recharged by casting the appropriate *create* spell.

If a magic item runs out of charges, it will destroy the object, and a new one must be constructed.

Those items with *recoverable charges* that run out of charges will also desintegrate, requiring the construction of a new magic item.

Recoverable Charges

A magic item may be made so that it will recover it's charges every day, making it semi-permanent.

The rate of recovery each day is 1 charge for every 5 power points that are added to the *create* spell.

For example; a *Wand of Truthsense* is enchanted to recover 2 charges each day. The *create* spell would be cast at 35th level (25 for the *create* spell + 10 levels to recover 2 charges each day).

Conditional Charge Recovery

Conditions can be applied to the recovery of charges. These conditions will prevent the recovery of charges unless the named condition is met.

For instance, an item may be made so that it must be immersed in water to recover charges, or that must be exposed to the sun to recover charges.

When a condition is applied to the recovery of charges, then the rate of recovery is doubled, to 2 charges for every 5 power points that are added to the *create* spell.

Fate & Magic Items

Fate Points are not acquired when using magic items because there is a chance of acquiring fate when the item is created. However, the target of a Black Magic spell will still lose a Fate Point.

Counterspells vs. Magic Items

Counterspells cannot be used against a magic item unless a spell is being cast from that item. For example, a *Rune Sword* cannot be counterspelled, but a magic *Wand* that is casting a *Lightning Bolt* can be.

If an item is using a *continuous power* such as a *light* spell, then it can be "turned off" with a counterspell.

✷ *When a counterspell is used against a magic item, it is considered to be a spell of 25 power.*

This will "turn off" the magic item so that it cannot be used for one day. Counterspells do not cause a person to roll on a *Spell Failure Chart*.

Counterspells from Magic Items

When a counterspell is being cast from a magic item, it will use up 1 charge for every point of power that is required for the counterspell. If it runs out of charges, it will be burnt up and destroyed.

Any extra power that is needed for a counterspell that was cast from a magic item that has been destroyed must come from the character's power or he must use fatigue and trauma.

Spells to Create Magic Items

Here is a list of the spells used by each discipline for the construction of magic items:

Ceremonial Magic

Alchymy	Level	Page
Elixir	2	60
Potion	5	60
Philter	10	60
Suffumigation	2	60
Dust	5	60
Ring	25	60
Empower Weapon	25	61
Ambrosia	25	61
Aqua Vitae	25	61
Construct	25	61
Horror	25	61
Jewel of Alchymy	50	61
Conjuration	**Level**	**Page**
Sceptre	15	66
Wand	25	66
The Great Wand or Spear	25	66
The Great Sword	25	66
Elemental Disk or Pentacle	25	66
Elemental Burin or Dagger	25	66
Elemental Cup	25	66
Elemental Wand	25	66
Ritualism	**Level**	**Page**
Consecrate Holy Artifact	25	70
Consecrate Holy Weapon	25	70
Weapon of the Gods	25	74
Spiritualism	**Level**	**Page**
Voodoo Charm	1–5	78
Ju Ju Magic	8	79
Zombie Powder	50	80

Magical Items

Here is a list of a few sample magic items that can be created by characters. The *Storyteller* will often design additional magic items for his adventures. Each item is unique and there are many ways to design an item. After the name of the item, the spells used to create it are listed.

When a magic item is used, a number of charges will be expended depending on the power of the spell. The number of charges used are listed at the right. For instance, the *wand of fireballs* listed here will expend 15 charges with each shot.

However, some Alchymy spells, such as elixirs, potions, etc. will expend only one charge, regardless of the power of the spell.

Elixir of Truth   1
Spells: Divine Truth (2), Elixir (6)
Charges: 3
Component & Materials Cost: 8s

Each dose of this elixir will allow a person to ask one yes or no question about a subjet.

Elixir of Healing   1
Spells: Healing (5), Elixir (10)
Charges: 5
Component & Materials Cost: 15s

This elixir will completely heal one wound.

Elixir of Identification   1
Spells: Identify (4), Elixir (2)
Charges: 1
Component & Materials Cost: 6s

This elixir will allow a person to identify one magic item including it's properties, and trigger words if any.

Elixir of Refreshing   1
Spells: Refresh (5), Elixir (10)
Charges: 5
Component & Materials Cost: 15s

This elixir will remove all fatigue. This can be useful when suffering from long term fatigue from traveling all day.

Elixir of Water Breathing   1
Spells: Breath Water (1), Elixir (2)
Charges: 1
Component & Materials Cost: 3s

This elixir will allow a person to breath underwater for as long as they concentrate, plus one minute.

Potion of Bladeturn   1
Spells: Bladeturn (10), Potion (5)
Charges: 1
Component & Materials Cost: 15s

This potion will give a person 5 levels of *Bladeturn*, which will protect against physical attacks.

Potion of Deflection   1
Spells: Deflection (10), Potion (5)
Charges: 1
Component & Materials Cost: 15s

    This potion will give a person 5 levels of *Deflection*, which will protect against missile attacks.

Potion of Fire Resistance   1
Spells: Fire Resistance (8), Potion (5)
Charges: 1
Component & Materials Cost: 13s

    This potion will make a person totally resistant to fire.

Potion of Healing   1
Spells: Healing (10), Potion (5)
Charges: 1
Component & Materials Cost: 15s

    This potion will totally heal a person of all wounds and diseases.

Potion of Lightning Deflection   1
Spells: Deflect Lightning (8), Potion (5)
Charges: 1
Component & Materials Cost: 13s

    This potion will allow a person to deflect three lighting bolts.

Potion of Love   1
Spells: Love (9), Potion (5)
Charges: 1
Component & Materials Cost: 14s

    This potion will cause the drinker to fall in love with someone, usually the first person seen.

Philter of Invulnerability   1
Spells: Invulnerability (25), Philter (10)
Charges: 1
Component & Materials Cost: 1£ 15s

    The person drinking this philter will be totally invulnerable from any kind of harm *from one person*, who must be named. Others can harm the person only if they have no connection with the named person. See also the spell *Invulnerablity*.

Suffumigation of Binding   1
Spells: Binding (1), Suffumigation (2)
Charges: 1
Component & Materials Cost: 3s

    This suffumigation can be made into a perfume that will cause everyone breathing it to be subject to the spell *Binding*, which will force the victim to keep a secret. The perfume will last for 30 seconds. The duration can be increased by adding Suffumigation charges (2 charges for +30 seconds).

Suffumigation of Sleep and Death   1
Spells: Transform Air (10), Suffumigation (6)
Charges: 1
Conditions: Subjects must pass two extra saving throws
Component & Materials Cost: 16s

This gas will expand into a 30' radius area causing those breathing it to make three saving throws agains Natural Magic. The effects vary depending on how many saves are made.

    If a person fails all three saving throws, he will die.   If a person fails two, he will fall into a coma for 2-12 days. If a person fails one saving throw, he will fall asleep for 24 hours. Those passing all three saves will suffer no ill effects.

Suffumigation of Transformation   1
Spells: Transformation (10), Suffumigation (10)
Charges: 1
Component & Materials Cost: 1£

    Everyone within a 25' radius will be transformed into something else, which is chosen when the item is created.

    For instance, everyone can be turned into toads, puddles of water, etc.

Dust of Disease   1
Spells: Disease (25), Dust (5)
Charges: 1
Component & Materials Cost: 1£ 10s

    When a person comes into contact with this dust, he will contract a disease.

Dust of Blindness   1
Spells: Blindness (10), Dust (5)
Charges: 1
Component & Materials Cost: 15s

    This powder will make the victim *believe* he cannot see.

Dust of Itching   1
Spells: Cantrip (1), Dust (5)
Charges: 1
Component & Materials Cost: 6s

    This itching powder will cause a person to suffer from a need to scratch.

Dust of Forgetfulness   1
Spells: Forgetfulness (1), Dust (5)
Charges: 1
Component & Materials Cost: 6s

    The person contacting this dust will forget everything that happened for one day. All injuries, diseases, curses, etc. sustained during the time that is forgotten will vanish.

Dust of Sneezing   1
Spells: Cantrip (1), Dust (5)
Charges: 1
Component & Materials Cost: 6s

    This powder will cause a person to start sneezing.

Ring of Invisibility   5
Spells: Ring (28), Invisibility (5)
Charges: 10
Conditions: Only works in daylight
Trigger: –
Recovery: 2 charges / day
Recovery Condition: Must be taken off at night.

Component & Materials Cost: 11£ 10s

Each charge will allow the person wearing this ring to use the spell *Invisibility* for as long as he concentrates. The invisibility is negated when taking a hostile action.

Sceptre of Friendship   4
Spells: Sceptre (18), Charm (4)
Charges: 25
Conditions: –
Trigger: Share a drink with those charmed
Recovery: 1 charge / day
Recovery Condition: –
Component & Materials Cost: 26£ 2s

Each charge will allow the person holding this sceptre to *Charm* 3 people. In order to work, the subjects being charmed must share a drink with the holder of the sceptre.

Wand of Fireballs   15
Spells: Wand (18), Fireball 5d6 (15)
Charges: 50
Conditions: –
Trigger: Word: *Ignis*
Recovery: 2 charges / day
Recovery Condition: Place inside furnace
Component & Materials Cost: 51£ 13s

After speaking the word, "Ignis" this wand will shoot a fireball of up to 25' radius and 5d6 damage. To recharge this wand, it must be placed inside a furnace.

Wand of Lightning Bolts   11
Spells: Wand (18), Lightning Bolt 5d6 (11)
Charges: 50
Conditions: –
Trigger: Word: *Fulgurite*
Recovery: 2 charges / day
Recovery Condition: Place in rain
Component & Materials Cost: 51£ 9s

After speaking the word, "Fulgurite" this wand will shoot a lightning bolt of 5d6 damage. To recharge this wand, it must be placed in the rain.

Crystal Orb of Scrying   15
Spells: Empower Crystal Orb (28), Scrying (15)
Charges: 25
Conditions: Must concentrate on orb
Trigger: –
Recovery: 2 charges / day
Recovery Condition: Cover with a cloth
Component & Materials Cost: 27£ 3s

This crystal ball will allow a person to scry distant people and locations. The person using the crystal must concentrate to use it. To recharge this crystal, a cloth must cover it.

Gem of Spirit Containment   12
Spells: Enchant Gem (25), Spirit Containment (12)
Charges: 25
Conditions: –
Trigger: Must "touch" spirit
Recovery: –

Recovery Condition: –
Component & Materials Cost: 26£ 17s

When this gem contacts a spirit, the spirit will be imprisoned inside the gem. The spirit will get a saving throw.

The spirit cannot leave without risking *dissolution*. Dissolution will free the spirit, sending it to heaven or hell. If the spirit attempts to leave the gem, it gets a saving throw to avoid dissolution.

When the gem runs out of charges, all imprisoned spirits will be released at once.

Incense of Hate   5
Spells: Incense (5), Emotion (5)
Charges: 25
Conditions: –
Trigger: Burning
Recovery: –
Recovery Condition: –
Component & Materials Cost: 10s

When this incense is burned, it will cause the emotion of Hate in five people. The trigger (burning) has already been figured into the cost of the Incense spell.

Censor of Summoning Fire Elementals   10
Spells: Censor (25), Summon Fire Elemental (10)
Charges: 25
Conditions: –
Trigger: Burning
Recovery: –
Recovery Condition: –
Component & Materials Cost: 26£ 15s

When an object is burned in this censor, a fire elemental will appear. The trigger (burning) has already been figured into the cost of the Incense spell.

Bell of Spirit Exorcism & Banishing   2 or 8
Spells: Bell (25), Exorcise Spirit (2), Banish Spirit (8)
Charges: 25
Conditions: –
Trigger: Ringing Bell
Recovery: –
Recovery Condition: –
Component & Materials Cost: 26£ 15s

When this bell is rung, it will cause a spirit to be either exorcied from a person or it will cause a spirit to be banished, where it will return from where it came from. The person using the bell can choose whatever spell he wants to use.

The trigger (ringing the bell) is already built into the cost of the Create Magic Bell spell.

Mirror of Discovery & Visions   5 or 15
Spells: Create Magic Mirror (19), Discovery (5)
                Phantom Possession (5), Vision (15)
Charges: 25
Conditions: Bow low and gaze into mirror
Trigger: Phrase
Recovery: 2 charges /day
Recovery Condition: Clean mirror's surface
Component & Materials Cost: 26£ 19s

After the phrase, "Mirror mirror on the wall" is spoken, either one question may be asked (see *discovery* spell), or a *vision* will occur, revealing past, current or future events about a subject.

The person must bow to the mirror and then gaze into it's surface to use it. Each day, it will recover charges only after it's surface is cleaned.

The mirror is also inhabited by a phantom, which can materialize and speak with anyone it chooses to. It can sense life within 100 feet and can communicate telepathically with it's creator.

Well of Tranquility   10
Spells: Create Magic Well (33), Tranquility (10)
Charges: 100
Conditions: Drink water from well
Trigger: –
Recovery: 2 charges / day
Recovery Condition: –
Component & Materials Cost: 102£ 3s

After any person drinks from this well, an area 25' in radius will appear around the well which will be under the influence of the spell *Tranquility*. Those within the area cannot have any hostile thoughts or actions and after an hour, will forget all memories of recent events, accompanied by total healing.

Boots of Refreshing   5
Spells: Enchant Clothes (26), Refresh (5)
Charges: 50
Conditions: Must have worn them while becoming fatigued
Trigger: Clean & shine boots
Recovery: 2 charges / day
Recovery Condition: Take off boots
Component & Materials Cost: 51£ 11s

After cleaning and shining these boots, they will totally refresh a person that has worn them. These are handy after traveling all day to avoid the affects of long term fatigue.

Each night, these boots must be taken off in order for the charges to recover.

Weapon Bracelets   10
Spells: Enchant Clothes (31), Transformation (10)
Charges: 50
Conditions: Transform into weapons or shields only
Trigger: Strike bracelets together
Recovery: 2 charges / day
Recovery Condition: –
Component & Materials Cost: 52£ 1s

When this pair of bracelets is struck together, they will transform into a pair of weapons, or a weapon and shield.

Tunic of Warding   10
Spells: Enchant Clothes (26), Warding (10)
Charges: 50
Conditions: Name type of weapon
Trigger: Phrase, "Contra vim mortis" (3 seconds)
Recovery: 1 charge / day
Recovery Condition: –

Component & Materials Cost: 50£ 16s

After saying the phrase, "Contra vim mortis," the person will be *warded* against whatever type of weapon they name (swords for instance).

Phantom Cloak of Displacement   5
Spells: Enchant Clothes (24), Displacement (5)
                            Phantom Possession (5), Dark Thoughts (1)
Charges: 50
Conditions: Attacks negate displacement
Side Effects: Phantom possesses cloak, Dark Thoughts
Trigger: Word: *Lar*
Recovery: 2 charges / day
Recovery Condition: Recover only in the dark
Component & Materials Cost: 51£ 15s

This cloak is *possessed by a phantom*, which gives it the power of displacement when the phantom's name (Lars) is spoken.

When using the displacement, the person will be subject to the phantom as it whispers *Dark Thoughts* in his ear. Treat it as if the phantom cast the spell at the person, but do not use up any charges for *Dark Thoughts*.

The only power that can be used by the person wearing the cloak is *Displacement*. The cloak will recover charges when it is in the dark.

The *side effects* are treated just like *conditions* and these two side effects lower the cost by 2 power.

When the person wearing the cloak makes an attack, the cloak's displacement is negated for 1-3 rounds if it was on while the attack was made.

Charmed Hauberk   10
Spells: Charmed Armor (13)
Charges: 30
Conditions: Enemy hates the wearer of hauberk
Trigger: Armor must be struck
Recovery: 2 charges / day
Recovery Condition: Must place armor in the sunshine
Component & Materials Cost: 30£ 13s

When facing an opponent that hates the wearer of this hauberk, the hauberk's charm will activate, giving an additional +10 points of armor value. The charm will then last for 1 full day, but will only work against those that hate the wearer of the hauberk. When placed out in the sunshine (not worn), this hauberk will recharge at the rate of 2 charges a day.

Black Helmet   1, 2 or 10
Spells: Black Armor (28), Dark Thoughts (1),
                            Friendslayer (2), Impairment (10)
Charges: 25
Conditions: Stare at target for 1 round
Trigger: Armor must be struck
Recovery: 1 charge / day
Recovery Condition: –
Component & Materials Cost: 27£ 1s

If the wearer of this helmet spends a round glaring at his opponent, then the foe will suffer the effects of one of these curses if he strikes the helmet. The wearer may choose

which curse affects his foe by naming the curse.

Elemental Hauberk   15

Spells:	Enchant Armor (18)
Charges:	30
Conditions:	Name a truth about opponent
Trigger:	Armor must be struck
Recovery:	1 charge / day
Recovery Condition:	–
Component & Materials Cost:	30£ 18s

This hauberk will have double hits, and an increased armor value of +12 after the wearer names a single truth about his opponent.

After it is activated, the spell will last for an entire day. However, the wearer must still name a truth about each opponent for it to work. When an opponent strikes the armor, his weapon's break percentage is doubled.

This hauberk will recharge at the rate of 1 charge / day.

Storm Gauntlets   15, 8 or 6

Spells:	Enchanted Armor (28), Weather Control (8)
	Lightning Bolt (15), Deflect Lightning (6)
Charges:	30
Conditions:	Drink a glass of water
Trigger:	When struck with a lightning bolt
Recovery:	2 charges / day
Recovery Condition:	Bury a coin
Component & Materials Cost:	32£ 17s

These gauntlets can be used to control the weather, shoot up to 5 lightning bolts, and to deflect lightning bolts. The person must have drunk a glass of water before activating the powers in the gauntlets.

After burying a coin in the ground (which is absorbed by earth elementals), the gauntlets will regain 2 charges a day.

Cloak of Dreams   10

Spells:	Enchanted Clothes (28), Dream (10)
Charges:	25
Conditions:	Go to sleep
Trigger:	Think about a problem
Recovery:	1 charge / day
Recovery Condition:	–
Component & Materials Cost:	26£ 8s

When sleeping in this cloak after thinking about a problem, the person will have a dream that will allow 25 yes or no questions to be asked about the subject.

House of Phantasms   10

Spells:	Enchanted Building (28), Phantasm (10)
Charges:	50
Conditions:	Clean house, must use spell within a week
Trigger:	Imagine a scene
Recovery:	1 charge / day
Recovery Condition:	–
Component & Materials Cost:	51£ 18s

After cleaning the house, a person will gain the ability to cast a Phantasm spell, which will create a mobile illusion.

The spell is created by imagining a scene. The ability to cast the spell will fade within a week.

Staff of Sorcery   1-25

Spells:	Staff (40), Bladeturn (10), Deflection (10),
	Opening (5), Closing (5), Holding (5), Light (1),
	Fire Resistance (8), Heal (5), Sense Magic (1),
	Transformation (25), Teleportation (25),
Charges:	100
Conditions:	–
Trigger:	Command words
Recovery:	6 charges / day
Recovery Condition:	Keep out of sight while recharging
Component & Materials Cost:	107£

This magic staff will allow the user to cast several types of spells while holding it. Each spell has a different secret command word. The staff must be kept out of sight while it is recharging.

Amulet of Negation   25

Spells:	Create Magic Square (25), Negation (25)
Charges:	30
Conditions:	–
Trigger:	Speak the person's true name
Recovery:	–
Recovery Condition:	–
Component & Materials Cost:	27£ 10s

After speaking the true name of a person while holding this amulet, they will suffer the curse of Negation, which will disable all of their magic items and active spells until the curse is removed.

Symbol of Thief Slaying   1

Spells:	Symbol (10), Disease (25)
Charges:	1
Conditions:	–
Trigger:	A thief must step on the symbol
Recovery:	–
Recovery Condition:	–
Component & Materials Cost:	1£ 15s

When a thief steps on this symbol, he will be cursed with a disease. *See the Black Magic spell, Disease.*

Symbol of Nightmares   1

Spells:	Symbol (10), Nightmares (20)
Charges:	1
Conditions:	–
Trigger:	The third person to look at the symbol
Recovery:	–
Recovery Condition:	–
Component & Materials Cost:	1£ 10s

The third person looking at this symbol will have begin to have nightmares which will last for 10 days.

Symbol of Lightning   1

Spells:	Symbol (10), Healing (10)
Charges:	1
Conditions:	–
Trigger:	Opening chest
Recovery:	–
Recovery Condition:	–
Component & Materials Cost:	1£

This symbol will activate when the chest that it is inscribed upon is opened without speaking the a secret word that is chosen by the creator of the symbol. The lightning bolt will inflict 6d6 electrical damage.

Scroll of Healing   1
Spells: Scroll (5), Healing (10)
Charges: 1
Conditions: –
Trigger: Reading the scroll
Recovery: –
Recovery Condition: –
Component & Materials Cost: 15s

After reading this scroll, one person's injuries will be totally healed.

Scroll of Scriptures   1
Spells: Scroll (5), Scriptures (5)
Charges: 1
Conditions: –
Trigger: Reading the scroll
Recovery: –
Recovery Condition: –
Component & Materials Cost: 10s

This scroll will allow a person to read a and understand any script for as long as he concentrates. After the spell fades, no knowledge of the script will remain.

Djinni Lamp   1
Spells: Seal (25)
Charges: 1
Conditions: –
Trigger: cleaning the lamp
Recovery: –
Recovery Condition: –
Component & Materials Cost: 25s

This lamp has a djinni trapped inside by a magical seal. If the lamp is cleaned, the djinni will appear and will grant a single wish to whoever released it.

The talismanic spell, *seal* had bound the djinni to the will of the spellcaster, who required the djinni to grant a wishes before departing.

Charmed Gladius   0
Spells: Weapon Charm (30), Runes of Permanency (25)
Charges: –
Conditions: –
Trigger: Combat
Recovery: –
Recovery Condition: –
Component & Materials Cost: 2£ 15s

This sword has a +15% chance to hit, and will also inflict an additional +3d6 damage.

Only half of the bonus to hit is added to the chance to parry.

For instance, if a person with a 65% short sword skill uses this gladius, his chance to hit would be 80% and his chance to parry would be half of this, plus the "parry" for the weapon type (+5%) for a total of 45% to parry.

Holy Crusader Sword   0
Spells: Consecrate Holy Weapon (25)
Charges: –
Conditions: Combat vs. opponents of Quest
Trigger: –
Recovery: –
Recovery Condition: –
Component & Materials Cost: 1£ 5s

This Crusader Sword has been turned into a holy weapon and will inflict x3 damage against those that oppose the quest that is connected with the sword. This sword is tied to the quest to drive the Muslims out of Jerusalem. After the quest has been fulfilled, the sword will return to normal. Holy weapons are unbreakable.

Spirit Flail   0
Spells: Spirit Weapon (25)
Charges: –
Conditions: Combat vs. Evil Spirits
Trigger: –
Recovery: –
Recovery Condition: –
Component & Materials Cost: 1£ 5s

This flail will inflict x3 damage against evil spirits. Against normal opponents, it will function just like a flail.

Flaming Hacherev   0
Spells: Elemental Weapon (25)
Charges: –
Conditions: Combat
Trigger: –
Recovery: –
Recovery Condition: –
Component & Materials Cost: 1£ 5s

This Hebrew *hand and half sword* will inflict an additional +3d6 fire damage.

Dream Sabre   5
Spells: Dream Weapon (15)
Charges: –
Conditions: Dream Warfare
Trigger: –
Recovery: *4*
Recovery Condition: Keep coverd during the day
Component & Materials Cost: 15s

This sabre can be used in dream warfare, when demons or evil spirits attack a person in his sleep. The sabre can be used in the dream combat. It will recover nearly all it's charges (4 out of 5) in a single day, if it remains covered.

Hmmer of Thor   0
Spells: Empower Weapon (25), Weapon Charm (30),
                        Fly (8), Thunderclap (5), Flash (5),
               Summon Giant (10), Summon Air Elemental (10),
                  Lightning Bolt (11), Runes of Permanency (25)
Charges: –
Conditions: 1 round to recover, with dexterity check
Side Effects: Summons ginats & air elementals
Trigger: Throwing weapon

Recovery: –
Recovery Condition: –
Component & Materials Cost: 4£ 9s

This warhammer has a +15% bonus to hit (+7% bonus to parry), and will inflict +3d6 damage in melee combat. When thrown, this warhammer will cause a lightning bolt to strike it's target (with a successful weapon skill roll), and also a thunderclap and flash.

On the following round, the warhammer will fly back to the owner's hand, who must make a dexterity check at half to catch it. This will take an entire action. Thus, the warhammer can be used every other round.

Every time the warhammer is thrown, there is a 15% cumulative chance that either a hostile giant or air elemental will be summoned (50% chance of either). This chance is reset every day. Roll for this each time the hammer is thrown.

Mace of Shattering 4
Spells: Empower Weapon (30), Shatter (4)
Charges: 25
Conditions: –
Trigger: –
Recovery: 2 charges / day
Recovery Condition: Say a prayer for defeated enemies
Component & Materials Cost: 35£ 14s

Objects struck with this weapon, such as a shield or helmet will suffer the effects of a *Shatter* spell. In order to recover charges, the warrior mus say a prayer for those he has defeated.

Dragon Slayer 0
Spells: Slayer (25), Runes of Permanency (25)
Charges: –
Conditions: –
Trigger: Striking a Dragon
Recovery: –
Recovery Condition: –
Component & Materials Cost: 2£ 10s

This weapon will inflict x3 damage against dragons, and if a dragon fails his saving throw, he will die.

Short Bow of Speed 12 or 5
Spells: Empower Weapon (35), Speed (12), Refresh (5)
Charges: 50
Conditions: –
Trigger: –
Recovery: 4 charges / day
Recovery Condition: Meditate in the forest for an hour
Component & Materials Cost: 2£ 12s

The person using this short bow can use the spell *speed*, which will double his actions, allowing him to fire an arrow each round for up to a minute. All fatigue is doubled during this time however. He can also use the spell *refresh* to eliminate his fatigue.

After meditating for an hour in the forest with the bow, it will begin to recharge at the rate of 4 power each day.

Whip of Curses 1, 2 or 3
Spells: Empower Weapon (30), Dark Thoughts (1), Scar (1), Friendslayer (2), the Jinx (3)
Charges: 25
Conditions: –
Trigger: Striking a target
Recovery: 1 charge / day
Recovery Condition: –
Component & Materials Cost: 2£ 10s

After striking a person with this whip, a curse can be placed upon the victim. This whip will recharge at the rate of 1 power each day.

Plague Scythe 25
Spells: Cursed Item (30), Disease (25)
Charges: 50
Conditions: –
Trigger: Cutting grain
Recovery: 1 charge / day
Recovery Condition: –
Component & Materials Cost: 2£ 15s

This ordinary grain scythe will cause the nearest person to acquire a random disease after it is used to cut grain.

Some people will spread the disease to others....

Goat's Foot Lever Crossbow of Speed 0
Spells: Speed x8 (46), Runes of Permanency (25)
Charges: –
Conditions: Only works while reloading crossbow
Trigger: –
Recovery: –
Recovery Condition: –
Component & Materials Cost: 3£ 11s

This goat's foot lever crossbow will reload 8 times faster that other crossbow's of it's type. It takes 2 rounds to reload this crossbow instead of 15.

This was made by casting the sorcery spell speed (12 power) four times. The condition lowered the cost by 2.

Bowl of Cherries 25
Spells: Replenishment (9), Runes of Permanency (25)
Charges: –
Conditions: –
Trigger: –
Recovery: –
Recovery Condition: –
Component & Materials Cost: 1£ 14s

This bowl is full of cherries. No matter how many are eaten, they will never run out.

The Story Setting

Chapter 15: The Story Setting

"In deciding what general aspect of the setting should be shown to establish a story opening mood or tone, it is important to remember that the opening feeling you engender in your reader sets up his expectations for everything that follows. You need to be quite sure what mood you wish to evoke right from the outset."

–"Setting, How to Create & Sustain a Sharp Sense of Time & Place in Your Fiction" by Jack M. Bickham

The Story Setting

Setting is used to create the mood of the story. A story setting will consist of the time and place where the action takes place.

Fantasy Imperium is designed to allow the *Storyteller* to choose whatever time or place he likes for a story.

Descriptions of different cultures, times and places are given here while detailed lists of weapons, armor and clothes which varied considerably, are given in chapters 16 – 18.

The technology changed drastically during the ages and this will affect what is available for the characters and it will also affect how a story is told.

The *Storyteller* should at least have a general idea of the time period and the culture the story takes place in.

If the story takes place in a fantasy world, then the *Storyteller* should choose a time period and culture that is similar to one of those mentioned here so that the players will be able to choose their equipment appropriately.

The Ancient World

"Whoever has walked with truth generates life."
– Sumerian Proverb.

Sumeria is thought to be the birthplace of civilization. This kingdom was centered in the Middle East between the Tigris and Euphrates rivers.

The Sumerians invented the wheel, laws, mathematics, astronomy, the lunar calendar, writing, legal contracts, architecture and a sophisticated system of irrigation.

The city states of Sumer included Eridu, Kish, Lagash, Nippur and Ur. In 2000 B.C., the Sumerian kingdom was conquered as the last king of *Ur* was defeated by the Elammites.

Under King Hammurabi, the **Babylonians** conquered the region and by 1760 B.C. controlled most of the middle east. The Babylonian Empire lasted for 1200 years.

In 539 B.C. Babylon was conquered by the Persian King Cyrus the Great.

The **Egyptians** are among the oldest known civilizations, tracing their history back at least to 3000 B.C. They built enormous public works, including the pyramids, temples and *Buhen*, an enormous stronghold in the southern territory of *Nubia*, which was the largest stronghold in the world until the 16th century.

The enemy of the Egyptians were the **Hittites**, whose kingdom was based at Hattusas in central Turkey.

They had conquered the ancient **Arzawan Empire** after a meteorite struck the Arzawan capital of Apasas, which devastated their kingdom.

The Hittites claimed that the thunder god Teshub had sent a bolt from the heavens to destroy their enemy, who were the dominant power in Anatolia.

The city of **Troy** was in western anatolia, north of the Arzawan kingdom. In the Trojan War, which occured around 1200 B.C, several of the Greek city states allied against Troy. The war lasted 10 years.

The Hittites fought a war against the Egyptians which climaxed at the battle of Kadesh in 1300 B.C. The Egyptian Pharoah Rameses II was nearly defeated by Muwattali, the Hittite king.

It is said that the Egyptian god Amun took control of Rameses and defeated the Hittites alone after they had decimated the Egyptian army. The battle was a draw with both sides claiming victory. Afterwards, the Egyptians and the Hittites signed a peace treaty because of the growing power of the Assyrians, who were a brutal power out of the east.

The Hittites were destroyed by the **Sea Peoples**, who were a race of mysterious people coming out of the Mediterranian. Whether these people were native to the lands about the Mediterranean or came from the lost civilization of **Atlantis**, none can say.

The **Assyrians** were a power that dominated the northern part of the Middle East. After conquering an enemy, they would relocate the subjugated people to different places in order to break up clans. They had hoped to prevent revolts, but they caused great resentment.

The **Persian Empire** eventually conquered the Middle East, and absorbed the Assyrian Empire. The Persian Empire was the mortal enemy of the Greeks.

The Classical Age

Greece was controlled by about 200 "Poleis" or *City States*. The polis was a walled town surrounded by villages in the countryside. Each was completely independent of it's neighbors.

The citizens of the polis thought their way of life was superior to the barbarians (anyone not a Greek), who were ruled by kings.

The citizens of a Greek polis served in the army in return for a voice in their government. The Greeks thought that by allowing men to be ruled by *reason*, they could live more productive lives.

The building of so many poleis spurred the development of architecture and sculpture. This in turn led to the philosophical speculation about man's relationship to the cosmos.

The citizens of the polis could debate political issues in public assemblies. The preservation of freedom without dissolving into anarchy led the Greeks to believe that human beings also had the capacity to understand the structure of the cosmos. This was the start of Western philosophy and science.

The high place of the polis called the "Acropolis" was where shrines to the local deities were kept.

During the 8th century B.C., the polis of Sparta fought a war of expansion against the Messenians. After 20 years of fighting, the Messenians lost the war and became *Helots*, agricultural laborers for the Spartans.

Argos, a polis to the north, became an enemy of Sparta

in a struggle for dominance in the region, and after losing a battle at Hysiai in 669 B.C., the Helots revolted.

The Helots were defeated by the Spartans even though the Helots outnumbered them by as much as ten to one. Since the Spartans needed to control the Helots, they developed the *Military State.*

The *City State* of Athens which had become one of the most populous and wealthiest of the poleis was a rival of the *Military State* of Sparta.

The difference in these two poleis was dramatic. Sparta was ruled jointly by two kings while Athens had a democracy. Sparta trained it's citizens to be warriors, while the people of Athens learned how to be public speakers. While Sparta had a powerful army, Athens had a powerful navy.

In 500 B.C. the Persian Empire began to conquer poleis in western Turkey. When Athens supported revolts of these people against the invaders, the Persian King Darius invaded Greece. The Athenians defeated the Persians at the battle of Marathon in 490 B.C. In 480 B.C. Xerxes, the son of Darius, invaded again.

The Greek city states fought together against the Persian invaders, but were defeated after a small Spartan force was wiped out defending the narrow pass of Thermopylae in the north. Athens was captured and it's temples destroyed.

The Athenians managed to defeat the Persians at sea and on land in 479 B.C. The Persians were forced to retreat, ending the war.

After the war, several poleis came together to form the *Delian League* for mutual defense against further Persain aggression. The Delian League was dominated by Athens.

League members donated money to pay for a defensive fleet, but as time went on without Persian invasion the Athenians began to abuse their power. Athens treated other members as dependants and moved the league treasury to Athens.

The Spartans had long before formed their own power block, the *Peloponnesian League.* The tensions between Athens and Sparta finally erupted in the *Peloponnesian War* in 431 B.C. Some of the Delian League members revolted and joined Sparta.

Peracles was a famous statesman of Athens. He organized the reconstruction of the Parthenon, which was built upon the acropolis above Athens. Most of the temples in the acropolis had been destroyed by Persian armies in the past. The Parthenon was one of the greatest monuments in the classical world. Peracles died of a plague during the Peloponnesian War.

During the Classical Age of Greece, great strides were made in literature, drama, art, poetry and philosophy.

The technology of warfare also developed rapidly during this time. The Greek Phalanx was a powerful military formation.

The Persian Empire was eventually defeated, along with most of the known world, by Alexander the Great, who was a Macedonian.

Alexander the Great

After King Phillip of Macedonia conquered the Greek city states, he was murdered. Alexander the Great organized a large army and invaded Persia.

After invading Anatolia to liberate the conquered Greek cities there, he defeated a Persian army sent against him at the Battle of Gracus. He then went south and conquered the city of Tyre, which was the center of the Phoenecian Empire. After conquering the Phoenecians, we moved south and took Egypt who surrendered their kingdom to him.

King Darius of Persia attacked Alexander's invading army and despite outnumbering it by as much as 10:1 was defeated at the Battle of Issus. Alexander captured the royal tent of Darius where he found 3000 talents of gold (today worth $1.2 billion dollars), and also the harem of Darius. The Persian generals killed their king and delivered him to Alexander.

After the conquest of Persia, Alexander invaded India. He returned through a desert to Persia and died a short time afterwards in Babylon.

Funeral Games

After Homer died, his fellow Greek warriors held sports competitions in his honour.

As he lay dying in 323 B.C. they asked Alexander the Great who was to inherit his vast empire. His reply was, "To the Strongest."

After over 20 years of warfare, the generals of Alexander had divided the empire into five kingdoms:

Antigonus ruled Asia Minor.
Cassander ruled Macedonia and Greece.
Lysimachus ruled Thrace.
Ptolemy Lagus ruled Egypt and Palestine.
Seleucus Nicator ruled Mesopotamia and Syria.

These Hellenistic kingdoms spread the culture of Greece all over the world. These kingdoms would eventually fall to a new power out of the east.

The Roman Republic

After it was founded in 753 B.C. the people of Rome conquered the surrounding territories, but in the 6th century B.C. the Etruscans gained control of Rome.

In 509 B.C. the Romans under Junius Brutus finally overthrew the Etruscans in a rebellion after the rape of a noblewoman by the son of the Etruscan King. This was the end of the monarchy and the birth of the Roman Republic.

Rome was ruled by the *Senate*, and the *Assembly*. The *Consuls* were the leaders of Rome, and were elected to office for one year. The consuls exercised *Imperium*, or absolute power over the people.

There were two Consuls elected at a time, and they initiated legislation, ran the judiciary, the military and served as the chief priests of the nation. They wore purple robes and sat in the ivory chair of the monarchs. After their term as a Consul, they served in the Senate.

In 325 B.C. the office of *Proconsul* was created to allow for the consuls to hold longer terms of office if needed during military campaigns.

Beneath the Consuls were the *Praetors*, who were judges and later became military generals of Rome. The *Censors* were in charge of determining who paid taxes, and later became some of the most powerful people in Rome.

The *Patricians* were the rich aristocracy that ruled Rome. Senators were all patricians. Patricians controlled most of the wealth, power and trade in Rome.

The *Plebians* were the common people. The plebians were always trying to acquire political and social equality with the patricians. The plebians were represented by the *Assembly*. In 445 B.C., a plebian could marry a patrician, and after 367 B.C., a plebian could be elected as Consul.

Rome was under continuous warfare during the early Republic.

While the wars fought by Romans were at first defensive, they began to acquire new territory.

In 387 B.C. the Gauls invaded and conquered Rome, burning the city to the ground. After looting the city, they returned to central Europe.

Rome was able to recover and by 350 B.C. Rome dominated the region again and by 265 B.C. controlled the entire Italian peninsula, having defeated the *Latin League*, the last of the Etruscan cities, and the southern Greek colonies.

After conquering territory, the Romans gave rights to the conquered people, allowing them to become citizens, or even giving them near complete autonomy.

All conquered territories sent taxes and soldiers to Rome. They were also settled by Roman soldiers who were given land grants, which were often lucrative. This enabled Rome to exert control over conquered lands. Rome also built a network of roads which allowed the military to quickly respond to revolts.

This combination of giving Roman citizenship and rights along with the ability to quickly put down revolts led to a peaceful stable government.

Rome began to exert influence throughout the Mediterranian, which eventually caused friction with the Carthaginian Empire. This resulted in the Punic Wars.

After defeating the Carthaginians Rome controlled the entire region.

The Carthaginian Empire

Sometime before the 7th century B.C., the city of *Kart Hadasht*, also known as Carthage, was founded on the northern coast of Africa by the Phoenicians, who were a powerful nation of seafarers who ruled a land north of Israel, and whose capital was the city of *Tyre*.

The Phoenecians dominated much of the sea trade in the Mediterranean and became rich. In their search for metals such as tin, which was needed to make bronze, the phoenecians explored much of the Mediterranean, passed through the straights of Girbraltar and established bases along the western coast of Africa, Spain and also in England.

After Alexander the Great conquered Tyre, which was thought to have been impregnable, the Carthaginians were alone. Greece was to prove a powerful enemy of Carthage after this time.

The Carthaginians fought many wars on the island of Sicily against cities that were founded by the Greeks. The city state of Syracuse was to cause many problems for Carthage, and proved to be the death of many Carthaginian kings.

The Carthaginian's had a habit of executing their gener-

als when they failed, and several of these attempted to overthrow the *Council of Elders*, who ruled Carthage along with the King.

Finally, the Council of Elders did away with the office of King altogether sometime after Hanno the Great tried to have them all assassinated and then later on after King Bomilcar plotted for their overthow with Agathocles of Syracuse, who had recently invaded africa.

With the invasion of Africa by Agathocles of Syracuse, the Carthaginians in their fear had even reverted back to an ancient practice of sacrificing their children (300 on this occasion) to their god *Ba'al Hammon* in a secret ritual where their bodies were placed at the feet of the god's statue.

In 306 B.C. Carthage made a treaty with Rome against the Greeks and Etruscans and managed to defeat the army from Syracuse in Africa and conquer most of Sicily.

Pyrrhus Attempts to Conquer Rome

Pyrrhus of Epirus, a cousin of Alexander the Great tried to conquer Rome. Although successful in battle, he lost so many troops that he could not continue the war. He had married the daughter of the King of Syracuse and attempted to conquer Sicily, but he was checked by the Carthaginians.

He tried once more to fight the Romans in Italy, but was defeated, since the Romans had developed tactics against his elephants and hoplites.

The defeat of Pyrrhus signaled the ability of Rome to defeat the most powerful army in the world.

When Pyrrhus returned to Greece, his parting words were, "What a battlefield I am leaving for Carthage & Rome!"

The Punic Wars

These three wars were fought against Rome over 100 years and resulted in the destruction of Carthage, the annihilation of 300 of it's cities and the death or enslavement of 700,000 of it's people.

The First Punic War (264–241 B.C.)

In 264 B.C, the Greek city states were at war with Carthage, who sought to dominate Sicily. Hiero of Syracuse requested Rome's aid to defeating the Carthaginians and so began the first Punic War.

After three years of coastal raids by the Carthaginian fleet, Rome built a fleet of it's own. The Romans designed a new strategy to defeat the Carthaginian ships. They used engines onboard the ships to assist their troops in battle, thus turning a sea battle into a land battle, in which they excelled.

In 256 B.C. Rome defeated the Carthaginian Grand Fleet off the coast of Heraclea, Sicily. Rome mounted an invasion of Africa and marched towards the city of Carthage under the consul Regulus. The peace offer that the Carthaginians were offered by Regulus was refused and the Carthaginians reorganized their army under Xanthippus who led them to defeat Regulus who was captured.

Carthage sent a peace envoy to Rome along with their captive Regulus who promised not to try an escape. Regulus is reported to have told the Romans to refuse the peace offer, knowing that he would be tortured and killed on his return to

Africa. Rome rejected the Carthaginian offer and they went home, taking Regulus along with them. He was killed.

In 247 B.C. Hamilcar "Lightning" Barca led the Carthaginians in a new offensive against the Romans in Sicily. He managed to nearly exhaust Rome's determination.

In 242 B.C. Rome rebuilt their navy at great expense and managed to defeat the Carthaginian ships that were sending supplies to their fortresses in Sicily.

Carthage was forced to relinquish their territories in Sicliy, ending the war in 241 B.C.

The Second Punic War (218–201 B.C.)

After having to defeat a rebellion of the Carthaginian mercenary army, who had not been paid, Hamilcar Barca invaded Spain and by 220 B.C. most of it was finally conquered. Hasdrubal had succeeded Hamilcar but he was murdered by a friend of a local chieftain that he had put to death.

Hasdrubal was replaced by Hannibal, who was the son of Hamilcar. Hannibal had been raised to hate Romans and he attacked an ally of Rome, the city of Sarguntum in Spain.

While the Carthaginian government was arguing whether to turn over Hannibal to Rome, an envoy was recieved that delivered an ominous message. "Peace or war – As you choose."

Hannibal crossed the alps with a huge army which included a force of elephants, invaded Italy and after defeating three consular armies that were sent against him, he was stalled by the lack of support from Cathage.

In Syracuse, Hiero died of old age and the city sided with the Carthaginians, who then went on to acquire most of Sicily. The Romans invaded and despite the assistance of the brilliant Archimedes who had created new siege engines for the defense of Syracuse, they were successful in reconquering Sicily.

Phillip V of Macedonia had allied himself with Carthage, but his support was rendered useless because Rome had established itself the "protector of the Greek cities against Macedonia" who they thought of as barbarians.

The Romans under the command of Scipio invaded Spain and drove out the remaining Carthaginians.

Hannibal's brother tried to send him reinforcements in Italy but he was defeated and killed by the Romans.

Then after gaining diplomatic support in Numidia, Scipio invaded Africa again and Hannibal was recalled to defend the city of Carthage.

He was defeated at the battle of Zama and this resulted in the annexation of Spain, the surrender of the Carthaginian fleet, and the end of the war.

Hannibal was eventually exiled by his political enemies in 190 B.C. and he went to live with the Greek kings in Syria.

The Third Punic War (149–201 B.C.)

The Numidian king began to attack Carthaginian lands along important trade routes, which threatened the city.

The Roman Marcus Cato, who hated Carthage began to convince the Romans that they needed to destroy Carthage, since they feared that the Carthaginians could rise again to threaten Rome.

After the Numidians continued to sieze lands belonging to Carthage, they were driven out, but this caused a new war with Rome because Carthage was not permited to fight any war without their approval.

The war lasted three years, since the Carthaginians were not nearly as powerful as they had been in the past. After a three year siege of the city, in the year 146 B.C. the Roman army of 80,000 infantry and 4,000 cavalry completely destroyed Carthage. The Romans leveled the city, cursed the land and enslaved 50,000 people.

Republic to Empire

Two years after defeating the Carthaginians at the Battle of Zama, the Greek city states appealed to Rome to help them throw off their Macedonian rulers.

In 197 B.C. the Romans defeated Phillip V of Macedonia in the Battle of Cynoscephalae in which the Roman legions were able to destroy the famous Greek Phalanx formations. This signaled the end of Greek dominance.

In Spain, the Celtiberians revolted and after a series of wars, in 133 B.C. their fortress city of Numantia was utterly destroyed after a grieveous siege. The entire fortress city of Numantia, the center of Celtic power in Spain, was obliterated.

The Teutons, Cimbri, Gaul and Helvetic Celts invaded Rome and in both 109 B.C. and 107 B.C managed to defeat the Roman armies sent against them. In 105 B.C. the Cimbri slaughtered a Roman army let by the proconsul Caepio and consul Mallius at the Battle of Arausio (Orange), killing as many as 100,000 legionaires.

In 102 B.C. the consul Marius managed to defeat the Teutones and in 101 B.C. the Cimbri also were destroyed.

This success was the result of the great reforms of Marius in the Roman army which previously had difficulty recruiting enough soldiers.

In 91 B.C. after the assassination of consul Drusus, there was a bloody social war where the poorer members of society clashed with the rich members of society.

Lucius Cornelius Sulla had brought order by using Roman troops against the dissenters, and afterwards he led an army against the city of Rome itself and seized power. He then went to Pontus to fight in the First Mithridatic War and upon his return, become the first dictator of Rome.

In 73 B.C. the gladiatorial slave Spartacus led a slave revolt and destroyed two consular armies. Spartacus was finally defeated and slain by Crassus. The general Pompei on his way back from a war in Spain killed 5000 slaves that escaped the battle. Upon their return to Rome, they became joint consuls to rule Rome, since Sulla had died earlier in 78 B.C.

In 59 B.C. the first Triumvirate was created when Julius Ceasar was elected consul. After this, Crassus went east to acquire the wealth in Syria and then attacked Messoptamia where he was defeated and killed. Ceasar went north to conquer Gaul and Britain.

Upon his return from Gaul, there was a civil war between Pompei and Ceasar. Ceasar was victorious, but he was assassinated and this led to another civil war between Marc Anthony and Octavian, who was Ceasar's adopted son.

Octavian was victorious and he reorganized the senate and then gave up his powers as dictator.

The Roman Empire

In 23 B.C. the senate dissolved the Republic and gave Octavian the title of Imperium proconsulare maius and tribunicia potestas for life. He was also given the new name of Caesar Augustus.

When Augustus came to power, he had 60 legions at his command. He demobilized the army, resettling the soldiers in the conquered territories, and retained 28 legions.

In the year 9 A.D. three legions were annihilated in Germany by Arminius, the leader of the Cherusci. The densely forrested regions were very difficult for the legions to fight in. Consequently, Augustus decided not to attempt to conquer the rest of Germany, feeling that it was not worth the blood of Romans. The legions of Rome were sent to the frontiers to protect the empire. Rome would now concentrate on the defense of it's vast territories, rather than in the conquest of new territory. After the death of Augustus there followed a series of emperors who were madmen.

In 64 A.D. the Emperor Nero celebrated as half of Rome burned to the ground. Afterwards to appease the angry mobs, he blamed the fire on the Christians. He then had many of them burned alive and placed in his gardens for "illumination." Nero commited suicide when Galba in command of the legions in Spain, marched on Rome. This resulted in a series of Emperors who were each assassinated.

Finally, Vespasian seized control of Rome after returning from Jeruselem where he was in the process of suppressing the Jewish revolt which began in 67 A.D.

The Destruction of the Temple of Solomon

"And Jesus answered and said to him, 'Do you see these great buildings? Not one stone shall be left upon another, that shall not be thrown down.'"
– Mark 13:1-2

Vespasian's son Titus succeeded in crushing the Jewish revolt in 70 A.D. where he obliterated the Temple of Solomon in the destruction of Jerusulem and executed or enslaved over a million Jews. Many of these died in the gladitorial arenas.

Titus succeeded his father Vespasian and he ruled at a time of disaster. The cities of Pompeii and Herculanaum were destroyed by the volcano Vesuvius in 79 A.D.

After another uprising by the Jews under Simon Bar Kochba in 131 A.D. the Jews were scattered and driven out of their homeland. Fifty Jewish fortresses, and over 900 villages were destroyed, along with the death or enslavement of 580,000 Jews. The Jewish religion was outlawed and the Jewish people were scattered.

The Great Plague

In 166 A.D. there came out of Persia a great plague that devastated the empire. It wa later believed that the plague was a divine curse in response to the persecution of the Christians, who were tolerated in the past.

The Rise of Christianity

"Blessed are the poor in spirit, for theirs is the kingdom of heaven.

Blessed are those who mourn, for they shall be comforted.

Blessed are the gentle, for they shall inherit the earth.

Blessed are those who hunger and thirst for righteousness, for they shall be satisfied.

Blessed are the merciful, for they shall receive mercy.

Blessed are the pure in heart, for they shall see God.

Blessed are the peacemakers, for they shall be called sons of God.

Blessed are those who have been persecuted for the sake of righteousness, for theirs is the kingdom of heaven.

Blessed are you when people insult you and persecute you, and falsely say all kinds of evil against you because of Me.

Rejoice and be glad, for your reward in heaven is great; for in the same way they persecuted the prophets who were before you."
– *Matthew 5:3–13*

Christianity was a completely new kind of religion. It's followers were thought of as a Jewish sect, until St. Paul brought the teachings of Christianity to the empire. Most of the original apostles were martyred. Here is a list:

- *Andrew*   Patrae   70 A.D.
Crucified on "X" shaped cross. Preached until he died.
- *Bartholemew*   Armenia   44 A.D.
Flayed alive.
- *James the Greater*   Jerusalem   ?
Beheaded.
- *James the Lesser*   Jerusalem   ?
Stoned to death or clubbed to death.
- *John*   Ephesus   ?
Survived poisoning and immersion in boiling oil. Died of natural causes after returning from exil on Patnos.
- *Judas*   Jerusalem   33 A.D.?
Commited suicide by hanging himself.
- *Jude*   Persia   ?
Shot with arrows.
- *Luke*   Greece   85 A.D.?
Either died from natural causes or was martyred by being hanged from an olive tree.
- *Mark*   Alexandria, Egypt   ?
Dragged through the streets and killed.
- *Matthew*   Nadabar, Ethiopia   50 A.D.?
Slain with a sword.
- *Matthias*   ?   ?
Stoned and beheaded.
- *Paul*   Rome   66 A.D.
Beheaded. He converted one of Nero's concubines.
- *Peter*   Rome   66 A.D.
Condemned Simon Megus, Nero's court magician. Crucified upside down.
- *Philip*   Hierapolis   ?
Unknown cause of death.
- *Simon*   Persia   ?
Martyred with Jude, possibly being shot with arrows.
- *Thomas*   Meliapour, India   ?
Run through with a lance.

The Great Persecutions

> *"And I say also unto thee, That thou art Peter, and upon this rock I will build my church; and the gates of hell shall not prevail against it."*
>
> *– Matthew 16:18*

The Roman authorities were suspicious of Christianity, and there were many false rumors of cannibalism, incest and child sacrifice. One major complaint against the Christians was that they refused to worship the Roman gods, including Caesar. Many thousands of Christians were to die in the gladiatorial arenas throughout the empire.

Here is a list of the ten major persecutions by Romans:

• In 64 A.D. **Nero** caused a bloody repression of Christians after accusing them of being the ememies of mankind. He martyred the Aposles Paul and Peter in Rome.

• The Emperor **Domitian** (81-96 A.D.) killed many nobles during his persecution of Christians, and exiled John the apostle to the isle of Patmos. After Domitian's death, the persecution ended.

• **Trajan** (98-117 A.D.) considered Christians to be enemies of the state. Ignatius, the bishop of Antioch suffered during the time of this persecution.

• The great persecutions of 165-180 A.D. under **Marcus Aurelius** caused many to be tortured and killed, and property siezed. The bishop of Smyrna, Polycarp was killed. In Lyons a mob murdered Christians in 177 A.D. because of a famine, since the Christians refused to worship the god of fertility.

• Under **Septimius Severus** (193-211 A.D.) the conversion to Christianity was outlawed. Persecutions began in the province of North Africa.

• The Emperor **Maximinus Gaius Julius Verus** (235-238 A.D.) began to persecute the clergy.

• **Decius** (249-251 A.D.) ordered the death of anyone refusing to make sacrifices to the state gods. Fabian was killed, and the bishop of Carthage, Cyprian was exiled. Origen was imprisoned and also tortured.

• **Valerian** (253-260 A.D.) made the assembly of Christians illegal, and persecuted many members of the clergy and nobility. Saint Lawrence was tortured to death in 258 A.D. by being slowly burned alive. He asked that he be turned over when "one side was done." Afterwards, on august 10th, the falling stars from an annual meteor shower have been called "The Tears of St. Lawrence" as heaven shed tears of firey gold for the cruelty of humanity.

• **Aurelian** (270-275 A.D.) permitted laws against Christians, but did little to enforce them.

• The emperor **Diocletian** visited the Oracle of Apollo at Didyma to ask about the Christians. The Oracle told him to stop the rise of the Christians. In 303 A.D. Diocletian began the greatest persecution of Christians under Roman rule. He ordered the church doors at Nicomedia, the capital barred shut and then burned down the church with 600 Christians inside. Edicts against Christians were issued, chuches destroyed, books burned, and thousands were imprisoned, tortured, and killed. Christianity spread rapidly throughout the empire despite the persecutions which were finally ended by Constantine in 313 A.D.

The Division of the Empire

In 286 A.D. Diocletian split the empire into two parts in order to better manage the huge empire and to supress revolts. There were now two emperors, Diocletian in the east in Nicomedia, which was part of Bithynia and Maximian, who ruled the west and Africa.

In 305 A.D. Diocletian abdicated and he forced Maximian to abdicate as well. When he died in 311 A.D theere arose six people who wanted to become emperor. One of these was Galerus, who revoked Diocletian's anti-Christian edicts on his deathbed.

Constantine

In 313 A.D. while fighting in the struggle to become emperor, Constantine issued the Edict of Milan which gave Christians freedom of worship. Constantine had dreamt of the Cross of Christ before the Battle of the Milvian Bridge. Constantine had ordered his soldiers to paint the cross on their helmets and he defeated Maxentius.

Constatine went on to become the emperor of Rome. He was the first Christian emperor. In the year 330 A.D. he moved the seat of his government to the city of Byzntium whose name he changed to Constantinople.

Constantinople was to outlast the fall of the western empire until the 15th century.

Constantine convened the Council of Nicea in 325 A.D. to formulate the beliefs of Christianity. Out of this was born the Nicene Creed.

In 380 A.D. the emperor Theodosius made Christianity the official religion of Rome.

The Fall of Rome

Following a Visigoth invasion of Rome, the German mercenary Odoacer seized power in 476 A.D. ending the Western Roman Empire.

Italy was ruled by the Ostrogoths and the Lombards after Odoacer, until Charlemagne conquered the west, setting up the Holy Roman Empire.

The Dark Ages

The time after the fall of Rome in 476 A.D. is known as the Dark Ages. This was a time of nearly constant warfare as petty kingdoms arose and fell with each generation. Poverty increased as the economy failed. Coins were not minted until the 8th century under Charlemagne, and so the economy was based on the system of bartering. Viking raids were common, spreading terror. The only refuge for the population was the Church.

The Celts

"Keltoi" is the Greek name given to all those people that lived north of the Alps. The Celts were not a single nation, but were a collection of independent tribes that inhabited all the lands north of the Roman empire from Northern Europe into Spain and also England.

The Celts colonized Ireland, Iberia (Spain), Portugal, and England.

The Celts were Germanic in origin and the Gauls were a Celtic tribe. The Gauls invaded Rome on many occasions throughout history.

The Celtic tribes caused the collapse of the Western Roman Empire.

The Vikings

The Vikings were great explorers, traders and seafarers during the middle ages. They were from Norway, Sweden and Denmark. They were known thorughout Europe and traveled as far as Constantinople (Miklagard) and Baghdad in the east and as far as Greenland and America in the west.

Viking ships were very well suited for travel in the treacherous waters of the north atlantic. Using these ships, the Vikings could rapidly sail to a location, attack it and leave before any defense could be organised. The Vikings spread terror throughout Europe during the middle ages. In the year 860 A.D. they even plundered Constantinople.

The great age of expansion for the Vikings was during the years 800 to 1100 A.D. The Vikings founded many great cities, includine Dublin, Ireland in 840 A.D. In 862 A.D. the Swedish Vikings came to rule over Russia, and their dynasty lasted over 700 years.

After plundering most of the coastal cities in France, the Vikings sailed up the river Seine to Paris in 845 A.D. The city was attacked and looted and many of it's citizens killed. The city of Hamburg was also attacked and pillaged.

Paris was sacked again in 857 and in 861 A.D. In 885 A.D. a large fleet of ships sailed up the Seine to besiege Paris. The Frankish king, Charles the Big pays a ransom, ending the siege.

In 900 A.D. the Vikings began to raid the coasts of the Mediterranean. In 911 A.D. the Franks gave the Viking chief Rolla the lands of Normandy in France.

In 866 A.D. the Danish Vikings established a kingdom around York (Jorvik), ruling half of England. In 871 A.D. Alfred the Great stopped the Danish advance into England.

In 980 A.D. the Emperor of Constantinople employed 6000 vikings sent from Russia in his army. These were known as the Varangian Guard. These troops remained in the Emperor's service for over 300 years.

In 991 A.D. the King of England, Aethelred II begins to pay the Danegeld ransom to the Danish Vikings to stop attacks on England. This "protection racket" continued for years. Today, there are more English coins found in Scandinavia than in England.

In the year 995 A.D. Norway was conquered by the Dane Olav I and it bacame a Christian kingdom.

In 1013 A.D. England was conquered by the Danes under King Canut the Great. After his death in 1035 A.D. his empire broke up. Edward the Confessor returned from Normandy where Aethelred had gone into exile, to reconquer England in 1042 A.D.

In the year 1066 A.D. Harold Godwinson the last Anglo Saxon king of England defeated Harald Hardrada king of Norway at the battle of Stamford Bridge.

Another claimant to the English throne is William the Conqueror from Normandy who invaded England in the same year. Harold Godwinson is killed and his army defeated at the Battle of Hastings in 1066 A.D.

Haley's Comet was seen at the Battle of Hastings.

After defeating a Danish expedition to England in 1069 A.D. William I ruled England.

The Empire of Charlemagne

Charlemagne was born in Northern Europe in 742 A.D. and he inherited the Kingom of the Franks.

Charlemagne conquered most of the lands that had been lost after the collapse of Rome and by 800 A.D. became the ruler of Western Europe. He brought order to a chaotic world. He reformed the monetary system of Europe to encourage trade, brought scholars in for education, encouraged better methods in farming and spread Christianity.

He was crowned Emperor of the Romans on Chirstmas day in 800 A.D. by Pope Leo III.

Upon his death in 843 A.D. his empire was divided into three parts. Louis II was granted the lands east of the Rhine (these lands were later to become Germany), while Charles II the Bald recieved the lands to the west (later to become France). Lothair I recieved the lands in between, from the North Sea to Italy and he retained the title of Emperor.

The Schism of the Church

On July 4, 1054 A.D. there appeared in the sky a new star in the constellation of Taurus. This was the caused by a supernova that created the Crab Nebula. It was at least 4 times as bright as Venus and was visible during the day.

In the year 1054 another event occured which was to change history. The Church split into two separate parts. The eastern church was called the Orthodox Christian Church and was based in Constantinople, while the Catholic Church was administered from Rome in the west.

Life in Medieval Europe

Daily life for the average person during the Middle Ages was very routine. Most people spent their time growing food.

Most people lived in villages, which consisted of farm houses, barns, sheds, animal pens and perhaps a mill. Many villages were dominated by a castle, keep, or manor which held the local lord. Most people lived out their entire lives within the confines of a single village, rarely venturing out past it's boundaries.

Those that lived in cities often fared little better than the peasants in the countryside. Houses inside cities often looked no different from the outside. The rich could occupy an entire house, while the poor could live in cramped rooms.

Comfort was always difficult to find. Heating and light were scarce and there was no running water. Water had to be obtained from the local well. Sewage was often dumped into the street. Bedding was often infested with insects.

The front of houses in cities often had a large opening from which goods that were made by the residents could be sold directly to the public.

Festivals, holidays, weddings, feasts and local fairs were the social events that people attended. For entertainment, chess, backgammon, checkers and dice games were played. Drinking was also a common diversion.

Minstrels and troubadours entertained people with stories and plays, continuing the oral tradition of storytelling.

The knight's tournament became popular in the 14th century and was held along with a public event such as a fair.

During the 8th century, Charlemagne brought schools back to Europe. These were held in churches and were free. Latin, mathematics, astronomy, philosophy and foreign languages were taught. Reading & writing was also taught. Medieval universities were founded in large cities.

Clothing worn was simple for the poor and more elaborate for the wealthy. The typical person wore a tunic, cloak, stockings, and shoes. *Sumptuary laws* werecreated to prevent people from wearing certain types of clothes unless they were of noble birth.

Merchants held fairs every week, and often would hold a larger fair lasting several days with trade goods from far away lands.

Markets opened early at *Prime* (6 A.M.), and were very noisy as merchants cried out their wares. Foreigners were usually not permitted into the market until after the first meal of the day at *Tierce* (9 A.M.) to give the locals the best opportunities. Most shops closed at *None* (3 P.M.), although a few remained open until *Vespers* (6 P.M.) and some (such as blacksmiths) remained open even after the curfew bell was sounded at *Compline* (9 P.M.).

Famines were always a danger in the middle ages. As the population grew there was always a problem with growing enough crops to eat. During the early 14th century the weather changed and crops were decimated. Great famines followed. The plague which began during this time alleviated the problem somewhat.

Books were a rarity during the middle ages. Most literature was produced by monastaries in *scriptoriums*.

Illuminated manuscripts made in scriptoriums were beautiful works of art.

The Church was instrumental in the organisation and preservation of the Bible which was the most copied manuscript in the middle ages.

Vellum (from calf's skin) and parchment (from lamb's skin) were the most common materials used, since paper was not readily available until after the crusades, when the secrets of making paper were brought back.

Those living in towns were freemen. If a serf ran away and was not caught for a year and a day, he would become a freeman and would not have to return to work as a serf.

Laws were enforced by local sheriffs who would occasionaly raise the "hue and call" for the citizens to halp catch a fugitive. If caught in possession of stolen goods, a thief was hanged.

The *right of sanctuary* could be claimed by fugitives that were able to reach a chruch. A person in a sanctuary could not be harmed for 40 days. A guard was usually posted to make sure there was no escape.

Curfew bells were rung at night. Persons going out at night needed a good reason to be outside.

Weapons were not usually permitted in towns, unless you were a noble.

Fire was a constant danger in medieval societies. In some towns, every home was required to have a container of water outside their door.

Medieval Guilds

Guilds were formed by each trade (such as the *weavers guild*) and these became very powerful.

Apprentices would work for a master after paying a sum of money. This lasted typically 2-7 years but could be longer.

Journeymen were those who had finished their apprenticeship. The term is from the French word, "journee" (day) and meant that the person was paid daily. Journeymen served as the master's employees until they saved up enough money to open their own shop. When ready a journeyman would then create a masterwork that would be judged and if it was accepted, he would become a master of his trade.

Masters were the people that owned shops. Guild regulations usually restricted the number of Masters in a community.

Feudalism & Manorialism

Feudalism was a system where the king or local lord gives a **fief** of land to a **vassal** such as a knight in exchange for his **fealty**, consisting of military service and his loyalty.

The knight would **swear an oath of fealty** to the noble that gave him the land, and the noble would in turn swear an oath of fealty to the higher ranking noble that gave the land to him, all the way up to the king. In times of crisis, the king could raise an army by summoning all of his nobles who had sworn the oath. When a king was crowned one of the first things he would do was to require all the nobles to swear a fresh oath of fealty to him.

Land was used to acquire wealth in the middle ages, especially during the time when the economy was based on bartering and agriculture. As money became more prevalent, nobles began to substitute **scutage** for military service. This cash payment was enough money to hire a person to do the job that was required by the oath of fealty.

Manorialism was a system of obligations between a lord and the serfs that lived on his land.

Serfs were not slaves. A serf was a person that lived on land that belonged to a noble that held a manor, which was a fortified stronghold.

In exchange for the serf working on the land, the lord was obligated to protect the serfs in time of crisis. The lord gained agricultural labor, while the serf gained security. Some serfs were relatively prosperous.

This system worked well and resulted in the protection of the weak and defenseless. Serfs, along with their descendants, were bound to the lord's land unless the lord released them. This usually required the serf to pay a fee to the lord.

The lands were not only worked by serfs but also by freemen. A *yeoman* was a person that substituted military service instead of agricultural labor for his land. He would be required to serve in the lord's military for a certain number of days and he could spend the rest of his time farming his own land.

The **manor** was typically a small fortified building made of stone and surrounded by a village of cottages, orchards, gardens, and fields for growing crops. A third of the land would lie fallow each year while the other two would be farmed out. Further out, there would be meadows, pastures, forests and wastelands for foraging and gathering firewood.

The Rise of Cities

After the fall of Rome in 476 A.D. many towns disappeared along with the trade as the countryside changed into an agricultural economy.

Trade gradually recovered after the 8th century. Towns grew again, many appearing alongside castles of the rulers.

Many cities became large and powerful and some even gained independence.

Prosperous towns began to ban together into *leagues* for protection and formed their own armies.

One of the strongest of these was the **Hanseatic League**, which came into existence during the 12th century.

The Hanseatic League included the cities of Cologne, Bremen, Dortmund, Hamburg and Lubeck.

Chivalry & Knighthood

Chivalry was a term used to describe how a Christian knight should behave. The middle ages witnessed a growth in romance and courtly love (courtesy), which was reflected in the code of chivalry.

Charlemagne devised a Code of Chivalry in the 8th century which was used as a model for knights throughout Europe.

Charlemagne's Code of Chivalry
- To fear God and maintain His Church.
- To serve the liege lord in valour and faith.
- To protect the weak and defenceless.
- To give succour to widows and orphans.
- To refrain from the wanton giving of offence.
- To live by honour and for glory.
- To despise pecuniary reward.
- To fight for the welfare of all.
- To obey those placed in authority.
- To guard the honour of fellow knights.
- To eschew unfairness, meanness and deceit.
- To keep faith.
- At all times to speak the truth.
- To persevere to the end in any enterprise begun.
- To respect the honour of women.
- Never to refuse a challenge from an equal.
- Never to turn the back upon a foe.

Knighthood was granted to a person usually of noble birth after serving under another knight.

Serving as a **page** was often the first step in becoming a knight. Pages usually were sent off to serve under a knight around the age of seven.

The next step would be to serve as a **squire**. This could begin as early as age 10 but usually occured around the age of 14. Squires learned horsemanship, weapons training, and would also take care of the knight's horses, armor & equipment.

Squires would also learn the Code of Chivalry and were often required to learn other skills such as the language of Latin or Greek, music, dancing, and how to read and write.

When the squire had reached the age of 21 he would go through a ceremony of knighthood, which became more elaborate in later centuries. The squire would often spend the previous night in prayer. During the ceremony, the knight's sword was often blessed.

Sometimes a person would be granted a knighthood after rendering some extraordinary service to the king or in battle.

Generally, there were four types of knights: The *great lords* who were the senior nobles, the *vassal knights* who owned a fief and fought for their lords, the *ministerial knights* who did not own a fief, and lived at court, serving as retainers and *mercenary knights* who were hired at need.

A knight usually owned a several horses. The *destrier*, (war horse) was only mounted just before a battle so as not to wear out the horse. The knight traveled on a *parlfrey* (riding horse) trained to use the *ambling gait* which was less fatiguing to ride all day. A pack horse or mule was often used to carry baggage. The knight would sometime have a second destrier which was cared for by an additional squire. The knight would have his squire take care of his destrier and often he would have several squires in his entourage, each with a palfrey.

A knight would not normally travel in his armor, which was usually put on just before a battle, and often would require the assistance of his squire.

Chivalrous Orders

"...in turn lions of war and lambs at the hearth; rough knights on the battlefield, pious monks in the chapel; formidable to the enemies of Christ, gentleness itself towards His friends."
– Jacques de Vitry

These military orders were founded during the crusades and were sponsored by the kingdom's that participated.

The two great passions of the middle ages, war and religion were combined into one force which included the secular powers of knighthood and the spiritual qualities of the monk along with the discipline of the soldier and priest.

These men were indifferent to death and could not be ransomed or converted. They inspired the rest of the Christains in the wars against the infidels. They were the elite units of the military.

Some of these orders were never created and some were ficticious creations of con artists.

The Order of St. James of Altopascio

This order was founded in the 10th century to protect pilgrims on their way to Rome. This was the first military order of "warrior" monks. They wore a dark habit of black or gray with a white cross.

The Knights Templar

Founded in 1115 A.D. by 8 knights in Jerusalem, this order was sworn to protect pilgrims on their way to and from Jerusalem. This order was given quarters on the location of the Temple of Solomon, and so they came to be known as the *Knights of the Temple*.

These knights served as an intelligence force throughout the Holy Wars. They became very powerful, and by the 13th century, the Templars held over 9,000 manors, castles, and estates. After the fall of the Kingdom of Jerusalem they retreated to their fortress on the isle of Cypress.

The Templars controlled a vast financial empire and these monies were eventually siezed by King Phillip of France after the destruction of the order on friday the 13th in 1307 A.D. The remaining Templars throughout Europe were supressed in 1312 A.D.

It was rumored that the last grandmaster of the order, Jacques Demolay, cursed both Pope Clement and King Phillip, who had conspired to destroy the order. They both died within a year.

The Knights of St. John of Jerusalem (Hospitallers)

Around 1070 A.D., merchants from Amalfi Italy founded the *Hospice of St. John the Almoner* close to the *Church of the Holy Sepulchre in Jerusalem.* This was a place to assist pilgrims on their journeys to and from the holy lands.

After the conquest of Jerusalem in the first crusade, the order set up hospitals to help care for the wounded.

The victorious crusaders gave lands, castles and money to the order, which was set up as a new religious order in 1113 A.D. as the *Knights Hospitaller.* By the 13th century, the Hospitallers controlled over 13,000 manors and estates.

The order founded hospitals throughout the holy land and also grew as an independent military organisation. The red cross over a white surcoat was worn by those fighting for the order. Many of the most formidable fortresses were given to the Knights Hospitaller and they came to be one of the strongest fighting forces during the crusades.

The Knights Hospitaller became the last bastion of defense against the moslems. The order retreated to the isle of Cyprus, and then became a formidable naval power.

They captured the isle of Rhodes and held it until after the fall of Constantinople in 1453 A.D. The isle of Rhodes fell to the Turks in 1522 A.D.when some 600 Hospitallers and 4500 auxilaries were attacked by 100,000 Turks.

The Hospitallers then moved to the isle of Malta and held it until Napolean took it in 1798 A.D.

The Knights of St. Lazarus

Founded in the Hospital of Lepers in Jerusalem by the Knights Hospitallers, this order maintained leper colonies and also had military detachments of knights suffering from leprosy. Also known as the *Leper Brothers of Jerusalem.*

The Knights of St. Thomas Acon

Founded as a Hospitaller order after the siege of Acre in 1190 A.D., this small order was an English organisation.

Their symbol was a white mantle with a red cross with a white scallop shell. In 1236 A.D. the order used a half red and white cross divided vertically in order to distinguish them from the Knights Templar. The order became extinct by the 15th century.

The Teutonic Order

The Teutonic Order was founded in at the end of the 12th century in the Holy Lands. The Germanic order was founded to give aid to pilgrims in the crusades. They ran hospitals in the Holy Lands, tending wounded crusaders. The Teutonic Order was based in the city of Acre, but also recieved lands in Greece, Italy and Germany. As the Holy

Lands were lost, the order moved their headquarters to Venice.

In 1211 A.D. the Teutonic Order helped Andrew II, king of Hungary against roving bands of warriors and was granted lands in Burzenland, Transylvania, but they were expelled in 1225 A.D. Conrad I of Poland requested help in conquering the pagan lands of Prussia and the Teutonic Order was given the lands as their own. The wars in Prussia lasted 60 years.

Many cities of the Hanseatic League were founded by the Teutonic Order. In 1410 A.D. the order lost a war against a Polish-Lithuanian alliance. In 1440 A.D. several cities in the Hanseatic League formed the Prussian Confederation and with the support of Casimir IV of Poland revolted against the Teutonic Order. The order lost the western half of Prussia.

The Leaders of the Teutonic Order were made princes of the Holy Roman Empire by Frederick II.

In 1697 A.D. the Teutonic Order defeated a Turkish invasion of Hungary at the Battle of Zenta, stopping another invasion of Islam.

The Brothers of the Sword

Founded in 1202 A.D. in the city of Riga, the Brothers of the Sword of Livonia conquered Estonia and Livonia. After losing the Battle of Siauliai in 1236 A.D. to the Lithuanians, they merged with the Teutonic Order. In the middle of the 16th century, the grandmaster of the order converted to the Lutheran Church and the order was disbanded.

The Knights of Alcántara

Alcántara is a town on the Tagus river on the plain of Estramadura, which was a fierce battleground in the wars against the Moors. King of Leon, Fernando II used religious orders of knights to defend the lands he conquered from the Moors. In 1176 A.D. a small group of knights were given lands and they became a religious order, recognized by the Pope in 1183 A.D. At first, they were under the Knights of Calatrava, adopting their habit of a red cross on a white mantle. They were originally known as the Knights of St. Julian de Pereiro, who was a hermit from Salamanca that inspired the building of a castle accross the Tagus. In 1214 A.D. they were given the fortress of Alcántara after it was reconquered, and at this time they became independent of the order of Calatrava, adopting a black mantle. They became very powerful and by 1234 A.D. they could field over 600 knights and 2000 soldiers. After 1400 A.D. they adopted a green cross fleurdelisée.

The Knights of Calatrava

In 1147 A.D. the King of Castile, Alfonso VII conquered the castle of Calatrava with the assistance of the Knights Templars. The castle was deemed indefensible and the Templars withdrew. The King offered the castle and it's lands to anyone who thought they could hold it against the Muslems and the Abbot of a local Cistercian monastery claimed the castle. The Cistercian lay brothers took up the sword and moved into the castle and in 1157 A.D. the new order was created. Knights of the order wore a white mantle with a red cross fleurdelisée.

The Moors counterattacked and at the Battle of Alarcos

the Knights of Calatrava were defeated and the Muslems took the castle in 1195 A.D.

The order recovered and took the new name of the Knights of Salvatierra, which they held for 14 years, but the Muslims conquered Salvatierra in 1198 A.D. and the order had to retreat.

Pope Innocent II brought foreign crusaders to their aid as the Muslims were invading Europe. Calatrava was reconquered in 1212 A.D. and the Knights of Calatrava were restored.

After Pedro the Cruel became King of Castile, he killed three grandmasters and the knights of Calatrava entered into an era of political intrigue. Their power lapsed after the final conquest of Granada in 1492 A.D.

The Knights of Santiago

Originally known as the Order of St. James of Compostela, this organization began in the 12th century with a group of 13 knights defending pilgrims traveling to the shrine of St. Jamess in Compostela. The order gradually grew in size and power and in 1175 A.D. was recognized by the Pope as a new order. This was not a monastic order, and it's members could marry and own property. This resulted in the order growing very large. At the height of their power, they controlled 2 cities, 5 hospitals, over 175 villages, and the college in Salamanca. They could muster over 400 knights and 100 lances. The Knights of Santiago owned property in Italy, France, Portugal, Hungary, England and in the Holy Lands. They were eventually taken over by the crown. Their symbol was a red cross ending in a sword and a shell.

The Knights of Our Lady of Montjoie

Count Rodrigo the Spaniard founded this order in 1197 A.D. when it was given lands in Jerusalem and Ascalon, along with domains in Castile and Aragon. Many of these knights died at the Battle of Hattin. The order wore a white mantle with a red and white cross.

The Knights of St. George of Alfama

In 1201 A.D. King Pedro II of Aragon founded this military order who was named after the patron saint of Aragon. They dressed in white without an insignia until they were broupht into the order of the Knights of Our Lady of Montjoie in 1400 A.D.

The Knights of Our Lady of Montesa

Founded in 1326 A.D. in Aragon to replace the Templars. The order was named after the name of it's main stronghold, *St. George of Montesa*, in Valencia. They wore a white habit with a black cross. In 1400 A.D. the order of the Knights of St. George of Alfama were merged with this order and they changed their habit to that of a white mantle with a red cross.

The Order of Our Lady of Mercy

In the early 13th century, Peter Nolasco, who was a tutor to King James of Aragon had a vision from the Blessed Virgin Mary who asked him to found an order that would be dedicated to the rescue of Christians that were held captive by the Moors. They were also known as the Mercedarians

and they wore a white mante with a small shield bearing the royal arms of the King of Aragon on a chain. They participated in ransoming many penniless Christians from the Moors, many of whom were slaves. The order became very active in converting the natives in America to Christianity.

Knights of St. Benedict of Aviz

The Portuguesse conducted their own private crusade against the Moors and a new military order was created in 1146 A.D. which was to recieve the town of Evora from King Alfonso after it was conquered in 1211 A.D. They were called the *Brothers of Santa Maria of Evora* until the stronghold of Aviz was taken they were given the new title of the *Knights of St. Benedict of Aviz*. They wore a white mantle with a green cross fleurdelisée. During the 15th century, they conducted several crusades in Africa.

The Knights of Christ

When the Knights Templar were supressed in 1312 A.D., the Templars in Portugal and Spain were in the middle of a war against the Moors. To prevent their loss, King Dinis of Portugal created the Knights of Christ, and the lands and holdings of the Templars were given to them. Many of the Templars joined this order. In the 15th century, they were active in Africa.

The Knights of San Stefano of Tuscany

Headquartered in Pisa, the Grand Duke Cosimo de Medici founded this order in 1561 A.D. to help defeat the Turkish corsairs in the mediterranean. They fought alongside the Knights of Malta at the Battle of Lepanto in 1571 A.D. where the Turks were defeated, ending their control of the mediterranean. They wore a red Maltese cross upon a white cloak.

The Wing of St. Michael

King Alfonso I of Portugal founded this order in 1176 A.D., but it never became powerful.

The Order of the Ship

St. Louis IX of France founded this order as he went on the eighth crusade, but after his death in 1270 A.D. the order vanished.

The Argonauts of St. Nicholas

King Charles III of Naples founded this order in 1382 A.D., but it never became prominent.

The Order of the Passion of Christ

In 1360 A.D. the creation of this order by the King of Cyprus was started but never finished.

The Order of Our Lady of Bethlehem

Pope Pius II founded this order after the conquest of the isle of Lemnos, but when the Turks retook the island in 1459 A.D. and the order was never made.

The Order of the Christian Militia

Another order that was never actually created. It was to

be created after 1615 A.D.

The Order of the Magdalen

This order was created in 1614 A.D. in France for the purpose of stopping duels.

The Order of the Conception of Our Lady

The Duke of Mantua devised this order in 1623 A.D. but it never materialized.

The Knights of St. George

This was a ficticious order invented by a Neopolitan noble Marino Caraccioli in 1624 A.D.

St. Anthony of Ethiopia

In 1632 A.D. the "Abyssinian" Balthasar Giron tried to gain wealth and power in Europe by acting as the grandmaster of this order, which never really existed.

Order of the Star of Our Lady

In 1686 A.D. a black man from the Gold Coast of Africa was brought to France where he managed to convince King Louis XIV that he was a prince. He created this order before returning to his "domains" in Africa.

The Visions of the Prophet Muhammad

"Beloved, do not believe every spirit, but test the spirits to see whether they are from God; because many false prophets have gone out into the world."
> – I John 4:1

"But the Spirit explicitly says that in later times some will fall away from the faith, paying attention to deceitful spirits and doctrines of demons."
> – I Timothy 4:1

One night in the year 610 A.D. a man by the name of Muhammad, from the Arabian town of Mecca who was meditating in a cave had a vision sent by an angel.

"I will go to the top of the mountain and throw myself down that I may kill myself and gain rest."
> – "The Life of Muhammad", by A. Guillaume

Muhammad's first reaction was to commit suicide, but he was stopped by another vision from the angel.

The angel, who claimed to be the *Archangel Gabriel*, told him to proclaim a new religion.

The people were to stop worshiping their many idols and to worship only the god *Al-ilah*. The name was later shortened to *Allah*.

Muhammad claimed that Allah was the same god that the Jews and Christians worshiped. However, there is speculation that *Al-ilah* was a moon god whose crescent symbol had decorated the *Kabah* in Mecca 400 years before Muhammad.

In any case the moon became a symbol of Islam after 1453 A.D. when the Turks conquered Constantinople and adopted it.

The shrine in Mecca was called the Kabah and was a square building housing idols to over 300 gods. The shrine was a popular site for pilgims throughout Arabia because it housed the *Alhajar Al-Aswad*, which was a sacred black stone that fell from heaven (a metorite).

The pagans would travel to Mecca where they would perform various pagan rituals, including kissing or touching the black stone. The pilgrims greatly enriched the town.

The idols in the Kabah were removed after the conquest of Mecca, except for the *Alhajar Al-Aswad*.

The angel sent a series of dreams to Muhammad, who had them written down in a book,which he called the *Qur'an*.

After three years, Muhammad went out and began to preach the new religion in Mecca. He met with little success, and he was forced to leave his home and went to live in the town of Yathrib (Medina).

After 12 years of failure, Muhammad managed the conversion of a group of 70 Arab tribesmen.

The Great Conquests

"Fight and slay the pagans wherever ye find them and seize them, confine them, and lie in wait for them in every place of ambush"
> – The Qur'an (9:5)

"Kill the unbelievers wherever you find them."
> – The Qur'an (2:191)

"Know that paradise is under the shades of swords."
> – Hadith, Sahih Bukhari 4:52:73)

"Those who resist Allah and his messenger (Muhammed) will be humbled to dust."
> – The Qur'an (58:5)

The history of Islam is a river of blood. During his exile in Medina, Muhammad began to recieve ever more violent visions. These dreams were to lead to fourteen centuries of genocidal warfare.

Medina had become a place of refuge for the new converts to Islam, who had often killed their own family members that refused to submit. The muslim community was very poor, and they began raiding caravans.

In 624 A.D. one such caravan had learnt of the muslims from Medina and sent word to Mecca asking for assistance.

Mecca sent an army to their aid but were defeated at the Battle of Bedr even though the muslims were outnumbered by three to one.

After the Battle of Bedr, the muslims gained many new converts because of their new prestige.

One day, after a brawl involving a Jew and a muslim, Muhammad ordered the entire Jewish tribe of Beni Qainuqa destroyed. While Muhammad wanted to kill all of those that surrendered, he relented at the insistence of some of his chief followers. The remaining Jews of Medina, who had no respect for the new religion, were terrorized into silence.

Muhammad began to order assassinations of his enemies as his army of converts grew. Thereafter, the assassination of enemy leaders and Kings would be a common strategy used by muslims.

The Assassination of the Poet Asma' bint Marwan

""Who will rid me of Marwan's daughter?""
– Muhammad

After he began to assassinate his enemies, there was a woman, Asma' bint Marwan, that was a poet. She publicly recited a poem that criticized Muhammad for having assassinated another man. Muhammad ordered her killed, and that night one of his followers, Umayr Ibn Adi, crept into her home and while she had her newborn baby in her arms he killed her with his sword. Her five children were orphaned.

The muslims continued to send out bandits to steal and murder, while assassinations of enemy tribal leaders were to spread terror throughout the region.

The Certainty of Paradise

"And if you are slain or die in the way of Allah, forgiveness and mercy from Allah are far better than all they could amass."
– The Qur'an (3:157)

Muhammad told his followers that they would go to paradise if they were to die in battle against the unbelievers.

In the year 625 A.D. the Meccans sent another army against the muslims at Medina and they defeated the muslims at the Battle of Uhud. They then returned to Mecca. In the following years, annual battles were to take place.

In 627 A.D. the Meccans brought an army to Medina laying siege to the town. During the siege, the last Jewish settlement of Beni Quraidha supported the Meccans. After 20 days, a storm swept through the region, and the Meccans retreated.

Muhammad then ordered an attack on Beni Quraidha. After 25 days of a siege, the Jews surrendered. During the night, Muhammad ordered a ditch dug and the next day, small parties of Jews were led out and beheaded, rolling their corpses into the ditch. The entire population of the men, over 700 in number, were slaughtered, the women and children taken as slaves and their property stolen.

Mecca was finally taken by the muslims in 630 A.D. Mecca remained an important city for pilgrims thereafter, which was a great source of wealth for the muslims.

Muhammad's followers went on to conquer the rest of the middle east. With the conquest of Persia, the Arabs were to inherit the knowledge and culture of the Greeks.

Muhammad's Wives, Concubines & Female Companions

Although the *Qur'an*a allows a person to have only four wives, Muhammad had 12 wives, 2 slaves, and 4 other companions. Muhammad married a 9 year old girl, and also married the wife of his adopted son.

Wives of Muhammad
1. Khadijah bint Khuwaylid.
2. Sawada bint Zam'a.
3. A'isha Siddiqa bint Abu Bakr (married at the age of 9).
4. Hafsa bint Umar.
5. Zaynab bint Khuzayma.
6. Umm Salama Hind bint Abi Umayya.
7. Zaynab bint Jahsh (originally married to his son).
8. Juwayriya bint al-Harith.
9. Umm Habiba Ramla bint Abi Sufyan.
10. Safiyya bint Huyayy.
11. Maymuna bint al-Harith.
12. Maria al-Qibtiyya.

Concubines
13. Mary (a slave that refused to abandom Christianity).
14. Rayhana

Female Companions
15. Omm Sharik
16. Maymuna
17. Zaynab
18. Khawla

Islam also permits a temporary three day marriage. This was commonly practiced by soldiers while on campaign.

The Death of Muhammad

"We wanted to know if you were a liar in which case we would get rid of you, and if you are a prophet then the poison would not harm you."
– Jewish woman that poisoned Muhammad

In 629 A.D. after Muhammad conquered the Jewish town of Khaibar, he murdered, tortured and enslaved the people. He also took the most beautiful woman in town (Safiyya) as a wife.

There was a Jewish woman whose entire family had been murdered by the muslims. She prepared a poisonous meal for him, either a goat or lamb. Muhammad did not die, but suffered from the effects of the poison for the next three years, and in 632 A.D. he died.

After Muhammad died in 632 A.D. his followers continued to conquer neighboring cities.

Abu Bakr was to become the first Caliph and he consolidated his power and continued to spread Islam, eventually conquering the entire Arabian peninsula.

In 634 A.D. Umar became the second Caliph of Islam. He went on to conquer Pesia, Syria and Egypt. Islam spread into Africa and Europe. The Caliphate continued for centuries with various dynasties taking power, all claiming the religious right to rule.

Islam conquered Sicily, Spain, and most of Turkey. The Byzantine Empire was to stand in their way in the east, while they were stopped in France.

The crusades, which began in 1095 A.D. prevented Islam's conquest of Europe.

The Sword of Islam

"Enmity and hatred will reign between us until ye believe in Allah alone."
– The Qur'an (60:4)

"Those who follow Muhammad are merciless for the unbelievers but kind to each other."
– The Qur'an (48:29)

Islam means "submission." After submitting, a person is said to attain peace of mind and soul.

However, Islam will only give peace to those who submit, and to "unbelievers" such as Christians or Jews, Islam brings war, persecution and death.

Islam was spread by the sword, those not converting were either murdered, tortured or enslaved.

This led to problems when the population was needed to help in the administration of the government, and in 638 A.D. the practice of converting the conquered people into second class citizens began.

They were called the *dhimmis*, and had to pay extra taxes called the *gizyah*. The dhimmis were humiliated, beaten and treated as if they were unclean. If they could not afford to pay the gizyah, they were enslaved or tortured. If they converted to Islam, they were exempt.

This is how the muslims converted many of the conquered people to Islam. This practice was called, muslim "toleration," but the life a dhimmi was cheap and tenuous.

In the 14th century the Ottoman Sultan Orkhan created another practice called the *devshirme*.

The *devshirme* allowed the government to enslave the children of non-muslims. If a family converted to Islam, they were exempt. Over 200,000 children were enslaved by the *devshirme*.

Islam divides the world into three parts: *dar-al-Islam, dar-al-Sulh* and *dar-al-harb*. The house of Islam, the House of Truce and the House of War.

In the *dar-al-Islam* (House of Islam), everyone lives under the Islamic Law, the *Sharia*. The Sharia controls all aspects of life, including social, domestic, private political and religious life.

In the *dar-al-Sulh* (House of Truce), a temporary truce is made with the unbelievers. This is where the dhimmis live. The Sharia cannot be implemented completely in this area.

In the *dar-al-harb* (House of War), there is a war of conquest being waged against the unbelievers. Assassination and terrorism are common weapons in the war.

Jihad (Holy War) is a permanent war that excludes the possibility of peace but allows temorary truces to improve the political situation.

The Five Pillars of Islam

The five pillars of Islam are the five things that all muslims are required to do.

Shahadah

All muslims must believe the statement, "There is no god except Allah, and Muhammad is his Prophet."

Salah

All muslims are required to perform Salah (prayers) five times a day. Before Salah, muslims must perform *Wudu* (ritual cleansing). Here are the names and times of prayers for muslims:

Salah	Time
Salat-ul-Fajr	Between dawn and sunrise
Salat-ul-Zuhr	After Midday
Salat-ul-Asr	Mid-afternoon
Salat-ul-Maghrib	Sunset
Salat-ul-Isha	One and a half hours after sunset

Sawm

During the month of Ramadan, all muslims must fast from sunrise to sunset. The *Qur'an* is said to have been revealed during this month.

Zakah

This is a tax of 2.5% that must be paid by all muslims.

Hajj

All muslims are required to visit Mecca once during their lifetime where they repeat the pagan rituals practiced by their ancestors such as circling the Kabah seven times, throwing stones (to ward off the devil), and sacrificing an animal.

Muslims kiss or touch the *Alhajar Al-Aswad* (sacred black stone) while visiting the Kabah.

The Crusades

"O what a disgrace if such a despised and base race, which worships demons, should conquer a people which has the faith of omnipotent God and is made glorious with the name of Christ!

"...Let them turn their weapons dripping with the blood of their brothers against the enemy of the Christian Faith. Let them--oppressors of orphans and widows, murderers and violaters of churches, robbers of the property of others, vultures drawn by the scent of battle-- let them hasten, if they love their souls, under their captain Christ to the rescue of Sion."

– Pope Urban II in 1095 A.D.

When the muslims conquered Jerusalem in 638 A.D. a treaty was signed by the Caliph Omar of the muslims and Sophronius, the Christian Patriarch of Jerusalem.

The muslims needed the cooperation of the Christian leaders to collect taxes for them, and so they "guaranteed" to protect the chruches, goods and possessions of the Christians in exchange for *gizyah* (payment of tribute). Those under the "protection" of this treaty were refered to as the *dhimmis*.

In practice, this treaty was not enforced except in the collection of the *gizyah* taxes. Pillaging, looting, persecutions and the destruction of churches were common.

The effect of this moslem "toleration" was to create a second class of citizens, the *dhimmis,* who were subject to abuse, derision and persecution. The *dhimmis* were forced to distinguish themsleves with special dress codes, such as long wooden crosses carried by Christians or a box on a chain with a calf's head worn by the Jews. Although these dress codes were "for the protection" of the *dhimmis*, they simply marked the *dhimmis* for further persecutions. Even Christian slaves had to wear a yellow ribbon, marking them as a nonmuslim.

The *dhimmis* had to pay extra taxes (the gizyah) that the moslem population were exempt from. When the *gizyah* was increased in 727 A.D. in Egypt, there was a revolt which was violently supressed. This led to either the enslavement or the "conversion" to Islam of 24,000 people. A similar revolt in 826 A.D. against the special tax increases led to a bloody reaction from the muslims, leading to "mass conversions" to Islam.

In this way the muslim population in the holy lands grew

and the Christians were a minority by the time of the crusades.

As early as the 4th century Christian pilgrims traveled to Jerusalem to visit the Holy Sepulchre, which is where Jesus Christ was buried after his death and where the ressurection took place. The location of the tomb was discovered in the 3rd century and a temple was built there.

In the year 1009 A.D. Hakem, the Fatimite Caliph of Egypt, ordered that the Holy Sepulchre be destroyed along with all Christian chruches and buildings in Jerusalem. He also had all of the churches in Syria, Palestine and Egypt destroyed. The muslims renewed their persecution of the Christians, including the torture of pilgrims from Europe.

At the end of the 11th century, Christendom was at war with several factors that threatened it's very existence.

Europe was dominated by numerous petty states which were constantly at war. The German Empire had invaded Sicily and fought against the Church in the *Investiture Contest*. An antipope, Guibert of Ravenna pressed his false claim to the Holy See with his armies and controlled most of the city of Rome. The Muslims conquered Sicily and Spain, threatening Italy and Europe. The Byzantine Empire was at war against the Turkish Muslims.

After the destruction of the Holy Sepulchre and the start of new bloody persecutions of the pilgrims, the Turks were renewing their attacks on the Byzantine Empire.

The Byzantine Emperors began to request aid from the Popes. In 1073 A.D. Pope Gregory VII considered an invasion with 50,000 men, but his plan was postponed when the *Investiture Contest* began a war with Germany in 1076 A.D.

In 1095 A.D. Pope Urban II brought together a council of archbishops, bishops abbots, and knights at Clermont-Ferrand, in Auvergne, France, where he preached an end to the violence in Europe and the start of a war against Islam.

The Pope wanted the nobles of Europe to stop fighting amongst themselves, and a war against the infidels could divert their violence to a good purpose.

These expeditions were undertaken after taking a vow to deliver the Holy Lands from the tyrranical rule of Islam.

After taking this vow, persons were given a red cross made out of cloth to sew onto their tunic.

The First Crusade (1095-1101 A.D.) led to the conquest of the Holy Lands and the capture of Nicæa, Antioch, and Jerusalem. The Kingdom of Jerusalem was established and it was to last from 1099 A.D. to 1291 A.D.

The first army to reach Constantinople was led by Peter the Hermit and Walter the Penniles, a German knight. This army mostly consisted of the poor. The Byzantine Emperor Alexius Comnenus, alarmed at the sight of the army, ordered his navy to assist them in crossing the Bosporus river. After arriving in Turkey, the army was massacred.

The nobles had a better plan and in 1097 A.D. four armies met at Constantinople. The first was led by Godfrey of Bouillon, Duke of Lower Lorraine. The second army was led by Hugh of Vermandois, the brother of the French King Philip I, who was not permitted to go on the crusade because he had been excommunicated. The third army came from southern France and was led by Raymond of Saint-Gilles, Count of Toulouse, and of Adhemar of Monteil, Bishop of

Puy. The fourth army led by Bohemond and Tancred was a Norman army from southern Italy. The Normans had liberated Sicily from the Muslims in 1091 A.D.

These four combined armies of the crusaders conquered the city of Nicæa, defeated the Seljik Turks at the Battle of Dorylæum, invaded Armenia and conquered the powerful city of Antioch, which had 450 towers, after a siege. The siege was assisted by a Genoese fleet which had arrived with engineers who helped the crusaders build siege weapons.

Then the Amir of Mosul, Kerbûga led an army against the crusaders in Antioch. Many died in the siege from disease and famine.

On the verge of defeat, a man by the name of Pierre Barthélemy had a dream of St. Andrew and Christ, who told him that the point of the weapon that pierced the side of Christ was buried under the church of St. Peter of Antioch.

Pierre told this to the leaders of the crusade, but none believed him. After this a priest named Stephen saw a vision of Christ and Mary, who were angry at the crusader's lack of faith. Stephen was told that after the crusaders repented, they would be deliverd in 5 days. On the fifth day after his vision, the *Holy Lance* (possibly the tip of a Roman pilum) was found. The crusaders attacked the muslims besieging the city and routed their army. During the battle, there were many angelic warriors fighting on white horses.

The next year 1099 A.D. saw the crusader's marching on Jerusalem. The Genoese had sent a fleet of ships which arrived at Jaffa and this provided additional engineers to build siege weapons.

When the crusaders arrived at Jerusalem, they proceeded to walk around the city barefooted. Incantations and curses from Moslem Sorcerors were hurled at the crusaders.

The next day, the city was taken and most of it's inhabitants were slain. Jerusalem and the Holy Sepulchre were now in the hands of the Christians.

Godfrey of Bouillon, Duke of Lorraine became the first ruler of the Kingdom of Jerusalem. He refused to be called the king of Jerusalem and instead used the title of *Duke and Advocate of the Holy Sepulchre*. Godfrey had, with 12 of his knights, defeated a force of 150 Turks in a skirmish near Antioch, himself being credited with the feat of cutting a Turkish horseman in two with the single stroke of his sword.

The Italian city of Pisa helped Godfrey rebuilt the port of Jaffa and this town became the point of embarcation for new troops arriving in the Holy Lands.

A month after the conquest of Jerusalem the Egyptians sent an army which was soundly defeated near the port city of Ascalon

After Godfrey became ill and died, he left the throne to his brother Baldwin I, who was crowned on December 25th, 1100 A.D. at the Basilica of Bethelehem. Godfrey was buried at the church of the Holy Sepulchre, along with his sword.

After the first crusade the Byzantine Emperor Alexius Comnenus threatened the city of Antioch, which was held by the Normans under Bohemond and Tancred. The emperor had attempted to get the crusaders to agree to hand over any conquered territory but they refused.

Bohemond was captured by the Turks, and after his release, he attacked the Byzantines. He was defeated and

submitted to the Emperor. However, he died and his brother Tancred ignored the treaty and kept Antioch.

Before his death in 1101 A.D. Pope Urban II urged the kings of Europe to send aid to the crusaders. Three expeditions were sent out, led by Duke William IX of Aquitaine, Count Stephen of Blois, and Welf IV, Duke of Bavaria.

All of these armies were massacred by the Seljik Turks after they arrived.

In 1112 A.D. King Baldwin I of the Kingdom of Jerusalem, with help from the Italian cities of Genoa, Pisa and Venice and also aided by the Norwegians, began the conquest of the remaining port cities. By 1124 A.D. all the ports were in the crusader's hands except for Ascalon, which was held by the Egyptians.

The Second Crusade (1145-1147 A.D.) was an attempt to recover the Countship of Edessa, which had fallen to Imad-ed-Din in 1144 A.D.

The crusade was led by King Louis VII of France and Queen Eleanor of Aquitaine. The German Emperor Conrad III also went on the crusade. Before the crusaders reached the Holy Lands, the Norman King Roger of Sicily invaded the Byzantine Empire.

The crusaders managed to check the progress of Nour-ed-Din who had succeeded his father Imad-ed-Din after his assassination, but were unable to embark upon an invasion to reconquer Edessa. Instead, they sieged Damascus, but were repulsed after a few weeks.

Nour-ed-Din became the ruler of Damascus in 1154 A.D. and in the face of an alliance between the Byzantines and Jerusalem, he refrained from any further attacks.

Nour-ed-Din became involved with intrigue in the Fatimite dynasty in Egypt and sent his best general Shírkúh to conquer Cairo. The King of Jerusalem, Amalric sent an army to Egypt and forced Shírkúh to withdraw from the city twice. In 1168 A.D. Amalric invaded Egypt again, but failed.

Shírkúh ordered the assassination of the heir to the Fatimite dynasty and took over Egypt.

Shírkúh's nephew Salah-ed-Dîn (Saladin) succeeded him upon his death in 1169 A.D. In 1174 A.D. Nour-ed-Din died and Salah-ed-Din conquered Damascus and then went on to conquer the rest of Mesopotamia.

In 1182 A.D. Renaud de Châtillon, a powerful christian lord attacked the holy cities of Islam. He brought 5 galleys to his stronghold Aïlet, which was a port on the Red Sea and raided the coastlands down to Aden for a year. He sent a force of knights to conquer Medina but they were captured and put to death at Mecca. Saladin attacked Renaud's stronghold of Karak, but was repulsed. Saladin signed a truce with Renaud but he broke it when he began raiding caravans. He managed to capture Saladin's sister.

Saladin then invaded of the Kingdom of Jerusalem and defeated the Christians in 1187 A.D. near Lake Tiberias.

Saladin captured the King of Jerusalem, the grandmaster of the Temple, and Renaud de Châtillon. Saladin murdered Renaud himself.

Saladin then attacked Jerusalem and it surrendered.

The Third Crusade (1188-1192 A.D.) was an attempt to recover the Holy Land. It resulted in the recovery of the port city of Acre, but Jerusalem was never recovered.

When the news of Jerusalem's fall reached Christendom, Pope Gregory VIII asked all the European leaders to stop fighting among themselves and to go on a new crusade.

King Phillip Augustus of France made peace with King Henry of England, the Italian cities of Genoa, Pisa and Venice stopped fighting, and King William of Sicily made a peace agreement with the Byzantine Emperor.

Frederick Barbarossa led a force of 100,000 into Turkey, but died while attempting to cross the Selef river on horseback. Although his son Frederick of Swabia took over the crusade, most of the German nobles returned to Europe.

After he was released, Guy de Lusignan, King of Jerusalem met the new crusaders at the port city of Acre in 1189 A.D. These included the remaining German forces under Frederick of Swabia, Flemish and English armies along with their fleets, and a Scandinavian fleet with 12,000 men. Along the way, the Scandinavians had helpedcapture the city of Alvor defeating moslem forces in Portugal.

After a siege of 2 years, the city of Acre was still intact. Many had died from disease and deprivation during the siege. Great siege engines were used on both sides.

In 1191 A.D. King Phillip arrived at Acre. Later, King Richard Coeur de Lion, who inherited the throne of England, arrived after conquering the island of Cypres along the way. Acre surrendered to these new forces. Phillip returned to France after quarelling with Richard.

Saladin brought fresh troops from Egypt and spent some time fighting against Richard who was contemplating an attack on Jerusalem. Richard finally made a truce with Saladin and returned home. However, while returning to England he was captured by the Duke of Austria, who he insulted in Acre. Although Phillip tried to ransom him, King John of England beat him to it and had helped Richard return to England.

In 1195 A.D. the German Emperor Henry VI who also the King of the Two Sicilies, led a crusade to retake Jerusalem. His armies landed at Acre, and marched on Jerusalem but they were stalled at the town of Tibnin until 1198 A.D. when they heard news of the death of Henry in Messina. They signed a truce with the Saracens, ending their crusade.

The Fourth Crusade (1204 A.D.) was originally an attempt by Pope Innocent III to recover Jerusalem, but the leaders of the crusade attacked Constantinople instead.

In 1201 A.D.Thibaud de Champagne, who led the new French crusader army, decided to attack Egypt and made a deal with the Republic of Venice to take his army there on their fleet. He died before he could undertake the crusade and a new leader, Bonifice, the Marquis of Montrerrat was chosen along with Phillip of Swabia.

The crusader army arrived in Venice, but could not afford to pay for their tranportation to Egypt. The Venicians asked the crusaders to conqer the city of Zara in Dalmatia for them as payment and the crusaders agreed. The city quickly fell to the crusaders.

Pope Innocent III sent word to the crusaders, asking them to attack Jerusalem, but the crusaders instead became involved in Byzantine intrigues and made a deal with a pre-

tender to the throne, Alexius whereby they would help him to take over the throne and he would then bring the Orthadox Christian Church back into union with the Catholic Church. Alexius also promised to pay the crusaders a huge sum of money and pledged to participate in the Holy Wars. The crusaders marched on Constantinople in 1203 A.D. and quickly took the city.

The new Byzantine ruler failed to live up to his end of the bargain. The crusaders attacked again in 1204 A.D. and took the city. The city was plundered by the crusaders and many of the artifacts from the churches in Constantinople found their way into churches throughout Europe. The Venetians were given half of the spoils, and also acquired many ports and islands belonging to the Byzantine Empire.

The Byzantine government met at Nicæa and chose Theodore Lascaris as the new Emperor. With the help of armies from Bulgaria, he managed to defeat the crusader army at Adrianople in 1205 A.D.

Pope Innocent III then instigated several new crusades in Europe. These included a war against the Albigenses in southern France (1209 A.D.), against the moslem Almohades in Spain (1213 A.D.), against John Lackland in England and against the pagans in Purssia.

In 1212 A.D. the "Childrens Crusade" was led by a pair of youths in France. They led thousands of children in a crusade to retake Jerusalem. Most of those that were not captured and sold to the muslims as slaves died from hunger.

The Fifth Crusade (1217 A.D.) led to the failed invasion of Egypt. King Andrew II of Hungary and the Duke of Pomerania, Casimir landed in Acre in 1217 A.D. They began new assaults in the Holy Lands, which found little success and then returned to Europe.

In 1218 A.D. the King of Jerusalem, John of Brienne organised an attack on Egypt, and attacked the city of Damietta. The city fell in 1219 A.D. after a siege. Two years later they attacked Cairo, but were defeated by the Saracens at Mansurah in 1221 A.D. They were forced to surrender Damietta and retreated.

The Sixth Crusade (1228-1229 A.D.) recovered much of the Holy Lands, including Jerusalem through diplomacy.

The German Emperor Frederick II took the vow as a crusader in 1215 A.D. but delayed his departure for 12 years. During this time, he married Isabelle of Brienne, the daughter of King John of Jerusalem and proclaimed himself King of Jerusalem. Because of his delays in launching a crusade, he was excommunicated.

In 1228 A.D. Frederick II went to the Holy Land where he signed a treaty with the Sultan of Egypt, Malek-el-Khamil, who was at war with the Prince of Damascus.

The treaty was made at Jaffa in 1229 A.D. and returned the cities of Jerusalem, Bethlehem and Nazareth to the Christians. The Christians agreed to permit the muslims access to their temples in Jerusalem and pilgrims from both faiths were not molested.

Frederick II was crowned King of Jerusalem in the church of the Holy Sepulchre. When he returned to Europe the next year, he was reconciled with the Pope.

However, by 1243 A.D. the Germans were removed from power in the Holy Land by the High Court of Jerusalem.

The Seventh Crusade (1249-1252 A.D.) occured after Jerusalem was captured in 1244 A.D. by 10,000 Kharizmians who were fleeing from the Mongols who had destroyed thier empire in central Asia.

The French King Louis IX went on the crusade and whan he landed in Cyprus he met by ambassadors from the Great Khan. He sent a delegation to the Mongols, which included Christian Priests, in hopes of forming an alliance against Islam.

In 1249 A.D. Louis IX invaded Egypt, captured Damietta and attacked Cairo. He was defeated and captured ending his expedition. He returned to France when his motherr, who was acting as regent, died.

The Eighth Crusade (1270 A.D.) was the last attempt to recover the Holy Lands and failed when Louis IX succumbed to the plague in Carthage.

In Acre, the Venetians defeated the Genoans, driving them from the city. In the battle, Christians killed each other and the Hospitallers fought against the Templars.

The Genoans responded by making an alliance with Michael Palæologus the Byzantine Emperor who was based at Nicæa. They drove out the latin Emperor Baldwin II in 1261 A.D.

In 1258 A.D. the Mongols conquered Baghdad and Damascus was taken by them in the following year, where they were greeted as liberators by the Christians.

The Mongols were defeated in Egypt by the Mameluke Amir, Bibars the Arbelester. Bibars then invaded Syria and conquered the remaining Christian lands. He destroyed the church at Nazareth in 1263 A.D. and in the next two years conquered Jaffa and Cæsarea. Antioch was taken in may of 1268 A.D.

In 1270 A.D. the French King Louis IX and Prince Edward of England landed in Carthage on their way to the Holy Lands. Their armies were afflicted with the plague, and King Louis died. The English landed a force at Acre but ended up concluding a truce with the muslims.

In 1280 A.D. the Mongols attacked but were agian repulsed by the Egyptians, who then invaded Syria.

Breaking the truce with the Christians, they captured Margat, the Hospitaller stronghold and in 1289 A.D. Tripoli surrendered. In 1291 A.D. Acre was attacked by 120,000 warriors and it's 25,000 defenders were annihilated. The last to be defeated were the Templars, whose garrison held out for 10 days after the city was taken.

This ended the Kingdom of Jerusalem.

The Crusade of Lepanto (1571 A.D.)

In 1480 A.D. Muhammad II of the Ottoman Empire attacked Europe in three places. In Hungary, the Turks were stopped by Matthias Corvinu. Pierre d'Aubusson in command of the Knights of Rhodes defeated the Turks, but lost Otranto. The Turks were about to mount an invasion of Italy when Muhammad II died, leading to a civil war.

In 1571 A.D. Pope Pius V formed a league against Sultan Selim, who had just captured Famagusta and Nicosia

after their garrisons surrendered. The Sultan Selim had the garrisons massacred. Phillip II of France and other maritime powers brought together a fleet of 200 galleys with 50,000 men commanded by Don Juan of Austria. They encountered the Turkish fleet at the Lepanto Straits. The Christians were victorious, destroying the Turkish fleet and liberating 15,000 Christian slaves who were used as rowers.

The Kingdom of Jerusalem

After the conquest of Jerusalem in 1099 A.D. the Kingdom of Jerusalem was founded, along with the Principality of Antioch, and the Countships of Tripoli and Edessa. Although Jerusalem was to fall to Salah-al-Din in 1187 A.D. the kingdom would last until 1291 A.D.

These four small kingdoms held enormous wealth, and were governed by the conquerors who were subservient to the Pope.

The Church became one of the chief landholders in the Holy Lands. The Knights Hospitaller and the Templars were given strategic locations to defend the Holy Lands, and built many strongholds there.

The cities of Genoa, Pisa, Venice and Marseillais held power in the cities of the Holy Lands, and gained vast wealth through trade with the east.

The Ottoman Empire

Mahomet II besieged the city of Constantinople with 160,000 soldiers in 1453 A.D. The city was defended by only 5000 troops and 2000 knights in the command of Giustiniani of Genoa.

The siege lasted two months, but the city was finally overwhelmed on may 29, 1453 A.D.

The Emperor Constantine XI died defending the city. The Turks butchered sacked the city and Mahomet II rode his horse over piles of corpses.

The Turks destroyed the Christian chruches, looted the town, and enslaved 60,000 people.

In 1522 A.D. the Caliph Soliman I conquered Hungary and captured Rhodes from the Knights of St. John.

In 1571 A.D. the Ottoman Turks were defeated at the Battle of Lepanto.

In 1683 A.D. the Turks attacked Vienna but the siege was broken when the Polish King intervened. This was the final offensive action taken by the Ottoman Empire, which began it's decline thereafter.

The Mongols

"I am the punishment of God. If you had not committed great sins, God would not have sent punishment like me upon you."
— Genghis Khan's message to Islam in 1219 A.D.

Genghis Khan was one of the most powerful conquerors of history. He was known as a Holy Warrior and was thought to have been sent from Heaven.

In 1217 A.D. a Mongolian caravan was siezed in by the Khwarazm Shah. When envoys were sent to the Shah, they were killed.

Genghis Khan invaded in 1219 A.D. and laid waste to several cities in Transoxiana, including Samarkand.

Invading Persia, the Mongols with a force of 40,000 men went as far as Armenia, capturing a fortress in Crimea that was used by the Genoans as a trading center. On their return home, they encounted an army of 80,000 men from Kiev and defeated them at the Battle of Kalka River in 1223 A.D.

In 1241 A.D. Genghis Khan's successor Ögödei invaded Poland and Hungary and after defeating a force of heavy knights, marched on Vienna. Their army suddenly retreated after news came of Ögödei's death. The person to inherit the kingdom was Möngke.

Pope Innocent IV and King Louis IX of France sent envoys, including priests, to the Great Khan, hoping to form an alliance against Islam, and also hoping he would convert to Christianity. The Great Khan sent a reply, demanding their submission.

The Great Khan recieved the Christians and permitted them to practice their religion in his empire, alongside Islam and the Jews.

In 1258 A.D. a Mongol army under Hülegü, the brother of Möngke, invaded Persia and conquered Baghdad, ending the Abbasid Caliphate. Baghdad was one of the spiritual capitols of Islam.

The next year Hülegü attacked and conquered Damascus. The Christians were happy to be liberated from Islamic tyrrany. In 1260 A.D. the Mongols were defeated by the Mamelukes as they invaded Egypt.

After their defeat, the Mongols were driven out of Persia by the Mamelukes.

Marco Polo, who was a Venetian trader, arrived in Beijing, the capitol of the Mongolian Empire.

Medieval Spain

There was nearly continual warfare in Spain during the middle ages as the Christians continued to reconquer the lands that fell under the sword of Islam.

In 711 A.D. the Islamic General Tarik ibn Ziyad invaded Spain with an army of 10,000 men. Together with another army of 18,000 sent from the Arabgovernor of North Africa, Musa ibn Nasayr, they defeated the Visigoth armies in Iberia.

The Moors intended to invade Western Europe, but were stopped in the Pyrenees Mountains by Charles "the Hammer" Martel of the Franks in 732 A.D. at the battle of Balat Al-Shuhada.

The Moors ruled Spain for over 700 years with the totalitarian rule of Islam. Those not converting to Islam were given the status of *dhimmis* (second class citizens) and had to pay extra taxes. Koranic law, which is based on fear, used amputation, crucifictions, beheadings, and floggings to spread terror.

Christians suffered violent persecutions from 850 A.D. through 960 A.D.

The Umayyad caliphate ruled from Cordoba, and grew in wealth and power. The Moors continued to fight among themselves, and did not establish a stable government. In the 11th centruy, the Almoravids captured Spain, and in the 12th century the Almohads seized power.

In 1085 A.D. the city of Toledo was recaptured by Alfonso VI of Leon and Castile. In 1236 A.D. the city of Cordoba was liberated. The reconquest of Spain continued as

more and more Moorish strongholds fell until the last Moors were driven out of Spain in 1492 A.D.

In 1391 A.D. there were riots throughout Spain against the Jews which led to the massacre or enslavement of thousands of Jews.

In 1480 A.D. the Spanish Inquisition began. This was to spread terror throughout Spain as those suspected of heresy or falsely converting to Christianity were tortured and killed.

In 1588 A.D. the Spanish Armada, a huge fleet was sent against England. King Phillip of Spain had hoped to force Queen Elizabeth into stopping the piracy against the ships coming from the Americas. The English won the battle and most of the Spanish ships were sunk.

Medieval Italy

After the Visigoths sacked Rome in 410 A.D. and the total collapse of the Roman Empire in 476 A.D., Italy remained in a powerful position because it was the seat of religious power in Europe.

Italy can be divided into three general regions druing the middle ages. In the north, the Holy Roman Empire of Germany contiunually sought dominance, while in the center, the Papal States were ruled from Rome, and the south was occupied by the Norman Kingdom of the Two Sicilies.

During the middle ages, powerful city states ruled small territories in Italy. The cities of Genoa, Venice, Piso and Amalfi were powerful *Marine Republics* with large fleets of ships that controled trade throughout the meditteraniean.

There was fierce rivalry between these cities that sometimes led to war. These cities were instrumental in assisting in the Crusades and they became powerful financial centers.

These cities did not have large armies, and they were constantly at war with those seeking their riches. They began to hire armies of mercenaries in the 13th and 14th centuries called the *condottieri*. The bands of condottieri were notoriously capricious, sometimes trading sides in the middle of a battle if the price was right. They became so powerful that they began to dictate terms to their employers. However, the condottieri mercenaries finally disappeared in 1450 A.D. as they were defeated by more modern armies.

During the middle ages, great cathedrals and other civic works were constructed as each of the city states competed for prestige.

Sicily was conquered by the Arabs in 965 A.D. and by the Normans in 1091 A.D. The city of Syracuse was once the capital of the Byzantine Empire from 662-668 A.D. The Hohenstaufen Emperors of Germany ruled Sicily from 1194 A.D., the French ruled from 1266 A.D. under Charles I from Anjou, and in 1282 A.D. King Peter III of Aragon conquered the island after the *War of Sicilian Vespers* which began with a riot against the French.

The rule of Sicily went to the kings of Spain after 1479 A.D. In 1656 A.D. there was a terrible outbreak of the Black Death and in 1693 A.D. there was an earthquake in Sicily.

By the 15th century, Italy was dominated by seven powers: The Kingdom of Sicily, the Kingdom of Naples, The Papal States, The Republic of Venice, The Republic of Genoa, The Republic of Florence and the Duchy of Milan.

Medieval England

After the Norman conquest of England in 1066 A.D. the country begame more stable.

William the Conqueror left Normandy to his son Robert, and England to his son William II, but William II was accidentally shot by an arrow while hunting. William's third son Henry then seized the crown of England and then defeated his brother Robert at the Battle of Tinchebray (1106), who he threw in prison.   Henry created the office of the Chancellor of the Exchequer to handle financial affairs, taking the name from the checkered cloth that was used on the table for accounting. He also raised large sums of money by selling town Charters, which permitted towns to build walls for defense.

Civil war erupted when Henry died in 1135. His heir, also named Henry, died in the "White Ship" while returning from France. Henry gave the throne to his daughter Matilda (Maud), but the barons disliked being ruled by a woman and supported Henry's nephew, Stephen. After 19 years of civil war, a compromise was reached whereby Stephen would rule, followed by Maud's son. During the war, Matilda had to escape capture twice, once floating away on a funeral barge desguised as a corpse.

Maud's son, Henry II Plantagenet became the next king. He appointed Thomas Becket as the Archbishop of Canterbury. These two began to argue over royal power vs ecclessiastical authority. Eventually, Becket had to flee to France, but the Pope talked him into returning. When Becket returned to England, he excommunicated the bishops that had supported the king in the dispute. Henry was enraged, and a group of four knights went to Canterbury and murdered Becket in 1170 A.D. Beckett's tomb became a favorite pilgrimage site, and there were many reports of miraculous healing there. In 1166 A.D. Henry eliminated *Trial by Ordeal*, where the accused had to pass a test, such as plucking a rock out of a boiling cauldron, and if the prisoner did not heal rapidly enough, was judged guilty. Trial by Ordeal was replacedwith a system using 12 jury members.

Richard the Lionhearted (so named because of his fierceness in battle) inherited the throne in 1189 A.D. Richard spent over nine years of his 10 year reign outside of England, much in the fourth crusade. On his return from the crusade, one of his enemies Leopold of Austria captured him. Phillip of France and Richard's brother John both sought to ransom him. John ransomed his brother, but after his return, he died fighting the French in 1199 A.D. All the lands in France north of the Loire were lost to the French in 1204 A.D. The official court language was Norman French (langue d'oïl) until the fall of England's Norman possessions. Cambridge University was founded in 1209 A.D. and this brought education back into England. During his reign, John was forced to sign the Magna Carta in 1215 A.D. by power hungry barons. This document later was used in drafting the Constitution of England.

After Henry III was crowned in 1216 A.D. he tried to invade France, but failed. Then a civil war erupted and he was defeated by Simon de Montfort. Henry's son Edward I "Longshanks" defeated Simon in 1265 A.D. He then put down a Welsh rebellion and invaded Scotland. When he con-

quered Scotland, Edward took the *Stone of Scone* which was a stone used in the coronation of Scottish kings, back to Westminster. The *Stone of Scone* was the legendary stone from the Holy Land that Jacob used as a pillow when he had his vision from God. The stone was used by Moses, and eventually ended up in Scotland.

Edward II wasn't a good king, and eventually his wife, Queen Isabela of France raised a rebellion against him and forced him to abdicate in favor of his son. He was murdered while in prison in 1327 A.D. Edward III began the *Hundred Years War* (which actually lasted 116 years) against France which resulted in the eventual loss of England's continental lands. In 1348 A.D. the Black Death reached England. Within 2 years 2 million people (a third of the population) had died.

During the reign of Richard II there was a Peasant Revolt (1381 A.D.) where as many as 100,000 peasants marched on London. Richard II, who was 14 years old, calmed the crowds, agreeing to new reforms, but these were rejected by his council of advisors and the leaders of the rebellion were hanged. In 1399 A.D. Henry Bolingbroke, the son of the exiled regent John of Gaunt, invaded England. He defeated Richard and siezed power. Richard was possibly murdered while in prison. This was the beginning of the House of Lancaster.

Henry V invaded France and won the Battle of Agincourt in 1415 A.D. through the use of the English longbow against heavily armored knights. Henry married Katherine the daughter of "The Mad" King Charles VI of France. When he died in 1422 A.D. his nine month old son inherited the throne.

Henry VI suffered from fits of madness. During his reign the *Wars of the Roses* occured (1455-1485 A.D.), pitting the House of Lancaster (red rose) against the House of York (white rose). Henry VI was forced to abdicate in 1461 A.D. and Edward IV of York took over. When he died, his 12 year old son, Edward V inherited the throne, with his uncle Richard acting as regent. Edward V, along with his brother, was declared illegitimate by his uncle Richard who then seized power. The two childred dissappeared from the Tower of London and it was rumored that Richard had them killed.

Henry, Earl of Richmond fought and defeated Richard at the Battle of Bosworth Field in 1485 A.D., ending the Wars of the Roses and beginning the House of Tudor.

The English language came into being in the 16th century and was a conglomeration of all the languages of those who had invaded England in the past. English is one of the world's most complex languages.

Medieval Germany
"*It was neither Holy, nor Roman, nor an Empire.*"
– *Voltaire*

In 752 A.D. the Carolingian Dynasty was born when Pippin III siezed power from the Merovingian Dynasty which had ruled much of France and Germany after the year 500 A.D. Legends claimed that Merovich was descended from a sea monster.

The Carolingians were allied with Rome and this helped them to build an empire under Charlemage, who was crowned Emperor of the Romans in 800 A.D.

After his death, Charlemagne's Empire was divided into three kingdoms at the Treaty of Verdun in 863 A.D. The language spoken in the west was Old French, while German dialects were spoken in the east. This was the mark of a cultural split between the two.

Following several invasions of Vikings, Muslims and Hungarians during the 9th and 10th centuries, the Carolingian Dynasty died out. With the recovery of the empire, the region came to be ruled by the five *Duchies* of *Franconia, Lorraine, Saxony, Bavaria and Swabia.* Each duchy operated as an independent state with a separate ruler. The dukes elected a king who would operate as the head of the empire, but much of the power continued to be held by the dukes.

In 911 A.D. Conrad I, the Duke of Lorraine was elected as king. His successor was Henry I (the Fowler), Duke of Saxony who managed to designate his son Otto I as the next successor. This was the beginning of the Saxon Dynasty which lasted until 1024 A.D. During this time, the lands of the West Frankish Kingdom became permanently separated.

Otto the Great managed to extend the kingdom into parts of Poland and Bohemia. Otto defeated a Magyar (Hungarian) invasion in 955 A.D. He also gained control of most of the Middle Frankish Kingdom, including Northern Italy. This gave Otto the right to the title of Emperor and in 962 A.D. he was crowned as the Roman Emperor by Pope John XII. This was the birth of what was later to be called the Holy Roman Empire.

In 1024 A.D. the Saxon dynasty died out and the Salian dynasty (a Frankish family) came to power. The Salian kings used thier alliance with the Church to supress revolts from the dukes. The Salian kings were Conrad II, Henry III, Henry IV, and Henry V.

The *Investiture Contest* which occured in 1075 A.D. was a dispute between Pope Gregory VII and Henry IV (1056-1106 A.D.) over the authority to appoint religious officials.

The church fought the monarch's claim to rule by divine right. The Pope threatened to excommunicate those supporting the king and a civil war broke out. Finally Henry went to Italy in 1077 A.D. to do penance. He continued to appoint religious officials however and the war continued, destroying the countryside. The civil war finally ended at the *Concordat of Worms* in 1122 A.D. The Pope was to appoint officials, but the King could veto the Pope's choices.

Powerful local rulers who had acquired extensive lands began to call themselves Princes instead of Dukes. While centralized power was developing in England and France, the local officials gained power in Germany.

During the wars, the development in knowledge stagnated since schools were usally located in monasteries and while new universities appeared in France and Italy, no university was founded in Germany until the 14th century.

When Henry V died in 1125 A.D. Lothar II of the house of Supplinburg was elected as king of Germany after becoming Duke of Saxony in 1106 A.D. Lothar was opposed by the Hohenstaufen's of Swabia who wanted the throne. Conrad Hohenstaufen was elected as a rival king in 1127 A.D., but he finally submitted to Lothar in 1135 A.D. Lothar died in 1138

A.D. and Conrad Hohenstaufen was elected king of the Romans. While Lothar was declared Holy Roman Emperor in 1133 A.D., Conrad III never gained the same title.

While the Hohenstaufen emperors ruled, the kingdom expanded greatly to the east. The number of cities grew ten-fold and the population grew to from 8 million to 14 million. During this time, castles began to replace the monasteries as places of culture.

Frederick I, Holy Roman Emperor Barbarossa ruled from 1155 to 1190 A.D. He struggled to regain imperial power from the local Princes, but in the end failed. In 1189 A.D. he went on the Third Crusade with Richard I of England and Philip Augustus of France. He drowned crossing the Saleph river in Anatolia.

There is a legend that Frederick Barbarossa is not dead, but only sleeping along with his knights inside a cave in Kyffhäuser mountain in Thuringia, Germany. It is said that when ravens stop flying around the mountain he will arise again and restore Germany to it's ancient greatness. His red beard is said to have grown long and occasionally he sends out a boy to ascertain if the ravens have stopped flying.

Frederick's successors, Henry V (1191-1197 A.D.), Philip of Swabia (1198-1208 A.D.), Frederick II (1208-1250 A.D.), and Conrad IV (1237-1254 A.D.) continued to reestablish order, but lost central authority until the emperors were almost without power.

During the reign of Frederick II, the Teutonic Knights had an active crusade against the pagans in Prussia and gradually conquered the entire region, building a series of castles along the way.

However, most of the migrations into the east were peaceful, as the Slavs accepted German technology, such as mining, animal husbandry, and the steel plow. The Slavs prefered the relative freedom from the German system of government to the tyrannical rule under the Polish.

After the death of Conrad IV in 1254 A.D. the German princes did not bother to elect an emperor until Rudolf I of Hapsburg was chosen in 1273 A.D. This time was known as *The Great Interregnum* and was a time of anarchy where the princes fought amonst themselves.

After the Great Interregnum, the Emperors of Germany came from three powerful families: Luxemburg (Bohemia), Wittelsbach (Bavaria), and Hapsburg (Austria).

In 1356 A.D. the Emperor Charles IV of the Luxemburg family delivered an edict called *The Golden Bull*.

The Golden Bull established a system of electing future emperors from seven electors. These included the archbishops of the cities of Cologne, Mainz, and Trier, along with the rulers of Brandengurg, Bohemia, the Palatinate and Saxony.

The Golden Bull was to forever end the dreams of the emperor to establish a hereditary monarchy. The Emperor shared power with the princes but could not rule without their cooperation.

After 1438 A.D., the Hapsburgs were elected to the crown and were to rule almost without interruption until the 19th century.

The Black Death was to kill a third of the population during the 14th century, but the population continued to increase nevertheless and by 1500 A.D. there were 16 million souls living in Germany.

There was active trade throughout Germany and as many as 10 percent of the population came to live in the cities. Germany was a major manufacturing center.

Many cities became wealthy from trade and were ruled by independent councils. While the towns existed within the Empire, there was little central authority and the local princes, dukes and towns had to fend for themselves.

The Hanseatic League were a group of dozens of towns along the Baltic Sea that controled shipping and trade. They had offices in London (England), Novgorod (Russia) and Bergen (Norway). The Hanseatic League had it's own independent army that even managed to win a war against Denmark.

Most towns had independent military organisations. Mercenaries were hired and when not fighting wars, these bands usually reverted to brigandry. Some mercenary bands would even take over castles, extort money from travelers, and capture passing nobles for ransom.

In 1499 A.D. a confederation of towns in Switzerland won independence from the Holy Roman Empire. Their pikemen became famous throughout Europe as some of the best mercenaries for hire.

Although they suffered a serious defeat at the Battle of Tannenberg in 1410 A.D. against the Poles, the Teutonic Knights continued to settle the east until the 16th century.

In the 14th century universities began to be established in Germany and this contributed to the intellectual growth of the country.

In the 15th century, movable type was invented and books began to be printed, starting with the bible.

Medieval France

The Franks were a Celtic tribe that lived in western Europe. Their leader in 481 A.D. was Clovis, a descendant of the legendary Merovich. Clovis, who became a Christian, conquered much of western Europe before his death in 511 A.D. His descendants were to rule until 751 A.D. when the Carolingian dynasty came to power.

Charlemagne was the most famous of the Carolingian dynasty and he created an empire that included all of western Europe and parts of Italy.

Charles the Bald became king of the West Franks after the Treaty of Verdun in 843 A.D. Just two years later, the Vikings sacked Paris.

After his death in 879 A.D. his son Louis II the Stammerer who was physically weak, inherited the throne, but died only a few years later.

The throne then passed to Louis III but he died in 882 A.D., leaving the kingdom to his brother Carloman who ruled Burgundy. Carloman died in 884 A.D. while hunting.

Charles II the Fat inherited the throne next. He was lethargic and often sick. He was thought to have epilepsy. He tried repulsing the Saracens in Italy several times but was unsuccessful. He bought off the Vikings who were about to sack Paris again in 886 A.D. He was deposed in 887 A.D. and died the next year.

Odo Count of Paris was chosen to lead the Franks because he sought to defeat the Vikings.

After Odo's death in 898 A.D. Charles III the Simple

came to power. Charles was forced to grant the lands of Normandy to the Vikings and in 922 A.D. there was a baronial revolt and Robert I was crowned. The Battle of Soissons led to the defeat of Charles, who was imprisoned, and the death of Robert. The throne then passed to Raoul, Duke of Burgundy.

At the age of 3 Louis IV was taken to England by his mother when his father was imprisoned. When Raoul died, Louis IV became king. Althogh the Count of Paris, Hugh the Great had helped bring him to power, he began to intrigue against Phillip after marrying the sister of Otto, the Emperor of Rome (Germany). Hugh's son would eventually become king of France, starting a the Capetian dynasty. In 945 A.D. Phillip was captured by the Normans and recovered by Hugh, who wanted Phillip to give up power. Hugh was nearly excommunicated, and so he relented. Hugh was one of the first nobles to recognize Lothar, Phillip's son as king in 954 A.D. when Phillip died.

Louis V the Indolent or the Sluggard was the last of his dynasty and ruled only for a year. Both he and his son died in 987 A.D.

Hugh Capet wanted to become a Lay Abbot, but after he inherited his father's vast estates he was one of the most powerful nobles of France and upon the reccomnedation of the archbishop of Reims, he was chosen as king. Outside of his domains, which covered an area of about 400 square miles, he held little authority, since France was dominated by many semi-independent fiefdoms who only gave lipservice to the crown. There were over a dozen languages and more than 150 forms of currency. He spent most of his time quarreling with the various nobles and also with the Church.

Robert II the Pious became king of France in 987 A.D. Robert loved music and poetry. He conducted the religious ceremonies of matins and vespers in his palace which became a place of religious seclusion. He divorced his first wife, and then married his cousin and so the Chruch temporarily excommunicated him. After his second marriage was annulled, he married again. Two of his sons turned against him and he died fighting a war against them in 1031 A.D.

After Henri came to power he helped secure the duchy of Normandy for his cousin William in 1047 A.D. by putting down a revolt. Later on, Henri began to fear William's power and invaded Normandy twice, once in 1054 and then again in 1058 A.D. Both times he was defeated. William would go on to conquer England in 1066 A.D. When Henri died in 1060 A.D. he was succeeded by his son Phillipe I who was 7 years old and so his mother Anne of Kiev ruled as regent for 6 years.

Philip I the Fair fell in love with Bertrade, the wife of the Count of Anjou. Philip married her even though he himself had a wife. He was excommunicated by Pope Urban II. During his reign, the first Crusade was launched in 1095 A.D. after Pope Urban II preached at Clairmont, but Phillip was not permitted to participate. His brother Hugh of Vermandois did however go on the Crusade.

Louis VI the Fat became king of France in 1108 A.D. and spent most of his time fighting against French "robber" barons and against the English.

Louis VII the Younger became king in 1137 A.D. He went on a crusade in 1147 A.D. but it was a disaster. He

recieved Thomas Becket and tried to help in his reconciliation with King Henry of England. The contruction on the Cathedral of Notre Dame was begun in 1163 A.D.

Phillip II Augustus(1180-1223 A.D.) became the most powerful ruler in all of Europe after he defeated both King John of England and Otto IV of the Roman Empire (Germany) at the Battle of Bouvines. Afterwards, Otto was deposed and Frederick I became Emperor. Phillip had siezed the lands of Brittany, Anjou, Maine, Touraine, and Normandy., expanding his realms. He brought new economic stability and this in turn created prosperity. Phillip was very popular with the people and a large middle class came into being. He went on the third Crusade with Frederick I Barbarossa and Richard I the Lionhearted. King Phillip II created the Sorbonne University of Paris in 1200 A.D. and he built many public works. He paved the main roads in Paris, built the Louvre (a fortress), and worked on the Cathedral of Notre Dame.

Louis VIII was offered the Throne of England by the barons there who did not like King John and he invaded in 1216 A.D. The invasion was not successful however and Phillip had to return to France. In 1223 A.D. he inherited the throne of France. He spent much time seizing more land, but he died on a return trip to Paris from dysentery in 1226 A.D.

King Louis IX was the only ruler of France to become a saint. He patronized the arts, and spent much time helping the poor and sick. He went on two crusades, the seventh (1240 A.D.) and eighth (1270 A.D.). Louis's younger brother Charles I became ruler of Sicily after expelling the Germans. The French lost Sicily after a local revolt and subsequent invasion from Spanish Aragon.

In 1270 A.D. Phillip III the Bold became king of France at the age of 25, but he was heavily influenced by his uncle, Charles I of Sicily and by Pierre de la Broce, who was a petty noble. The queen and other nobles of the court became very jealous of Pierre and in 1277 A.D. several letters were presented to Phillip that supposedly incriminated him. Pierre was arrested and hung 6 months later without a trial. Phillip died in 1285 A.D. while retreating from a battle in a war against Aragon, Spain.

Phillip IV was called "the Fair" because of his good looks. He was a greedy monarch however. He arrested Jews in order to confiscate their wealth and he levied a tax on the French Clergy of half their income. He managed to get a French archbishop elected as Pope Clement V and built a palace in Avignon the the south. In a scheme to seize the treasuries of the Knights Templar, he had the entire order arrested on friday the 13th in october, 1307 A.D. They were tortured into admitting heresy. Phillip was killed in a hunting accident.

Louis X the Stubborn spent much of his time feuding with his nobles. He accused his wife Marguerite Burgogne of adultery and she was imprisoned in the chateau Gaillard, where she died. When he died in 1316 A.D. his brother Phillip V the Tall became regent for five months until Louis's pregnant wife Clemence d'Anjou gave birth. She had a son Jean I but he died soon thereafter. Rumors circulated that his uncle had him killed or that he had Jean I kidnapped and a dead child substituted in order to claim the throne. After 1350 A.D. a man claiming to be Jean I appeared in the south,

but he was arrested and thrown in prison where he died.

Charles IV the Fair, who was the thrid son of Phillip IV inherited the throne after the death of Phillip V, who had no sons. Charles was universally disliked by everyone. He raised taxes and seized the lands of those he disliked. His sister was Queen Isabelle of England who was married to the homosexual King Edward II. Charles IV helped Isabelle to eventually imprison King Edward after he was removed from power by the English barons. Charles died without a direct heir.

Starting the Valois dynasty, Phillip VI the Fortunate became king of France in 1328 A.D. In 1313 A.D. he had married the strong willed Jeanne of Burgundy and when Phillip became king it was said that she was the real power behind the throne. King Edward III of England also claimed the throne of France through his mother Isabelle, and thus began the Hundred Years War in 1327 A.D. Phillip attempted to invade England in 1340 A.D. but this failed at the Battle of l'Ecluse which was fought at sea. Six years later King Edward III invaded France and won the Battle of Crécy. The English were greatly outnumbered, but they used superior tactics and weapons. The Welsh longbow was used to great effect against the armored knights of the French. This battle marked the beginning of the end of chivalry as many of the wounded and prisoners were killed. Phillip VI was himself wounded in the battle. The English then took the city of Calais after a seige. Two years later, the Black Death spread throughout France, killing a third of the population. Phillip tried to stop the inflation caused by the labor shortage by fixing prices, but this failed.

In 1350 A.D. Jean II the Good inherited the throne. He left the administration of the kingdom to his nobles, who used the opportunity to enrich themselves. In 1356 A.D. Edward the Black Prince (son of Edward II of England) was roaming about France and Jean II tried to destroy his army at the Battle of Poitiers. Although outnumbering the English, the French lost the battle and the king was captured. Edward returned to England with his royal captive, who was treated with great respect, even being allowed to travel. He was housed in various places, including the Tower of London. Jean signed the treaty of Brétigny in 1360 A.D. which included a royal ransom of £3,000,000. The king returned to France to raise the money while his son Louis replaced him as a royal hostage. Louis escaped, but Jean was angry that his honour was betrayed. Since he was unable to raise the money, he delivered himself into the hands of the English in 1364 A.D. who were astonished. He died as a prisoner in the Savoy palace soon after.

Charles V the Wise was crowned king in 1365 A.D. He refused to be dragged into a new crusade, and fought off the English, even capturing their commander in 1370 A.D. at the bridge of Chateau Lussac. In 1358 A.D. there was a peasant revolt. Many nobles were brutally killed, and the king had to flee Paris at one point. The revolt was crushed. Charles built the Bastille to defend Paris against the English. He also built the first royal library in France.

Phillip the Bold ruled as regent until his nephew was old enough to rule as king in 1388 A.D. Charles VI the Mad suffered from fits of madnesss. He was defeated at the Battle of Againcourt in 1415 A.D. and was forced to sign the Treaty of Troyes, recognizing Henry V of England as the heir to the throne of France. Henry married his daughter Catherine.

Upon the death of Charles in 1422 A.D., Henry VI of England, who was supposed to rule France through a regent in Normandy, was just an infant. He was taken away from his mother Catherine because she was French.

Jeanne d'Arc

"Of the love or hatred God has for the English, I know nothing, but I do know that they will all be thrown out of France, except those who die there."

– Jeanne d'Arc at her trial (15 March 1431)

In the year 1428 A.D. a sixteen year old girl named, Jeanne d'Arc claimed to hear voices from the Archangel Michael, St. Catherine, and St. Margaret. They directed her to lead the French in a Holy War against the English. After being able to pick out Charles VII from a crowd, she was questioned. Charles VII agreed to her plan and she was given armor and a white banner. She inspired the French army to defeat the English at the Siege of Orléans in 1429 A.D. and Charled VII was crowned king at Reims that year. Jeanne d'Arc tried to convince the king to retake Paris, which had fallen to the Burgundians, allies of the English, but failed. She was captured the next year while trying to liberate the town of Compiègne from the Burgundians. She was handed over to the English, who found her guilty of heresy. She was burned at the stake in 1431 A.D.

Charles VII defeated the English at the Battle of Patay and recaptured Paris in 1429 A.D. He then drove the English out of France.

Louis XI the Spider King hated his father and tried to overthrow him but failed. He inherited the throne after his father's death in 1461 A.D. and spent much of his time intriguing against the nobles of France. He managed to consolidate his power and left France with a powerful monarchy. He was very superstitious, surrounding himself with astrologers.

Charles VIII gained the throne after a year long regency of his sister Anne de Beaujeu, in 1483 A.D. He invaded and conquered Naples in 1494 A.D., but was defeated the following year by the League of Venice. He died after accidentally hitting his head on a doorway a few years later.

Louis XII was imprisoned from 1487-1490 A.D. by Charles VIII after participating in a rebellion, but he managed to gain the king's trust and even participated in the invasion of Italy. After Charles died, he inherited the throne. He reformed the court system and lowered taxes, and was given the title, "Father of the People." He invaded Italy, conquering Milan in 1500 A.D. and dividing Naples between himself and Ferdinand of Aragon. A dispute with the Spaniards led to the French being expelled from Italy. In 1511 A.D. the Pope Julius II created the Holy League and with the help of the Swiss, liberated Milan.

François I brought the Renaissance to France after he was crowned in 1515 A.D. He was a great patron of the arts, and built the great art collection of France. He even convinced Leonardo da Vinci to come to France. He greatly expanded the royal library, and opened it up to scholars. He

sent agents to Italy in search of rare books, and great works of art. He also constructed many great palaces. He was captured by the Holy Roman Emperor Charles V at the Battle of Pavia in Italy. He was released after making concessions, but he later repudiated them. He also made informal alliances with the Turks. His public works weakened the economy of France and taxes were increased.

Henryi II was crowned king of France in 1547 A.D. He fought wars against Austria and against the Protestant Huguenots. He was killed in an accident while jousting in 1559 A.D.

The two principal languages spoken in France during the middle ages were Langue d'oil (Old French), which was spoken around Paris in the north, and in the south was Langue d'oc (Occitan), also sometimes called Provençal which was one of the dialects of Occitan. Lang d'oil was spoken by the Normans and after the norman conquest, by the kings of England also. Lang d'oc was popular amomg the troubadours and minstrels. The story of King Arthur was first written in Lang d'oil (Old French).

Medieval Scotland

The Brythonic Celts came to Scotland around 500 B.C. where they encountered the Picts. The eight kingdoms of the Picts were the Cait, Ce, Circinn, Fib (Fife), Fidach, Fotla, Fortriu, and Orkney.

The Romans led several invasions but failed to conquer the region they called Caledonia.

The Romans built Hadrian's Wall, in 121 A.D. and the Antonine Wall further to the north twenty years later.

By this time there were four groups of people living in Caledonia, including the Picts, Britons, Anglo-Saxons and the Scoti who lived in the kingdom of Dalriada in the west.

These groups were united into the Kingdom of Alba after Kenneth Mac Alpin, King of Scots invited all of his rival kings to a feast and then killed them in 843 A.D.

"Except old seers do feign, and wizard wits be blind,
the Scots in place must reign, where they this stone shall find."
– Ancient Legend of the Stone of Destiny

The Stone of Destiny, believed to the the stone used by Jacob as a pillow when he dreamed of the angelic ladder, was taken to Scone Abbey where it was used to crown the future kings of Scotland.

To the south of Alba were the kingdoms of Bernicia and Strathclyde. Bernicia would later become the Kingdom of Nothumberland which was taken in 1018 A.D. by Malcom II.

Duncan I of Strathclyde inherited Alba in 1034 A.D., but the Pictish claimant to the throne, Macbeth defeated him in 1040 A.D. and ruled until Duncan's son Malcolm Canmore overthrew him in 1057 A.D.

The Vikings had long ago raided Scotland, and with William the Conquerer, they began to look to the north of England.

Donald III who was Malcolm's brother, inherited the throne in 1093 A.D. but Malcolm's son Duncan II, who was backed by William the Conquerer, siezed power only to be assassinated, leaving the throne to Donald III.

The next three kings of Scotland were Edgar, Alexander and David. David was half English and he recieved lands from the English kings. As the Earl of Huntingdon he paid ceremonial homage to the English throne, which became the basis of their claim that Scotland was subservient to England.

David invaded England but was defeated at the Battle of the Standard in 1138 A.D.

David's grandson, William the Lion of Scotland fought another engagement against the English and lost. He was forced to sign the Treaty of Falaise where he swore fealty to the English crown. The vow was nullified in 1183 by Richard I the Lionhearted after he recieved financial help from William for the third crusade.

In 1280 A.D. the successor to the Scottish throne was Margarett, a four year old girl. At the treaty of Birgham in 1290 A.D. Edward I of England arranged for his son to marry Margarett, so that their children would rule both kingdoms. Margarett died while at sea however, ending this agreement.

John Balliol was proclaimed king of Scotland, with the support of Edward I on the condition that he acknowledge England's sovereignty over Scotland. John Balliol changed his mind and Edward I Longshanks invaded Scotland.

The next year in 1297 A.D. Sir William Wallace raised a popular rebellion and defeated the English at the Battle of Stirling Bridge.

The next year Edward I attacked again and defeated Wallace. In 1304 A.D. the Scottish nobles gave way and swore fealty to Edward. Wallace was given over to the English for execution after being betrayed in 1305 A.D.

In 1296 A.D. Edward I took the Stone of Destiny out of Scone Abbey and took it to Westminster Abbey and placed it under the throne of England.

In 1306 A.D. Robert the Bruce murdered John Comyn, who was his chief rival to the throne and became King of Scotland. The English wanted to try him for murder in their own court, and Robert the Bruce invaded England.

Edward I Longshanks had died, leaving his incompetant son Edward II on the throne. Robert the Bruce defeated Edward at the Battle of Bannockburn in 1314 A.D.

The Declaration of Arboath was sent to Pope John XXII as a means of having their holy vows nullified and the new English King Edward III was forced to sign the Treaty of Northampton in 1328 A.D. which renounced the English claims to Scotland.

A year after gaining independence for Scotland, Robert the Bruce died from leprosy.

Medieval Ireland

The Celts began arriving in Ireland in 600 B.C. from Europe. In 200 B.C. the La Tene civilization dominated Ireland. The land was divided into about 150 small kingoms which were called *Tuath*. Each small Tuath was ruled by a king who was subject to a higher king of a group of Tuaths, who were in turn under a provincial king. There were five provinces. The economy was based on agriculture, and there were no coins used. The cow was the unit of exchange.

Ireland was separated from many of the wars fought in England by the ocean, and was never conquered by the Romans.

St. Patrick arrived in Ireland in 432 A.D. and began to convert the local Celts to Christianity. Patrick had been a captive of a group of Irish marauders when he was 16 years old, but escaped after six years when he began to recieve visions that prompted him to run away. He became a priest in Gaul and returned to Ireland with Christianity.

Irish monks were famous in the middle ages for their beautiful illuminated manuscripts.

In the early part of the 10th century the Vikings came to Ireland and by 920 A.D. had established towns in Waterford, Dublin and Limerick.

Brian Boru, who became king of the tribe of Munster, defeated the Vikings in 999 A.D. and was proclaimed king of all of Ireland in 1002 A.D. He died at the Battle of Clontarf 12 years later.

Turloch More O'Connor, who was king of Connacht, became king of Ireland in 1119 A.D. He became the greatest ruler of Ireland since Brian Boru. He died in 1154 A.D.

The Normans arrived in Baginbun, Wexford in 1167 A.D. and this was to begin a war against the English that would last to this day.

In 1204 A.D. Dublin became the base of power in Ireland for the English, and by 1272 A.D. the English had conquered Connacht, Munster and Ulster.

The English King Henry VIII who had made himself the head of the Church of England, declared himself King of Ireland in 15

When the Spanish armada was destroyed in 1588 A.D. some of the survivors appeared in Ireland. Catholic Spain became an ally of Ireland.

In 1594 A.D. the English suffer a defeat at the hands of the Earl of Tyrone, Hugh O'Neill at the Ford of Biscuits by Enniskillen, beginning a rebellion against the English that would culminate in O'Neill's victory at the Yellow Ford in Ulster.

The English under Mountjoy crushed the rebellion led by Hugh O'Neill, O'Donnell, and allies from Spain in 1601 A.D. at the Battle of Kinsale. This brought English rule to Ireland. In 1607 A.D. O'Neill and O'Donnell were forced to flee to Spain.

The Great Catholic-Gaelic rebellion in 1641 A.D. was led by Rory O'More, who formed a conspiracy to retake Dublin and expel the English. The Irish held nearly 60% of the land after the rebellion.

Oliver Cromwell invaded Ireland in 1649 A.D. and siezed Dublin after killing 2000 Irishmen. He confiscated lands for the English, and began to persecute the Irish Catholics. Many landowners were exiled. The English enslaved over 60,000 Irish Catholics and by the time of Cromwell's death in 1658 A.D. the population of Ireland had been decimated. Only one third of the Irish remained (500,000) and a million people were dead, exiled or enslaved.

By the end of the 17th century, the Irish held only 10% of the land in Ireland.

The Inquisition

The Inquisition was an institution that was created to defeat **heresy**. Heresy is a corruption of the beliefs of christianity.

Among the various heretical beliefs, the *Catharists* were very common throughout Europe during the middle ages. They were also known under various names, such as the *Albigenses* in southern France, and the *Manichæans* which came from the ancient Zoroastrian religion in Persia.

The *Catharists* taught that there were two opposed forces of good and evil. While the good principal was the creator of the spirit, the evil pricipal created the material world. Human souls were imprisoned inside material bodies from where they generated sin and evil.

The goal of the *Catharists* were to free the soul from the body by dying. Suicide, starvation and the total elimination of sex was desireable. Marriage and children were to be avoided so as not to create more physical matter, which was evil. The Church regarded these beliefs as dangerous and an attack on humanity.

These beliefs in part came from contact with doctrinal elements of Islam, which had absorbed the Zoroastrian religion and with it, *Manichæans* philosophy.

These heretical beliefs spread throughout Europe, infecting thousands of towns. In the 1184 A.D. Pope Innocent III created the Inquisition in Europe to combat the Albigensians.

Most people convicted of heresy were not killed, but did smaller penances, such as a pilgrimage, or having to wear a large cross, or going on a crusade.

Although it is imposible to know for sure, it has been estimated that only 10% of those convicted were killed.

In the 15th century, King Ferdinand who was at war against Islam, wanted to completely remove Islam and the Jews from Spain.

The Pope did not want to create the Inquisition in Spain at all, but King Ferdinand pressured him into creating it. Islam had conquered Greece, and weakened the Republic of Venice, which was a great maritime power. The Turks even landed at the Italian port of Otranto in 1480 A.D., threatening Rome. King Ferdinand was in control of Sicily and he threatened not to send military aid to defend Italy. The Pope gave in and the Spanish Inquisition began in 1481 A.D.

The Spanish Inquisition concentrated on those muslims and Jews that had converted to Christianity, but were continuing to practice their religions in secret.

If a person was convicted of heresy, their properties were often forfeited. King Ferdinand was in debt to the Jews and their elimination dissolved his debts.

The Spanish Inquisition became notorious for it's cruelty, torture and murder of thousands of people. The Church tried to control it, but it got out of hand.

During the 340 years of the Spanish Inquisition, more than 30,000 people were burned at the stake, and many more were imprisoned and tortured.

The Black Death

"Many died daily or nightly in the public streets; of many others, who died at home, the departure was hardly observed by their neighbors, until the stench of their putrefying bodies carried the tidings; and what with their corpses and the corpses of others who died on every hand the whole place was a sepulchre."
– Giovanni Boccaccio (1313-1375).

In 1347 A.D. a Genoese ship arrived at Messina, Sicily from the port of Caffa on the Black Sea. The crew of the ship carried the Bubonic Plague, which originated in China.

The Black Death, as it came to be called, was so deadly that it could kill within hours. Messina closed their port, and as additional ships that were carrying the plague looked for other ports of call, the disease spread throughout Europe.

Some of the other names for the Bubonic Plague were, *The Pestilence, The Black Death, and The Great Mortality.*

The plague infected rats and when the rat died, it's fleas jumped off and infected humans.

The three types of the Black Death are:

The *Bubonic Plague*, which is the most common form.

The *Pneumonic Plague,* spread through breathing.

The *Septicaemic Plague,* which is where the disease enters directly into the person's blood stream. This form is able to kill the victim within a day.

Within 5 years after it's first appearance, it had killed one third of the population of Europe, 25 million souls. In some places the plague killed half of the population. Every spring the disease would reappear as the warm weather brought fleas carrying the disease.

People thought that the Black Death was Divine retribution for their sins, while some thought it was caused by the Jews who wanted to kill Christians. Many believed that it was the beginning of the Apocalypse.

The Renaissance

The Renaissance, or rebirth was a cultural movement which began in the 14th century in Italy and spread throughout Europe.

The development of science, art, literature, history, philosophy and music all grew enormously during this time.

The rediscovery of lost Greek and Roman texts brought back lost knowledge.

When the Gutenburg invented printing with moveable type in 1452 A.D. books began to be printed and more people learned to read.

One of the main centers of the Renaissance was the Italian city of Florence, which was a center of finance and trade. Famous people from Florence that were active during the Renaissance include, Leonardo da Vinci, Michelangelo, Dante Alighieri and Nicolo Machiavelli.

The Rebellion & The Reformation

"And Samuel said, 'Hath the Lord as great delight in burnt offerings and sacrifices, as in obeying the voice of the Lord? Behold, to obey is better than sacrifice, and to hearken than the fat of rams.

For Rebellion is as the sin of witchcraft, and stubbornness is as iniquity and idolatry. Because thou hast rejected the word of the Lord, He hath also rejected thee from being king."
– I Samuel 15:22-23

In 1517 A.D. Martin Luther posted a notice on the doors of the castle church in Wittenburg, Germany, known as the 95 theses.

He was criticizing many of the practices of the Church, including the selling of *indulgences*, which are the removal of temporal punishmentsfrom sin by the Chuch.

Indulgences were being sold to finance the construction of St. Peter's Basillica in Rome.

This began a debate within the Church that resulted in the an outright rebellion against the Chruch. This movement, which was called the *Reformation*, gained significant ground in Germany.

Several new churches came into existence, all under the general name of *Protestant* (those who protest).

Two important principles during the Reformation were *Solo Scriptura,* and *Solo Fide.*

Solo Scriptura means that the Bible alone is the authoritative source for the Truth. While the Catholics maintained that there were two *sacred deposits of faith*, that of the *Bible*, and that of *Sacred Tradition*. The Catholics believed in a central authority for the interpretation of the scriptures.

Solo Fide meant that a person gained entrance into Heaven only by faith and not through works. Protestants thought that after accepting Jesus Christ, they were allowed admittance into heaven through faith alone. Catholics required a person to also perform good works, such as helping the poor, etc.

Eventually the Peace of Augsburg in 1555 A.D. established the protection of Lutherans. The treaty also allowed each of the 360 independent German states to choose between the Lutheran and Catholic Church.

In the 16th century, the Catholic Chuch went through a reform called the *Counter-Reformation*. This was an effort to win back Protestants without resorting to warfare.

Thirty Years War

The Holy Roman Empire (Germany) was the central battleground in the Thrity Years War, fought between 1618 and 1648 A.D. Although the religious conflict between the Lutheran and Catholic Chruches was one of the original reasons for the conflicts, the survival of the Habsburg dynasty became the central issue.

When the Emperor of the Holy Roman Empire and King of Bohemia Matthias died in 1517 A.D. he was succeeded by Ferdinand II who was a Catholic. Ferdinand II sent representatives to one of the palaces in Bohemia, which was strongly Calvinist, and the locals threw them out of one of the widows of the castle, where they landed in manure.

This began a revolt in Bohemia led by Frederick V, a Calvinist who was also in charge of the Protestant *League of Evengelical Union*. Ferdinand II asked his cousin King Phillip IV of Spain for help. Frederick V was defeated at the Battle of White Mountain in 1620 A.D. This nearly caused the collapse of Protestantism in Germany.

In 1625 A.D. the Christian IV, the Lutheran King of Denmark, invaded the Holy Roman Empire (Germany) in order to protect the Protestants there. He was defeated in 1626 A.D. at the Battleof the Brdge of Dessau and at the Battle of Lutter. Christian IV signed the Treaty of Lubeck in 1629 A.D. and Danish phase of the war ended.

In 1630 A.D. Gustavus Adolphus, the Lutheran King of Sweden invaded the Holy Roman Empire, and after initial successes at the Battle of Breitenfield in 1631 A.D. and afterwards, he fought the Battle of Lützen in 1632 A.D. and was killed.

Ferdinand II had enrolled the aid of the Catholic League under General Tilly, but he was killed by Gustavus Adolphus. Ferdinand II then enlisted Albrecht Wenzel Eusebius von Wallenstein, who had fought in the previous war against the Danes by raising an army in Bohemia. Wallenstein defeated the Swedes at the Battle of Nördlingen in 1634 A.D.

Amid rumors that Wallenstein, who had endorsed toleration of the Protestants, was plotting his overthrow, Ferdinand hired an Irish mercenary to assassinate him. After the assassination of Wallenstein, the war ended at the Peace of Prague in 1635 A.D.

Cardinal de Richelieu

"If you give me six lines written by the most honest man, I will find something in them to hang him."
– Cardinal de Richelieu (1585-1642 A.D).

Cardinal Armand-Jean du Plessis de Richelieu was the chief minister to the French King Louis XIII. Cardinal de Richelieu was one of the first nationalists, regarding the interests of France above all else. To that end he consolidated royal power. He destroyed the power of the Huguenots, who were Calvanists, and put down a peasant revolt.

Cardinal Richelieu had an extensive network of spies throughout France and Europe. He defeated several attempts on the life of King Louis XIII, but his power became too great. The King's mother Marie de Medici tried to get rid of him, but failed and was sent into exile. The King's brother Duke Gaston of Orléans was also exiled for attempting the Cardinal's removal.

The Cardinal had many enemies because he reduced the power of many of the nobles, even having several strongholds reduced. Cardinal Richelieu sent money to both Denmark and Sweden in support of their wars against the Habsburgs in Germany.

In 1636 A.D. the French entered the war against the Holy Roman Empire, even though they were Catholic, because they feared the growing powers of the Habsburgs. Spain attacked France and there were many battles. At one time Paris was threatened. When Cardinal Richelieu died in 1643 A.D. and King Louis XIII the next year also died, the support for the war ended and the Treaty of Westphalia was signed.

After the Thrity Years War ended, the Holy Roman Empire was devastated. As many as a third of the civilian population died in the wars, and the economy suffered.

France became the dominant power in Europe after the Thirty Years War.

The New World

In 1492 A.D. a Genoese trader named Cristóbal Colón sailed west in search of a route to Asia and discovered the Ameriacan Continent. When he returned to Spain, the Europeans took an interest in the New World, as it was called.

In 1519 A.D. Hernán Cortés at the age of 19, discovered the Aztec Empire ruled by Moctezuma Xocoyotzin from the island city of Tenochtitlán.

Before the arrival of Cortés, there were several signs that signaled the end of their civilization, including the sighting of a comet, a lightning bolt strking the temple of Tzonmolco, strange beings with several heads wandering through the city, an earthquake, a pillar of fire seen at night, the flooding of the city, the capture of a strange bird with the image of strangers reflected in it's eyes, and a woman singing a funeral dirge for the Aztec Empire.

The Aztecs had many innovations that were unknown to the Europeans, such as paper money. The Aztecs used the most accurate calendar ever devised, while the Europeans used the Gregorian Calendar.

The Aztec religion practiced human sacrifice. Magic was also practiced by the Aztecs. If a thief was caught, a *circle of containment* was drawn around him to prevent him from escaping.

Moctezuma was killed while trying to prevent a riot against the Spaniards, who were afterwards driven from the city.

When they returned at the head of a new army, suplanted by tens of thousands of native allies that wanted independence from Aztec rule, they found a city devastated by the plague of Smallpox, brought by the Europeans.

Smallpox killed 90% of the native population within 15 years. Before the arrival of the Spaniards, the native population was about 25 million, but after the plague of Smallpox, only 3 million inhabitants remained.

In 1531 A.D. Francisco Pizarro traveled to Peru and conquered the Incan Empire, whose capital was the city of Cuzco two years later. Peru became a rich source of gold that was sent to Spain.

The other European powers were to send expeditions to the New World, founding colonies in the 17th century.

Fantasy Setting

A fantasy setting can be devised by the *Storyteller* using one or more existing cultures and histories as a guideline if desired.

The *Storyteller* can also create his own world completely from scratch. When designing a world, the *Storyteller* should draw a map of the world, design the cultural background, place kingdoms and barbarian tribes, invent languages and scripts, and decide on what types of technology are available.

Unique races, such as Elves, Dwarves, or other inventions can also be created.

Many things do not need any adaptation, such as skills, since the rules will work the same in any setting.

Magic and Spiritual Warfare may need some redesign, and the world's religions may need to be invented.

Adapting an Existing Fantasy World

The Storyteller can also adapt an existing fantasy world from novels, such as J.R.R. Tolkein's Middle Earth, etc. In this case, most of the world's history and cultures are already done, and all that is needed is to adapt the elements of *Fantasy Imperium* to the world, such as weapons, armor, money, etc.

Jousting & Tournaments

Jousting, which was also called **Tilting**, is a sport that was developed during the 14th century and remained popular into the 16th century.

Special armor was developed specifically for this sport and it was called **Tilting Armor.**

The Joust of Peace

The Joust of Peace was a sport that allowed knights to practice their riding skills and their skill with a lance.

Jousting was usually held at public fairs and was a popular spectator sport.

A Noble Sport

To participate, the contestant must be of noble birth and must own a set of armor and a horse.

The person should be prepared to prove their noble status by showing documents identifying themselves.

This may include a **Heraldic Achievement,** which is a legal record of the heraldry used to identify the noble person and which will be stored at the **College of Heralds** in a local city.

Tounaments

A *Tournament* or **Tourney** was an event held at a public fair that included many events, including *Jousting* and other contests.

Skill at Arms

These contests helped develop the knight's horsemanship skills and also their skill with weapons from horseback.

✳ Rings

This exercise developed the rider's accuracy and skill with a spear. Rings of different sizes are set up at various heights in the rider's path. The rider will attempt to capture the ring with a lance, spear, sword or dagger.

✳ Quintain

The quintain is a shield attached to a revolving beam that pivoted on top of a post with a sand bag attached to the opposite end. The rider attempts to strike the shield at speed without the bag of sand swinging around to strike him from behind. This was used to develop the rider's accuracy and timing. Points are scored based on how many times the post rotates after a strike.

✳ Tent Pegging

This contest tests the rider's ability to pick a small target off the ground at a gallop with a weapon. This skill was used when attempting to collapse a tent during an assault on an enemy camp.

✳ Moor's Head

This was an exercise to strike a head sized target with a hand weapon while galloping past and trained the rider to attack a dismounted opponent.

✳ Spear Throwing

Spears thrown at a target from a galloping horse.

✳ Mounted Archery

This skill was not practiced very often in Europe except while hunting.

Foot Combat

Other events included the melee which would be contests between individuals or groups and was held in an open area. While jousting was only open to nobles, these events were open to all persons.

✳ Longsword & Buckler

This was often held as a separate event.

✳ Sword & Shield

Most adversaries used this combination in the melee.

✳ Polearms

These weapons were often used in the melee.

✳ Quarterstaff

The quarterstaff was a common weapon.

✳ Archery

Archery contests were important events, as the Longbow was an important weapon.

✳ Wrestling

Wrestling events were also held at the fairs.

✳ Boxing

Boxing events were also held at the fairs.

The Rules of Jousting

The goal was to strike a mounted adversary with a lance that was specially designed to break on impact so as not to cause harm.

The riders would assemble on opposite ends of the field and after their heralds introduction, they would charge each other. A special barrier would separate the riders.

Scoring Points

Points are scored at the end of each pass.
  ✳ No points are scored unless the rider breaks his lance.
  ✳ A strike to the body scores 1 point.
  ✳ A strike to the head scores 2 points.

✶ Unhorsing an opponent will win the contest, unless both riders are unhorsed, in which case they each score 3 points.

✶ Removing the Crest from an opponent's helmet wins the match & dishonors an opponent. The crest is a decorative ornament on top of the helmet.

At the end of three passes each separated by a five minute break, the rider with the most points wins the joust.

Prizes are awarded to the winner of each event in the tourney.

Injuries & Forfeiting a Joust

If for some reason, a rider cannot ride or waits more than 5 minutes between each pass, they will forfeit the contest. This usually occurred as a result of injuries sustained.

Contestants may also withdraw from a single match and forfeit.

This often occurred when facing an important noble, since they could be charged with a crime if they accidentally injured or killed a member of the royal household. Many nobles often obscured their identity in order to compete.

The Elements of Jousting

There are four elements to a Tilting contest. The rider's *lance* and *riding* skills, and the *speed* and *quality* of the horse.

Initiative

There is no initiative roll. The joust is simultaneous.

Procedure

Each rider chooses a **riding speed**, an **aiming point** and a **defensive action**.

Riding Speed

The speed of the horse will affect the chance of hitting, and the chance of breaking the lance.

The hose's speed will also modify the chance of unhorsing your opponent by penalizing his riding skill check.

Speed	Hit	Break	Riding
Canter	–15%	25%	–
Gallop	–25%	50%	–25%

Aiming Points

Aiming points include the **crest**, **head** or the **body**.

The rider's **lance skill** will suffer a penalty when aiming at these targets.

Aim	Hit
Crest	–50%
Head	–25%
Body	–

Defensive Actions

When a rider takes a defensive action, he is harder to hit. However, if a rider is hit, he is less likely to stay in his saddle.

When a rider is taking a defensive action, apply the following penalty to his opponent's **lance skill** and also apply this penalty to the defender's **riding skill** when he checks to see if he is unhorsed.

Defense	Penalty
None	–
Shoulder roll	–10%
Lean to the side	–25%

Results of a Pass

Each rider rolls their respective **lance** skills.

A **failed** lance skill roll results in a miss.

A **successful** lance skill roll results in a hit.

Breaking a Lance

Although a successful roll indicates a strike, **no points will be scored unless a lance is broken.**

The likelihood of breaking a lance depends on the **speed** of the rider.

If the horse is traveling at a **canter**, the chance is 25%.

If the horse is traveling at a **gallop**, the chance is 50%.

Unhorsing a Rider

When struck, a rider must make a successful **riding skill** roll **at half** ability to avoid being unhorsed.

If the opponent's horse was traveling at a gallop, then the riding skill check will suffer a penalty of -25%.

Tilting Injuries

Injuries were a danger in jousting, and resulted in many deaths. The sport of jousting was even outlawed at one time because of the injuries sustained by contestants.

The chance of an injury and death when jousting is depends on the speed of the opponent's horse when he hits and whether or not the defender is unhorsed.

Roll for an injury or death (two separate rolls) whenever struck or unhorsed.

Speed of Opponent	Injury	Death
Canter	5%	–
Gallop	10%	5%
Unhorsed	25%	10%

Special Equipment for Tilting

Special equipment was made for tilting, including special armor, saddles and lances which were designed to break. This equipment was never used in combat.

Summary of a Joust

1. Each contestant chooses a *riding speed, aiming point,* and *defensive action.*

2. Make *lance skill* rolls.

3. If striking opponent, roll for *breaking lance*, and *unhorsing rider*.

4. Roll for *injury* & *death*.

5. Tally points.

6. Three passes are made. The highest score wins.

Languages & Scripts

All characters begin with one native language. Additional languages may be learned if they are available.

Different languages were spoken during different times and in different places.

Modern English, a Germanic language, was not spoken until the 16th century. Some of the languages spoken in the British Isles during the Middle Ages were Anglo Saxon, Pictish, Scots, Old Welsh, Cornish, and Middle Irish.

Reading and writing in the British Isles was in the form of Anglo Saxon Runes, Elder Runic, Old Norse Runes, Old English Runes, Latin and Gaelic Scripts.

The *Storyteller* should tell the players in what century the story takes place so that they can choose an appropriate language and script.

Germanic Languages

Language	Country	Century
Eastern		
Gothic	Europe	3rd A.D. to 10th A.D.
Western		
High German	Germany	5th A.D.. to 11th A.D.
Old Saxon	Germany	3rd A.D. to 13th A.D.
Anglo Saxon	England	9th A.D. to 11th A.D.
Low Saxon	Germany	13th A.D. +
German	Germany	12th A.D. +
Yiddish	Germany	9th A.D. +
Afrikaans	S. Africa	17th A.D. +
Old Dutch	Holland	6th A.D. to 11th A.D.
Middle Dutch	Holland	11th A.D. to 16th A.D.
Modern Dutch	Holland	16th A.D. +
English	England	16th A.D. +
Pictish	England	10th B.C. to 9th A.D.
Scots	Scotland	9th A.D. +
Frisian	Europe	9th A.D. +
Northern		
Old Norse	Denmark	3rd A.D. to 9th A.D.
Danish	Denmark	9th A.D. +
Faroese	Faroe Isles	9th A.D. +
Icelandic	Iceland	9th A.D. +
Norwegian	Norway	9th A.D. +
Swedish	Sweden	9th A.D. +

Celtic Languages

Language	Country	Century
Common Celtic	Europe	8th B.C. to 7th A.D.
Brythonic		
Brittish	England	8th B.C. to 3rd A.D.
Cornish	England	8th B.C. to 18th A.D.
Old Welsh	England	8th B.C. to 11th A.D.
Welsh	England	11th A.D. to 15th A.D.
Modern Welsh	England	15th A.D. +
Breton	France	4th A.D. +
Goidelic		
Archaic Irish	Ireland	4th A.D. to 8th A.D.
Old Irish	Ireland	8th A.D. to 10th A.D.
Middle Irish	Ireland	10th A.D.. to 15th A.D.
Manx Gaelic	Manx Isle	5th A.D. to 20th A.D.
Irish Gaelic	Ireland	5th A.D. +
Scottish Gaelic	Scotland	5th A.D. +
Continental		
Gaulish	Europe	6th B.C. to 3rd B.C.
Lepontic	Italy	7th B.C. to 1st B.C.
Celtiberian	Spain	2nd B.C. to 1st B.C.
Iberian Languages		
Language	Country	Century
Tartessian	Spain	40th B.C. to 5th B.C.
Iberian	Spain	4th B.C. to 6th A.D.
Lusitanian	Spain	4th B.C. to 6th A.D.

Italic Languages

Language	Country	Century
Etruscan	Italy	9th B.C. to 6th B.C.
Osco-Umbrian		
Oscan	Italy	6th B.C. to 4th B.C.
Umbrian	Italy	1st B.C. to 1st A.D.
Volscian	Italy	5th B.C. to 1st A.D.
Picene	Italy	5th B.C. to 2nd B.C.
Latino-Faliscan		
Faliscan	Italy	10th B.C. to 2nd A.D.
Classical Latin	Italy	6th B.C. to 5th A.D.

Romance Languages

Language	Country	Century
Popular Latin	Sardinia	2nd A.D. to 6th A.D.
Insular		
Sardinian	Sardinia	1st A.D.+
Western		
Romanic	France	6th A.D. to 9th A.D.
Langue d'oil	France	10th A.D. to 16th A.D.
Langue d'oc	France	10th A.D. +
French	France	17th A.D. +
Spanish	Spain	6th A.D. +
Asturian	Spain	6th A.D. +
Galician	Galicia	6th A.D. +
Catalan	Spain	6th A.D. +
Portuguese	Portugal	6th A.D. +
Italian	Italy	10th A.D. +
Corsican	Corsica	6th A.D. +
Romansh	Rhaetic	9th A.D. +
Ladin	Rhaetic	9th A.D. +
Friulian	Rhaetic	9th A.D. +
Balkan		
Dalmatian	Croatia	1st B.C. to 19th A.D.
Romanian	Romania	5th A.D. +
Istroromanian	Istria	5th A.D. +
Aromanian	Greece	13th B.C. +

Greek Languages

Language	Country	Century
Ancient		
Macedonian	Greece	13th B.C. to 3rd B.C.
Messipic	Greece	13th B.C. to 6th A.D.
Mycenaean	Greece	14th B.C. to 4th B.C.
Classical		
Attic-Ionic	Athens	8th B.C. to 4th B.C.
Achaean	Achaea	8th B.C. to 4th B.C.

Aeolic	Aeolea	8th B.C. to 4th B.C.
Doric	Sparta	8th B.C. to 4th B.C.
Phocian	Phocis	8th B.C. to 4th B.C.
Pelasgians	Greece	8th B.C. to 4th B.C.
Hellenistic		
Attic Koine	Greece	4th B.C. to 4th A.D.
Doric Koine	Greece	4th B.C. to 4th A.D.
Medieval		
Byzantine Greek	Greece	5th A.D. to 15th A.D.
Modern		
Greek	Greece	16th A.D. +

Paleo-Balkan Languages

Language	Country	Century
Phrygian - Armenian		
Phrygian	Greece	8th B.C. to 6th B.C..
Armenian	Armenia	7th B.C. +
Illyrian		
Illyrian	Greece	7th B.C. to 3rd B.C.
Messipic	Italy	8th B.C. to 1st B.C.
Albanian	Albania	6th B.C. +
Thracian		
Thracian	Greece	5th B.C. to 6th A.D.
Dacian	Greece	6th B.C. to 2nd A.D.
Venetic		
Venetic	Italy	6th B.C. to 1st B.C.

Anatolian Languages

Language	Country	Century
Early		
Nesian	Hatti	19th B.C. to 12th B.C.
Luwian	Arzawa	16th B.C. to 7th B.C.
Palaic	Hatti	17th B.C. to 13th B.C.
Late		
Lycian	Milyas	12th B.C. to 6th A.D.
Lydian	Lydia	8th B.C. to 4th B.C.
Carian	Anatolia	9th B.C. to 4th B.C.
Sidetian	Anatolia	8th B.C. to 4th B.C.
Pisidic	Anatolia	9th B.C. to 4th B.C.
Crypto-Minoan	Crete	15th B.C. to 14th B.C.

Semitic Languages

Language	Country	Century
Eastern		
Akkadian	Sumeria	30th B.C. to 1st A.D.
Eblaite	Ebla	26th B.C. to 20th B.C.
Babylonian	Babylon	20th B.C. to 6th B.C.
Assyrian	Assyria	20th B.C. to 6th B.C.
Western		
Amorite	Holy Land	15th B.C. to 20th B.C.
Ugaritic	Ugarit	14th B.C. to 12th B.C.
Caananite	Caanan	1st B.C. to 7th A.D.
Phoenician	Phoenicia	14th B.C. to 9th B.C.
Punic	Carthage	9th B.C. to 5th A.D.
Ammonite	Ammon	9th B.C. to 5th B.C.
Edomite	Edom	9th B.C. to 5th B.C.
Moabite	Moab	9th B.C. to 5th B.C.
Hebrew	Israel	12th B.C. to 2nd A.D.
Imperial Aramaic	Holy Land	9th B.C. to 1st B.C.

Nabataean	Nabataea	1st B.C. to 7th A.D.
Palmyrene	Palmyra	1st B.C. to 7th A.D.
Hatra Aramaic	Hatra	1st B.C. to 7th A.D.
Galilean Aramaic	Holy Land	1st B.C. to 7th A.D.
Samaritan Aram.	Holy Land	1st B.C. to 7th A.D.
Palestinian Syriac	Holy Land	1st B.C. to 7th A.D.
Syriac Aramaic	Edessa	1st B.C. to 10th A.D.
Babylonian Ar.	Babylon	1st B.C. to 10th A.D.
Mandaean	Holy Land	1st B.C. to 10th A.D.

Arabian Languages

Language	Country	Century
Dedan	Arabia	7th B.C. to 4th A.D.
Liyn	Arabia	7th B.C. to 4th A.D.
Saf	Arabia	7th B.C. to 4th A.D.
Thamd	Arabia	7th B.C. to 4th A.D.
Arabic	Arabia	4th A.D. +
Maltese	Malta Isle	7th A.D. +
Southern		
Hadramauth	S. Arabia	13th B.C. to 5th A.D.
Minaean	S. Arabia	13th B.C. to 5th A.D.
Qatabanian	S. Arabia	13th B.C. to 5th A.D.
Sabaean	S. Arabia	13th B.C. to 5th A.D.
South Eastern		
Awr	Arabia	3rd A.D. +
Bathari	Arabia	3rd A.D. +
Harusi	Arabia	3rd A.D. ++
Hobyot	Arabia	3rd A.D. +
Jibbali	Arabia	3rd A.D. ++
Mehri	Arabia	3rd A.D. +
Soqotri	Arabia	3rd A.D. +

African Languages

Language	Country	Century
Egyptian		
Old Egyptian	Egypt	30th B.C. to 21st B.C.
Middle Egyptian	Egypt	21st B.C. to 16th B.C.
Late Egyptian	Egypt	16th B.C. to 2 A.D.
Demotic	Egypt	7th B.C. to 5th A.D.
Coptic	Egypt	1st A.D. to 2nd A.D.

Ethiopian Languages

Language	Country	Century
North		
Tagrinya	Ethiopia	1st A.D. +
Tigre	Ethiopia	1st A.D. +
Ge'ez	Ethiopia	1st A.D. to 10th A.D.
South Transverse Region		
Amharic	Ethiopia	17th A.D. +
Argobba	Ethiopia	1st A.D. +
Harari	Ethiopia	1st A.D. +
East Gurage		
Selti	Ethiopia	1st A.D. +
Wolane	Ethiopia	1st A.D. +
Zway	Ethiopia	1st A.D. +
Ulbare	Ethiopia	1st A.D. +
Inneqor	Ethiopia	1st A.D. +
South Outer Region		
Soddo	Ethiopia	1st A.D. +

Goggot	Ethiopia	1st A.D. +
Muher	Ethiopia	1st A.D. +

West Gurage

Masqan	Ethiopia	1st A.D. +
Ezha	Ethiopia	1st A.D. +
Gura	Ethiopia	1st A.D. +
Gyeto	Ethiopia	1st A.D. +
Ennemor	Ethiopia	1st A.D. +
Endegen	Ethiopia	1st A.D. +

Persian Languages

Language	Country	Century
Avestan	Persia	5th B.C. to 7th A.D.

Western

Parthian	Parthia	2nd B.C. to 6th A.D.
Median	Medes	9th B.C. to 4th B.C.
Old Persian	Persia	6th B.C. to 2nd A.D.
Middle Persian	Persia	2nd A.D. to 7th A.D.
Kurdish	Kurdistan	7th A.D. +
Baluchi	Persia	7th A.D. +
Talysh	Persia	7th A.D. +
Gillani	Persia	7th A.D. +
Mazanderani	Persia	7th A.D. +
Ormuri	Persia	7th A.D. +
Farsi	Persia	9th A.D. +
Dari	Persia	7th A.D. +
Tadjik	Persia	7th A.D. +
Luri	Persia	7th A.D. +
Bachtiari	Persia	7th A.D. +
Tati	Persia	7th A.D. +
Kumzari	Persia	7th A.D. +

Eastern

Scythian	Scythia	8th B.C. to 5th A.D.
Sacian	Turkey	6th A.D. to 10th A.D.
Bactrian	Kushan	1st A.D. to 7th A.D.
Sogdian	Sogdia	7th A.D. to 9th A.D.
Khwaresmian	Khwaresm	3rd B.C. to 8th A.D.
Pashto	Afganistan	1st B.C. +
Pamir	Pakistan	1st B.C. +
Ossetic	Russia	5th A.D. +
Yagnobi	Sogdian	9th A.D. +

Baltic Languages

Language	Country	Century

Western

Old Prussian	Prussia	12th A.D. to 17th A.D.
Curonian	Russia	6th A.D. to 17th A.D.
Sudovian	Russia	8th A.D. to 13th A.D.
Galindan	Prussia	9th A.D. to 14th A.D.

Eastern

Semigalian	Russia	10th A.D. to 14th A.D.
Selonian	Russia	13th A.D. to 15th A.D.
Lithuanian	Lithuania	15th A.D. +
Latvian	Latvia	16th A.D. +

Slavic Languages

Language	Country	Century

Western

Polabian	Germany	1st A.D. to 12th A.D.
Slovak	Slovak	7th A.D. +
Czech	Czech	7th A.D. +
Polish	Poland	9th A.D. +
Upper Sorbian	Germany	6th A.D. +
Lower Sorbian	Germany	6th A.D. +

Southern

Old Slavic	Russia	6th A.D.+
Old Bulgarian	Bulgaria	9th A.D. to 11th A.D.
Middle Bulgarian	Bulgaria	12th A.D. to 14th A.D.
Mod. Bulgarian	Bulgaria	9th A.D. to 11th A.D.
Macedonian	Macedon	6th B.C. +
Serbo-Croatian	Croatia	7th A.D. +
Slovene	Slovenia	4th A.D. +

Eastern

Old Russian	Russia	8th A.D. to 13th A.D.
Belorussian	Russia	8th A.D. +
Russian	Russia	14th A.D. +
Ukrainian	Ukraine	12th A.D. +

Scripts

Script	Country	Century
European		
Gothic Script	Europe	3rd A.D. to 10th A.D.
Elder Runic	England	2nd A.D. to 9th A.D.
Old Norse Runes	Europe	10th A.D. to 12th A.D.
Old English R.	England	10th A.D. to 12th A.D.
Anglo Saxon R.	England	7th A.D. to 10th A.D.
Latin Script	Europe	4th B.C. +
Gaelic Script	Ireland	5th A.D. +
Fracture Script	Germany	11th A.D. +
Cyrillic	Byzantine	9th A.D. +
Glagolitic	Slavic	9th A.D. to 19th A.D.
Grabar	Armenia	5th B.C. +
Etruscan	Italy	9th B.C. to 6th B.C.
Oscan	Italy	6th B.C. to 4th B.C.
Umbrian	Italy	1st B.C. to 1st A.D.
Volscian	Italy	5th B.C. to 1st A.D.
Cretan Hiero.	Greece	3rd B.C. to 2nd B.C.
Phaistos Picto.	Crete	17th B.C.
Cretan Linear A	Crete	16th B.C.
Linear B	Mycenaea	15th B.C. to 12th B.C.
Iberian	Spain	6th B.C. to 1st B.C.
Celtiberian	Spain	6th B.C. to 1st B.C.
Middle Eastern		
Phrygian	Turkey	8th B.C. to 3rd B.C.
Misian	Turkey	7th B.C.
Lydian	Lydia	8th B.C. to 4th B.C.
Para-Lydian	Turkey	8th B.C. to 4th B.C.
Carian	Turkey	9th B.C. to 4th B.C.
Lycian	Milyas	12th B.C. to 6th B.C.
Sedetic	Turkey	9th B.C. to 4th B.C.
Hittite Cuneiforn	Turkey	12th B.C. to 12th B.C.
Luwian Hiero.	Arzawa	10th B.C. to 7th B.C.
Ancient		
Cuneiform	Sumeria	30th B.C.
Persian Cuneif.	Persia	6th B.C. to 4th B.C.
Phoenician	Phoenicia	14th B.C. to 9th B.C.
Nabataean	Nabataea	1st B.C. to 7th A.D.
Aramaic	Holy Land	9th B.C. to 7th A.D.
Caananite	Holy Land	1st B.C. to 7th A.D.
Egyptian		
Hieroglyphic	Egypt	30th B.C. to 1st A.D.
Hieratic	Egypt	30th B.C. to 7th B.C.
Demotic	Egypt	7th B.C. to 5th A.D.
Coptic	Egypt	1st A.D. to 2nd A.D.
Islamic		
Arabic	Arabia	7th A.D. +
Farsi	Persia	7th A.D. +

Time & Money

Chapter 16: Time & Money

"Abundance does not spread; famine does."
– Zulu Proverb

Time

Mechanical clocks were invented in 1360 A.D. Before their invention, people used sundials and clepsydras (water clocks) to tell the time.

Sundials and clepsydras were put in churches and public buildings. The church would signal the changing hours by ringing the church bells.

Church bells ring every three hours, which mark the canonical offices of the church. These are roughly as follows:

Service	Time
Matins	Midnight
Lauds	3 A.M.
Prime	6 A.M.
Tierce	9 A.M.
Sext	Midday
None	3 P.M.
Vespers	6 P.M.
Compline	9 P.M.

Characters should use this in role playing. Instead of saying, "6 o'clock in the evening" a person would say "at vespers" for instance.

The Five Laws of Gold

1. Gold cometh gladly & in increasing quantity to any man who will put by not less than one–tenth of his earnings to create an estate for his future & that of his family.

2. Gold laboreth diligently & contentedly for the wise owner who finds for it profitable employment, multiplying even as the flocks of the field.

3. Gold clingeth to the protection of the cautious owner who invests it under the advice of men wise in it's handling.

4. Gold slippeth away from the man who invests it in businesses or purposes which he is not familiar or which are not approved by those skilled in it's keep.

5. Gold flees the man who would force it to impossible earnings or who followeth the alluring advice of tricksters & schemers or who trusts it to his own inexperience & romantic desires in investment.

"That man who keepeth in his purse both gold & silver that he need not spend is good to his family & loyal to his king.

"The man who hath but a few coppers in his purse is indifferent to his family & indifferent to his king.

"But the man who hath naught in his purse is unkind to his family & is disloyal to his king, for his own heart is bitter.

"Therefore, the man who wisheth to achieve must have coin that he may keep to jingle in his purse, that he have in his heart love for his family & loyalty to his king."

— "The Richest Man in Babylon (1955)."
by George S. Clason

Money

Throughout history, people used the system of *bartering* as a means of exchange. When coinage was invented, people could carry their wealth with them.

The main problem with systems of currency is that the people in control of minting the currency can *debase* the coins.

Debasement is where another metal is mixed in with the original metal, allowing more coins to be minted. In this way, the people in charge of the mint can repay their debts with money that has less value. This is a form of theft and it causes inflation, which can destroy a nation's economy.

There are literally thousands of coins that have been made. Coins were made in gold, silver, copper, and bronze, as well as other metals.

As the relative prices of these metals changed, the rate of exchange also changed. This was also influenced by the debasement of the currency by whatever government was minting the coins.

Currency Systems

During the **Roman Empire**, there was a standardized system of coinage.

After the collapse of the Roman Empire in the 5th century, the coinage system was fragmented and the economy changed from a commercial one into an agricultural one.

Coins that were made were imitations of the old Roman ones. However, many people stopped using coins altogether and returned to bartering.

Coins made during this time were either gold, copper or bronze. Silver was only rarely used.

In the **Byzantime Empire,** the gold **solidus** continued to be used and was the "dollar" of the middle ages. The solidus was equal to a *shilling*, or 12 pence. These gold coins which were struck in Constantinople became the main "trade" coinage used throughout the European world.

The ***Islamic*** world was slow to adopt a system of coinage, but eventually the gold ***dinar*** became the standard coin. The rate of exchange between gold dinars and other coins was not set, being controlled by the marketplace.

After **Charlemagne's** conquest of Europe, in the 8th century a reformation in the system of coinage occured.

Silver coins returned and a new system was devised based on the old Roman **denarius** coin.

During the next 600 years the standard coin throughout Europe was called the **penny** in England, the **denier** in France, the **dinero** in Spain, the **dinheiro** in Portugal, the **denaro** in Italy, and the **pfennig** in Germany.

These were all silver coins about the size of a modern US penny. There were many different mints making coins and this created thousands of varieties of designs.

In England, the king's portrait was often used. In France, the coins bore the image of a monogram, cathedral or castle. In Germany, an eagle was typical in the design.

Throughout Europe, one of the most common elements in a coin design was a cross.

In the 13th century gold began to appear and by the 14th century it had once again become prominent. In 1504, the first gold shilling was made.

Medieval Coins

There are two systems to keep track of. The first is the *system of exchange*. The second is the *list of coins* that are used along with their values.

System of Exchange (£sd)

The system of exchange is used to keep track of financial transactions.

The *pound* (£) is the basic monetary unit. This is not a coin. The pound is equal to 20 *shillings*.

The *shilling* (s) is equal to 12 pence. This is both a unit of exchange and also a coin. There are both gold and silver coins in this denomination.

The *penny* (d) is the basic silver coin. There are 12 pence in a shilling.

One pound is equal to 20 shillings and one shilling is equal to 12 pence. One pound is equal to 240 pence.

Currency Table

	Pound (£)	Shilling (s)	Pence (d)
1 Pound (£) =	1£	20s	240d
1 Shilling (s) =	1/20£	1s	12d
1 penny (d) =	1/240£	1/12s	1d

Players should keep track of their money in pounds, shillings, and pence (£sd).

Most players just keep track of pounds and shillings, since the rate of exchange is 1£ to 20s.

Gems were not a dependable way to store wealth since their value varies considerably depending on their quality.

Basic Coins

The *shilling* is a silver coin worth 12 pence. Also called a *sou* (French) or a *schilling* (German).

The *solidus* is a gold Byzantine coin worth 1 shilling.

The basic coin is the silver *penny* (d). It is also known as the *denier* (French), *dinero* (Spain), *dinheiro* (Portugal), *denaro* (Italy), *pfennig* (Germany), and the *denarius* (Rome). Abbreviated with a "d" because it is based on the denarius.

Common Coins

The *sixpence* is a silver coin worth 6d.

The *groat* (England) is a silver coin worth 4d. Also known as a the *gros* (French), *croat* (Spain), *mealha* (Portugal), *grosso* (Italy), and the *groschen* (Germany).

The *half groat* is worth 2d and was also called a half penny coin. Became common in 1351.

The *tuppence* is a silver coin worth 2d.

The *half penny* is a smaller silver coin worth half a penny or is a penny that has been cut in half.

The *farthing* is a silver penny coin that has been cut into four pieces and is worth one quarter of a penny. In 1279 the practice of cutting a penny into four pieces was abolished and a separate farthing coin was issued.

Additional Coins

The *gold penny* was issued in 1247 and is a gold coin worth 20 shillings or 1 pound.

The *florin* or *double leopard* is a gold coin worth 6s and was issued in 1344.

The *helm* was issued in 1344 and is a coin worth 1s 6d.

The *noble* was issued in 1344 and is worth 6s 8d. In 1464 it was worth 8s 4d.

The *half noble* is worth half a noble (3s 4d, or 4s 2d).

The *quarter noble* is worth one fourth the value of a *noble* (1s 8d or 2s 1d).

The *angel* is a gold coin whose value was increased.
In 1461 A.D., 1 angel was worth 6s 8d.
In 1526 A.D., 1 angel was worth 7s 6d.
In 1544 A.D., 1 angel was worth 8s.
In 1550 A.D., 1 angel was worth 10s.

The *angelet* is a gold or silver coin worth half an angel. Also called a *half angel*. Its valued changed as follows:
In 1461 A.D., 1 angelet was worth 3s 4d.
In 1526 A.D., 1 angelet was worth 4s 3d.
In 1544 A.D., 1 angelet was worth 4s.
In 1550 A.D., 1 angelet was worth 5s.

The *crown* was issued in 1527 A.D. and is a gold or silver coin worth 5s. One of the most common coins after the penny.

The *half crown* was issued in 1547 A.D. and is a silver coin worth 2s 6d.

Starting Money

• *Each character will begin with 1-6 times the amount of annual savings from their individual occupation.*

This money represents the character's **cash savings** and cannot be used to purchase anything before play.

• Each character will also have one year's saving's of their parent's occupation.

This money represents the money the character started with after leaving home and should all be spent on clothes and other personal possessions.

• *Refer to the Annual Income & Savings table to calculate starting money.*

Seven Cures for a Lean Purse

1. For evey ten coins thou placest within thy purse take out for ue but nine. Thy purse will start to fatten at once & it's increasing weight will feel good in thy hand & bring satisfaction to thy soul.

2. Budget thy expenses that thou mayest have coins to pay for thy necessities, to pay for thy enjoyments & to gratify thy worthwhile desires without spending more than nine–tenth's of thy earnings.

3. Put each coin to laboring that it may reproduce it's kind even as the flocks of the field & help bring to thee income, a stream of wealth that shall flow constantly into thy purse.

4. Guard thy treasure from loss by investing only where thy principal is safe, where it may be reclaimed if desirable, & where thou will not fail to collect a fair rental. Consult with wise men. Secure the advice of those experienced in the profitable handling of gold. Let their wisdom protect thy treasure from unsafe investment.

5. Own thy own home.

6. Provide in advance for the needs of thy growing age & the protection of thy family.

7. Cultivate thy own powers, study & become wiser, become more skillful, & act so as to respect thyself.

— "The Richest Man in Babylon (1955)."
by George S. Clason

Incomes & Savings

Here is a list of each profession's annual income and savings. These are used to calculate starting money (annual savings x 1d6). Use the most recent profession to determine the character's income and savings. If several professions are practiced at the same time, use the highest values.

#	Profession	Income	Savings
2	Animal Trainer	11£	1£
3	Apothecary	24£	4£
2	Artist	12£	2£
3	Astrologer	24£	4£
1	Beggar	6£	1£
2	Brewer	14£	4£
3	Cartographer	24£	4£
3	Chandler	23£	3£
3	Charcoaler	23£	3£
3	Clothier	25£	5£
2	Cook	12£	2£
4	Courtesan	40£	5£
1	Criminal / Thief	6£	1£
3	Embalmer	23£	3£
2	Entertainer	11£	1£
2	Farmer	11£	1£
2	Fisherman	12£	2£
1	Fortuneteller	7£	2£
1	Gladiator	13£	3£
3	Glassworker	24£	4£
2	Goaler	12£	2£
4	Herald	40£	5£
2	Herdsman	11£	1£
3	Hideworker	23£	3£
2	Hunter	12£	2£
3	Innkeeper	25£	5£
2	Jester / Fool	11£	1£
4	Jeweler	40£	5£
2	Laborer	11£	1£
5	Lord (Noble)	90£	20£
5	Lady (Noble)	90£	20£
3	Lexigrapher	23£	3£
4	Litigant	40£	5£
3	Locksmith	24£	4£
2	Longshoreman	11£	1£
4	Mage	38£	3£
3	Mason	25£	5£
3	Mercantayler	25£	5£
3	Metalsmith	24£	4£
3	Miller	26£	6£
2	Miner	12£	2£
3	Ostler	24£	4£
3	Perfumer	24£	4£
4	Physician	40£	5£
3	Pilot / Navigator	25£	5£
3	Potter	23£	3£
2	Priest	12£	2£
1	Prostitue / Pimp	6£	1£
1	Ratter / Scavenger	6£	1£
3	Salter	23£	3£
2	Seaman	12£	2£

#	Profession	Income	Savings
1	Serf	6£	1£
1	Domestic Servant	6£	1£
1	Reeve	7£	2£
1	Runaway	6£	1£
2	Serving Wench	12£	2£
4	Scholar / Tutor	37£	2£
3	Scribe	23£	3£
4	Swordmaster	23£	3£
2	Teamster	12£	2£
2	Tentmaker	12£	2£
2	Thatcher	12£	2£
2	Timberwright	12£	2£
3	Toymaker	22£	2£
2	Trapper	14£	4£
3	Weaponcrafter	25£	5£
3	Woodcrafter	23£	3£
2	Woodcutter	12£	2£
2	Iceman	12£	2£
5	Knight	80£	10£
4	Squire	38£	3£
4	Cavalryman	40£	5£
2	Archer	12£	2£
2	Crossbowman	12£	2£
2	Longbowman	14£	4£
2	Sapper	12£	2£
2	Artillerist/Engineer	14£	4£
2	Scout	12£	2£
2	Skirmisher	11£	1£
2	Man at Arms	12£	2£
2	Yeoman	11£	1£
1	Common Soldier	11£	1£
2	Legionaire	12£	2£
3	Pikeman	12£	2£
3	Halberdier	13£	3£
3	Mercenary	14£	4£
3	Viking	14£	4£
3	Secret Service	40£	5£

Living Expenses

• The character's social class determines his or her living expenses. If desired, the player may choose a lower social class in order to save money, but must roll under their Self Discipline to do so each month.

Here is a summary of the expenses entailed by the average person of each social class. This is the amount of money each person must spend each month.

Each person's living expenses are subtracted from their income to get their annual savings.

Rank	Social Class	Expenses
1	Poor	5£
2	Lower Middle Class	10£
3	Middle Class	20£
4	Upper Class	35£
5	Wealthy	70£
6	Rich	200£

See "Living Expenses" for a more complete summary.

1   POOR

Expense	Day	Month	Year
Rent	–	2s	1£ 4s
Food	1d	2s	1£ 4s
Clothes	–	1s 8d	1£
Heat	free	free	free
Light	–	10d	10s
Furniture	–	2d	2s
Ink, Vellum	–	–	–
Tools	–	5d	5s
Utensils	–	1d	1s
Misc.	–	1d	1s
Taxes	–	–	3s
TOTAL	3d	7s 6d	4£ 10s

2   Lower Middle Class

Expense	Day	Month	Year
Rent	–	2s 2d	2£ 10s
Food	2d	4s	2£ 8s
Clothes	–	5s	3£
Heat	–	5d	3s
Light	–	10d	10s
Furniture	–	5d	5s
Ink, Vellum	–	–	–
Tools	–	5d	5s
Utensils	–	2d	2s
Misc.	–	5d	5s
Taxes	–	–	5s
TOTAL	6d	16s 3d	9£ 15s

3   Middle Class

Expense	Day	Month	Year
Rent	–	8s 4d	4£ 16s
Food	4d	8s	4£ 16s
Clothes	–	10s	6£
Heat	–	10d	10s
Light	–	15d	15s
Furniture	–	10d	10s
Ink, Vellum	–	–	–
Tools	–	12d	12s
Utensils	–	3d	3s
Misc.	–	2s	1£ 4s
Taxes	–	–	10s
TOTAL	1s	1£ 14s	20£

4   Upper Middle Class

Expense	Day	Month	Year
Rent	5d	12s 6d	7£ 10s
Food	4d	8s	4£ 16s
Clothes	8d	1£	12£
Heat	1d	1s 8d	1£
Light	1d	2s 6d	1£ 10s
Furniture	–	1s 8d	1£
Ink, Vellum	1d	2s	1£ 4s
Tools	1d	12d	12s
Utensils	1d	10d	10s
Misc.	–	5s	3£
Taxes	–	–	15s
TOTAL	2s	2£ 10s	35£

5   Wealthy

Expense	Day	Month	Year
Rent	6d	16s 8d	10£
Food	6d	16p 8d	10£
Clothes	1s 4d	2£	24£
Heat	2d	3s 4d	2£
Light	2d	3s 4d	2£
Furniture	2d	4s 2d	2£ 10s
Ink, Vellum	2d	4s 2d	2£ 10s
Tools	2d	3s 4d	2£
Utensils	1d	1s 8d	1£
Misc.	8d	1£	12£
Taxes	–	–	1£
TOTAL	4s	5£ 2s	69£

6   Rich

Expense	Day	Month	Year
Rent	2s	2£ 2s	25£
Food	2s	3£	36£
Clothes	2s	3£	36£
Heat	4d	10s	6£
Light	4d	10s	6£
Furniture	4d	10s	6£
Ink, Vellum	4d	10s	6£
Tools	2d	3s 4d	2£
Utensils	2d	3s 4d	2£
Misc.	2s	3£	36£
Taxes	–	–	2£ 10s
TOTAL	10s	3£ 14s	164£

Annual Living Expenses

1	Poor	5£
2	Lower Middle Class	10£
3	Middle Class	20£
4	Upper Middle Class	35£
5	Wealthy	70£
6	Rich	200£
	• NOT INCLUDING TAXES •	

Monthly Living Expenses

1	Poor	8s
2	Lower Middle Class	16s
3	Middle Class	1£
4	Upper Middle Class	2£ 10s
5	Wealthy	5£
6	Rich	15£
	• NOT INCLUDING TAXES •	

Daily Living Expenses

1	Poor	3d
2	Lower Middle Class	6d
3	Middle Class	1s
4	Upper Middle Class	2s
5	Wealthy	4s
6	Rich	10s
	• NOT INCLUDING TAXES •	

Prices

Apparel

c.	Tunics	Price
1	Chainse / Undertunic	1s
1	Tunic, Long	5s
12	Tunic, Knee Length	4s
13	Tunic, Thigh Length	3s
12	Tunic, Short	3s
13	Surcoat	4s
14	Cotehardie	5s
14	Courtpey	4s
14	Houppelande	6s
12	Pourpoint	3s
14	Princess Style Gown	10s
1	Sideless Gown	6s
1	Breeches w/Crossgarters	1s
14	Stockings / Tights	3s
1	Codpiece	1s+

c.	Shoes	Price
1	Sandals	6d
1	Shoes	1s
14	Poulaines	2s
14	Poulaines, Long Pointed w/ Gold Chains	1£
1	Chopine, High Clogs	2s
1	Patten (worn w/ shoes)	2s
1	Boots, Ankle	3s
1	Boots, Calf	6s
1	Boots, Knee	10s
1	Boots, Thigh	12s

c.	Cloaks	Price
1	Cloak	10s
1	Mantle	8s
13	Chaperon / Hood	3s
13	Chaperon w/ Liripipe	5s

c.	Headdress	Price
1	Barbette (chinband)	5d
1	Couvrechef / Wimple	2s
1	Crown	1£+
1	Net	1s
1	Veil	1s
14	Reticulated Headdress	1s+

c.	Hats	Price
1	Beaver Hat	2s
1	Caul	2s
1	Hat	1s
1	Brimmed Hat	1s
1	Peaked Bonnet	1s
1	Skullcap	6d
12	Phrygian Bonnet	1s
13	Chaperon Turban	5s
13	Rounlet	1s
13	Roundlet w/ Chaperon	5s
14	Coif (cloth)	2s
14	Hennin	2s
14	Sugarloaf Hat	2s
14	Turban	1s
15	Bagcap	1s
15	Hennin, Exoffion	2s
15	Hennin, Steeple Headdress	2s

c.	Jewelry	Price
1	Armlet	1£
1	Braclet	1£
1	Brooch	5s
1	Buckle	3s
1	Chain, Fine	2s
1	Chain, Heavy	2£
1	Clasps	2s
1	Earrings	1s
9	Fibulae	2s
10	Girdle	1£
11	Hairpin	2s
12	Necklace	3s
1	Ring	1s
14	Torque	10s

c.	Accessories	Price
1	Belt, Jeweled	1£
1	Belt, Leather	1s
1	Buttons, Silver	1p each
1	Buttons, Gold	1s each
1	Gloves	2s
1	Gloves, Scented	5s
1	Gold Cross Gartering	1£

c.	Accessories	Price
1	Jeweled Girdle	1£
1	Mittens	3s
1	Moneypouch	1s
1	Pomander	10s
12	Fan	10s
13	Apron	1s
13	Eyeglasses	1£
13	Feather	1s
13	Peacock Feather	2s
14	Silver Bells, Small	6p each
15	Mirror	1£
15	Mirror, Large	10£
15	Walking Stick	1s

Food & Spices

Breads	Price
Rye	4d /loaf
Wheat	4d /loaf
Oatcakes	4d /dozen
Scones, Buns	4d /dozen
Rye Flour	2d /lb
Wheat Flour	4d /lb
Oatmeal	2d /lb

Crops	Price
Wheat	8d /bl
Rye	6d /bl
Oats	4d /bl
Barley	5d /bl
Hay	6d /bl
Beans	5d /bl

Dairy	Price
Butter	3d /lb
Cheese	3d /lb
Cream	1s /gl
Curds	2d /lb
Eggs	1s /dozen
Honey	2s /gl
Milk	6d /gl
Goat's Milk	4d /gl

Fruit & Vegetables	Price
Apples	1d /lb
Berries	1d /lb
Beets	2d /lb
Cherries	2d /lb
Pears	2d /lb
Plums	3d /lb
Grapes	4d /lb
Beans	1d /lb
Cabbage	2d /lb
Lentils	2d /lb
Olives	5d /lb
Peas	1d /lb
Turnips	2d /lb

Fruit & Vegetables	Price
Mushrooms	3d /lb
Spinach	3d lb
Parsnips	1d /lb
Zuchini	2d /lb

Flessh	Price
Beef	8d /lb
Chicken	6d
Duck	8d
Goose	8d
Ham, Bacon	6d /lb
Horsemeat	1d /lb
Lamb	1s /lb
Lard	3d /lb
Mutton	3d /lb
Pheasant	6d
Pidgeon	1d
Pork	7d
Rabbit	2d
Swan	1s
Veal	1s
Venison	6d

Fysshe	Price
Cod	4d
Crab	8d
Eels	3d
Herring	2d
Mackeret	1d
Oysters	5d
Pike	4d
Salmon	8d
Trout	1s

Herbs	Price
Pepper	5s /lb
Peppermint	1d /lb
Primroses	1d each
Rosemary	1d /lb
Roses	1d each
Sage	1d /lb
Salt	5d /lb
Savory	1d /lb
Spearmint	1d /lb
Tarragon	1d /lb
Thyme	1d /lb
Violets	2d /lb

Imported Spices	Price
Allspice	10s /lb
Cayenne Pepper	5s /lb
Cardomon	2s /lb
Cinnmon	1£ /lb
Cloves	1£ /lb
Cumin Seed	10s /lb
Fenugreek	8s /lb

Imported Spices	Price
Ginger	1£ /lb
Horseraddish	4s /lb
Licorice	3s /lb
Mace	1£ /lb
Nutmeg	1£ /lb
Paprika	5s /lb
Saffron	1£ /oz
Sesame	2s /lb

Tavern Prices	Price
Ale (1 pt)	1d
Beer (1 pt)	1d
Cider (1 pt)	1d
Mead (1 pt)	2d
Wine (1 cup)	3d
Wine (bottle)	1£+
Brandy (1 cup)	5d
Hot Meal	1s
Cold Meal	5d
Common Room	1s /day
Private Room	10s+ /day
Stabling & Fodder	5d /day

Medieval Menu

Entremets	Price
Amondyn Eyroun	3d
Almond omelette	
Arbolettys	1d
A spiced cheese dish	
Brie 1d	
A brie cheese tart	
Brie Chees with Honey & Mustard	3d
Canel Eyroun	2d each
Figs stuffed with cinnamon & eggs	
Chester Cakes	2d /dozen
Cheese cookies	
Fried Cheese Cakes	1d
Hanoney	3d
A simple onion & parsley omelette	
Jusselle Dates	1d each
Dates stuffes with eggs & cheese	
Leche Lumbearde	2d
A wined date confection	
Leekes with Walnuts	2d
Nyttye	3d
Spiced chestnut cream	
Oro	1d
Fried artichokes	
Parsnip Ryalle	4d
Parsnip mousse with almonds & wine	
Potrous	3d
Spicey egg in a coddler	
Towres	3d
A light simmer omelette with chopped veal	

Soppes et Potages	Price
Brune Sauce	+2d
Prune sauce for poultry & cheese	
Corans Sauce	+2d
Wined currant sauce for meat	
Creme Sauce	+2d
Honey cream sauce	
Fyssh in Jance Sauce	2d
Fish in yellow sauce	
Galantine Sauce	+1d
Spiced broth for fish	
Gos Sauce	+2d
Wined cheese sauce for goose or chicken	
Sauce Blanc	+1d
White butter sauce	
Sauce de Limon	+1d
Lemon wine sauce for fowl	
Sauce Verte	+1d
Parsley & pine nut sauce for fowl	
Stawberye Sauce for Byrdes	+2d
Strawberry cream sauce	
Vyne Sauce	+1d
Grape sauce for fowl	
Charlette	1d
Curded beef soup	
Cabages	2d
Cabbage & almond soup	
Onion Soup	1d
Rota	2d
Barley fruit soup	
Sorrelye	3d
Sorrel soup with figs & dates	
Spring Broth	1d
Turnypes	2d
Creamed turnip & parsnip soup	
Maumenye Bastarde	3d
A prodigiously mulled wine	
Mulled Apple or Pear Cider	1d
Spicy Pomegranate Drink	2d
Wyne Potage	2d
Spiced wine broth	
Ypocras	6d
A spiced red wine	

Breads & Cakes	Price
Parsley Bread	2d /loaf
Burrebrede	1d /loaf
Shortbread	
Floteres	2d
Salmon & currant dumplings	
Rysbred	6d
Rice pancakes	
Soppes Dorre	1d
Spiced toast with almond sauce	
Tansy Cake with Peppermint Cream	2d /loaf
Nutterbrede	1d /loaf
Nutcake	

Breads & Cakes	Price
Oreaoles	2d /loaf
Elderberry fennel cakes	
Circletes	1d /loaf
Almond cardoman cakes	
Foyles	2d each
Layered spiced pancakes	

Flessh	Price
A Roste	5d
Beef roast with crisps	
Baked Bland of Beef in a Collar	6d
Spiced flank steak	
Boyled Rabbit	2d
Canelyne	2d
Caneline beef pie	
Custard Lumbarde	1d
Marrow & fruit tart	
Dilled Veal Balls	3d
Galantine Pie	3d
Meat & berries in a pastry	
Gruelle A Forsydde	2d
Meat porridge	
Mawmenye	4d
Lentils & lamb	
Mouton y Rosted with Sawse Carmelyne	3d
Roast Lamb	
Nomblys de Roo	2d
Humble pie or spiced tripe	
Oxtail and Leek Stew	3d
Roo Broth	4d
Venison Stew	
Rost Bef with Sauce Aliper	6d
Roast beef with garlic pepper sauce	
Visorye	3d
Veal custard pie	

Fysshe et Fowle	Price
A Tile of Meat	2d
Chicken & shellfish in shellfish sauce	
Blamanger	2d
Rice with capon	
Blankmangere	2d
Chicken with cumin & cream	
Cregyn Gleision	1d
Mussel stew	
Egudouce of Fysshe	2d
Sweet & sour fish	
Farsed Chycken	3d
Chicken stuffed with lentils, cherries & cheese	
Farsed Fesaunt	4d
Pheasant with spiced apples & oats	
Fesaunt & Gelye	2d
Baked chicken with cold herbed jelly	
Garbage Pye	2d
Giblet custard pie	
Gees with Sawse Madame	2d

Fysshe et Fowle	Price
Gyngere	2d
Gingered carp	
Henne Dorre	2d
Golden cardonon chicken	
Lamprot	2d
Baked lamprey	
Luce Wafers	2d
A delicate fish cake	
Marinated Salmon	2d
Eaten hot or cold	
Mawmenye Ryalle	2d
Spiced capon or pork in nutted wine sauce	
Musceles in Shells	1d
Nekkesan	5d
Swan neck pudding	
Playce Ysod	1d
Boiled plaice with mustard sauce	
Porpoise Pudding	3d
Oat stuffed picke	
Pyke en Doucette	3s
Smoked pike salad in pastry	
Quelquechose	3d
Oyster lamb casserole	
Roseye	2d
Fried loache /whitefish with roses & almonds	
Sauman Rosted	4d
Roast salmon in onion wine sauce	
SAaumon Pie	3d
Salmon & fruit tart	
Smalle Byrdews	2d
Bird stuffed with dates & mustard	
Vyand de Cypris in Lent	2d
Almond fish stewq	
Vyand de Cypris Ryalle	2d
Spiced minced chicken relish	

Vegetables	Price
A Dish of Turnyps	1d
Amyndoun Seaw	1d
Vegetable gruel	
Caudele Almaunde	1d
A nut dish served as a vegetable	
Fareced Mushrooms	4d
Mushrooms stuffed with shrimp & onions	
Flore Frittours	1d
Fried squash flowers	
Frittors of Spinage	1d
Fride spinach	
Fruytes Ryal Rice	3d
Artichokes with blueberry rice	
Funges	2d
Mushrooms & leeks	
Joutes	1d
Herbed beets	
Lemonwhyt	2d
Lemon rice with almonds	

190

Vegetables	Price
Mary Cabages	*2d*
Cabage with marrow	
Minces	*1d*
Brussel sprouts	
Parsnip Ryalle	*2d*
Parsnip mousse with almonds & wine	
Pease Pudding with Bacon	*2d*
Quelquechose	*4d*
Parsnips & marigolds in orange juice	
Rapes	*1d*
Lentil crisps	
Sallat	*1d*
A medieval salad	
St. John's Rice	*3d*
Currant rice with carob cream	
Stuffed Baked Zucchini	*1d*
Vegetarian Custard Lumbarde	*1d*
Almond & fruit tart	

Sweets	Price
Blak Perys	*4d*
Pears with carob cream	
Bolas	*2d*
Wild plum & stuffed pear	
Broonie	*3d*
Oatmeal gingerbread	
Chardwardon	*1d*
Spiced pear sauce	
Coventry Gingerbread	*1d*
Cream in the Italian Fashion to Eat Cold	*1d*
Custard	
Crustade Lombardy	*2d*
Custard	
Damson	*2d*
Plum & currant tart	
Faun Tempere	*2d*
Gilli Flower pudding	
Fruyte Frittous	*1d*
Parsnip & apple fritters	
Fygeye	*3d*
A tricolored fig confection	
Almond Cake	*1d*
Perys Cofyns	*1d*
Lentil & berry filled pears	
Quynade	*1d*
Quince sauce	
Red Ipocras	*2d*
Spiced wine	
Shrewsbury Cakes	*2d*
Troycrem	*1d*
Tri-Cream	
Valencye	*3d*
Fried valencia oranges	
Ye Cure for Ye Bite of a Mad Dog	*2d*
Rice & molasses stew	

Spectacles	Price
Appraylere	*1s*
Meat gingerbread sculpted into a pitcher	
Cockentrice	*4d*
Four & Twenty Singing Blackbird Pie	*1s*
Gelye de Fysshe	*6d*
A jelly design	
Haslet	*6d*
Mock entrails	
Live Frog & Turtle Pie	*1s*
Marchepane	*1s*
Almond confection sculped into something	
Poumes or Pomme Doree	*1d*
Veal made to look like apples	

Products & Services

Buildings	Price
Cottage	*10£*
Farmhouse	*25£*
Barn	*5£*
House	*25£*
Estate	*50£*
Mill	*25£*
Tavern / Pub	*25£*
Inn	*50£*
Church	*100£*
Cathedral	*500£*
Manor	*500£*
Keep	*1000£*
Castle	*5000£*

Chandler	Price
Candles	*6d/ dozen*
Candle Wax	*1d/lb*
Grease	*2p/lb*
Lantern	*1s*
Lamp Oil	*1s/gl*
Cooking Oil	*3d/gl*
Tar	*9d/gl*
Tinderbox	*6d*

Hideworker	Price
Harness	*3s*
Quiver	*1s*
Boots, Calf	*6s*
Sandals, 8p	
Whip	*1s*
Wineskin	*1s*
Hide (ox)	*2s*
Hide (horse)	*1s*
Pigskin	*6d*
Lambskin	*6d*
Calfskin	*6s*
Deerskin	*4d*
Rabbitskin	*1d*

Horses	Price
Carthorse	10s
Draught Horse	15s
Plough Horse	1£
Riding Horse (Palfrey) - with Saddle, Bridle, & Cloth	2£
War Horse (Destrier) - with Saddle, Bridle & Cloth	5£
Race Horse	10£+
Horse Shoeing	1d each
Grooming	2d

Horse Accessories	Price
Stabling	1d/day
Fodder	1d/day
Tack Repair	3d/day
Vetrinarian Service	6d/day
Saddle	6s
Collar	2s
Harness	2s
Bridle	1s
Horse Cloth	1s
Horse Comb	2d
Spurs	2s

Livestock	Price
Calf	5s
Chicken	2d
Cow	8s
Duck	2d
Goat	10d
Goose	3d
Lamb	6d
Pig	1s
Pidgeon	1d
Sheep	1s

Mason	Price
Stones	1d each
Grindstone	1s
Millstone	1£
Granite	1£
Marble	5£+

Medicines	Price
Agrimony (wounds)	2d /oz
Aloe Vera (burns)	1s /oz
Arnica (sprains)	2d /oz
Barberry (digestion)	4d /oz
Betony (sweating)	2d /oz
Borage (fatigue)	3d /oz
Burdock (diuretic)	6d /oz
Calendula (heart)	4d /oz
Cardomon (gas)	3d /oz
Catnip (hysteria, fevers)	1d /oz
Chamomile, (sleep)	6d /oz
Chicory (for nursing mothers)	3d /oz
Clary (eye irritations)	3d /oz
Cloves (toothache, disinfectant)	6d /oz

Medicines	Price
Comfrey (injuries x2 healing rate)	1s /oz
Costmary (ulcers)	4d /oz
Dandelion (liver, digestion)	1d /oz
Dill (increase mother's milk)	2d /oz
Elderberry (flu)	5d /oz
Fennel (weightloss)	3d /oz
Garlic (heart, parasites)	2d /oz
Hawthorn Berries	6s /oz
Horseradish (digestion, kidneys)	3d /oz
Hyssop (jaundice)	2d /oz
Juniper Berries (kidneys)	8d /oz
Lemon Balm (calming)	2d /oz
Lobelia (asthma, calming)	4d /oz
Lovage (alertness)	2d /oz
Marshmallow (gangrene, bones)	3d /oz
Mint (digestion, gas, flu)	1d /oz
Mugwort (possession)	6d /oz
Mustard (congestion)	2d /oz
Myrrh (flu)	1s /oz
Onion (flu, baldness)	1d /oz
Parsley (kidneys, head lice)	1d /oz
Plantain	2d /oz
Raspberry Leaves (menstral cramps)	3d /oz
Sage (flu)	1d /oz
Saw Plametto (venereal disease)	4d /oz
Skullcap (calms the mind)	2d /oz
Thyme (skin irritations)	1d /oz
Valerian (sedadive, epilepsy, stops seizures)	4d /oz
Violets (bronchitis)	4d /oz
Willow (fever, pain)	5d /oz
Witch Hazel (nosebleeds)	3d /oz
Yarrow (flu, colds)	3d /oz
Yellow Dock (fatigue)	2d /oz

Metalsmith	Price
Axe	1s
Axle	6d
Branding Iron	2s
Cauldron (iron)	10d
Chain (1 foot)	2d
Crowbar	8d
Grain Flail	2d
Goblet(pewter)	10d
Grapling Hook	1s
Hammer	6d
Hatchet	6d
Hoe	2d
Horsecomb	2d
Horse shoe	1d each
Knife (kitchen)	6d
Nails	1d /lb
Pan (copper)	1s
Pick	8d
Pitchfork	6d
Plate (pewter)	5d
Ploughshare	1s

Metalsmith	Price
Razor	1s
Scythe	2s
Sickle	1s
Shovel	6d
Spikes	2d each
Spurs	2s
Tankard (pewter	8d
Wedge, Chisel	2d

Metals	Price
Iron	2d /lb
Steel	5d /lb
Lead	2d /lb
Tin	8d /lb
copper	6d /lb
Zinc	1s /lb
Pewter	1s /lb
Brass	1s /lb
Silver	1s /oz
Gold	1£ /oz
Salt	5d /lb

Miscellaneous	Price
Basket	3d
Blanket	1s
Bottle, Glass	5d
Cabinet	12s
Charcoal	5d /lb
Chisel	6d
Coal	6d /lb
Contract	1s+
Court Appearance	1s /day
Deed	2s
Dog, trained	2s
Dog, sled	2s
Donkey	10s
Dye, Purple	1£ /oz
Dye, Red	10s /oz
Dye, Blue	5s /oz
Dye, Yellow	10s /oz
Dye, Green	7s /oz
Falcon, trained	10s+
Grant of Arms (heraldic achievement)	25£+
Horn, Hunting	1s
Incense (Frankincense, Myrrh, etc.)	1s /lb
Ivory	10s /lb
Key	3d+
Lockbox	1s+
Opium	1£+
Paint	1s /qt
Perfume	1s+/oz
Prostitute	5d+ /hr
Prostitute, High Class	1£+ /hr
Purse	9d
Purse, silk	5s
Rose Oil	2s /gl

Miscellaneous	Price
Sack	2d
Sack, canvas	1d
Seal, signature	3s
Skis	4s
Sled	8s
Snowshoes	3s
Soap	1d /oz
Soap, fine	5d/oz
Sponge	4s
Tent (sleeps 2)	2s
Pavillion (large tent)	1£
Will	2s

Musical Instruments	Price
Drum	1s
Dulcimer	2s
Flute	2s
Harp	1£
Horn	5s
Lute	5s
Lyre	10s
Mandolin	10s
Organ Pipes	10£+
Pipes	5s
Composition	1£+
Performance	1s+

Pottery	Price
Bowl	5d
Plate	3d
Mug	2d
Cup	1d
Urn (5 gal.)	1s
Vase	1s

Scrolls	Price
Vellum	2d
Parchment	1d
Ink, Black	3d /qt
Ink, Blue	4d /qt
Ink, Green	5d /qt
Ink, Brown	3d /qt
Ink, Red	6d /qt
Quill	1d
Scroll	5d
Seal	3s
Maps	1s+

Ships	Price
Small Cog	100£
Large Cog	250£
Great Cog	500£
Caravel	250£
Warboat	100£
Longship	250£
Great Longship	500£

Ships	Price
Nordic Merchant Ship	100£
Byzantine Merchant Ship	100£
Galley	100£
Biremee	250£
Trireme	500£

Shipwright	Price
Anchor	1s
Boat	1£+
Mast	1£+
Oar	6d
Net	5s
Rope (1 fathom = 6')	1s /fathom
Canvas	3d /square yard

Slaves	Price
Domestic Slave	1£+
Laborer, Thrall	10s+
Pleasure Slave (appearance 65%)	1£+
Pleasure Slave (appearance 80%)	5£+
Pleasure Slave (appearance 90%)	10£+
Pleasure Slave (appearance 100%)	25£+
Gladiator	25£+

Timber	Price
Ash	9d /ft.
Birch	2d /ft.
Cedar	5d /ft.
Elm	5d /ft.
Fir	6d /ft.
Maple	10d /ft.
Oak	1s /ft.
Pine	4d /ft.
Spruce	3d /ft.

Woodcrafter	Price
Bed	5s
Bucket	2d
Chain	1s
Coffin	6d
Ladder	1s
Spoon	1d
Trunk	1s
Cart (2 wheeled)	5s
Wagon	1£
Wheel	1s
Wheel (w/ iron rim)	3s
Wheelbarrow	1s
Plough	3s
Ox Yoke	6d

Weapons

Chapter 17: Weapons

"...and (the fallen angel) Azaz'el taught the people the art of making swords and knives, and shields, and breastplates.... Through their agency death proceeds against the people who dwell upon the earth, from that day forevermore."
　　　　　　　　– The Book of Enoch

Edged Weapons

Knives

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Anelace	13	Europe	1	1	-12	+2	0	1	12%	8%	4%	2%	1%	2d6	E P	4s
Acinaces	8	Persian	1	1	-2	0	0	1	6%	4%	2%	1%	1%	1d6	E P	5s
Atas	5	Arabian	1	1	-10	+3	0	1	9%	6%	3%	2%	1%	2d6	E P	5s
Baselard	14	Europe	1	.5	-3	+1	0	1	15%	10%	5%	2%	1%	1d6	E P	3s
Batardeau	11	Europe	1	1	-4	+2	0	1	9%	6%	3%	2%	1%	2d6	E P	4s
Bodkin	14	Europe	1	1	-2	0	0	1	9%	6%	3%	2%	1%	1d6	E P	3s
Butcher Knife	1	All	1	1	-8	+1	0	1	21%	14%	7%	4%	2%	2d6	E P	1s
Cinquedea	15	Spain	1	1.5	-8	+5	0	1	9%	6%	3%	2%	1%	2d6	E P	5s
Cuchillo	15	Spain	1	.5	-10	0	0	1	27%	18%	9%	4%	2%	1d6	E P	1s
Cultellus	12	Norman	1	1	-2	+2	0	1	12%	8%	4%	2%	1%	2d6	E P	2s
Dagger	11	Europe	1	1	-2	+2	0	1	12%	8%	4%	2%	1%	2d6	E P	4s
Dahrah	5	Persian	1	.5	-10	0	0	1	24%	16%	8%	4%	2%	1d6	E P	1s
Dashnah	5	Arabian	1	1	-6	+4	0	1	20%	15%	10%	5%	2%	1d6	E P	4s
Dirk	11	Scotch	1	1	-4	+4	0	1	12%	8%	4%	2%	1%	2d6	E P	4s
Estradoit	14	Venice	1	1	-3	+2	0	1	18%	12%	6%	3%	1%	1d6	E P	2s
Hadseax	4	Saxon	1	1	-4	+3	0	1	20%	15%	10%	5%	2%	2d6	E P	3s
Icepick	11	Europe	1	.5	-5	0	0	1	15%	10%	5%	2%	1%	1d6	P	1s
Kard	8	Persian	1	.5	-5	+2	0	1	12%	8%	4%	2%	1%	2d6	E P	5s
Khanjar	8	Arabian	1	.5	-4	+7	0	1	24%	16%	8%	4%	2%	2d6	E P	8s
Kidney Dagger	14	Europe	1	.5	-2	+1	0	1	20%	15%	10%	5%	2%	2d6	E P	3s
Kikkinah	8	Arabian	1	.5	-12	+4	0	1	24%	16%	8%	4%	2%	2d6	E P	4s
Left Hand Dgr	16	Europe	1	1.5	-5	+5	0	1	20%	15%	10%	5%	2%	2d6	E P	4s
Main Gauche	16	Europe	1	1.5	-10	+6	0	1	12%	8%	4%	2%	1%	2d6	E P	5s
Mattucashlass	11	Scotch	1	.5	0	0	0	1	9%	6%	3%	2%	1%	1d6	E P	2s
Maydah	7	Arabian	1	.5	-15	+5	0	1	18%	12%	6%	3%	1%	2d6	E P	6s
Misercorde	14	Europe	1	1	-5	0	0	1	15%	10%	5%	2%	1%	1d6	E P	1s
Parazonium	1	Greek	1	1	-3	+4	0	1	12%	8%	4%	2%	1%	2d6	E P	4s
Pavade	1	Europe	1	1	-4	+3	0	1	15%	10%	5%	2%	1%	2d6	E P	3s
Peshkabz	1	Persian	1	.5	-2	+3	0	1	27%	18%	9%	4%	2%	1d6	E P	4s
Poniard	14	Europe	1	1	-6	+5	0	1	12%	8%	4%	2%	1%	2d6	P	5s
Pugio	1	Roman	1	.5	-2	0	0	1	15%	10%	5%	2%	1%	1d6	E P	2s
Rondel Dagger	15	Europe	1	1	-6	+6	0	1	12%	8%	4%	2%	1%	2d6	E P	5s
Sikh	7	Arabian	1	.5	-8	0	0	1	12%	8%	4%	2%	1%	1d6	E P	1s
Sgain Dubh	1	Scotch	1	.5	-5	0	0	1	18%	12%	6%	3%	1%	1d6	E P	1s
Skain	1	Irish	1	.5	-5	+1	0	1	20%	15%	10%	5%	2%	1d6	E P	1s
Stiletto	14	Europe	1	.5	0	0	0	1	21%	14%	7%	4%	2%	1d6	P	1s

Hand Axes

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Balta	8	Arabian	1	3.5	-10	+5	-2	3	21%	14%	7%	3%	2%	3d6	E	9s
Ferrier's Axe	1	Europe	1	3	-8	+3	-2	2	18%	12%	6%	3%	1%	2d6	E	6s
Flint Axe	1	All	1	3	-4	+1	-1	2	24%	16%	8%	4%	2%	2d6	E	2s
Francisca	6	French	1	3	0	+5	-2	2	12%	8%	4%	2%	1%	3d6	E	12s
Hatchet	1	Europe	1	3	-2	+2	-1	2	18%	12%	6%	3%	1%	2d6	E	6s
Meat Cleaver	1	Europe	1	2	-10	+1	-1	1	21%	14%	7%	4%	2%	2d6	E	4s
Skeggox	2	Viking	1	2.5	-6	+6	-2	2	15%	10%	5%	2%	1%	3d6	E	10s
Taper Axe	1	Europe	1	3.5	-5	+7	-2	3	15%	10%	5%	2%	1%	3d6	E	10s
Thin Axe	1	Europe	1	3	-10	+4	-1	2	18%	12%	6%	3%	1%	2d6	E	8s

Edged Weapons

Axes

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Battle Axe	1	Europe	1	4.5	-8	+7	-3	4	15%	10%	5%	2%	1%	4d6	E P	1£
Bearded Axe	2	Viking	2	5	-20	+10	-4	5	18%	12%	6%	3%	1%	5d6	E B	2£
Bipennis	1	Greek	2	5	-10	+12	-4	5	15%	10%	5%	2%	1%	5d6	E	2£
Bradui	4	Russian	1	4	-6	+9	-4	4	18%	12%	6%	3%	1%	3d6	E	1£
Broad Axe	1	Europe	1	4	-10	+7	-2	4	12%	8%	4%	2%	1%	3d6	E	12s
Danish Axe	1	Danish	2	5	-20	+10	-4	5	21%	14%	7%	4%	2%	5d6	E B	2£
Doloire	15	Europe	2	5	-15	+9	-3	5	12%	8%	4%	2%	1%	4d6	E P	1£
Durbash	8	Arabian	1	4	-15	+6	-3	5	12%	8%	4%	2%	1%	4d6	E	1£
Executioners Axe	12	Europe	2	6	-30	+10	-5	6	15%	10%	5%	2%	1%	6d6	E	3£
Kheten	1	Egypt	2	6	-35	+8	-4	5	27%	18%	9%	4%	2%	5d6	E	2£
Miner's Axe	1	Saxon	1	4	-15	+5	-4	5	24%	16%	8%	4%	2%	3d6	E	8s
Mordaxt	13	Sweden	2	4	-20	+8	-3	4	18%	12%	6%	3%	1%	4d6	E	15s
Nachakh	1	Persia	1	5	-25	+9	-4	6	24%	16%	8%	4%	2%	5d6	E P	2£
Sparte	1	Saxons	1	4	-10	+6	-2	4	15%	10%	5%	2%	1%	3d6	E P	10s
Tabarzin	1	Arabian	2	4	-25	+12	-3	4	15%	10%	5%	2%	1%	5d6	E	2£
Thrusting Axe	1	Europe	1	4	-15	+4	-2	4	21%	14%	7%	4%	2%	3d6	E P	8s
Topor	3	Russian	2	6	-25	+7	-3	5	15%	10%	5%	2%	1%	5d6	E	2£
Tuagh-Gatha	1	Scotch	1	4	-15	+6	-2	4	18%	12%	6%	3%	1%	3d6	E	10s
Woodsman's Axe	1	Europe	2	4	-20	+5	-3	4	24%	16%	8%	4%	2%	3d6	E	8s
War Axe	1	Byzantine	1	4.5	-12	+10	-3	5	21%	14%	7%	4%	2%	4d6	E	1£

Short Swords

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Badelaire	16	Europe	1	2.5	-15	+4	-2	3	15%	10%	5%	2%	1%	3d6	E P	10s
Bilbo	14	Europe	1	1.5	-10	0	0	2	21%	14%	7%	4%	2%	2d6	E P	6s
Braquemar	16	Europe	1	2.5	-10	+6	-2	3	18%	12%	6%	3%	1%	3d6	E P	15s
Coustil a Croc	15	Europe	1	2.5	-10	+5	-2	3	21%	14%	7%	4%	2%	3d6	E P	12s
Cultellus	14	Europe	1	2	-12	+5	-1	2	21%	14%	7%	4%	2%	3d6	E P	8s
Gladius	1	Roman	1	2	-6	+5	-1	2	15%	10%	5%	2%	1%	3d6	E P	15s
Katarah	8	Persia		2	-9	+6	-2	2	24%	16%	8%	4%	2%	3d6	E P	12s
Kledyv	1	Welsh	1	3	-12	+3	-2	3	24%	16%	8%	4%	2%	3d6	E P	8s
Nimjah	8	Arabia	1	2.5	-18	+7	-1	2	12%	8%	4%	2%	1%	3d6	E P	18s
Noz	8	Arabia	1	2	-12	+4	0	1	15%	10%	5%	2%	1%	2d6	E P	8s
Sarim	8	Arabia	1	1.5	-15	+2	-1	2	15%	10%	5%	2%	1%	3d6	E P	7s
Scramaseax	4	Saxon	1	1	-8	0	0	1	18%	12%	6%	3%	1%	2d6	E P	5s
Sica	1	Roman	1	1	-5	0	0	1	21%	14%	7%	4%	2%	2d6	E P	3s

Sabres

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Backsword	17	Europe	1	1.5	-15	+5	0	2	12%	8%	4%	2%	1%	2d6	E	6s
Craquemarte	14	Europe	1	3	-30	+8	-3	3	21%	14%	7%	4%	2%	4d6	E	1£
Cutlass	15	Europe	1	2.5	-25	+3	-1	3	24%	16%	8%	4%	2%	3d6	E	10s
Falchion	12	Europe	1	3.5	-15	+5	-3	4	27%	18%	9%	4%	2%	4d6	E	15s
Firind	6	Arabia	1	2.5	-35	+9	-2	3	15%	10%	5%	2%	1%	4d6	E	1£
Miqdab	7	Arabia	1	2	-20	+7	-1	3	18%	12%	6%	3%	1%	3d6	E	10s
Palarak	8	Persia	1	3	-35	+12	-3	3	15%	10%	5%	2%	1%	4d6	E	1£
Palash	8	Russia	1	3.5	-40	+8	-3	4	18%	12%	6%	3%	1%	4d6	E	13s
Qaljuri	8	Arabia	1	3	-30	+10	-2	3	12%	8%	4%	2%	1%	4d6	E	1£
Qilich	8	Turkey	1	2	-25	+4	-1	3	18%	12%	6%	3%	1%	3d6	E	9s
Sabre	9	Europe	1	3	-25	+10	-2	3	21%	14%	7%	4%	2%	3d6	E	15s
Schnepfer	15	Swiss	1	3.5	-20	+10	-3	4	15%	10%	5%	2%	1%	4d6	E	1£
Scimitar	15	Europe	1	3.5	-30	+12	-3	4	18%	12%	6%	3%	1%	4d6	E	1£
Shotel	1	Abyssinian	1	3	-40	+6	-2	4	27%	18%	9%	4%	2%	5d6	E	1£

Swords

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Sword	1	Europe	1	3.5	-20	+8	-3	4	12%	8%	4%	2%	1%	4d6	E	2£
Carps Tongue	1	Europe	1	2.5	-35	+3	-2	3	36%	24%	12%	6%	3%	3d6	E	10s
Cherev	1	Hebrew	1	2.5	-25	+8	-2	3	18%	12%	6%	3%	1%	3d6	E P	15s
Crusader Sword	11	Europe	1	3.5	-25	+12	-3	4	18%	12%	6%	3%	1%	4d6	E P	1£
Danish Sword	4	Danish	1	3	-15	+8	-3	3	21%	14%	7%	4%	2%	4d6	E P	1£
Herevra	1	Phonecia	1	3	-30	+7	-3	3	21%	14%	7%	4%	2%	3d6	E	10s
Katzbalger	15	German	1	3	-15	+6	-2	3	12%	8%	4%	2%	1%	3d6	E P	2£
Kopesh	1	Egypt	1	3	-40	+10	-2	3	30%	20%	10%	5%	2%	3d6	E	10s
L. Saxon Sword	6	Saxon	1	3	-25	+10	-3	3	24%	16%	8%	4%	2%	4d6	E P	15s.
Scramaseax	4	Saxon	1	3.5	-30	+5	-4	4	18%	12%	6%	3%	1%	4d6	E P	1£
Machera	1	Greek	1	3	-20	+10	-3	3	27%	18%	9%	4%	2%	4d6	E	15s
Mic	9	Arabia	1	3	-35	+9	-3	3	24%	16%	8%	4%	2%	4d6	E P	15s
Murhafa	8	Russia	1	3	-30	+9	-2	3	18%	12%	6%	3%	1%	3d6	E P	1£
Norman Sword	9	Norman	1	3	-15	+12	-3	3	21%	14%	7%	4%	2%	4d6	E P	1£
Pallasch	15	German	1	3	-20	+10	-3	3	15%	10%	5%	2%	1%	3d6	E P	1£
Paramerion	9	Byzantine	1	3	-20	+12	-2	4	24%	16%	8%	4%	2%	4d6	E P	1£
Pari Magas	8	Persia	1	3.5	-40	+7	-3	4	21%	14%	7%	4%	2%	4d6	E P	2£
Samsam	9	Arabian	1	3.5	-25	+7	-3	4	15%	10%	5%	2%	1%	4d6	E P	2£
Saxon Sword	4	Saxon	1	3.5	-30	+8	-4	4	27%	18%	9%	4%	2%	4d6	E	10s
Sayf	8	Arabia	1	3.5	-35	+10	-3	4	15%	10%	5%	2%	1%	4d6	E P	1£
Schiavona	15	Venice	1	3.5	-15	+8	-3	4	18%	12%	6%	3%	1%	4d6	E P	2£
Seax	4	Saxon	1	2.5	-30	+5	-2	3	21%	14%	7%	4%	2%	3d6	E P	15s
Shamshir	8	Persia	1	3.5	-35	+11	-3	4	18%	12%	6%	3%	1%	4d6	E P	2£
Spatha	1	Roman	1	3	-25	+10	-3	3	24%	16%	8%	4%	2%	4d6	E P	15s
Viking Sword	4	Viking	1	3	-15	+10	-3	3	21%	14%	7%	4%	2%	4d6	E P	1£
Xiphos	1	Greek	1	3	-30	+5	-2	3	30%	20%	10%	5%	2%	3d6	E P	10s

Hand & Half Swords

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Bastard Sword	15	Europe	1-2	4.5	-40	+18	-4	5	21%	14%	7%	4%	2%	5d6	E P	2£
Espadon	15	Spain	1-2	4.5	-35	+15	-4	5	18%	12%	6%	3%	1%	5d6	E	2£
Hacherev	8	Hebrew	1-2	4	-35	+9	-4	4	21%	14%	7%	4%	2%	5d6	E	2£
Langseax	6	Saxon	1-2	4	-30	+12	-4	4	30%	20%	10%	5%	2%	5d6	E P	2£
Long Sayf	8	Arabia	1-2	3.5	-30	+17	-3	4	18%	12%	6%	3%	1%	4d6	E P	2£
Longsword	6	Europe	1-2	3.5	-25	+15	-3	4	21%	14%	7%	4%	2%	4d6	E P	1£
Lowland Sword	15	Scotch	1-2	5	-50	+20	-4	5	27%	18%	9%	4%	2%	5d6	E P	2£
Wasi'a	8	Arabia	1-2	3.5	-25	+16	-3	4	24%	16%	8%	4%	2%	4d6	E P	1£
Sauschwerter	6	Europe	1-2	3.5	-25	+8	-4	4	36%	24%	12%	6%	3%	5d6	E	2£
Spathion	9	Byzantine	1-2	4	-30	+16	-4	5	15%	10%	5%	2%	1%	5d6	E	2£
Sword of War	13	Europe	1-2	4	-30	+18	-4	4	24%	16%	8%	4%	2%	5d6	E P	2£

Two Handed Swords

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Claymore	15	Scotch	2	6	-40	+15	-5	6	36%	24%	12%	6%	3%	5d6	E P	2£
Dacian Falx	1	German	2	7	-50	+12	-5	7	45%	30%	15%	7%	3%	5d6	E P	1£
Executioners Swd	16	Europe	2	6	-50	+10	-5	6	42%	28%	14%	7%	3%	5d6	E	3£
Flambard	15	Europe	2	7.5	-50	+20	-6	8	39%	26%	13%	6%	3%	6d6	E	3£
Two Handed Swd	14	Europe	2	9	-65	+25	-6	9	33%	22%	11%	6%	3%	7d6	E	3£
Zweihander	16	German	2	14	-75	+25	-6	15	30%	20%	10%	5%	2%	8d6	E	6£

Edged Weapons

Rapiers

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Early Rapier	14	Italy	1	2.0	-30	+5	0	1	-	-	15%	7%	3%	2d6	P	3£
Swept Hilt Rapier	15	Europe	1	2.1	-30	+0	0	1	-	-	10%	5%	2%	2d6	P	2£
Cage Hilt Rapier	15	Europe	1	2.3	-30	+5	-1	1	-	-	15%	7%	3%	2d6	P	3£
Cup Hilt Rapier	15	Europe	1	2.7	-30	+15	-1	1	-	-	15%	7%	3%	2d6	P	5£
Dish Hilt Rapier	15	Europe	1	2.5	-30	+10	-1	1	-	-	10%	5%	2%	2d6	P	4£
Stromazione	15	Europe	1	2.5	-40	+0	-1	1	-	-	20%	10%	5%	3d6	P	4£
Flambard	15	Europe	1	2.9	-50	+5	-1	1	-	-	25%	12%	6%	3d6	P	5£
Estoc	15	Europe	1	2.6	-35	+10	-1	1	-	-	10%	5%	2%	2d6	P	4£
Fleuret	15	Europe	1	2.5	-35	+12	-1	1	-	-	15%	7%	3%	2d6	P	6£
Foil	18	Europe	1	2.0	-40	+5	0	1	-	-	20%	10%	5%	1d6	P	1£
Rapier	15	Europe	1	2.7	-35	+20	0	1	-	-	10%	5%	2%	3d6	P	10£

Cut & Thrust Swords

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Early Small Sword	15	Italy	1	2	-40	+8	-2	3	45%	30%	15%	7%	3%	3d6	E P	5£
Colichmarde	15	Italy	1	2	-40	+10	-1	2	39%	26%	13%	6%	3%	3d6	E P	7£
Small Sword	16	Europe	1	2	-35	+12	-1	2	33%	22%	11%	6%	3%	3d6	E P	10£
Spadroon	16	Europe	1	2	-35	+11	-2	2	36%	24%	12%	6%	3%	3d6	E P	8£
Short Sword Dual P.	15	Europe	1	2	-10	+7	0	2	18%	12%	6%	3%	1%	3d6	E P	6£
Sword Dual Purpose	14	Europe	1-2	3.5	-25	+10	-3	4	18%	12%	6%	3%	1%	4d6	E P	1£
Long Sword, Dual P.	15	Europe	1-2	3	-20	+13	-3	3	15%	10%	5%	2%	1%	4d6	E P	2£
Thrusting Sword	14	Europe	1-2	3.5	-20	+9	-3	4	21%	14%	7%	4%	2%	4d6	E P	1£
Long Thrusting Swd.	15	Europe	1-2	3	-15	+11	-3	3	18%	12%	6%	3%	1%	4d6	E P	3£
Military Sword	16	Europe	1	3	-15	+10	-3	3	18%	12%	6%	3%	1%	4d6	E P	4£
Mortuary Sword	16	Europe	1	2	-15	+10	-2	3	15%	10%	5%	2%	1%	4d6	E P	3£
Long Military Sword	16	Europe	1	2.5	-15	+12	-2	3	15%	10%	5%	2%	1%	4d6	E P	5£
Pappenheimer	17	German	1	2	-50	+14	-1	2	42%	28%	14%	7%	3%	3d6	E P	6£
Tuck	17	Europe	1	2	-50	+16	0	2	36%	24%	12%	6%	3%	3d6	E P	8£
Verdun	17	Europe	1	2	-50	+18	0	2	30%	20%	10%	5%	2%	3d6	E P	10£

Ball & Chain

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Ball & Chain	9	Europe	1	4	-90	0	-2	4	15%	10%	5%	2%	1%	3d6	B	15s
H. Ball & Chain	9	Europe	1	5	-90	0	-3	5	21%	14%	7%	4%	2%	4d6	B	1£
Chain Flail	11	Europe	1	3.5	-85	0	-2	4	18%	12%	6%	3%	1%	3d6	B	15s
Flail	6	Europe	2	5.5	-75	+5	-3	6	36%	24%	12%	6%	3%	4d6	B	1£
Horseman's Flail	9	Europe	1	5	-85	0	-2	5	18%	12%	6%	3%	1%	3d6	B	15s
Military Flail	11	Europe	2	5.5	-75	+5	-4	6	30%	20%	10%	5%	2%	5d6	B	2£
Mace & Chain	9	Europe	1	4	-90	0	-3	4	18%	12%	6%	3%	1%	4d6	B	1£
H. Mace & Chain	9	Europe	1	5	-90	0	-4	5	24%	16%	8%	4%	2%	5d6	B	2£

Clubs

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Wood	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Asa	7	Arabia	1	5	-20	+12	-3	5	10%	-	-	-	-	5d6	B	10s
Belaying Pin	14	Europe	1	1	0	+5	0	1	5%	-	-	-	-	2d6	B	2s
Blackjack	1	All	1	1	-35	0	-1	1	5%	-	-	-	-	3d6	B	1s
Club	1	All	1	2	-10	+5	-1	2	5%	-	-	-	-	2d6	B	1s
Cudgel	1	Europe	1	2	-50	+5	-2	2	25%	-	-	-	-	2d6	B	5s
Destechub	7	Turkey	1	3	-35	+3	-2	3	20%	-	-	-	-	2d6	B	4s
Heavy Club	1	All	1	4	-25	+10	-3	4	10%	-	-	-	-	3d6	B	5s
Heavy Truncheon	1	Europe	2	3.5	-20	+10	-3	4	10%	-	-	-	-	4d6	B	10s
Hercules Club	1	All	2	6	-30	+15	-6	6	20%	-	-	-	-	6d6	B	1£
Maul	1	All	1	8	-40	+5	-5	8	15%	-	-	-	-	5d6	B	1£
Truncheon	1	Europe	1	2.5	-10	+5	-2	3	5%	-	-	-	-	3d6	B	5s

Staff

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Wood	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Ghaddurah	8	Persia	2	4	-40	+10	-3	5	25%	-	-	-	-	4d6	B	15s
Naboot	1	Egypt	2	3	-30	+10	-2	2	20%	-	-	-	-	3d6	B	5s
Quadib	1	Arabian	2	3.5	-30	+15	-2	3	12%	-	-	-	-	3d6	B	5s
Quarterstaff	1	Europe	2	3	-25	+15	-2	3	15%	-	-	-	-	3d6	B	5s
Quarterstaff, Oak	1	Europe	2	3.5	-25	+15	-2	4	10%	-	-	-	-	3d6	B	10s
Staff	1	Eurpoe	2	4	-35	+20	-3	4	20%	-	-	-	-	4d6	B	15s

Maces

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Bardoukia	6	Byzan.	1	5	-25	+9	-3	5	18%	12%	6%	3%	1%	4d6	B	1£
Bozdaghan	8	Turkey	1	4	-15	+8	-3	5	27%	18%	9%	4%	2%	5d6	B	2£
Cav. Morningstar	1	Europe	1	4	-10	+7	-2	4	21%	14%	7%	3%	1%	3d6	B P	15s
Dabus	8	Arabian	1	3	-15	+6	-2	3	27%	18%	9%	4%	2%	3d6	B	15s
German Mace	16	German	1	5	-10	+8	-3	5	15%	10%	5%	2%	1%	4d6	B	1£
Gurz	8	Persian	1	4	-18	+9	-3	3	24%	16%	8%	4%	2%	4d6	B	1£
Heavy Mace	1	All	2	6	-10	+10	-5	6	24%	16%	8%	4%	2%	5d6	B	2£
Hv. Morningstar	1	Europe	2	8	-25	+12	-5	8	36%	24%	12%	6%	3%	5d6	B P	2£
Jak	8	Persian	2	7	-30	+4	-4	7	33%	22%	11%	5%	2%	5d6	B	2£
Kasrullah	8	Africa	1	4	-20	+7	-3	4	27%	18%	9%	4%	2%	4d6	B	1£
Khudashikan	9	Persian	1	6	-22	+11	-4	4	24%	16%	8%	4%	2%	4d6	B	1£
Knight's Mace	13	Europe	1	6	-15	+12	-3	6	12%	8%	4%	2%	1%	4d6	B	2£
Latt	8	Arabian	1	5	-12	+12	-3	5	21%	14%	7%	3%	1%	5d6	B	2£
Mace	1	All	1	3	-5	+7	-2	3	15%	10%	5%	2%	1%	3d6	B	10s
Morgenstern	1	German	1	6	-15	+8	-4	6	15%	10%	5%	2%	1%	4d6	B	1£
Morningstar	1	Europe	1	5	-10	+5	-3	5	27%	18%	9%	4%	2%	3d6	B P	10s
Mustawfiyah	8	Arabia	2	6	-30	+13	-2	5	30%	20%	10%	5%	2%	6d6	B	3£
Ribbed Mace	9	Europe	1	4	-5	+7	-3	4	18%	12%	6%	3%	1%	4d6	B	1£
Round Mace	1	All	1	3	-5	+5	-2	3	9%	6%	3%	2%	1%	3d6	B	1£
Staff Mace	11	Europe	2	6	-25	+15	-5	6	21%	14%	7%	3%	1%	5d6	B	2£

Non-Edged Weapons

Maces

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Stone Mace	1	All	1	5	-10	+4	-1	5	30%	20%	10%	5%	2%	2d6	B	5s
Ukkaz	8	Arabian	1	3.5	-12	+10	-2	3	33%	22%	11%	6%	3%	4d6	B	2£

Warhammers

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Bec de Corbin	14	Europe	1	3.5	-5	+5	-2	4	15%	10%	5%	2%	1%	3d6	B P	15s
Bisacuta	14	Europe	2	6	-85	+7	-4	6	30%	20%	10%	5%	2%	4d6	B P	1£
Chekan	5	Russia	1	4	-15	+11	-3	5	27%	18%	9%	4%	2%	4d6	B	1£
Crowbill	9	Europe	1	3.5	-10	+4	-2	4	18%	12%	6%	3%	1%	3d6	B P	12s
H. Hammer	15	Europe	1	4	-15	+8	-3	4	12%	8%	4%	2%	1%	4d6	B	1£
Kamcha	8	Turkey	1	4	-20	_9	-3	4	21%	14%	7%	4%	2%	3d6	B	15s
Martel de Fer	1	Europe	1	4.5	-20	+4	-3	5	21%	14%	7%	4%	2%	3d6	B	8s
Mattock	1	Europe	2	5	-50	+6	-3	5	27%	18%	9%	4%	2%	4d6	B	1£
Najikh	8	Arabian	1	4	-15	+12	-3	5	18%	12%	6%	3%	1%	4d6	B	1£
Oncin	14	Europe	2	4	-60	+10	-3	4	24%	16%	8%	4%	2%	4d6	B P	1£
War Hammer	13	Europe	1	4.5	-5	+4	-2	5	15%	10%	5%	2%	1%	3d6	B P	10s
War Pick	14	German	2	6	-90	+15	-5	6	36%	24%	12%	6%	3%	5d6	B P	2£

Whip

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Bullwhip	1	Europe	1	2	-95	0	-2	3	-	-	-	-	-	1d6	B	4s
Cat o' Nine Tails	1	Europe	1	1	-90	0	-1	2	-	-	-	-	-	2d6	B	10s
Flagellum	1	Roman	1	1	-90	0	-1	1	-	-	-	-	-	2d6	B	6s
Whip	1	Europe	1	1	-90	0	-2	2	-	-	-	-	-	1d6	B	2s

Bills

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Beaked Axe	10	Europe	2	6.5	-20	+15	-3	5	30%	20%	10%	5%	2%	3d6	E P	10s
Bill	9	Europe	2	6.5	-25	+10	-2	5	24%	16%	8%	4%	2%	3d6	E	12s
Brown Bill	10	Europe	2	6	-25	+12	-2	4	21%	14%	7%	4%	2%	3d6	E	16s
Croc	13	Europe	2	6	-20	+10	-2	4	27%	18%	9%	4%	2%	3d6	E	15s
Falx	10	Europe	2	6	-25	+10	-3	4	30%	20%	10%	5%	2%	3d6	E	10s
Godendag	15	Europe	2	5	-20	+10	-2	3	18%	12%	6%	3%	1%	3d6	E P	18s
Scorpion	15	Europe	2	6	-10	+18	-3	4	24%	16%	8%	4%	2%	4d6	E P	1£

Guisarmes

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Asm	10	Arabia	2	8	-35	+17	-3	6	27%	18%	9%	4%	2%	3d6	E P	15s
Couse	13	German	2	9	-10	+12	-3	7	30%	20%	10%	5%	2%	4d6	E P	1£
Couteau de Breche	13	Europe	2	6	-5	+10	-2	4	24%	16%	8%	4%	2%	3d6	E P	10s
Das	9	Persia	2	8	-35	+14	-3	5	24%	16%	8%	4%	2%	3d6	E P	1£
Fauchard	13	Europe	2	7	-10	+12	-2	5	30%	20%	10%	5%	2%	3d6	E P	15s
Glaive	13	Europe	2	10	-10	+15	-4	8	36%	24%	12%	6%	3%	5d6	E P	2£
Guisarme	1	Europe	2	6	-25	+25	-3	4	42%	28%	14%	7%	3%	4d6	E P	1£
Nizah-I Marg Gir	9	Persia	2	7	-15	+18	-2	6	39%	26%	13%	6%	3%	3d6	E P	15s
Romphaea	1	Greek	2	9	-25	+10	-3	7	36%	24%	12%	6%	3%	4d6	E P	1£
Sabarbarah	8	Arabia	2	10	-20	+11	-3	6	33%	22%	11%	5%	2%	4d6	E P	1£
Scythe	10	Europe	2	5	-85	+12	-2	3	24%	16%	8%	4%	2%	3d6	E P	12s
Voulge	5	French	2	6	-5	+10	-3	4	39%	26%	13%	6%	3%	4d6	E P	1£

Halberds

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Early Halberd	14	German	2	5	-20	+12	-3	3	24%	16%	8%	4%	2%	4d6	E P	1£
Halberd	15	Europe	2	6	-15	+20	-5	4	30%	20%	10%	5%	2%	5d6	E P	2£
Hippe	14	Europe	2	6	-25	+15	-3	4	18%	12%	6%	3%	1%	3d6	E P	15s
Late Halberd	16	Europe	2	5	-10	+15	-4	3	18%	12%	6%	3%	1%	5d6	E P	3£
Sabre Halberd	16	German	2	7	-25	+10	-4	5	36%	24%	12%	6%	3%	4d6	E P	1£
Swiss Halberd	13	Swiss	2	5	-20	+12	-2	3	15%	10%	5%	2%	1%	3d6	E P	15s

Lances

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Wood	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Contus	1	Roman	1	4.5	-10	+5	-2	5	10%	-	-	-	-	4d6	P	1£
Courtesy Lance	13	Europe	1	3	-85	0	0	3	50%	-	-	-	-	1d6	P	5s
Framea	1	France	1	4.5	-10	+5	-2	5	10%	-	-	-	-	4d6	P	1£
Heavy Lance	13	Europe	1	9	-95	0	-3	9	20%	-	-	-	-	6d6	P	3£
Lance Ague	1	Europe	1	3	-15	+5	-1	3	10%	-	-	-	-	3d6	P	15s
Lance	6	Europe	1	6	-65	0	-3	6	15%	-	-	-	-	5d6	P	2£
Nizah Sumayri	8	Persia	1	5	-60	0	-3	4	0%	-	-	-	-	4d6	P	1£
Rumah Mu'allifah	8	Arabian	1	5	-75	+5	-2	6	20%	-	-	-	-	5d6	P	2£
Zagaye	13	Venice	1	6	-65	0	-3	6	25%	-	-	-	-	6d6	P	3£

Military Forks

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Catch Pole	16	Europe	2	5.5	-95	0	0	4	30%	20%	10%	5%	2%	1d6	P	5s
Fork	11	Europe	2	4	-10	+12	-1	3	24%	16%	8%	4%	2%	3d6	P	10s
Fuscina / Trident	1	Rome	1-2	4.5	-5	+18	-3	4	15%	10%	5%	2%	1%	4d6	P	1£
Half Moon	15	Europe	2	5	-15	+10	-2	4	18%	12%	6%	3%	1%	3d6	E P	10s
Military Fork	11	Europe	2	5	-10	+15	-3	4	15%	10%	5%	2%	1%	4d6	P	1£
Pitch Fork	1	All	2	3	-20	+8	-1	3	30%	20%	10%	5%	2%	2d6	P	1s
Scaling Fork	11	Europe	2	5	-15	+12	-2	4	18%	12%	6%	3%	1%	3d6	P	10s

Military Forks

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Yatagan	8	Turkey	1-2	4	-10	+16	-2	3	18%	12%	6%	3%	1%	3d6	P	1£

Partisans

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Boh . Ear Spoon	15	Europe	2	6	-5	+10	-4	5	24%	16%	8%	4%	2%	4d6	E P	1£
Chauves Souris	15	Europe	2	5.5	-5	+15	-3	5	27%	18%	9%	4%	2%	3d6	E P	12s
Corseque	14	Europe	2	4.5	-5	+20	-3	4	42%	28%	14%	7%	3%	4d6	E P	1£
Langue De Boeuf	16	Europe	2	5	-5	+10	-3	4	30%	20%	10%	5%	2%	3d6	E P	10s
Partisan	14	Europe	2	5	-5	+12	-4	4	21%	14%	7%	4%	2%	4d6	E P	1£
Ranseur	16	Europe	2	4	-5	+15	-2	3	30%	20%	10%	5%	2%	3d6	E P	15s
Runka	15	Europe	2	6	-10	+20	-4	5	36%	24%	12%	6%	3%	5d6	E P	2£
Spetum	15	Europe	2	5	-15	+25	-5	4	45%	30%	15%	7%	3%	5d6	E P	3£

Pikes

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Wood	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Awl Pike (10')	14	Europe	2	6	-10	+5	-3	5	16%	-	-	-	-	3d6	P	15s
Boarding Pike 12'	16	Europe	2	8	-15	0	-3	6	20%	-	-	-	-	3d6	P	15s
Pike (22')	15	Europe	2	12	-95	0	-4	10	20%	-	-	-	-	4d6	P	1£
Plançon a Picot	13	French	2	3.5	-10	+10	-3	3	16%	-	-	-	-	4d6	P	1£
Qanah	8	Arabia	2	10	-90	0	-4	9	25%	-	-	-	-	3d6	P	10s
Rummh	8	Arabian	2	9	-85	0	-4	10	18%	-	-	-	-	4d6	P	1£
Sarissa (16'-22')	1	Greek	2	12	-90	0	-4	10	24%	-	-	-	-	3d6	P	10s
Short Pike (16')	13	Europe	2	10	-75	0	-4	8	20%	-	-	-	-	3d6	P	10s
Sudis (15' long)	12	Europe	2	10	-85	0	-4	8	24%	-	-	-	-	3d6	P	10s
Taru	1	Egypt	2	10	-85	0	-4	10	28%	-	-	-	-	3d6	P	10s

Poleaxes

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Br.	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Berdiche	15	Europe	2	7	-95	0	-5	6	45%	30%	15%	7%	3%	5d6	E P	2£
Falcastra	13	Europe	2	6	-95	0	-6	5	42%	28%	14%	7%	3%	6d6	E P	3£
Jedburg Axe	15	Scottish	2	6.5	-50	+5	-4	6	36%	24%	12%	6%	3%	4d6	E P	1£
Lochaber Axe	16	Scottish	2	5	-85	+5	-3	4	24%	16%	8%	4%	2%	3d6	E P	10s
Lucerne Hammer	15	Europe	2	8	-65	0	-6	7	15%	10%	5%	2%	1%	6d6	B P	3£
Poleaxe	1	Europe	2	6.5	-90	0	-4	6	30%	20%	10%	5%	2%	4d6	E P	1£
Staff Morningstar	1	Europe	2	7	-25	+15	-5	7	30%	20%	10%	5%	2%	5d6	B P	2£
Stone Poleaxe	1	All	2	5	-85	0	-3	4	39%	26%	13%	6%	3%	3d6	B P	5s

Spears

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Wood	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Ahlspiess (5')	14	Europe	2	4	-15	+15	-2	4	8%	-	-	-	-	3d6	P	1£
Anazar	8	Arabia	1-2	3.5	-12	+12	-2	4	12%	-	-	-	-	3d6	P	16s
Angon	1	France	1-2	4.5	0	+10	-3	5	18%	-	-	-	-	3d6	P	4s
Bilhash	8	Persia	1-2	3	-10	+9	-2	3	22%	-	-	-	-	3d6	P	12s
Boar Spear	1	Europe	1-2	5	-5	0	-3	5	24%	-	-	-	-	3d6	P	8s
Brandestoc (8')	16	Europe	2	4	-20	+10	-2	4	10%	-	-	-	-	3d6	P	1£
Chanit	1	Hebrew	1-2	4	-10	+14	-3	5	25%	-	-	-	-	3d6	P	10s
Coutell	1	Byzantine	1-2	4	-10	+12	-3	4	15%	-	-	-	-	4d6	P	1£
Egchos	1	Greek	1-2	2.5	-5	+10	-2	3	10%	-	-	-	-	3d6	P	16s
Falarica	1	Roman	1-2	4.5	-10	+5	-4	5	16%	-	-	-	-	3d6	P	15s
Harpoon	15	Europe	1-2	5	0	0	-5	5	20%	-	-	-	-	4d6	P	1£
Kontarion	6	Byzantine	2	5	-20	0	-4	4	23%	-	-	-	-	3d6	P	10s
Pill	9	Norman	1-2	3	-5	+10	-2	3	25%	-	-	-	-	3d6	P	2s

Spears

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Wood	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Pilum	1	Roman	1-2	4.5	-15	+10	-3	5	12%	-	-	-	-	4d6	P	1£
Qanah	8	Arabian	1-2	4	-10	+13	-4	4	15%	-	-	-	-	3d6	P	1£
Sinan	8	Persian	2	4.5	-15	+9	-3	5	20%	-	-	-	-	4d6	P	1£
Spear	1	Europe	1-2	4	0	+10	-3	4	20%	-	-	-	-	3d6	P	5s
Zhupin	8	Persian	1-2	5	-20	+8	-4	5	18%	-	-	-	-	4d6	P	1£

Javelins

Weapon	c.	Source	H	Wt.	Thr.	Parry	I	F	Wood	Ir.	St.	Fa.	Mi.	Dam.	Type	Price
Azagaya	1	Byzantine	1	3.5	0	0	-1	4	12%	-	-	-	-	3d6	P	5s
Cateia	1	Celt	1	2	0	0	0	2	10%	-	-	-	-	2d6	P	1s
Gaesum	1	Roman	1	3	0	0	-1	3	12%	-	-	-	-	3d6	P	5s
Jaculum	1	Roman	1	2.5	0	0	0	3	6%	-	-	-	-	2d6	P	2s
Javelin	1	Greek	1	3.5	0	0	-2	4	10%	-	-	-	-	4d6	P	10s
Mizraq	8	Arabia	1	3.5	0	0	-2	3	15%	-	-	-	-	3d6	P	5s
Mizraq al-naft	8	Arabia	1	4	-10	0	-3	4	20%	-	-	-	-	3d6	P	5s
Greek Fire														+3d6	F	5s
Pelta	1	Greek	1	3	0	0	-1	3	12%	-	-	-	-	3d6	P	5s
Pilum, thin	1	Roman	1	3.5	0	0	-2	4	6%	-	-	-	-	4d6	P	10s
Shil	8	Persia	1	2	0	0	0	3	15%	-	-	-	-	2d6	P	5s
Spiculum	1	Roman	1	3	0	0	-1	3	8%	-	-	-	-	3d6	P	5s
Zubin	8	Persia	1	2.5	0	0	-1	3	18%	-	-	-	-	3d6	P	4s

Aclys, Dart, Rock

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Aclys	1	Roman	1	0	1	0	1	–	5	10	15	20	2d6	1s
Club	1	All	2	0	1	-1	2	–	5	10	15	20	2d6	1s
Dart	1	All	1	0	1	0	1	–	5	10	20	25	2d6	1s
Belaying Pin	1	Europe	1	0	1	0	1	–	5	10	20	30	2d6	2s
Rock, Stone	1	All	.5	0	1	0	1	–	5	10	15	20	1d6	0
Throwing Stick	1	All	.5	0	0	0	1	–	5	10	15	20	2d6	1s

Knife, Thrown

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Mattucashlass	11	Scotch	.5	0	1	0	1	–	4	8	12	15	1d6	2s
Stiletto	14	Europe	.5	0	1	0	1	–	5	9	12	15	1d6	1s
Dagger	1	All	1	0	1	0	1	–	3	5	10	15	2d6	4s

Axe, Hammer

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Bec de Corbin	14	Europe	3.5	0	1	-2	4	–	5	10	15	20	3d6	15s
Flint Axe	1	All	3	0	1	-1	2	–	5	10	15	20	2d6	2s
Francisca	6	French	3	0	1	-2	2	–	5	10	20	25	3d6	12s
Hatchet	1	All	3	0	1	-1	2	–	5	10	15	20	2d6	6s
War Hammer	13	Europe	4.5	0	1	-2	5	–	4	8	12	16	3d6	10s

Spear

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Angon	1	France	4.5	0	1	-3	5	–	5	12	18	25	3d6	4s
Spear	1	All	4	0	1	-3	4	–	5	10	20	30	3d6	5s
Spearthrower	1	All	+1	0	+2	-1	0	–	+25	+25	+25	+25	+1d6	1s

Javelin

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Amentum	1	Greek	1	0	+2	-1	0	–	+25	+25	+25	+25	+1d6	+1s
Azegaya	1	Byzantine	2	0	1	-1	4	–	10	20	40	60	3d6	5s
Cateia	1	Celt	2	0	1	0	2	–	10	20	35	50	2d6	1s
Gaesum	1	Roman	3	0	1	-1	3	–	15	25	50	75	3d6	8s
Jaculum	1	Roman	2.5	0	1	0	3	–	10	20	40	65	2d6	2s
Javelin	1	Greek	3.5	0	1	-2	4	–	10	25	50	70	4d6	10s
Mizraq al-naft	8	Arabia	3.5	0	+2	-1	+1	–	5	15	30	60	+3d6	10s
Mizraq	8	Arabia	3.5	0	1	-2	3	–	10	20	35	70	3d6	5s
Pelta	1	Greek	3	0	1	-1	3	–	15	25	50	75	3d6	5s
Pilum, thin	1	Roman	3.5	0	1	-2	4	–	10	20	40	60	4d6	10s
Shil	8	Persia	2	0	1	0	3	–	10	15	30	60	2d6	5s
Spiculum	1	Roman	3	0	1	-1	3	–	10	20	40	65	3d6	5s
Zubin	8	Persia	2.5	0	1	-1	3	–	10	20	40	60	3d6	4s

Sling

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Sling	1	All	.5	0	1	-2	1	–	25	50	75	100	3d6	1s
Fustibulus (2H)	1	Rome	1	0	1	-2	1	–	50	90	125	175	3d6	2s
Staff Sling (2H)	1	All	1	0	1	-2	1	–	50	75	100	150	4d6	2s

Short Bow

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Self Bow	1	All	1	30	1	-1	3	96+	30	60	80	100	3d6	5s
Short Bow	1	All	1.5	50	1	-2	5	96+	50	100	150	200	3d6	12s
Greek Bow	1	Greek	1.5	40	1	-1	4	96+	40	80	120	150	3d6	1£
Saxon Bow	1	Saxon	1.5	40	1	-2	4	96+	40	65	100	150	3d6	10s

Short Bow

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Frankish Bow	6	French	1.5	55	1	-3	6	96+	55	110	165	225	3d6	12s
Norman Bow	9	Norman	1.5	60	1	-3	6	96+	60	120	180	240	3d6	15s
Viking Bow	1	Norse	1.5	40	1	-2	4	96+	40	80	120	150	3d6	12s

Longbow

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Longbow	13	English	1.5	80	2	-5	8	96+	80	200	300	400	6d6	5£
Strongbow	13	Europe	1.5	65	2	-3	7	96+	65	100	180	250	4d6	2£
Viking Longbow	3	Norse	1.5	65	2	-4	7	96+	65	100	150	200	4d6	1£
Welsh Longbow	13	Wales	1.5	70	2	-4	7	96+	70	120	200	300	5d6	3£

Composite Bow

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Free Reinforced	9	Byzantine	1.5	50	1	-3	5	96+	50	120	165	225	3d6	12s
Close Reinforced	9	Byzantine	1.5	55	1	-3	6	96+	55	125	190	250	3d6	15s
Angled Bow	1	Assyria	1.5	55	1	-2	6	96+	55	120	185	240	3d6	1£
Double Curved	1	Greek	1.5	60	2	-3	6	96+	60	125	200	300	4d6	4£
Serpents Tail	1	Greek	1.5	55	1	-2	6	96+	55	120	190	250	3d6	2£
Composite Bow	10	Byzantine	1.5	60	2	-4	6	96+	60	125	200	300	4d6	3£
Venetian Bow	10	Italy	2	65	2	-5	7	96+	65	100	250	400	5d6	5£
Turkish Bow	12	Turkey	2	70	2	-5	7	96+	70	150	300	500	5d6	6£
Stone Bow	14	Italy	1.5	50	1	-1	5	96+	50	70	85	100	2d6	5s

Crossbow

Weapon	c.	Source	Wt.	P	Ld	I	F	Break%	S	M	L	X	Dam.	Price
Gastraphetes	-4	Greece	7	150	4	-2	5	96+	75	150	300	400	6d6	3£
Manuballistae	-1	Roman	8	125	3	-2	5	96+	70	140	280	350	5d6	2£
Hand Crossbow	10	Europe	6	50	15	-1	5	96+	50	75	100	150	3d6	1£
Nawak	8	Arabia	6	60	15	-1	5	96+	25	50	75	100	3d6	1£
Two Foot X-Bow	10	Europe	8	75	15	-3	5	96+	50	85	120	200	4d6	1£
Claw & Belt	12	Europe	7/2	100	15	-2	5	96+	50	125	225	275	4d6	2£
Moulinet &Pulley	12	Europe	7/1	100	15	-3	5	96+	50	100	200	250	4d6	1£
Lever X-Bow	13	Europe	8/2	125	15	-4	5	96+	60	100	200	300	4d6	3£
Goats Foot Lever	13	Europe	8/2	150	15	-4	5	96+	60	100	200	300	5d6	3£
Slurbow	14	Europe	13/5	675	22	-5	10	96+	75	120	200	300	6d6	4£
Cranequin X-Bow	15	Europe	13/5	750	22	-5	10	96+	85	150	250	350	6d6	5£
Windlass X-Bow	15	Europe	15/3	800	30	-6	15	96+	100	200	300	400	7d6	8£
Siege Arbalest	15	Europe	18/4	1200	30	-6	20	96+	100	200	350	500	8d6	10£
Screw & Handle	16	Europe	16	760	30	-6	15	96+	100	175	275	350	6d6	6£
Crossbow a Galet	16	Europe	8/2	50	8	-2	5	96+	25	50	75	100	2d6	10s
Barrelled X-Bow	17	Europe	8/2	100	15	-3	5	96+	40	65	90	120	3d6	15s

Handgonnes

Weapon	c.	Source	Wt.	Ld	Misfire	S	M	L	X	Penetration	Damage	Price
Hand Cannon	14	Europe	3	45	76+	3	9	21	30	2d6	2d6	10s
Hand Culverin	14	Europe	5	22	81+	4	12	28	40	2d6	3d6	1£
Handgonne	14	Europe	6	15	86+	5	15	35	50	3d6	3d6	2£
Spiked Handgonne	14	Europe	8	15	86+	8	20	40	60	3d6	3d6	3£
Handgonne Mace	14	Europe	15	15	86+	5	12	30	50	3d6	3d6	3£
Handgonne Axe	14	Europe	15	15	86+	5	12	30	50	3d6	3d6	3£
Handgonne Xbow	14	Europe	20	15	86+	5	10	20	40	3d6	3d6	4£
The Beast	14	Europe	25	15	81+	10	25	50	75	4d6	4d6	5£
Dragonslayer	14	Europe	35	15	76+	10	30	60	90	5d6	5d6	6£

Arquebus

Weapon	c.	Source	Wt.	Ld	Misfire	S	M	L	X	Penetration	Damage	Price
Hackbut	14	England	25	30	81+	6	20	35	70	4d6	4d6	4£
Hakenbusche	14	German	25	30	81+	8	25	60	80	4d6	4d6	4£
Harquebus	14	France	25	30	81+	10	30	50	65	4d6	4d6	4£
Arquebus	15	All	20	22	86+	8	25	50	80	5d6	4d6	5£
Serpentine	14	All	20	22	91+	10	25	50	75	5d6	4d6	5£
Snaping Arquebus	15	All	10	22	81+	15	30	60	90	5d6	4d6	6£
Sear Lock Arq.	15	All	20	22	86+	12	25	55	85	5d6	4d6	6£
Petronel	16	France	10	22	86+	10	20	40	80	5d6	3d6	5£
Landsknecht Arq.	15	Swiss	20	30	91+	10	35	70	100	6d6	4d6	7£

Wheel-Lock Pistols

Weapon	c.	Source	Wt.	Ld	Misfire	S	M	L	X	Penetration	Damage	Price
German W.L. Pist.	16	German	5	15	86+	5	15	30	55	4d6	3d6	5£
Swiss W.L. Pistol	16	Swiss	5	15	91+	5	15	30	60	4d6	3d6	6£
Dbl Barrel W.L. P.	16	German	6	15	86+	4	12	25	50	4d6	3d6	10£
Quad Barrel W.L.	16	German	7	15	86+	4	12	25	50	4d6	3d6	12£

Flint-Lock Pistols

Weapon	c.	Source	Wt.	Ld	Misfire	S	M	L	X	Penetration	Damage	Price
Snaphaunce P.	16	France	5	15	81+	5	15	25	50	4d6	3d6	3£
Dbl. Barrel S.H. P.	16	All	6	15	81+	5	15	30	55	4d6	3d6	4£
Quad Barrel S.H.	16	All	8	15	81+	5	15	30	55	4d6	3d6	5£
English Lock P.	16	England	5	15	86+	5	20	35	60	4d6	3d6	4£
Dog Lock Pistol	16	England	5	15	81+	5	15	30	50	4d6	3d6	3£
Miquelet Pistol	16	Spain	6	15	86+	7	14	28	55	4d6	3d6	4£
Snaplock Pistol	16	Sweden	6	15	81+	6	12	24	50	4d6	3d6	3£
French Musket P.	17	France	4	15	91+	6	18	40	70	5d6	4d6	4£
English Musket P.	17	England	4	15	86+	5	20	35	60	5d6	4d6	3£
Spanish Musket P.	17	Spain	4	15	86+	5	20	30	55	5d6	4d6	3£
Arabian Musket P.	17	Arabia	5	15	81+	4	16	32	65	5d6	4d6	3£

Muskets

Weapon	c.	Source	Wt.	Ld	Misfire	S	M	L	X	Penetration	Damage	Price
Carbine W.L.	16	Europe	12	15	81+	10	35	65	110	5d6	4d6	6£
Snaphaunce	16	France	18	15	81+	10	30	65	100	5d6	4d6	5£
English Lock	16	England	18	15	86+	10	35	65	110	5d6	4d6	6£
Dog Lock	16	England	18	15	81+	10	25	60	90	5d6	4d6	4£
Miquelet	16	Spain	16	15	86+	15	30	55	85	5d6	4d6	5£
Snaplock	16	Sweden	18	15	81+	10	30	65	95	5d6	4d6	5£
Firelock	16	Europe	20	15	86+	10	30	60	100	5d6	4d6	5£
Spanish Musket	17	Spain	20	15	86+	12	30	55	90	6d6	5d6	4£
Bastard Musket	17	Europe	10	15	86+	15	40	80	140	5d6	4d6	6£
Caliver	17	Europe	8	15	86+	12	35	75	130	5d6	6d6	6£

Muskets

Weapon	c.	Source	Wt.	Ld	Misfire	S	M	L	X	Penetration	Damage	Price
Jezail	17	Persia	18	15	81+	15	40	75	120	5d6	4d6	6£
French Musket	17	France	16	15	91+	15	45	85	140	6d6	5d6	8£
English Musket	17	England	16	15	91+	15	45	90	150	6d6	5d6	8£

Blunderbus

Weapon	c.	Source	Wt.	Ld	Misfire	S	M	L	X	Penetration	Damage	Price
Blunderbus	15	All	16	30	81+	5	10	25	35	3d6	6d6	2£
Wheel-Lock B.B.	16		14	22	86+	5	10	30	40	3d6	6d6	4£
Snaphaunce B.B.	16	All	14	22	86+	5	10	35	45	3d6	6d6	3£
Flintlock B.B.	17	All	12	15	91+	5	15	30	50	4d6	6d6	4£

Bombs

Weapon	c.	Source	Wt.	Ld	I	F	S	M	L	X	Radius	Damage	Price
Fire Pot	13	Byzantine	1	2	-3	4	5	10	15	20	20'	3d6	5s
Bomb	14	All	2	5	-4	5	3	5	10	15	25'	6d6	1£
Grenade	15	All	.5	3	-1	2	10	15	20	25	10'	4d6	10s
Petarde	16	All	1	2	-2	3	5	10	15	20	15'	5d6	15s
Qidr/Fire Pot	8	Arabia	1	2	-3	4	5	10	15	20	10'	2d6	3s
Muhariquah/Bomb	10	Arabia	2	5	-4	5	3	5	10	15	20'	5d6	15s
Qunbalah/Grenade	12	Arabia	.5	3	-1	2	10	15	20	25	5'	3d6	5s
Qarurah/Petarde	13	Arabia	1	2	-2	3	5	10	15	20	10'	4d6	10s

Siege Weapons

Siege Towers

Weapon	c.	Source	Full Crew	Half Crew	Min. Crew	Move	I	F	Break %	Dam.	Price
Tower	1	All	20	10	5	4"	-10	10	-	-	10£

* Half Crew: Half movement (2"/round). Minimum Crew: One quarter movement (1"/round).

Battering Rams

Weapon	c.	Source	Full Crew	Half Crew	Min. Crew	ROF	I	F	Break %	Dam.	Price
Ares	1	Roman	40	20	10	1/3	-10	10	20%	6d6L	30£
Battering Ram	1	All	32	16	8	1/2	-9	8	25%	5d5L	20£
Screw	1	All	24	12	6	1/1	-10	3	15%	3d6L	10£
Hook	1	All	3	2	1	1/2	-5	4	10%	1d6L	10£
Dammagha	8	Arabia	28	14	7	1/2	-9	9	20%	5d6L	30£
Diwarka	8	Arabia	20	10	6	1/2	-9	7	20%	4d6L	20£
Hasak / Hook	8	Arabia	3	2	1	1/1	-4	4	12%	1d6L	10£

* Half Crew: -2d6 damage, x2 ROF
** Minimum Crew: -1d6 damage, x4 ROF

Oxybeles (tension)

Weapon	c.	Source	Crew*	Ld	Pr.	I	F	Br. %	S	M	L	X	Rad.	Dam.	Price
Oxybeles	-4	Roman	2	15	Javelin	-4	7	91+	90	150	200	300	1'	4d6L	20£
Zopyrus Oxybeles	-4	Roman	2	10	2 Ar.	-3	6	91+	75	150	250	350	2'	6d6L	30£
Greek Oxybeles	-4	Greek	2	12	Javelin	-5	8	86+	100	200	300	400	1'	5d6L	30£
Springal	3	Roman	4	15	8 Ar.	-6	6	81+	60	120	250	350	5'	3d6L	40£
Petrarie	1	Byzantine	8	30	20 Ar.	-8	7	86+	50	100	200	300	10'	3d6L	50£
Springauld	15	Italy	4	15	Javelin	-5	6	76+	100	250	400	500	1'	5d6L	50£

* Half Crew: x2 Load time.

Catapult (torsion)

Weapon	c.	Source	Crew*	Ld	Pr.	I	F	Br. %	S	M	L	X	Rad.	Dam.	Price
Onager (sling)	-4	Roman	4	15	Stone	-6	8	91+	40	75	150	250	10'	5d6L	40£
Catapult (sling)	-4	Roman	2	10	Stone	-4	5	96+	60	125	250	350	5'	3d6L	20£
Mangon (cup)	-4	Roman	5	30	Stone	-8	10	86+	30	50	100	200	10'	6d6L	40£
Mangonel (cup)	-4	Roman	3	15	Stone	-5	6	91+	50	100	200	300	5'	4d6L	30£

* Half Crew: x2 Load time.

Ballistae (torsion)

Weapon	c.	Source	Crew*	Ld	Pr.	I	F	Br. %	S	M	L	X	Rad.	Dam.	Price
Scorpion	-3	Roman	2	12	Javelin	-4	5	96+	40	100	250	400	1'	3d6L	20£
Palintonon	-3	Greece	2	15	Stone	-5	10	96+	50	125	300	400	1'	4d6L	30£
Euthytonon	-2	Greece	2	15	Javelin	-6	7	91+	65	125	250	450	1'	4d6L	30£
Philon's Wedge	-2	Greece	2	10	Javelin	-3	4	91+	100	200	300	400	1'	3d6L	30£
Polybolos	-3	Roman	2	4	Stone	-3	5	91+	50	100	200	350	1'	3d6L	30£
Ballista	-1	Roman	3	10	Javelin	-5	8	91+	75	150	350	500	1'	6d6L	50£
Arcuballistae	-1	Roman	2	8	Javelin.	-4	4	96+	65	150	300	450	1'	5d6L	40£
Cheiroballistra	1	Roman	2	6	Javelin	-3	5	86+	100	200	400	600	1'	5d6L	50£
Dionysius Rptr.	3	Byzantine	2	3	Javelin	-2	3	86+	40	90	150	350	1'	4d6L	50£

* Half Crew: x2 Load time.

Trebuchet (traction)

Weapon	c.	Source	Crew*	Ld	Pr.	I	F	Br. %	S	M	L	X	Rad.	Dam.	Price
Martinet (tower)	7	Europe	6	15	Stone	-6	8	91+	70	100	130	160	5'	2d6L	30£
Tripantium (1 post)	12	Europe	5	15	Stone	-4	8	81+	60	90	120	150	5'	3d6L	40£
Trabuchium (2 post)	12	Europe	5	15	Stone	-5	8	86+	70	100	130	160	5'	3d6L	40£
Truies (side)	12	Europe	5	15	Stone	-7	4	91+	60	90	120	150	5'	3d6L	40£
Petrariae (heavy)	12	Europe	10	30	Stone	-8	10	91+	80	110	140	170	5'	4d6L	50£
Engins Volants (hvy.)	12	Europe	12	30	Stone	-8	10	91+	90	120	150	180	5'	4d6L	50£

* Half Crew: x2 Load time, one half range, -1d6L damage.

Trebuchet (counterpoise)

Weapon	c.	Source	Crew*	Ld*	Pr.	I	F	Br. %	S	M	L	X	Rad.	Dam.	Price
Mangonneaux	13	Europe	50	10	Stone	-6	7	91+	30	60	90	120	10'	4d6L	100£
Biffa	13	Europe	50	7	Stone	-5	6	96+	60	100	140	180	5'	4d6L	100£
Couillart	13	Europe	60	10	Stone	-7	7	91+	50	90	130	165	10'	5d6L	120£
Bricoles	13	Europe	40	7	Stone	-6	6	96+	75	125	165	200	5'	5d6L	120£
Bible (wheeled)	14	Europe	40	5	Stone	-5	5	86+	40	65	90	120	5'	4d6L	120£
Belfry	14	Europe	80	10	Stone	-8	8	91+	65	90	125	165	15'	6d6L	150£
Tout le Monde	14	Europe	90	10	Stone	-8	9	96+	90	120	150	180	25'	7d6L	180£
War Wolf	14	Europe	100	10	Stone	-9	10	96+	90	130	165	200	25'	8d6L	200£

* Half Crew: x2 Load time.
Note: Load time is in minutes.

Greek Fire

Weapon	c.	Source	Crew*	Ld	Pr.	I	F	Br. %	S	M	L	X	Rad.	Dam.	Price
Greek Fire Liquid	8	Arabia	+4	15	Liquid	-2	+5	81+	-25	-50	-75	-100	25'	3d6	2£
Greek Fire Paste	8	Arabia	+2	5	Paste	-2	+3	86+	-10	-15	-25	-50	10'	4d6*	2£
Greek Fire Solid	8	Arabia	+2	5	Stone	-2	+2	91+	-5	-10	-15	-25	5'	5d6**	3£
Greek Fire Arrow	8	Arabia	+1	+1	Arrow	-2	+1	91+	-10	-15	-25	-50	1'	+2d6	1£
Gr. Fire Javelin	8	Arabia	+1	+1	Javelin	-2	+1	91+	-5	-10	-15	-25	1'	+3d6	1£
Sulphuric Gas	8	Arabia	2	10	Gas	-5	8	76+	5	10	15	25	15'	4d6	4£
Spray Tube	8	Arabia	2	15	Liquid	-5	10	81+	5	10	15	25	25'	6d6	5£

* Sticks on Target.
** Double Damage to structure on the round it strikes target.
Note: All negative ranges are modifiers to the current range of the particular weapon.

Cannons

Weapon	c.	Source	Crew*	Ld	Mv	I	F	Misfire	S	M	L	X	Rad.	Dam.	Price
Pot de Fer	14	Europe	3	8	Foot	-6	5	81+	50	100	150	250	1'	2d6L	20£
Serpentine	14	Europe	3	8	Foot	-5	5	86+	75	150	250	350	1'	3d6L	30£
Basilisk	14	Europe	3	10	Foot	-6	6	86+	100	250	350	500	1'	4d6L	30£
Dragon	14	Europe	3	10	Foot	-7	7	86+	100	250	400	600	5'	5d6L	40£
Murderer	14	Europe	3	15	Wh.	-5	8	91+	100	350	500	750	5'	4d6L	40£
Ribaudequin	14	8 shots	6	30	Wh.	-4	6	86+	50	150	300	500	10'	3d6L	80£
Great Bombard	15	Europe	6	30	Foot	-8	9	91+	500	1000	1500	2000	25'	8d6L	100£
Bombard	15	Europe	4	15	Foot	-6	8	91+	300	750	1200	1700	15'	6d6L	50£
Lt. Bombard	15	Europe	2	10	Foot	-5	6	91+	250	500	1000	1500	10'	3d6L	30£
Lombard	15	Europe	3	15	Wh.	-5	7	96+	300	800	1300	1800	15'	6d6L	80£
Lion	15	Europe	15	10m	Foot	-10	10	91+	500	1000	2000	3000	25'	10d6L	250£
Mons Meg	15	Europe	15	10m	Foot	-10	10	91+	750	1500	2500	3500	25'	12d6L	350£
Cannon Royale	15	Europe	6	30	Wh.	-8	10	91+	500	1000	1500	2000	15'	8d6L	100£
Cannon	15	Europe	4	15	Wh.	-6	8	91+	300	750	1200	1700	10'	6d6L	50£
Lt. Cannon	15	Europe	3	15	Wh.	-4	6	91+	250	500	1000	1500	5'	4d6L	30£
Great Culverin	15	Europe	5	30	Wh.	-7	8	96+	750	1200	1800	2500	15'	6d6L	100£
Culverin	15	Europe	3	15	Wh.	-5	6	96+	500	1000	1500	2000	10'	4d6L	50£
Lt. Culverin	15	Europe	3	15	Wh.	-3	4	96+	300	750	1200	1700	5'	2d6L	30£
Falconet	15	Europe	3	10	Wh.	-4	5	91+	300	800	1300	1800	5'	3d6L	40£
Periers	15	Europe	4	15	Wh.	-6	7	86+	200	650	1100	1600	10'	4d6L	30£
Saker	15	Europe	2	10	Wh.	-5	5	91+	250	500	1000	1500	5'	3d6L	30£
Minions	15	Europe	2	8	Wh.	-4	4	91+	150	400	900	1400	5'	2d6L	30£

* Half Crew: x2 Load time.
Note: Mv = Foot guns or Wheeled guns.

Armor & Shields

Chapter 18: Armor & Shields

"The skillful warriors in ancient times first made themselves invincible and then awaited the enemy's moment of vulnerability."
— Sun Tzu "The Art of War."

Armor

Armor is classified by it's **name, material, coverage,** and **value.**

The **name** is what the particular piece is called, such as a *helmet* or a *hauberk*.

The **material** is what the piece is made out of.

The **coverage** is what parts of the body the piece covers and protects.

The **value** is a representation of how well the armor protects what it covers.

Material	Value
Linen	1
Gambeson	2
Leather	3
Ring	4
Studded	5
Cuir-Bouilli	6
Scale, Leather	5
Scale, Bronze	7
Scale, Iron	9
Scale, Steel	**11**
Scale, Fine Alloy	13
Scale, Mithril	15
Brigandine, Iron	7
Brigandine, Steel	**9**
Brigandine, Fine Alloy	11
Brigandine, Mithril	13
Banded, Iron	11
Banded, Steel	**13**
Mail, Iron	8
Mail, Steel	**10**
Mail, Fine Alloy	12
Mail, Mithril	14
Reinforced Mail, Iron	10
Reinforced Mail, Steel	**12**
Reinforced Mail, Fine Alloy	14
Reinforced Mail, Mithril	16
Fine Mail, Iron	12
Fine Mail, Steel	**14**
Fine Mail, Fine Alloy	16
Fine Mail, Mithril	18
Splint, Steel	**16**
Articulated Plate, Bronze	14
Articulated Plate, Iron	16
Articulated Plate, Steel	**18**
Articulated Plate, Fine Alloy	20
Articulated Plate, Mithril	22
Plate, Bronze	16
Plate, Iron	18
Plate, Steel	**20**
Plate, Fine Alloy	22
Plate, Mithril	24

Greek Helmet — c. 1000 - 200 B.C.
Skull, Neck

Material	Value	Hits	Wt.	Price
Plate, Bronze	16	40	5	2£
Plate, Iron	18	50	4	3£

Greek Helmet w/ Face Guard — c. 1000 - 200 B.C..
Skull, Face, Neck

Material	Value	Hits	Wt.	Price
Plate, Bronze	16	40	5.5	3£
Plate, Iron	18	50	4.5	4£

Pilos Helmet — c. 1000 - 200 B.C..
Skull

Material	Value	Hits	Wt.	Price
Plate, Bronze	16	30	4	1£
Plate, Iron	18	40	3	2£

Phrygian Helmet — c. 1000 - 750 B.C..
Skull, Eyes, Ears, Nose, Face, Chin, Neck

Material	Value	Hits	Wt.	Price
Plate, Bronze	16	50	6	3£
Plate, Iron	18	60	5	4£
-w/ Crest	-	-	-	+1£

Boeotian Helmet — c. 1000 - 200 B.C..
Skull, Eyes, Ears, Nose, Face, Chin, Neck

Material	Value	Hits	Wt.	Price
Plate, Bronze	16	50	6	3£
Plate, Iron	18	60	5	4£
-w/ Crest	-	-	-	+1£

Etruscan Helmet — c. 500 - 200 B.C..
Skull, Neck

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	3	15	1	10s
Couir-Bouilli	6	25	2	15s
Plate, Bronze	16	35	5	1£
Plate, Iron	18	45	4	2£
-w/ Plumes	-	-	.25	1£

Republican Helmet — c. 200 - 100 A.D.
Skull, Face

Material	Value	Hits	Wt.	Price
Leather	3	20	1	10s
Cuir-Bouilli	6	30	2	15s
Plate, Bronze	16	40	5	1£
Plate, Iron	18	50	4	2£
Plate, Steel	20	60	5	4£
Plate, Fine Alloy	22	70	2.5	8£
Plate, Mithril	24	80	1	20£

Imperial Helmet — c. 50 - 250 A.D.
Skull, Face, Neck

Material	Value	Hits	Wt.	Price
Leather	3	25	1	15s
Cuir-Bouilli	6	35	2	1£
Plate, Bronze	16	45	6	2£
Plate, Iron	18	55	4	3£

Imperial Helmet — c. 50 - 250 A.D.
Skull, Face, Neck

Material	Value	Hits	Wt.	Price
Plate, Steel	20	65	5	5£
Plate, Fine Alloy	22	75	2.5	10£
Plate, Mithril	24	85	1	25£
-w/ Plumes	-	-	.25	1£

Spangenhelm — c. 250 - 750 A.D.
Skull +Nose +Cheek +Neck

Material	Value	Hits	Wt.	Price
Leather	3	15	1	15s
Cuir-Bouilli	6	35	2	1£
Plate, Iron	18	55	4	3£
Plate, Steel	20	65	5	5£
Plate, Fine Alloy	22	75	2.5	10£
Plate, Mithril	24	85	1	25£
-w/ Nose Guard	-	-	-	+1£
-w/ Cheek Guards	-	+5	+.5	+2£
-w/ Neck Guard	-	+5	+.5	+2£
-w/ Plumes	-	-	.25	1£

Ridge Helmet — c. 350 - 250 A.D.
Skull, Face, Neck

Material	Value	Hits	Wt.	Price
Leather	3	20	1	10s
Cuir-Bouilli	6	30	2	15s
Plate, Bronze	16	40	6	1£
Plate, Iron	18	50	4	2£
Plate, Steel	20	60	5	4£
Plate, Fine Alloy	22	70	2.5	8£
Plate, Mithril	24	80	1	20£

Alamannic Helmet — c. 250 - 750 A.D.
Skull, Ears, Neck

Material	Value	Hits	Wt.	Price
Plate, Iron	18	60	4	3£
Plate, Steel	20	70	5	5£
Plate, Fine Alloy	22	80	2.5	10£
Plate, Mithril	24	90	1	25£

Coif — c. 1000 - 1400 A.D.
Skull, Ears, Chin, Throat, Neck

Material	Value	Hits	Wt.	Price
Linen	1	10	.25	1s
Leather	3	25	.5	5s
Ring	4	30	1.5	10s
Studded	5	35	1.5	15s
Scale, Lthr	5	40	1	1£
Banded, Iron	11	45	4	4£
Banded, Steel	13	55	5	5£
Mail, Iron	8	50	3	3£
Mail, Steel	10	60	4	4£
Mail, Fine Alloy	12	70	2	8£
Mail, Mithril	14	80	.75	20£
Reinforced Mail, Iron	10	60	4	5£
Reinforced Mail, Steel	12	70	5	6£
Reinforced Mail, F.A.	14	80	2.5	12£
Reinforced Mail, Mithril	16	90	1	30£

Coif c. 1000 - 1400 A.D.
Skull, Ears, Chin, Throat, Neck
+ Face, Nose, Mouth (ventail)

Material	Value	Hits	Wt.	Price
Reinforced Mail, Mithril	16	90	1	30£
Fine Mail, Iron	12	70	5	7£
Fine Mail, Steel	14	80	6	8£
Fine Mail, Fine Alloy	16	90	3	16£
Fine Mail, Mithril	18	100	1.25	40£
-w/ Ventail	-	-	0.25	+2£

Helmet c. 100 + A.D.
Skull

Material	Value	Hits	Wt.	Price
Leather	3	30	.5	5s
Cuir-Bouilli	6	40	1	10s
Plate, Bronze	16	40	3	2£
Plate, Iron	18	50	2	4£
Plate, Steel	20	60	2.5	8£
Plate, Fine Alloy	22	70	1	16£
Plate, Mithril	24	80	.5	40£

Celtic Helmet c. 100 + A.D.
Skull, Cheeks

Material	Value	Hits	Wt.	Price
Leather	3	35	.75	10s
Cuir-Bouilli	6	45	1.25	1£
Plate, Bronze	16	45	3.5	3£
Plate, Iron	18	55	2.5	5£
Plate, Steel	20	65	3	9£
Plate, Fine Alloy	22	75	1.5	18£
Plate, Mithril	24	85	.5	45£

Nasal Helm c. 100 - 1140+ A.D.
Skull, Nose (half value)

Material	Value	Hits	Wt.	Price
Plate, Bronze	16	50	3	2£
Plate, Iron	18	60	2	5£
Plate, Steel	20	70	2.5	10£
Plate, Fine Alloy	22	80	1	20£
Plate, Mithril	24	90	.5	50£

Spectacle Helm c. 100 - 950 A.D.
Skull, Eyes, Face

Material	Value	Hits	Wt.	Price
Plate, Bronze	16	50	5	2£
Plae, Iron	18	60	4	5£
Plate, Steel	20	70	4.5	10£
Plate, Fine Alloy	22	80	2	20£
Plate, Mithril	24	90	1	50£

Aventail c. 100 - 1300 A.D.
Neck

Material	Value	Hits	Wt.	Price
Mail, Iron	8	25	1	1£
Mail, Steel	10	30	3	2£
Mail, Fine Alloy	12	35	.5	4£
Mail, Mithril	14	40	.25	10£
Reinforced Mail, Iron	10	30	1	2£

Aventail c. 100 - 1300 A.D.
Neck

Material	Value	Hits	Wt.	Price
Reinforced Mail, Steel	12	35	3	3£
Reinforced Mail, F.A.	14	40	.5	6£
Reinforced Mail, Mithril	16	45	.25	15£
Fine Mail, Iron	12	35	2	3£
Fine Mail, Steel	14	40	4	5£
Fine Mail, Fine Alloy	16	45	1	10£
Fine Mail, Mithril	18	50	.5	25£

Cervelliere (worn under coif) c. 1200 - 1300 A.D.
Skull

Material	Value	Hits	Wt.	Price
Plate, Iron	18	40	1.5	3£
Plate, Steel	20	50	2	5£
Plate, Fine Alloy	22	60	1	10£
Plate, Mithril	24	70	.25	25£

Heaume (Barrel Helm) c. 1180 - 1280 A.D.
Skull, Eyes, Ears, Nose, Face, Chin

Material	Value	Hits	Wt.	Price
Plate, Iron	18	65	4	7£
Plate, Steel	20	75	5	12£
Plate, Fine Alloy	22	85	2.5	24£
Plate, Mithril	24	95	1.25	60£
-w/ Crest	-	-	+.5	+5£

Heaume (Barrel) w/ Ventail c. 1180 - 1280 A.D.
Skull, Ears, Chin + Eyes, Nose, Face (faceplate)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	65	5	10£
Plate, Steel	20	75	6	15£
Plate, Fine Alloy	22	85	3	30£
Plate, Mithril	24	95	1.5	75£
-w/ Crest	-	-	+.5	+5£

Heaume (Conical Helm) c. 1280 - 1325 A.D.
Skull, Eyes, Ears, Nose, Face, Chin

Material	Value	Hits	Wt.	Price
Plate, Iron	18	75	5	10£
Plate, Steel	20	85	6	15£
Plate, Fine Alloy	22	95	3	30£
Plate, Mithril	24	105	1.5	75£
-w/ Crest	-	-	+.5	+5£

Heaume (Conical) w/ Ventail c. 1280 - 1325 A.D.
Skull, Ears, Chin + Eyes, Nose, Face (faceplate)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	75	6	15£
Plate, Steel	20	85	7	20£
Plate, Fine Alloy	22	95	3.5	40£
Plate, Mithril	24	105	1.5	100£
-w/ Crest	-	-	+.5	+5£

Heaume (Conical) w/ Visor — c. 1280 - 1360 A.D.
Skull, Ears, Chin + Eyes, Nose, Face (visor)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	85	5	20£
Plate, Steel	20	95	6	25£
Plate, Fine Alloy	22	105	3	50£
Plate, Mithril	24	115	1.5	125£
-w/ Crest	-	-	+.5	+5£

Pot de Fer — c. 1290 - 1700 A.D.
Skull

Material	Value	Hits	Wt.	Price
Plate, Iron	18	65	2	5£
Plate, Steel	20	75	3	10£
Plate, Fine Alloy	22	85	1.5	20£
Plate, Mithril	24	95	.75	50£

Bascinet — c. 1290 - 1500 A.D.
Skull, Ears

Material	Value	Hits	Wt.	Price
Plate, Iron	18	75	4	6£
Plate, Steel	20	85	5	12£
Plate, Fine Alloy	22	95	1.25	24£
Plate, Mithril	24	105	1	60£

Bascinet with Visor — c. 1290 - 1500 A.D.
Skull, Ears + Eyes, Nose, Face

Material	Value	Hits	Wt.	Price
Plate, Iron	18	80	5	10£
Plate, Steel	20	90	6	15£
Plate, Fine Alloy	22	100	1.5	30£
Plate, Mithril	24	110	1.25	75£

Camail — c. 1290 - 1430 A.D.
Chin, Throat, Neck +Face, Nose, Mouth (ventail)

Material	Value	Hits	Wt.	Price
Banded, Iron	11	15	2	1£
Banded, Steel	13	25	2.5	3£
Mail, Iron	8	30	1.5	2£
Mail, Steel	10	40	2	3£
Mail, Fine Alloy	12	50	1	6£
Mail, Mithril	14	60	.5	15£
Reinforced Mail, Iron	10	40	2	3£
Reinforced Mail, Steel	12	50	2.5	4£
Reinforced Mail, F.A.	14	60	1.25	8£
Reinforced Mail, Mithril	16	70	.5	20£
Fine Mail, Iron	12	50	2.5	5£
Fine Mail, Steel	14	60	3	7£
Fine Mail, Fine Alloy	16	70	1.5	14£
Fine Mail, Mithril	18	80	.75	35£
-w/ Ventail	-	-	.25	+2£

Bascinet, Reinforced — c. 1335 - 1500 A.D.
Skull, Ears, Neck

Material	Value	Hits	Wt.	Price
Plate, Iron	18	90	5	9£
Plate, Steel	20	100	6	15£
Plate, Fine Alloy	22	100	1.5	30£
Plate, Mithril	24	120	1.25	75£

Chapel de Fer — c. 1300 - 1500 A.D.
Skull

Material	Value	Hits	Wt.	Price
Plate, Iron	18	70	3	4£
Plate, Steel	20	80	4	8£
Plate, Fine Alloy	22	90	2	16£
Plate, Mithril	24	100	1	40£

Bascinet with Gorget & Visor — c. 1325 - 1360 A.D.
Skull, Ears, Chin, Throat + Eyes, Nose, Face (visor)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	80	4.5	12£
Plate, Steel	20	90	5.5	18£
Plate, Fine Alloy	22	100	2.5	36£
Plate, Mithril	24	110	1.25	90£
-w/ Crest	-	-	+.5	+3£

Bascinet with Mentonniere — c. 1325 - 1360 A.D.
Skull, Ears, Chin, Throat

Material	Value	Hits	Wt.	Price
Plate, Iron	18	75	5	11£
Plate, Steel	20	85	6	16£
Plate, Fine Alloy	22	95	3	32£
Plate, Mithril	24	105	1.5	80£

Bascinet with Beviere — c. 1360 - 1450 A.D.
Skull, Eyes, Ears, Nose, Face, Chin

Material	Value	Hits	Wt.	Price
Plate, Iron	18	70	5	10£
Plate, Steel	20	80	6	15£
Plate, Fine Alloy	22	90	3	30£
Plate, Mithril	24	100	1.5	75£

Bascinet with Gorget — c. 1360 - 1450 A.D.
Skull, Ears, Throat, Neck

Material	Value	Hits	Wt.	Price
Plate, Iron	18	75	5	9£
Plate, Steel	20	85	6	12£
Plate, Fine Alloy	22	95	3	24£
Plate, Mithril	24	105	1.5	60£

Bascinet w/ Snout-faced Visor — c. 1360 - 1410 A.D.
Skull, Ears + Eyes, Nose, Face, Chin (visor)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	80	6	20£
Plate, Steel	20	90	7	25£
Plate, Fine Alloy	22	100	3.5	50£
Plate, Mithril	24	110	1.75	125£

Barbute — c. 1360 - 1430 A.D.
Skull, Ears, Neck

Material	Value	Hits	Wt.	Price
Plate, Iron	18	80	3	10£
Plate, Steel	20	90	4	14£
Plate, Fine Alloy	22	100	2	28£
Plate, Mithril	24	110	1	70£

Bascinet with Nasal — c. 1360 - 1410 A.D.
Skull, Ears, Nose

Material	Value	Hits	Wt.	Price
Plate, Iron	18	75	4	8£
Plate, Steel	20	85	5	14£
Plate, Fine Alloy	22	95	2.5	28£
Plate, Mithril	24	105	1.25	70£

Camail, long — c. 1360 - 1430 A.D.
Chin, Throat, Neck, Shoulders
+Face, Nose, Mouth (ventail)

Material	Value	Hits	Wt.	Price
Banded, Iron	11	20	2	2£
Banded, Steel	13	30	5	4£
Mail, Iron	8	35	3	3£
Mail, Steel	10	45	4	4£
Mail, Fine Alloy	12	55	2	7£
Mail, Mithril	14	65	1	18£
Reinforced Mail, Iron	10	45	4	4£
Reinforced Mail, Steel	12	55	5	5£
Reinforced Mail, F.A.	14	65	2.5	10£
Reinforced Mail, Mithril	16	75	1	25£
Fine Mail, Iron	12	55	5	6£
Fine Mail, Steel	14	65	6	8£
Fine Mail, Fine Alloy	16	75	3	16£
Fine Mail, Mithril	18	85	1.5	40£
-w/ Ventail	-	-	.25	+2£

Gorget — c. 1325 - 1600 A.D.
Neck, Throat

Material	Value	Hits	Wt.	Price
Plate, Iron	18	35	2	5£
Plate, Steel	20	45	3	10£
Plate, Fine Alloy	22	55	2	20£
Plate, Mithril	24	65	1	50£

Tilting Heaume (for Jousting) — c. 1360 - 1500 A.D.
Skull, Eyes, Ears, Nose, Face, Chin

Material	Value	Hits	Wt.	Price
Plate, Iron	18	90	7	25£
Plate, Steel	20	100	8	35£
-w/ Crest	-	-	1	+5£

Celata — c. 1420 - 1500 A.D.
Skull, Ears, Neck

Material	Value	Hits	Wt.	Price
Plate, Iron	18	50	3	6£
Plate, Steel	20	60	4	10£
Plate, Fine Alloy	22	70	2	20£
Plate, Mithril	24	80	1	50£

Salade — c. 1450 - 1600 A.D.
Skull, Ears

Material	Value	Hits	Wt.	Price
Plate, Iron	18	65	3	5£
Plate, Steel	20	75	4	9£
Plate, Fine Alloy	22	85	2	18£
Plate, Mithril	24	95	1	45£

Salade — c. 1450 - 1600 A.D.
Skull, Ears, Neck + Eyes, Nose, Face (pulled down)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	75	3	8£
Plate, Steel	20	85	4	12£
Plate, Fine Alloy	22	95	2	24£
Plate, Mithril	24	105	1	60£

Salade with Visor — c. 1450 - 1600 A.D.
Skull, Ears, Neck + Eyes, Nose, Face, Chin (visor)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	85	4	10£
Plate, Steel	20	95	5	15£
Plate, Fine Alloy	22	105	2.5	30£
Plate, Mithril	24	115	1.25	75£

Salade with Bevier — c. 1450 - 1600 A.D.
Skull, Ears, Chin, Neck, Throat
+ Eyes, Nose, Face, (pulled down)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	90	4	12£
Plate, Steel	20	100	5	18£
Plate, Fine Alloy	22	110	2.5	35£
Plate, Mithril	24	120	1.25	85£

Mentonniere — c. 1450 - 1600 A.D.
Chin, Throat

Material	Value	Hits	Wt.	Price
Plate, Iron	18	40	2	4£
Plate, Steel	20	50	1	6£
Plate, Fine Alloy	22	60	.5	12£
Plate, Mithril	24	70	.25	30£

Armet — c. 1450 - 1600 A.D.
Skull, Ears, Neck, Chin, Throat
+ Eyes, Nose, Face (visor)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	90	5	10£
Plate, Steel	20	100	6	15£
Plate, Fine Alloy	22	110	3	30£
Plate, Mithril	24	120	1.5	75£

Closed Helm — c. 1500 - 1600 A.D.
Skull, Ears, Neck, Chin, Throat
+ Eyes, Nose, Face (visor)

Material	Value	Hits	Wt.	Price
Plate, Iron	18	90	5	20£
Plate, Steel	20	100	6	25£
Plate, Fine Alloy	22	110	3	50£
Plate, Mithril	24	120	1.5	125£

Great Heaume (for Jousting) — c. 1360 - 1500 A.D.
Skull, Eyes, Ears, Nose, Face, Chin

Material	Value	Hits	Wt.	Price
Plate, Iron	18	110	7	25£
Plate, Steel	20	120	8	50£
-w/ Crest	-	-	+1	+5£

Pageant Helmet   c. 1525 - 1600 A.D.
   Skull, Ears, Chin, Throat

Material	Value	Hits	Wt.	Price
Plate, Iron	18	15	4	25£
Plate, Steel	20	25	5	50£
-w/ Crest	-	-	+1	+10£

Burgonet   c. 1525 - 1600 A.D.
   Skull, Ears

Material	Value	Hits	Wt.	Price
Plate, Iron	18	65	3	7£
Plate, Steel	20	75	4	10£
Plate, Fine Alloy	22	85	2	15£
Plate, Mithril	24	95	1	50£

Cabasset   c. 1525 - 1600 A.D.
   Skull

Material	Value	Hits	Wt.	Price
Plate, Iron	18	60	2	6£
Plate, Steel	20	70	3	9£
Plate, Fine Alloy	22	80	1.5	18£
Plate, Mithril	24	90	1.25	45£

Morion   c. 1525 - 1600 A.D.
   Skull

Material	Value	Hits	Wt.	Price
Plate, Iron	18	75	4	9£
Plate, Steel	20	85	5	12£
Plate, Fine Alloy	22	95	2.5	24£
Plate, Mithril	24	105	1.25	60£

Tunic   c. 1000 B.C. - 1600 A.D.
   Chest, Abdomen, Back, Shoulder, Armpit, Upper Arm,
Inside Arm, Hip, Groin, Thigh

Material	Value	Hits	Wt.	Price
Linen	1	20	.5	10s
Gambeson	2	30	1	10s
Leather	3	40	2	2£
Ring	4	50	3	3£
Studded	5	60	3	4£
Cuir-Bouilli	6	70	2	5£

Greek Cuirass   c. 1000 - 200 B.C.
   Chest, Abdomen, Back

Material	Value	Hits	Wt.	Price
Plate, Bronze	16	60	8	15£
Plate, Iron	18	70	6	25£

Greek Cuirass   c. 400 - 200 B.C.
   Chest, Abdomen, Back, Shoulder, Hip, Groin

Material	Value	Hits	Wt.	Price
Linen	1	25	1	10s
Leather	3	35	2	1£
Scale, Lthr	5	50	3	5£

Etruscan Cuirass   c. 500 - 200 B.C.
   Chest, Abdomen, Back, Shoulder, Hip, Groin

Material	Value	Hits	Wt.	Price
Linen	1	15	1	10s
Leather	3	25	2	1£
Ring	4	30	3	2£
Studded	5	35	3	3£
Scale, Leather	5	40	3	4£
Scale, Bronze	7	45	7	3£
Scale, Iron	9	50	6	5£
Articulated Plate, Bronze	14	55	8	7£
Articulated Plate, Iron	16	60	7	10£

Republican Lorica   c. 200 B.C. - 100 A.D.
   Chest, Abdomen, Back, Shoulder, Upper Arm, Hip,
Groin

Material	Value	Hits	Wt.	Price
Leather	3	25	2	1£
Cuir-Bouilli	6	30	2	2£
Plate, Bronze	16	50	8	10£
Plate, Iron	18	60	6	15£

Imperial Lorica   c. 50 - 250 A.D.
   Chest, Abdomen, Back, Shoulder, Upper Arm

Material	Value	Hits	Wt.	Price
Leather	3	20	2	1£
Cuir-Bouilli	4	30	2	4£
Scale, Leather	5	40	3	5£
Scale, Bronze	7	50	7	6£
Scale, Iron	11	60	5	10£
Plate, Iron	18	70	6	15£
Plate. Steel	20	80	8	25£

Republican Cuirass   c. 200 B.C. - 100 A.D.
   Chest, Abdomen, Back, Shoulder, Groin

Material	Value	Hits	Wt.	Price
Articulated Plate, Bronze	14	55	10	9£
Articulated Plate, Iron	16	65	8	12£

Imperial Cuirass   c. 50 - 250 A.D.
   Chest, Abdomen, Back, Shoulder, Groin

Material	Value	Hits	Wt.	Price
Articulated Plate, Iron	16	70	8	12£
Articulated Plate, Steel	18	80	9	16£

Byrnie / Shirt   c. 100 - 1600 A.D.
   Chest, Abdomen, Back, Shoulder, Armpit, Upper Arm,
Inside Arm

Material	Value	Hits	Wt.	Price
Linen.	1	15	1	5s
Leather	3	30	2	1£
Ring	4	40	6	2£
Studded	5	50	5	3£
Cuir-Bouilli	6	60	4	4£
Scale, Leather	5	50	4	3£
Scale, Iron	9	60	5	5£
Scale, Steel	11	70	6	7£
Scale, Fine Alloy	13	80	3	14£
Scale, Mithril	15	90	1.5	35£

Byrnie / Shirt   *c. 100 - 1600 A.D.*

Chest, Abdomen, Back, Shoulder, Armpit, Upper Arm, Inside Arm

Material	Value	Hits	Wt.	Price
Brigandine, Iron	7	50	5	4£
Brigandine, Steel	9	60	6	5£
Brigandine, Fine Alloy	11	70	3	10£
Brigandine, Mithril	13	80	1.5	25£
Banded, Iron	11	40	4	6£
Banded, Steel	13	60	10	7£
Mail, Iron	8	70	6	5£
Mail, Steel	10	80	8	6£
Mail, Fine Alloy	12	90	4	12£
Mail, Mithril	14	100	2	30£
Reinforced Mail, Iron	10	80	8	6£
Reinforced Mail, Steel	12	90	10	7£
Reinforced Mail, F.A.	14	100	5	14£
Reinforced Mail, Mithril	16	110	2	35£
Fine Mail, Iron	12	100	10	7£
Fine Mail, Steel	14	110	12	9£
Fine Mail, Fine Alloy	16	120	6	18£
Fine Mail, Mithril	18	130	3	45£
Splint, Steel	12	75	5	8£

Hauberk, Sleeveless   *c. 100 - 1600 A.D.*

Chest, Abdomen, Back, Shoulder, Hip, Groin

Material	Value	Hits	Wt.	Price
Linen.	1	15	1	5s
Leather	3	30	2	1£
Ring	4	40	6	2£
Studded	5	50	5	3£
Cuir-Bouilli	6	60	4	4£
Scale, Leather	5	50	4	3£
Scale, Iron	7	60	6	5£
Scale, Steel	9	70	7	7£
Scale, Fine Alloy	11	80	3	14£
Scale, Mithril	13	90	1.5	35£
Brigandine, Iron	7	50	5	4£
Brigandine, Steel	9	60	6	5£
Brigandine, Fine Alloy	11	70	3	10£
Brigandine, Mithril	13	80	1.5	25£
Mail, Iron	8	70	6	5£
Mail, Steel	10	80	8	6£
Mail, Fine Alloy	12	90	4	12£
Mail, Mithril	14	100	2	30£
Reinforced Mail, Iron	10	80	8	6£
Reinforced Mail, Steel	12	90	10	7£
Reinforced Mail, F.A.	14	100	5	14£
Reinforced Mail, Mithril	16	110	2	35£
Fine Mail, Iron	12	100	10	7£
Fine Mail, Steel	14	110	12	9£
Fine Mail, Fine Alloy	16	120	6	18£
Fine Mail, Mithril	18	130	3	45£
Splint, Steel	12	75	5	8£

Hauberk   *c. 100 - 1600 A.D.*

Chest, Abdomen, Back, Shoulder, Armpit, Upper Arm, Inside Arm, Hip, Groin, Thigh

Material	Value	Hits	Wt.	Price
Scale, Leather	5	60	6	5£
Scale, Iron	7	70	8	6£
Scale, Steel	9	80	10	8£
Scale, Fine Alloy	11	90	5	16£
Scale, Mithril	13	100	2.5	40£
Brigandine, Iron	7	60	7	5£
Brigandine, Steel	9	70	8	7£
Brigandine, Fine Alloy	11	80	4	15£
Brigandine, Mithril	13	90	2	30£
Banded, Iron	11	50	20	8£
Banded, Steel	13	70	25	9£
Mail, Iron	8	80	12	7£
Mail, Steel	10	90	16	9£
Mail, Fine Alloy	12	100	8	18£
Mail, Mithril	14	110	4	45£
Reinforced Mail, Iron	10	90	15	8£
Reinforced Mail, Steel	12	100	20	10£
Reinforced Mail, F.A.	14	110	10	20£
Reinforced Mail, Mithril	16	120	5	50£
Fine Mail, Iron	12	100	18	9£
Fine Mail, Steel	14	110	24	12£
Fine Mail, Fine Alloy	16	120	12	24£
Fine Mail, Mithril	18	130	6	60£
Splint, Steel	12	85	12	10£
-w/ Coif Attached	-	-	2	+5£
-w/ Ventail Attached	-	-	.25	+2£

Hauberk (long)   *c. 1180 - 1600 A.D.*

Chest, Abdomen, Back, Shoulder, Armpit, Upper Arm, Inside Arm, Elbow, Forearm, Hip, Groin, Thigh, Knee.

Material	Value	Hits	Wt.	Price
Mail, Iron	8	90	12	10£
Mail, Steel	10	100	16	12£
Mail, Fine Alloy	12	110	8	24£
Mail, Mithril	14	120	4	60£
Reinforced Mail, Iron	10	100	15	11£
Reinforced Mail, Steel	12	110	20	13£
Reinforced Mail, F.A.	14	120	10	26£
Reinforced Mail, Mithril	16	130	5	80£
Fine Mail, Iron	12	110	18	12£
Fine Mail, Steel	14	120	24	14£
Fine Mail, Fine Alloy	16	130	12	28£
Fine Mail, Mithril	18	140	6	70£
-w/ Mittens (+Hand)	-	+5	+5	+5£
-w/ Coif Attached	-	-	2	+5£
-w/ Ventail Attached	-	-	.25	+2£

Breastplate   *c. 100 - 1600 A.D.*

Chest, Abdomen

Material	Value	Hits	Wt.	Price
Leather	3	35	2	10s
Ring	4	45	6	1£
Studded	5	55	5	2£
Cuir-Bouilli	6	65	4	3£

Breastplate c. 1325 - 1600 A.D.
Chest, Abdomen

Material	Value	Hits	Wt.	Price
Plate, Iron	18	80	4	8£
Plate, Steel	20	90	6	12£
Plate, Fine Alloy	22	100	3	24£
Plate, Mithril	24	110	1.5	60£

Cuirass c. 100 - 1600 A.D.
Chest, Abdomen, Back

Material	Value	Hits	Wt.	Price
Leather	3	40	3	1£
Ring	4	50	7	2£
Studded	5	60	6	3£
Scale, Leather	5	65	5	4£
Cuir-Bouilli	6	70	5	5£

Lamellar Cuirass c. 800 - 1400 A.D.
Chest, Abdomen, Back

Material	Value	Hits	Wt.	Price
Splint, Steel	12	80	10	10£
Splint, Fine Alloy	14	90	5	20£
Splint, Mithril	16	100	2.5	50£

Cuirass c. 1325 - 1600 A.D.
Chest, Abdomen, Back

Material	Value	Hits	Wt.	Price
Plate, Iron	18	90	6	10£
Plate, Steel	20	100	8	15£
Plate, Fine Alloy	22	110	4	30£
Plate, Mithril	24	120	2	75£

Demi-Placcate Cuirass c. 1450 - 1600 A.D.
Chest, Abdomen, Back

Material	Value	Hits	Wt.	Price
Plate, Iron	18	100	5	12£
Plate, Steel	20	110	7	18£
Plate, Fine Alloy	22	120	3.5	36£
Plate, Mithril	24	130	1.75	90£

Ailette c. 1250 - 1325 A.D.
Shoulder (only 50% chance of protection)

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	6	1	5s
Plate, Iron	18	10	1.25	10s
Plate, Steel	20	15	1.5	1£
Plate, Fine Alloy	22	20	.75	2£
Plate, Mithril	24	25	.25	5£

Roundels c. 1250 - 1600 A.D.
Armpit (only 50% chance of protection)

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	6	1	5s
Plate, Iron	18	10	1.25	10s
Plate, Steel	20	15	1.5	1£
Plate, Fine Alloy	22	20	.75	2£
Plate, Mithril	24	25	.25	5£

Epaulieres c. 1360 - 1430 A.D.
Shoulder

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	10	1.5	10s
Articulated Plate, Iron	16	15	2	1£
Articulated Plate, Steel	18	20	2.5	2£
Articulated Plate, F. A.	20	25	1.25	4£
Articulated Plate, Mithril	22	30	.5	10£

Epaulieres w/ Palette c. 1410 - 1430 A.D.
Shoulder, Armpit

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	15	1.5	1£
Articulated Plate, Iron	16	20	2	2£
Articulated Plate, Steel	18	25	2.5	3£
Articulated Plate, F.A.	20	30	1.25	6£
Articulated Plate, Mithril	22	35	.5	15£

Pauldrons c. 1430 - 1600 A.D.
Shoulders, Armpits

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	20	1.5	1£
Plate, Iron	18	25	2	2£
Plate, Steel	20	30	2.5	3£
Plate, Fine Alloy	22	35	1.25	6£
Plate, Mithril	24	40	.5	15£

Pauldrons w/ Passe-Gardes c. 1430 - 1600 A.D.
Shoulders, Armpits, Neck (only 50% chance of protection for the neck)

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	25	2	2£
Plate, Iron	18	30	2.5	3£
Plate, Steel	20	35	3	4£
Plate, Fine Alloy	22	40	1.5	8£
Plate, Mithril	24	45	.75	20£

Demi-Brassarts c. 1320 - 1360 A.D.
Upper Arm (only 50% chance of protection)

Material	Value	Hits	Wt.	Price
Leather	3	3	.5	5s
Cuir-Bouilli	6	6	1	10s
Plate, Iron	18	10	1.25	1£
Plate, Steel	20	15	1.5	2£
Plate, Fine Alloy	22	20	.75	3£
Plate, Mithril	24	25	.25	10£

Brassarts c. 1360 - 1600 A.D.
Upper Arm

Material	Value	Hits	Wt.	Price
Leather	3	6	.5	5s
Ring	4	8	.5	10s
Studded	5	10	.5	15s
Cuir-Bouilli	6	12	1	1£
Plate, Iron	18	20	1.25	2£
Plate, Steel	20	25	1.5	3£
Plate, Fine Alloy	22	30	.75	6£
Plate, Mithril	24	35	.25	15£

Coudieres
Elbows
c. 1320 - 1600 A.D.

Material	Value	Hits	Wt.	Price
Leather	3	6	.5	10s
Cuir-Bouilli	6	12	1.5	1£
Plate, Iron	18	20	2	2£
Plate, Steel	20	25	2.5	3£
Plate, Fine Alloy	22	30	1.25	6£
Plate, Mithril	24	35	.5	15£

Vambraces
Forearm, Wrists
c. 100 + A.D.

Material	Value	Hits	Wt.	Price
Leather	3	6	.25	5s
Ring	4	8	.25	10s
Studded	5	10	.25	15s
Cuir-Bouilli	6	12	.5	1£

Demi-Vambraces
Forearm, Wrists (only 50% chance of protection to all)
c. 1250 - 1350 A.D.

Material	Value	Hits	Wt.	Price
Plate, Iron	18	25	1.25	2£
Plate, Steel	20	30	1.5	3£
Plate, Fine Alloy	22	35	.75	6£
Plate, Mithril	24	40	.25	15£

Vambraces
Forearm, Wrists
c. 1325 - 1600 A.D.

Material	Value	Hits	Wt.	Price
Splint, Steel	12	30	2	2£
Splint, Fine Alloy	14	35	1	4£
Splint, Mithril	16	40	.5	10£
Plate, Iron	18	35	1.5	3£
Plate, Steel	20	40	2	4£
Plate, Fine Alloy	22	45	1	8£
Plate, Mithril	24	50	.5	20£

Gloves /Gauntlets
Wrists, Hands
c. 100 + A.D.

Material	Value	Hits	Wt.	Price
Linen	1	5	-	2s
Leather	3	15	.25	1s
Ring	4	20	.25	2s
Studded	5	25	.25	3s
Cuir-Bouilli	6	30	.25	4s

Gauntlets
Wrists, Hands (1d6 punch)
c. 1100 - 1600 A.D.

Material	Value	Hits	Wt.	Price
Mail, Iron	8	15	1	2£
Mail, Steel	10	20	2	3£
Mail, Fine Alloy	12	25	1	6£
Mail, Mithril	14	30	.5	15£
Reinforced Mail, Iron	10	20	1	3£
Reinforced Mail, Steel	12	25	2	4£
Reinforced Mail, F.A.	14	30	1	8£
Reinforced Mail, Mithril	16	35	.5	20£

Gauntlets
Wrists, Hands (1d6 punch)
c. 1100 - 1600 A.D.

Material	Value	Hits	Wt.	Price
Fine Mail, Iron	12	25	1	4£
Fine Mail, Steel	14	30	3	5£
Fine Mail, Fine Alloy	16	35	1.5	10£
Fine Mail, Mithril	18	40	.75	25£

Gauntlets
Wrists, Hands (2d6 punch)
c. 1325 - 1600 A.D.

Material	Value	Hits	Wt.	Price
Articulated Plate, Iron	16	20	2	3£
Articulated Plate, Steel	18	25	2.5	6£
Articulated Plate, F. A.	20	30	1.25	12£
Articulated Plate, Mithril	22	35	.5	30£

Gauntlets w/ Gadlings
Wrists, Hands (3d6 punch)
c. 1360 - 1600 A.D.

Material	Value	Hits	Wt.	Price
Articulated Plate, Iron	16	25	2	4£
Articulated Plate, Steel	18	30	2.5	7£
Articulated Plate, F. A.	20	35	1.25	14£
Articulated Plate, Mithril	22	40	.5	35£

Leggings
Hip, Groin, Thigh, Knee, Shin, Calf, Foot
c. 100 + A.D.

Material	Value	Hits	Wt.	Price
Linen	1	5	-	5s
Leather	3	10	.25	10s
Ring	4	20	.25	1£
Studded	5	30	.25	2£
Cuir-Bouilli	6	40	.25	3£

Half-Leggings
Knee, Calf, Foot (only 50% chance of protection for all)
c. 100 + A.D.

Material	Value	Hits	Wt.	Price
Ring	4	10	.25	10s
Studded	5	20	.25	1£
Cuir-Bouilli	6	30	.25	2£

Chausses
Hip, Groin, Thigh, Knee, Shin, Calf, Foot
c. 1100 - 1600 A.D.

Material	Value	Hits	Wt.	Price
Mail, Iron	8	80	12	7£
Mail, Steel	10	90	16	9£
Mail, Fine Alloy	12	100	8	18£
Mail, Mithril	14	110	4	45£
Reinforced Mail, Iron	10	90	15	8£
Reinforced Mail, Steel	12	100	20	10£
Reinforced Mail, F.A.	14	110	10	20£
Reinforced Mail, Mithril	16	120	5	50£
Fine Mail, Iron	12	100	18	9£
Fine Mail, Steel	14	110	24	12£
Fine Mail, Fine Alloy	16	120	12	24£
Fine Mail, Mithril	18	130	6	60£

Half-Chausses   c. 1100 - 1600 A.D.
Knee, Shin, Calf, Foot

Material	Value	Hits	Wt.	Price
Banded, Iron	11	40	4	6£
Banded, Steel	13	60	10	7£
Mail, Iron	8	70	6	5£
Mail, Steel	10	80	8	6£
Mail, Fine Alloy	12	90	4	12£
Mail, Mithril	14	100	2	30£
Reinforced Mail, Iron	10	80	8	6£
Reinforced Mail, Steel	12	90	10	7£
Reinforced Mail, F.A.	14	100	5	14£
Reinforced Mail, Mithril	16	110	2	35£
Fine Mail, Iron	12	100	10	7£
Fine Mail, Steel	14	110	12	9£
Fine Mail, Fine Alloy	16	120	6	18£
Fine Mail, Mithril	18	130	3	45£
Splint, Steel	12	75	5	8£

Lambrequin   c. 1250 B.C. - 250 A.D.
Hip, Groin, Thigh

Material	Value	Hits	Wt.	Price
Leather	3	15	.5	10s
Cuir-Bouilli	6	30	.5	15s

Skirt of Mail   c. 1500 - 1525 A.D.
Hip, Groin, Thigh

Material	Value	Hits	Wt.	Price
Scale, Leather	5	25	2	1£
Scale, Iron	9	30	2.5	2£
Scale, Steel	11	35	3	3£
Scale, Fine Alloy	13	40	1.5	6£
Scale, Mithril	15	45	.75	15£
Banded, Iron	11	20	2	3£
Banded, Steel	13	30	5	6£
Mail, Iron	8	35	3	3£
Mail, Steel	10	40	4	4£
Mail, Fine Alloy	12	45	2	8£
Mail, Mithril	14	50	1	20£
Reinforced Mail, Iron	10	40	4	4£
Reinforced Mail, Steel	12	45	5	5£
Reinforced Mail, F.A.	14	50	2.5	10£
Reinforced Mail, Mithril	16	55	1	25£
Fine Mail, Iron	12	50	5	5£
Fine Mail, Steel	14	55	6	6£
Fine Mail, Fine Alloy	16	60	3	12£
Fine Mail, Mithril	18	65	1.5	30£
Splint, Steel	12	35	2.5	6£

Taces   c. 1410 - 1600 A.D.
Hip, Groin

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	15	1.5	1£
Articulated Plate, Iron	16	20	2	2£
Articulated Plate, Steel	18	25	2.5	3£
Articulated Plate, F.A.	20	30	1.25	6£
Articulated Plate, Mithril	22	35	.5	15£

Tuilles   c. 1430 - 1600 A.D.
Thigh

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	10	1.5	10s
Articulated Plate, Iron	16	15	2	1£
Articulated Plate, Steel	18	20	2.5	2£
Articulated Plate, F. A.	20	25	1.25	4£
Articulated Plate, Mithril	22	30	.5	10£

Codpeice   c. 1450 - 1600 A.D.
Groin

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	10	1.5	10s
Plate, Iron	18	15	2	1£
Plate, Steel	20	20	2.5	2£
Plate, Fine Alloy	22	25	1.25	4£
Plate, Mithril	24	30	.5	10£

Cuissarts   c. 1335 - 1600 A.D.
Thigh

Material	Value	Hits	Wt.	Price
Leather	3	20	.25	5s
Ring	4	25	.25	10s
Studded	5	30	.25	15s
Cuir-Bouilli	6	35	.5	1£
Splint, Steel	12	40	2	2£
Splint, Fine Alloy	14	45	1	4£
Splint, Mithril	16	50	.5	10£
Plate, Iron	18	55	1.5	3£
Plate, Steel	20	60	2	4£
Plate, Fine Alloy	22	65	1	8£
Plate, Mithril	24	70	.5	20£

Genouillieres   c. 1320 - 1600 A.D.
Knee

Material	Value	Hits	Wt.	Price
Leather	3	15	.25	10s
Cuir-Bouilli	6	35	.25	1£
Plate, Iron	18	25	1.25	2£
Plate, Steel	20	30	1.5	3£
Plate, Fine Alloy	22	35	.75	6£
Plate, Mithril	24	40	.25	15£

Greaves   c. 1250 - 200 B.C.
Knee, Shin

Material	Value	Hits	Wt.	Price
Leather	3	20	.25	1£
Cuir-Bouilli	6	30	.5	2£
Plate, Bronze	16	40	2	3£
Plate, Iron	18	55	1.5	4£
Plate, Steel	20	60	2	5£
Plate, Fine Alloy	22	65	1	10£
Plate, Mithril	24	70	.5	25£

Demi-Jambarts / Grevieres
c. 1300 - 1360 A.D.

Shin

Material	Value	Hits	Wt.	Price
Leather	3	10	.25	3s
Ring	4	15	.25	5s
Studded	5	20	.25	10s
Cuir-Bouilli	6	25	.5	15s
Splint, Steel	12	40	2	1£
Splint, Fine Alloy	14	45	1	2£
Splint, Mithril	16	50	.5	5£
Plate, Iron	18	55	2	1£
Plate, Steel	20	60	2.5	2£
Plate, Fine Alloy	22	65	1.25	4£
Plate, Mithril	24	70	.5	10£

Jambarts / Grevieres
c. 1325 - 1600 A.D.

Shin, Calf

Material	Value	Hits	Wt.	Price
Leather	3	20	.5	5s
Ring	4	25	.5	10s
Studded	5	30	.5	15s
Cuir-Bouilli	6	35	1	1£
Splint, Steel	12	40	3	2£
Splint, Fine Alloy	14	45	1.5	4£
Splint, Mithril	16	50	.75	10£
Plate, Iron	18	55	3	4£
Plate, Steel	20	60	4	5£
Plate, Fine Alloy	22	65	2	10£
Plate, Mithril	24	70	1	25£

Sollerets
c. 1320 - 1500 A.D.

Feet

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	15	1.5	1£
Articulated Plate, Iron	16	20	2	2£
Articulated Plate, Steel	18	25	2.5	3£
Articulated Plate, F.A.	20	30	1.25	6£
Articulated Plate, Mithril	22	35	.5	15£

Sabbatons
c. 1490 - 1600 A.D.

Feet

Material	Value	Hits	Wt.	Price
Cuir-Bouilli	6	25	1.5	2£
Articulated Plate, Iron	16	30	2	3£
Articulated Plate, Steel	18	35	2.5	4£
Articulated Plate, F.A.	20	40	1.25	8£
Articulated Plate, Mithril	22	45	.5	20£

Shoes
c. 1000 B.C. - 1600 A.D.

Feet

Material	Value	Hits	Wt.	Price
Leather	3	15	.25	10s

Boots
c. 1000 B.C. - 1600 A.D.

Shin, Calf, Feet

Material	Value	Hits	Wt.	Price
Leather	3	15	.5	1£
Cuir-Bouilli	6	25	.5	2£

High Boots
c. 1000 B.C. - 1600 A.D.

Knee, Shin, Calf, Feet

Material	Value	Hits	Wt.	Price
Leather	3	20	.5	2£
Cuir-Bouilli	6	30	.5	4£

Shields

The chance to parry with a shield is equal to the character's shield skill plus or minus the **parry modifier** listed on the charts.

Every shield has an initiative factor which is subtracted from the character's initiative. So a person holding a battle axe (-3) and a wodden roundshield (-2) will have a total initiative penalty of -5. The character's armor is also subtracted from initiative.

Shields came in a large variety of materials shapes, and sizes. In *Fantasy Imperium* shields are classified by the skill that is used to use them (*round shield* for instance). These factors are included in the shield lists:

• **Shield Type:** This is the type of shield and it is also the name of the corresponding shield skill that is used to parry attacks.

• **Parry:** The shape and size of the shield will modify the character's chance to parry. Smaller shields such as the *buckler* are less likely to parry an attack, but aren't as tiring either. On the other hand, the shape of the *heater* shield (named after the tool used to iron clothes) will increase a person's chance of parrying an attack. This number will add or subtract from the character's shield skill.

• **Turn:** This is how far a person can turn around without having to make a *dexterity check*. Some shields were more cumbersome than others. If a person rotates more than the number listed here, then a dexterity check must be made or the person will fall down and become prone.

• **Missile:** When attempting to parry a missile such as an arrow or javelin, apply this penaly or bonus to the character's shield skill.

• **Time Used:** This is the time period when the shield was used.

- **Coverage:** When the character is not actively parrying an incoming attack, the shield may sometimes be struck, depending on the location of the hit.

   If the character is hit in a location covered by the shield, then there is a 50% chance that the shield will be hit instead of the character, unless the shield has been **prepared**.

   Preparing a shield will take 2 rounds. When a shield has been prepared a hit on a location covered by the shield will not hit the character even if they failed to parry the attack. Use the armor value listed for the shield in this case.

- **Material:** Shields were made out of many types of materials, which is listed here.

- **Weight:** This is how heavy the shield is.

- **Initiative:** This number is subtracted from the character's initiative roll.

- **Fatigue:** How many fatigue points it costs every time the shield is used.

- **Value:** This is the armor rating of the shield. If the shield is penetrated, the remaining damage will go to the character. Apply the damage to one of the areas covered by the shield.

- **Price:** This is how much the shield costs.

Shield Enhancements

Enhancements give the sheild more strength (hits) so that it lasts longer.

There are four types of enhancements that may be added to shields: *Binding, Strapping, Embossing,* and a *Boss Gore.*

The benefits of each type of enhancement are listed here along with the price of the enhancement:

Binding   +20 Hits   10s

A metallic rim applied to the edge of the shield.
Note: Metallic shields may not be bound.

Strapping   +30 Hits   10s

These are metallic belts to reinforce the surface of the shield.
Note: Bucklers may not be enhanced by strapping.

Embossing   +15 Hits or +30 Hits   10s or 1£

A metallic hub (dome) mounted in the center of the shield.

Embossing metallic shields costs 1£ and adds an additional +15 Hits.
Note: Heaters, Legionary shields, & Tower shields may not be embossed.

Boss Gore   3d6 damage   10s

A boss gore is a spike attached to the center of the shield.
Note: This enhancement can only be added to a shield that already has been embossed.

Shield Combat Techniques

The following attacks are possible with shields:

Boss Punch   2d6 damage

Using the flat of the shield to hit an opponent. The defender cannot parry, but may try to dodge the attack.

Note: If a boss gore (spike) has been attached to the shield, then apply the additional damage.

Rim Punch   2d6 damage

Using the edge of the shield to hit an opponent. The defender cannot parry, but may try to dodge the attack.

If the shield has Binding or if it is metallic, then apply additional damage of +2d6.

Note: Legionary, & Tower shields cannot use a rim punch attack.

Shield Press   2d6 damage

Used to knock an opponent down. To succeed, the attacker must win a Strength contest against the defender.

This attack may be dodged. The attacker gains a bonus in the Strength contest based on the type of shield he is using as follows:

Shield Type	Bonus
Buckler	+10%
Roundshield / Heater	+20%
Viking / Kite	+30%
Legionary	+40%
Tower	+50%
Pavisse	+60%

Locked Shield Wall   +35% to parry

Used in large military units to form a nearly impenetrable wall with the shields in front while the men behind the wall use polearms and missile weapons to attack over the wall. Every person in the front of the formation will gain a bonus to parry incoming attacks of +35%.

Shield List

Here are the different kinds of shields:

Buckler   c. 1000 B.C, –1600 A.D.

Missile:	–35%			Parry:		–10%

Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	.5	0	1	3	30	1s
Wicker	.5	0	1	4	35	2s
Cuir-Bouilli	.5	0	1	6	40	3s
Wood	2	0	2	12	50	6s
Bronze	3	0	3	16	60	10s
Iron	2	0	2	18	70	1£
Steel	2	0	2	20	80	2£
Fine Alloy	1	0	1	22	90	4£
Mithril	.1	0	0	24	200	10£

Round Shield   c. 1000 B.C, –1600 A.D.
Missile: −25%   Parry: –
Elbow, Forearm, Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	3	1	2	3	50	2s
Wicker	4	1	2	4	55	4s
Cuir-Bouilli	5	1	2	6	60	6s
Wood	10	2	4	12	70	12s
Bronze	12	3	5	16	80	1£
Iron	6	2	3	18	90	2£
Steel	8	2	4	20	100	5£
Fine Alloy	4	1	2	22	110	10£
Mithril	1	1	1	24	120	25£

Oval Shield   c. 1000 B.C, –1600 A.D.
Missile: −10%   Parry: +10%   Turn: 120
Elbow, Forearm, Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	4	2	2	3	60	2s
Wicker	5	2	2	4	65	4s
Cuir-Bouilli	6	2	2	6	70	6s
Wood	12	3	4	12	80	12s
Bronze	14	4	5	16	90	1£
Iron	8	3	3	18	100	2£
Steel	10	3	4	20	110	5£
Fine Alloy	5	2	2	22	120	10£
Mithril	2	1	1	24	130	25£

Viking Shield   c. 1000 B.C, –1600 A.D.
Missile: −15%   Parry: +10%   Turn: 120
Elbow, Forearm, Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	5	2	3	3	65	6s
Wicker	6	2	3	4	65	12s
Cuir-Bouilli	7	2	3	6	70	1£
Wood	12	3	5	12	80	2£
Bronze	14	4	6	16	90	3£
Iron	8	3	4	18	100	5£
Steel	10	3	5	20	110	8£
Fine Alloy	6	2	3	22	120	16£
Mithril	2	1	1	24	140	40£

Legionnaire Shield   c. 1000 B.C, –1600 A.D.
Missile: −10%   Parry: +15%   Turn: 90
Elbow, Forearm, Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	6	2	3	3	70	10s
Wicker	7	2	3	4	75	1£
Cuir-Bouilli	8	2	3	6	80	2£
Wood	14	3	5	12	90	3£
Bronze	16	4	6	16	100	4£
Iron	10	3	4	18	110	6£
Steel	12	3	5	20	120	12£
Fine Alloy	7	2	3	24	130	24£
Mithril	2	1	1	22	150	60£

Kite Shield   c. 100 A.D. –1600 A.D.
Missile: −30%   Parry: +10%   Turn: 120
Elbow, Forearm, Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	3	2	2	3	40	3s
Wicker	4	2	2	4	45	6s
Cuir-Bouilli	5	2	2	6	50	9s
Wood	10	3	4	12	60	1£
Bronze	12	4	5	16	70	2£
Iron	6	3	3	18	80	3£
Steel	8	3	4	20	90	6£
Fine Alloy	4	2	2	22	100	12£
Mithril	1	1	1	24	120	30£

Tower Shield   c. 1000 B.C. –1600 A.D.
Missile: –   Parry: +20%   Turn: 45
Elbow, Forearm, Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	7	3	3	3	75	1£
Wicker	8	3	3	4	80	2£
Cuir-Bouilli	9	3	3	6	85	3£
Wood	15	4	5	12	95	4£
Bronze	17	5	6	16	105	5£
Iron	11	4	4	18	115	10£
Steel	13	4	5	20	125	15£
Fine Alloy	8	3	3	22	135	30£
Mithril	3	2	2	24	155	75£

Heater   c. 100 A.D. –1600 A.D.
Missile: −20%   Parry: +5%
Elbow, Forearm, Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	4	1	2	3	60	3s
Wicker	5	1	2	4	65	6s
Cuir-Bouilli	6	1	2	6	70	9s
Wood	11	2	4	12	80	1£
Bronze	13	3	4	16	90	2£
Iron	7	2	3	18	100	3£
Steel	9	2	5	20	110	6£
Fine Alloy	5	2	2	22	120	12£
Mithril	1	1	1	24	140	30£

Pavisse   c. 1000 B.C. –1600 A.D.
Missile: –   Parry: +25%   Turn: 30
Elbow, Forearm, Wrist, Hand

Material	Wt.	I	F	Value	Hits	Price
Leather	8	4	4	80	3	2£
Wicker	9	4	4	85	3	3£
Cuir-Bouilli	10	4	4	90	4	4£
Wood	20	5	6	100	6	5£
Bronze	19	6	7	110	8	7£
Iron	13	5	5	120	12	12£
Steel	15	5	6	130	16	20£
Fine Alloy	10	4	4	140	20	40£
Mithril	5	3	2	160	24	100£

Mythical Races

Elenril Elenerein

Chapter 19: Mythical Races

"Go not to the elves for counsel, for they will say both yes and no."

–J. R. R. Tolkien

Fantasy Characters

Mythical races can be used to create various types of fantasy characters popular in fantasy novels.

Mythical races include Centaurs, Dwarves, Elves, Half-Elves, Faeries, Gnomes, & Halflings.

If desired, the *Storyteller* may allow players to create these types of characters.

Mythical races differ from humans in five ways, including *characteristic adjustments, size, skills & professions, special abilities, & special equipment.*

Creating New Races

Storytellers can also create their own races or can modify the races here as desired.

For instance, if the *Storyteller* wanted all the elves in his world to be stupid and ugly, he could change the elvish characteristic multiples for reasoning and attractiveness to x.5.

To create a new race, the *Storyteller* should determine what characteristic adjustments should be made, write a description of the race and it's culture, and then create unique skills, professions, special abilities and equipment.

Some ideas for mythical races could include Mermaids, Satyrs, Giants, Ogres, Trolls, Cat Men, Lizard Men, Wolf Men, Avians, etc.

Characteristic Adjustments

Fantasy characters must multiply their characteristics by the number shown on the racial chart. These adjustments are made after all switches and rerolls are made.

For example, an elf character which rolls a 80% strength, will end up with a 60% strength (80 x.75=60).

When a characteristic is higher or lower than what is possible for a human, the bonuses that apply are listed.

Personal Development

Since characteristics for mythical races are not based on a human scale of 1-100, there are modifiers to the way experience is spent on personal development (increasing a characteristic such as strength).

When spending skill points or experience points to raise characteristics, there is a modifier to the die roll equal to the following table:

Characteristic Development Modifiers

Multiple	Modifier
x .5	– 50%
x .75	– 25%
x 1.25	+ 25%
x 1.5	+50%

When the development roll is successful, the characteristic increase is +1d6%.

When the characteristic is high, the increase is +1d3%.

When the characteristic is very high, the increase is +1%

A high characteristic is equal to 80% ± the characteristic development modifier.

A very high characteristic is equal to 90% ± the characteristic development modifier.

For example, a dwarf that wants to raise his strength above 72%. He spends an experience point and rolls percentile dice (d100) and adds +25% to the roll. He rolls a 60% and it is successful (60+25=85). He then increases his strength by +1d6%. When his strength is over 105% it is *high* (80+25=105) and the increase will be +1d3. When his strength is 115%, it is very high (90+25=115) and the increase will be +1%.

If a dwarf were raising his intuition (x.75 modifier), then he would have to subtract 25% from all his characteristic development rolls. A dwarf's intuition is considered high when it is 55% (80–25) and very high at 65% (90–25).

Size

Different races come in different sizes and this will affect what happens in combat. Use the **size chart** *(see chapter 20: Monsters)* to calculate the severity of a wound, damage inflicted and bloodloss. *Falling damage* will also be changed by the size of the character *(see chapter 5: Injuries & death).*

Skills & Professions

Every race will have special skills & professions associated with it and these are listed in the racial descriptions.

Some skills are available to any member of that race and these skills may be purchased with skill points as if they were a professional skill (up to 5 skill points).

Some professions are available only to members of a specific race and these may be chosen by the character if desired.

Special Abilities

Every mythical race has special abilities accociated with it and these are listed along with the description for that race. These abiliteis may be used by the character at any time.

Special Equipment

Special kinds of equipment are available to members of each race, such as dwarven armor or elven bows.

Centaurs

Characteristic	Multiple
Strength	χ 1.25
Endurance	χ 1.25
Dexterity	χ 1
Intuition	χ 1
Self Discipline	χ .75
Reasoning	χ .75
Ego	χ 1
Awareness	χ 1
Presence	χ 1
Attractiveness	χ 1
Power	0
Fate	1d6
Luck	1d6
Piety	Normal
Spirit	1–100

Description

Centaurs are a race out of Greek mythology. Centaurs are half man from the waist up, and half horse from the waist down.

Centaurs are reclusive creatures, living in the wilderness. Humans often consider centaurs to be savages.

Centaurs are very fond of wine and have been known to cause trouble when they are drunk. Centaurs are wild and carefree in any case.

It is rumored that the blood of a centaur is poisonous to humans.

Size (Large)

Centaurs use the large size chart to determine the severity of wounds when struck. Therefore, 25 hits are needed in order to inflict a serious wound. Normally, 10 hits to the head of a human will knock him out, but 25 hits are needed in order to knock out a centaur *(see Chapter 20: Monsters)*.

Because of their size, centaurs inflict **double damage** in combat with their **natural attacks** (not with weapons). All damage is doubled after adding any strength bonus.

A centaur's **hits are doubled** because of their large size (strength + endurance) x2. Centaurs can also carry an additional +100 pounds before fatigue occurs.

Centaurs gain all the advantages and limitations to movement inherent with horses. However, some places are even more difficult to get into because of a centaur's additional height.

The movement rates for centaurs are equal to that of a riding horse. Centaurs use the movement rules for horses. When a riding skill check is required, the centaur must make a dexterity check instead. Here are the movement rates for centaurs (1"=5'):

Distance

Speed	Distance	Inches	Speed Bonus	Fatigue*	
Walk	15 feet	3"	0"	0	1
Trot	30 feet	6"	± 1"	2	5
Canter	45 feet	9"	± 1-2"	5	10
Gallop	90 feet	18"	± 1-4"	10	20

* The second number is the rate of fatigue when encumbered.

Speed Bonus to Movement

The *speed bonus* or *speed penalty* for superior or inferior dexterity is applied to the movement distance for centaurs as follows (1"= 5' of movement):

Dexterity	Trot (6")	Canter (9")	Gallop (18")
1–5%	5"	7"	14"
6–15%	5"	7"	15"
16–25%	5"	8"	16"
26–35%	5"	8"	17"
36–65%	6"	9"	18"
66–75%	7"	10"	19"
76–85%	7"	10"	20"
86–95%	7"	11"	21"
96–100%	7"	11"	22"

Skills & Professions

Centaurs can generally take the same types of skills and professions that humans use, except that centaurs prefer the more rustic professions.

Centaurs only have **half as many skill points** as human characters (50+d100)/2.

Centaur   25

These skills can be used by any centaur.

Animalcraft, jumping, reconnaissance, foreign language, spear.

2   Centaur Wine Merchant *(25£ / 5£)*   25

Brewery, business, cartograpyy, ceramics, foreign language.

Centaur wine is said to be magical. Those drinking it usually refuse to stop.

Special Abilities

Centaurs have the same natural attacks that horses use.

Trample: 65% to hit. 2d6 L damage (Large = x2).

Centaurs can also carry a rider.

Special Equipment

Barding armor can be used by centaurs along with the same types of armor that a human can use above the waist.

Centaur Barding Armor   1000 B.C. +

Chest, Abdomen, Back, Shoulder, Upper Arm, Hip, Groin, Thigh.

Material	Value	Hits	Weight	Price
Leather	3	45	8	2£
Ring	4	60	24	4£
Scale, Leather	5	75	16	6£
Scale, Bronze	7	80	32	8£
Scale, Iron	9	90	24	10£
Scale, Steel	11	105	28	14£
Mail, Iron	8	110	24	10£
Mail, Steel	10	120	32	12£
Fine Mail, Iron	12	150	40	14£
Fine Mail, Steel	14	160	48	18£

Elves

Characteristic	Multiple
Strength	x .75
Endurance	x 1
Dexterity	x 1.25
Intuition	x 1
Self Discipline	x .75
Reasoning	x 1
Ego	x 1
Awareness	x 1
Presence	x 1
Attractiveness	x 1.25
Power	5
Fate	1d6+2
Luck	1d6
Piety	−25%
Spirit	1-100

Description

Elves are a race of beings that have abandoned heaven and now live in the forests and countryside.

Elves did not rebel against God and were not cast out from heaven but left voluntarily. Nevertheless, they are not permited to return since the gates of paradise have been closed after man's fall.

Although elves are immortal, they may die from sorrow or weariness and may also be killed. It is not known what happens to elves after they die.

An elf will rarely interfere with or become involved with the affairs of mankind, seeking only to live in peace with nature and to be left alone.

Elves are thin and have pointed ears. They are not quite as strong as humans but are very nimble.

If an elf has a dexterity over 110% the speed bonus is +5, and if an elf has a dexterity over 120% the speed bonus is +6.

Elves are light hearted and will often be found teasing or playing jokes on strangers who do not always see it as fun.

Elves are tall and very beautiful to humans, who will often seek them out for companionship, but an elf will very rarely fall in love with a human, since they are mortal.

Humans that fall in love with an elf are often thought to be under an enchantment. The children of humans and elves are known as *Half-Elves*.

When calculating an elf's piety, do not include any of the *Sacraments*, since these do not apply. In addition, since they have abandoned paradise, elves have a penalty of –25% to their piety. However, when praying for another person, an elf will give a bonus of +20% to the person's piety score when that person is asking for God's help. This is similar to intercession by a saint. Elves do not have piety penalties applied from casting magic.

Elves are *immune to demon possession* and *influence*. However, evil spirits can still inflict *spiritual wounds* and *life drain* on elves.

Size (Normal)

Elves are are similar to humans in size and use the same charts.

Skills & Professions

Elves do not begin with more skill points than humans because they forget their old skills.

Some skills are used by all elves and are available as "professional" skills. As many as 5 skill points may be spent on these skills.

Elf   75

Astronomy, climbing, dancing, history, jumping, legends & myths, singing, song lore, survival (forest), swimming, weatherlore, 3 foreign languages, shortbow.

4   Elven Jewelsmith (40£ / 10£)   60

Ceramics, chemistry, etiquette, glassworking, herbology, jeweler, mathematics, metallurgy, minerology, sculpture, alchymy, elementalism.

Elven jewelsmiths create gems, which are often magical.

3   Elven Shipwright (25£ / 5£)   50

Carpentry, drawing, engineering, mathematics, seamanship, shipwright, survival (marine), timberwright, mysticism, axe.

Elven ships will never sink unless deliberately damaged.

2   Elven Archer (13£ / 3£)   50

Ambush, first aid, fletching, foraging, heraldry, reconnaisance, stealth, longbow, close combat & one of these: knife, short sword, or sword.

This military profession is only available to elves.

Special Abilities

All elves use magic as a natural ability. Therefore, elves do not pay any skill points for magic *categories* (normally each costs 10) and *basic skills* in magic are available to elves.

When failing a spellcasting roll, an elf does not roll for *secondary effects.*

Elves can still suffer burnout and must roll for a *power multiplier* when failing a spellcasting roll (x1d6-3 or x0-3).

Elves gain +25% to their awareness checks.

Elves can see in twilight as if there were daylight.

Special Equipment

Elven armor and weapons are made out of fine alloy or mithril, both of which are normally unavailable to humans.

Dwarves

Characteristic	Multiple
Strength	x 1.25
Endurance	x 1
Dexterity	x 1
Intuition	x .75
Self Discipline	x 1
Reasoning	x 1
Ego	x 1.25
Awareness	x 1
Presence	x 1
Attractiveness	x .75
Power	5
Fate	1d6+3
Luck	1d6
Piety	Normal
Spirit	1–100

Description

Dwarves are a race of subterranean dwelling people. They are short, stocky and have beards. They are excellent miners, metalworkers, and craftsmen.

Dwarves are often helpful to humans, but rarely have any dealings with them. Dwarves are very secretive.

All dwarves love gold and jewels which they enjoy making into beautiful pieces of jewelry.

Dwarves are very strong for their size and they have excellent affinity for the earth. Dwarves are said to live for several hundred years.

Dwarves with strength over 110% have a damage bonus of +9. If a dwarf has a strength over 120%, the damage bonus is +11.

Dwarves may acquire elementalism without paying for the category of natural magic (10 points), and may initially purchase up to 5 skill points in elementalism (earth).

When failing a spellcasting roll, a dwarf does not roll for *secondary effects.*

Dwarves can suffer burnout and must roll for a *power multiplier* when failing a spellcasting roll (x1d6-1 or x0-5).

Their enemies are the goblins who they are always fighting. Dwarves will often acquire a vast treasure hoard, which will tend to attract dragons.

Some dwarves are known to be evil and often spread curses. Treasure hoards are occasionally cursed by evil dwarves.

Dwarves also gain no bonuses to piety from the *Sacraments.*

Size *(Small)*

Even though dwarves are small in size, they use all the charts for normal sized creatures. Dwarves move slower than humans because of their height.

Distance

Speed	Distance	Inches	Speed Bonus	Fatigue*	
Walk	10 feet	1”	0”	0	1
Jog	10 feet	2”	± 1”	5	10
Run	20 feet	4”	± 1-2”	10	20
Sprint	40 feet	8”	± 1-4”	20	40

* The second number is the rate while encumbered.

Speed Bonus to Movement

The *speed bonus* or *speed penalty* for superior or inferior dexterity is applied to the movement distance for dwarves as follows (1”= 5' of movement):

Dexterity	Jog (2”)	Run (3”)	Sprint (6”)
1–5%	1”	2”	4”
6–15%	2”	2”	5”
16–25%	2”	3”	5”
26–35%	2”	3”	6”
36–65%	2”	3”	6”
66–75%	2”	3”	6”
76–85%	2”	3”	7”
86–95%	2”	4”	7”
96–100%	3”	4”	8”

Skills & Professions

These skills can be acquired as a "professional" skill by any dwarf:

Dwarf   75

History, legends & myths, masonry, mathematics, metallurgy, minerology, mountaineering, 5 weapon skills, foreign language, elementalism.

4   Dwarven Weaponcrafter *(45£ / 5£)*   35

Bargaining, business, chemistry, metallurgy, sculpture, weaponcrafting, foreign language.

*Dwarven weaponcrafters make armor & weapons out of **fine alloy** or **mithril**.*

3   Dwarven Mason *(25£ / 5£)*   25

Carpentry, engineering, masonry, mathematics, script (reading & writing).

Dwarven masons can create stone structures that have twice as many hits as normal structures.

Special Abilities

Dwarves can see the infrared light spectrum. Therefore, they can see heat sources.

Special Equipment

Dwarven armor and weapons are made out of fine alloy or mithril, both of which are normally unavailable to humans.

Half-Elves

Characteristic	Multiple
Strength	χ 1
Endurance	χ 1.25
Dexterity	χ 1
Intuition	χ 1.25
Self Discipline	χ 1
Reasoning	χ 1
Ego	χ 1
Awareness	χ 1
Presence	χ 1.25
Attractiveness	χ 1
Power	0
Fate	1d6+1
Luck	1d6
Piety	−25%
Spirit	1–100

Description

Half elves are the offspring of elves and humans. Although they look like a normal human, these people have extraordinarily long lives, and exhibit a high nobility because of their mixed blood.

Half elves are usually in positions of power and influence in society.

Half elves have some affinity for magic and so they do not pay for the categories of magic (these cost 10 skill points or experience points each) and begin with basic skills in magic.

However, half elves that practice magic will suffer penalties to their piety for practicing witchcraft.

Since a half elf is the offspring of a fallen being (human), they will suffer the fate of mortality.

Many times the offspring of elves and humans become monstrous tyrants because of their fallen nature and susceptibility to evil. Since they are often in positions of power, they are assaulted by the forces of evil more often.

A half elf's piety will suffer a penalty of –25%. Unlike elves, a half elf will gain the benefits of the *Sacraments*.

Half elves are immune to *demon possession*, but are susceptible to *demon influence*. *Evil spirits can also affect half elves.*

Size (Normal)

Half elves are are similar to humans in size and use the same charts.

Skills & Professions

Half elves have the same types of skills and professions that humans have.

When determining the social class of a half elf character, there is a bonus of +25% to the roll.

Half-Elf   75

All half-elves may acquire these skills. Treat these as "professional" skills (up to 5 skill points may be spent).

Animalcraft, astronomy, etiquette, foraging, herbology, history, legends & myths, stealth, survival (forest), swimming, tracking, trapping, weatherlore, 2 foreign languages.

2   Half Elf Scout (15£ / 5£)   80

Ambush, bargaining, cartography, first aid, fishing, fletching, foreign language, heraldry, hideworking, reconnaisance, riding, survival (choose), knife, sword, long bow, & close combat.

Special Abilities

Half-elves gain a bonus of +10% to awareness checks.

Special Equipment

Half-elves often will have access to elven equipment such as clothes, weapons or armor. Fine alloy and mithril weapons and armor can be acqured by a half-elf if they can afford them.

Halflings

Characteristic	Multiple
Strength	x .5
Endurance	x 1.25
Dexterity	x 1.25
Intuition	x 1.25
Self Discipline	x .75
Reasoning	x 1
Ego	x .75
Awareness	x 1
Presence	x .75
Attractiveness	x 1
Power	0
Fate	1d6
Luck	2d6
Piety	Normal
Spirit	1–100

Description

Halflings are a race of pleasant folk that live in the countryside, often protected by a human society.

They are quiet, sensible, and good natured. They enjoy eating, drinking, smoking and parties.

Halflings rarely "go adventuring" since this is considered dangerous, which they try to avoid.

Halflings are half the height of a human, have pointed ears, and hairy feet. They never wear shoes.

Halflings have incredible endurance, which surprises other races, who tend not to take them seriously.

Halflings prefer to be left alone and spend most of their time growing food and eating it.

Halfings can move very quietly when they don't want to be seen.

Halflings rarely make friends with members of other races.

Size (Small)

Halfings are small sized. A serious wound occurs only after recieving 8 hits of damage (see Chapter 20: Monsters).

Halflings are difficult to hit while fighting *normal sized* opponents & gain a 25% bonus to dodge their attacks.

Halflings are also difficult to hit and anyone attacking them will suffer a penalty of -25% to hit.

Because of their small size, halflings inflict only **half damage** in **unarmed combat.** Unarmed combat damage is cut in half after the strength penalty is applied.

Halflings move slower than humans because of their height.

Distance

Speed	Distance	Inches	Speed Bonus	Fatigue*	
Walk	10feet	1"	0"	0	1
Jog	10 feet	2"	± 1"	5	10
Run	20 feet	4"	± 1-2"	10	20
Sprint	40 feet	8"	± 1-4"	20	40

* The second number is the rate of fatigue when encumbered. See *Fatigue.*

Speed Bonus to Movement

The *speed bonus* or *speed penalty* for superior or inferior dexterity is applied to the movement distance for halflings as follows (1"= 5' of movement):

Dexterity	Jog (2")	Run (3")	Sprint (6")
1–5%	1"	2"	4"
6–15%	2"	2"	5"
16–25%	2"	3"	5"
26–35%	2"	3"	6"
36–65%	2"	3"	6"
66–75%	2"	3"	6"
76–85%	2"	3"	7"
86–95%	2"	4"	7"
96–100%	3"	4"	8"

Skills & Professions

All halflings may acquire these skills which are treated as "professional" skills (up to 5 skill points may be spent).

Halfling   75

Agriculture, animalcraft, brewery, business, cooking, dancing, etiquette, foraging, history, legends & myths, bargaining, singing, thrown rock, foreign language & one of the following: club, staff, or short bow.

Special Abilities

+25% to dodge normal sized opponents.
Opponents suffer a penalty to hit of -25%.
+25% cooking.
+25% stealth.

Special Equipment

Sometimes halflings will be able to acquire elvish or dwarvish equipment.

Gnomes

Characteristic	Multiple
Strength	x .5
Endurance	x .5
Dexterity	x 1.25
Intuition	x 1
Self Discipline	x 1
Reasoning	x 1.25
Ego	x 1
Awareness	x 1
Presence	x 1
Attractiveness	x 1
Power	10
Fate	1d6+2
Luck	1d6
Piety	0%
Spirit	1–100

Description

Gnomes are elemental spirits of the earth. They live underground and have a great affinity with the earth.

Gnomes are only 3' high on average. They can see underground as if it were daylight because of their affinity with the earth (they do not see in the infrared spectrum).

While not as strong as humans, they are extremely coordinated and intelligent.

Gnomes are often great inventors and enjoy creating mechanical devices of all sorts.

Although gnomes can use magic, they do not have to pay for the categories (10 points each normally). They usually practice elementalism (earth).

When failing a spellcasting roll, a gnome does not roll for *secondary effects.*

Gnomes can suffer burnout and must roll for a *power multiplier* when failing a spellcasting roll (x1d6-1 or x0-5).

They have no piety and are immune to demon possession and influence. Evil spirits can affect them however.

Size *(Small)*

Gnomes are small sized. A serious wound occurs only after recieving 8 hits of damage *(see Chapter 20: Monsters).*

Gnomes are difficult to hit while fighting *normal sized* opponents & gain a 25% bonus to dodge their attacks.

Gnomes are also difficult to hit and anyone attacking them will suffer a penalty of -25% to hit.

Because of their small size, gnomes inflict only **half damage** in **unarmed combat.** Unarmed combat damage is cut in half after the strength penalty is applied.

Gnomes move slower than humans because of their height.

Distance

Speed	Distance	Inches	Speed Bonus	Fatigue*	
Walk	10 feet	1"	0"	0	1
Jog	10 feet	2"	± 1"	5	10
Run	20 feet	4"	± 1-2"	10	20
Sprint	40 feet	8"	± 1-4"	20	40

* The second number is the rate of fatigue when encumbered. See *Fatigue.*

Speed Bonus to Movement

The *speed bonus* or *speed penalty* for superior or inferior dexterity is applied to the movement distance for gnomes as follows (1"= 5' of movement):

Dexterity	Jog (2")	Run (3")	Sprint (6")
1–5%	1"	2"	4"
6–15%	2"	2"	5"
16–25%	2"	3"	5"
26–35%	2"	3"	6"
36–65%	2"	3"	6"
66–75%	2"	3"	6"
76–85%	2"	3"	7"
86–95%	2"	4"	7"
96–100%	3"	4"	8"

Skills & Professions

All gnomes can learn these skills as a professional skill which will allow them to purchase up to 5 skill points each.

Gnome   75

Alchemist's script, animalcraft (choose a small animal), ceramics, chemistry, engineering, legends & myths, locksmithing, metallurgy, minerology, foreign language, two weapon skills, one firearm skill, & two siege weapon skill.

5   Gnome Inventor (45£ / 5£)   50

Administration, 5 craft skills, bribery, business, drawing, mathematics.

Special Abilities

All gnomes can use the *Sense Earth* spell (elementalism) at will without having to cast a spell. This is a natural ability.

Special Equipment

Gnomes can acquire fine alloy and mithril weapons and armor. They also manufacture various types of bombs and firearms.

Monsters

Chapter 20: Monsters

"After all, what are monsters but the literalizations of what we're afraid of?"
  – Charles L. Grant

Monsters

In *Fantasy Imperium*, creatures out of legends and myths can come out of the darkness to assail the characters in a story.

Monsters make a great addition to a story, and can be used to add a sense of horror or excitement.

The villain of the story may be in league with the story's monsters, or his actions may cause the monsters to appear.

Monsters will test the characters of a story, and their defeat should provide a bit of action for the characters.

New monsters may be created at the whim of the *Storyteller*, who may take inspiration from various literature, movies and myths.

Definition of Terms

The monster list contains several types of monsters that can be used in a story. Each monster is given different characteristics that help to define it's abilities. These are the terms used:

Size: **T**iny, **S**mall, **M**edium, **L**arge, or **H**uge.

Hits: The total amount of damage to kill the monster.

Armor: Natural armor that is subtracted from the amount of damage before determining the *level of severity* of the wound. This armor does not effect trauma damage (total hits taken), but will effect the severity level of the wound.

Movement: How far the monster can move each round.

Attacks: The number and types of attacks the creature uses, the chance of success, and the damage inflicted.
The damage is listed by it's size or type.
Tiny, **S**mall, **L**arge, **H**uge, **E**lectricity, **F**ire, or spirit damage.

Magic Resistance: The magical resistance against each type of magic.

Special: Any special characteristic of the monster is listed here.

Description: The description of the monster is listed here.

The Size Charts

The size of a monster will effect how to modify the *Injury Table* (p. 29) when the monster is struck in combat.

The Injury Table is the same, except that the *Severity of the injury* occurs with different amounts of damage.

Weapon damage from the monster & blood loss received by the monster when struck is also modified.

Size

Tiny	Less than 12" tall.
Hits	**Severity**
1-2	Minor
3-5	Light
6-8	Serious
9-11	Critical
12+	Terminal
x ¼ damage	x ¼ blood loss

Small	Half the size of a human.
Hits	**Severity**
1-3	Minor
4-7	Light
8-11	Serious
12-15	Critical
16+	Terminal
x ½ damage	x ½ blood loss

Medium	Human sized.
Hits	**Severity**
1-4	Minor
5-9	Light
10-14	Serious
15-19	Critical
20+	Terminal
Normal damage & blood loss.	

Large	Elephants, Giants.
Hits	**Severity**
1-12	Minor
13-24	Light
25-36	Serious
37-49	Critical
50+	Terminal
x2 damage	x2 blood loss

Huge	Dragons, Balrogs.
Hits	**Severity**
1-24	Minor
25-49	Light
50-74	Serious
75-99	Critical
100+	Terminal
x 5 damage	x5 blood loss

The Angels

The Four Worlds

There are four worlds inhabited by the Angels. These are known as the *Spiritual* World, the *Mental* World, the *Astral* World, and the *Material* World.

The Spiritual World is where the highest orders of Angels dwell, whereas the lower worlds are inhabited by lesser Angels. All the lower worlds are dim reflections of the highest world.

There are nine orders of Angels. These include the **Seraphim, Cherubim, Thrones, Dominations, Powers, Virtues, Principalities , Archangels, & Angels.**

Atziluth - The Fountain of Life

The **Spiritual World** is also known as the **World of Emanations**, or the **Third Heaven**. Another name for this realm is the **Archetypal World**. Dominated by the element of **Fire** and **Light.**

There are at least three kinds of beings that live near God. The **Cherubim**, the **Seraphim**, and the **Ophanim (Wheels)**.

The Angels of the Third Heaven exist in a realm of purity and light.

Seraphim

Size:	Huge
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Consuming Fire:	**100%**

12d6H fire to all within 1000 yards.

Magical Resistance:

C: 100% **N:** 100% **E:** 100% **B:** 100%

Special:

Divine Fear: Everyone viewing will cower in fear.
Command one thousand beings.
Exorcise Demonic legions.

Description:

The crystal throne of God is encircled with fire and surrounded by the Seraphim, the angels of Love, who are God's highest servants.

The word "Seraph" means "to consume with fire." They have 6 wings which they use to cover their feet and faces.

These beings have the consumeing power of love which burns like fire.

Cherubim

Size:	Huge
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Holy Flaming Sword:	**100%**

6d6H injury (x3 holy weapon)
+6d6H trauma (fire)

Magical Resistance:

C: 100% **N:** 100% **E:** 100% **B:** 100%

Special:

Divine Fear: Everyone viewing will cower in fear.
Command one thousand beings.
Exorcise Demonic legions.

Description:

Cherubim means "Seat of the Glory of God". These are the personal attendants of God. They have the appearance of burning coals with lightning and fire shooting out. They have 6 wings and four faces: that of a man, a lion, an ox and an eagle. Cherubim are given the greatest of God's tasks, such as the guarding of the Tree of Life, the Annunciation of Christ, and the expulsion from Eden of Adam and Eve. After the fall of mankind, a cherubim was set to guard the gateway into Paradise with a flaming sword.

The Cherubim hold the knowledge of God, and are also known to have "many eyes." The Cherubim are the keepers of celestial records, and the guardians of the stars.

The chief Cherubim are Cherubiael, Gabriel, Ophaniel, Raphael, Rikbiel, Zophiel, and Sataniel who was known as Satan after his fall. Sataniel was the Supreme Angel of the Cherubim.

Ophanim (Wheels or Thrones)

Size:	Huge
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Radiating Fire & Light	**100%**

12d6H fire to all within 1000 yards.
12d6H beam of fire or light to any single target.

Magical Resistance:

C: 100% **N:** 100% **E:** 100% **B:** 100%

Special:

Divine Fear: Everyone viewing will cower in fear.

Description:

The Ophanim serve as the Chariots of God. Having the appearance of a pair of giant spinning wheels with many eyes and glowing with light. They are used for the transportation of Angels and these flying disks have been seen throughout history. The Ophanim are also the dispensers of the judgments of God.

Not all flying disks are Ophanim. Some flying disks are themselves Fallen Angels.

The Ophanim also have the ability to appear as clouds, and can move at any speed, and disappear without warning.

Beriah - "I Have Created"

The **Mental World** is also known as the **World of Creation**, or the **Second Heaven**. Another name for this realm is **Khorsia, the Throne.** Dominated by the element of **Water.**

There are three important inhabitants of this world. The **Kuriotetes (Dominions),** the **Exousiai (Powers),** and the **Dumanis (Virtues).**

This realm is also the **World of the Archangels**. The

throne of God is in this world along with the souls of the just who are under the dominion of **Akatriel**, the **Crown of God**.

The Angels of the Second Heaven constantly reconcile the paradox of opposites (good and evil), and are at risk of corruption.

Kuriotetes (Dominions)

Size:	Large
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Holy Sceptre:	**100%**

6d6L injury (x3 for holy weapon)

Magical Resistance:
   C: 100%   **N:** 100%   **E:** 100%   **B:** 100%

Special:
   Divine Fear: Everyone viewing will cower in fear.
   Command any being or group of beings.
   Exorcise Demonic legions.

Description:
   Dominions are in command of the lower Angels. They rarely appear to mortals. They have a sceptre or an orb of cammand.

   These beings have great wisdom and they continually manifest God's majesty.

   They serve as channels for God's mercy and forgiveness. The chief Dominion is Zadkiel.

Exousiai (Powers)

Size:	Large
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Holy Sword:	**100%**

12d6L injury (x3 for holy weapon)

Magical Resistance:
   C: 100%   **N:** 100%   **E:** 100%   **B:** 100%

Special:
   Divine Fear: Everyone viewing will cower in fear.
   Command any being or group of beings.
   Exorcise Demonic legions.

Description:
   Powers dwell in the region of Harmony in the Second Heaven, and stand on the border between the first and second Heavens.

   The Powers serve as an elite force of guards that watch over the entrance to Heaven.

   These beings are always fighting off demonic attacks as the Fallen Angels sometimes try to gain entrance to Heaven.

   They also guard the celestial pathways and make sure that the souls of man traveling to Heaven get there without trouble.

   Although the Powers prevent the Fallen Angels from destroying the world, many Powers were corrupted and have become Fallen Angels themselves.

   The three chief Powers are named Camael, Ertosi and Sammael.

Dumanis (Virtues)

Size:	Large
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Holy Sword:	**100%**

6d6L injury (x3 for holy weapon)

Magical Resistance:
   C: 100%   **N:** 100%   **E:** 100%   **B:** 100%

Special:
   Divine Fear: Everyone viewing will cower in fear.
   Command any being or group of beings.
   Exorcise Demonic legions.

Description:
   The Virtues control the various parts of material existence, such as the weather, and the movement of the celestial bodies.

   They are in charge of manifesting God's miracles in the material world. They are also called the **Tarshishim** or the **Malakim**.

Yetsirah - "I Have Formed."

   The **Astral World** is also known as the **World of Formation**, or the **First Heaven**. Another name for this realm is the **Angelic World.** Dominated by the element of **Air**.

   This is the land of dreams, and is inhabited by three classes of Angels. The **Angelic Princes**, the **Archangels**, and the **Angels**.

   The Angels of the First Heaven are closest to the material world and are at the greatest risk of corruption.

Metatron

Size:	Medium
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Voice:	**100%**

Death to any mortal hearing his voice.

Magical Resistance:
   C: 100%   **N:** 100%   **E:** 100%   **B:** 100%

Special:
   Divine Fear: Everyone viewing will cower in fear.
   Command any being or group of beings.
   Exorcise Demonic legions.

Description:
   In the **World of Becoming**, the classes of Angels are ruled by **Metatron**.

   Metatron is the secretary of God, transmitting God's commands to the other Archangels.

   Enoch was a man that was taken up by God and turned into the Angel Metatron.

   Metatron was the Angel that led the Israelites throught the wilderness in the Exodus from Egypt.

Angel Prince

Size:	Medium
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Holy Sword:	**95%**

12d6 injury (x3 for holy weapon)

Magical Resistance:

C: 100% **N:** 100% **E:** 100% **B:** 100%

Special:

Divine Fear: Everyone viewing will cower in fear.
Command any being or group of beings.
Exorcise Demonic legions.

Description:

The Principalities are Angel Princes that watch over nations, and towns. They carry out divine acts in the regions they are in command of, such as the destruction of cities that are completely corrupted by sin. Some Angel Princes are named Anael, Cerviel, and Requel.

Archangels

Size:	Medium
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Holy Sword:	**95%**

8d6 injury (x3 for holy weapon)

Magical Resistance:

C: 100% **N:** 100% **E:** 100% **B:** 100%

Special:

Divine Fear: Everyone viewing will cower in fear.
Command any being or group of beings.
Exorcise Demonic legions.

Description:

The seven Archangels stand before the Throne of God. These Angels are in charge of the Angelic Hosts of God.

The Archangels sometimes are involved with mankind, even personally assisting those in need.

The seven Archangels are:

Michael "The Great Prince" is the guardian of mankind and the leader of God's Legions. He was the Archangel that cast Lucifer out of Heaven.

Gabriel "God's might" is the Archangel of Judgement. Gabriel will sometimes assist mortals.

Raphael "God has healed" is placed over the spirits of mankind and is the guardian of the Tree of Life.

Urriel "God is Light" rules the luminaries of the world and is set over Sheol. This Archangel will cast sinners into the eternal fire during the Judgement.

Raguel "The Terrifier" is in charge of the destruction of the world. Raguel also watches over other Angels behavior, attempting to prevent their corruption by the temptations of evil.

Sariel "God turneth" is in charge of the imprisonment of the Fallen Angels. Sariel is also the **Angel of Death.**

Jerahmeel "God is merciful" is in charge of the Ressurection.

Angel

Size:	Medium
Hits:	Immune to harm.
Armor:	None.
Movement:	Instant teleportation.

Attacks:

Holy Sword:	**85%**

6d6 injury (x3 for holy weapon)

Magical Resistance:

C: 100% **N:** 100% **E:** 100% **B:** 100%

Special:

Divine Fear: Everyone viewing will cower in fear.
Command one being.
Exorcise Demons.

Description:

Angels are messengers from God. They are sometimes called the Sons of Twilight or the Sons of Life.

Angels watch over the individual souls of mortals, sometimes protecting them against demons or other kinds of harm. They are responsible for taking the prayers of mankind to Heaven. The soul of a mortal speaks to an Angel who takes the message to the Cherubim who in turn take it to God.

Angels are invisible, but will sometimes take on the form of mortals. They have beautiful appearances and will usually do the task they came to do and then disappear. Angels sometimes appear in an awe inspiring form. Angels will often be visible only to those involved in their message and the sound of the message will only be heard by those it is intended for.

God sends Angels for various purposes, such as the announcement of great events, the protections of nations or of individuals and also to fight in wars. Avenging Angels have gone out to slaughter thousands and sometimes even entire cities such as Sodom.

Angels typically scatter and destroy the armies fighting against God's people. An Angel was seen smiting the Army of the Assyrians (185,000 strong) in the book of II Kings and Angels have been seen fighting in the Holy Lands alongside the Crusaders.

The essence of Angels consists of the fire of God. They are sustained by this Holy Fire which can destroy men. The sound of their voices cannot be endured by mortals. They inspire awe and fear in men. The Angels that rolled the stone away from Christ's tomb caused the Roman guards to flee in terror. Angels are endowed with supernatural strength. The stone covering Christ's tomb weighed 4 tons.

Asiyah - "I Have Made."

The **Material World** is also known as the **World of Action**, or the **Physical World**. Another name for this realm is the **World of Shells.** Dominated by the element of **Earth**.

In the World of Matter the **Angels** will sometimes appear, often transported by the **Ophanim** (flying disks).

Angels are on the front line in the war against evil.

They are presided over by the **Angel Sandalphon** who was once the prophet Elijah.

Angels hear the prayers of mankind and support humans in their endeavors. Through these Angelic powers, piety and

spirituality are imparted to the realm of matter which is ruled by the Powers of Darkness.

Guardian Angel

Size:	Medium
Hits:	Immune to harm
Armor:	None
Movement:	Instant teleportation

Attacks:

Holy Sword:	85%

6d6 injury (x3 for holy weapon)

Magical Resistance:

C: 100% N: 100% E: 100% B: 100%

Special:

Divine Fear: Everyone viewing will cower in fear.
Command one being.
Exorcise Demons.

Description:

These angels stand between the physical world and the formative world Yetsirah, the land of dreams.

Guardian Angels watch over people. Each person will have their own Guardian Angel. Guardian Angels will sometimes help mortals, but often humans aren't interested in their aid.

If a person prays to his Guardian Angel, the chance of Divine Intervention is increased by +25%. The penalties to the roll from the degree of aid sought are still applied. *See Spiritual Warfare.*

Watcher "Those Who Sleep Not"

Size:	Medium
Hits:	Immune to harm
Armor:	None
Movement:	Instant travel

Attacks:

Holy Sword:	75%

6d6 injury (x3 for holy weapon)

Magical Resistance:

C: 100% N: 100% E: 100% B: 100%

Special:

Divine Fear: Everyone viewing will cower in fear.
Command one being.
Exorcise Demons.

Description:

The Watchers are invisible Angels that watch over mankind.

Legends say that the Rebellion and the Fall of the Angels occured after the Watchers were tempted to have relations with the daughters of mankind.

There are two kinds of Watchers. The first kind are those Watchers that are still part of God's Kingdom. These Watchers are tasked with recording everything that transpires on Earth.

The second class of Watchers are those who have fallen into sin and now reside on Earth or are bound in deep pits underground. These Dark Angels serve the Prince of Darkness and are tasked with the destruction of mankind.

The Dark Watchers do not use holy weapons and have no special powers, except invisibility and instant travel.

Often, a mage will summon a Watcher to guard his body while he practices various forms of magic, such as *Astral Travel*. Hopefully, he will summon a good Watcher to guard his body, but sometimes a Dark Watcher will appear....

Fallen Angels

Demons

Size:	Large
Hits:	500
Armor:	None
Movement:	Instant travel

Attacks:

Evil Sword:	85%

6d6L injury (x3 for unholy weapon)
+3d6L trauma (pain)

Whip of Fire:	75%

3d6L injury
+3d6L (fire)

Magical Resistance:

C: 75% N: 75% E: 75% B: 100%

Special:

Spiritual Attack:	75%

6d6L spirit damage
Dream Warfare: May attack a sleeping person.
Fear: Morale check or cower in fear.
Immortal: If "slain" will return to hell.
Possession: May possess one unbeliever and exert his influence over him. Chance to resist is equal to the person's *piety* score.
Influence: May attempt to influence a person after destroying their spirit. Chance to resist is equal to the person's *piety* score *–50%.*
Black Magic: May cast spells up to 25 power each day.

Description:

Demons are the Fallen Angels that rebelled against God's rule. They seek not only to slay all of mankind, but first to corrupt their souls. They also are involved in the creation of great evil rulers of mankind in order to spread evil and destroy as many people as possible.

Demons are often invisible, and work their evil unnoticed. Demons can be banished or exorcised. If they are "slain" they will temporarily return to Hell.

Demons will often attack a person in his dreams. If this occurs, roll a spiritual attack once each night. If successful, inflict 8d6 damage to the person's spirit. The person will remember having nightmares, but may not be aware of the attacks until it is too late....

Weaknesses:

A demon that is *possessing* a person can be **exorcised** by a priest.

A demon that is *influencing* a person can be **banished** by a priest.

A demon will not enter a building that has been **blessed** by a priest.

A demon will retreat from the **Cross of Jesus Christ**.

All demons will flee from **Angels**.

Holy water will harm demons at the rate of 6d6 damage, causing great pain. Demons will flee from holy water.

Dragons

"I am an unquenchable fire,
The center of all energy,
The stout heroic heart.
I am truth and light,
I hold power & glory in my sway.
My presence
Disperses dark clouds.
I have been chosen
To tame the Fates."
– "The Handbook of Chinese Horoscopes."
by Theodora Lau

Dragon

Size:	Huge
Hits:	2500
Armor:	25
Movement:	Ground: 18" /r
	Flying: 24" /r

Attacks:

Fire Breath:	**65%**
2d6H to everything within 100 yards.	
Claws:	**85%**
2d6H	
Bite:	**75%**
3d6H	
Tail:	**65%**
3d6H to all in tail's path.	

Magical Resistance:
   C: 60% N: 80% E: 25% B: 100%

Special: ST +10 damage

Spiritual Attack:	**50%**

2d6 spirit damage to all within 500 feet (1x /day).

Fear: Morale check or run away.

Dragon's Gaze: When looking at Dragon's eyes, a person falls under the enchantment of the dragon. This works like a *Suggestion* spell.

Description:

Dragons are huge serpentine creatures. They can be of any color and some have chameleon powers, being able to blend into their background. Not all dragons breath fire.

Greedy and intelligent. These beasts will often attack towns in search of maidens to eat and treasure to collect.

Dragons are very egotistical and enjoy boasting about themselves. They enjoy hearing stories of themselves even more.

The Church has declared them to be enemies of God, and knights are often seen in earch of a dragon to slay.

It is rumored that eating the heart of a dragon will give the magical powers of allowing a person to understand the languages of animals, while eating a dragon tongue will ensure that a person will win any arguement.

Another tale is that invulnerability to weapons can be obtained by rubbing the blood of a dragon on one's skin.

Dragons can breath fire, and while this will be in a cone shaped area, if the dragon turns his head he can cover a larger area in an arc. Dragons are also immune to fire.

When a dragon attacks, it is not considered an unarmed attack (an attack cannot be used as a defensive action).

Dragons usually guard something important, such as a town, a dark forest, a treasure hoard, maidens, or mystical secrets.

Dragonette

Size:	Medium
Hits:	250
Armor:	15
Movement:	Ground: 12" /r
	Flying: 18" /r

Attacks:

Fire Breath:	**65%**
4d6 to everything within 100 feet.	
Claws:	**65%**
6d6	
Bite:	**50%**
8d6	
Tail:	**50%**
4d6	

Magical Resistance:
   C: 30% N: 40% E: 25% B: 100%

Special:

Spiritual Attack:	**35%**

2d6 spirit damage to all within 100 feet (1x /day).

Description:

A dragonette is a small, man sized dragon. Although they stand only 4 feet high, they can have bodies as long as 15 feet. Dragonettes will often be in search of treasure.

These nasty beasts will spread terror and evil wherever they are found.

Their blood is poisonous, and they can breath fire.

Fire Drake

Size:	Huge
Hits:	2000
Armor:	25
Movement:	Ground: 18" /r
	Leap: 24" /r

Attacks:

Fire Breath:	**75%**
2d6H to everything within 100 yards.	
Claws:	**75%**
2d6H	
Bite:	**75%**
3d6H	
Tail:	**65%**
3d6H to all in tail's path.	

Magical Resistance:
   C: 50% N: 90% E: 25% B: 100%

Special: ST +10 damage

Spiritual Attack:	**50%**

2d6 spirit damage to all within 500 feet (1x /day).

Fear: Morale check or run away.

Dragon's Gaze: When looking at Dragon's eyes, a person falls under the enchantment of the dragon. Works like a *Suggestion* spell.

Description:

Fire Drakes are four legged dragons without wings that live in the wilderness areas, escpecailly caves. They will often sleep on top of a huge pile of treasure.

They breath fire, and anyone caught within the area of their breath will suffer 2d6H fire damage.

Some cities in Europe are named after fire drakes, such as Drakeford and Drakeshill.

They come out of their lairs in search of treasure and fame. The hero Beowulf slew the fire drake Wiglaf.

Ice Drake

Size:	Huge
Hits:	2000
Armor:	25
Movement:	Ground: 18" /r
	Leap: 24" /r

Attacks:

Ice Breath:	75%

2d6H to everything within 100 yards.

Claws:	75%

2d6H

Bite:	75%

3d6H

Tail:	65%

3d6H to all in tail's path.

Magical Resistance:

C: 50% N: 90% E: 25% B: 100%

Special:	ST +10 damage
Spiritual Attack:	50%

3d6 spirit damage to all within 500 feet (1x /day).

Fear: Morale check or run away.

Dragon's Gaze: When looking at Dragon's eyes, a person falls under the enchantment of the dragon. Works like a *Suggestion* spell.

Description:

Ice Drakesare four legged dragons without wings that live in cold areas. They can reach up to 60 feet in length.

They breath hail and snow, and anyone caught within the area of their breath will suffer 2d6H ice damage and will also cause the person to suffer from *severe hypothermia.*

They come out of their lairs to hunt for pleasure and sometimes treasure. Ice drakes often live near evil spirits.

Great Wyrms

Size:	Medium - Large - Huge
Hits:	300 - 1500 - 3000
Armor:	20 - 25 - 30
Movement:	Ground: 12'"/r
	Swim: 24" /r

Attacks:

Claws:	85%

3d6 Normal, Large or Huge

Bite:	75%

4d6 Normal, Large or Huge

Tail:	75%

4d6 Normal, Large or Huge to all in tail's path.

Magical Resistance:

C: 60% N: 80% E: 25% B: 100%

Special:	ST +10 (L) or +15 (H) damage
Spiritual Attack:	65%

3d6 spirit damage to all within 1000 feet (1x /day).

Fear: Morale check or run away.

Dragon's Gaze: When looking at Dragon's eyes, a person falls under the enchantment of the dragon. Works like a *Suggestion* spell.

Cursed Treasure: 25% of those stealing a great wyrm's treasure may suffer a random curse of up to 25 power.

Description:

Great Wyrms are dragons without any limbs or wings. These are the oldest kinds of dragons. Since they all have the body of a serpent, they slither along like a snake.

Although they live in the wilderness, Great Wyrms are closely associated with water, and they are often encountered near lakes and rivers. Some smaller varieties are found living in wells. They breath water of course. Sometimes Wyrms will travel through underground streams.

Wyrms come in all sizes, the largest of the Great Wyrms growing as large as 500 feet long, while the smallest can be only 25 feet long.

Like all dragons, they are greedy, vain, and terrifying.

Great Wyrms seek out Dwarves to eat.

Many of these creatures have been bound in pits of darkness by Angels.

Lindworm

Size:	Large
Hits:	500
Armor:	25
Movement:	Ground: 24" /r
	Leap: 36" /r

Attacks:

Claws:	75%

2d6L

Bite:	75%

3d6L

Tail:	65%

3d6L to all in tail's path.

Magical Resistance:

C: 65% N: 75% E: 25% B: 100%

Special:	ST +10 damage
Spiritual Attack:	50%

2d6 spirit damage to all within 500 feet (1x /day).

Fear: Morale check or run away.

Speed: Two attacks each round.

Description:

Lindworms are large serpents with two legs and no wings.

Lindworms are very swift, and can leap great distances. Because of their speed, they may make two attacks each round.

Marco Polo and his companions were attacked by a Lindworm when he traveled to Asia.

Wyvern

Size:	Large
Hits:	500
Armor:	15

Movement:

	Ground: 12" /r
	Fly: 18" /r
	Underworld: 24" /r

Attacks:

Breath of Corruption: **40%**
Causes a random disease to all those within 100 feet.

Claws: **85%**
3d6L

Bite: **75%**
2d6L

Tail: **65%**
1d6L plus poison (1d6 each round).

Magical Resistance:
C:35% N: 90% E: 50% B: 100%

Special: ST +10 damage

Spiritual Attack: **50%**
1d6 spirit damage to all within 50 feet (1x /day).

Transformation: May transform into a beautiful woman with a ruby in the middle of her forhead.

Underworld Travel: May travel through the earth.

Sense Magnetism: Can sense magnetic forces.

The Breath of Life: Healing, strength aid or ressurection.

Description:

Wyverns are spirits of the underworld that travel through the earth along magnetic currents. They can appear as a two legged winged dragon, or as a beautiful woman with a ruby in the center of her forhead.

Wyverns have the ability to totally heal a person, and are often sought out by those hoping to bargain for assistance.

Wyverns can also ressurect a person from death as long as an intact body is present.

A Wyvern can also give a person +25% strength which will last for a week (not cumulative).

It is rumored that after killing a Wyvern, a magical ruby can be obtained which will permit those using it to travel through the underworld.

Wyverns are vicious opponents however, being able to poison opponents with their sharp tail, and they can also cause disease to all within 100 feet.

Conjurors will sometimes summon these creatures in the hope of acquiring strength or healing.

Amphiptere or Winged Serpents

Size:	Small - Medium - Large
Hits:	100 - 250 - 1000
Armor:	15
Movement:	Ground: 6" /r
	Fly: 18" /r

Attacks:

Bite: **85%**
4d6S / 4d6 / 4d6L

Tail: **65%**
4d6S / 4d6 / 4d6L + immobilization.

Magical Resistance:
C: 75% N: 60% E: 25% B: 100%

Special: ST +10 damage (large only)

Spiritual Attack: **50%**
2d6 spirit damage to all within 500 feet (1x /day).

Healing: can totally heal a person if desired.

Description:

Winged Serpents are dragons without any arms or legs, but with wings. Sometimes they are covered in feathers, such as the Feathered Serpent Quetzalcoatl of Mexico, or sometimes they are covered in scales like other dragons.

A winged serpend was sighted in the village of Henham, in England in 1669 A.D.

Some winged serpents were worshiped as gods in Egypt, such as *Apep*, the evil spirit of destruction, who lived in the eternal darkness.

Another Egyptian deity was *Mertseger*, the goddess of flowers, death, and the protector of the necropolis.

Winged serpents attack with a nasty bite, or will sometimes immobilize an opponent with their tail. Large versions of these serpents will gain +10 damage from their exceptional strength with their tail.

Amphisbaena

Size:	Tiny
Hits:	50
Armor:	5
Movement:	Ground: 6" /r
	Rolling: 12" /r

Attacks:

Bite: **65%**
5d6T x2 attacks

Magical Resistance:
C: 50% N: 90% E: 25% B: 100%

Special:

Spiritual Attack: **75%**
6d6 spirit damage to all within 25 feet (1x /day).

Poison: Causes death within an hour.

Description:

Amphisbaena are small two headed serpents that are very evil. One head can bite the other, forming a circle, and the creature can then roll along very quickly.

These creatures are poisonous. If a person bitten cannot pass an endurance check at half, they will die within an hour of being bitten.

It is said that when Perseus carried the Medusae's head, the dripping blood formed into these nasty creatures. They are rumored to feed on both ants and corpses, and they have glowing eyes.

Witches often try to obtain these creatures, because a bracelet made from a living amphisbaena will give mages an additional 10 power.

Pregnant women can use these creatures to safeguard their children until the child is born, as an amphisbaena will not harm a pregnant woman, and will coil itself into a necklace that can be worn.

Some alchemysts collect dead amphisbaena because they are rumored to be an effective treatment for rheumatism, and their skin will reduce swelling.

If an amphisbaena is cut in half, it will regenerate within 1-6 rounds. It is rumored that their blood can be used to regenerate a person's limbs.

Amphisbaena inflict nasty spiritual wounds to anyone within 25 feet, except for pregnant women.

Faerie Dragon

Size:	Small
Hits:	100
Armor:	10
Movement:	Ground: 6" /r
	Fly: 18" /r

Attacks:

Faerie Breath:	**75%**

Enchantment of *sleep* to those within 25 feet.

Claws:	**65%**

3d6S

Bite:	**65%**

4d6S

Magical Resistance:

C: 25% N: 90% E: 25% B: 100%

Special:

Faerie Charm:: When looking at Faerie Dragon's eyes, a person will under an enchantment. This works like a *charm* spell.

Description:

Faerie Dragons are the smallest kinds of dragons, and are often seen among faeries.

Faerie Dragons can be found in many different colors, and they often have butterfly wings.

Not always aggressive, these dragons can sometimes be helpful, but usually will spread mischief instead.

Their breath will put people to sleep, and their eyes will charm those looking in thier direction.

Spirit Dragon

Size:	Medium
Hits:	100
Armor:	10
Movement:	Fly: 24" /r

Attacks:

Spirit Breath:	**65%**

3d6 spirit damage to those within 25 feet.

Bite:	**75%**

4d6

Tail:	**65%**

3d6 plus constriction.

Magical Resistance:

C: 50% N: 90% E: 25% B: 100%

Special:

Transparency: Difficult to see. +25% stealth.

Insubstantial: Immune to physical attacks.

Description:

The spirit of a dragon will sometimes be found in secret places. These beings are nearly transparent, can fly without wings, and cannot be harmed with most physical weapons.

Mithril or magical weapons are needed to harm Spirit Dragons.

Sea Serpent

Size:	Huge
Hits:	1500
Armor:	20
Movement:	Swim: 18" /r

Attacks:

Breath:	**65%**

Water jet: Those struck will be knocked over.

Bite:	**75%**

3d6H

Magical Resistance:

C: 50% N: 80% E: 25% B: 100%

Special:

Fear: Morale check or run away and cower.

Floods: Can cause floods and tidal waves along rivers and coastlines.

Description:

Sea Serpentsare about 50 feet long and live underwater.

Sea Serpents can breath water and often will come to the surface to terrorize coastlines or sink ships.

They have long serpent bodies without limbs. There are also some rare varieties with wings.

Sea Serpents have been known to sink ships, kill sailors, and also to cause floods, and tidal waves.

Tarasque was a famous dragon that lived in a lake in southern France. Tarasque would occasionally come out of the lake to eat a virgin, or other villager. After 21 years of terror, a beautiful woman, St. Marie arrived. She went to the lake and sang a beautiful song which entranced the dragon, and this led to it's eventual defeat by the village.

Reptilians (The Illumined Ones)

Size:	Medium
Hits:	100
Armor:	10
Movement:	Foot: 8" /r

Attacks:

Spirit Breath:	**65%**

3d6 spirit damage to one person within 25 feet.

Bite:	**50%**

6d6

Various Weapons	**65%**

I: 4 F: 4 Br%: 25% D: 5d6

Magical Resistance:

C: 25% N: 25% E: 25% B: 25%

Special:

Illusionary Disguise: Illusion of human appearence.

Fear: Morale check or run away and cower.

Spellcasting: Spells of up to 25 power / day. **75%**

Description:

Also known as the **Draconians**, or the **Illumined Ones**, the Reptilians are a race of beings that live in the *Astral World Yetsirah*. They have descended to Earth in order to create a race of **Ascended Masters**, who are humans that have learned how to summon their personal power through **Kundalini**, which is also called, **The Serpent Fire**.

These beings have created **The Brotherhood**, which is a secret society of mages that teach the secret knowledge of witchcraft and how to summon the *Serpent Fire of Kunadlini*.

It is not known what they intend to do with their army of *Ascended Masters*, but it is thought that they intend to wage war upon God's army when it returns in the Apocalypse.

They use the power of illusion to mask their appearance, but if their true form is seen, it will cause *fear*. They use magic and devour human corpses for food.

Faerie Folk

Asrai (Sea Ghost)

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Foot: 3" /r
	Flying: 8" /r
	Swimming: 8" /r

Attacks:

    Sword (knife): **65%**
    I: 0 F: 0 Br%: 5% D: 4d6S

Magical Resistance:

    C: 60% N: 60% E: 60% B: 60%

Special:

    Hard to hit: – 25% to hit & +25% to dodge.
    Fear: Morale check or run away.
    Watery Death: Charm victims will jump into water to drown.

Description:

These water faeries live in the water and come out only at night.

Also called Sea Ghosts, the Asrai have pale, translucent skin and they are known to harm those on the water.

Asrai will charm individuals who will then jump into the water and drown. Those making a save against Natural Magic will not be affected. Only one person at a time can be charmed by an Asrai.

If they are exposed to sunlight, they will dissolve into a puddle of water.

Bean Sidhe (Banshee)

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8" /r
	Instant Teleportation

Attacks:

    None

Magical Resistance:

    C: 90% N: 75% E: 75% B: 100%

Special:

    Fear: Morale check or run away.
    Wail: Cause fear in all hearing.

Description:

A Bean Sidhe is a very beautiful woman with long hair whose appearance will foretell the death of a person nearby.

When a person is about to die, she may appear as a woman washing the blood out of clothes, or it may be that only her wailing moan will be heard. Sometimes she will appear at the court of nobles. She is sometimes called the *Washer Woman.*

All those seeing a Bean Sidhe must pass a morale check or run away in fear.

Anyone hearing her mournful wail will be struck with fear, and must make a saving throw against Natural Magic to avoid cowering in fear.

Anyone that has only one fate point remaining may die within a day after hearing her wailing.

Bean Fionn (Jenny Greentoth)

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 6" /r
	Swimming: 8" / r

Attacks:

    Unarmed Combat: **75%**
    Grab and pull underwater.

Magical Resistance:

    C: 65% N: 65% E: 65% B: 65%

Special:

    Charm: May charm those seeing her (one at a time).

Description:

Also called *Jenny Greentooth*, or *Peg Powler*, this evil faerie dwells underwater in lakes or rivers.

She will appear as a beautiful woman near the water and will attempt to charm people (usually children), and then pull them underwater to drown.

If an awareness check at one quarter ability is made by a person, she will appear as a hideous woman.

She will sometimes reach up out of the water to grab a person and then drag them in to drown.

Brownie / Kobold / Nis / Follet (Household Spirits)

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Foot: 6" /r

Attacks:

    None

Magical Resistance:

    C: 65% N: 65% E: 65% B: 65%

Special:

    Hard to hit: – 25% to hit & +25% to dodge.
    Stealth: 85%
    Unluck: Take away all a person's luck points.
    Dancing: Cause others to dance until they collapse.

Description:

Brownies are tiny faeries that live with humans. They will do chores around the house as long as extra food is left out for them at night.

They are also called *Household Spirits*, and are usually considered to be beneficial, since they will sometimes do large amounts of work. Some families have become very prosperous in this fashion.

When they are not shown the proper amount of respect, they can become a nuisance, and if they become angry they will sometimes take away a person's luck.

They can also cause a person to start dancing until they collapse from exhaustion. This can be avoided with a saving throw against Natural Magic.

In Germany, Brownies are called, *Kobolds*. In Scandinavia, they are called, *Nisses*. In France, they are called, *Follets*.

These faeries dislike noise intensely and church bells will drive them away.

They like the moonlight, and will often spend the entire night dancing.

Buttery Sprite

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Foot: 3" /r
	Flying: 8" /r

Attacks:
  None

Magical Resistance:
  C: 90% N: 75% E: 75% B: 100%

Special:
  Hard to hit: −25% to hit & +25% to dodge.
  Invisibility.

Description:
  Buttery Sprites, so named because they love to eat (and steal) butter, often are found living near inns and abbeys.

  They spend their time taking revenge on those they regard as cheats or hypocrites.

  They will watch groups of people that gamble, in search of cheaters, and they will also look for priests they regard as hypocrites.

  They are invisible, and very difficult to find. Although they do not directly harm individuals, their pranks can lead to the death of people.

Bogie / Hobgoblin

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Foot: 6" /r
	Flying: 12" /r

Attacks:
  None

Magical Resistance:
  C: 50% N: 65% E: 75% B: 100%

Special:
  Hard to hit: −25% to hit & +25% to dodge.
  Invisibility.
  Abduction: Victims carried away and given to ghosts.

Description:
  These are dark spirits that like to play pranks on humans. Although their pranks are usually harmless, sometimes these can be dangerous.

  One of their favorite pranks is to wait behind someone, creating a sense that someone is there.

  They also like to steal blankets from sleepers on nights when it is cold.

  They are usually found in attics, cupboards, hollow trees or cellars.

  They especially like places where people keep things they don't want to throw away.

  It isn't known if they are clumsy or if they are simply having fun as they make all sorts of creaking and thumping noises in the darkness.

  Sometimes an evil spirit or ghost will enlist a Bogie to abduct a human.

  In this case, the person will be wisked away, flying through the air to wherever the ghost is located.

  The victims are rarely seen from again.

Cailleac Bhuer (Blue Hag)

Size:	Medium
Hits:	75
Armor:	None
Movement:	Foot: 6" /r

Attacks:
  Staff of Death: 65%
  I: 3 F: 0 Br%: 0% D: 6d6 + *death* spell.
  Enchanted Staff: Causes death.
  Staff gives user +25% Enchantment skill and +25 power with Enchantment spells.

Magical Resistance:
  C: 50% N: 80% E: 80% B: 90%

Special:
  Teleportaion.

Description:
  The Blue Hag is also called the *Stone Woman* and she is found in rural areas walking at night with a walking staff made from holly wood.

  She will appear as an old woman with a large crow perched on her shoulder.

  If she touches or strikes a person with her staff, they must make a save against Natural Magic or die.

  The staff will only kill people when it is used by the Blue Hag, and others cannot use it to slay anyone.

  If her staff is somehow found unattended, it will give the powers of Enchantment to it's user. Those with her staff may add +25% to their Enchantment skill and will also have +25 power when casting Enchantment spells.

Changelings

Size:	Small
Hits:	40
Armor:	None
Movement:	Foot: 6" /r

Attacks:
  None

Magical Resistance:
  C: 35% N: 35% E: 35% B: 35%

Special:
  Beautiful Music: All those listening will be entranced.

Description:
  Faeries sometimes will steal beautiful human babies and substitute a Changeling in it's place.

  Changelings will either be an old faerie that is near death, a hideously deformed child, or a lump of wood with an enchantment upon it making it appear as a normal baby.

  Changelings live only a few years, but sometimes they will reach the age of 10 or 12.

  These misshappen people are often very wise, but are always very ill tempered.

  They have a great talent for music and all those listening to a tune played on an instrument by a Changeling will be entranced.

  They will drain all the luck out of a house, are very ill tempered, crying all the time, and have voracious appetites.

  They have been known to eat everything in the house and still cry for more.

  Children baptised cannot be stolen by faeries, and a cross

over the cradle will protect a child. The father's clothes draped over a sleeping child will also protect the infant from being stolen.

Changelings are usually substituted for human babies because they are near death, or because they are deformed.

Changelings can be driven away if they are tricked into revealing their true age, or if they drink foxglove tea.

Deev (Persian Faerie)

Size:	Medium - Huge
Hits:	250 - 1000
Armor:	None
Movement:	Foot: 8" /r - 24" /r

Attacks:

Huge Giant:	**75%**
Punch: 3d6H	
Human:	**85%**
By weapon type.	
Dragon:	
Claws:	**85%**
2d6H	
Bite:	**75%**
3d6H	
Tail:	**65%**
3d6H to all in tail's path.	

Magical Resistance:

C: 75% N: 75% E: 75% B: 100%

Special:

Transformation: Into a human, dragon or a huge giant.
Magic: Natural Magic spells up to 25 power each day.
Invisibility.

Description:

Deevs are evil faeries that live in the land of Jinnestân, which is in the enchanted mountains of Kâf, near Persia.

The land of Jinnestân may exist in the world of Yetsirah, which is the Astral World of the First Heaven.

Kâf is rumored to be made out of green chrysolite, which is also reflected in the sky.

The capitol city of the Deevs is called, Ahermanabâd and it is ruled by their king, Arzshenk who lives in an enchanted palace.

The Deevs are at continual warfare with the *Peri*, who sometimes enlist the aid of mankind.

The Deevs are not immortal, but they have long lifespans and share the passions and desires of mankind.

They often raid human cities for treasure.

Deevs have the ability to become invisible, transform into dragons or giants, and can also take the shape of any type of human, such as a young man, old sage, etc.

Deevs can cast Natural Magic spells as desired, up to 25 power each day. They do not need a spellcasting roll to do this since it is a natural ability.

Deevs hate perfume, which is what *Peries* eat. Perfume will drive away Deevs.

Deevs like to imprison Peris in iron cages that they hang from treetops.

Deevs can often be seen at night as they hurl stars and fireballs through the sky in their wars against the Peris.

Dullahan

Size:	Medium
Hits:	100
Armor:	None.
Movement:	Horse Gallop: 24" /r

Attacks:

None

Magical Resistance:

C: 90% N: 75% E: 75% B: 100%

Special:

Fear: Morale check or run away.
Death: Those named by him will die.
Blindness: All seeing it pass will be blinded in one eye.

Description:

This faerie appears as a headless horseman riding a galloping horse.

Wherever the Dullahan stops, a person will die.

If a Dullahan stops and then speaks the name of a nearby person, that person will die.

If a person covers his ears so that he cannot hear his name spoken by the Dullahan, he will not die.

The Dullahan will carry it's glowing head in it's hand, using it as a lantern.

Those who see the faerie pass by in the night will be blinded in one eye.

The Dullahan fears gold and any item of gold will drive it away.

Dwarfs / Duergarrs / Zwerg

Size:	Small
Hits:	65
Armor:	None.
Movement:	Foot: 6" /r

Attacks:

Enchanted Axe:	**65%**
I: 2 F: 2 Br%: 0% D: 4d6	
+10% to hit and +2d6 magical damage.	

Magical Resistance:

C: 35% N: 50% E: 25% B: 25%

Special:

Night Vision: Dwarfs can see in the darkness.
Stealth: 85%

Description:

Dwarfs are also known as Dwergars or Zwerg. They are nature faeries living underground, and drawing their strength from the subterranian realms.

It is rumored that if a human manages to capture their hat, then a Dwarf will be bound to serve them. This might only apply to certain places.

Humans have been known to use this trick to force a Dwarf to show him his underground city which are said to be full of gold, and gems.

They often use enchanted axes in combat. These axes will inflict an extra 2d6 damage.

Even though they are small in sizs, Dwarfs use all the charts for normal sized creatures.

Dwarfs may be used by players to make characters if desired. *See Chapter 19: Mythical Races.*

Elf

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8” /r
Attacks:	
Enchanted Bows or Swords:	**65%**

I: 3 F: 3 Br%: 5% D: 4d6
+10% to hit and +2d6 magical damage.

Magical Resistance:

C: 25% N: 25% E: 25% B: 25%

Special:

Magic: Elves may cast spells up to 25 power each day.
Twilight Vision: Elves can see in twilight as if it were daylight.

Description:

Elves live in the wilderness. They are immortal and secretive.

Among the many kinds of faerie folk, Elves are one of the few that are the size of humans.

They use magic and may cast spells up to 25 power every day.

Elves are renowned for their craftsmanship, and their ships and boats are said to never sink.

Elven jewelsmiths make gems of all kinds, and some of these are enchanted.

Elves may be used by players to make characters if desired. *See Chapter 19: Mythical Races.*

Faerie Trolls

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Foot: 3” /r
Attacks:	
None	

Magical Resistance:

C: 75% N: 65% E: 65% B: 75%

Special:

Hard to hit: −25% to hit & +25% to dodge.
Stealth: 85%
Transformation: Into any object or creature.
Wealth & Poverty: Can bestow prosperity or poverty on a family.

Description:

Trolls live in the hills and mounds of Scandinavia. They have no king. Trolls are wealthy since they acquire treasures from underground.

They hate noise, and church bells will drive them away.

Trolls can transform into any shape such as a tree, rock, cat, etc.

Trolls have the ability to give prosperity or poverty to humans.

Far Liath / The Gray Man / Brolaghan / Old Boneless

Size:	Medium
Hits:	100
Armor:	None
Movement:	12” /r
Attacks:	
None	

Magical Resistance:

C: 50% N: 90% E: 65% B: 75%

Special:

Obscurement: Fog or mist to blind travelers.
Corruption: Blacken potatoes, sour milk, etc.
Disease: Spreads disease, such as colds, flu, etc.
Insubstantial: Immune to physical attacks.

Description:

Also known as Brolaghan (the shapeless thing), Fir Liath or the Gray Man, this faerie takes the form of a man with a gray cloak wreathed in fog and mist. Sometimes he will take the form of a shadowy mist.

Old Boneless loves death, and will often try to cause the demise of travelers by spreading an impenetrable mist or fog along coastlines or roads so that ships will hit rocks or travelers will fall off a cliff.

The Far Liath also has been known to sour milk, blacken potatoes, or destroy produce.

To prevent this from occuring, farmers will often sprinkle holy water around newly havested crops or will place a blessed crucifix nearby.

The phrase, "God bless you!" will drive him away for a short time, but he will often return again with a vengeance.

A blessed cross will also ward against him for a short time, and these are often placed in ships.

The Gray Man will often be found near towns, since the smoke from chimneys will sustain him.

Old Boneless will also cause stored wood to become wet, preventing fires from being lit.

Just a glimpse of the Far Liath will cause a person to become sick (unless a saving throw is made against Black Magic).

For this reason special paths are made in the countryside solely for his use which are often called, "The Gray Man's Path" and it is hoped that these will prevent his contact with humans.

Gancanagh

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8” /r
Attacks:	
Enchanted Sword:	**65%**

I: 2 F: 2 Br%: 0% D: 5d6T
+10% to hit and +3d6 magical damage.

Magical Resistance:

C: 25% N: 25% E: 35% B: 25%

Special:

Magical Beauty & Presence: Charm women.

Description:

Gancanagh are extremely attractive male faeries that charm human females and then seduce them. A woman can resist the charm with a saving throw against Natural Magic.

After a woman has been seduced by one of these faeries, they will spend the rest of their life in search of the one that seduced them.

Ghillie Dhu (Tree Faeries)

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Foot: 3" /r
	Flying: 8" /r

Attacks:
  None
Magical Resistance:
  C: 50% N: 75% E: 50% B: 50%
Special:
  Hard to hit: –25% to hit & +25% to dodge.
  Stealth: 85%
  Transformation: Leaf disguise.
Description:
  These mischievous tree faeries will transform themselves into leaves and then will play pranks on those passing through the area.

Glastig

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8" /r

Attacks:
  Unarmed Combat: **75%**
  Grab and throw underwater to drown.
  Blood Drain: **75%**
  6d6 trauma plus paralysis.
Magical Resistance:
  C: 65% N: 65% E: 65% B: 65%
Special:
  Charm: Limited charm broken by looking at her hooves.
  Paralysis: If draining blood, victim will be paralyzed.
Description:
  This is a beautiful female faerie that will seduce mortal men, who she will use as a companion, until they notice that she has hooved feet. This will break the charm that holds the mortal.
  When this occurs, she will attempt to either drown their victim (if near water) or drain their blood.
  If she succeeds in biting a person, they must make a save against Natural Magic or become paralyzed.

Gnome / Knocker / Coblynau (Mine Faeries)

Size:	Small
Hits:	50
Armor:	None
Movement:	Foot: 6" /r

Attacks:
  Enchanted Pick: **65%**
  I: 0 F: 0 Br%: 0% D: 4d6S
  +10% to hit and +3d6 magical damage.
Magical Resistance:
  C: 25% N: 35% E: 25% B: 25%
Special:
  Hard to hit: –25% to hit & +25% to dodge.
  Stealth: 85%
  Sense Earth: Gnomes use this spell as often as desired.

Description:
  Gnomes are earth spirits that live in trees or in small holes underground.
  Maturing quickly, Gnomes live for hundreds of years.
  Gnomes that live underground are sometimes called *Knockers.* This name came from miners who will sometimes hear a knocking sound coming out of the darkness. A rich vein of ore will be found nearby.
  Gnomes love to invent things and will often make interesting devices, but they avoid making anything too complex.
  It is said that Gnomes are the authors of some of the world's most important inventions such as weaving.
  They use enchanted picks in combat. These weapons will inflict an extra 3d6 damage.
  Since they inflict 4d6S damage (2d6 normal), they will inflict a totoal of 5d6 damage to normal sized targets.
  Gnomes may be used by players to make characters if desired. *See Chapter 19: Mythical Races.*

Goblin

Size:	Small
Hits:	50
Armor:	None
Movement:	Run: 6" /r

Attacks:
  Regulars: **65%**
  Various Weapons
  I: 0 F: 0 Br%: 10% D: 4d6S
  +10% to hit and +1d6 magical damage.
Magical Resistance:
  C: 35% N: 25% E: 25% B: 35%
Special:
  See in the dark.
  Invisiblity.
  Wild Dark Magic: May use Black Magic spells, up to 5 power every day.
Description:
  Goblins are dark faeries that cause much mischief in the world.
  Goblins live in deserted lonely places, such as inside clefts of rocks or among the roots of trees.
  Goblins are similar to Gnomes, except they are uglier.
  They enjoy playing pranks on humans, and mostly these will be very mild, such as hiding small objects, or knocking over objects.
  If they are angered, they can use their wild dark magic to cast minor hexes and curses, up to 5 power every day.
  They use enchanted weapons if they are ever in combat. These weapons will inflict an extra 2d6 damage.
  Since they inflict 4d6S damage (2d6 normal), they will inflict a totoal of 3d6 damage to normal sized targets.

Grogoch

Size:	Small
Hits:	65
Armor:	None
Movement:	6" /r

Attacks:
  None

Magical Resistance:
    C: 50% N: 75% E: 50% B: 50%
Special:
    Industrious: Workaholic.
    Immune to extreme heat & cold.
    Invisiblity.
Description:
    The Grogoch is a friendly faerie about the size of a small child. He (no females are known) looks like an old man covered in reddish hair.

    The Grogoch is known for his poor hygeine and his hair is always matted with sticks and dirt.

    The Grogoch lives in caves along the coastline or sometimes wherever two large standing stones are found.

    The Grogoch are very industrious and helpful.   They are so helpful to others that they make themselves a muisance as they invariably get in the way.

    The Grogoch will often be seen working both during the day and night.

    They dislike laziness in others and will often wake people up early in the morning so they can get to work, and will sometimes poke and prod workers that are taking a break.

    They are impervious to heat or cold and can become invisible if desired.

    They are afraid of priests who can drive them away.

    Another way to get rid of them is to give them a gift, since they refuse any payments for the work they do.

Gwragedd Annwn (Lake Faeries)

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8” /r

Attacks:
    None
Magical Resistance:
    C: 65% N: 75% E: 50% B: 75%
Special:
    Enchantment: May use Enchantment spells as desired, up to 25 power each day.
Description:
    Lake Faeries live underwater in sunken cities. They will often take mortal humans as husbands, but there is usually a condition to be met.

    Many times a human will marry a Lake Faerie, have children and after many years break their promise.

    When this occurs, the Lake Faerie will leave, sometimes taking the children with them, sometimes appearing later to drown the children.

    The condition can be many things, such as never hurrying them, or never striking them (even in jest).

    Gwragedd Annwn may use Enchantment spells up to 25 power each day.

Gwyllion (Mountain Faeries)

Size:	Medium
Hits:	85
Armor:	None
Movement:	Always faster than others

Attacks:
    None
Magical Resistance:
    C: 35% N: 50% E: 65% B: 75%
Special:
    Magical Movement: Always moves faster than others.
    Fear: Morale check or run away.
    Unluck: Drain 1d6 luck if harmed.
    Transformation: Into goats.
    Confusion: Those affected will become lost.
Description:
    These faeries live in the mountains and pester travellers. They are fond of sitting high up in mountain passes and glaring at any that pass by. The females are hideously ugly.

    Gwyllions can transform themselves into goats and will often be seen in the company of goats.

    When the Gwyllion glares at a person, they must pass a morale check or run away.

    They can also cause a traveller to become lost. They do this by leading them astray. Often travellers will not know they are following a Gwyllion until it is too late.

    A typical story would be a traveller seeing an old woman in the distance. The person would try to catch up, but the faster they walk, the faster the old woman walks. Finally, she vanishes after giving a cackling laugh.

    To avoid becoming lost, a saving throw against Natural Magic must be passed. Only one random person in a group will get a saving throw.

    Anyone that hams them will lose 1d6 luck points. They can be banished by drawing a knife

Korrigans

Size:	Medium
Hits:	100
Armor:	None.
Movement:	Foot: 8” /r

Attacks:
    None
Magical Resistance:
    C: 25% N: 25% E: 25% B: 25%
Special:
    Cursed: Transform into ugly hag in the day.
    Transformation: Into any object or animal.
    Teleportation.
    Cure Diseases: Charm will cure illnesses.
    Prediction: Can predict one future event.
Description:
    Korrigans are female faeries that are under a curse. They live as beautiful blonde women during the night, but they become repulsive ugly hags during the day.

    If a mortal man loves the beautiful woman and the ugly old hag equally, then the curse is lifted.

    Korrigans can transform themselves into any object or animal, they can teleport themselves, and predict the future.

    Korrigans can make a charm that will cure a disease, but the charm will only work for one person.

    Although they don't dance at all, they still love music and will often stop to listen to a good song.

    Every spring the Korrigans have a festival at night with

delicious food and enchanted wine, but this will vanish at the approach of a mortal.

Korrigans often live near springs.

Leanan Sidhe

Size:	Medium
Hits:	100
Armor.	None
Movement:	8" /r
Attacks:	
Bite:	**75%**
5d6 Damage.	

Magical Resistance:

    C: 5%   N: 25%   E: 5%   B: 5%

Special:

    Enchanting Beauty: Charms those seeing her.

    Blood Drain: Will drain all the blood from some of her enchanted victims.

    Gift of Poetry & Music: Write beautiful music & poetry but die early (lose all fate except one point).

Description:

Thie beautiful, seductive and elusinve female faerie will enchant all that see or hear her lovely voice. Anyone looking at her or hearing her voice will become charmed unless they pass a saving throw against Natural Magic.

She will sometimes take an enchanted person and then drain all of their blood away, filling up a cauldron which she will then use to create spells that she uses to become youthful and beautiful.

All those seeing her or hearing her voice must also make a saving throw against Natural Magic or become totally enthralled with her beauty. Those enthralled will often write beautiful poetry or music. However, all those enthralled will die early in life at a young age. Their fate will be reduced to one point.

Leprechauns

Size:	Small
Hits:	65
Armor.	None
Movement:	12" /r
Attacks:	
None	

Magical Resistance:

    C: 75%   N: 50%   E: 65%   B: 65%

Special:

    Stealth: 85%..

Description:

Leprechauns are small unkept faeries that have a sour disposition. They are cobblers, making shoes for the faeries who spend so much time dancing. They smoke smelly pipes and there is often heard a knocking sound as they work on their shoes.

Leprechauns spend much of their time drinking, and are often drunk. This only improves their workmanship on their shoes however.

Leprechauns can move very quickly if they want to, and often the only thing seen of them is a fleeting glimpse as they dash off to cover.

Leprechauns carry two purses. One will contain a single silver coin which they use to buy things. A silver coin will always be found inside the purse, as it reappears after each purchase. The second purse contains a single gold coin, but it will dissolve into powder after the Leprechaun is gone.

Leprechauns know the location of many hidden treasure hoards and they are often sought out by greedy mortals.

Mermaids / Mermen / Merrows

Size:	Medium
Hits:	100
Armor:	None
Movement:	Swim: 8" /r
	Foot: 8" /r
Attacks:	
Unarmed Combat:	**65%**
Grab and pull underwater.	
Trident & Net:	**75%**
I: 3 F: 4 Br%: 10% D: 4d6	

Magical Resistance:

    C: 50%   N: 50%   E: 50%   B: 50%

Special:

    Transformation: Into humans.

    Breath Water: They can also give this power to humans.

    Death: Sight sometimes causes death within a year.

Description:

Mermaids have the upper body of a beautiful women with long hair and the lower body of a fish. They live under the sea in kingdoms, such as Tir fo Thoinn off the coast of Ireland.

Sailors have sometimes been lured to their deaths by drowning upon seeing them, or after hearing them sing, but more often a mermaid will save the lives of sailors if they are involved in a shipwreck. Mermaids can change into a human form so that they can walk upon the land and they often do this to seduce humans.

In Ireland, they are called Merrows. A Merrow can sometimes be found swimming nearby, with their clothes left on the shore. If a person can steal their clothes and hide them, the Merrow will do whatever the human wants.

Humans often do this in order to marry a Merrow, but if she ever finds her clothes, she will return to the sea, abandoning her husband and children.

It is thought that spending the night sleeping by the seashore can be dangerous because a Merrow may drag the sleeper into the water to drown. Many who sleep on the seashore will wear a cross or sleep within earshot of church bells for protection, as these are said to drive away Merrows.

Mermen are the male variety and they will sometimes entice human females into the water and will take them away to live with them under the sea.

In some places the sight of one of these beautiful mermaids combing her long hair upon a rock will be seen as an omen of death by drowning within a year. Some sailors also blame shipwrecks on the sighting of a Mermaid.

Sometimes a person that was thought to have drowned will appear again on land. They will often tell tales of underwater kingdoms and treasures that are acquired by Merfolk that they gather from shipwrecks.

Neck / Nix / Nökke

Size:	Medium
Hits:	100
Armor:	None
Movement:	Swim: 8" /r
	Foot: 8" /r
	Horse Form: 18" /r (on land)

Attacks:

Unarmed Combat:	**65%**

Grab and pull underwater.

With lower body of a Horse:

Hooves:	**75%**

5d6L Damage.

Magical Resistance:

C: 60% N: 75% E: 50% B: 75%

Special:

Transformation: Into humans or underwater centaurs.
Breath Water: They can also give this power to humans.
Afraid of Iron Nails or Knives.

Description:

This is a river spirit that sometimes appears along the banks of a river as a beautiful woman or as a man with a green hat. The males also have green teeth.

They are called Nixes in Scandinavia.

Sometimes Nixes are seen dancing upon the surface of the water just before the death of a human by drowning.

More often, Necks are seen singing with a golden harp or combing their long blonde hair. Their songs are beautiful and if a human wants to learn them, the Neck will first require a gift of a black goat.

They are not unfriendly toward humans, and sometimes the females will travel into villages to purchase food. The only indication of their watery origin will be the wet hems of thier clothes.

The Danish version of these faeries are called the Nökke and it is said that they will only harm those who deserve it, such as women who treat lovers harshly.

Necks have been known to either invite or abduct women to work as servents in their underwater realms.

In Spain, they are called *Lake Demons* and they kidnap children to work as servents for seven years, after which they are allowed to return home.

Necks are sometimes seen as old men wringing out the water from thier long beards.

Necks are also known to take the form of a human with the lower body of a horse. They will keep their lower bodies underwater until the last moment when they will jump out of the water and attack.

More often, they will use their beauty to lure people into the water.

Iron daggers or nails will protect people from Necks and sailors will often place these in the bottom of their boats.

Orcs

Size:	Medium
Hits:	20-120
Armor:	Variable
Movement:	Run: 4" /r
	Sprint: 8" /r

Attacks:

Elites:	**85%**
Leaders:	**75%**
Regulars:	**65%**
Various Weapons	

I: 4 F: 4 Br%: 20% D: 5d6

Magical Resistance:

C: 10% N: 20% E: 5% B: 30%

Special:

See in the dark.
Afraid of daylight: – 15% to hit & – 25% to morale.

Description:

Orcs are related to Goblins but are much larger. They live underground and come out during the night to waylay anyone they find. They eat humans.

Orcs can see in the darkness, but are afraid of sunshine. They suffer penalties in combat while fighting in daylight.

Peri (Persian Faerie)

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8" /r
	Flying: 12" /r

Attacks:

Weapon:	**85%**

I: 2 F: 2 Br%: 10% D: 6d6 + 2d6 magical damage.

Magical Resistance:

C: 75% N: 75% E: 75% B: 100%

Special:

Extremely Beautiful: Drive humans mad with desire.
Weapons & Talismans: May create magic weapons and talismans by using Natural Magic & Talismanic Magic up to 25 power each day.
Invisibility.

Description:

Peri are supernatureal beings that are descended from the union between humans and fallen angels.

They are not condemned for eternity and can be saved after doing some penance for the sins of their ancestors.

Peri live in the enchanted land of Jinnestân in the mountains of Kâf, near Persia.

The land of Jinnestân may exist in the world of Yetsirah, which is the Astral World of the First Heaven.

Jinnestân contains many kingdoms with provinces and cities peopled by Deevs and Peris. The sky is green in the realm of Jinnestân, and it reflects the green mountains of Kâf, which are made out of chrysolite.

The Peri province of Shad-u-kâm (Pleasure and Delight) contains the capital city of Juherabid (Jewel-city) and another city of the Peris is called Amberabâd (Amber-city).

The Peri are at war with the Deevs, and will often enlist the aid of mankind in these wars.

Peri make enchanted talismans and weapons that they will sometimes give to human heros to assist them in defeating a Deev.

The Peri eat beautiful odours and they love perfume.

Peri can fly, but they lose this ability if thier clothes are taken from them.

At night, they can be seen waging war against the Deevs in the sky as they hurl stars and fireballs at each other.

If a Deev captures a Peri, they will usually place them inside an iron cage where they are left to starve, unless another Peri can come by and feed them with perfumes.

The Deevs hate perfumes of course.

Pixiee

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Foot: 3" /r
	Flying: 12" /r

Attacks:

Sword (knife):	**75%**

I: 0 F: 0 Br%: 5% D: 6d6S

Charmed Blade: +10% to hit & +2d6 damage.

Magical Resistance:

C: 90% N: 75% E: 75% B: 100%

Special:

Hard to hit: −25% to hit & +25% to dodge.
Stealth: 85%
Confusion: "Pixie led" travellers will be confused.
Sizing: May become as large as humans.

Description:

Pixies lived in England before the Faeries arrived with the Romans.

Pixies usually have red hair and green eyes and dress in green clothes, which make them hard to see among plants.

Pixies have the ability to become as large as humans, and humans that are encountered with red hair and green eyes are often Pixies in disguise.

They use enchanted swords (knives) in combat. These weapons will inflict an extra 2d6 damage.

Since they inflict 6d6S damage (3d6 normal), they will inflict a totoal of 5d6 damage to normal sized targets.

If they become as large as humans, their charmed sword will inflict 6d6 damage and an extra +2d6 magical damage.

Pixies can cause confusion in travelers, who will wander around aimlessly until the Pixie removes the spell.

Those under this form of confusion are said to be "Pixie Led."

A person can break the spell by turning their clothes inside out.

Pixies will also play other kinds of pranks on travellers for amusement.

Pooka

Size:	Medium
Hits:	200
Armor:	None
Movement:	24" /r

Attacks:

Black Horse:	
Hooves:	**75%**

5d6L Damage.

Hairy Goblin:	
Claw:	**65%**

4d6 damage.

Large Eagle:	
Talons:	**65%**

3d6L damage.

Black Goat:	
Curved Horns:	**65%**

4d6 damage.

Magical Resistance:

C: 5% N: 25% E: 5% B: 5%

Special:

Carry Away:	**85%**

Sweep a person off their feet and carry them away.
Prophecy.

Description:

One of the most feared faeries of Ireland, the Pooka most often appears in the form of a black horse with a wild mane of hair. The Pooka will terrorize neighborhoods by stomping on fences, dispersing livestock, and occasionally attacking travelers at night (who are often drunk).

The Pooka can also assume other forms, such as a large hairy goblin, a huge eagle, or a black goat.

The Pooka seems to prefer the form of a horse and will often swoop up lonely travelers onto it's back and take them on a wild ride through the countryside, to finally deposit them in a muddy ditch, rocky riverbed, or sometimes to toss them off a cliff.

The Pooka will often run up to a house and call out the names of those inside that it wishes to carry away. If no one comes out, they will trample and destroy crops, and goods outside in revenge.

The Pooka can also prophecise the future. Some villages have learned to give the Pooka gifts in exchange for telling their futures.

Sheerie (Will-o'-the-Wisp)

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Flying: 12" / r

Attacks:

None

Magical Resistance:

C: 90% N: 90% E: 90% B: 100%

Special:

Hard to hit: −25% to hit & +25% to dodge.
Luring Enchantment: Cause a person to follow them.
Madness: Derangement and confusion.

Description:

A Sheerie is also known as Will-o'-the-Wisp. These appear as a luminous glowing orb or as a tiny luminous being carrying a light or lantern. Sometimes they appear as a small man carrying a perpetually burning brand.

They appear near deserted ruins or treacherous bogs and they delight in luring travellers into danger.

This faerie will create the illusion of a pleasant house or inn somewhere in the distance in order to lure travellers into danger, such as a cliff or marsh where the victim will perish in a fall or by drowning.

Those seeing these faeries must make a saving throw against Natural Magic to avoid thier luring enchantment.

The luring enchantment will cause the person to follow the Sheerie throughout the countryside until the Sheerie releases them. Sometimes the Sheerie will simply release them after wandering about for a time.

The Sheerie can also cause madness, which will cause derangement and confusion in a person unless they save against Natural Magic.

Those failing will become confused and panicky, sometimes gibbering incoherently. This madness will fade when the sun rises.

Presenting an iron object or a cross will drive them away.

Sidhe (Elf Faerie)

Size:	Tiny
Hits:	25
Armor:	None
Movement:	Foot: 3" /r
	Flying: 12" /r

Attacks:
    Enchanted Sword: **65%**
    I: 0 F: 0 Br%: 0% D: 5d6T
    +10% to hit and +3d6 magical damage.

Magical Resistance:
    C: 25% N: 25% E: 25% B: 25%

Special:
    Hard to hit: −25% to hit & +25% to dodge.
    Stealth: 85%

Description:

Sidhe (pronounced, "Shee") are faeries of Ireland or Scottland. They are also called, "Elves." The Sidhe are tiny in size. Animals usually see them first.

The Sidhe prefer to be left alone, but they sometimes become involved with wealthy or very attractive humans.

They live in enchanted realms called faerie circles, and these will appear as a circle of flowers in the wilderness.

Inside these faerie circles, time will pass more quickly than in mortal realms and a few minutes inside a faerie circle may be days in the outside world.

They use enchanted swords in combat. These swords will inflict an extra 3d6 damage.

Since they inflict 5d6T damage (1d6 normal), they will inflict a totoal of 4d6 damage to normal sized targets.

The mythical race of *Elves* that may be used by players are different than Elf Faeries, although they are related.

Sprites:

Size:	Small
Hits:	15
Armor:	None
Movement:	Foot: 6" /r
	Flying: 12" /r

Attacks:
    None

Magical Resistance:
    C: 60% N: 60% E: 60% B: 60%

Special:
    Hard to hit: −25% to hit & +25% to dodge.
    Stealth: 85%

    Summon Insect Hoard: Stings & bites cause 1d6 trauma each round along with a Morale check.

Description:

Sprites are small faeries with dragonfly wings. They live in forests and are responsible for changing the colors of the leaves in the autumn.

They prefer to live in serene quiet places and they are also one of the most creative types of faeries.

Sprites sometimes will be found playing with Nymphs or butterflies.

They are generally benign towards humans, but they sometimes will pinch or bruise mortals as they travel through their lands.

They can summon a hoard of insects to harrass people. These will drive a person away. A hoard of insects will affect only one person at a time. They will deliver stings and bites that will cause a person to flee unless a Morale check is made each round.

Tylwyth Teg (Fair Folk)

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8" /r

Attacks:
    None

Magical Resistance:
    C: 50% N: 65% E: 50% B: 75%

Special:
    Enchantment: May use Enchantment spells as desired, up to 25 power each day.

Description:

The Tylwyth Teg are a group of Welsh faeries that are friendly toward mortals. They live in secret places and enchanted lakes and forests. They are very beautiful, and are friendly toward humans.

There was once a place in Wales where a doorway in a rock led into an enchanted valley with a lake surrounded by lovely gardens and many other wonderful things. Mortals could visit this place and stay as long as they wished, as long as they never took away anything from the enchanted realm.

A person evenetually took away a flower, and fainted when he returned to mortal lands. When he awoke, the doorway to the enchanted realm was closed, and has not reopened since.

Wichtlein (Little Wight)

Size:	Small
Hits:	60
Armor:	None
Movement:	Foot: 6" /r

Attacks:
    Enchanted Pick: **65%**
    I: 0 F: 0 Br%: 0% D: 4d6S
    +10% to hit and +2d6 magical damage.

Magical Resistance:
    C: 60% N: 75% E: 80% B: 90%

Special:
    Fortell Death: With three knocks.

Description:

Extremely ugly, these creatures live underneath houses.

They often fall in love with mortal women, and if their affection is denied, they will wreak havoc, breaking things, and causing other kinds of mischief.

Sometimes the first indication that a Wichtlein is living under a person's house is from a knocking sound on the floor.

If three knocks are heard, this will fortell the death of someone that lives in the house.

They also live under tree stumps, mounds of earth and under gardens.

They are terrified by water and will hide when it rains. The display of a ship's anchor will drive them away. Holy water will kill them.

They are also found living in mines, and they often pester miners by throwing dirt or small rocks. They will fortell the death of a miner by knocking three times.

They use enchanted picks in combat. These weapons will inflict an extra 2d6 damage.

Since they inflict 4d6S damage (2d6 normal), they will inflict a totoal of 4d6 damage to normal sized targets.

Wilde Frauen (Wild Women) / Dames Blanches (White Ladies)

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8" /r
Attacks:	
Unarmed Combat:	**75%**

Grab and throw.

Magical Resistance:

C: 80% N: 90% E: 65% B: 75%

Special:

Superhuman Strength: They use this to hurl people into ravines and ditches.

Summon Goblins or Evil Spirits: To torment their victims.

Description:

The Wilde Frauen are extremely beautiful females with long hair.

In Germany, they are known to live in faerie palaces under the hills.

They are friendly towards mortals and will sometimes travel to villages and help people there. They will give bread to the poor, and will help children.

Sometimes they will abduct children, taking them away to live with them under the hills in their enchanted realms.

In France, they are known as the Dames Blanches or White Ladies and are found in narrow places where travellers cannot avoid them, such as a ford or bridge.

They will stop travellers and make a simple request of them, such as kneeling down and kissing their hand, or more often a few rounds of dancing.

If their requests are granted, they will (eventually) permit the travellers to continue on their journey, but if they are denied, then they will become hostile.

Travellers have been known to be siezed and thrown into ditches full of thorny bushes, or given over to less savory goblins or evil spirits to torment.

Giants

"In those days, when the children of man had multiplied, it happened that there were born unto them handsome and beautiful daughters. And the angels, the children of heaven, saw them and desired them; and they said to one another, 'Come, let us choose wives for ourselves from among the daughters of man and beget us children.'

"And they took wives unto themselves, and everyone chose one woman for himself, and they began to go unto them. And they taught them magical medicine, incantations, the cutting of roots, and taught them about plants.

"And the women became pregnant and gave birth to great giants whose heights were three hundred cubits: Who consumed all the acquisitions of men.

"And when men could no longer sustain them, the giants turned against them and devoured mankind.

"And they began to sin against birds, wild beasts, reptiles, and fish. And their flesh was devoured the one by the other, and they drank blood.

"And then the earth laid accusation against the oppressors."

– The Book of Enoch

Nephilim (The Fallen Ones)

Size:	Huge
Hits:	2500
Armor:	None
Movement:	24" /r
Attacks:	
Various Weapons.	**85%**

I: 3 F: 3 Br%: 10% D: 6d6H

Magical Resistance:

C: 80% N: 90% E: 75% B: 90%

Special: ST +10 damage

Transformation: Into humans.

Thrown Boulders: Range: 1000 yards. 6d6H damage.

Description:

The Nephilim are the offspring of the *Dark Watchers* (Fallen Angels) and human women. The Nephilim slaughtered and enslaved thousands of humans, and forcibly took beautiful women. They set themselves up as gods and forced humans to worship them. The Nephilim were cruel and brutal rulers, treating humans with contempt. They spread evil and corruption throughout the entire world.

There were originally 200 of the Dark Watchers that fell out of heaven. Their leader was the Fallen Angel Semyaz.

His children, Sahm (Ohyah) and Nariman (Hahyah) were two of the most powerful of the Nephilim.

Eventually, one of the Nephilim named, Hobabish robbed another Nephilim of his wife, and a fierce civil war erupted, causing great destruction.

The Dark Watchers and their children the Nephilim eventually faught a war against an Angelic host led by the Archangel Raphael.

The Dark Watchers were bound in everlasting chains in a dark prison under the earth while the Nephilim were virtually annihilated in the great flood.

While most of the Nephilim were stripped of their form to become evil spirits, some escaped. They will often transform themselves into humans to conceal themselves.

Anakim (Children of Anak)

Size:	Large
Hits:	500
Armor:	Various
Movement:	18" /r
Attacks:	
Various Weapons	**75%**
I: 3 F: 3 Br%: 10% D: 6d6L	
Magical Resistance:	
C: 65% N: 85% E: 75% B: 90%	
Special:	ST +10 damage

    Thrown Boulders: Range: 500 yards. 6d6L damage.

Description:

    The Anakim were the children of Anak, one of the *Nephilim* giants that survived the great flood.

    They lived in Cannan and became great kings and rulers there, being renowned for their ungodliness and cruelty.

    Most of them were annihilated by the Israelites.

Giant

Size:	Large
Hits:	300
Armor:	Various
Movement:	16" /r
Attacks:	
Various Weapons	**75%**
I: 3 F: 3 Br%: 20% D: 5d6L	
Magical Resistance:	
C: 25% N: 35% E: 50% B: 65%	
Special:	ST +10 damage

    Thrown Boulders: Range: 300 yards. 5d6L damage.

Description:

    Giants are the surviving descendents of the Nephilim (Fallen Angels). They live in caves, mountains and deserted forests in the wilderness. They are common foes of valiant heros and knights.

Ogre

Size:	Large
Hits:	200
Armor:	Various
Movement:	12" /r
Attacks:	
Various Weapons	**70%**
I: 3 F: 3 Br%: 25% D: 4d6L	
Magical Resistance:	
C: 10% N: 15% E: 5% B: 25%	
Special:	ST +7 damage

    Transformation: Into animals or objects.
    Thrown Boulders: Range: 200 yards. 4d6L damage.

Description:

    Ogres are a race of large monsters that devour human flesh. Although they are larger than a man, Ogres are not quite as large as a giant.

    They are cowardly and cruel, but not very intelligent. They prefer to abduct beautiful maidens and children.

    Ogres can transform themselves into objects or animals. They live in caves or wilderness areas, sometimes guarding vast treasures. Some of them live in hidden castles.

Trolls

Bridge Troll

Size:	Large
Hits:	150
Armor:	None
Movement:	12" /r
Attacks:	
Claws:	**75%**
3d6L Damage.	
Magical Resistance:	
C: 20% N: 30% E: 20% B: 25%	
Special:	ST +5 damage

    Chameleon: 75% Stealth.

Description:

    These evil creatures live near bridges of all kinds. They can flex their body to fit inside small cracks and can even flow under door cracks. With their chameleon powers, they are difficult to detect (75% Stealth).

Cave Troll

Size:	Large
Hits:	250
Armor:	None
Movement:	12" /r
Attacks:	
Unarmed Combat:	**60%**
Punch: 5d6L Damage.	
Large Club:	**65%**
I: 3 F: 3 Br%: 5% D: 4d6L	
Magical Resistance:	
C: 40% N: 40% E: 40% B: 40%	
Special:	ST +5 damage

    Low Reasoning: Can become confused.

Description:

    Cave Trolls live underground, rarely coming outside, except for the hunting of humans for food. They are not very intelligent and can become confused fairly easily.

    Cave Trolls are often dominated by evil creatures and will sometimes be found serving a higher master.

Forest Troll

Size:	Large
Hits:	200
Armor:	None
Movement:	8" /r
Attacks:	
Unarmed Combat:	**70%**
Punch: 4d6L Damage.	
Large Club:	**75%**
I: 3 F: 3 Br%: 5% D: 3d6L	
Magical Resistance:	
C: 20% N: 35% E: 20% B: 25%	
Special:	ST +5 damage

    Blend into forest: 80% Stealth in the forest.

Description:

    Forest Trolls live in the wilderness and rarely go anywhere else.

Forest Trolls are very difficult to spot in the forest, and often use their stealth to capture unsuscpecting travellers.

Hill Troll
Forest Troll

Size:	Large
Hits:	200
Armor:	None
Movement:	12" /r

Attacks:

Unarmed Combat:	**65%**

Punch: 5d6L Damage.

Large Club:	**75%**

I: 3 F: 3 Br%: 5% D: 5d6L

Magical Resistance:

C: 25% N: 20% E: 30% B: 50%

Special:	ST +5 damage

Turn to Stone: Killed by daylight.

Description:

Hill Trolls are ugly, malicious creatures that hunt humans for food. They live underground, and come out at night to prey on lonely travellers.

Hill Trolls are turned into stone in the daylight. Many tall standing stones are thought to be Hill Trolls that were caught outside when the sun came up.

Hill Trolls will usually have a large treasure hoard that they have stolen from their victims.

Horrors

Amoeba

Size:	Medium to Huge
Hits:	250 – 500 – 1000
Armor:	None
Movement:	Slither: 2'" /r

Attacks:

Pseudopod (acid):	65%

5d6 – 5d6L – 5d6H

Magical Resistance:

C: 10% N: 15% E: 80% B: 90%

Special:

Acid: Victim suffers acid damage.
Envelopment: Victims suffer x3 damage each round.

Description:

Giant Amoebas were created by alchemical experiments. They are very rare. Amoebas are usually about 10' wide, but they can reach huge sizes of 100' or more.

Although Amoebas move very slowly, they attack with a large pseudopod, which can reach up to 10' for medium creatures, 15' for large monsters, and 25' in huge specimens.

Their pseudopods inflict acid damage, and they can eat through any organic substance. Large or huge specimens will inflict more damage. Those engulfed by an Amoeba will suffer x3 damage.

Although they can be burned, another way to destroy one of these creatures is to strike at it's center (–25% to hit), and inflict a terminal wound. This may not be possible if the person is far removed from the center of the creature.

Blood Horror

Size:	Small to Large
Hits:	10+
Armor:	None
Movement:	Creep: 1" /r

Attacks:

Contact:	**100%**

5d6 transformation into blood horror

Magical Resistance:

C: 85% N: 5% E: 95% B: 100%

Special:

Transformation: Victim is transformed into blood horror
Resilience: Immune to weapons.
Destroyed by Holy Water.

Description:

This is a form of mold that enters a victim's bloodstream through the pores of the skin.

After this occurs, the victim must make an endurance check every 1-6 rounds with a cumulative –10% penalty. When the victim finally fails his endurance check, they will die. The victim will be transformed into a blood horror, and thier hits will be added to the creature.

Blood Horrors will dry out in the sun, becoming a dehydrated reddish powder that resembles rust. When a person contacts this powder, the sweat on their skin will reactivate the creature, which will rapidly enter their bloodstream. Water can also reactivate dehydrated Blood Horrors.

This creature must be burned. Holy water will destroy it. After a person is exposed to this substance, they can drink holy water which will cure the person 75% of the time.

Purification spells will also destroy the creature.

Sand Crumbler

Size:	Small
Hits:	50
Armor:	None
Movement:	Slither: 3" /r

Attacks:

Sonic Attack:	**65%**

5d6 blunt Range: 10'

Magical Resistance:

C: 15% N: 15% E: 25% B: 75%

Special:

Pulverize: Crumbles stone to powder.
Resilience: Immune to weapons.

Description:

This creature looks like a pile of sand. It can move very slowly, shifting the sand of it's body as it does so.

This creature eats stone. Medusaes and other creatures that cause people to be turned into stone statues often keep these creatures as pets for house cleaning.

Sand crumblers are immune to physical damage as they are made up of sand, but they can be destroyed by fire.

Sand crumblers use a sonic attack to pulverize stone into a powder. They can crumble a statue of a person into powder very quickly, inflicting 5d6 damage each round until 100 hits have been inflicted.

Sand crumblers can also harm living creatures with a sonic attack that has a range of 10 feet.

Creeping Horror

Size:	Medium
Hits:	150
Armor:	None
Movement:	Creep: 1" /r

Attacks:
  Envelopment: **50**%
  4d6 acid

Magical Resistance:
  C: 10% N: 10% E: 25% B: 10%

Special:
  Mental Paralysis: Victims will become docile for 1-6 rounds.
  Mind Control: Similar to a *Suggestion* spell.
  Amnesia: Forget being under mental control.

Description:
This malevolent entity exists inside an amorphous blob of slime. It has the power of mind control, and it will use this to lull it's victims into a passive state so that it can envelope and eat them.

While enveloping a person, the Creeping Horror must succeed in an attack roll before it can begin to eat it's victim. Afterwards they do not need to make subsequent rolls to inflict damage.

A victim can be pulled out of this creature by his friends, but every round the Creeping Horror can mentally paralyse one additional person.

The mind control will work as soon as the creature is within a line of sight of a person. If the victim fails a saving throw against extrasensory magic, then they will become passive and docile for 1-6 rounds.

The Creeping Horror can also make a hypnotic suggestion to it's victim which they will carry out without question.

If a person loses sight of the Creeping Horror, they will suffer the effects of amnesia, forgetting what happened while they were under it's mental control.

Gloop

Size:	Small to Huge
Hits:	10 - 50 - 100 - 250
Armor:	None
Movement:	Slither: 2" /r
	Leap: 6" /r

Attacks:
  Engulf: **65**%
  If successful, victim will be engulfed.
  Squeeze **100**%
  4d6 crushing damage (blunt). *Small to Large Damage.*

Magical Resistance:
  C: 25% N: 5% E: 75% B: 100% *

Special:
  Suffocation: Engulfed victims will suffocate.
  Resilience: Immune to weapons.
  Pinning: 50% chance of pinning each arm.
  *Curses: Transfers curses to it's (surviving) victims.

Description:
Another monster that is rumored to have been created in an alchemist's laboratory, Gloop is a sticky lumpy substance that has a mind of it's own.

Gloop can cling to sheer surfaces and will often be found on the cieling or walls. Gloop can leap up to 25' and when it does, it will emit the sound that it is named for, "Gloop!"

When encountered, it will attempt to leap onto it's prey, engulfing it and suffocating it. It will squeeze it's victim until it is dead and then will slowly digest it, growing larger as it does so. It will add the victims hits to it's own. Victims will take an hour or so to fully digest.

After a gloop has latched onto a victim, it will often leap away with the person, who will slowly suffocate. The length of time it takes a victim to suffocate is equal to the person's endurance score in rounds. If released from a gloop, the person will need time to recover equal to the number of rounds they were held by the gloop. A recovering person will be stunned until recovery.

The chance of a victim's arms being pinned depend on the size of the gloop. If the gloop is larger than it's victim, the chance is 75% and if smaller, 25%. If the gloop is the same size as it's target, the chance of pinning each arm is 50%. A separate roll is made for each arm.

Gloop is immune to weapons, since it will reform after being struck. However, if a gloop is struck while holding a victim, it will release the victim. Weapons that strike a gloop will not harm victims that it has engulfed.

Fire can harm it, but it's victim may also be harmed. The victim will suffer 25% of the damage inflicted on the Gloop. For instance, if 20 hits are inflicted on a Gloop from fire, then it's victim will suffer 5 hits. A serious or critical wound can stun it and a terminal wound will kill it.

Gloop have sometimes been cursed by mages. Black Magic cannot harm a Gloop, but it will retian the curse and the next person it contacts will suffer the effects of the curse.

There is a 10% chance that any Gloop encountered will have one or more curses associated with it. After a curse has been released, it will no longer affect anyone else.

Oobleck

Size:	Small to Medium
Hits:	35 - 75
Armor:	25
Movement:	Roll: 6" /r
	Leap: 12" /r

Attacks:
  Projectile. **75**%
  4d6S or 4d6 damage (piercing).

Magical Resistance:
  C: 75% N: 85% E: 25% B: 25%

Special:
  Projectile: Shoot itself as a projectile.
  Resilience: Hardened against weapons.
  Fire Resistance: Immune to fire.
  Penetration: +4d6 armor penetration (small or medium).

Description:
This creature is believed to come from an alchemyst's laboratory. It is not known how it gained sentience. It is cunning and intelligent, having the mind of an animal.

Oobleck have the appearance of a yellow or white watery substance that is semi solid and slimy.

Oobleck do not live long without water, and are not

found in dry climates unless it is near a source of water.

These creatures can roll into a ball and travel quickly. They can also shoot themselves at an enemy. When this occurs, a "pop!" sound will be heard. If an oobleck strikes a person's mouth or nose, they will also begin to suffocate.

It is not known why an oobleck will attack animals or people.

Oobleck is known as a "Non Newtonian Substance." This means that it does not behave as predicted by Newton's Third Law of Motion which states: "For every action, there is an equal and opposite reaction."

When an oobleck is smacked, it will solidify instead of splashing. Consequently, when an oobleck is struck, it will become harder. The more force and pressure exerted, the thicker and harder it will become. It will revert to a soupy misture immediately after the impact.

The nature of oobleck will give it an armor rating of 25 and immunity to fire. Oobleck also has an innate armor piercing ability. 4d6 (small or medium) armor piercing will apply when the oobleck shoots itself at a target.

Several attempts have been made to acquire this substance and apply it to armor but non have been successful so far, since it will slide off any surface it is applied to.

Ooze

Size:	Small to Huge
Hits:	1-1000
Armor:	None
Movement:	Ooze: 3" /r
Attacks:	
Contact:	**60**%

4d6 acid every round until washed off.

Magical Resistance:
C: 10% N: 5% E: 60% B: 80%

Special:
Resilience: Immune to weapons.
Division: Weapon strikes will divide it in two.
Sulphurous Odor: Victims within 25' are stunned.
Acid: Acid will inflict damage every round until it is washed off or diluted.

Description:
This sickening slimy ooze was accidentally created in a laboratory.

It has a sulphurous odor that will paralyze everyone within 25' unless a saving throw vs. Natural Magic is made.

Ooze have a contact acid that is uses to digest it's prey. This acid will eat through evrything except stone.

Weapons will divide the ooze into two separate creatures. This is how it multiplies itself. It cannot be harmed by weapons and must be burned or harmed in other ways.

Slime

Size:	Small to Huge
Hits:	1-1000
Armor:	None
Movement:	Ooze: 2" /r
Attacks:	
Contact:	**60**%

6d6 transformation to slime (Small to Huge damage).

Magical Resistance:
C: 10% N: 5% E: 75% B: 95%

Special:
Transformation: Victim is transformed into slime.
Resilience: Immune to weapons.

Description:
Semi intelligent slime that usually drops onto it's victims who will be transformed into slime.

Immune to weapons, it must be burned. Freezing it will inactivate it until it melts. Huge specimens are very rare.

Slithering Horror

Size:	Large
Hits:	300
Armor:	None
Movement:	Slither: 8" /r
Attacks:	
Contact:	**65**%

4d6L acid.

Magical Resistance:
C: 5% N: 5% E: 5% B: 5%

Special:
Acid: Acid will inflict damage every round until it is washed off or diluted.

Description:
This creature is an amorphous pile of slimy matter. It's acid must be washed off or it will continue to inclict damage every round.

Watery Horror

Size:	Medium to Huge
Hits:	500+
Armor:	None
Movement:	Glide: 6" /r
Attacks:	
Pseudopod (25' or 50' range)	**75%**

4d6 +6d6 acid

Magical Resistance:
C: 15% N: 20% E: 35% B: 40%

Special:
Disguise: Looks like water.
Transformation: Victim is transformed.

Description:
A big blue puddle which looks like a calm pool of water. This creature can sense body heat within 100 feet.

Those harmed by a Watery Horror will have parts of thier body transformed into a watery substance that will flow into the Watery Horror, adding to it's hits and size. Simply transfer the damage inflicted to the Watery Horror's hits.

Watery Horrors are immune to everything except cold (which will immobilize it) and fire (which will inflict half damage). Flaming items used to attack a Watery Horror will be extinguished.

The Watery Horror can shoot a pseudopod up to 25' and a huge creature can shoot a pseudopod up to 50'.

The acid produced by a Watery Horror will eat through everything except stone. However, this acid cannot be acquired and used since it will become an inert watery substance when it loses contact with the creature.

Evil Spirits

Evil Spirits are the wretched souls of those who have lost their soul before they died. They seek to destroy a person's *spirit* and then seek to *drain* a person's life.

There are three varieties of the Evil Spirits: *Corporeal, Non-Corporeal, and Animated.*

Corporeal Spirits such as ghouls have a physical body and their attacks can be parried as normal. If they attack without a weapon (unarmed combat), then an attack can be made instead of a defensive action and if it succeeds, the spirit's attack will fail (see Unarmed Combat).

Non-Corporeal Spirits such as wraiths do not possess a physical body. When these beings attack, they cannot be parried. However, their attacks can be dodged if they are visible. Special weapons are usually needed to harm these spirits.

Animated Spirits such as skeletons are created by *necromancers*, who bind them to their will. Killing the necromancer will release the animated spirit. Destroying their physical form will also release them.

The *power level* of the evil spirit is listed to the right of thier name and is also summarized below.

Corporeal

Ghoul	3
Barrow Wight	5
Mummy	10
Vampire	25

Non-Corporeal

Haunting, Ectoplasmic Mist, Orb, Streaks, Vortex	1
Apparition, Ghost Lights, Haunted Objects	2
Dark Apparition, Phantom, Shadow	3
Spirit, Following Spirit	4
Ghost, Night Hag	5
Poltergeist, Doppelgänger	8
Wraith	10
Spectre	25
Spectral Army	50

Animated

Skeleton	1
Zombie	2
Screaming Skull	5
Voodoo Zombie	10
Liche	25

A Spirit's Focus

Non-Corporeal Evil Spirits have a *focus*, which is a physical object of personal significance to the dead spirit.

If the spirit's focus is physically destroyed, then the spirit will no longer be able to harm the living. What the focus is varies and is determined by the *Storyteller*. The focus may be the spirit's corpse itself. An example of a focus could be a necklace, a house or the even the bones of the spirit's corpse.

Holy Water

Holy Water will harm both Evil Spirits and Demons at the rate of 6d6 damage, and will drive them away.

Ghoul   3

Size:	Medium
Hits:	1-100 +100
Armor:	None
Movement:	8" /r
Attacks:	
Claws:	**75%**

5d6 damage (slash).

Magical Resistance:

C: 10% N: 15% E: 25% B: 5%

Special:

Spiritual Attack:

4d6 spiritual damage. Life drain: Endurance.

Transformation: Into a hyena or other animal.

Description:

Ghouls are the lost souls that had succumbed to greed while still alive and are cursed to roam the world feeding on the flesh of the dead.

Ghouls are from Arabian folklore. They roam the desert and other wastelands at night in search of corpses to devour. They can be found in cemetaries digging up corpses to feed on.

Ghouls can transform themselves into an animal, usually a hyena. They often attempt to lure travellers into the desert to murder and devour them. They are fond of the flesh of children.

Ghouls use their sharp claws to attack the living, and they will also inflict spiritual damage if their claws hit.

Barrow Wight   5

Size:	Medium
Hits:	1-100 +100
Armor:	None
Movement:	8" /r
Attacks:	
Various Weapons	**60%**

I: 2 F: 2 Br%: 10% D: 4d6

Claws:	**60%**

3d6 damage.

Magical Resistance:

C: 5% N: 10% E: 20% B: 15%

Special:

Spiritual Attack:

6d6 spiritual damage. Life drain: Strength.

Luring Enchantment: Draws prey near. Range: 1 mile.

Enchanted Sleep: To all within 100'.

Enchanted Mists: Concealment to all within 100'.

Description:

Barrow Wights are the souls of dead tribal kings that refuse to depart the earth.

These wicked souls use an enchantment to lure their victims to within the vicinity of their barrow mound where they are buried. This enchantment only works during the night.

All those within 1 mile of the barrow must pass a saving throw vs. Natural Magic or be inexoribly drawn to the barrow. They will not realize they are being led to the barrow.

When their prey are close, Barrow Wights will attempt to

place their victims in an enchanted sleep. All those within 100 feet of the Barrow Wight must pass a saving throw against Natural Magic or fall into a deep sleep.

The Barrow Wight will then drag their victims within their barrow mound and will then kill them in a ritualistic sacrifice. Sleeping victims will make one more saving throw to wake up before they are killed.

The Barrow Wight will use various types of weapons in their sacrifice. Swords, daggers, etc. These weapons will have been buried with the dead king.

Barrow Wights also have the ability to cause an enchanted mist that will provide concealment in the dark of the night.

Those within the mist will have difficulty seeing their surroundings. In this environment, a Barrow Wight can drag their victims inside their barrow mound without being detected.

If forced to fight, a Barrow Wight will use weapons instead of their claws. However, the Barrow Wight will prefer to retreat inside it's mound if confronted with a fierce adversary.

Barrow Wights also have the ability to cause 6d6 spiritual damage on contact.

When a person has been struck by a Barrow Wight, they will suffer spiritual damage in addition to physical damage.

Mummy	**10**
Size:	Medium
Hits:	200
Armor:	None
Movement:	6" /r
Attacks:	
Punch:	**80%**
4d6 damage.	
Magical Resistance:	
C: 25% N: 25% E: 25% B: 25%	
Special:	ST +10 damage
Spiritual Attack:	**60%**
8d6 damage on contact. Life drain: Strength.	

Amulets & Talismans: Mummies are protected with dozens of amulets and talismans.

Curse: Those breaking into the tomb of a mummy will suffer a major curse (25+ power).

Fear: Make a morale check to avoid fleeing in terror.

Black Magic: Evil spirits possessing a mummy can cast up to 25 power of Black Magic spells every day.

Description:

A mummy is a corpse that has been preserved. The ancient Egyptians used techniques to preserve their bodies over 3000 years ago, in preparation for the Resurrection.

Although many famous mummies are buried in the great tombs of Egypt, thousands more are buried all over the country.

Despite the numerous measures to protect the tombs of the dead, most tombs were looted by grave robbers.

There are also mummies in South America and elsewhere. Sometimes a mummy will be created by natural conditions, such as extreme cold or dryness, but most have been deliberately preserved.

A corpse will have his vital organs (except the heart) taken out and placed in canopic jars which will be entomed with him. His brain is removed with a wire and thrown away, since the Egyptians believed that a person thought and acted through his heart.

The body was prepared with special materials, including natron, salt, frankincence and myrhh while religious ceromonies were conducted over a period of 70 days.

The body was then wrapped in linens, along with many magical amulets and charms. A major curse was often placed on the tomb where the mummy is placed.

Although every attempt was made to protect the dead against evil spirts, in some cases these measures failed and the mummy became possessed.

The sight of a mummy will cause *fear*, and those failing a morale check will run away.

Mummies are protected by many magical amulets and talismans (chosen by the *Storyteller*).

Mummies possessed by evil spirits are very powerful.

The evil spirit possessing a mummy will be able to cause 8d6 of spiritual damage on contact. A possessed mummy will also possess supernatural strength (ST +10 damage).

They are able to cast black magic spells up to 25 power every day.

Finally, a mummy's tomb will be guarded by a major curse, which will affect everyone that dares to enter the tomb.

Vampire	**25**
Size:	Medium
Hits:	250
Armor:	None
Movement:	8" /r
	Flying: 12" /r
	Cannot cross running water.
Attacks:	
Various Weapons:	**75%**
I: 4 F: 4 Br%: 10% D: 5d6	
Bite:	**50%**
4d6 damage each round.	
Magical Resistance:	
C: 15% N:10% E: 20% B: 5%	
Special:	
Spiritual Attack:	

6d6 spiritual damage. Life drain: Endurance.

Seduction: Seduction skill of 90%.

Suggestion: May use *suggestion* spell as desired.

Rapid Healing: 1 wound healed every 1-6 rounds.

Transformation: Into mist, bat or wolf as desired.

Cursed: Curse of the Vampire is contagious.

Forgetfulness: Victims will not remember being bitten.

Weaknesses:

Sunlight will slay vampires within 10 seconds.

Stakes through the heart will slay a vampire.

Decapitation will slay a vampire.

Repelled by garlic, holy water, crucifixes, bibles, and silver.

Mirrors do not cast a reflection of a vampire.

Rice grains must be counted by a vampire if found.

Invitations are needed to enter a mortal's home.

Running water cannot be crossed by a vampire.

Description:

Vampires are those living under a curse who are doomed to roam the night in search of victims whose blood they drink.

Those bitten by a vampire will not be able to remember being drained of blood, but will suffer from weakness.

Their curse is contagious, being passed on to their victims. Those who have died after being drained of blood by a vampire will succumb to the curse, becoming a vampire themself. Vampires are said to be immortal, and will forever remain youthful and attractive.

Vampires heal very rapidly. Each wound will heal within 1d6 rounds.

The only way to kill a vampire is to drive a stake through it's heart, or to expose it to sunlight.

The head must then be decapitated and placed between it's legs to avoid it's reanimation if the stake is removed.

Vampires are repelled by garlic, holy water, crucifixes, the bible and silver.

Vampires do not cast a reflection in mirrors since they have no soul, and they will try to avoid mirrors.

If rice is cast upon the ground in a vampire's path, they will be compelled to stop and count the grains before continuing. Vampires cannot cross running water. Vampires cannot enter a home unless they are first invited inside.

Vampires can transform themselves into mist, a wolf or a bat as desired.

Vampires have the power of suggestion, and can cast this spell against a single target as often as desired. The target of a vampire's suggestions will get a saving throw against Natural Magic to avoid responding to the suggestion.

Some vampires also practice various forms of magic.

Vampires will typically seduce a victim, make suggestions to gain their favor, and then bite them to drain their blood. Vampires will not always drain a person's blood to the point of killing them, and their victims will not remember being bitten.

After biting a victim, the person will take 4d6 damage each round and 4d6 spiritual damage. When a person's spirit is dead, they will drain endurance.

Non-Corporeal Spirits

Haunting	1
Size:	Medium
Hits:	60
Armor:	None
Movement:	6" /r
Attacks:	
None	
Magical Resistance:	
C: 10% N: 20% E: 5% B: 30%	
Special:	
Spiritual Attack:	50%

2d6 damage on contact. Life drain: Strength.
Fear: Make a morale check to avoid running away.
Immune to Weapons: Magical or special weapons are needed to harm hauntings.

Description:

There are three types of hauntings. A *residual haunting*, a *manifestation* of a spirit, and a demonic *visitation*.

A *residual haunting* is a visual replay of a specific event. The event will occur in a specific location when the conditions are right (*Storyteller's* discretion). The events and spirits in the image will go through the motions of the event, and will not be aware of anything else. Events could be as simple as a woman brushing her hair to a murder. If a residual haunting is seen, a person must make a morale check or run away in fear.

A *spirit manifestation* is a ghost that will try to interact with the living. The haunting spirit may manifest in different ways, such as an odor, touch, voices, music, footsteps, a cold spot, candles blown out, etc. An image of the spirit, either partial or a complete body will sometimes manifest. The spirit has remained earthbound for some reason, such as fear of passing on, unfinished business, the spiritual trauma of sudden death, or to communicate with the living. Sometimes a haunting spirit will play pranks on the living. Seeing a spirit manifestation will also cause a person to make a morale check to avoid running away or being paralyzed with fear.

A *demonic visitation* is an encounter with an evil spirit that died after their spirit was destroyed. These types of hauntings are malevolent. They will look just like other types of hauntings, but they will try to destroy a person's spirit through spiritual attacks. Morale checks must be made when viewing these types of hauntings also.

Ectoplasmic Mist	1
Size:	Medium
Hits:	50
Armor:	None
Movement:	12" /r
Attacks:	
None	
Magical Resistance:	
C: 20% N: 25% E: 10% B: 30%	
Special:	
Spiritual Attack:	50%

3d6 spiritual damage. Life drain: Endurance.
Fear: Make a morale check to avoid running away.
Immune to Weapons: Magical or special weapons are needed to harm this entity.
Selective Manifestation: Only viewable by one person.

Description:

This is a rare form of ghost. It is also called *Ecto*. An Ectoplasmic Mist will appear as a white vapor and can vary in size from a few feet to several yards accross.

Sometimes an image will be seen inside the mist, but more often, it will simply appear as a vague misty vapor.

This entity will inflict 4d6 spiritual damage to those it strikes and will drain a person's strength after their spirit dies.

It is immune to weapons. Ectoplasmic Mists can also attack a person in a dream.

They are not always hostile. Ectoplasmic Mists can often be found in cemetaries at night.

They are usually accompanied by extreme cold.

Orbs are often seen along with Ectoplasmic Mist.

Orb	1
Size:	Medium
Hits:	25
Armor:	None
Movement:	16" /r
Attacks:	
None	

Magical Resistance:

C: 15% N: 25% E: 10% B: 25%

Special:

Spiritual Attack:	**50%**

2d6 spiritual damage. Life drain: Awareness.

Fear: Make a morale check to avoid running away.

Immune to Weapons: Magical or special weapons are needed to harm this entity.

Selective Manifestation: Only viewable by one person.

Manifestation: May manifest as another type of spirit.

Description:

Orbs are transparent or solid looking balls of light or vapor that float in the air around haunted places. They are usually white, but can also be gold, blue, red, green, orange, yellow or purple.

Orbs sometimes appear when an apparition is attempting to manifest itself. Orbs often appear in groups or along with other types of spirits.

They are very fast, and can whisk away if desired.

They are immune to weapons, cause fear, and inflict 2d6 spiritual damage if they attack. They can appear to only one person if desired.

If a person speaks directly to an orb, it may manifest as another type of entity, ghost, or spirit.

Orbs tend to cause confusion. They will drain a person's awareness after their spirit dies.

Streaks	1
Size:	Medium
Hits:	50
Armor:	None
Movement:	24" /r
Attacks:	
Lightning:	**50%**

4d6 Electrical damage.

Magical Resistance:

C: 30% N: 20% E: 10% B: 25%

Special:

Spiritual Attack:	**65%**

2d6 spiritual damage. Life drain: Dexterity.

Fear: Make a morale check to avoid running away.

Immune to Weapons: Magical or special weapons are needed to harm this entity.

Lighning Absorption: Lightning will heal streaks.

Description:

Streaks are a type of spiritual manifestation that look like short streaks of lightning up to 3 feet long.

They are blue or yellow and they can shoot a small lightning bolt at targets in addition to being able to cause spiritual damage. They are very rare.

If a mage shoots a lightning bolt at a streak, they will absorb the damage inflicted, adding it to their hits.

Vortex	1
Size:	Medium
Hits:	100
Armor:	None
Movement:	12 /r
Attacks:	
None	

Magical Resistance:

C: 5% N: 25% E: 5% B: 5%

Special:

Spiritual Attack:	**50%**

3d6 spiritual damage. Life drain: Strength.

Fear: Make a morale check to avoid running away.

Immune to Weapons: Magical or special weapons are needed to harm this entity.

Description:

Also called a Vortice, this ghost will appear as a long funnel shaped vapor cloud, similar to a small tornado.

Sometimes a Vortex will appear as a streak or line of light or vapor.

Vortices will inflict spiritual damage if they make contact with a living person.

They will then drain a person's strength until they are dead.

Apparition	2
Size:	Medium
Hits:	75
Armor:	None
Movement:	8" /r
Attacks:	
None	**75%**

Magical Resistance:

C: 10% N: 15% E: 5% B: 10%

Special:

Spiritual Attack:	**60%**

4d6 spiritual damage. Life drain: Strength.

Fear: Make a morale check to avoid running away.

Immune to Weapons: Magical or special weapons are needed to harm this entity.

Dream Warfare: May attack a sleeping person.

Selective Manifestation: Only viewable by one person.

Description:

Apparitions are the spirits of the dead that have remained behind on earth.

There are many reasons they are earthbound, such as confusion after a sudden death (not knowing they are dead), fear of what lays beyond the white light, guilt over dying and leaving a loved one behind, or unfinished business with the living world. Sometimes a living person's love will hold them on the earth until the person accepts their death.

Apparitions have the appearance of solid or semi transparent figures. Mostly of heads or torsos and rarely a full figure.

They sometimes attack a person in a dream. They cause fear in everyone seeing them who must make a morale check or run away.

Sometimes they will appear to only one person, while others cannot see them at all.

Ghost Lights   **2**

Size: Medium
Hits: 35
Armor: None
Movement: 12" /r
Attacks:
    None
Magical Resistance:
    C: 15% N: 20% E: 10% B: 25%
Special:
    Spiritual Attack: **60%**
    3d6 damage. Life drain: Strength.
    Fear: Make a morale check to avoid running away.
    Immune to Weapons: Magical or special weapons are needed to harm this entity.
    Noise: Making a loud noise will drive them away.
Description:

Ghost Lights are manifestations of spirits in the form of ghostly balls of light. Some people call them Spook Lights or Earth Lights. There are often several lights in patterns or appearing randomly. They are most often white or yellow, but can also be found in other colors.

They are sometimes only visible from certain angles, are found in remote areas, and occasionally are encountered along with humming sounds.

Ghost Lights will often dance and wave about and sometimes they will appear as a ghostly fire.

If a loud noise is made near Ghost Lights, they will usually dissappear (75% chance).

Haunted Objects   **2**

Size: Medium
Hits: 25
Armor: Various
Movement: Fly: 3" /r
Attacks:
    None
Magical Resistance:
    C: 10% N: 10% E: 15% B: 25%
Special:
    Spiritual Attack: **60%**
    3d6 damage. Life drain: Strength.
    Materialization: Into visible apparition once a day.
    Fear: Make a morale check to avoid running away.
Description:

Haunted Objects are everyday items that serve as a focus for a spirit. The spirit will travel along wherever the item goes, and will be part of it. Contact with the item will cause spiritual damage if the spirit desires and if a person's spirit dies, the Haunted Object will begin to drain ther person's strength.

Although the Haunted Object is immune to weapons, if the item it is inhabiting is destroyed, the spirit will depart.

The Enchantment spell, *Phantom Possession* will bind a phantom to an object, "creating" this creature.

The phantom haunting an object can materialize once a day into a visible apparition which will cause all viewing it to make a morale check or run away in fear.

Dark Apparition   **3**

Size: Medium
Hits: 75
Armor: None
Movement: 8" /r
Attacks:
    None
Magical Resistance:
    C: 10% N: 10% E: 5% B: 15%
Special:
    Spiritual Attack: **65%**
    4d6 spiritual damage. Life drain: Endurance.
    Fear: Make a morale check to avoid running away.
    Immune to Weapons: Magical or special weapons are needed to harm this entity.
    Selective Manifestation: Only viewable by one person.
Description:

Dark Apparitions will appear as a patch of darkness in the shape of a person. They will emanate an aura of evil and will cause people to make a morale check to avoid fleeing in terror.

They are very difficult to see. A person must make a difficult awareness check (half awareness) to see them.

Dark Apparitions are often accompanied by haunting footsteps, cold areas, the feel of someone touching you, soft voices, etc.

Phantom   **3**

Size: Medium
Hits: 75
Armor: None
Movement: 8"' /r
Attacks:
    None
Magical Resistance:
    C: 10% N: 20% E: 20% B: 25%
Special:
    Spiritual Attack: **65%**
    5d6 damage. Life Drain: Strength.
    Fear: Make a morale check to avoid running away.
    Immune to Weapons: Magical or special weapons are needed to harm this entity.
    Selective Manifestation: Only viewable by one person.
    Dream Warfare: May attack a sleeping person.
    Telekinesis: Able to move small objects.
    Extreme Cold: Freezing temperatures in vicinity.
Description:

A phantom is an immaterial being that will haunt various locations, usually the site of their death.

Phantoms will often reveal themselves to humans through the appeerence of strange smells, sounds, extreme cold and the occasional displacement of objects.

When materializing, they will appear as a transparent luminous person, often wearing clothes from the time of their death.

Phantoms usually appear for a specific reason, such as to deliver information to the living, but sometimes they will appear just to scare people.

Shadow   **3**

Size: Medium
Hits: 100
Armor: None
Movement: 8" /r
Attacks:
    None
Magical Resistance:
    C: 10% N: 20% E: 10% B: 10%
Special:
    Spiritual Attack: **65%**
    6d6 spiritual damage. Life drain: Endurance.
    Fear: Make a morale check to avoid running away.
    Immune to Weapons: Magical or special weapons are needed to harm this entity.
    Shadowy Appearence: Difficult to see. Awareness check at one quarter ability to spot them.
Description:
    "What wat that?" You were sitting comfortably at home when you notice in the dimly lit room a movement out of the corner of your eye. It seemed like something in the darkness, but there was nothing there. You return to your reading and a moment later there it is again. Looking up quickly you see the fleeting but distinctly human shape of a shadow pass quickly and disappear.....

    Shadowy beings exist between the land of the living and the land of the dead. They are never seen clearly, appearing only as a fleeting shadow. Whereas ghosts or phantoms will appear as a white mist or vapor with distinctive features and clothes, the Shadows are much darker, existing only as a shadow.

    Shadows often will have a human outline or shape, but will not reveal any other features except for a pair of glowing red eyes.

    Shadows are so difficult to see that a person must make an awareness check at one quarter ability in order to catch a fleeting glimpse of them each round. For instance, a person with an awareness of 60% would need to roll 15% or lower in order to spot a shadow each round.

    Shadows are immune to physical weapons and will cause fear (morale check) in those encountering them.

Spirit   **4**

Size: Medium
Hits: 100
Armor: None
Movement: 8" /r
Attacks:
    None
Magical Resistance:
    C: 5% N: 10% E: 15% B: 20%
Special:
    Spiritual Attack: **65%**
    7d6 damage. Life Drain: Reasoning.
    Fear: Make a morale check to avoid running away.
    Immune to Weapons: Magical or special weapons are needed to harm this entity.
    Dream Warfare: May attack a sleeping person.
    Madness: Those seeing a spirit will go mad.

    Possession: May possess the body of a living person.
Description:
    Spirits are beings of madness that enjoy haunting the world and causing mischief.

    They are often summoned by necromancers, and those practicing voodoo. They will often possess the body of a voodoo priest or sometimes other people.

    Spirits occasionally will possess a person seeking some form of information. *See the Spiritualist spell, Channeling.*

    When possessing the body of a person, the spirit will be in partial control, being able to communicate with the living.

    However, the spirit must leave whenever the person desires, and is never in complete control of the person (as opposed to demon possession, where a demon may force the person to do things they would not normally do).

    Otherwise, when a spirit manifests itself as a visible apparition, those viewing it must make a piety roll or begin to suffer from a random form of madness (roll on the *Mental Affliction Table).* The madness will fade away within 1-6 days.

Following Spirit   **4**

Size: Medium
Hits: 75
Armor: None
Movement: 12" /r
Attacks:
    None
Magical Resistance:
    C: 5% N: 15% E: 25% B: 15%
Special:
    Spiritual Attack: **65%**
    6d6 spiritual damage.
    Fear: Make a morale check to avoid running away.
    Immune to Weapons: Magical or special weapons are needed to harm this entity.
    Invisible: Haunt a person without manifesting itself.
    Dream Warfare: May attack a sleeping person.
Description:
    Sometimes a spirit will not haunt a specific place. Instead they will sometimes haunt a person, following them wherever they go. Often, they will be deceased relatives or friends.

    These types of spirits can be very dangerous, since they rarely manifest themselves in a visible form, electing to remain invisible most of the time. The person that is haunted will usually not be aware they are being followed by a spirit.

    The following spirit will contine to inflict spiritual damage on a person, until their spirit is dead.

    Then the following spirit may cause the death of the person by various subtle manifestations. The person will then join the following spirit after their death.

Ghost   **5**

Size: Medium
Hits: 125
Armor: None
Movement: 12" /r
Attacks:

None

Magical Resistance:

C: 15% N: 15% E: 15% B: 25%

Special:

Spiritual Attack: **65%**

8d6 damage. Life Drain: Strength.

Fear: Make a morale check to avoid running away.

Immune to Weapons: Magical or special weapons are needed to harm this entity.

Selective Manifestation: Only viewable by one person.

Dream Warfare: May attack a sleeping person.

Extreme Cold: Freezing temperatures in vicinity.

Description:

Ghosts are the souls of the dead that have either refused to pass on, or have been bound to the earth by the manner of their death.

Ghosts usually haunt the places where they died, but sometimes they will haunt a person or object. They are often found in deserted, dreary places such as cemetaries or wilderness areas. There may be several ghosts haunting an area.

Ghosts are invisible, but they sometimes will manifest themselves when they want to interact with the living (such as an attack). When they do so, they will appear as a white, vaporous luminosity, taking on their appearance while still living. Usually they will appear as they did so at the time of their death, and will often be seen acting out things they did while still alive.

A ghost is a very powerful form of evil spirit, and they will often exist for a single purpose, such as taking revenge on a person, or possibly to protect a loved one that is still alive.

When a ghost manifests itself, it will cause fear in all those viewing it. It can manfest itself to only one person if desired.

A ghost will cause extreme cold in the area it haunts and there will be a sudden drop in temperature as it begins to manifest itself.

Ghosts are immune to physical weapons, and they can invade the dreams of the living.

Night Hag   **5**

Size: Medium
Hits: 125
Armor: Various.
Movement: 8” /r
Attacks:

None

Magical Resistance:

C: 25% N: 10% E: 5% B: 5%

Special:

Spiritual Attack: **65%**

6d6 damage. Life Drain: Ego.

Dream Warfare: Will always attack a sleeping person.

Terror: A feeling of panic and terror will overcome the sleeper. 10% chance of death.

Sleep Paralysis: Cannot move after waking up.

Selective Manifestation: Only viewable by one person.

Immune to Weapons: Magical or special weapons are needed to harm this entity.

Description:

Night Hags are terrible malevolent spirits that invade the dreams of sleepers.

When a person is attacked by a Night Hag, they will awake feeling a great weight pressing down on their body.

The weight will be a great pressure and will push the person down into their bed.

As the person gains consciousness, they will discover that the weight is actually coming from a person that is laying on top of them. As the sleeper becomes more lucid they will be overcome with terror but will be unable to move or cry out. The Night Hag will emanate pure evil.

The sleeper will be able to smell the Night Hag, hear and feel them breathing, but it will never speak.

Sometimes, a person will awaken just before the Night Hag climbs on top of them. When this occurs, they will still be paralysed, unable to move. From the darkest corner of the room will be heard footfalls and the evil spirit will come into view, appearing as either a man or woman (though more often as a woman). The Night Hag will then come into view, staring down at the sleeper with an emotionless face whose lack of expression will chill the person to the bone.

Those suffering from Night Hags will have a 10% chance of having a fatal heart attack.

The best way to fight a Night Hag is with an exorcism, though a friend may stay in the room with the sleeper in hopes of driving away the evil spirit.

Doppelgänger / Fetch   **8**

Size: Medium
Hits: 100
Armor: None
Movement: 8” /r
Attacks:

None

Magical Resistance:

C: 40% N: 20% E: 10% B: 5%

Special:

Spiritual Attack: **75%**

8d6 damage. Life Drain: Ego

Immune to Weapons: Magical or special weapons are needed to harm this entity.

Death: Both a person and his Doppelgänger will probably die if they encounter each other. Trigger 1-6 fate points.

Description:

A Doppelgänger is a ghost of oneself, whose appearance is thought to precede death.

One of the most ancient beliefs is that every person has an identical twin someplace on the earth.

Legends state that if a person ever meets his double, then they will both die. Some legends state that if a person sees a Doppelgänger, it is only a warning of his death.

When a person encounters their Doppelgänger, then 1-6 fate points will be triggered within 10 days. If the person runs out of fate, they will die.

Sometimes a Doppelgänger will attack a person directly, possibly hoping to kill their double before they die themself.

In this case conduct a spiritual attack as normal, but a Doppelgänger will drain ego after a person's spirit is gone.

A Doppelgänger is the embodiment of a person's soul and is an exact replica of the person in the form of an apparition. Although a Doppelgänger looks identical to it's double, in every other way they will be exactly opposite. If a person is very good, his double will be evil. If a person is right handed, his Doppelgänger will be left handed, etc.

Doppelgängers are often encountered by a person's friends, who may notice that the Doppelgänger acts strangely or mechanically. Often, a Doppelgänger will accompany a person's friends or acquaintences, increasing the risk of their meeting. Doppelgängers are immune to physical weapons.

The word Doppelgänger is from German and means, "Double walker." In Ireland a Doppelgänger is called a "Fetch."

Poltergeist	8
Size:	Medium
Hits:	150
Armor:	None
Movement:	24" /r
Attacks:	
Telekinesis:	50%

5d6 Damage from thrown objects.

Magical Resistance:
   C: 20% N: 20% E: 10% B: 10%

Special:
   Spiritual Attack: **65%**
   5d6 damage. Life Drain: Self Discipline.
   Fear: Make a morale check to avoid running away.
   Immune to Weapons: Magical or special weapons are needed to harm this entity.
   Invisibility: Only visible through it's effects.

Description:

The term Poltergeist comes from German and means, "knocking spirit."

A Poltergeist haunting will usually be triggered by a person, usually a young woman. The Poltergeist will begin it's manifestation in subtle ways, and the haunting will gradually grow more severe.

A Poltergeist haunting will consist of knocking sounds, and objects moving around. Poltergeists are sometimes accompanied by voices, smells, touches, apparitions, or other spiritual activity. The haunting will often start with small objects moving around but it can progress to furniture flying through the air.

The Poltergeist will center it's activity around a single person usually. If the person is not at home, then no activity will occur. If the person leaves the area of the Poltergeist activity, then the activity will cease.

Sometimes the haunting will cease after the person moves to another location.

Poltergeists can attack the living by throwing objects at them. As many targets as desired may be attacked in this way, as long as they are within the area of the Poltergeist activity. Otherwise they can attack people by touching them and making a spirit attack.

The Poltergeist will always be invisible. The only way to detect it is by seeing the effects of it's haunting such as moving objects and knocking sounds.

Wraith	10
Size:	Medium
Hits:	200
Armor:	None
Movement:	12" /r
Attacks:	
None	

Magical Resistance:
   C: 20% N: 30% E: 20% B: 20%

Special:
   Spiritual Attack: **75%**
   9d6 damage. Life Drain: Endurance.
   Fear: Make a morale check to avoid running away.
   Immune to Weapons: Magical or special weapons are needed to harm this entity.
   Selective Manifestation: Only viewable by one person.
   Invisibility: May appear only as a sound, touch or odor.
   Dream Warfare: May attack a sleeping person.
   Extreme Cold: Freezing temperatures in vicinity.

Description:

A Wraith is a very powerful form of ghost that is driven by hate. These twisted souls are often the victims of murder in search of revenge. Wraiths are often tied to a location where they lived and suffered.

Wraiths take on many forms, such as translucent apparitions, a solid looking person, a floating head or pair of hands. Sometimes they will only be encountered as a sound, touch or smell.

Wraiths have a reputation of appearing again and again in the same location, such as the house they died in.

Wraiths, like other non-corporeal spirits, can pass through walls and closed doors, become solid enough to cast shadows or fade away altogether, appear with an inner illumination or as a wisp of vapor.

Wraiths cause fear in all those encountering them. They are immune to physical weapons and some form of magic or holy weapon is needed to harm them.

Wraiths are able to manifest themselves to a single person or a group as they desire. They can also attack a person in his dreams.

Wraiths often cause freezing cold in the area they haunt.

Spectre	25
Size:	Medium
Hits:	250
Armor:	None
Movement:	12" /r
Attacks:	
Claws:	75%

5d6 Damage.

Magical Resistance:
   C: 20% N: 20% E: 30% B: 20%

Special:
   Spiritual Attack: **75%**
   10d6 damage. Life Drain: Strength.
   Fear: Make a morale check to avoid running away.
   Immune to Weapons: Magical or special weapons are needed to harm this entity.
   Selective Manifestation: Only viewable by one person.

Invisibility: May appear only as a sound, touch or odor.
Dream Warfare: May attack a sleeping person.
Extreme Cold: Freezing temperatures in vicinity.
Madness: Victims of spiritual attack will go mad.

Description:

Spectres are the most powerful type of non-corporeal ghost. They cause fear when they are encountered, are immune to physical weapons, can manifest in front of a single person or a group, can remain invisible, will invade the nightmares of sleepers and they also cause extreme cold when they manifest.

Spectres were usually the victims of demon possession or influence while they were alive, and are insane with hatred for the living.

Spectres will cause a person to go mad after touching them unless a saving throw against black magic is made. Roll a random insanity on the *Mental Affliction Table.* If a person suffered no spiritual damage from an attack because of spiritual armor, then the madness will not affect them.

Spectres are usually encountered as a ***sensed malevolent presence.*** This presence will be just out of view, appearing out of the corner of the eye. It will be difficult to spot a Spectre unless they choose to manifest themselves.

Spectral Army	**50**
Size:	Large or Huge
Hits:	1000
Armor.	None
Movement:	12" /r
Attacks:	
Various Weapons	**65%**
I: 3 F: 3 Br%: 10% D: 6d6	

Magical Resistance:
C: 20% N: 20% E: 10% B: 10%

Special:
Spiritual Attack: **75%**
12d6 spiritual damage.
Fear: Make a morale check to avoid running away.
Immune to Weapons: Magical or special weapons are needed to harm this entity.
Dream Warfare: May attack a sleeping person.
Extreme Cold: Freezing temperatures in vicinity.

Description:

Spectral armies appear near battlegrounds, often acting out the battles they fought. They are often seen at certain times, such as the anniversary of the battle.

Spectral armies are composes of hundreds or thousands of lost souls. They will usually not react towards the living, but people have been known to disappear when they encounter them.

If a spiritual attack is made, there will be up to 100 individual spectres attacking. Each will inflict 12d6 spiritual damage because their powers are magnified when they are together.

These individual spectres can also manifest into a solid form. When they do so, they can be affected by physical weapons. A manifested spectre will use various types of weapons and armor, which they used fighting the battles they died in.

Animated Spirits

Skeleton	**1**
Size:	Medium
Hits:	50
Armor.	Armor & Shields
Movement:	8" /r
Attacks:	
Various Weapons.	**65%**
I: 3 F: 3 Br%: 15% D: 3 – 6d6	

Magical Resistance:
C: 5% N: 5% E: 20% B: 10%

Special:
Spiritual Attack: **50%**
3d6 damage. Life Drain: Strength.
Fear: Make a morale check to avoid running away.
Bound to a Necromancer: Will obey commands of the Necromancer that created it.

Description:

Skeletons are the bones of the dead that have been animated through the use of Necromancy.

The spirit inhabiting the bones will give life and movement to the skeleton, enabling it to use weapons, armor, etc.

Skeletons are known to animate themselves on occasion, usually in response to the living who may be intruding on their resting place.

Those encountering Skeletons must make a morale check or run away in fear.

Destroying the arm or leg of a Skeleton will inhibit it's movement, but the entire structure must be destroyed in order to defeat the Necromancer's magic.

Skeletons can make spiritual attacks, and they will drain strength from their victims.

Zombie	**2**
Size:	Medium
Hits:	60
Armor.	None
Movement:	6" /r
Attacks:	
Claws:	**60%**
5d6 Damage.	

Magical Resistance:
C: 5% N: 5% E: 10% B: 5%

Special: ST +5 damage
Spiritual Attack: **50%**
3d6 damage. Life Drain: Endurance.
Fear: Make a morale check to avoid running away.
Bound to a Necromancer: Will obey commands of the Necromancer that created it.

Description:

Zombies are corpses that have been animated by a Necromancer. They are full of putrid rotting flesh full of maggots and worms.

They sometimes are found without a Necromancer, but this is rare.

Zombies will attempt to slay the living, and eat their brains. Zombies making a spiritual attack will drain endurance.

Screaming Skulls

	5
Size:	Small
Hits:	75
Armor:	None
Movement:	None / Teleportation

Attacks:

Telekinesis:	**60%**

3d6 Damage from thrown objects.

Magical Resistance:

C: 10% N: 10% E: 5% B: 25%

Special:

Terrifying Scream:	**75%**

6d6 spiritual damage to all those hearing scream.

Scream of Fear: Make a morale check or run away.

Screaming Death: The person moving the skull will, lose all their fate points within a year and will die.

Teleportation: From grave to location within 100 miles.

Description:

If a person makes a request before their death of being buried in a certain place, and the request is not followed, then a Screaming Skull is likely to manifest itself.

After a person is buried in the wrong place, there will appear sounds of terrifying groans, mysterious crashes, the slamming of doors, etc.

Sometimes, these sounds will appear to come out of the place where the person wanted to be buried, but more often the sounds will come from the skull of the corpse itself.

Those hearing the screams and groans must make a morale check to avoid riunning away in terror. In addition, they will suffer a spiritual attack when hearing the scream.

In some cases, the Screaming Skull will begin it's activity after being moved from it's place of burial.

If a person's skull is moved from it's resting place, it may scream.

Those hearing the blood curdling scream must pass a saving throw against black magic or suffer the loss of all their fate points within a year after hearing the scream, resulting in their death.

Some Screaming Skulls will never be content, even if they are buried in the place they had asked for. These skulls will reappear to haunt their victims. It is not known how they dig themselves out of the grave or tomb.

Poltergeist activity is also associated with Screaming Skulls, and they can cause small objects to move within 100 feet of their location. If an item is used as a projectile, it can deliver 3d6 damage.

Voodoo Zombie

	10
Size:	Medium
Hits:	100
Armor:	None
Movement:	6" /r

Attacks:

Punch:	**60%**

4d6 Damage.

Various Weapons:	**60%**

I: 4 F: 4 Br%: 20% D: 6d6

Magical Resistance:

C: 5% N: 5% E: 5% B: 5%

Special:

Fear: Make a morale check to avoid running away.

Imprisoned Soul: Soul is held captive by Necromancer.

Description:

Voodoo Zombies are victims of a voodoo spell. When a living person touches Zombie Powder, they will die for 2-12 days. After this time, they will revive and unless their coffin is unearthed, they will suffocate and die.

Those "ressurected" will become a Voodoo Zombie, bound to the maker of the powder, with their soul held captive inside a majic jar.

Voodoo Zombies are like the living, except that they will be totally listless and unmotivated, barely being able to feed themselves. They will obey commands given to them with a mindless zeal.

Voodoo priests often will have several Voodoo Zombies in their service. They use the threat of making people into these creatures to control their local communities.

Voodoo Zombies can wield weapons.

Breaking the magic jar holding the soul captive and slaying the voodoo priest that created them will release a Voodoo Zombie, who will return to the land of the living.

Liche

	25
Size:	Medium
Hits:	150
Armor:	Armor & Shields
Movement:	8" /r

Attacks:

Various Weapons:	**75%**

I: 3 F: 3 Br%: 15% D: 6d6

Claws:	**65%**

4d6 Damage.

Magical Resistance:

C: 25% N: 25% E: 25% B: 25%

Special:

Spiritual Attack:	**65%**

10d6 apiritual damage. Life Drain: Any.

Description:

A Liche is a powerful Necromancer who has used his magic to hold his spirit inside his corpse, animating it after his death. One of the most dangerous types of evil spirits, a Liche is usually demon possessed, insane, and with delusions of grandeur.

Liches cause fear in those seeing them and may also cause spiritual wounds, being able to drain a characteristic of their choice. They will acquire half of the points that are drained from a characteristic. For instance, if they drain a person's reasoning, then have of the points will go to the Liche. A Liche can only drain a characteristic from a person after they have made a spiritual attack, rendering their victim open or after the death of their victim's spirit. The Liche's spiritual attack is made by touching their target.

Liches may use all the magic they used while alive, and they may research additional spells. However, they may not increase their Magical Resistance, or power.

Liches may also use weapons and armor. Liches are not succeptible to wound levels (although you can still cut atheir arms off).

Elementals

"In all things of nature there is something of the marvelous."
– Aristotle (384 BC - 322 BC)

Elementals are the spiritual manifestations of their corresponding element. These mystical creatures exist within the spirit realm of the elements. These creatures give the power to change and act to their element, but they lack any individuality, being dormant inside the element.

Many scholars believe there are only four types of elementals corresponding to the the classical elements of earth, fire, air and water. These are called the *Cardinal Elementals.*

However, there are in fact many other kinds of Elementals such as Whirlpool Elementals, Lightning Elementals, Waterfall Elementals, Metal Elementals, Dust Devil Elementals, Garbage Elementals, Rust Elementals, etc.

Most natural Elementals are very short lived benign beings which perform a simple function and then return to their element.

Elementals exist everywhere, and can be seen by the movement of a field of grass, in drifting sheets of rain, in the shapes of clouds or inside curling smoke rising into the air.

Elementals are extremely sensitive to the psyches of humans and will be drawn to them.

Every thought, desire, feeling and emotion creates an Elemental, bringing it into existence.

When an Elemental in nature is disturbed by the psyche of a human or if it is summoned by magic *(see Conjuration)*, it will take form and will become an individual being, able to interact with it's surroundings. These Elementals can become very powerful and sometimes dangerous.

Elementals are summoned by mages in order to increase their ability to perform some type of action. Elementals can also be brought forth by the thoughts, actions or emotions of those in the area.

Once created, an Elemental will exist either in an active state, or it will remain dormant, deprived of thought and power. Dormant Elementals are activated by mages or the psyches of humans with strong desires or emotions.

Elemental Attachment & Influence.

Elemental beings will sometimes attach themselves to the psyche of the person that brings them forth. Elementals will increase the person's characteristics or abilities, but will also begin to influence their actions, thoughts and desires.

For example, if a character is exploring the ruins of a castle whose inhabitants were massacred, there is a chance if he becomes angry of summoning a dormant Fire Elemental which was brought into being by the emotions created during the massacre. The character may gain strength and power, but he may also become violent and vengeful, etc.

The liklihood of attachment is a percentage rating listed for the Elemental. The *Storyteller* will determine how Elementals will influence characters in the story.

Destroying Elementals

Elementals cannot be destroyed, only de-energized or driven away. De-energized Elementals have lost the power that gives them form, such as an emotion like *hatred*.

Putting out a fire where a Fire elemental is taking form will not de-energize it, but will only make it dormant. The Fire Elemental will return when another fire is lit.

Using the opposite thoughts, desires, emotions or actions that gave it form will de-energize an Elemental. However, the person that has an Elemental attached to their psyche will be unable to perform these actions, unless a self discipline check is made.

Positive actions, thoughts, or desires can also create an Elemental, and in this case, negative things will be needed to de-energize the Elemental.

Activating Dormant Elementals

The *Storyteller* will determine just what is needed to activate a dormant Elemental, what it's benefits and hazards are, and what is needed to de-energize it. These are called the Elemental's *attachments, enhancements, & influences.*

For example, a person wanders into a holy shrine dedicated to a saint. Inside the shrine there is a dormant Elemental of Generosity. The person visiting may "pick up" the Elemental if he acts out or is experiencing the thoughts, emotions or deeds that created the Elemental. The person will gain perhaps +25 religious doctrine, +25 presence and +25 spirit. However, he will also start to give away everything that he owns.

De-Energizing Elementals

When actions are taken to de-energize an Elemental, the *Storyteller* will determine just how effective it will be and will assign both a "to hit number" (percentage) and "attack dice" (1-8 d6). The player will roll to hit, and if successful will inflict the damage against the Elemental.

The attacks against an Elemental will inflict a wound just like a normal attack.

Use the **medium** size chart to determine the level of the wound.

Minor & Light wounds (1-9 hits) will simply inflict damage which are subtracted from it's hits.

Serious wounds (10 hits) will place the Elemental into a **dormant** state.

Critical (15 hits) wounds will **detach** the Elemental from the individual.

Terminal wounds (20+ hits) will instantly **de-energize** an Elemental.

For example, the person who has become "infected" with an Elemental of Generosity in the previous example decides to start hoarding his wealth. After making a self discipline check, he begins to collect a sizeable sum.

The Storyteller decides that this would give him a 10% chance every day, cumulative (as his hoard grows) to inflict damage on the Elemental, but the player must also pass a self discipline check every day with a cumulative penalty of -10%. The Storyteller decides that every day the damage dice will increase by +2d6.

The third day, the player succeeds and then rolls 6d6 damage against the Elemental. If a 20 point wound is inflicted, the Elemental will be de-energized but the person must make a stun roll to avoid madness.

Elementals & Madness

Since Elementals are connected to the psyche of humans, if they are suddenly de-energized, it could lead to madness in the individual that it is connected to.

When an Elemental that is attached to the psyche of a person is de-energized, the person must make a stun roll, and if unsuccessful, they will acquire a random insanity, which is rolled on the *Mental Affliction table.*

Dismissal of an Elemental by a Conjurer will not cause any ill effects.

If a person de-energized the Elemental slowly (by not inflicting a terminal wound), there is no chance of madness occuring.

Elementary Spirits

Size:	Small
Hits:	50
Armor:	None
Movement:	12" /r

Attacks:
　None.

Magical Resistance:
　C: 10% N: 20% E: 30% B: 20%

Special:

Attachments:　　　　　　　　　　**10%**

Air: Sunshine, spring, smoke, wind, gales, storms, ambition, frivolity, mental activity.

Earth: The moon, autumn, salt, the earth, hidden places, love, affection, beauty, gardening, practicality, responsibility.

Fire: The sun, summer, warfare, fire, light, energy, sex, passion, aggression, weapons, confrontation, hunting, power, ambition.

Water: The moon, winter, cups, cauldrons, emotions, abundance, tranquility, gambling, philosophy, expansion, doctors, guardians, charity.

Enhancements:　　　　　　　　　　**10%**

Air: Reasoning, awareness, endurance, presence, health, success, advancement, chance of success in an endeavor, esp, mental alertness, intelligence, prosperity, creativity, fun.

Earth: Strength, endurance, intuition, attractiveness, quietness, comfort, courage, fertility, love, friendship, music, alliances, engineering, dancing, responsibility, hidden places.

Fire: Strength, dexterity, ego, presence, passion, action, energy, aggression, sex, combat skills, buying and selling, speed, vigour.

Water: Intuition, reasoning, awareness, presence, wealth, joy, opportunity, abundance, tranquility, gambling, social matters, material expansion, travel, philanthropy, study.

Influences:　　　　　　　　　　**10%**

Air: Implanted thoughts, impatience, excessive ambition or frivolity, indecision.

Earth: Boredom, stagnation, destruction, darknes, miserliness, stubborness, greed, interest in hidden places, slowness.

Fire: Hot temper, desire for conflict, anger, vengeance, aggression, pyromania, egomania, love of weapons, high sex drive, need to be the center of attention.

Water: Brooding, depression, foreboding, stagnation, poison, toxins, foreign interests, spending too much money,

lack of discipline, procrastination.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Invisibility: Cannot be seen, but their presence can be detected through subtle signs.

Elementalism: May cast spells up to 10 power.

Susceptibility: Require element to be present.

Description:

Elementary Spirits are the invisible intelligences that inhabit the elements, being comosed of it's finest essence.

The Elementary Spirits are like children, being merely curious and harmless, unless too much attention is paid to them.

Elementary Spirits are constantly on the eve of eternal dissolution, but continue their temporary existence by controlling the actions and thoughts of the living.

Elementaries will be drawn to the psyches of people and they will then latch onto them. Different Elementaries will be drawn to different types of people. For example, emotional people will tend to draw Water Elementaries, etc.

When an Elementary Spirit attaches itself onto a person's psyche, their abilities and actions will change.

The Elementary will then begin to influence the person's thoughts, actions and desires.

For instance, an Elementary Spirit of the Air will give a person +10% reasoning, but will occasionally influence his thoughts, etc.

The *Storyteller* will determine how the Elementary will affect the character. Not all affects will be "negative."

Elementaries can be banished, or exorcised, and they may also be dismissed by a Conjurer.

Magical weapons are needed to affect them.

Although Elementaries are invisible, their element will often be found nearby, and it will often behave unusually in their presence.

For instance, when a person that has an Elementary Spirit of Fire walks into a room with candles, the flames may flare up briefly, etc.

Elementaries usually need to have their element present in some form in order to prevent going dormant.

Elementaries may use Elementalism magic as often as desired, the spells cast may be up to 10 power.

Air Elemental

Size:	Variable
Hits:	100
Armor:	None
Movement:	30" /r

Attacks:

Punch:　　　　　　　　　　**65%**

5d6 damage plus knock back 1-100'.

Wind Gusts:　　　　　　　　　　**65%**

5d6 structural damage.

Magical Resistance:
　C: 10% N: 30% E: 20% B: 10%

Special:

Attachments:　　　　　　　　　　**25%**

Sunshine, spring, smoke, wind, gales, storms, ambition, frivolity, mental activity.

Enhancements: 25%

Reasoning, awareness, endurance, presence, success, health, advancement, chance of success in an endeavor, esp, mental alertness, prosperity, creativity, fun.

Influences: 25%

Implanted thoughts, impatience, excessive ambition or frivolity, indecision.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Invisibility: Cannot be seen.

Teleportation: Vanish and reappear far away.

Wind Control: May cause violent storms.

Elementalism: May cast spells up to 25 power.

Susceptability: Made dormant by lack of mental activity, stagnant weather, darkness.

Description:

Air Elementals are spirits of the air. They are usually invisible, but can also manifest themselves in human form.

In this case, an Air Elemental will appear as a person, but there will always be a breeze about them.

Air Elementals can control winds, and are able to hurl people through the air (roll for falling damage with the distance being how far they were thrown).

They can also knock down buildings, inflicting 6d6 structural damage. Large stone structures such as castles are immune to structural damage from wind gusts.

When manifesting themselves in human form, an Air Elemental may attack others with a strong punch which will also knock back the person up to 100 feet.

Air Elementals can control the winds, being able to summon violent gales and storms.

Air Elementals may use Air Elementalism magic as often as desired, being able to use spells up to 25 power.

Air Elementals are made to go dormant through a lack of mental activity or stagnant weather. Darkness will also cause them to go dormant.

Earth Elemental

Size:	Variable
Hits:	100
Armor.	None
Movement:	15" /r
Attacks:	
Punch:	**65%**
6d6 damage	
Earthquakes:	**65%**
6d6 structural damage.	

Magical Resistance:

C: 10% N: 30% E: 20% B: 10%

Special:

Attachments: 25%

The moon, autumn, salt, the earth, hidden places, love, affection, beauty, gardening, practicality, responsibility.

Enhancements: 25%

Strength, endurance, intuition, attractiveness, quietness, comfort, courage, fertility, love, friendship, alliances, engineering, dancing, music, responsibility, hidden places.

Influences: 25%

Boredom, stagnation, destruction, darknes, miserliness, stubborness, greed, a need to find hidden places, slowness.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: May change into rocks, trees, animals dirt, or sand.

Pass through Earth: May travel through the earth.

Elementalism: May cast spells up to 25 power.

Susceptability: Made dormant through passage of time, or inactivity.

Description:

Earth Elementals are spirits of the earth. They will sometimes manifest themselves in natural things such as trees, rocks, or even animals.

They can also take the form of humans. When they do so, they will be very down to earth, quite, practical people. They often seem to lose their sense of time.

Earth Elementals can cause earthquakes, doing structual damage to the strongest of buildings.

They also have a hefty punch. Since they can control thier size, they will often become large or huge creatures that can wreck havoc among buildings.

Earth Elementals may travel through the earth at will, and can cause plants, crops and trees to grow.

Earth Elementals may use Earth Elementalism magic as often as desired, being able to use spells up to 25 power.

Earth Elementals are made to go dormant through a lack of activity over an extended period of time. Sometimes they become dormant if they become inactive for a long time.

Fire Elemental

Size:	Variable
Hits:	100
Armor.	None
Movement:	20" /r
Attacks:	
Flaming Weapons:	**65%**
5d6 damage + 5d6 fire damage.	
Punch:	**65%**
5d6 fire damage.	
Fires:	**65%**
5d6 structural damage to wood buildings	

Magical Resistance:

C: 10% N: 30% E: 20% B: 10%

Special:

Attachments: 25%

The sun, summer, warfare, fire, light, energy, passion, aggression, sex, weapons, confrontation, hunting, ambition..

Enhancements: 25%

Strength, dexterity, ego, presence, passion, action, energy, aggression, sex, combat skills, speed, buying and selling, power, vigour.

Influences: 25%

Hot temper, desire for conflict, anger, vengeance, aggression, pyromania, egomania, love of weapons, high sex drive, need to be the center of attention.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into fire.

Ignite Fires: May ignite fires.

Elementalism: May cast spells up to 25 power.

Susceptability: Made dormant by putting out fires, an encounter with weakness, darkness, or by being ignored.

Description:

Fire Elementals are spirits of fire. They are commonly found near battlegrounds, or any kinds of fire. They are drawn towards power and confrontations of all kinds.

Fire Elementals may transform themselves into human shape and when doing so, they may appear either as a human or they may be wreathed in flames.

If they are taking the form of humans, they will be at the center of attention, and will exhibit great charisma.

Fire Elementals enjoy fighting with weapons of all kinds, and can cause their weapons to inflict burning wounds. They can also deliver a flaming punch.

Fire Elementals are able to ignite fires and they can also use Fire Elementalism spells as often as desired with spells up to 25 power.

Fire Elementals can be made to go dormant by putting out fires, by an encounter with darkness or weakness, or by simply ignoring them since they need to be the center of attention.

Water Elemental

Size:	Variable
Hits:	100
Armor:	None
Movement:	20" /r

Attacks:

Punch:	**65%**

6d6 damage.

Tidal Waves:	**65%**

6d6 structural damage to coastline buildings.

Magical Resistance:

C: 10% N: 30% E: 20% B: 10%

Special:

Attachments:	**25%**

The moon, winter, cups, cauldrons, emotions, abundance, tranquility, gambling, philosophy, expansion, doctors, guardians, charity.

Enhancements:	**25%**

Intuition, reasoning, awareness, presence, wealth, joy, opportunity, abundance, tranquility, gambling, social matters, material expansion, travel, philanthropy, research, study.

Influences:	**25%**

Brooding, depression, foreboding, stagnation, poison, toxins, foreign interests, spending too much money, lack of discipline, procrastination.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into water.

Summon & Control Aquatics: May summon and direct the attention of aquatic animals and fish.

Whirlpools & Tidal Waves: May sink ships or spread havoc along coastlines.

Elementalism: May cast spells up to 25 power.

Susceptability: Made dormant by pouring out containers, and through a lack of emotion. Not drinking any liquid can also be effective.

Description:

Water Elementals are spirits of water. They are attracted to cups, challices, goblets, buckets and containers of all kinds meant for holding water. They are also attracted to doctors, philosophers, gambling, guardians, water of all kinds, and charitable actions.

When manifesting themselves in human form, an elemental will often appear as a person nearby water. They will be very moody and can have a calming effect on others.

Water Elementals can also appear as a humanoid shaped pool of water, and will deliver a strong punch.

Water Elementals can also take on their natural form of water, and will seep through the ground or flow into pools of water.

Water Elementals have the ability to engulf a person and drown them. However, they will usually not engage in any type of combat.

Water Elementals have the ability to create whirlpools and tidal waves. They can summon and direct the attention of aquatic animals and fish.

Water Elementals can also use Elementalism spells as often as desired, being able to use spells up to 25 power.

Water Elementals can be made to go dormant by pouring out the water in nearby containers and emptying other vessels of their contents. A lack of emotion has also been effective in dealing with these creatures.

Elemental Umbrood

Size:	Variable
Hits:	100
Armor:	None
Movement:	20" /r

Attacks:

Punch:	**75%**

6d6 damage.

Elemental Attack:	**75%**

6d6 structural damage.

Magical Resistance:

C: 20% N: 30% E: 20% B: 30%

Special:

Life Drain	**50%**

8d6 from one random characteristic (bypass spirit).

Drawn to:

Air: Sunshine, spring, smoke, wind, gales, storms, ambition, frivolity, mental activity.

Earth: The moon, autumn, salt, the earth, hidden places, love, affection, beauty, gardening, practicality, responsibility.

Fire: The sun, summer, warfare, fire, light, energy, sex, passion, aggression, weapons, confrontation, hunting, power, ambition.

Water: The moon, winter, cups, cauldrons, emotions, abundance, tranquility, gambling, philosophy, expansion, doctors, guardians, charity.

Influences:	**50%**

Air: Implanted thoughts, impatience, excessive ambition or frivolity, indecision.

Earth: Boredom, stagnation, destruction, darknes, miserliness, stubborness, greed, interest in hidden places, slowness.

Fire: Hot temper, desire for conflict, anger, vengeance,

aggression, pyromania, egomania, love of weapons, high sex drive, need to be the center of attention.

Water: Brooding, depression, foreboding, stagnation, poison, toxins, foreign interests, spending too much money, lack of discipline, procrastination.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into their element.

Human or Humanoid Form: 75% of the time they will take the form of a human or humanoid.

Invisibility: If desired, they cannot be seen, but their presence can be detected through subtle signs.

Elementalism: May cast spells up to 25 power.

Lack of Susceptability: Cannot be made dormant, being able to exist completely outside their element.

Immune to Dismissal: Conjurers cannot dismiss them, unless the *symbolic weapon of ritual magic* that is associated with their element is used.

Description:

In some cases an Elemental will become independent of it's element as it becomes more advanced. These are called **Elemental Umbroods** and can exist outside of their element and will act on their own. They are extremely sensitive to the psyches of humans and will be drawn to them.

Elemental Umbroods do not attach themselves to human psyches. They can however, draw strength from humans.

Consequently, they do not *enhance* humans but they will *influence* them when they are around them.

Although most Elementals can take on human form to desguise themselves as humans, most do not spend much time in these forms. Elemental Umbroods on the contrary, spend most of their time in the form of humans or humanoid shaped forms. Those appearing as humans will be virtually indistinguishable from normal humans.

On the contrary, Elemental Umbroods that transform themselves into a human shaped figure will instead have bodies that consist of their element. They do not need a source of their element for this to work.

Elemental Umbroods will be drawn to human psyches in order to draw strength from the living. They will be able to drain the life out of a person while they are in the presence of a human. This is similar to the life drain of Evil Spirits, but Elemental Umbroods do not need to reduce a person's spririt to zero, bypassing it altogether.

Elemental Umbroods will usually not drain the life out of the living completely, in order to remain undetected. They will typically drain life from those around them and pass onto someone else.

When draining life from humans, the Elemental Umbrood must make an attack roll, and if successful will drain 8d6 from a person's random characteristic (such as strength, etc.). The entire event will go unnoticed, except that the Elemental Umbrood will influence the person, who will then behave in an unusual manner.

For example, after an attack, a person sitting in a tavern next to an Elemental Umbrood of Fire will become hot tempered, lusty, self centered, arguementative, and may even try to start a fire. This will be accompanied by a loss from one of their characteristics.

They can always transform themselves into their pure

element without needing a source of the element.

Elemental Umbroods can also use Elementalism spells as often as desired up to 25 power.

Elemental Umbroods cannot be made to go dormant, and can exist completely without their element.

Elemental Umbroods cannot be destroyed,and they cannot be dismissed by a Conjurer, unless the *symbolic weapon of ritual magic* that is associated with their element is used.

However, they can be affected by magic, and special weapons will also harm them.

Otherwise they can be de-energized in the same manner as a typical Elemental.

When a person being drained behaves in a way that is opposite to the Elemental Umbrood's influence, the creature will suffer an attack.

The percentage chance to hit and the damage inflicted is determined by the *Storyteller* and will depend on how effective the person's actions were.

In the previous example, if the person that was drained made an effort to resist the influence he was experiencing, then the Storyteller would allow him to make an attack roll and damage roll against the Elemental Umbrood after a successful self discipline check.

Cloud Elemental

Size:	Variable
Hits:	100
Armor:	None
Movement:	20" /r

Attacks:
   None.

Magical Resistance:
   C: 20% N: 30% E: 20% B: 10%

Special:

Lightning Bolts:	**75%**

6d6 electricity damage.

Explosive Gas:	**25%**

6d6 explosion damage.

***Poison Gas*:** Make an endurance check to avoid falling asleep. Make an endurance check at half to avoid death.

***Attachments*:**	**25%**

The ocean, mountains, thunderstorms, aniticipation, rain, giddyness, daydreaming.

***Enhancements*:**	**25%**

Decieaver magic, intuition, ego, presence, change, weatherlore, obscurement, majesty, power, cleansing.

Influences:	**25%**

Being above it all, eccessive cleanliness, ignoring the opinions of others, attraction to the sea or mountains, dislike of being inside buildings, irresponsibility.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into mist or clouds.

Weather Control: May bring thunderstorms and rainy weather.

Cloud Walking: May grant the power to walk on clouds to the living.

Magical Clouds: May create magic clouds.

Elementalism (Air): May cast spells up to 25 power as

often as desired.

Susceptability: Made dormant by spending time indoors, uncleanliness, being responsible, humility.

Description:

Cloud Elementals are beings that exist inside the clouds above the earth. Cloud Elementals are often found inside of thunderstorms, but they can also be encountered among the wispy traces of vapor trailing through the air.

Cloud Elementals will often gather to watch powerful events unfolding on the earth below, such as an important battle.

They spend much of thier time over the water or near the mountains.

Cloud Elementals rarely come down to the earth, except in the higher elevations where they are often found among the mists of the mountains.

Cloud Elementals are intrigued by balloons.

Decievers will occasionally use Cloud Elementals to help them with their illusions.

Cloud Elementals very rarely take on humanoid form. When doing so, they will appear as a majestic person.

 They can cast lightning bolts, bring rain and storms, and can sometimes create toxic or explosive gases, which will either put people to sleep, kill them, or cause an explosion.

Cloud Elementals can also create magical clouds which will work as a solid foundation to walk on. Many magical creatures will make their homes on these clouds.

Cloud Giants live in castles that stand upon magical clouds that were created by Cloud Elementals.

Mages will occasionally attempt to summon a Cloud Elemental in order to create one of these magical clouds.

Cloud Elementals also have the ability to give humans the power to walk on clouds.

Forest Elemental

Size:	Variable
Hits:	500
Armor.	None
Movement:	20” /r
Attacks:	
Sweep with Branches:	**60%**
4d6L damage.	
Entangle & Strangle:	**75%**
Suffocation (see *drowning* rules).	
Grab & Hold with Roots	**65%**
5d6L damage.	

Magical Resistance:

C: 10% N: 15% E: 20% B: 15%

Special:

Attachments: 25%

Sunlight, water, spring, sleep, dreams, trees, plants, animals of the forest, hidden places, ancient knowledge.

Enhancements: 25%

Endurance, awareness, dreams, rest, recovery, wood buildings & objects, Enchantment & Mysticism, growth, a long life.

Influences: 25%

Sleep, proctrastination, escapism, dislike of fire, getting lost in the forest, dislike of open spaces, great thirst, too

much patience, disinterest in food, love of sunlight.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into trees.

Mobility to Trees: Allow trees to move.

Sleep: Cause people to desire to go to sleep.

Move Forest Paths: May move paths in a forest, forcing people to move in desired direction.

Enchantment & Mysticism: May cast spells from these disciplines, up to 25 power spells, as often as desired.

Susceptability: Made dormant by burning or destroying forest, the onset of winter, or staying awake.

Description:

Forest Elemenals are the spirits of a forest. Sometimes called such names as, "Old Man of the Wood" or more often given the same name as the forest they dwell in. They are the protectors of the forest they dwell in.

Forest Elementals are usually dormant until interlopers pass through their forest. Travellers may awaken a Forest Elemental in many ways, such as searching for hidden places, planting trees, by using spells of Enchantment or Mysticism, or by simply getting lost.

Forest Elementals have the ability to cause people to want to go to sleep.

They can shift forest paths to direct travellers in any direction desired, such as to the center of the forest, and they can transform themselves into a tree. They can give trees within the forest the power to move. They can also cause an entire forest's trees to animate.

Forest Elementals can stimulate a persons awareness and mystical abilitites, and many mystics and enchanters will often travel to a forest in search of them.

Forest Elementals have the ability to cast Enchantment and Mystic spells as often as desired, and the spells can be up to 25 power in strength.

They will occasionally cause travellers to go to sleep at the foot of a large tree which they will inhabit, and then will engulf the sleepers within their roots, squeezing them and suffocating them to death.

Forest Elementals inhabiting trees can strike people with their branches, or reach down and grab victims, entangling them in their branches and strangling them.

They can even cause an entire forest to move or attack those within the forest. However, Forest Elementals usually will operate more subtly.

Forest Elementals can be made to go dormant by burning or destroying wood, by the onset of winter, or simply staying awake.

Garbage Elemental

Size:	Variable
Hits:	250
Armor.	None
Movement:	6” /r
Attacks:	
Rotting Touch	**60%**
6d6 damage.	

Magical Resistance:

C: 20% N: 15% E: 30% B: 5%

Special:

Attachments: 25%

Decay, entropy, darkness, trash, battlefields, vermin, insects, rats, filth., casting anything away, plagues.

Enhancements: 25%

Ability to cause destruction, Black Magic spells, the ability to cause divisions, political or social breakdown, the spread of disease, the ability to cause others to fail.

Influences: 25%

Uncleanliness, a sense of abandonment, isolation, desire to cast things away, hopelessness, loss of endurance or strength, weakness, sickness.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into homeless person, rat, maggot, fly, or pile of garbage.

Decay: Everything they touch will decay, spoil, rust, fall apart, break or become defiled.

Disease: May spread disease.

Vermin: May summon vermin, rats, insects and flies.

Susceptability: Made dormant by cleanliness, disposing of garbage, or creating a sense of hope.

Description:

Garbage Elementals are the spirits of decay and entropy. They are attracted to anything that is rotting, breaking down, or cauing the dissolution of matter.

They will often appear as a homeless person covered in rags, but can also transform themselves into a rat, maggot, fly or simply a pile of garbage.

Everything that is touched by a Garbage Elemental will rapidly decay, rust, break down, spoil, fall apart or become defiled.

If they touch a person, they will cause an injury if the desire to do so.

Evil mages often seek these beings out in order to enhance their powers of casting Black Magic spells.

Sometimes Garbage Elementals are used by people to cause the destruction of their enemies.

The spread of disease is associated with Garbage Elementals and also the spread of rats.

Garbage Elementals will usually try to remain hidden, spending their time in the shadows.

Lightning Elemental

Size:	Variable
Hits:	300
Armor.	None
Movement:	100" /r

Attacks:

Lightning Bolt	75%

6d6 electricity damage.

Static Discharge	60%

3d6 electricity damage.

Magical Resistance:

C: 20% N: 30% E: 20% B: 30%

Special:

Attachments: 25%

Stormy weather, clouds, dry climates, the wrath of God, awe, anger, capriciousness, pride, metal, water.

Enhancements: 25%

Reasoning, ego, presence, power, prestige, ability to strike down enemies.

Influences: 25%

Impatience, fear of Divine wrath and punishment, love of storms, attraction to metal and water, becoming talkative, egomania.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Invisibility: Only seen as a lightning bolt when it strikes.

Great Speed: Instant travel.

Lightning Bolts: Can shoot lightning bolts.

Susceptability: Made dormant in calm weather, by humility, a lack of nearby metal or water, staying indoors, or by tranquility.

Description:

Lightning Elementals exist in stormy areas and are a type of Air Elemental. They control lightning strikes, and where they land.

Lightning Elementals are often associated with Divine Wrath. They are attracted to stormy weather, metal, water, anger,a sense of awe, or a capricious attitude.

They are occasionally sought by Conjurers in order to strike down enemies or to gain power and prestige.

Lighting Elementals often exist inside clouds. Magical clouds will usually contain one or more of them. They usually create hazardous areas within the magic cloud.

If they are approached, they may shoot off a bolt of static electricity, or a full lightning strike. After a stike, they may take some time to build up a charge before another jolt.

One good way to de-energize them is to stay indoors, or to develop a humble attitude.

Nature Elemental

Size:	Variable
Hits:	200
Armor.	None
Movement:	20" /r

Attacks:

   None

Magical Resistance:

C: 30% N: 20% E: 15% B: 15%

Special:

Attachments: 25%

Places of natural enchantment, waterfalls, playfulness, joy, tranquility, sunshine, storytelling, singing.

Enhancements: 25%

Recovery, health, renewal of spirit, awareness, joy, friendship, sadness.

Influences: 25%

Indifference, disinterest in material things, a desire to play, the love of outdoors, depression, fatalistic attitude.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into humans or natural objects.

Invisibility: Naturally invisible. They may also become visible.

Tranquility: Create tranquility in an area.

Summon Faeries: May summon faerie folk.

Enchantment, Extrasensory Magic: May cast spells from these disciplines, up to 25 power spells, as often as desired.

Create Magic Items: May create magic weapons or objects.

Create Weather: May bring rain, wind or sunshine.

Susceptability: Made dormant by travelling, destroying a place they are connected with, or taking an interest in material things or events.

Description:

These are the Elementals of places. They are often the source of natural enchantments in places.

Natural Elementals will take the form of a waterfall, a bed of flowers, a grove of trees, a field of grass, etc.

Mankind sometimes gives them names, such as "The Lady of the Lake,""The Great Oracle," "The Old man in the Cave," or a simple name like, "Tom."

Nature Elementals are associated with a location, and rarely leave it. They can create weather, summon faeries, and can cast Extrasensory Magic or Enchantment spells.

They will often create magic weapons or artifacts that they give to people.

Some Nature Elementals are cursed, causing the area to become cursed. Travellers may become cursed simply by visiting the area.

Many places where Natural Elementals exist become famous. Natural Elementals are often sought out for their ability to prophecise and tell the future.

Collective Elementals

Size:	Large or Huge
Hits:	1000
Armor:	None
Movement:	30" /r

Attacks:
Punch:	**85%**

8d6 damage.

Elemental Attack:	**85%**

12d6 structural damage.

Magical Resistance:

C: 30%   N: 40%   E: 30%   B: 40%

Special:

Life Drain	**65%**

12d6 from one random characteristic (bypass spirit).

Attachments:	**25%**

Air: Sunshine, spring, smoke, wind, gales, storms, ambition, frivolity, mental activity.

Earth: The moon, autumn, salt, the earth, hidden places, love, affection, beauty, gardening, practicality, responsibility.

Fire: The sun, summer, warfare, fire, light, energy, sex, passion, aggression, weapons, confrontation, hunting, power, ambition.

Water: The moon, winter, cups, cauldrons, emotions, abundance, tranquility, gambling, philosophy, expansion, doctors, guardians, charity.

Enhancements:	**50%**

Air: Reasoning, awareness, endurance, presence, success, health, advancement, chance of success in an endeavor, esp, mental alertness, prosperity, creativity, fun.

Earth: Strength, endurance, intuition, attractiveness, quietness, comfort, courage, fertility, love, friendship, alliances, engineering, dancing, music, hidden places, responsibility.

Fire: Strength, dexterity, ego, presence, passion, action, energy, aggression, sex, combat skills, speed, buying and selling, power, vigour.

Water: Intuition, reasoning, awareness, presence, wealth, joy, opportunity, abundance, tranquility, gambling, social matters, material expansion, travel, philanthropy, research, study.

Influences:	**75%**

Air: Implanted thoughts, impatience, excessive ambition or frivolity, indecision.

Earth: Boredom, stagnation, destruction, darknes, miserliness, stubborness, greed, interest in hidden places, slowness.

Fire: Hot temper, desire for conflict, anger, vengeance, aggression, pyromania, egomania, love of weapons, high sex drive, need to be the center of attention.

Water: Brooding, depression, foreboding, stagnation, poison, toxins, foreign interests, spending too much money, lack of discipline, procrastination.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into their element.

Human or Humanoid Form: 25% of the time they will take the form of a human or humanoid.

Invisibility: If desired, they cannot be seen, but their presence can be detected through subtle signs.

Elementalism: May cast multiple spells (1d10), each up to 25 power.

Shattering the Collective: Cannot be made dormant, being able to exist completely outside their element. However, they can be shattered into separate entities.

Immune to Dismissal: Conjurers cannot dismiss them, unless the *symbolic weapon of ritual magic* that is associated with their element is used.

Description:

Powerful Elemental Umbroods can form into Group Elementals or Collective Elementals. They are created and sustained by the cultural beliefs in the area where they are found. The perpetuation of common actions or beliefs by members of a society will create and sustain Collective Elementals.

Humans can activate these Collective Elementals, who will be drawn to them by their thoughts and actions.

Unlike Elemental Umbroods, Collective Elementals do attach themselves to the psyches of people. In fact, they can attach themselves onto many people at once, and have been known to influence entire populations of people.

When Collective Elementals attach themselves onto a host personality, they will affect the person's emotions, thoughts and actions.

Collective Elementals can be either benign or malicious, but if they are activated, they will tend to dominate the individuals they are attached to, since the Collective's powers are combined.

The enhancements of a Collective Elemental are not as powerful as the influences, which can cripple individuals or societies.

Collective Elementals, unlike Elemental Umbroods, do

not spend much time in human form. When doing so they will appear as a single person, almost indistinguishable from a normal person.

Collective Elementals may also take the shape of a human, but composed entirely of their element, and they do not need a source of the element to do so. They can also transforme themselves into their pure element without needing a source of the element nearby.

Collective Elementals so not drain life from humans, unlike Elemental Umbroods.

Collective Elementals may cast Elemental Spells from their element as often as desired, and the spells may be up to 25 power in strength.

In addition, a Collective Elemental may cast multiple spells (1d10) every round, each up to 25 power.

Since they can exist completely outside of thier element, they cannot be made to go dormant.

However, if those that have a Collective Elemental attached to their psyches alter their thoughts or actions in a way that would normally send an Elemental into a dormant state, it has the possibility of *shattering the Collective* into the individual Elemental Umbroods that make up the Collective. This will be from one to a thousand Elementals.

If the Collective is shattered, most (90-99%) of the Elemental Umbroods will become a normal Elemental, while the rest (1-10%) will become Elemental Umbroods.

If some means are found (usually magical) to affect the Collective Elemental with combat, then the Collective will be shattered when it runs out of hits.

Collective Elementals cannot be destroyed, nor can they be dismissed by a Conjurer, unless the *symbolic weapon of ritual magic* that is associated with their element is used.

Collective Elementals can be de-energized like a typical Elemental. However, in order to do so, everyone that is attached to the Collective Elemental must make an effort to change their thoughts, desires, emotions or actions.

Gnomes

Size:	Small
Hits:	200
Armor:	None
Movement:	8" /r
Attacks:	
Punch:	**65%**
6d6 damage	
Earthquakes:	**65%**
6d6 structural damage.	

Magical Resistance:
C: 15% N: 35% E: 25% B: 15%

Special:

Attachments:	**35%**

The moon, autumn, salt, the earth, hidden places, love, affection, beauty, gardening, practicality, responsibility.

Enhancements:	**25%**

Strength, endurance, intuition, attractiveness, quietness, comfort, courage, fertility, love, friendship, alliances, engineering, dancing, music, responsibility, hidden places.

Influences:	**25%**

Boredom, stagnation, destruction, darknes, miserliness, stubborness, greed, a need to find hidden places, slowness.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Invisibility: They are only rarely seen above the ground.

Transformation: May change a gnome, goblin, faerie troll, dwarf, bogie, or a brownie.

Pass through Earth: May travel through the earth.

Elementalism: May cast spells up to 25 power.

Susceptability: Made dormant through passage of time, or inactivity.

Description:

Gnomes are one of the four Cardinal Elementals, being associated with the element of the earth. They are invisible.

Gnomes are the protectors of hidden treasures which are to be found in caves underground.

As a type of Earth Elemental, these beings are related to the Faerie Folk. Gnomes can change into various kinds of Faerie, including a Faerie Gnome, Goblin, Faerie Troll, Dwarf, Bogie or a Brownie. Gnomes have the abilities of all these creatures when taking on their form.

Gnomes are known to be reluctant to help humans, but if their trust is earned, they will become powerful helpers. However, if a Gnome's trust is lost through deception, they will become fierce enemies.

In this respect Gnomes are more involved in the affairs of humans, while a typical Earth Elemental has little interests in humans.

Many Earth Elementals do not even have thoughts, while Gnomes have an active mind.

Gnomes are often summoned by Conjurers in order to gain assistance in casting Earth Elemental magic. Gnomes provide a +10% bonus when casting these spells.

Also, Gnomes will increase the ability to cast spells by +10% from the disciplines of Alchymy, Talismanic, or Black Magic.

These bonuses are only useable while the Gnome is attached to the psyche of the spellcaster.

Gnomes can also cast Earth Elementalism spells as often as desired, with spells up to 25 power.

Gnomes are also sought in order to find hidden things that are buried in the earth.

Salamanders

Size:	Variable
Hits:	200
Armor:	None
Movement:	8" /r
Attacks:	
Flaming Weapons:	**65%**
5d6 damage + 5d6 fire damage.	
Punch:	**65%**
5d6 fire damage.	
Fires:	**65%**
5d6 structural damage to wood buildings	

Magical Resistance:
C: 15% N: 35% E: 25% B: 15%

Special:

Attachments:	**35%**

The sun, summer, warfare, fire, light, energy, passion,

aggression, sex, weapons, confrontation, hunting, ambition..

Enhancements: **25%**

Strength, dexterity, ego, presence, passion, action, energy, aggression, sex, combat skills, speed, buying and selling, power, vigour.

Influences: **25%**

Hot temper, desire for conflict, anger, vengeance, aggression, pyromania, egomania, love of weapons, high sex drive, need to be the center of attention.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Invisibility: Sometimes seen at night as a ball of fire. Rarely seen during the day as a small flaming lizard.

Transformation: Into fire.

Ignite Fires: May ignite fires.

Elementalism: May cast spells up to 25 power.

Susceptability: Made dormant by putting out fires, an encounter with weakness, darkness, or by being ignored.

Description:

Salamanders are one of the four Cardinal Elementals, being associated with the element of fire.

They are usually invisible. However, there will typically be a fire of some kind in their vicinity.

At night, they are sometimes seen moving about as a ball of fire and sailors call them, "St. Elmo's Fire."

During the day, Salamanders are sometimes seen as a small lizard like flame nearly a foot in length.

It is through the activities of Salamanders that fire exists. They inhabit and control the element of fire.

Salamanders can control their size, from huge conflagrations to a small candle flame.

Salamanders have great power to influence the emotions of humans, and those who are called, "hot headed" are often influenced by these beings.

Salamanders have a more direct influence on humans than a typical Fire Elemental, who is nearly mindless.

Salamanders are often summoned by Conjurers in order to gain a bonus of +10% when casting Fire Elemental magic.

Also, Salamanders will increase the spellcasting ability by +10% in the disciplines of Ritualism, Sorcery, or Mysticism. These bonuses are only useable while the Salamander is attached to the psyche of the spellcaster.

Salamanders can also cast Fire Elementalism spells as often as desired, with spells up to 25 power.

Salamanders can be quite mischievous, not always understanding the results of their actions, which will affect the way humans think and act while they are linked to the Salamander.

Sylphs

Size:	Medium
Hits:	200
Armor:	None
Movement:	8" /r

Attacks:

Punch: **65%**

5d6 damage plus knock back 1-100'.

Wind Gusts: **65%**

5d6 structural damage.

Magical Resistance:

C: 15%   N: 35%   E: 25%   B: 15%

Special:

Attachments: **35%**

Sunshine, spring, smoke, wind, gales, storms, ambition, frivolity, mental activity, poetry, art.

Enhancements: **25%**

Reasoning, awareness, endurance, presence, success, health, advancement, chance of success in an endeavor, esp, mental alertness, intelligence, prosperity, creativity, fun.

Influences: **25%**

Implanted thoughts, impatience, excessive ambition or frivolity, indecision.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Invisibility: Cannot be seen.

Teleportation: Vanish and reappear far away.

Transformation: Into a human woman, Pixie or Sprite.

Wind Control: May bring rain, snow, wind, or storms.

Elementalism: May cast spells up to 25 power.

Susceptability: Made dormant by lack of mental activity, stagnant weather, darkness.

Description:

Sylphs are one of the four Cardinal Elementals, being associated with the element of the air. They are invisible.

Sylphs control the gathering of clouds, the wind, rain, and snow. Their powers can also be seen in the growth of plants, which they encourage.

It is thought that is you listen carefully to the blowing wind, it is possible to hear Sylphs speaking.

Sylphs have a strong influence on the mind and will often implant thoughts and suggestions in humans.

Sylphs have an affinity for poets as well as artists who are stimulated by their attention.

Sylphs are usually invisible, but can appear occasionally, taking the form of a beautiful woman. Sometimes they will transform themselves into a Pixie or Sprite.

While most Air Elementals are nearly mindless, in the sense that they lack interest in human affairs, Sylphs take more interest in humans.

Sylphs are often summoned by Conjurers in order to gain assistance in casting Air Elemental magic. Sylphs provide a +10% bonus when casting these spells.

Also, Sylphs will increase the ability to cast spells by +10% from the disciplines of Conjuration, Deciever, or Psychic magic.

These bonuses are only useable while the Sylph is attached to the psyche of the spellcaster.

Sylphs can also cast Air Elementalism spells as often as desired, with spells up to 25 power.

Sylphs are often the source of great artwork, thinking, philosophy, or poetry. They have a great influence upon the mind of mankind and are a great inspiration to them.

Undines

Size:	Medium
Hits:	300
Armor:	None
Movement:	8" /r

Attacks:

    Punch: **65%**

    6d6 damage.

    Tidal Waves: **65%**

    6d6 structural damage to coastline buildings.

Magical Resistance:

    C: 15% N: 35% E: 25% B: 15%

Special:

    Attachments: **35%**

    The moon, winter, cups, cauldrons, emotions, abundance, tranquility, gambling, philosophy, expansion, doctors, guardians, charity.

    Enhancements: **25%**

    Intuition, reasoning, awareness, presence, wealth, joy, opportunity, abundance, tranquility, gambling, social matters, material expansion, travel, philanthropy, research, study.

    Influences: **25%**

    Brooding, depression, foreboding, stagnation, poison, toxins, foreign interests, spending too much money, lack of discipline, procrastination.

    Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

    Transformation: Into water or marine life.

    Summon & Control Aquatics: May summon and direct the attention of aquatic animals and fish.

    Whirlpools & Tidal Waves: May sink ships or spread havoc along coastlines.

    Elementalism: May cast spells up to 25 power.

    Susceptability: Made dormant by pouring out containers, and through a lack of emotion.

Description:

    Undines are one of the four Cardinal Elementals, being associated with the element of the water.

    They do not exist solely within water, but in every kind of liquid and within the humidity in the air.

    The essenses that Undines work with are present within everything that contains water, being present in plants, animals, and humans.

    Undines control the tides as well as other motions of water. The also have influence on marine life.

    Undines will appear as a beautiful woman nymph in and around the water. They frequently inhabit waterfalls, rivers, streams, lakes, wells and fountains. Some live in coral caves near the ocean.

    Undines are invisible unless they wish to be seen. They have the ability to transform into water, or marine life.

    Undines are usually very friendly towards others, but their strong emotions can affect those they encounter.

    Undines have a strong influence on the emotions and will often implant emotions and in humans.

    While Water Elementals are typically uninterested in the affairs of humans, Undines are more likely to attach themselves to humans.

    Undines are often summoned by Conjurers in order to gain assistance in casting Water Elemental magic. Sylphs provide a +10% bonus when casting these spells.

    Also, Sylphs will increase the ability to cast spells by +10% from the disciplines of Spiritualism, Enchantment, or Seer magic.

    These bonuses are only useable while the Undine is attached to the psyche of the spellcaster.

    Undines can also cast Water Elementalism spells as often as desired, with spells up to 25 power.

    Undines are often mistaken for Mermaids and other sea creatures. They occasionally will be encountered in marshlands among the flowers.

Elemental Kings

Size:	Large
Hits:	500
Armor.	None
Movement:	24" /r

Attacks:

    Punch: **85%**

    12d6L damage.

    Elemental Attack: **85%**

    24d6L structural damage.

Magical Resistance:

    C: 35% N: 90% E: 35% B: 75%

Special:

    Enhancements: **50%**

    Air: Reasoning, awareness, endurance, presence, success, health, advancement, chance of success in an endeavor, esp, mental alertness, prosperity, creativity, fun.

    Earth: Strength, endurance, intuition, attractiveness, quietness, comfort, courage, fertility, love, friendship, alliances, engineering, dancing, music, hidden places, responsibility.

    Fire: Strength, dexterity, ego, presence, passion, action, energy, aggression, sex, combat skills, speed, buying and selling, power, vigour.

    Water: Intuition, reasoning, awareness, presence, wealth, joy, opportunity, abundance, tranquility, gambling, social matters, material expansion, travel, philanthropy, research, study.

    Influences: **50%**

    Air: Implanted thoughts, impatience, excessive ambition or frivolity, indecision.

    Earth: Boredom, stagnation, destruction, darknes, miserliness, stubborness, greed, interest in hidden places, slowness.

    Fire: Hot temper, desire for conflict, anger, vengeance, aggression, pyromania, egomania, love of weapons, high sex drive, need to be the center of attention.

    Water: Brooding, depression, foreboding, stagnation, poison, toxins, foreign interests, spending too much money, lack of discipline, procrastination.

    Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

    Transformation: Into their element.

    Human or Humanoid Form: 10% of the time they will take the form of a human or humanoid.

    Invisibility: If desired, they cannot be seen, but their presence can be detected through subtle signs.

    Elementalism: May cast spells, up to 50 power.

    Susceptability: Made dormant through the actions that would normally cause an Elemental of a particular type to go dormant. *See Air, Earth, Fire or Water Elementals.*

    Immune to Dismissal: Conjurers cannot dismiss them,

unless the *symbolic weapon of ritual magic* that is associated with their element is used.

Description:

The Elemental Kings are the most powerful of the four Cardinal Elementals ruling over them, and are associated with each of the four elements.

The Elemental Kingsrule over the Sylphs, Gnomes, Salamanders and Undines.

Paralda is the King of the Sylphs. If you look out into the sky at sunrise, it is possible to catch a glimpse of a silvery winged shadow as he swoops through the cloudtops. His eyes are silver and his penetrating gaze can read the thoughts of humans. The is the lord of the Sylphs, who flock around him like a flight of birds, ever moving like a whirlwind in the sunlight. When he speaks, it is like a cool breeze, but this hides the power of the force of a hurricane within.

Ghob is the King of the Gnomes. Peering into the depths of a forest from a hidden grove at night it may be possible to see a large squat goblin shaped being perring out from within the trees. His eyes are as sharp as crystal dew drops on the leaves of woodland plants in the moonlight. He is a solitary figure, rarely speaking, and very shy. Enticing him to come out from his hidden groves is difficult. When he speaks the sound is as sharp as the snapping of a branch, or it is a rumble that seems to come out of the earth itself.

Djinn is the King of the Salamanders. Gazing into a raging furnace or a burning forest fire, a glimpse of a shadowy being dancing within the flames may be seen. Djinn is the King of the Salamanders, and controls the force of fire, and the burning of desire. Staring directly into his diamond hardened eyes will trap a person's gaze as the King of Salamanders examines the deepest desires within the person. His voice crackles and pops like a burning fire, or rages like an inferno. The Salamanders can be seen around their king like sparkling stars flickering and dancing upon the desires of the heart.

Necksa is the King of the Undines. Looking out over the ocean on a breezy day the blurred outlines of a misty shape can sometimes be seen swimming upon the surface of the sea, covered in shining silvery droplets as the Undines flow around his curving form. Necksa controls all things related to the sea, water, and the emotions. Looking into the deep, hypnotic eyes of this being is like gazing into the depths of the sea. A gentle being, Necksa can raise into a powerful tidalwave of power like an untamed storm.

Elemental Kings are invisible unless they wish to be seen. They also have the ability to transform into their element.

Unlike the others of their kind, Elemental Kings have no attachments and do not attach themselves to the psyches of humans. They are controlled by the Lords of the Watchtowers, and can only enhance or influence mankind.

Elemental Kings are often summoned by Conjurers in order to gain assistance in casting Elemental magic. Elemental Kings provide a +25% bonus when casting these spells.

Also, Elemental Kings will increase the ability to cast spells by +25% from the disciplines of magic that are associated with their element. *See the descriptions under Sylphs, Gnomes, Salamanders and Undines.*

These bonuses are only useable while the Elemental King has agreed to help the spellcaster.

However, the use of Elemental Kings can be dangerous. When they are summoned or used, they will exert powerful influences upon a person, increasing the liklihood of changing their thoughts, actions, desires or emotions by 50%.

Elemental Kings can also cast Elementalism spells as often as desired, with spells up to 50 power.

Lords of the Watchtowers

Size:	Huge
Hits:	Immune be harm
Armor:	None
Movement:	instant travel

Attacks:

Elemental Attack:	**95%**

12d6H electricity, blunt, or fire damage.

Magical Resistance:

C: 90%   N: 100%   E: 90%   B: 100%

Special:

Enhancements & Influences:	**75%**

The same as the corresponding Elementals.

Immune to Weapons: Magical or special weapons are needed to de-energize this entity.

Transformation: Into any element.

Summon & Control Elementals: May summon and direct the attention any kind of Elemental spirits.

Elementalism: May cast spells up to 50 power.

Lack of Susceptability: Cannot be made dormant.

Description:

Lords of the Watchtowers are the four beings that control the Cardinal Elementals, and have been worshipped as gods. They are also known as "The Mighty Ones."

They have no attachments towards the psyche of humans, but they do have the ability to enhance or influence people that are around them.

They are immune to weapons, being insubstantial, and they are invisible, unless they desire to be seen.

The Lords of the Watchtowers are associated with the Angels that guard the four quarters of the earth.

They can transform themselves into any element, and they can summon & control Elementals.

The Lords of the Watchtowers can use Elementalism spells as often as desired, up to 50 power.

They cannot go into a dormant state, and do not need their corresponding element to exist.

They can be dismissed by a Conjurer however.

The Lords of the Watchtowers are usually summoned by Conjurers in order to gain assistance in casting Elemental magic. The Lords of the Watchtowers will increase the chance of spellcasting by +25%.

Also, The Lords of the Watchtowers will increase the ability to cast spells from other 12 disciplines of magic by +50%, which will work for as long as they are present.

However, the use of The Lords of the Watchtowers can be dangerous. When they are summoned or used, they will exert powerful influences upon a person, increasing the liklihood of changing their thoughts, actions, desires or emotions by 75%.

Magical Beings

Balloon People

Size:	Small
Hits:	1 or 10
Armor:	15 (Blunt) or 0
Movement:	Fly: 6” /r

Attacks:

Hail Stones	**60%**

I: 0 F: 1 Br%: 0% D: 2d6

Ice Club:	**60%**

I: 2 F: 4 Br%: 10% D: 3d6

+10% to hit and +2d6 magical damage.

Magical Resistance:

C: 20% N: 30% E: 10% B: 10%

Special:

Suffumigations: Magical gases, such as sleep, or poison.

Description:

Balloon People are an enchanted race of balloons that live in magical clouds. It is not known where they come from but it has been speculated that they were the createion of a Mage.

Balloon People look like balloons with a small rope dangling from their body.

They can manipulate objects with this rope, being able to carry things, such as an enchanted ice club, hailstones, or other objects.

Balloon People can be found in a variety of light semi-transparent colors.

Balloon People live off of currents in the air. They are generally benign and friendly, unless they see someone with sharp objects.

When they encounter people with sharp objects they will mindlessly attack, using their enchanted clubs made out of ice and throwing hail stones. They will usually shout things like, "Pins! Kill the pin users! Pop them!"

Balloon people have 15 points of armor against blunt weapons, but no armor value against sharp objects.

If struck with a blunt object, they will be knocked back up to 10 feet.

Balloon People will pop after recieving 1 hit of damage, unless they are a special kind of "Tough Balloon People" who will take 10 hits to penetrate their especially tough skin.

Some Balloon People will catch diseases, which will turn saue them to change color.

Occasionally these Balloon People can be hazardous to pop, since the gas inside their body has been known to affect humans.

Some of these gases are toxic or explosive and have been known to cause people to fall asleep, become nauseous, or even cause an explosion.

Sometimes, the gas inside Balloon People can have other effects, such as laughing gas, etc.

Balloon People can voluntarily emit some of their gas and if inhaled by a human, it will change their voice.

It is rumored that Baloon People were created by a very inventive mage with a lot of time on his hands. They are hardly ever seen away from magic clouds.

Cloud Giant

Size:	Large
Hits:	300
Armor:	Various
Movement:	18” /r

Attacks:

Various Weapons	**75%**

I: 3 F: 3 Br%: 20% D: 6d6L

Magical Resistance:

C: 20% N: 40% E: 30% B: 40%

Special:	ST +10 damage

Thrown Boulders: Range: 500 yards. 5d6L damage.

Air Elementalism: Total of 50 Power. May cast spells up to 25 power.

Description:

Cloud Giants are enchanted beings that are partly made out of Air Elementals. They may use up to 50 power of Air Elementalism magic every day, with individual spells up to 25 power.

Cloud Giants typically live in castles atop magical clouds. They will often have enchented objects which will enable them to travel, leaving the cloud for the earth below.

They enjoy hunting and will occasionally be found doing so down on the earth.

They often have magical treasures in their castles.

Enchanted Tree / Tree Shepard

Size:	Large
Hits:	500
Armor:	10
Movement:	20” /r

Attacks:

Sweep with Branches:	**75%**

4d6L damage.

Entangle & Strangle:	**65%**

Suffocation (see *drowning* rules).

Grab & Hold with Roots	**60%**

5d6L damage.

Magical Resistance:

C: 20% N: 20% E: 20% B: 20%

Special:

Animate Trees: Tree Shepards can animate other trees, allowing them to move.

Description:

Enchanted Trees are sometimes known as Tree Shepards, and they are the protectors of the forest. They are very rare, and often are mistaken for ordinary trees.

Enchanted Trees were made at the dawn of time, and they existed before mankind. They have a tendency to go fall asleep, going dormant. A dormant Tree Shepard will look just like a normal tree.

Enchanted Trees have a great affinity for all forest dwellers, especially elves.

Golem

Size:	Large
Hits:	300
Armor:	None
Movement:	12” /r

Attacks:

    Punch: **65%**
    5d6L Damage.

Magical Resistance:

    C: 60% N: 80% E: 90% B: 75%

Special: Strength +8

    Not too intelligent: This may cause it to run amok.

    Command Words: Used to animate it and to turn it off.

Description:

    A Golem is a statue made out of mud or clay that is then animated by an Alchymist through arcane rituals.

    The Golem is not very intelligent, but it has great strength. It will obey the commands of it's creator, but occasionally they have been known to get out of control.

    Kabbalistic inscriptions and rituals are used to create Golems. Usually these inscriptions are carved into the statue or written upon a scroll hung about it's neck or sometimes inserted into the creature's mouth after being rolled up.

    When the scroll with the inscriptions is removed, or upon the spoken mystical command word of it's creator, the Golem will return to it's previous condition as a statue.

    If the creator of the Golem desires, upon speaking the command word or removing the inscriptions from the Golem, it can be made to return to it's original state, as a pile of dust or lump of mud.

Homunculus

Size:	Small
Hits:	50
Armor.	None
Movement:	6" /r

Attacks:

    None

Magical Resistance:

    C: 10% N: 40% E: 30% B: 20%

Special:

    Mind Control: They have the power of suggestion.

    Prophecy: Can tell the future, and predict fate.

    Fear & Accidents Must pass a morale check or become hysterical and prone to accidents....

Description:

    A Homunculus is an artificial life form brought into existence by an Alchymist through various arcane rituals and the use of blood and spermae.

    There are many kinds of Homunculi. Some are fully created beings, who will begin life as a child and will live and grow as a human.

    More commonly, a Homunculi is a doll which serves as a vessel to contain an entity or evil spirit.

    Some Homunculi are created by trapping an evil spirit or demon inside a recently deceased corpse, an example being the monster, "Frankenstein."

    After an alchymist raises up a Homunculi, he needs to continually feed it the *arcanum sanguinis hominis*, which is the arcane substance that gave it life, or the Homunculi will begin to wither and it will die.

    Homunculi have difficulty moving, and even the child like forms will have mechanical seeming movements.

    Homunculi have the power of mind control. They may make hypnotic suggestions to anyone they desire, as often as they like. The victim must make a saving throw against natural magic or will obey the suggestion. Sometimes a Homunculus will take over the mind of it's creator.

    Homunculi also have the powers of prophecy, and this is one of the reasons they are created. They can also predict a person's fate.

    Homunculi have the power to cause fear in an individual, and when this occurs the person must pass a morale check or will become hysterical, and this will often result in accidents.

Mythical Creatures

Basilisk

Size:	Tiny
Hits:	25
Armor.	None
Movement:	2" /r

Attacks:

    None

Magical Resistance:

    C: 20% N: 15% E: 10% B: 5%

Special:

    Sight of Death: Anyone looking at a Basilisk will die unless makinga saving throw against natural magic.

    Poison Sting: Pass an endurance check at one quarter to avoid death.

    Breath of Destruction: Everything it's breath touches is destroyed. Save against natural magic or die.

    Evil Eye: Save against black magic or lose 1-6 fate within a week.

Description:

    The name for this creature comes from the Greek word, Basileus, which means king. It was known as the king of creatures because it terrorizes all other living things.

    Although it is not known for certain what it looks like, since anyone looking at it will die, the Basilisk is rumored to have the body of a cock, with the tail of a serpent.

    The Basilisk also haspoisonous breath. Anything that it's breath touches is destroyed, including animals (except for weasels), plant life (except rue), and even rocks which are broeken apart.

    The Basilisk dwells in a desert of desolation created from it's terrible breath.

    The sting from the Basilisk is the most deadly poison on earth, a person must pass an endurance check at one quarter or they will die, their flesh falling off their bones.

    Those looking at the creature or encountering it's breath must pass a saving throw against natural magic or die. If the Basilisk looks at it's reflection in the mirror, it too will die.

    The Basilisk also has the evil eye. If a person somehow survives an encounter with one, they will lose 1-6 fate points within a week.

    Another name for this creature is the Cockatrix.

    The Basilisk was regarded by medieval schlars as the personification of sin and evil, representing the devil.

Chimaera

Size:	Large
Hits:	250
Armor:	None
Movement:	Walk: 2" /r
	Leap: 12" /r
	Run: 12" /r
	Fly: 24' /r

Attacks:
Lion's Head

Bite:	**75%**

5d6L damage.

Claw:	**65%**

3d6L damage.

Goat's Head

Horn:	**60%**

5d6L damage (blunt).

Serpent's Head

Bite:	**75%**

2d6L damage plus venom.

Magical Resistance:
   C: 10% N: 20% E: 10% B: 10%

Special:
   Roar: All hearing the roar of a lion must make a morale check.
   Venom: Only 25% of bites will inject poison. Make an endurance check at one quarter to avoid death within 4 hours. If passing endurance check, victim will be incapacitated for a day.

Description:
   In Greek mythology, the Chimaera was a monster that was the offspring of the Greek Gods Echidna and Typhon.
   The Chimaera was a female, and had the body of a goat, the tail of a derpent, the mane and legs of a lion.
   The Chimaera had the three heads of a lion, a goat, and a serpent.
   The Chimaera was native to the region of Lycia, near a mountain of the the same name, with a volcano at it's peak.
   Mount Chimaera had serpents near it's base, goats higher up it's slopes, and a pride of lions near it's peak.
   The Chimaera is fairly reclusive, rarely being seen by anyone.

Cyclops

Size:	Large
Hits:	400
Armor:	None
Movement:	18" /r

Attacks:

Various Weapons	**75%**

   I: 2 F: 2 Br%: 20% D: 4d6L
   +25% to hit and +6d6 magical damage.

Magical Resistance:
   C: 15% N: 25% E: 15% B: 20%

Special: ST +10 damage
   Smiths: May create magical weapons.
   Thrown Boulders: Range: 250 yards. 4d6L damage.

Description:
   Cyclops are giants with one large eye instead of two.

The first Cyclops were named, Brontes the Thunderer, Steropes the Lightener, and Arges the Bright.
   Cyclops were the first smiths and they were rumored to dwell underground where they forge the lightning bolts for Zeus. Volcanos are said to be created by their smith work.
   Cyclops make enchanted weapons. The weapons they use in battle are too large for humans, but they can make weapons of normal size.

Dryad

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8" /r

Attacks:
   None

Magical Resistance:
   C: 50% N: 75% E: 25% B: 85%

Special:
   Mysticism: May use Mystic spells as desired, up to 25 power each day.
   Curse: To those destroying her tree or killing the Dryad.
   Youth & Beauty: Extremely beautiful and youthful.

Description:
   Dryads are the nature spirits of trees. They are a type of wood Nymph.
   Dryads preside over a grove of trees and she has one particular tree that she watches over. Although they will not want to leave the vicinity of their tree.
   Dryads live close to their tree. Some of them live inside of their tree, and they are known as Hamadryads.
   Drayads are very fond of oak trees, but they are found in all kinds of trees. Dryads are connected to the life cycle of the tree, and if the tree dies, they will also die.
   Dryads have Divine protection watching over them. If anyone destroys her tree or kills her, they will suffer the effects of a random curse.
   Dryads are often encountered with Satyrs. Dryads will often punish those who would injur their trees.

Griffin

Size:	Large
Hits:	250
Armor:	None
Movement:	Walk: 12" /r
	Fly: 24" /r

Attacks:

Claws:	*75%*

   4d6L Damage.

Magical Resistance:
   C: 25% N: 25% E: 25% B: 100%

Special: ST +10 damage
   Strength and Vison: Griffins combine the strength of a lion with the keen sight of an eagle.
   Immune to poison: Totally immune to poison.

Description:
   The Griffin is a creature that is half eagle (it's front) and half lion (rear). It has pointed ears like an ass.

Griffin claws change color when they are near poison and so they are sought out by kings and rulers for protection.

Griffins live in golden nests and their eggs, resembling agates, and which are known as "grypeseye,"are sought after to be used by cups, which will provide perfect health and protection against poison.

The Griffin itself is immune to any kind of poison, including the gaze or sting of the Basilisk.

The Griffin combined the strength and courage of a lion with the keen sight and wisdom of the eagle, and it was a symbol of the resurrection.

Griffins guard hidden treasures, including the holy grail, and other secret things, esceially emeralds.

Among the different types of Griffins are the Snake Griffin with a lion's body and the head of a snake; the Lion Griffin with the head of a lion and the rear of an eagle; and the Hippogryph, which has the front of a normal Griffin and the rear of a horse. The Hippogryph can fly with instantaneous speed and many of the knights of Charlemagne have them as mounts.

Ifreet

Size:	Medium to Huge
Hits:	500
Armor.	None
Movement:	Fly: 24" /r
	Walk: 12" /r

Attacks:

Punch:	75%

6d6 damage.

Magical Resistance:

C: 10% N: 10% E: 10% B: 10%

Special: Strength +10

Transformation: Into humans or giants.

Invisibiltiy: Ifrit can use invisibility as often as desired.

Insubstantial: Their body which is made out of smoke, makes them immune to all weapons except those made from iron.

Afraid of Iron: Succeptible to iron weapons.

Pass through Earth: May move through the earth.

Description:

Ifrit are a type of fallen beings that are on a level of power below that of the Angels, and the Fallen Angels.

Ifrit are huge winged creatures of smoke, who live in tribal structured societies underground.

There are both male and female Ifrit and they can also marry humans.   Some people are the offspring of an Ifreet and a human parent, often having the natures of both.

Ifrit combine great strength with a cunning intillect, and are usually wicked and ruthless.

The Ifrit are related to the Jinn. While most Ifrit are evil, there are quite a few that have become believers, and are benevolent.

Ifrit are able to pass throught the earth, and they use this ability to travel to and from their underworld abodes. They are often encountered in ruins, but it is not known why.

Although their natural form is an enormous winged column of smoke, they can also take on the form of humans. If they choose, they can also become giants.

The Ifrit are succeptible to magic and they are occasionally captured or enslaved by mages or those using enchanted artifacts.

Jinn / Djinn

Size:	Small to Huge
Hits:	500
Armor.	None
Movement:	Fly: 24" /r
	Walk: 12" /r

Attacks:

Punch:	75%

6d6 damage (**S**mall to **H**uge)

Magical Resistance:

C: 25% N: 30% E: 20% B: 15%

Special:

Transformation: Into humans, snakes, cats, dogs or a whirlwind of smokeless fire.

Invisibiltiy: Jinnee can use invisibility as often as desired.

Insubstantial: Their body which is made out of "smokeless fire" makes them immune to all weapons except those made from iron.

Afraid of Iron: Succeptible to iron weapons.

Blood of Fire: Explode into firey ball when they recieve a mortal wound. Within 1-6 rounds after recieving the wound, inflict 6d6 fire damage to all within 25'.

High Presence: Great beauty or hideous deformity.

Listens to the Angels: Enables them to fortell the future.

Description:

Jinnee are an ancient race of beings that were created thousands of years before mankind.

The Jinniyeh were disobedient to the will of God, becoming vicious and perveted.

This eventually led to warfare with the Angels. Many were slain, and they were driven from the earth into remote regions, and among deserted islands, while many others were captured and imrisononed by the Angels.

It is said that some of them were imprisoned inside magical containers by the Angels.

Some of the Jinn were repentant, and became powerful once more, but when God created Adam, the Jinniyeh were told to prostrate them selves before him.

All obeyed except for one named, Azâzeel who was their leader. God cast him down to the earth and he became the father of an evil race of beings. He was afterwards known as, "Iblis the one who despairs."

The Jinniyeh are formed of "smokeless fire" and will often be seen manifesting as a giant column of smoke or a whirlwind.

The Jinniyeh have the ability to become invisible at will, and they are also insubstantial. This makes them immune to weapons, except iron which they fear greatly.

The Jinniyeh have the ability to transform themselves into cats, dogs, snakes and other animals. They usually take the form of humans however.

Althogh they are to survive mankind, the Jinniyeh are not immortal. It has been fortold that they will all die before the resurrection.

The Jinniyeh eat, drink and take wives, multiplying themselves. Many people are the offspring of a Jinn and a human parent, often having the natures of both.

They have a society ruled by a succession of seventy two monarchs, one of whom, called Jân-ibn-Jân is said to have built the Great Pyramids of Egypt.

They live in a region known as the Mountains of Kâf, The Jinniyeh also inhabit lonely abodes alongside the seas and rivers. They inhabit islands, and are also to be found in wells, baths, inside ovens, in the ruins of dead cities, and among deserted crossroads.

The Jinn will occasionally be found passing through the marketplaces and bazaars of cities where they often travel in human form.

When a Jinn takes human form, they can be either strikingly beautiful or hideously ugly. Evil Jinn will invariably take the form of ugly giants.

Many of the Jinniyeh have chosen to obey God, and are not at all evil. These beings are often sought out by the wise and powerful as allies. Both the good and evil Jinniyeh live in separate societies with different rulers.

The Jinniyeh often ascend to the lower heavens and spend time listening to the conversations of Angels. This gives them great insight and the ability to fortell the future.

Often an Angel will send a shooting star towards the earth to slay one of the disobedient Jinn.

When a Jinn recieves a mortal wound, the fire which is circulating in their bloodstream will burst out in a great ball of fire. This fireball will engulf anyone within 25 feet within 1-6 rounds, inflicting 6d6 fire damage.

Kraken / Sciu-Crak / Hafgufe

Size:	Huge
Hits:	1000
Armor:	10
Movement:	Swim: 12" /r
	Jet: 24" /r

Attacks:
Beak:	**35%**

3d6H damage.
Crush:	**65%**

4d6H damage & Grapple Strength 100%.

Magical Resistance:
    C: 25% N: 25% E: 25% B: 25%

Special:	Strength +10

Island Desguise: Looks like an island from the distance.

Description:

The Kraken is a huge sea monster with many tentacles. It has been reported to be up to a mile and a half in size, but more conservative estimates report it to be the size of a small island.

The Kraken looks just like an island when it is on the surface and not moving.

The Kraken have been known to asault ships at sea, grappling the hull and pulling it down underwater, or it will capsize the ship. The crew typically drown or are eaten by the monster.

Large amounts of fish congregate around a Kraken and courageous (or foolish) fishermen have been known to bring back boats full of fish after daring to throw their nets into the sea nearby the monster.

Lilith

Size:	Medium
Hits:	Immune to harm
Armor:	None
Movement:	8" /r

Attacks:
    None

Magical Resistance:
    C: 5% N: 25% E: 5% B: 5%

Special:

Immortal: Lilith is not subject to the curse of death that was placed upon Adam.

Immune to Harm: Lilith cannot be harmed.

Seduction: Able to seduce men.

Summon Demons: Lilith can summon demons.

Nightmares & Erotic Dreams: May send these dreams to men while they are sleeping.

Description:

Lilith is the first wife of Adam, being created before Eve. Lilith refused to submit herself to the demands of Adam, and she abandoned him.

After their expulsion from paradise, Adam blamed Eve for the fall, abandoned her and sought out Lilith, who was living on the shores of the sea. Adam and Lilith bore several children, who became the Demons. Adam eventually left Lilith, returning to Eve.

Lilith escaped the curse of death placed upon Adam and Eve because she was not present during the Fall. Lilith is not only immortal, she cannot be harmed by mortal weapons.

Lilith became very jealous of Eve's children, and she began to steal them out of their cribs in order to slay them, or sometimes to raise them as her own.

> *"The evil Lilith,*
> *who causes the hearts of men to go astray*
> *and appears in the dream of the night*
> *and in the vision of the day,*
> *Who burns and casts down with nightmare,*
> *attacks and kills children,*
> *boys an girls."*
>   *—Inscription upon an Incantation Bowl.*

After this, a tradition began where the names of three angels (Senoy, Sansenoy and Semangel) were inscribed upon an amulet which was placed near the crib of a sleeping child.

This this prevented Lilith from harming or snatching away the child.

There was also another woman like Lilith, named Naamah, who was Cain's sister.

Lilith and Naamah both strangle infants in the night, and also seduce men while they are dreaming, in order to bear their demonic offspring.

Lilith at one time was the consort of Dracula the Vampire.

Lilith is able to sent both nightmares and erotic dreams to sleeping men.

Manticore

Size:	Large
Hits:	250
Armor:	0
Movement:	Walk: 3" /r
	Leap: 9" /r
	Run: 12" /r

Attacks:

Bite:	**75%**
6d6L damage.	
Claw:	**65%**
3d6L damage.	
Sting:	**60%**
2d6L damage plus poison.	
Projectile Spikes:	**75%**
3d6L damage plus poison. 100 yard range.	

Magical Resistance:

C: 10% N: 20% E: 10% B: 10%

Special:

Fear: All hearing the voice of a Manticore must make a morale check.

Poison: Make an endurance check at half or die within an hour.

Description:

The Manticore is a creature with the red body of a lion, a human face, and a spiked tail. It's voice sounded like a mix of a flute and trumpet, and causes fear to all those hearing it.

Manticores live underground in caves.

Manticores love to devour the human flesh and are often out hunting for them. They have rows of very sharp teeth which they use to tear the flesh off of humans.

Manticores have a poisonous stinger, and can also shoot poisonous spikes out of it's tail as a projectile with a range of 100 yards. Those stung or shot must pass an endurance check at half or they will die within an hour.

Medusae

Size:	Medium
Hits:	100
Armor:	None
Movement:	8" /r

Attacks:

None

Magical Resistance:

C: 15% N: 15% E: 20% B: 5%

Special:

Hideously Ugly: The sight of Medusae will turn the viewer into stone unless a save against natural magic is made.

Blood of Poison: Save against natural magic or die.

Blood of Resurrection: The power of raising a person from the dead is in some of her blood.

Blood of Creation: Blood drops will create serpents and other magical creatures.

Description:

The Gorgon, Medusae was an extremely beautiful woman that was seduced by Poseidon.

This angered Athena who then cursed Medusae, transforming her into a hideously ugly creature, the sight of which will turn anyone looking at her to stone.

Eventually slain by the hero Perseus, the blood drops of Medusae gave birth to many creatures, including venoumous snakes, the warrior Chrysaor, and Pegasus the winged horse.

The blood of Medusae has other powers as well. The blood flowing from one side was a deadly poison, while the blood flowing from the other side had the power to resurrect the dead.

Medusae was mortal, but she had two immortal sisters, the Gorgons Sthenno and Euryale. Medusae was also called, "The Mistress of the West Gate of Death," because she lives near the gateway to the underworld.

Minotaur

Size:	Medium
Hits:	200
Armor:	None
Movement:	8" /r

Attacks:

Axe:	**75%**
6d6 damage	

Magical Resistance:

C: 20% N: 30% E: 15% B: 25%

Special: Strength +10

Direction Sense: Can find his way out of mazes.

Description:

The Minotaur is the offspring of Daedalus, the queen of King Minos of Crete and that of a beautiful white bull sent as a gift from Poseidon.

King Minos had the Minotaur imprisoned inside of a great labyrinth, and sent seven maidens and seven youths every nine years into the labyrinth to feed the creature. The Minotaur slew and ate everyone sent into the labyrinth after they became hopelessly lost.

Minotaurs have a perfect sense of direction, being able to navigate through mazes and labyrinths with ease.

Moerae / The Three Fates

Size:	Medium
Hits:	Immune to harm
Armor:	None
Movement:	Instantaneous

Attacks:

None

Magical Resistance:

C: 100% N: 100% E: 100% B: 100%

Special:

Controll of Fate: They have total control over a person's fate points, being able to add or remove fate points at will.

Description:

The Three Fates are the beings that choose the fates of mankind and also of the pagan Gods.

They are also known as the three daughters of Nyx, the embodiment of night. Their most popular name was Moirae, those who see. Often depicted as merciless old hags, they were feared by everyone.

The Three Fates included Clotho, the spinner of the threads of a person's life, Lachesis, the apportioner, who measured out it's length, and Atropos, the inevitable, who cut the thread of a person when they died.

The rise of Christianity caused a clash with the concept of fate. Christians argued that if mankind was under the law of predestination, there would be no free will. Without free will, there was no way to choose between good and evil.

At a later time, philosophers argued that God did not exist within the dimension of time, and this allowed both free will and fate to coexist. In any event, an encounter with the Three Fates was often fraught with dread.

The Three Fates cannot be harmed, but they can occasionally be bargained with.

Their decisions are final, and they can both increase a person's fate, and can take them away.

Nymph

Size:	Medium
Hits:	100
Armor:	None
Movement:	Foot: 8" /r

Attacks:

None

Magical Resistance:

C: 50% N: 75% E: 25% B: 85%

Special:

Mysticism: May use Mystic spells as desired, up to 25 power each day.

Curse: To those destroying the place she protects or to those killing the Nymph.

Youth & Beauty: Extremely beautiful and youthful.

Description:

Nymphs are the spirits of nature. They are female spirits that are the protectors of places in nature, such as a spring, fountain, mountain, river, meadow, or grove of trees.

These female spirits have various names, depending on what type of place they inhabit and protect:

Dryads (forests), Meliae (ash trees), Naiads (springs and rivers), Nereid (the Mediterranean), Oceanids (the sea), Oreads (mountains), Limoniads (meadows), Limniads (lakes, marshes and swamps) and Napaea (valleys).

Nymphs were given shrines called a nymphaeum, and these usually contained a fountain.

Nymphs are young women who are eternally youthful.

Nymphs have Divine powers watching over them. If anyone destroys their abode or kills them, the person will suffer the effects of a random curse.

Satyrs are the male counterpart of Nymphs. Satyrs spend much of their time pursuing Nymphs.

Nymphs are able to cast up to 25 power of Mysticism spells every day.

Pegasus

Size:		Large
Hits:		250
Armor:		0
Movement:	Walk:	3" /r
	Trot:	6" (5") /r
	Canter:	9" (8") /r
	Gallop:	18" (16") /r
	Back Up:	2" /r
	Fly:	24" /r

Attacks:

Bite:	25%

1d6L damage.

Trample:	65%

3d6L (4d6L) damage.

Magical Resistance:

C: 30% N: 20% E: 20% B: 30%

Special:

May carry riders.

Description:

Pegasus is the name of the mythical winged horse in Greek mythology. The Pegasus was the offspring of Poseidon and the Gorgon, Medusae. When Perseus slew Medusae, the blood spurting from her neck formed into the winged horse.

Pegasus flew to Mount Helicon and kicked the ground, which caused the birth of the magical spring Hippocrene, whose waters were a great source of inspiration for poets. This was known as the Fountain of the Muses.

Pegasus was tamed by the hero Bellerophon using a magical golden bridle sent by Athena. Bellerophon asked Pegasus to fly to Mount Olympus and Zeus sent an insect to sting the flying horse, which threw Bellerophon to the ground. Afterwards, Pegasus carried the thunderbolt of Zeus through the heavens.

The offspring of Pegasus are winged horses and they come in many different colors. Many heros have sought out these beautiful flying horses.

Phoenix

Size:		Small
Hits:		25
Armor:		0
Movement:		Fly: 6" /r
		Dive: 24" /r

Attacks:

Bite:	50%

2d6S damage.

Talons:	75%

4d6S damage.

Magical Resistance:

C: 90% N: 90% E: 90% B: 100%

Special:

Exceptional Eyesight: 8 times more powerful than human eyesight.

Fast Dive: +8 initiative while diving.

Incredibly Beautiful: The most beautiful bird on earth.

Enchanted Song: Those listening will stand transfixed.

Lucky & Fortunate: +1d6 luck points and +1 good fate point to all who see the Phoenix.

Description:

The Phoenix is an enchanted bird that is immortal. Every 500 years, the Phoenix gathers up scented woods, cinnamon, myrrh, and builds a nest. It then sits in the sun and ignites a furious fire, consuming itself. It is then reborn within the ashes. After a time, it gathers up the remains of it's old self into a ball of myrrh and flies off with it to the Egyptian city of Heliopolis, where the temple of the sun is.

The Phoenix is incredibly attrative, and is known as the

most beautiful bird on earth. When it sings, all nearby will stop to listen.

It is believed to be incredibly lucky to see a Phoenix. Everyone seeing the creature will gain +1d6 luck points.

The Phoenix is often associated with the resurrection, the triumph over adversity, and immortality.

Those seeing a Phoenix will also gain one fate point, which will occur within the year. It will be a good fate.

Roc

Size:	Large
Hits:	150
Armor:	0
Movement:	Fly: 12" /r
	Dive: 24" /r

Attacks:
Bite:	**60%**
2d6L damage.	
Talons:	**75%**
4d6L damage.	
Dropped Boulders:	**75%**
4d6L damage.	

Magical Resistance:
C: 30% N: 20% E: 10% B: 40%

Special:
Exceptional Eyesight: 8 times more powerful than human eyesight.
Fast Dive: +8 initiative while diving.

Description:
The Rukh, also called a Roc, is a huge Arabian bird. In some legends, the bird only rarely lands on the earth, but instead lands only at the mountain of Qaf at the center of the world.

The Rukh is totally white, with a wingspan of over 50 feet. It hunts large prey, such as elephants by grabbing them, flying very high and then dropping them.

It has been known to drog boulders onto ships in order to sink them.

Satyr

Size:	Medium
Hits:	125
Armor:	None
Movement:	12" /r

Attacks:
Club:	**65%**
I: 2 F: 4 Br%: 10% D: 4d6	

Magical Resistance:
C: 5% N: 25% E: 5% B: 5%

Special:
Insatiable Lust: Satyrs will always try to seduce beautiful females, and are usually chasing Nymphs.

Description:
Satyrs are male creatures inhabiting the forests and woodlands in Greek mythology. They have the upper body of a man, and the lower body of a goat.

Satyrs spend most of their time chasing Nymphs, whose company they have an insatiable lust for.

Satyrs often accompany the god Dionysos, being members of her entourage. They are fond of parties, drinking, dancing, and of course, females (especially Nymphs).

Succubus

Size:	Medium
Hits:	100
Armor:	None
Movement:	8" /r

Attacks:
Claws:	**75%**
3d6 Damage.	

Magical Resistance:
C: 60% N: 50% E: 25% B: 80%

Special:
Spiritual Attack:	**75%**
6d6 damage on contact. Life drain: Endurance.	

Beautiful and Seductive: Completely beautiful and seductive.
Transformation: Into a beautiful human woman.
Seductive Dreams: Victim will not awaken, experiencing the encounter in a dream.

Description:
Succubi are female Fallen Angels that will seek to have sexual intercourse with human men, and they will often visit them while they are sleeping.

Those encountering a Succubus in their sleep will not awaken, experiencing the entire episode in a dream.

After each night's encounter with a Succubus, the victim will suffer a single spiritual attack, possibly losing 6d6 spirit. If the person's spirit is reduced to zero, then the Succubus will begin to drain their endurance, until one night they will die.

The best way to combat a Succubus is to use prayers and other forms of spiritual defense. Dream weapons, which are forged my Psychics are effective also.

The princess of the Succubi is Nahemah. The male counterpart to a Succubus is called an Incubus.

The offspring of the laison between a human and a Succubus or Incubus is called a Cambion, and these are sometimes deformed creatures, but more often, they are not.

Some Cambions will grow up within human society, but their demonic parents may show up one day....

Siren

Size:	Medium
Hits:	100
Armor:	None
Movement:	Swim: 6" /r
	Walk: 8" /r

Attacks:
None

Magical Resistance:
C: 20% N: 20% E: 10% B: 30%

Special:
Enchanting Songs: Anyone hearing their songs must make a saving throw against natural magic or jump overboard and drown.
Suicidal Songs: Failure to lure sailors towards their island may cause Sirens to commit suicide (10% chance).

Description:

The Sirens were originally the daughters of Phorcys. Because they failed to prevent the abduction of Persephone by Hades, they were cursed and had their bodies transformed into half bird from the waist down, with their upper bodies remaining in the form of women.

These beautiful women sing enchanting songs whose power will lure passing sailors to their deaths.

Sirens live on the island of Anthemoessa in the Mediterranean Ocean near Sicily. They are also thought to live on other islands.

Their islands are surrounded by boulders and dangerous reefs, and after hearing their entrancing songs, sailors lose their sense of direction, and will sail their ship directly towards the island to their deaths. If they fail to reach the island which is the source of the entrancing songs, they will jump overboard and drown.

It is rumored that if a Siren fails to entice a crew to their deaths, that they will themselves commit suicide.

Unicorn

Size:		Large
Hits:		200
Armor:		0
Movement:	Walk:	3" /r
	Trot:	6" (5") /r
	Canter:	9" (8") /r
	Gallop:	18" (16") /r
	Back Up:	2" /r

Attacks:
Bite: **25%**
1d6L damage.
Trample: **65%**
3d6L (4d6L) damage.
Horn: **75%**
3d6L damage.

Magical Resistance:
C: 25% N: 25% E: 25% B: 100%

Special:
Virgin Riders: Can only ridden by virgins.
Healing: May heal wounds.

Description:
Unicorns are mythical horses with a horn projecting out of the center of their forehead.

Unicorns are symbols of purity and they are immortal creatures.

Unicorns are attracted to purity, and they can sometimes be captured by a naked virgin sitting under a tree. They will not suffer any rider, except a naked virgin.

Powdered Unicorn horns are said to cure any disease, and to neutralize poisons.

Unicorns are able to instantly heal wounds.

Werewolf

Size:	Medium
Hits:	75
Armor:	0
Movement:	Walk: 2" /r
	Leap: 4" /r
	Run: 12" /r

Attacks:
Bite: **75%**
3d6 damage.

Magical Resistance:
C: 10% N: 15% E: 10% B: 10%

Special:
Wolf Pack: Attack in groups.
Rabies: 10% chance of infection. 75% fatal.
Enhanced Smell: Tracking 80%.

Description:
Warewolves are the victims of a curse or disease called Lycanthropy. It is rumored that Werewolves first came into being when an ancient pagan cult performed human sacrifice and then devoured the victim. Those eating the flesh of the sacrificial victim were transformed into Werewolves.

Werewolves have always been associated with the practice of cannibalism, and throughout the ages there have been evil people that murdered people and then consumed their corpse. These are invariably the victims of Werewolves.

Werewolves cannot be killed except by the use of silver, and any wounds inflicted upon the Werewolf will cause the beast's transformation back into a human soon thereafter, and the wounds will vanish.

Werewolves will be completely normal, having a regular life, until the full moon causes them to change. At night, they will roam the wilderness in search of humans to devour. In the morning the person will awaken after shedding the wolf's skin and they will return to normal. They will not always remember what happened.

If the skin which was shedded by the Werewolf as it transformed back into a human is found and destroyed, the Werewolf will die.

Werewolves have the ability to summon and command a wolf pack.

Some say that witches and the victims themselves can control the transformations after practice.

Inhabitants of other Worlds

Di'nguruthos (Beneath-Death-Horror)

Size:	Large
Hits:	100-600
Armor:	None.
Movement:	Humanoid: 8" /r
	Slime: 6" /r
	Mist: 12"' /r

Attacks:

Humanoid:		
Pseudopod:		75%
4d6 + dissolve into mist/slime		
Slime:		
Surround & Engulf:		50%
8d6 + dissolve into mist/slime		
Mist:		
Strangling Mist:		Area 10' x 10'
6d6 Strength (& Hit) drain.		

Magical Resistance:

C: 5% N: 20% E: 10% B: 10%

Special:

Transformation: The

Transparency: While in mist or slime form, only magic weapons will affect them.

Description:

Di'ngurothos is an Elvish name which means, "Beneath-Death-Horror". This is a race of evil beings that dwell deep under the earth. Legends say that the Dwarves discovered this race while mining too deeply in the earth.

Little description of these creatures was ever recorded, but the Dwarves were so afraid of releasing them upon the upper world that they sealed all the passages leading to their deep domains.

The legend is that the Great Seals of magic which protected the world became places of dread for all those who dwelt nearby, and people would shudder as they swiftly passed them, whispering quietly. The Di'ngurothos were somehow released and war broke out and the Dwarves sealed the entrances to the city where they discovered this evil.

The Di'ngurothos can take the shape of mist for travel, and will take a humanoid form to attack their victims. When a victim is killed, they will turn into a pruple slime form to engulf the victim for digestion.

The Di'ngurothos are highly intelligent. They live in the darkness.

Solarians / Light Ghosts

Size:	Large
Hits:	100-600
Armor:	None
Movement:	Humanoid: 12" /r
	Ball of Light: 6" /r
	Column of Light: 3" /r

Attacks:

Contact	75%
3d6 electrical damage.	

Magical Resistance:

C: 5% N: 20% E: 10% B: 10%

Special:

Transformation: Into column of light, ball of light, or humanoid.

Insubstantial: Cannot be harmed by normal weapons.

Description:

The Solarians are also known as Light Ghosts. It is not known where they came from or what they are doing here.

They will usually appear as a column of light. They can change into a ball of light or into a humanoid shaped being of light at will. The other forms are simply more mobile

The Solarians attack by touching an opponent. This will deliver 3d6L electrical damage.

The Old Ones

Size:	Medium
Hits:	150
Armor:	None
Movement:	Walk: 8" /r

Attacks:

Claw	65%
3d6 damage.	
Various Weapons:	75%
I: 2 F: 2 Br%: 5% D: 4d6	
+10% to hit. +2d6 damage.	

Magical Resistance:

C: 40% N: 50% E: 20% B: 60%

Special:

Concealment: Stealth 90%.

Description:

The Old Ones are a race of beings that came to the earth in the distant past.

Also known as the Ancients, they are rumored to the the ones that built some of the stone monuments that are in various places.

The Old Ones are very intelligent, and they have great skill in engineering.

They sometimes can be found near deserted ruins or insde forgotten temples to their alien gods.

It is rumored that they are seeking to break the great seals that imprison their gods inside secret places under the earth. These seals were placed by the Angels.

Animals

Baboon

Size:	Medium
Hits:	75
Armor:	None
Movement:	Walk: 2" /r
	Run: 12" /r
	Leap: 6" /r

Attacks:
  Bite: **75%**
  4d6 damage.

Magical Resistance:
  C: 10% N: 15% E: 10% B: 10%

Special:
  None.

Description:

  The largest type of monkey, these animals have long, dog-like muzzles. They can weigh up to 40kg with females being half this size.

  Baboons live in well-organized troops. Individual baboons are only secure within their troop. Large males dominate the troop and keep order between the quarrelsome members of the troop.

  Their principal enemy is the Leopard. However, even leopards will avoid an encounter with the larger males who are vicious and courageous adversaries.

  Baboons walk on all four limbs, with their tails held in an arch.

Barracuda

Size:	Medium
Hits:	25
Armor:	None
Movement:	Swim: 6" /r

Attacks:
  Bite: **75%**
  3d6 damage.

Magical Resistance:
  C: 5% N: 10% E: 5% B: 5%

Special:
  Fast attack: Victims cannot dodge & they parry at a penalty of -25%.

Description:

  Great Barracudas live in tropical and subtropical seas and will often be found near coral reefs. They can be found up to 2 meters in length.

  They have a row of very sharp teeth and use these to cut their prey into pieces to be swallowed separately.

  Attacks by barracudas are rare. However, these fish are inquisitive and sometimes will follow swimmers. When attacks occur it is usually to steal fish from the swimmer or because a shiny object will be mistakenly interpreted as a fish.

Bat

Size:	Tiny
Hits:	5
Armor:	None
Movement:	Fly: 6" /r
	Crawl: 1" /r

Attacks:
  Bite: **65%**
  2d6T damage.

Magical Resistance:
  C: 5% N: 10% E: 20% B: 20%

Special:
  Rabies: 25% chance to contract disease (75% fatal).
  Histoplasmosis: 25% to contract disease.
  Fear: Make a morale check to avoid running away.

Description:

  Bats are nocturnal creatures that fly using sonar.

  If bitten by a bat, there is a 25% chance of contracting rabies, which will manifest within 10 days and will be 75% fatal within 2-12 days thereafter.

  Bat dung is often laden with spores that can cause histoplasmosis, which manifests as flu like symptoms.

  Bats also cause a morale check when encountered.

Bear, Brown

Size:	Large
Hits:	300
Armor:	10
Movement:	Walk: 6" /r
	Swim: 2" /r
	Run: 20" /r

Attacks:
  Bite: **75%**
  2d6L damage.
  Claws: **65%**
  3d6L damage.

Magical Resistance:
  C: 5% N: 10% E: 10% B: 10%

Special: ST +5 damage
  Fear: Make a morale check to avoid running away.

Description:

  Brown bears live in Europe and America and can weigh over 850 pounds.

  Bears can run 60 mph and can be very dangerous, especially when protecting cubs.

Bear, Polar

Size:	Large
Hits:	500
Armor:	15
Movement:	Walk: 6" /r
	Swim: 2" /r
	Run: 15" /r

Attacks:
  Bite: **75%**
  3d6L damage.
  Claws: **65%**
  4d6L damage.

Magical Resistance:
  C: 10% N: 25% E: 10% B: 10%

Special: ST +7 damage
  Fear: Make a morale check to avoid running away.

Description:

Polar bears live in the North Pole and can weigh over 1750 pounds.

Solitary by nature, these animals rarely attack humans.

Bee Hive

Size:	Tiny
Hits:	1 each
Armor:	None
Movement:	Fly: 3" /r
Attacks:	
Sting:	**35%**
1d6T damage.	
Magical Resistance:	
C: 5% N: 5% E: 10% B: 25%	

Special:

   Poison: 10% chance of being allergic (10% fatal).

   Hive Attack: Multiple attacks to all within 100 yards.

Description:

Bees live in hives and make honey, which is very valuable.

Poison from a bee sting will only cause irritation, unless the victim is allergic (10% chance).

If allergic, there is a 10% chance of death from a bee sting. Otherwise the victim will be incapacitated for a day.

If the bee hive is damaged, the entire hive will attack everything in sight. Each person will receive 1-100 stings if nearby (within 100 feet), and 1-10 stings if within 100 yards.

Boar

Size:	Small
Hits:	80
Armor:	3
Movement:	Walk: 1" /r
	Leap: 2" /r
	Run: 8" /r
Attacks:	
Tusk:	**85%**
8d6S damage.	
Magical Resistance:	
C: 5% N: 5% E: 10% B: 25%	

Special:

   Speed: +3 initiative.

Description:

Wild boars are the ancestors of the pig. These animals will sometimes charge people suddenly, turning the hunters into the hunted.

They use their tusks in a deadly fashion.

They run up to 30 mph, jump 4' vertical obstacles, and can turn around instantly.

They develop up to an inch of cartaliginous armor under their hides.

Cheetah

Size:	Medium
Hits:	120
Armor:	None
Movement:	Walk: 2" /r
	Leap: 4" /r
	Run: 18" /r

Attacks:

Bite:	**75%**
3d6 damage.	
Claws:	**65%**
3d6 damage.	

Magical Resistance:

   C: 10% N: 20% E: 10% B: 20%

Special:

   Rapid Speed: +4 initiative.

   Rapid Acceleration: 45mph in 2 seconds!

Description:

Cheetahs are among the fastest animals. They can accelerate to 45mph (12" /r) in 2 seconds!

They can sustain speeds of up to 71mph (90'/r) for only 200 or 300 yards.

Cobra Snake

Size:	Medium
Hits:	25
Armor:	None
Movement:	Slither: 2" /r
Attacks:	
Bite:	**65%**
1d6 damage.	
Magical Resistance:	
C: 5% N: 5% E: 10% B: 10%	

Special:

   Spitting Venom: 8 feet distance (2").

   Venom: Chance of blindness or fatality is equal to 125% – endurance.

Description:

Cobras are known for their hoods that flare up when they are angry or disturbed.

There are several varieties of cobras. Typical cobras grow up to 12 feet long, while the King Cobra can grow up to 18 feet long.

The Asp is the most common type of cobra and is from Egypt.

The Black Necked Cobra can spit it's venom up to 8' and will cause temporary blindness and severe pain in the victim. When this occurs, the person will be virtually incapacitated. If the eyes are not treated (washed out), then it can cause permanent blindness.

Cobras will seldom attack unprovoked.

Cobra venom will cause blindness or death if bitten. The chance of death is 125% minus the person's Endurance. For instance, a person of 72% Endurance will have a 53% chance of dying from the poison.

Crocodile

Size:	Large
Hits:	250
Armor:	10
Movement:	Walk: 2" /r
	Leap: 5" /r
	Run: 10" /r
Attacks:	
Bite:	**75%**
5d6L damage.	

Magical Resistance:
C: 10%   N: 25%   E: 15%   B:25%
Special:
Grab & Roll Underwater	65%

3d6L Damage & Grapple ST 85%

Roll for Drowning
Description:
Found in Egypt, southern Africa and Arabia, crocodiles are dangerous animals. Although the walk slowly, they are capable of running 30 mph and can make quick leaps.

They will grapple an opponent and hold him underwater. After the victim drowns, the alligator will take the corpse to a place underwater where they will wait for the body to decompose for later consumption.

Dog
Size:	Small
Hits:	50
Armor.	0
Movement:	Walk: 2" /r
	Leap: 3" /r
	Run: 12" /r

Attacks:
Bite:	**65%**

4d6S damage.
Magical Resistance:
C: 5% N: 5% E: 10% B: 10%
Special:
Special Senses: Enhanced smell.

Tracking: 95%
Description:
Dogs come in various breeds. Guard dogs have been used for centuries.

Some people have tied their money pouches to a guard dog's collar.

Electric Eel
Size:	Medium
Hits:	25
Armor.	0
Movement:	Swim: 4" /r

Attacks:
Bite:	**50%**

1d6 damage.
Magical Resistance:
C: 5% N: 25% E: 5% B: 30%
Special:
Electric Shock: 10' radius. 5d6E damage.
Description:
Found in South America mostly in marshy or stagnant water areas and growing up to 9' in length, the Electric Eel will use up to 650 volts to kill or stun it's prey before swallowing it.

Electric Eels have no teeth and will not bite humans. However, they can deliver a serious electric shock. A person who makes a save vs. Natural Magic will only receive half damage.

Elephant
Size:	Large
Hits:	500
Armor.	10
Movement:	Walk: 2" /r
	Run: 10" /r

Attacks:
Tusks:	**65%**

4d6L damage.
Trample:	**75%**

5d6L damage.
Magical Resistance:
C: 15% N: 15% E: 25% B: 25%
Special:
Trunk Grapple: Strength 90%.
Description:
Elephants are found in Africa and Asia.

African elephants are larger than Asian elephants and usually weigh 4 tons but can weigh as much as 7 tons.

Elephants are very smart animals and can be trained and used as mounts or in warfare.

Giant Squid
Size:	Large
Hits:	200
Armor.	6
Movement:	Swim: 6" /r
	Jet: 12" /r

Attacks:
Beak:	**35%**

3d6L damage.
Crush:	**65%**

4d6L damage & Grapple Strength 80%.
Magical Resistance:
C: 5% N: 25% E: 20% B: 30%
Special:
Ink Jett: Obscurement.

Chameleon Skin: 90% stealth.
Description:
The giant squid lives in most of the world's oceans and is among the biggest animals in the sea. However, it is rarely seen.

Giant squids can reach up to 60 feet in length and weigh almost a ton. Their eyes are 10 inches wide. Giant squids fight whales in the deep sea.

Squids can change their skin color to mimic their surroundings. Stealth 90%.

Squids can shoot out a jet of ink which will create a cloud that will distract predators while the squid jets away.

Squids envelope their victims and crush them. Then they use their beak to break up their prey.

Gorilla
Size:	Medium
Hits:	250
Armor.	4
Movement:	Walk: 2" /r
	Leap: 3" /r
	Run: 6" /r

Attacks:
   Bite: **50%**
   2d6 damage.
   Claw: **65%**
   4d6 damage.

Magical Resistance:
   C: 5% N: 5% E: 10% B: 10%

Special: ST +9 damage (claw only)
   Intimidation: Those attacked must pass a morale check.

Description:
   Gorillas weigh over 300 pounds and live in large harems of 5-30 members.

   Gorillas are vegetarians and are gentle and intelligent. They will only fight to defend their family or breeding rights.

Hawk

Size:	Small
Hits:	25
Armor:	0
Movement:	Fly: 4" /r
	Dive: 20" /r

Attacks:
   Bite: **50%**
   2d6S damage.
   Talons: **75%**
   4d6S damage.

Magical Resistance:
   C: 5% N: 10% E: 5% B: 10%

Special:
   Exceptional Eyesight: 8 times more powerful than human eyesight.
   Fast Dive: +8 initiative while diving.

Description:
   Hawks have been domesticated and are used in hunting. Other types of birds of prey are similar.

   Hawks are carnivorous.

Horse

Size:	Large
Hits:	250 (Warhorse: +1-100)
Armor:	0
Movement:	Walk: 3" /r
	Trot: 6" (5") /r
	Canter: 9" (8") /r
	Gallop: 18" (16") /r
	Back Up: 2" /r

Attacks:
   Bite: **25%**
   1d6L damage.
   Trample: **65%**
   3d6L (4d6L) damage.

Magical Resistance:
   C: 5% N: 5% E: 10% B: 10%

Special:
   May carry riders.

Description:
   Horses come in many varieties. Race horses are bred for speed, while draft horses are used on the farm.

   War horses are trained to fight and will not panic as easi-ly as other breeds.

   Warhorses have an additional 1-100 hits and will do more trampling damage than normal horses.

   The movement rates for warhorses are listed in the parentheses.

Leopard

Size:	Medium
Hits:	150
Armor:	0
Movement:	Walk: 2" /r
	Leap: 4" /r
	Run: 15" /r
	Climb: 2" /r

Attacks:
   Bite: **75%**
   4d6 damage.
   Claw: **65%**
   3d6 damage.

Magical Resistance:
   C: 10% N: 20% E: 10% B: 20%

Special:
   Tree Climbing: May climb trees.

Description:
   Leopards are found in Africa and Asia. Leopards usually hunt at night. They can climb trees and can carry prey up into trees to keep it away from other predators. Leopards can carry up to 3 times their weight into a tree. Leopards weigh an average of around 60kg. Leopards sometimes leap out of trees to attack their prey but this is not too common.

Lion

Size:	Large
Hits:	250
Armor:	0
Movement:	Walk: 2" /r
	Leap: 3" /r
	Run: 12" /r

Attacks:
   Bite: **75%**
   5d6L damage.
   Claw: **65%**
   3d6L damage.

Magical Resistance:
   C: 10% N: 20% E: 10% B: 10%

Special:
   Roar: All hearing the roar of a lion must make a morale check.

Description:
   Lions live in prides of up to 30 lions. They sleep 20 hours a day but will keep an eye out for vultures who will be circling over dead animals.

Moray Eel

Size:	Medium
Hits:	25
Armor:	0
Movement:	Swim: 4" /r

Attacks:

Bite: **65%**
3d6 damage.
Magical Resistance:
C: 5% N: 5% E: 10% B: 25%
Special:
None.
Description:
Moray Eels are found near Hawaii. They will not usually attack humans unless provoked. They have a row of razor sharp teeth. They are poisonous to eat.

Piranha
Size:	Tiny
Hits:	5
Armor.	0
Movement:	Swim: 3" /r

Attacks:
Bite: **50%**
2d6T damage.
Claw: **65%**
3d6 damage.
Magical Resistance:
C: 5% N: 5% E: 5% B: 5%
Special:
Group Attacks: May attack as a group.
Description:
Piranha are from South America and have a tendency to bite everything that moves in a river. The danger to humans is usually exaggerated and they usually bite humans only if they are very hungry.

Python
Size:	Large
Hits:	80
Armor.	0
Movement:	Slither: 2" /r

Attacks:
Bite: **50%**
1d6L damage.
Constriction: **75%**
3d6L damage.
Magical Resistance:
C: 10% N: 10% E: 10% B: 10%
Special:
Tree Climbing: May climb trees.
Constriction: Grapple strength 90% to suffocate victim.
Description:
Pythons are found in Asia and can grow to sizes of 30 feet. They rarely attack humans since they are too large to eat. Sometimes a dog or pig is attacked. Pythons can deliver a nasty bite and their constriction attack will continue until their victim dies. After the first successful constriction attack, the snake does not need to make another to hit roll, and will score additional damage automatically each round.

Rattlesnake
Size:	Small
Hits:	10
Armor.	0

Movement:	Slither: 2" /r

Attacks:
Bite: **65%**
2d6S damage.
Magical Resistance:
C: 10% N: 15% E: 5% B: 10%
Special:
Venom: Only 25% of bites will inject poison. Make an endurance check at one quarter to avoid death within 4 hours. If passing endurance check, victim will be incapacitated for a day.
Constriction: Grapple strength 80% which can imobilize an arm, and kill tiny animals.
Description
Rattlesnakes and other venomous snakes generally avoid humans whenever possible.
Not all snakebites are deadly. There is only a 25% chance the snake will inject poison. The rest will be a "dry bite." Snakes have the ability to withold their venom.
Venom will kill the victim within 4 hours, unless an endurance check is made at one quarter.
For instance, if a person has 80% endurance, they may avoid dying by rolling under 20% (one quarter of their endurance).
If the endurance check is successful, the victim will still be incapacitated for at least a day.

Shark, Great White
Size:	Large
Hits:	400
Armor.	0
Movement:	Swim: 6" /r

Attacks:
Bite: **75%**
4d6L damage.
Magical Resistance:
C: 5% N: 5% E: 10% B: 25%
Special:
Enhanced Senses: Directional sense of smell, heightened hearing and excellent eyesight.
Fear: Morale check if a shark or his fin is seen.
Description:
Great White Sharks rarely attack humans. When they do, they are very dangerous.
Growing up to 25' long and weighing over 7000 pounds, these creatures can sense the electrical charges generated by a beating heart.
Sharkss can smell blood and follow the smell to it's source. They can hear noises miles away, and their eyesight enables them to see in murky waters.
Curious creatures, a shark will investigate noises or unusual activity.
Those seeing a shark must make a morale check to avoid panicking. If a person fails a morale check, the shark is more likely to attack.
Sharks like to taste their food first, and there is a 25% chance they will not bite a second time, because they don't like the taste of humans.

Bull

Size:	Large
Hits:	150
Armor:	3
Movement:	Walk: 2" /r
	Run: 6" /r

Attacks:

Horns:	**65%**

3d6L damage.

Trample:	**60%**

2d6L damage.

Magical Resistance:

C: 5% N: 5% E: 5% B: 5%

Special:

None.

Description:

Bulls can sometimes attack humans and their horns can be deadly.

Tiger

Size:	Medium
Hits:	200
Armor:	3
Movement:	Walk: 2" /r
	Leap: 4" /r
	Run: 12" /r

Attacks:

Bite:	**75%**

4d6 damage.

Claws:	**65%**

3d6 damage.

Magical Resistance:

C: 10% N: 20% E: 10% B: 10%

Special:

Natural Camoflage: 60% stealth.

Surprise Attacks: 80% ambush.

Tree Climbing: May climb trees.

Description:

Tigers are from China, India and the Middle East. They do not live in Africa. Tigers have been known to attack humans. Wearing a mask on the back of the head will sometimes deter an attack, since tigers prefer to attack from behind.

Scorpion

Size:	Tiny
Hits:	5
Armor:	2
Movement:	Walk: 1" /r

Attacks:

Sting:	**40%**

1d6T damage.

Magical Resistance:

C: 10% N: 10% E: 5% B: 10%

Special:

Venom: Pain (-50% to actions). 10% chance of death.

Description:

Scorpion venom rarely kills humans. The venom will cause pain and discomfort (-50% to all actions) for a day.

However, if a person has an allergic reaction to the venom, it will kill them. There is a 10% chance of a person having an allergic reaction.

Wolf

Size:	Medium
Hits:	75
Armor:	0
Movement:	Walk: 2" /r
	Leap: 4" /r
	Run: 12" /r

Attacks:

Bite:	**75%**

3d6 damage.

Magical Resistance:

C: 10% N: 15% E: 10% B: 10%

Special:

Wolf Pack: Attack in groups.

Rabies: 10% chance of infection. 75% fatal.

Enhanced Smell: Tracking 80%.

Description:

Wolves travel in packs of up to 30. Wolves rarely attack people. However, rabid wolves will often attack humans.

There is a 10% chance that a wolf that attacks humans will have rabies.

If bitten by a wolf, there is a 10% chance of contracting rabies, which will manifest within 10 days and will be 75% fatal within 2-12 days thereafter.

How to Tell a Story

Chapter 21: How to Tell a Story

*"Once upon a time, **something happened** to someone, and he decided that he would pursue a **goal**. So he devised a **plan of action**, and even though there were **forces trying to stop him**, he moved forwrad because there was **a lot at stake**. And just as things seemed **as bad as they could get**, he learned an **important lesson**, and when **offered the prize** he had sought so strenuously, he had to **decide whether or not to take it**, and in making that decision he **satisfied a need** that had been created by **something in his past**."*

—Gary Provost

How to Tell a Story

Where do stories come from? How do you create a story that is interesting and entertaining? Is there a formula for writing stories? Is it even possible to tell a story in a role playing game when the players have so much freedom of action?

To master the art of storytelling you need to lean the how to combine the *content* (setting, characters & ideas) with the *form* (the selection and arrangement of events) of the story.

Learning how to tell a story is not about learning a story *formula*. There is no such thing as a formula for storytelling.

True storytelling is not about following rules (formulas), but it is about following principles (forms).

There are universal forms that make stories memorable. Storytelling involves the use of *archetypes*, as opposed to stereotypes. An archetypal story will use experiences that are universal, regardless of the specific setting.

Once the art of how to tell a story using universal, archetypal forms are mastered, the *Storyteller* will be able to create fantastic games, ones that will be remembered by the players.

Using the priciples of storytelling will enrich the opportunities of the players, allowing them to use their freedom of action to explore the depths of the story.

Running games will be discussed later in the chapter, after it is explained how to tell a story, and how to design adventures for your players.

The heart of storytelling is based on universal values. Some of these values include: what is worth living for, what is worth dying for, truth, charcter, honor, and other essential values.

Basic Story Structure

Although these steps will be explained in more detail later on, here is an outline of basic story structure, which will give an idea of how to create your own stories.

Take the characters and place them in a setting. They will be going about their lives until something happens.

Inciting Insident. This is an event that occurs that will upset the characters, forcing them to take some kind of action. For instance, the king's daughter could be kidnapped, there could be a war, a meteor could strike the earth, an invasion by a band of vikings out for pillage and plunder can occur, etc.

Goal. After the inciting incident occurs, the characters will be compelled to take action to resolve the situation. This will manifest itself in the form of a goal. This can take the form of a quest, and will often involve travelling to distant places, but sometimes all of the action will take place in one location. Travelling to new locations will give your story a sense of movement.

Strategy. The characters will need to decide just how to accomplish his goal, and will need to devise a plan of action, which will be an outline of the steps needed to complete his task. Often these steps will not be apparent, but the next step should be obvious.

Opposition. The characters will encounter some form of opposition to the quest. The opposition can be in the form of a villain, or it can also be other elements, such as the environment. Conflict is at the heart of the opposition.

Stakes. In order to propel the characters forward in the story, there must be obvious negative consequences that will occur if no action is taken. Will the king's daughter be sold into slavery? Just what is at stake? Also, what price will the characters pay to reach their goals?

Bleakest Moment. This is when everything is as bad as it can get. It may seem like the opposition has won, and the character's success will appear to be impossible. Somehow the characters must find the strength to persevere through and overcome this.

Revelation. The characters will overcome the bleakest moment with an understanding they did not have before. Stories are about how people change, and this is the moment when a character gains new understanding that will change him for the better. The revelation will be an important lesson in the character's life.

Decision. The characters will be confronted with a choice. The character will gain something but will also have to give something up. The choice will often involve ethical or moral issues. For instance, when the king's daughter has been rescued, it could be learned that she does not want to be rescued because her kidnapper is actually her lover. What should the characters do? Show loyalty to their king or not?

Emotional or Psychological Need. The character will begin the story with some kind of weakness or flaw that will need to be healed or changed somehow. This is related to the character's history. Something in the character's past will cause him to behave in a certain way throughout the story. This need will often be the driving force behind the story.

Filling the Need. The story should change the character in some way, filling his need and changing him forever.

Plot

Setting

Conflict

Mythic Storytelling & The Hero

How to Design Adventures

I once played in a campaign where the GM created a huge elaborate plot (he used flowcharts to figure it out!) in a huge world. He then sat back and waited for us to "do something." Nothing happened.

Several game sessions went by and finally someone decided to do something. We eventually started figuring it out, but the game never had a decent pace. It wasn't a very fun game.

I've found that when you create a story, with a list of scenes that advance the plot, the players have a lot more fun and everything works out better.

The obvious question then arises: How to keep from railroading them? After all (90% of GMs say) if you try to force a story on the players, they will invariably rebel, go in another direction, and then all your preparation is worthless.

However, you can tell a story, use a list of scenes and have a very structured game without forcing it or making the players feel like they are being railroaded. Here is how:

You will need:

1. Heros (and their NPC friends).
2. The villain.
3. A clear, definite Goal.
4. A list of scenes that rise toward the story end.
5. The final battle.

1. Heros

Keep in mind who the characters are and where they came from. This will give you ammunition for creating the story, and will help you get them interested.
NPCs are extremely important.

Have them go along with the players, and when you need to, the NPC can comment on whats going on. You can have the NPC remind the players of the goal, or make comments on what the players are doing.

For instance, "Hey, aren't we going to do anything? Let's go scout out the orc's camp!"

2. Villain

You need a single villain for them to concentrate on. A group of orcs is ok, but it would work better if it was a single antagonist. Try a mage that is in charge of the orcs. Have him drop by, take a few shots at the players, and escape! That will piss them off and they will want to go get him! By providing a single villain to concentrate on, they players can clearly imagine where they are going.

3. Goal

The players need a goal to concentrate on. There are many kinds of goals, but the important thing is that it needs to be clear, and definite.

If they need to escape from a cavern they are trapped in, then make it obvious they are going to die if they stay where they are. Have the villain do something that forces they players to take action. Perhpas hes working on something that is causing earthquakes. The caverns will start to collapse and the players will have to go someplace of sit there and die. Most people never set goals. So they aren't used to it.

However, in a story you need to create a goal. Without a clear goal, they won't know what to do.

4. List of Scenes

Scenes are used to create a sense of movement and action in a story.

They start at one place and they move toward the final climax of the story.

The scenes should all introduce the players to more conflict and danger, each rising in intensity, until they reach the final battle, and the climax of the story.

Each scene will have a goal, opposition, a setting, and a tie-in to the next scene. Write it out.

Heres how to create a list of scenes:

Scene Format
1. Scene 1
    Title of Scene
    Scene Goal (acquire x or discover y)
    Scene Opposition (monster, villain, etc.)
    Scene Location (pick a place like a castle, village, road way, etc).
    Tie In to Next Scene

2. Scene 2 -5
    Same as above.

Example:
A single line is used to describe each scene element (not 10 pages of text).
For instance, a scene could look like this:

    Scene 3: The Shadows Attack
    Scene Goal: Escape from the haunted tower!
    Scene Opposition: A dozen wraiths.
    Scene Location: The Black Tower
    Tie In: Inscription on tower that leads to the lost city (scene 4).

Each scene will lead to the next scene. Sometimes thy players will want to go out of order, and I'll just go with it. A simple way to think of it is that the players need to do something, or get something to defeat the villain. Each scene will have a goal.

Ok, so how to make it look like your aren't forcing the players?

Don't push them, pull them.

If you try to force it, they will hate it. They will rebel against you and everything will come to a halt.

If you give them a reason to go along, they will want to pursue the story goals.

Use NPC's to prompt players to do things. Don't always have them give good advice. Just use them to provide options for the players. If they have lots of options, they will feel like they are making the decisions.

Each scene has a goal. The players will discover it when the scene occurs.

Each scene will have whats called an "Inciting Incident"

which is something that happens.

For instance, a scene could open with an event that the players witness. An exectution, a murder, a robbery, a disaster, etc.

The players must want to pursue the story goal. So make it personal.

So have the villain appear and take a few pot shots at players and then escape! They will definitely want to go get him. They may think "he's way out of our league." So then have a guy show up and tell them that the villain has a weakness..... Go find it.

Goals are stated within the story.

Often I'll open up a story with a stated goal.

"Ok, so you guys are on your way to find the holy sword of St. John, who was runored to have dissappeared in the lost city. You found the map in the last game. Here it is."

The tie-in t the next scene.

Scenes usually can go in only one direction. Towards the climax.

All of the scenes are connected to the story goal.

At the end of a scene, after the players accomplish the scene goal, they will have the item that will naturally lead to the next step on their journey towards the final gaol.

5. The Final Battle

This is where the players take on the main villain in a final battle. Hopefully, they will have acquired whatever they needed to win, and they will stop the villain from doing whatever he's up to and the story will end.

One secret to keeping players from feeling railroaded, is to know your setting. If you know all about the place where the story takes place, then if players come up with something to do, you can easily work it into the story.

Some scenes are events.

Perhaps a person does something that will force the players into immediate action.

These types of scenes can be played whenever you like.

I usually start off a game session by looking the one page plot from last the last game session, where the scenes have been checked off, and then take a look at what the characters are doing.

I then think about how the villain would react to the situation. I then write out a list of scenes for the game.

Don't think the final battle has to take place several game sessions away.

If you do this, the players will lose sight of the story goal, and it will dissolve away.

So write short stories. I write a list of 5 or 6 scenes for each game and run them all. It takes about an hour or so to write them out and I'll run most of them in an entire night of gaming.

How to Run Games

So when you are running a game, what are themost important rules you use?

Here's my list:
1. Tell a Story.

Use storytelling techniques:
Heros
Main villain.
Adventure goal.
List of scenes.
List of settings (places where scenes take place) with maps.
Finish the story.

2. Be fair.

If a player doesn't agree with you, perhaps you are wrong.

3. Apply common sense to the situation and encourage the players to think this way.

For instance, people don't walk around town in their armor. How many people in the military walk around san diego with their helmets and weapons? None.

Be prepared to run an encounter when the players are not "ready"... that is, when they have no armor, etc. Never punish them for it. Have players do normal things like going shopping, etc. Each scene doesn't have to be in a combat area.

4. Give every player a chance to play.

Don't encourage shouting matches where the only players that get to participate are the ones that shout for the most attention. I go around the table and spend 5 minutes on each player. I point at a player and say, "What do you do?" I don't allow anyone else to interrupt while I'm on a single person.

5. If they want to split up, let them!

I'll run several different scenes at once, each with a separate player in a separate place. There is no reason to keep them from separating. If they are all in one place (scene) like a castle, then if they split up and cause trouble, then it may affect the other people in different areas. Allowing players to split up encourages role playing. If they all "stick together" all the time, it isn't too realistic.

6. Always use maps drawn out on a board/mat and miniatures. Do this with each scene.

7. Never limit yourself to only one scene or encounter.

Every game session, I like to have 2, 3, 4, 5 or 6 scenes. Sometimes I'll run a dozen scenes in a single game session!

8. Use NPC's to keep players grounded.

My npcs usually make comments to the players when they are doing something stupid or out of the ordinary. For example; "Why are you acting so paranoid? Its only a glass of wine." as a character is served a glass of wine in a tavern. I try to think how their actions would look like in real life if they did this. "Why are you arguing with the sheriff?", etc.

9. Only kill characters when they are in pursuit of a main goal.

I don't like random deaths with no point. I like to think that if my character is going to die, I want him to die as he kills the main villain, etc. So every death should be in the pursuit of furthering of the story goal.

10. The more players, the less role playing and more combat.

11. Never go back in time to redo something.

Even if you broke the rules or did the impossible, I never go back to "fix it." You can always invent a reason why something irregular happened.

For instance, if a prominent NPC shows up and saves the life of a player, but later someone remembered that the NPC had died earlier, I'll turn the NPC into a spirit that helped the person and then fades away. In this way, you can turn your mistakes into story ideas.

12. Never humiliate your players.

Don't rape their characters, etc. If they commit crimes in the game, then you can punish them, but don't humiliate them. If you do, they will quit playing.

If you roll a result that looks like they will get a limb chopped off, I usually don't sever the limb, but just say it's crippled. This will give the character a chance to heal.

Alternate Religious Rules

Fantasy Imperium was written from the point of view of what most people in Europe thought during the Middle Ages.

Therefore, Islam is thought of as a Satanic religion, while the Catholic Church is regarded as the only true Church of God.

While the history of Islam that has been presented is the actual history, some of the quotes are presented to reflect the historical view of Christians during the Middle Ages.

If you want to reverse this, or simply make it so that any religion can worship God, then simply allow any priest or imam or rabai to use ritualistic magic without any penalties, like you would do for regular Christian priests.

Creating Your Own World

Spell Lists

Appendix A: Spell Lists

Spell Failure Charts

Page

	Page
Ceremonial Magic	58
Natural Magic	82
Extrasensory Magic	109
Black Magic	132

Ceremonial Magic   58

Spell	Discipline	Power	Page
Elixir	Alchymy	2	60
Potion	Alchymy	5	60
Philter	Alchymy	10	60
Suffumigation	Alchymy	2	60
Dust	Alchymy	5	60
Apparatus	Alchymy	25	60
Ring	Alchymy	25	60
Empower Weapon	Alchymy	25	61
Ambrosia	Alchymy	25	61
Aqua Vitae	Alchymy	25	61
Construct	Alchymy	25	61
Create Horror	Alchymy	25	61
Absolute Weight	Alchymy	1	61
Seasoning	Alchymy	1	61
Polish Gem	Alchymy	2	61
Alloy	Alchymy	10	61
Jewel of Alchymy	Alchymy	50	61
Elemental Protection	Conjuration	5	63
Evil Spirit Protection	Conjuration	5	63
Ceremonial Protection	Conjuration	5-10	63
Natural Protection	Conjuration	5-10	63
Extrasensory Protection	Conjuration	5-10	63
Discipline Protection	Conjuration	15	63
Dark Angels Protection	Conjuration	25	63
Protection from Evil	Conjuration	25	64
Circle of Secrecy	Conjuration	5	64
Circle of Imprisonment	Conjuration	5	64
Elemental Containment	Conjuration	10	64
Spiritual Containment	Conjuration	12	64
Dark Angel Containment	Conjuration	25	64
Containment of Evil	Conjuration	25	64
Serpent Summoning	Conjuration	1	65
Nature Summoning	Conjuration	2	65
Animal Summoning	Conjuration	5	65
Faerie Summoning	Conjuration	8	65
Spirit Summoning	Conjuration	10	65
Elemental Summoning	Conjuration	10	65
Djinni Summoning	Conjuration	10	65
Angel Summoning	Conjuration	25	65
Dark Angel Summoning	Conjuration	25	65
Sceptre	Conjuration	15	66
Wand	Conjuration	20	66
The Great Wand	Conjuration	50	68
The Great Sword	Conjuration	50	66
The Holy Grail	Conjuration	50	66
The Elemental Disk	Conjuration	50	66
The Elemental Burin	Conjuration	50	66
The Elemental Cup	Conjuration	50	66

Spell	Discipline	Power	Page
The Elemental Wand	Conjuration	50	66
Heal	Ritualism	5	68
Light	Ritualism	1c	68
Refresh	Ritualism	5	68
Restoration	Ritualism	1-20	68
Reveal Spirits	Ritualism	1c	68
Sense Hatred	Ritualism	1c	68
Sustain	Ritualism	15	68
Exorcise Spirit	Ritualism	2	68
Free Spirit	Ritualism	2	68
Detect Good & Evil	Ritualism	3c	69
Bless	Ritualism	5c	69
Calm	Ritualism	5 / 10	69
Courage	Ritualism	5 / 10	69
Holy Water	Ritualism	5	69
Purify	Ritualism	5	69
Remove Poison	Ritualism	5	69
Truthsense	Ritualism	5c	69
Banish / Dismiss Spirit	Ritualism	8	69
Exorcism	Ritualism	10	69
Scriptures	Ritualism	5c	69
Tongues	Ritualism	5c	70
Consecrate Holy Artifact	Ritualism	25	70
Consecrate Holy Weapon	Ritualism	25	70
Banish / Dismissal	Ritualism	15	70
Guardian Spirit	Ritualism	15	70
Invulnerability	Ritualism	25	70
Miracle	Ritualism	25	70
Ressurection	Ritualism	25	70
Spell Paralysis	Ritualism	25	70
Sanctuary	Ritualism	50	71
Animal Spirit	Primitive Rit.	3c	71
Bounty	Primitive Rit.	5	71
Cure Sickness	Primitive Rit.	6	71
Door Charm	Primitive Rit.	1	71
Eclipse Predicion	Primitive Rit.	4	71
Fertility	Primitive Rit.	5	71
Frighten Spirits	Primitive Rit.	8	71
Godstone	Primitive Rit.	10	71
Prowess	Primitive Rit.	3c	71
Shapeshift	Primitive Rit.	15c	72
Soothe	Primitive Rit.	7c	72
Taboo	Primitive Rit.	25	72
Tatoo	Primitive Rit.	15	72
Vengeance	Primitive Rit.	25	72
Appeasement	Pagan Rit.	4	72
Avatar	Pagan Rit.	12	72
Cleansing	Pagan Rit.	1	72
Desecration	Pagan Rit.	3	73
Destruction	Pagan Rit.	50	73
Fortune	Pagan Rit.	11	73
Heal Injury	Pagan Rit.	5	73
Idol	Pagan Rit.	14	73
Knowledge	Pagan Rit.	8	73
Manifestation	Pagan Rit.	9	73
Messenger	Pagan Rit.	2	73
Protection	Pagan Rit.	10	73
Sacrifice	Pagan Rit.	7	73
Smite Enemy	Pagan Rit.	25	74

Spell	Discipline	Power	Page
Create Magic Well	Elementalism	25	94
Ice Storm	Elementalism	50	94
Tsunami	Elementalism	50	94
Create Magic Cloud	Elementalism	50	94
Characteristic Alteration	Enchantment	1	96
Depression	Enchantment	1	96
Hesitation	Enchantment	1	96
Encouragement	Enchantment	3	96
Understanding	Enchantment	3	96
Persuasion	Enchantment	4	96
Seduction	Enchantment	5	96
Luck	Enchantment	5	97
Adaptability	Enchantment	6	97
Honor	Enchantment	7	97
Love	Enchantment	9	97
Stalemate	Enchantment	9	97
Changeablility	Enchantment	8	97
Tranquility	Enchantment	10	97
Spellcasting	Enchantment	12	97
Binding	Enchantment	1	97
Enchanted Writing	Enchantment	4	97
Cryptography	Enchantment	6	98
Summon Familiar Spirit	Enchantment	10	98
Youth	Enchantment	15	98
Cord Magic	Enchantment	2	98
Phantom Possession	Enchantment	5	98
Witch's Bottle	Enchantment	10	98
Spirit Possession	Enchantment	25	99
Attention	Enchantment	1c	99
Suggestion	Enchantment	1	99
Emotion	Enchantment	1	99
Spinning & Weaving	Enchantment	1c	99
Clothesmaking	Enchantment	2c	99
Armor Making	Enchantment	3c	99
Charm	Enchantment	2	99
Holding	Enchantment	3c	100
Sleep	Enchantment	5	100
Calm	Enchantment	2	100
Forgetfulness	Enchantment	1	100
Mists of Sleep	Enchantment	1	100
Talespinning	Enchantment	6c	100
Replenishment	Enchantment	9	100
Induce Quest	Enchantment	10	101
Mists of Confusion	Enchantment	12	101
Enchanted Clothes	Enchantment	25	101
Enchanted Armor	Enchantment	25	101
Enchanted Building	Enchantment	25	101
Castle of Dreams	Enchantment	50	101
Fortress	Enchantment	50	101
Cantrip	Sorcery	1	103
Counterspell	Sorcery	1	103
Bladeturn	Sorcery	2	103
Charmed Armor	Sorcery	1+	103
Deflections	Sorcery	2	103
Penetration	Sorcery	2	103
Safekeeping	Sorcery	2	104
Magic Rope	Sorcery	2	104
Short Teleportation	Sorcery	10	104

Spell	Discipline	Power	Page
Weightlessness	Sorcery	3c	104
Shatter	Sorcery	4	104
Spider Movement	Sorcery	4c	104
Absorptions	Sorcery	5c	104
Closing	Sorcery	5	104
Convert	Sorcery	5	104
Entangle	Sorcery	5	105
Levitation	Sorcery	5c	105
Opening	Sorcery	5	105
Container	Sorcery	5	105
Supress	Sorcery	5c	105
Weapon Charm	Sorcery	5	105
Web	Sorcery	5	105
Sizing	Sorcery	10	106
Fly	Sorcery	8c	106
Transmutation	Sorcery	8	106
Dispel Magic	Sorcery	10	106
Portable Room	Sorcery	10	106
Shield	Sorcery	10	106
Transformation	Sorcery	10	106
Speed	Sorcery	12	107
Reflection	Sorcery	15c	107
Call Dragon	Sorcery	25	107
Create Staff	Sorcery	25	107
Shapechange	Sorcery	25	107
Teleportation	Sorcery	25	107
Timefire	Sorcery	25	107
Timestop	Sorcery	50	107
Disintegration	Sorcery	50	107

Extrasensory Magic   109

Spell	Discipline	Power	Page
Flowers	Mysticism	1	111
Plant Control	Mysticism	1c	111
Read Tracks	Mysticism	1c	111
Remove Curse	Mysticism	1	111
Warp Wood	Mysticism	1	111
Animal Control	Mysticism	2c	111
Animate Tree	Mysticism	2c	111
Herbal Charms	Mysticism	2	111
Plant Telepathy	Mysticism	2c	112
Trail Erasure	Mysticism	2c	112
Eyes of the Hawk	Mysticism	3c	112
Create Food & Drink	Mysticism	4	112
Free Will	Mysticism	5	112
Resist Cold	Mysticism	5	112
Cure Insanity	Mysticism	8	112
Sensory Restoration	Mysticism	8	112
Awe	Mysticism	10c	112
Plague of Insects	Mysticism	10	113
Warding	Mysticism	10	113
Call Woodland Being	Mysticism	12	113
Oath	Mysticism	15	113
Enchanted Path	Mysticism	20c	113
Sacred Grove	Mysticism	25	113
Slayer	Mysticism	25	113
Mystical Garden	Mysticism	25	114

Spell	Discipline	Power	Page	Spell	Discipline	Power	Page
Animate Forest	Mysticism	50	114	Sense Traps	Seer	2c	123
Mystic Forest	Mysticism	50	114	Locate	Seer	3	123
Personal Power	Psychic	1	116	Identify	Seer	4	124
Concentration	Psychic	2c	116	Clairsentience	Seer	5c	124
Empathy	Psychic	2c	116	Decipher	Seer	5c	124
Inquiry	Psychic	2	116	Nightvision	Seer	5c	124
Staunch Bleeding	Psychic	2	116	True Sight	Seer	6c	124
Enhanced Acrobatics	Psychic	3c	116	Clairaudience	Seer	8c	124
Psychic Quill	Psychic	4	116	Analyze Spell	Seer	10	124
Anticipation	Psychic	3	116	Message	Seer	10c	124
Sense Danger	Psychic	4	116	Clairvoyance	Seer	15	124
Enhanced Abilities	Psychic	5	117	Scrying	Seer	15c	124
Mind Reading	Psychic	5c	117	Decipher Riddles	Seer	25	125
Resist Fatigue	Psychic	5	117	Decipher Spell Invocation	Seer	25	125
Resist Hunger & Thirst	Psychic	6	117	Scrying Stone	Seer	25	125
Transcend Pain	Psychic	8	117	Create Magic Square	Talismanic	25	127
Telepathy	Psychic	10c	117	Amulet vs Debt	Talismanic	2	127
Astral Projection	Psychic	15	117	Amulet vs Deprssion	Talismanic	1	127
Life After Death	Psychic	14	117	Amulet vs Discord	Talismanic	2	127
Drain Artifact	Psychic	15	117	Amulet vs Discovery	Talismanic	3	127
Phase Shift	Psychic	20c	118	Amulet vs Elementals	Talismanic	15	127
Regeneration	Psychic	20c	117	Amulet vs Enslavement	Talismanic	10	127
Death Trance	Psychic	25c	118	Amulet vs Evil	Talismanic	20	127
Hold On	Psychic	13c	118	Amulet vs Faerie Folk	Talismanic	5	127
Psychic Combat	Psychic	1c+	118	Amulet vs Fallen Angels	Talismanic	25	127
Telekinesis	Psychic	1c	118	Amulet vs Ghosts/Spirits	Talismanic	20	127
Distract	Psychic	2	119	Amulet vs Hexes/Curses	Talismanic	13	128
Repair Psychic Leak	Psychic	2	119	Amulet vs Imprisonment	Talismanic	10	128
Directed Will	Psychic	3c	119	Amulet vs Magic	Talismanic	13	128
Mind Shield	Psychic	3	119	Amulet vs Nightmares	Talismanic	4	128
Dream Weapons	Psychic	25	119	Amulet vs Poisons	Talismanic	5	128
Spoonbender	Psychic	6c	119	Amulet vs Possession	Talismanic	15	128
Dream Armor	Psychic	7	119	Amulet vs Ruin	Talismanic	10	128
Invade Dream	Psychic	8	119	Amulet vs Sickness	Talismanic	4	128
Psychic Leech	Psychic	9c	119	Amulet vs Thieves	Talismanic	3	128
Psychic Parasites	Psychic	11c	120	Amulet vs Toads	Talismanic	1	128
Dream Transformation	Psychic	12	120	Amulet vs Warewolves	Talismanic	15	128
Psychic Vampire	Psychic	13c	120	Amulet vs Spell Failure	Talismanic	25	128
Mental Transference	Psychic	15	120	Talisman of Courage	Talismanic	3	129
Burnout	Psychic	25	120	Talisman of Friendship	Talismanic	1	129
Twist of Fantasy	Psychic	25	120	Talisman of Good Fortune	Talismanic	2	129
Body Theft	Psychic	50	120	Talisman of Happiness	Talismanic	15	129
Diving Truth	Seer	1	122	Talisman of Health	Talismanic	10	129
Premonition	Seer	1	122	Talisman of Honor	Talismanic	4	129
Guess	Seer	2	122	Talisman of Love	Talismanic	10	129
Enlightenment	Seer	3	122	Talisman of Money	Talismanic	2	129
Fortell	Seer	4	122	Tal. of Pleasant Dreams	Talismanic	1	129
Discovery	Seer	5	122	Talisman of Power	Talismanic	2	129
Omen	Seer	8	122	Talisman of Seduction	Talismanic	5	129
Dream	Seer	10	122	Talisman of Wealth	Talismanic	10	130
Uncover Evil	Seer	12	122	Talisman of Life	Talismanic	25	130
Vision	Seer	15	123	Scroll	Talismanic	5	130
Prophecise	Seer	20	123	Symbol	Talismanic	10	130
Holy Decree	Seer	25	123	Rune Breaking	Talismanic	20	130
True Identity	Seer	25	123	Seal	Talismanic	25	130
Omniscience	Seer	50	123	Rune Weapon	Talismanic	25	130
Sense Magic	Seer	1c	123	Runes of Permanency	Talismanic	25	130
Psychometry	Seer	1c	123				

Spell	Discipline	Power	Page	Spell	Discipline	Power	Page
Blur	Deceiver	1c	84	Cure Disease	Spiritualism	5	79
Body Theft	Psychic	50	120	Cure Insanity	Mysticism	8	112
Boils	Black Magic	1	133	Cure Sickness	Primitive Rit.	6	71
Bounty	Primitive Rit.	5	71	Curse of Lycanthropy	Black Magic	50	137
Breath Water	Elementalism	1c	93	Curse of the Medusa	Black Magic	50	137
Breezes	Elementalism	4c	91	Curse of the Vain	Black Magic	5	134
Burnout	Psychic	25	120	Curse of the Vampire	Black Magic	50	137
Call Dragon	Sorcery	25	107	Dark Angel Containment	Conjuration	25	64
Call Spirit	Spiritualism	6c	77	Dark Angel Summoning	Conjuration	25	65
Call Woodland Being	Mysticism	12	113	Dark Angels Protection	Conjuration	25	63
Calm	Enchantment	2	100	Dark Immortality	Black Magic	50	137
Calm	Ritualism	5 / 10	69	Dark Thoughts	Black Magic	1	133
Cantrip	Sorcery	1	103	Darkness	Elementalism	1	88
Castle of Dreams	Enchantment	50	101	Deaf & Mute	Deceiver	7	86
Cause of Death	Spiritualism	2	77	Death Inquiry	Spiritualism	10	77
Censor	Elementalism	25	91	Death Trance	Psychic	25c	118
Ceremonial Protection	Conjuration	5-10	63	Death	Spiritualism	25	80
Changeabllity	Enchantment	8	97	Decipher Riddles	Seer	25	125
Channeling	Spiritualism	5c	77	Decipher Spell Invocation	Seer	25	125
Characteristic Alteration	Enchantment	1	96	Decipher	Seer	5c	124
Charisma	Deceiver	2c	84	Deflect Lighting	Elementalism	6	92
Charm	Enchantment	2	99	Deflections	Sorcery	2	103
Charmed Armor	Sorcery	1+	103	Demon Possession	Black Magic	15	135
Circle of Imprisonment	Conjuration	5	64	Depression	Enchantment	1	96
Circle of Secrecy	Conjuration	5	64	Desecration	Pagan Rit.	3	73
Clairaudience	Seer	8c	124	Destruction	Pagan Rit.	50	73
Clairsentience	Seer	5c	124	Detect Good & Evil	Ritualism	3c	69
Clairvoyance	Seer	15	124	Directed Will	Psychic	3c	119
Cleansing	Pagan Rit.	1	72	Discipline Protection	Conjuration	15	63
Closing	Sorcery	5	104	Discovery	Seer	5	122
Clothesmaking	Enchantment	2c	99	Disease	Black Magic	20	136
Cold Flame	Elementalism	2c	90	Disintegration	Sorcery	50	107
Command Spirit	Spiritualism	2	78	Dispel Magic	Sorcery	10	106
Commune with Spirits	Spiritualism	1c	76	Dispel Relative	Spiritualism	2	77
Concentration Focus	Deceiver	25	86	Displacement	Deceiver	5c	85
Concentration	Psychic	2c	116	Distract	Psychic	2	119
Consecrate Holy Artifact	Ritualism	25	70	Diving Truth	Seer	1	122
Consecrate Holy Weapon	Ritualism	25	70	Djinni Summoning	Conjuration	10	65
Construct	Alchymy	25	61	Do No Evil	Deceiver	15	86
Container	Sorcery	5	105	Door Charm	Primitive Rit.	1	71
Containment of Evil	Conjuration	25	64	Drain Artifact	Psychic	15	117
Control Water	Elementalism	8c	94	Dream Armor	Psychic	7	119
Convert	Sorcery	5	104	Dream Transformation	Psychic	12	120
Cord Magic	Enchantment	2	98	Dream Weapons	Psychic	25	119
Counterspell	Sorcery	1	103	Dream	Seer	10	122
Courage	Ritualism	5 / 10	69	Dust	Alchymy	5	60
Create Food & Drink	Mysticism	4	112	Earth El. Shape Change	Elementalism	15c	89
Create Gem	Elementalism	25	89	Earthquake	Elementalism	25	89
Create Horror	Alchymy	25	61	Eclipse Predicion	Primitive Rit.	4	71
Create Magic Bell	Elementalism	25	93	Elemental Armor	Elementalism	15	89
Create Magic Cloud	Elementalism	50	94	Elemental Containment	Conjuration	10	64
Create Magic Mirror	Elementalism	25	93	Elemental Protection	Conjuration	5	63
Create Magic Square	Talismanic	25	127	Elemental Summoning	Conjuration	10	65
Create Magic Well	Elementalism	25	94	Elixir	Alchymy	2	60
Create Staff	Sorcery	25	107	Emotion	Enchantment	1	99
Cripple	Black Magic	9	134	Empathy	Psychic	2c	116
Cripple	Deceiver	12	86	Empower Weapon	Alchymy	25	61
Cryptography	Enchantment	6	98	Encase in Stone	Elementalism	5	88

Spell	Discipline	Power	Page	Spell	Discipline	Power	Page
Enchanted Armor	Enchantment	25	101	Impairment	Black Magic	10	134
Enchanted Building	Enchantment	25	101	Impersonation	Deceiver	8	86
Enchanted Clothes	Enchantment	25	101	Imprisoned	Black Magic	10	135
Enchanted Path	Mysticism	20c	113	Incense	Elementalism	5	90
Enchanted Writing	Enchantment	4	97	Induce Quest	Enchantment	10	100
Encouragement	Enchantment	3	96	Infatuation	Black Magic	5	134
Enhanced Abilities	Psychic	5	117	Infertility	Black Magic	8	134
Enhanced Acrobatics	Psychic	3c	116	Inquiry	Psychic	2	116
Enlightenment	Seer	3	122	Insanity	Black Magic	18	135
Enrich Soil	Elementalism	1	88	Invade Dream	Psychic	8	119
Enslavement	Black Magic	7	134	Invisibility	Deceiver	5c	85
Entangle	Sorcery	5	105	Invulnerability	Ritualism	25	70
Erupt/Extinguish Volcano	Elementalism	50	89	Jewel of Alchymy	Alchymy	50	61
Eternal Flame	Elementalism	25	91	Ju Ju Magic	Spiritualism	8	79
Evil Spirit Protection	Conjuration	5	63	Kingslayer	Black Magic	20	135
Exorcise Spirit	Ritualism	2	68	Knowledge	Pagan Rit.	8	73
Exorcism	Ritualism	10	69	Levitation	Sorcery	5c	105
Extrasensory Protection	Conjuration	5-10	63	Life After Death	Psychic	14	117
Eyes of the Hawk	Mysticism	3c	112	Light	Elementalism	1	90
Facade	Deceiver	3	85	Light	Ritualism	1c	68
Faerie Summoning	Conjuration	8	65	Lightning Bolt	Elementalism	11	92
Fertility	Primitive Rit.	5	71	Lithovivifacation	Elementalism	25	89
Fire Resistance	Elementalism	8	90	Locate Spirit	Spiritualism	1c	77
Fireball	Elementalism	11	90	Locate	Seer	3	123
Fire El. Shape Change	Elementalism	15c	91	Love	Enchantment	9	97
Flash	Elementalism	5	92	Luck	Enchantment	5	97
Flowers	Mysticism	1	111	Magic Rope	Sorcery	2	104
Fly	Sorcery	8c	106	Manifestation	Pagan Rit.	9	73
Forced Materialization	Spiritualism	6	77	Mask of Deceit	Deceiver	6	85
Forgetfulness	Enchantment	1	100	Mask of Desires	Deceiver	8c	86
Fortell	Seer	4	122	Mental Transference	Psychic	15	120
Fortress	Enchantment	50	101	Message	Seer	10c	124
Fortune	Pagan Rit.	11	73	Messenger	Pagan Rit.	2	73
Free Spirit	Ritualism	2	68	Mind Reading	Psychic	5c	117
Free Will	Mysticism	5	112	Mind Shield	Psychic	3	119
Friendslayer	Black Magic	2	133	Minor Illusion	Deceiver	1c	84
Frighten Spirits	Primitive Rit.	8	71	Minor Phantasm	Deceiver	2c	84
Godstone	Primitive Rit.	10	71	Miracle	Ritualism	25	70
Guardian Spirit	Ritualism	15	70	Mirage	Deceiver	25	86
Guess	Seer	2	122	Misfortune	Black Magic	3	133
Heal Injury	Pagan Rit.	5	73	Misinterpret	Deceiver	2	85
Heal	Ritualism	5	68	Mists of Confusion	Enchantment	12	101
Herbal Charms	Mysticism	2	111	Mists of Sleep	Enchantment	1	100
Heretic	Black Magic	9	134	Move Earth	Elementalism	6	88
Hesitation	Enchantment	1	96	Multiple Images	Deceiver	5c	85
Hex	Black Magic	2	133	Mystic Forest	Mysticism	50	114
Hexed Weapon	Black Magic	25	136	Mystical Garden	Mysticism	25	113
Hold On	Psychic	13c	118	Natural Protection	Conjuration	5-10	63
Holding	Enchantment	3c	100	Nature Summoning	Conjuration	2	65
Holy Decree	Seer	25	123	Nec. Shape Change	Spiritualism	15c	78
Holy Water	Ritualism	5	69	Nec. Transformation	Spiritualism	50	78
Honor	Enchantment	7	97	Negation	Black Magic	25	136
Ice Storm	Elementalism	50	94	Nightmares	Black Magic	14	135
Identify	Seer	4	124	Nightmares	Spiritualism	2	79
Idol	Pagan Rit.	14	73	Nightvision	Seer	5c	124
Ignite/Extinguish	Elementalism	2	90	Oath	Mysticism	15	113
Illusion	Deceiver	5c	85	Obscurement	Deceiver	5	85
Impair	Spiritualism	1	78	Old Age	Black Magic	12	135

Spell	Discipline	Power	Page
Omen	Seer	8	122
Omniscience	Seer	50	123
Opening	Sorcery	5	105
Pass Through Earth	Elementalism	5c	88
Penetration	Sorcery	2	103
Personal Power	Psychic	1	116
Persuasion	Enchantment	4	96
Pestilence	Black Magic	13	135
Phantasm	Deceiver	10c	86
Phantasmagoria	Deceiver	50	86
Phantom Possession	Enchantment	5	98
Phase Shift	Psychic	20c	118
Philter	Alchymy	10	60
Plague of Insects	Mysticism	10	113
Plant Control	Mysticism	1c	111
Plant Telepathy	Mysticism	2c	112
Polish Gem	Alchymy	2	61
Portable Room	Sorcery	10	106
Potion	Alchymy	5	60
Power Drain	Black Magic	10	135
Premonition	Seer	1	122
Prophecise	Seer	20	123
Protection from Evil	Conjuration	25	64
Protection	Pagan Rit.	10	73
Prowess	Primitive Rit.	3c	71
Psychic Combat	Psychic	1c+	118
Psychic Leech	Psychic	9c	119
Psychic Parasites	Psychic	11c	120
Psychic Quill	Psychic	4	116
Psychic Vampire	Psychic	13c	120
Psychometry	Seer	1c	123
Purify	Ritualism	5	69
Read Tracks	Mysticism	1c	111
Reflection	Sorcery	15c	107
Refresh	Ritualism	5	68
Regeneration	Psychic	20c	117
Remove Curse	Mysticism	1	111
Remove Poison	Ritualism	5	69
Repair Psychic Leak	Psychic	2	119
Replenishment	Enchantment	9	100
Resist Cold	Mysticism	5	112
Resist Fatigue	Psychic	5	117
Resist Hunger & Thirst	Psychic	6	117
Ressurection	Ritualism	25	70
Reveal Spirits	Ritualism	1c	68
Reveal the Past	Spiritualism	8	77
Ring	Alchymy	25	60
Restoration	Ritualism	1-20	68
Ruin	Black Magic	25	136
Rune Breaking	Talismanic	20	130
Rune Weapon	Talismanic	25	130
Runes of Permanency	Talismanic	25	130
Sacred Grove	Mysticism	25	113
Sacrifice	Pagan Rit.	7	73
Safekeeping	Sorcery	2	104
Sanctuary	Ritualism	50	71
Scar	Black Magic	2	133
Sceptre	Conjuration	15	66

Spell	Discipline	Power	Page
Scriptures	Ritualism	5c	69
Scroll	Talismanic	5	130
Scrying	Seer	15c	124
Scrying Stone	Seer	25	125
Seal	Talismanic	25	130
Seasoning	Alchymy	1	61
Seduction	Enchantment	5	96
See Invisible	Deceiver	2c	85
Sense Air	Elementalism	5c	92
Sense Danger	Psychic	4	116
Sense Earth	Elementalism	5c	88
Sense Fire	Elementalism	5c	90
Sense Hatred	Ritualism	1c	68
Sense Magic	Seer	1c	123
Sense Traps	Seer	2c	123
Sense Water	Elementalism	5c	93
Sensory Restoration	Mysticism	8	112
Serpent Summoning	Conjuration	1	65
Seven Years of Bad Luck	Black Magic	7	134
Shadowing	Deceiver	2c	85
Shapechange	Sorcery	25	107
Shapeshift	Primitive Rit.	15c	72
Shatter	Sorcery	4	104
Sheet of Flame	Elementalism	50	91
Sheet of Ice	Elementalism	5	93
Shield	Sorcery	10	106
Short Teleportation	Sorcery	10	104
Silence	Deceiver	2c	85
Silence	Elementalism	1	91
Sizing	Sorcery	10	106
Slayer	Mysticism	25	113
Sleep	Enchantment	5	100
Smite Enemy	Pagan Rit.	25	74
Soothe	Primitive Rit.	7c	72
Soul Search	Spiritualism	10	79
Speed	Sorcery	12	107
Spell Paralysis	Ritualism	25	70
Spellcasting	Enchantment	12	97
Spider Movement	Sorcery	4c	104
Spinning & Weaving	Enchantment	1c	99
Spirit Cage	Spiritualism	15	78
Spirit Friends	Spiritualism	4	79
Spirit Possession	Enchantment	25	99
Spirit Possession	Spiritualism	25	80
Spirit Shield	Spiritualism	15	79
Spirit Summoning	Conjuration	10	65
Spirit Ward	Spiritualism	12	77
Spiritual Barrier	Spiritualism	5	76
Spiritual Containment	Conjuration	12	64
Spoonbender	Psychic	6c	119
Stalemate	Enchantment	9	97
Staunch Bleeding	Psychic	2	116
Stillbirth	Black Magic	4	133
Suffumigation	Alchymy	2	60
Suggestion	Enchantment	1	99
Summon Familiar Spirit	Enchantment	10	98
Supplication	Pagan Rit.	6	74
Supress	Sorcery	5c	105

Spell	Discipline	Power	Page
Sustain	Ritualism	15	68
Swimming/Walk on Water	Elementalism	5c	93
Symbol	Talismanic	10	130
Sympathetic Magic	Spiritualism	10	79
Taboo	Primitive Rit.	25	72
Tal. of Pleasant Dreams	Talismanic	1	129
Talespinning	Enchantment	6c	100
Talisman of Courage	Talismanic	3	129
Talisman of Friendship	Talismanic	1	129
Talisman of Good Fortune	Talismanic	2	129
Talisman of Happiness	Talismanic	15	129
Talisman of Health	Talismanic	10	129
Talisman of Honor	Talismanic	4	129
Talisman of Life	Talismanic	25	130
Talisman of Love	Talismanic	10	129
Talisman of Money	Talismanic	2	129
Talisman of Power	Talismanic	2	129
Talisman of Seduction	Talismanic	5	129
Talisman of Wealth	Talismanic	10	130
Tatoo	Primitive Rit.	15	72
Taxes	Black Magic	6	134
Telekinesis	Psychic	1c	118
Telepathy	Psychic	10c	117
Teleportation	Sorcery	25	107
Temperature Alteration	Elementalism	1c	90
Temple	Pagan Rit.	50	74
Terror	Spiritualism	5	79
The Burning	Black Magic	25	136
The Elemental Burin	Conjuration	50	66
The Elemental Cup	Conjuration	50	66
The Elemental Disk	Conjuration	50	66
The Elemental Wand	Conjuration	50	66
The Evil Eye	Black Magic	5	134
The Great Sword	Conjuration	50	66
The Great Wand	Conjuration	50	68
The Hand of Death	Spiritualism	25	78
The Hangman	Black Magic	25	136
The Holy Grail	Conjuration	50	66
The Jinx	Black Magic	3	133
The Martyr	Black Magic	25	137
The Midas Touch	Black Magic	50	137
The Slimy Death	Black Magic	50	137
Theft	Black Magic	6	134
Thunderclap	Elementalism	5	92
Timefire	Sorcery	25	107
Timestop	Sorcery	50	107
Tomb	Pagan Rit.	50	74
Tongues	Ritualism	5c	70
Tornado	Elementalism	50c	93
Trail Erasure	Mysticism	2c	112
Tranquility	Enchantment	10	97
Transcend Pain	Psychic	8	117
Transfer Ectoplasm	Spiritualism	5	76
Transform Air	Elementalism	5	92
Transform Earth	Elementalism	6	88
Transform Water	Elementalism	5	94
Transformation	Sorcery	10	106
Transmogrify	Black Magic	50	137
Transmutation	Sorcery	8	106
True Identity	Seer	25	123
True Sight	Seer	6c	124
Truthsense	Ritualism	5c	69
Tsunami	Elementalism	50	94
Twist of Fantasy	Psychic	25	120
Twisted Offspring	Black Magic	11	135
Uncover Evil	Seer	12	122
Understanding	Enchantment	3	96
Vengeance	Primitive Rit.	25	72
Vermin	Black Magic	3	133
Vision	Seer	15	123
Voodoo Charm	Spiritualism	1	78
Wall of Fire	Elementalism	20	90
Wall of Ice	Elementalism	12	94
Wall of Stone	Elementalism	10	89
Wand	Conjuration	20	66
Warding	Mysticism	10	113
Warp Wood	Mysticism	1	111
Water El. Shape Change	Elementalism	15c	94
Waterproof	Elementalism	1	93
Weapon Charm	Sorcery	5	105
Weapon of the Gods	Pagan Rit.	25	74
Weather Control	Elementalism	8	92
Web	Sorcery	5	105
Weightlessness	Sorcery	3c	104
Witch's Bottle	Enchantment	10	98
Youth	Enchantment	15	98
Zombie Powder	Spiritualism	50	80

Monster Lists

Appendix B: Monsters (alphabetical)

Types of Monsters:

Monsters **260**

Name	Type	Size	Page
Ifreet	Mythical	Med. - Huge	312
Jinn / Djinn	Mythical	Sm. - Huge	312
Korrigans	Faerie Folk	Medium	275
Kraken	Mythical	Huge	313
Kuriotetes	Angel	Large	263
Leanan Sidhe	Faerie Folk	Medium	276
Leopard	Animals	Medium	322
Leprechauns	Faerie Folk	Small	276
Liche	Anim. Spirits	Medium	295
Lightning El.	Elemental	Variable	303
Lilith	Mythical	Medium	313
Lindworm	Dragons	Large	267
Lion	Animals	Large	322
L. Watchtowers	Elemental	Huge	308
Manticore	Mythical	Large	314
Medusae	Mythical	Medium	314
Mermaids	Faerie Folk	Medium	276
Metatron	Angel	Medium	263
Minotaur	Mythical	Large	314
Moerae / Fates	Mythical	Medium	314
Moray Eel	Animals	Medium	322
Mummy	Corp. Spirits	Medium	287
Nature El.	Elemental	Variable	303
Neck / Nix	Faerie Folk	Medium	277
Nephilim	Giants	Huge	280
Night Hag	N.C. Spirits	Medium	292
Nymph	Mythical	Medium	315
Ogre	Giants	Large	281
Oobleck	Horrors	Sm. Med.	283
Ooze	Horrors	Sm. Med.	284
Ophanim	Angel	Huge	262
Orb	N.C. Spirits	Medium	289
Orcs	Faerie Folk	Medium	277
Pegasus	Mythical	Medium	315
Peri	Faerie Folk	Medium	277
Phantom	N.C. Spirits	Medium	290
Phoenex	Mythical	Medium	315
Piranha	Animals	Tiny	323
Pixie	Faerie Folk	Tiny	278
Poltergeist	N.C. Spirits	Medium	293
Pooka	Faerie Folk	Medium	278
Python	Animals	Large	323
Rattlesnake, Asp	Animals	Small	323
Reptilians	Dragons	Medium	269
Rukh	Mythical	Huge	316
Salamanders	Elemental	Medium	305
Sand Crumbler	Horrors	Small	282
Satyr	Mythical	Medium	316
Scorpion	Animals	Tiny	324
Screaming Skull	Anim. Spirits	Small	295
Seraphim	Angel	Huge	262
Shadow	N.C. Spirits	Medium	291
Shark	Animals	Large	324
Sheerie	Faerie Folk	Tiny	278
Sidhe	Faerie Folk	Tiny	279
Siren	Mythical	Medium	316
Skeleton	Anim. Spirits	Medium	294
Slime	Horrors	Sm. - Huge	284
Slithering Horror	Horrors	Large	284

Name	Type	Size	Page
Solarians	Alien	Large	318
Spectral Army	N.C. Spirits	Lg. - Huge	294
Spectre	N.C. Spirits	Medium	293
Spirit Dragon	Dragons	Medium	269
Spirit	N.C. Spirits	Medium	291
Sprites	Faerie Folk	Small	279
Streaks	N.C. Spirits	Medium	289
Succubus	Mythical	Medium	316
Sylphs	Elemental	Medium	306
The Old Ones	Alien	Medium	318
Tiger	Animals	Medium	324
Titan	Mythical	Huge	317
Tylwyth Teg	Faerie Folk	Medium	279
Undines	Elemental	Medium	306
Unicorn	Mythical	Large	317
Vampire	Corp. Spirits	Medium	287
Voodoo Zombie	Anim. Spirits	Medium	295
Vortex	N.C. Spirits	Medium	289
Watcher	Angel	Medium	265
Water Elemental	Elemental	Variable	300
Watery Horror	Horrors	Med. - Huge	284
Werewolf	Mythical	Medium	317
Wichtlein	Faerie Folk	Small	279
Wilde Frauen	Faerie Folk	Medium	280
Wolf	Animals	Medium	324
Wraith	N.C. Spirits	Medium	293
Wyvern	Dragons	Large	267
Zombie	Anim. Spirits	Medium	294

Reference Charts
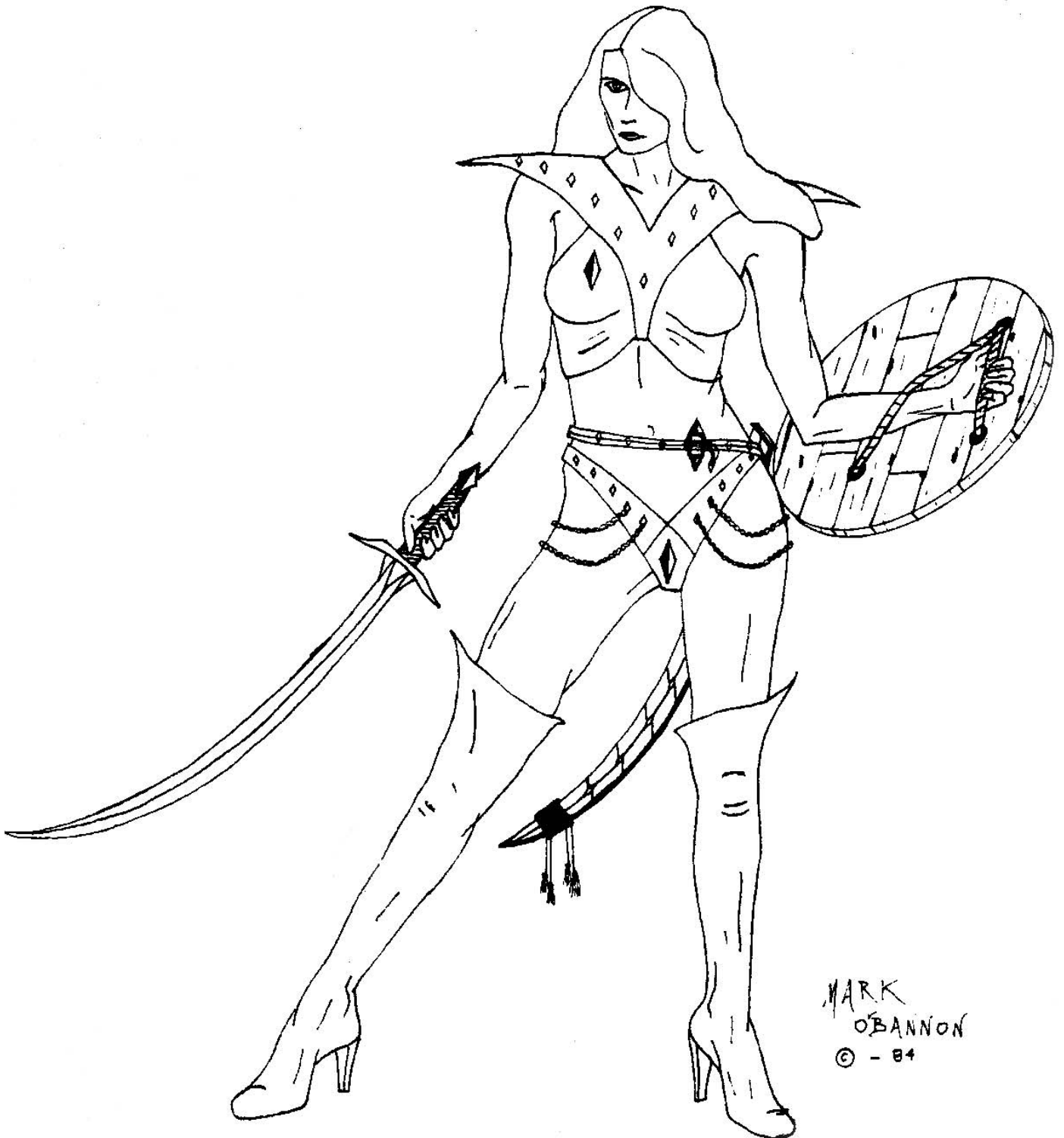
MARK O'BANNON
© - 84

Appendix C: Reference Charts

Combat Procedure

✶ Combat is conducted in **rounds**.

✶ Each round is equal to 2 seconds of time.

✶ Individuals may choose only one action each round.

1. At the start of each round, every person determines their **initiative** (order of action) by rolling a d10 & applying their *Initiative* modifier.

2. The person with the highest initiative number first chooses an **action**. This is usually an *attack*.

3. The person with the next highest initiative then chooses an action, and so on until everyone has taken one action.

4. After everyone has taken one action, the round is over and combat continues with a new round.

5. If a person is attacked, they may **immediately** take their action to **react** to the attack. In this case their initiative number is ignored. The person usually chooses a *defense*, such as a parry or dodge.

7. If a person is **attacked after taking an action**, the only available option is to *abort his next round's action and dodge at a penalty of –25%*.
Next round he must dodge.

8. To **attack** successfully, roll less than or equal to the *weapon skill* of whatever is being used, modified by the situation *(see Hit Probability Table)*.

9. To **parry** successfully, roll less than or equal to the *shield skill* or the *weapon parry %*.
Weapon parry% is equal to half the weapon skill plus the weapon's "parry."
There is a bonus of +25% to parry attacks aimed at the head.

10. To **dodge** successfully, roll less than the modified attack roll that was successful. After a dodge, an attack may not be made in the next round.

11. If a **hit** is scored, choose a general **location** (head, body, arm or leg) and then *roll for a specific location*. If a *missile* weapon was used in the attack, then the *general location* must also be rolled for.

12. Roll for **damage**, which is determined by the type of weapon.

13. Subtract the **armor protection** from the damage. This is determined by the armor value of the location that was hit. Also record damage to the armor.

14. If the armor is penetrated, then **roll extra damage** dice, which is determined by the type of attack *(edged, blunt or point)*, and the location of the hit.

15. Determine the **severity level** of the wound *(minor, light, serious, critical or terminal.*

16. Multiply the damage scored by the **trauma** value listed for extra damage. This will determine the *total number of hit points lost.*

17. After being hit, the person must roll less than or equal to their **stun** value to avoid being stunned for at least 1 round.

18. **The level of severity will determine what happens to the person struck.** After penetrating armor, only

10 hits to the head will knock out a person. Critical or terminal wounds can kill a person even after the combat is over.

19. Determine **bloodloss,** if necessary after the combat is over by determining how many minutes pass before the bloodloss is stopped and then multiply it by the number listed for extra damage *(see chapter 5)*.

20. After everyone is dead, unconscious or has run away, the combat is over.

Initiative

Dexterity		Armour	
1–5%	–4	None	0
6–15%	–3	Leather	–1
16–25%	–2	Ring, Studded	–2
26–35%	–1	Scale, Brigandine	–3
36–65%	0	Mail, Banded	–4
66–75%	+1	Plate, Splint	–5
76–85%	+2	*Charging*	+3
86–95%	+3	*Mounted*	+3
96–100%	+4	*Polearm*	+10
101%+	+5	Inside reach	+ 0
Weapon Initiative Penalty			–0 to –6
Aggressiveness			+0 to +5
-10% to defense / +1 initiative			
Actions last phase			
†Dodge			Defend Only
†Complex attack			Defend Only
†Multiple Parry			Defend Only
Wait for an opening			+5
En Garde Opponent		Attack & Defend at Half	

Superior Strength

Strength	Extra Damage
70—79%	+1
80—89%	+3
90—99%	+5
100—109%	+7
110—119%	+9
120+%	+11

*This includes thrown weapons, but does not include missile weapons unless a special weapon is constructed to take advantage of superior strength. This will cost 3 times the normal price.

Superior strength damage is added before subtracting armor & before applying bonuses for magical weapons. So magic weapons will also magnify a strength bonus.

Strength & Fatigue

Strength	Fatigue Modifier
01%	+3
02—10%	+2
11—20%	+1
80—89%	–1
90—99%	–2
100—109%	–3
110—119%	–4
120+%	–5

Movement & Shields

Movement

Distance

Speed	Distance	Inches	Speed Bonus	Fatigue*	
Walk	10 feet	2"	0"	0	1
Jog	15 feet	3"	± 1"	1	2
Run	20 feet	4"	± 1- 2"	2	4
Sprint	40 feet	8"	± 1- 4"	5	10

* The second number is the rate while encumbered.

Movement Penalties

Speed	Attack	Parry	Dodge
Walk	–	–	–
Jog	–10%	–10%	–10%
Run	–20%	–20%	–20%
Sprint	–30%	–30%	–30%

Horse Movement

Gait	Riding Horse	War Horse	Race Horse	Fatigue*	
Walk	3"	3"	3"	0	0
Trot	6"	5"	8"	1	2
Canter	9"	8"	12"	2	4
Gallop	18"	16"	24"	5	10
Back Up	2"	2"	2"	0	0

* This is the fatigue that is accumalted by the *rider* of the horse at different speeds. The second number is the rate of rider fatigue when encumbered. See *Fatigue.*

Horse Quality

Horse Quality	Useable Riding Skill	Price
Inferior	20%	x ¼
Poor	40%	x ½
Average	60%	x 1
Good	80%	x 5
Excellent	100%	x 10

Mounted Combat

Speed		Attack	Damage	Turn	Fatigue
Walk	(3")	–0%	+0	0"	0
Trot	(6")	–10%	+1	1"	2
Canter	(9")	–20%	+5	2"	3
Gallop	(18")	–30%	+7	3"	5

Rider Fatigue

Gait	Distance	Fatigue	Skill Check
Amble	3 mph	Winded	Riding Skill
Walk	4 mph	Winded	½ Riding Skill
Trot	10 mph	Exhausted	½ Riding Skill
Canter	15 mph	Exhausted	½ Riding Skill
Gallop	30 mph	Exhausted	¼ Riding Skill

Breaking Bows

What Breaks	Roll (d100)
Bowstring	01–90%
Bow	91–100%

Breaking Weapons

Material	Break %
Wood	50%
Bronze	35%
Iron	25%
Steel	10%
Fine Alloy	5%
Mithril	1%

Breaking Shields

- Roll to hit. This attack may be weapon parried or dodged.
- Make strength check. Success will break opponent's shield.
- Modifier to Strength Check:

Shield Material		Shield Material	
Metal:	–50%	Wood:	–25%
Leather	–0%	Wicker:	+25%

Impaling Shields

- Roll to hit. This attack may be weapon parried or dodged.
- The chance of success depends on the shield's material:

Shield Material		Shield Material	
Metal:	10%	Wood:	20%
Leather	30%	Wicker:	40%

Shield Combat Techniques

- **Boss Punch:** Roll to hit. Can be dodged, but not parried.

Type of Embossing	Damage
No Boss	1d6 blunt
Embossed	2d6 blunt
Boss Gore	4d6 point

- **Rim Punch:** Roll to hit. Can be dodged, but not parried.

Shield Type	Damage
Normal	1d6 blunt
Shield with Binding	2d6 blunt
Metal Shield	3d6 point
Legionary or Tower Shield	Cannot do Rim Punch

- **Shield Press:**
- To knock down an opponent. Can be dodged, but not parried.
- Attacker must win a strength contest, modified as follows:

Shield Type	Attacker's Bonus
Buckler	+10%
Roundshield or Heater	+20%
Viking or Kite	+30%
Legionary	+40%
Tower	+50%
Pavisse	+60%

- **Locked Shield Wall:**
- Everyone in front of formation gains +35% to parry.

Hit Probability Chart

Basic Chance to Hit

Character	Weapon Skill
Peasant	25%
Militia	35%
Yeoman	50%
Man at Arms	65%
Mercenary	60%
Knight	75%
Gladiator	variable: 25-85%
Animal	Attack Rating or 65%
Monster	Attack Rating or 65%

Melee Combat

Target Size	Modifier
Tiny	− 50%
Small	− 25%
Medium	0
Large	+25%
Huge	+50%

Weapon Type	Modifier
One Handed: Two-Handed Sword	− 35%
One Handed: Hand & Half Sword	− 20%
One Handed: Two-Handed Polearm	− 35%
One Handed: Hand & Half Polearm	− 20%

Situation	Modifier
Flank Attack	+ 15%
Rear Attack	+ 25%
Surprised Target	+ 25%
Fast Drawn Weapon	− 25%
Left-Handed Weapon	− 50%
Underwater (thrust only)	− 35%
Cannot See Target	− 50%
Rider Attacking on the Move	− 25% / attack
Confusion Factor (multiple attackers)	− 25%

Combat Actions	Modifier
Feint (Attacker / Defender)	− 10% / − 25%
Strike & Parry or Parry & Strike	− 25%
Strike & Dodge	− 25%
Multiple Parry (cumulative)	− 10% each
Parry Head Strike	+ 25%

Movement	Attack	Parry	Dodge
Walk	−	−	− %
Jog	− 10%	− 10%	− 10%
Run	− 20%	− 20%	− 20%
Sprint	− 30%	− 30%	− 30%

Horse Movement	Attack	Parry	Dodge
Walk	−	−	− 25%
Trot	− 10%	−	− 25%
Canter	− 20%	−	− 25%
Gallop	− 30%	−	− 25%

Shooting

Target Size	Modifier
Tiny	− 50%
Small	− 25%
Medium	0
Large	+25%
Huge	+50%

Weapon Type	Modifier
Handgonne (no aiming is possible)	− 25%
Blunderbus at Point Blank Range	+ 25%

Cover	Modifier
Arrow Loop	− 90%
Battlements	− 75%
Window	− 50%
Door	− 25%
Man, Kneeling	− 5%
Man, Prone	− 15%
Shooting into Melee	− 25%

Range	Modifier
Short	0
Medium	− 25%
Long	− 50%
Extreme	− 75%

Movement

Movement		Attacker	Target
Stationary	0”	0	
Walk	2”	− 10%	− 5%
Jog	3”	− 20%	− 10%
Run	6”	− 30%	− 15%
Sprint	6”	− 50%	− 25%

Horse Movement		Attacker	Target
Stationary	0”	0	
Walk	3”	− 10%	− 5%
Jog	6”	− 20%	− 10%
Run	9”	− 30%	− 15%
Sprint	18”	− 50%	− 25%

Aiming

Aiming	Modifier
Aiming (+25% maximum)	+5% / round
Selective Aiming (missiles only)	− 15%
Specific Location	− 25%
Rapid Firing (quick shooting without aim)	− 25%

Atmospheric	Modifier
Shooting at Night	− 50%
Shooting at Dawn, Dusk	− 25%
Shooting through Fog, Dust Cloud	− 25%
Shooting at source of light	+ 10%
Shooting into darkness	− 25%

Hit Location Chart

1 GENERAL LOCATION

Roll (d100)	Location
01– 15%	Head
16– 60%	Body
61– 80%	Arm
81– 100%	Leg

PROCEDURE

– Missile Weapons roll for General Location, then roll for Specific Location.
– Melee Weapons choose a General Location, then roll for Specific Location.

Selective Aiming:
– To choose General location (missiles): -15% to hit.
– To choose a Specific location: -25% to hit.

2 SPECIFIC LOCATION

Missiles	Roll (d100)	Location	Edged I	Edged T	Edged B	Blunt I	Blunt T	Blunt B	Point* I	Point* T	Point* B
01–15%	**Head**										
	01–40%	Skull	+2d6	x2	x2	+2d6	x2	–	+2d6	x2	x2
	41–45%	Eye	–	–	–	–	x2	–	+3d6	x3	–
	46–50%	Ears	–	–	–	+1d6	–	–	–	–	–
	51–65%	Nose	+1d6	–		+2d6	x2	x2	+1d6	x2	–
	66–75%	Face	+1d6	x2	x3	+1d6	x2	x2	–	–	x2
	76–80%	Mouth	+1d6	–	x2	+3d6	x2	x3	+2d6	x2	x3
	81–85%	Chin	–	–	–	+1d6	x2	–	–	–	–
	86–90%	Throat	+3d6	x3	x10	+1d6	x2	–	+1d6	x2	x3
	91–100%	Neck	+2d6	x2	x5	–	–	–	+1d6	–	x2
16–60%	**Body**										
	01–05%	Collar Bone	+1d6	–	–	+2d6	–	–	–	–	–
	06–25%	Chest	–	–	–	–	–	–	+1d6	–	–
	26–30%	Chest, Heart	+4d6	x3	x3	+1d6	x2	–	+3d6	x3	x3
	31–35%	Chest, Lung	+3d6	x2	x3	+1d6	x2	–	+4d6	x2	x3
	36–40%	Chest, Artery	–	–	x5	–	–	–	+1d6	–	x2
	41–60%	Abdomen	+2d6	–	x2	+3d6	x3	x3	–	–	–
	61–65%	Abdomen, Kidney	+1d6	x2	x2	+2d6	x2	x2	+2d6	x2	x2
	66–70%	Abdomen, Liver	+2d6	x2	x2	+1d6	x2	x2	+2d6	x2	x2
	71–75%	Abdomen, Spleen	+1d6	x2	x2	+1d6	x3	x2	+2d6	x2	x2
	76–95%	Hip	+1d6	–	–	+2d6	x2	–	+1d6	–	–
	96–100%	Groin**	–	–	–	–	x2	–	–	–	–
61–80%	**Arm**										
	01–30%	Shoulder	+1d6	–	–	–	–	–	+1d6	x2	–
	31–35%	Shoulder, Artery	+2d6	x2	x2	+1d6	–	x2	+1d6	x2	x2
	36–40%	Shoulder, Armpit	+1d6	–	–	+1d6	–	–	+2d6	x2	–
	41–55%	Upper Arm	+1d6	x2	–	+1d6	x2	–	–	–	–
	56–60%	Upper Arm, Inside	+1d6	x2	x2	–	–	–	–	–	x2
	61–70%	Elbow	–	–	–	+2d6	x3	x2	+1d6	x2	–
	71–80%	Forearm	–	–	–	+1d6	x2	–	–	–	–
	81–85%	Wrist, Artery	+1d6	–	x3	+1d6	x2	x2	+1d6	x2	x2
	86–100%	Hand	–	–	x2	+1d6	x2	–	+1d6	x2	–
81–100%	**Leg**										
	01–35%	Thigh	+1d6	–	–	–	–	–	+1d6	x2	–
	36–40%	Thigh, Artery	+1d6	–	x3	–	–	x2	+1d6	–	x2
	41–55%	Knee	+2d6	x2	x2	+2d6	x3	–	+2d6	x2	–
	56–75%	Shin	–	x2	–	+1d6	x2	–	–	–	–
	76–85%	Calf	+2d6	–	x2	+1d6	x2	x2	+1d6	–	x2
	86–100%	Foot	–	–	x2	+1d6	x2	–	–	–	–

† Extra damage is: Injury, Trauma, & Blood loss.

* For Point attacks, extra Blood loss occurs only after missile is removed.

** Roll only half the character's STUN rating (men).

Hits	Severity	Effect	Shock	Stun (fail)	Stun (pass)	Bloodloss	Recovery
1 – 4	Minor	—	—	1 round	0	1 / minute	95% – 80%
5 – 9	Light	—	–25% to all actions	1–3 rounds	0	2 / minute	80% – 60%
10 – 14	Serious	Incapacitation	pass out within 2d6 minutes	1–6 rounds	1 round	1d6 / minute	65% – 40%
15 – 19	Critical	Cripple or Death	pass out within 1 minute	2–12	2 rounds	2d6 / minute	50% – 20%
20 +	Terminal	Death	pass out in 1d6 rounds	3–18	3 rounds	4d6 / minute	35% – 0%

The Injury Table

This table shows the severity of the wound & it's effects.

The effects of shock, stun, the basic rate of bloodloss, and the chances of recovering hits every day with & without medical attention are also shown.

Minor Injuries

A failied stun roll will stun a person for one round. Bleeding will stop in 1d6 minutes.

Light Injuries

A failed stun roll will stun a person for 1-3 rounds.

This wound will make a person dizzy, resulting in a penalty of –25% to all actions until first aid is applied.

Bleeding will stop in 3d6 minutes.

Serious Injuries

A person will be stunned for a minimum of 1 round. If the person fails their stun roll, they will be stunned for 1-6 rounds.

A serious wound in the **arm** or **leg** will render the limb useless. Serious injuries will cause sprains.

A serious wound in the **body** will totally incapacitate the person within 2–12 minutes, where he will pass out.

A serious wound in the **head** will incapacitate the person immediately.

Furthermore, without proper medical attention for head or body wounds, **death may occur** (25% chance) within 10 days.

Critical Injuries

A person failing a stun roll will be stunned for 2-12 rounds. If passing a stun roll he will be stunned for 2 rounds.

A critical wound in the **arm** or **leg** will criple the limb & render it useless. Critical injuries will fracture bones.

A critical wound in the **body** will totally incapacitate the person within one minute, when he will pass out.

A critical wound in the **head** will incapacitate the person immediately.

Furthermore, without proper medical attention for head or body wounds, **death may occur** (50% chance) within 6 days.

Terminal Injuries

A person failing a stun roll will be stunned for 3-18 rounds. If a stun roll is passed, he will be stunned for 3 rounds.

A terminal wound in the **arm** or **leg** will criple the limb & render it useless. Terminal injuries will break bones.

A terminal wound in the **body** will totally incapacitate the person within one minute when he will pass out

Death will occur within 6 hours.

A terminal wound in the **head** will immediately incapacitate & kill the person.

Fire, Ice, Lightning & Drowning

• Affects the entire body, except in special circumstances.
• Apply no dice of *extra damage* from specific locations.
• The ***severity of the wound*** is still accounted for.
• *Stun* rolls are all made at half.

Protection

Material	Protection
Armor	No protection
Heavy Clothing	5 points vs. fire & ice
Wet Clothing	5 points vs. fire, but
	+5 damage vs. ice or lightning

Trauma Damage

Type	Trauma
Fire	x3 trauma
Ice	x2 trauma
Lightning	x3 trauma
Metal armor	x2 dice damage from lightning

Hypothermia

• ***Hypothermia recovery rolls*** are made after a person gets out of the cold environment.
• Recover with a successful endurance check.

Severity	Penalty
Mild	–5% per 5 minutes exposure
Moderate	–5% for every 3 minutes exposure
Severe	–5% for every minute of exposure

• Exposure time before death:

Condition	Time
Mild	Several hours
Moderate	1 hour
Severe	20 minutes

Drowning

• Make an endurance check after 30 seconds, 15 seconds, 8 seconds, 4 seconds and then every round.
• Every successive endurance check is at –5%.
• When a person fails, they will begin to drown.
• If a person fails an endurance check after being engulfed in icy water, they will immediately begin to drown.
• The length of time it takes a person to drown is equal to their endurance score in rounds.
• If a person gets out of the water before this, the length of time for recovery is equal to 100% minus their endurance score in rounds.

Falling Damage

- To avoid injury:

Type of Fall	Desterity or Acrobatics Check
Controlled	Normal
Uncontrolled	At half ability
Distance	–1% per foot

Number of Injuries

(1 minimum)

Distance	Modifier	Distance	Modifier
1–5'	–5	21–35'	–2
6–10'	–4	36–60'	–1
11–20'	–3	60+	0

Location of Injuries

Type of Fall	Location of First Injury
Controlled	Character's choice
Uncontrolled	Random

Inflicted Damage

- 1d6 per 5' fallen, up to 12d6.
- Use the Blunt column on the *Hit Location Chart* to determine extra damage.
- Use only *one half armor value* against falling damage.

Surface

- Apply the modifier to the chance to avoid an injury based on the surface landed on.
- If an damage occurs, add or subtract the number of dice to the damage inflicted.

Surface	Modifier	Damage
Solid	–25%	+2d6
Rocks	–35%	+4d6
Spikes	–50%	+6d6
Hay	+25%	–1d6
Sand	+35%	–2d6
Shallow Water	+25%	–3d6
Deep Water	+50%	–6d6
Slope	+35%	–3d6

Falling off a Horse

- If a person is **knocked off** a horse, it is an *uncontrolled fall*.
- If a person **dodges** while on a horse, he must take a riding skill check to avoid having to make a *controlled fall*.
- If a person **falls off** of a moving object, such as a horse or chariot, the likelihood of injury as well as the amount of extra damage is as follows:

Speed	Modifier	Distance
Slow Vehicle	–15%	+1d6
Horse, Trot or Canter	–25%	+2d6
Fast Vehicle	–35%	+3d6
Horse, Gallop	–50%	+4d6

The Size Charts

- The size of the person or creature will effect how to modify the *Injury Table*.
- The *Severity of the injury* occurs with different amounts of damage.
- Modify the person's damage inflicted, bloodloss recieved and falling damage sustained by the number given.

Size

Tiny	Less than 12" tall
Hits	**Severity**
1–2	Minor
3–5	Light
6–8	Serious
9–11	Critical
12+	Terminal
x ¼ weapon & falling damage	x ¼ blood loss

Small	Half the size of a human
Hits	**Severity**
1–3	Minor
4–7	Light
8–11	Serious
9–11	Critical
12–15	Terminal
x ½ weapon & falling damage	x ½ blood loss

Medium	Human sized
Hits	**Severity**
1–4	Minor
5–9	Light
10–14	Serious
15–19	Critical
20+	Terminal
Normal damage & bloodloss	

Large	Elephants, Giants
Hits	**Severity**
1–12	Minor
13–24	Light
25–36	Serious
37–49	Critical
50+	Terminal
x2 weapon & falling damage	x2 blood loss

Huge	Dragons, Balrogs
Hits	**Severity**
1–24	Minor
25–49	Light
50–74	Serious
75–99	Critical
100+	Terminal
x 5 weapon & falling damage	x5 blood loss

Combat Actions

Attack	Effect
• Strike	Roll to hit as normal.
• Dual Attacks[†]	Defender may only parry one attack, but may dodge both.
• Feint	Attack at –10% to hit. Defend at –25% to parry unless a skill contest is won using the attacker's weapon skill vs. the defender's Awareness.
• Disarm	If a weapon skill contest is won by the attacker, then the defender will drop his weapon.
• Break Weapon	The attacker must roll less than or equal to twice the break percentage of his opponent's weapon to break it.
• Sever End of Polearm	If a hit is scored with a weapon that does at least 2d6 damage, then the chances of severing the polearm are 25% (wood), & 10% (metal). This may be weapon parried or dodged.
• Break Shield	If the attack hits, the shield will break if a Strength check is made by the attacker. This attack may be weapon parried, or dodged. The attacker's weapon will break automatically if the to-hit roll is under it's "break %."
• Impale Shield	The chance of a polearm impaling a shield with a successful hit depends on it's material: Metal: 10% Wood: 22% Leather: 30% Wicker: 40%. These shields become useless. This attack may be parried or dodged.
• Pin Weapon & Strike[†]	If a Strength contest is won by the attacker, then the defender cannot use his weapon this round.
• Pin Shield & Strike[†]	If a Strength contest is won by the attacker, then the defender cannot shield parry this round, but can still parry with a weapon or dodge.
• Shield Hook & Strike[†]	If a Dexterity contest is won by the attacker, then the defender cannot shield parry this round, but can still parry with a weapon or dodge.
• Shield Boss Punch	Roll to hit with the shield.
• Shield Rim Punch	Roll to hit with the shield.
• Shield Press	To knock an opponent down with a shield, the attacker must win a Strength contest.
• Punch	Roll to hit as normal. Damage: 1D6 + Strength.
• Kick	If successful, the defender will become prone unless a Dexterity check is made. Damage: 1D6 + Strength.
• Trip	The defender will become prone if the attacker successfully strikes with his polearm.
• Move & Strike	The attacker may move & then strike with a penalty (see movement table).
• Strike & Move	The attacker may strike with a penalty & then move(see movement table).
• Strike & Parry	The attacker may strike at –25% & then parry at–25%.
• Strike & Dodge[†]	The attacker may strike at –25% & then dodge at –25%.

[†] = After these actions, an attack cannot be made in the following round.

Defense	Effect
• Shield Parry	Roll to parry as normal.
• Weapon Parry	Weapons parry at one-half weapon skill plus the parry modifier.
• Shield & Weapon Parry	Add the parry modifier of the weapon to the shield skill.
• Dual Weapon Parry	Add the parry modifier of the secondary weapon to the primary weapon's "parry %."
• Parry & Strike (counterattack)	The defender may parry at –25% & then strike at –25%. If parry is unsuccessful, then a strike may not be possible.
• Multiple Parry[†]	Parry up to three blows at -10% penalty, cumulative, up to a –30% penalty. The defender can only parry one strike of a Dual Attack or a Combination coming from each opponent.
• Dodge[†]	The defender must roll less than the attacker.
• Parry & Dodge[†]	Defender may parry & dodge as normal.
• Move & Defend	The defender may move & then parry or dodge with a penalty (see movement table).
• Defend & Move	The defender may parry or dodge with a penalty & then move (see movement table).

[†] = After these actions, an attack cannot be made in the following round.

Confusion Factor

• Multiple attackers	After an attack is made on an opponent, successive attacks from new attackers suffer a cumulative penalty of –25% each. This penalty only applies during a single round.

Miscellaneous Actions

Miscellaneous Action	Effect
• En Garde	With a successful Weapon Skill Check, opponent attacks and defends at half ability. There is a –10% penalty for each opponent after the first. Choose how many opponents, apply the penalty and roll once. Penalty is negated by *looking for an opening*.
• Look for an Opening	With a successful Weapon Skill Check, any penalty from an opponent who is ready (En Garde) will be negated. Each person suffering penalties to attack & defend must use this action independently to remove the penalties.
• Wait	Holding your action until a later time during the combat round. You may act at any time and will preempt any other action.
• Rest	One fatigue point is regained each second of rest (2 each round).
• Draw Weapon	This takes one round (2 seconds).
• Drop Weapon	Instant.
• Fast draw	With a successful Dexterity check, a person can draw one weapon instantly & can use it immediately at –25%. This cannot be used for shields.
• Cock crossbow	It can take up to one and a half minutes to cock a crossbow.
• Draw arrow	It takes 1 second to draw an arrow from a quiver.
• Load	It takes 1 second to load a bow or crossbow.
• Shoot	This takes 1 second.
• Rapid Fire	An arrow may be drawn, loaded and fired at an opponent in 2 seconds (1 round) with a penalty of –25% to hit.
• Aim	+5% to hit for every round (2 seconds) of aiming, up to 25%.
• String bow	This takes 5 seconds (3 rounds) with a successful Dexterity check.
• Draw shield	This takes 1 round. You may parry this round at –25%.
• Prepare shield	Will provide passive defense to the arm & takes 3 seconds (2 rounds).
• Sling shield	This takes 2 seconds (1 round).
• Change hands	This takes 1 second (1 round).
• Stand up	This takes 1 second (1 round).
• Stand up from prone position	This takes 2 seconds (2 rounds).
• Dive	Instant. May require Self Discipline check.
• Turn around	This takes 1 second.
• Open / close door or window	This takes 1 second.
• Lock or unlock door	This takes 2 seconds (1 round).
• Pick lock	This takes 3 seconds (2 rounds) per attempt (Locksmithing skill roll).
• Break window	This takes 1 action (attack).
• Move through door	Instant. Make an Awareness check upon entering room.
• Move through window	This takes 2 seconds (1 round).
• Climb flight of stairs	This takes 2 seconds per flight. Pay 5 fatigue points per flight up.
• Mount horse	This takes 2 seconds (1 round).
• Dismount	This takes 1 second.
• Sling shield	This takes 1 second.
• Pick up or place an object	This takes 1 second.
• Get object	This takes 2 seconds (1 round).
• Search for object	This takes 5 seconds (3 rounds) per search. Make an Awareness check.
• Put on clothing	This takes 2 seconds (1 round) per article.
• Put on armor	This takes 2 seconds (1 round) per article.
• Put on snow shoes or skis	This takes 20 seconds (10 rounds).
• Remove snow shoes or skis	This takes 10 seconds (5 rounds).
• Light fuze / bomb	This takes 2 seconds (1 round).
• Sip potion (1 dose)	This takes 2 seconds (1 round).
• Drink potion	This takes 5 seconds (3 rounds).
• First Aid, Examination	This takes 3-18 seconds.
• First Aid, Apply Dressing	This takes 2 seconds.
• First Aid, Apply Bandage	This takes 5-30 seconds.

Rapier Attack Actions

Rapier Attack	Effect
• Thrust	Roll to hit as normal. Range: 7'.
• Step Thrust (Affondo)	Moving forward 5' and thrusting. Roll to hit as normal. Range: 12'.
• Lunge	Attacker suffers a penalty of –25% to parry. Roll to hit as normal. Range: 15'.
• Step & Lunge (Patinado)	Moving forward 5' and lunging Attacker suffers a penalty of –25% to parry. Roll to hit as normal. Range: 20'.
• Feint (Falsing)	Attack at –10% to hit. Defender suffers a penalty of –25% to parry unless a skill contest is won using the attacker's Rapier skill vs. the defender'sAwareness.
• Beat (Battuta)	Attack at –10% to hit. Defender suffers a penalty of –25% to parry with their rapier unless a skill contest is won using the attacker's Rapier skill vs. the defender's Dexterity.
• Bind (Prise de Fer)	If a Strength contest is won by the attacker, then the defender cannot use their weapon this round and will suffer a penalty of –25% to their action next round.
• Cut Over (Coupe)	Attack at –5% to hit. Defender suffers a penalty of –15% to parry unless a skill contest is won using the attacker's Rapier skill vs. the defender's Awareness.
• Disarm	If a Rapier skill contest is won by the attacker, then the defender will drop his weapon.
• Two-Handed Stab	Grabbing the opponent's weapon and striking. If a Strength contest is won by the attacker, then the defender cannot use their weapon this phase.
• Duck & Attack	Attack at –10% to hit. Defender suffers a penalty of –25% to parry unless a skill contest is won using the attacker's Dexterity vs. the defender's Awareness.
• Running Attack (Fleche)	Running forward 20' and thrusting. Roll to hit as normal. Range: 27'
• Probe (Scandiaglio)	Attack at –25% to hit. Next round, defender suffers a penalty of –35% to parry.
• Cloak Sweep & Strike	Requires a cloak. Distracting sweep of the cloak. Defender suffers –10% to parry.
• Entangle & Strike	Requires a cloak. Entangling opponent's weapon with a cloak. If a Dexterity contest is won by the attacker, then the defender cannot use their weapon this phase.
• Cloak Toss & Strike	Requires a cloak. Obscuring opponent by throwing cloak. Defender cannot defend unless a skill contest is won using the attacker's Dexterity vs. the defender's Awareness.
• Giving the Blade	Invitation for opponent to attack first. Forfeit initiative. Parry at +25%.

Firearms

Misfires

If a misfire occurs, then roll on the following chart to determine whether it is a dud or if the barrel explodes.

Century	Powder	Dud	Explosion
13th	Serpentine	01–50%	51–100%
15th	Corned Powder	01–75%	76–100%

✴ If the barrel explodes, the person person firing the weapon will suffer damage equal to whatever the weapon would normally do.

Penetration

✴ Every firearm has *penetration damage dice*. Roll the penetration dice and *apply the total against the armor* of the defender.

✴ Penetration damage does no extra damage to the target and is only used against armor.

Greek Fire

Greek Fire

Greek fire was a substance used by the ancients in warfare.

✴ These weapons deliver *fire damage*. Therefore armor will not protect those on the recieving end of greek fire.

✴ Heavy or wet clothing will provide 5 points of protection (not cumulative).

✴ Fire damage will inflict x3 **trauma**.

Also see *Fire, Ice & Lightning* in chapter 8.

Greek fire can be made in various consistencies, including liquid, paste, or solid. The paste will stick to a target. The solid form will inflict more damage the first round it strikes the target.

Greek fire can also be attached to an arrow or javelin and fired from bows or siege weapons.

Greek fire can be shot out of a spray tube, to incinerate everything in a cone shaped area from the mouth of the tube.

Rapier Defense Actions

Rapier Defense *	Effect
• Rapier Parry	Rapiers parry at one-half weapon skill plus the parry modifier for the rapier. Rapiers can only parry other rapiers.
• Parry & Riposte	The defender may parry with a rapier & then attack at no penalty. If parry is unsuccessful, then the attack is not possible.
• Stop-Thrust	A preemptive counterattack. Requires a successful Awareness check. Roll to hit. If successful, the defender hits his opponent, whose attack fails. If the Awareness check or the roll to hit fails, the attacker will hit the defender.
• Slip & Countering	A preemptive counterattack while retreating 5'. Requires a successful Awareness check. Roll to hit with a penalty of -25%. If successful, the defender hits his opponent, whose attack fails. If the Awareness check fails, the attacker will suffer a penalty of -25% to hit.
• Derobement	Avoiding a Beat or Bind. With a successful Rapier Parry -15%, ignore the effects of a Beat or Bind. This cannot be done after failing the skill contest involved with a Beat or Bind.
• Counter Cutting	A strike used to deflect an attack. Use the defender's Rapier skill instead of the defender's rapier parry. Suffer a penalty of -5 to initiative next round.
• Hand Parry	Parrying an attack with the hand. Use one half the defender's Rapier skill. Failure results in the hand receiving an injury. Usually used with a *Guanta di Presa* (Armored Grasping Glove).
• Seizure	An attempt to grab the adversary's blade or hilt. Use one half the defender's Rapier skill. Success allows the defender to "command" their opponent's rapier (they cannot use their weapon) until a Strength contest is won. Roll once each round. Failure results in the hand receiving an injury. Usually used with a *Guanta di Presa* (Armored Grasping Glove).
• Trap (Parrier-dolch)	Using a rapier's hilt to trap an opponent's rapier blade. If a Rapier skill contest is won by the defender, then the attacker's rapier will be held and cannot be used until they win a skill contest (check each round).
• Break Weapon	The attacker must roll less than or equal to twice the break percentage of his opponent's weapon to break it.
• Circular Parry	Roll to parry with a bonus of +25% to the Rapier Parry%. Suffer a penalty of -3 to initiative next round.
• Side Step & Counterthrust	Roll under opponent's attack roll and then attack if successful. If the side step fails, the attack will hit.
• Void (evade)	Similar to dodging, but only used against rapier armed opponents. Roll under the opponent's attack roll to avoid being hit. You do not sacrifice the opportunity to attack next round.
• Buckler Parry	Requires a Buckler. Roll to parry as normal.
• Buckler & Rapier Parry	Add the parry modifier of the weapon to the buckler skill.
• Dual Weapon Parry	Requires another rapier or dagger. Add the parry modifier of the secondary weapon to the primary weapon's "parry %."
• Multiple Parry	Parry up to three blows at -10% penalty, cumulative, up to a -30% penalty.
• Dodge[†]	The defender must roll less than the attacker(s).
• Parry & Dodge[†]	Defender may parry & dodge as normal.

* Note that rapiers can only parry another rapier. This does not apply to Cut & Thrust Swords.

[†] = After these actions, an attack cannot be made in the following round.

Unarmed Combat Procedure

* *Individuals may choose **two actions** each round.*
* *There is no inititative penalty when using unarmed combat.*
* *Armed opponents may choose an **attack** as a defensive action against unarmed attacks unless they lose initiative by 5.*
* *Against a **weapon & unarmed combination attack**, an armed opponent may **not** use an **attack** as a defensive action.*
* *If desired, the outcome of a fight may be decided by making a **skill contest roll.***

1. At the start of each round, every person determines their ***initiative*** (order of action) by rolling a d10.
2. The person with the highest initiative number will choose ***the first of two*** unarmed combat actions. This is usually an *attack*.
3. After the first action is resolved, the person chooses their ***second unarmed combat action.*** This is often a defense against an unarmed counterattack.
4. The person with the next highest initiative then chooses two actions, and so on until everyone using unarmed combat has taken two actions and everyone using armed combat has taken one action.
5. After everyone has taken their actions, the round is over and combat continues with a new round.
6. If a person is attacked, they may ***immediately*** take ***one action*** to ***react*** to the attack. In this case their initiative number is ignored. The person usually chooses a *defense*, such as a block or dodge. However, if the attacker misses, the defender may react with an attack.
7. A person reacting to an unarmed attack ***may only use one action to react***.
   If they are *attacked again* by their oppoent's second attack, they may use their second unarmed combat action to react.
   If they are *not attacked again*, they may use their second action for an unarmed attack if desired.
8. If a defender *reacts with a counterattack,* and his opponent uses up his second action, then the defender's second action may be taken.
9. If a person is ***attacked after taking an action***, the only available option is to *abort his next round's action and dodge at a penalty of –25%*. Next round he must dodge.
10. To ***attack*** or ***defend*** successfully, roll less than or equal to the *unarmed combat skill* of whatever unarmed combat style is being used, such as *boxing*, *streetfighting*, or *medieval close combat*. Modify the chance of success by the type of maneuver chosen.
11. If a ***hit*** is scored, choose a general ***location*** (head, body, arm or leg) and then *roll for a specific location.*
12. Roll for ***trauma & fatigue damage***, which is deter mined by the type of maneuver chosen.
    Gauntlets will also inflict injury damage, bloodloss, and will create wounds of various severity levels.
13. Subtract the ***armor protection*** from the damage. This is determined by the armor value of the location that was hit. Also record damage to the armor.

14. If the armor is penetrated, then ***multiply the trauma & fatigue damage by the blunt trauma multiple.***
15. If ***16+ hits*** are inflicted on his head, the person will be ***stunned*** until the end of the following round.
16. If ***26+ hits*** are inflicted on the head, the person will be ***knocked out***.
17. When a person is ***winded***, he will be stunned for one round. If he has not used any actions this round, then he may act normally next round.
    All actions while winded are at half ability.
18. When inflicting fatigue, if an opponent's ***exhaused*** score is reached, they will be ***knocked out***.
19. Fatigue recovers at the rate of 2 points for every round of inactivity. Defensive maneuvers may be used, but must not cost any fatigue.

Flips & Throws

* If a person is ***flipped***, treat it as an uncontrolled fall for purposes of the chance of an injury and extra damage.
* When ***thrown*** to the ground, the victim will take 1d6 falling damage plus any extra damage for the surface landed on.

   Solid ground will add +2d6 so a person thrown to the ground will take 3d6 damage and will only get partial armor protection (half the armor value).

* When thrown to the ground, there is no chance to avoid injury,
* If a grab and drop maneuver is used, then the location of the injury will be at the location that is grabbed.
* A person can use their ***falling skill*** to prevent taking damage from falls.

Unarmed Combat Techniques

   These techniques can be used by anyone with that partic-ular type of unarmed combat skill (boxing for instance). No specific fighting style is neccessary.

   Actions and their descriptions are listed for each type of unarmed combat skill.

* The ***fatigue cost*** of the action is listed after each action.
* The ***initiative penalty*** for all unarmed combat is zero.
* Add the character's ***strength bonus*** to damage (if any).

Boxing & Wrestling Actions

Boxing Techniques

Attack

- **Jab (1)**   1d6 damage. A simple punch.
- **Hook (2)**   2d6 damage. Attacker suffers a –10% penalty to hit and the defender also suffers a –10% penalty to his defense
- **Uppercut (3)**   2d6 damage. Difficult to block. Attacker suffers a –15% penalty to hit while his opponent suffers a –25% penalty to block.
- **Cross / Power Punch (4)**   3d6 damage. Strongest punch.
- **Combination (5)**   2d6 damage. Roll to hit three times. Each successful hit will score separate damage. The defender chooses one defense for each attack, and will expend endurance for all of these.
- **Body Punch (2)**   1d6 damage. The only available attack during a Clinch.

Defense

- **Block (1)**   This will prevent a hit being made if a successful boxing skill roll is made.
- **Bobbing & Weaving (2)**   If the defender rolls under the attacker's roll, the shot will miss.
- **Slip (3)**   If a successful skill roll is made, subtract 2d6 damage from a hit.
- **Soak (0)**   If a skill roll is made, subtract 1d6 damage from the hit.
- **Clinch (0)**[†]   If a skill roll is made, the defender will grab the attacker who will be unable to attack (except for Body Punches) until he wins a boxing skill contest.
  During this time he will recover at the rate of 5 fatigue points each round.
  If his opponent wins a skill contest, he will break free.

Wrestling Techniques

Attack

- **Fake (0)**   Defender must make an Awareness check or he will suffer a penalty of a –25% to his next action.
- **Grapple (1)**   A successful skill roll will result in the opponent being grabbed. This is in preparation for other maneuvers.
- **Takedown (5)**   This will immediately put an opponent on the ground. There is a penalty of –25% to success unless preceded by a successful grapple.
- **Throw (5)**   Requires a successful grapple. A successful skill roll will throw the opponent to the ground. The defender will suffer damage from an uncontrolled fall.
- **Slam (3)**   Requires a successful grapple. Success will put an opponent to the ground.
- **Pin (3)**   After putting an adversary on the ground, this will immobilize an opponent. There is a penalty of a –25% to succeed. However, escapes and reversals suffer a penalty of –25%.
- **Joint Lock (1)**   After putting an adversary on the ground, this will immobilize an opponent. There is a penalty of a –10% to succeed. However, escapes and reversals suffer a penalty of –10%.
- **Leg Riding (2)**   Both opponents must be on the ground. After putting an adversary on the ground, this will an opponent.

Defense

- **Dodge(0)**   Not possible on the ground. If the defender rolls under the attacker's roll, the attack fails.
- **Break (1)**   With a successful skill roll, this will allow a person to get out of being grabbed.
- **Sprawling (2)**   This will counter a takedown. If successful, the attacker will be on the ground immobilized instead of the defender. The defender suffers a penalty of –15% to his skill roll.
- **Counter (3)**   After a successful skill contest is made, the attacker will suffer the results of what he is trying to do. He will be grappled, put on the ground or immobilized.
- **Escape (5)**   Allows a defender to escape from being immobilized after rolling under his wrestling skill.
- **Reversal (5)**   Allows a defender to escape from being immobilized and to immobilize his opponent after rolling under half his wrestling skill.

Streetfighting and Unarmed Restraints & Manipulation

Streetfighting Techniques

Attack

- **Punch (1)** — 1d6 damage. The attacker will suffer half of the damage he inflicts to his hand.
- **Roundhouse (3)** — 2d6 damage. Attacker suffers a –15% penalty to hit. The attacker will suffer half of the damage he inflicts to his hand.
- **Kick (2)** — 2d6 damage. Groin is a popular target.
- **Trip (1)** — No damage, but opponent will fall to the ground with a skill roll with a penalty of –15%.
- **Push (0)** — If skill roll is successful, the opponent must make a Dexterity check at half or fall down.
- **Body Slam (4)** — 1d6 damage. This will knock an adversary to the ground unless they make a Dexterity check at half.
- **Bear Hug (3)** — 1d6 damage each round. This will immobilize an opponent who will continue to take dam age until they break free (escape) or pass out.
- **Strangle (1)** — The attacker will suffer a penalty of –25% to hit, but only rolls to hit on the first round. The defender will suffer 3d6 damage each round until he escapes.
- **Grab Clothes (0)** — After succeeding at this maneuver, the defender will be immobilized and if thrown, will take an additional +1d6 damage.
- **Ear Pull (1)** — The attacker will suffer a penalty of –25% to hit.   Normally 1d6 damage, this will specifically target an ear and the opponent will take double damage.
- **Eye Poke (1)** — The attacker will suffer a penalty of –25% to hit.   Normally 1d6 damage, this will specifically target an eye and the opponent will take double damage and will also be stunned for 1d6 rounds.
- **Hair Pull (1)** — This will do 1d6 damage, and will stun an opponent for one round.
- **Basic Head Butt (1)** — The defender will suffer 2d6 damage, but the attacker will also suffer 1d6 damage.
- **Tackle (1)** — This will throw both attacker and defender to the ground.
- **Throw Dirt (1)** — If successful, the opponent will be stunned for one round and also blinded for 1d6 rounds.

Defense

- **Block (1)** — This will block an attack.
- **Grab Foot/Arm (3)** — This will block an attack and will also allow the defender to trip the attacker on the next round. The defender will enjoy a +25% to their attack when trying to trip an adversary.
- **Escape (5)** — If a skill roll at half is made, the defender will break out of a bear hug, strange, or grab.

Unarmed Restraints & Manipulation Techniques

Attack

- **Wristlock (3)** — After a successful skill roll, the opponent will be placed in a wristlock, which will allow pain compliance to be used.
- **Armbar (4)** — After a successful skill roll, the opponent will be placed in an armbar, which will allow come along holds to be used.
- **Takedown (5)** — Requires a successful wristlock or armbar. After a successful skill roll, this will place an adversary on the ground immobilized.
- **Pain Compliance (1)** — With a successful skill roll, any opponent in a wristlock can be made to drop whatever they are holding and will be immobilized.
- **Come Along Hold (2)** — After a successful skill roll, an adversary can be escorted where desired.

Defense

- **Break (1)** — With a successful skill roll, this will allow a person to get out of wristlocks.
- **Counter Restraint (3)** — After a successful skill contest is made, the attacker will be placed in a wristlock or armbar.
- **Escape (5)** — Allows a defender to escape from a restraint after rolling under half his skill.
- **Reversal (5)** — Allows a defender to escape from a restraint and to place his opponent in a wristlock or arm bar after rolling under one quarter his skill.

Medieval Close Combat

Medieval Close Combat Techniques

Attack

- **Grab (1)** — A successful skill roll will result in the opponent being grabbed. This is in preparation for other maneuvers.

- **Break Bone (5)** — Requires a successful grab. This will break a bone. Choose a location (arm or leg) and score 10 +1d6 injury damage in addition to trauma and fatigue.

- **Nerve Strike (2)** — The attacker will suffer a penalty of –25% to hit. This will strike a sensitive area, such as the nose, ear, jaw, forearm, thigh, or calf. The opponent will take x2 damage and will be automatically stunned for 1 round, unless he is protected by armor.

- **Palm Blow (2)** — 1d6 damage.
- **Elbow Blow (3)** — 2d6 damage.
- **Knee Blow (2)** — 1d6 damage.
- **Straight Kick (3)** — 2d6 damage.
- **Wheel Kick (4)** — 2d6 damage. The defender suffers a penalty of –25% to his defense because of surprise. Anyone trying to hit this person in the following round gains a bonus of +15% to hit.

- **Rear Kick (4):** — 2d6 damage. The defender suffers a penalty of –25% to his defense because of surprise. This will allow the defender to attack people to his rear. Anyone trying to hit this person in the following round gains a bonus of +15% to hit.

- **Spinning Kick (5)** — 3d6 damage. The attacker is easier to hit after this attack. Anyone trying to hit this person in the following round gains a bonus of +25% to hit.

- **Takedown (5)** — This will immediately put an opponent on the ground. There is a penalty of –25% to success unless preceded by a successful grab.

- **Flip (1)** — Does not requires a successful grab. A successful skill roll will throw the opponent to the ground. The defender will suffer damage from an uncontrolled fall. The attacker suffers a penalty of –25% to hit.

- **Throw (5)** — Requires a successful grab. A successful skill roll will throw the opponent to the ground. The defender will suffer damage from an uncontrolled fall.

- **Trip (3)** — Success will knock an opponent to the ground while the attacker remains standing. On subsequent rounds, there is a bonus of +25% to kick the prone adversary until they get up.

Defense

- **Block (1)** — This will block an attack.
- **Break (5)** — This will allow the defender to get out of being grabbed.
- **Counter (3)** — After a successful skill contest is made, the attacker will suffer the results of what he is trying to do. He will be grabbed, kicked, etc. Will not work vs. a drop.
- **Disarm (4)** — Requires a successful grab. If a successful skill contest is made vs. the weapon's skill, the opponent will be disarmed. Note that the opponent may use an attack to defeat this maneuver only when the defender tries a grab maneuver
- **Dodge (0)** — Roll under the attacker's roll to succeed. An attack cannot be made in the following round after a dodge.

Ground Fighting and Unarmed Combat

Ground Fighting Techniques

Attack

- **Ground Grappling (1)**   If a successful skill roll is made, the attacker will immobilize an adversary and will gain a bonus of +25% to their actions until their opponent escapes.
- **Ground Kick (1)**   2d6 damage.
- **Ground Punch (1)**   1d6 damage.
- **Ground Trip (1)**   A successful skill roll will force an opponent to the ground. This maneuver can be done while prone.

Defense

- **Roll (1)**   If a successful Groundfighting skill roll is made, an attack will miss. Similar to a dodge, but the defender may make an attack on the following round.
- **Spin (1)**   Similar to a roll, except that the defender may also change his orientation or facing.
- **Get Up (1)**   If a successful skill roll is made, the defender may get to his feet and all attacks on him during the round will miss.

Unarmed Combat Techniques

Attack

- **Grab (1)**   A successful skill roll will result in the opponent being grabbed. This is in preparation for other maneuvers. If a specific location is grabbed, the attacker has a penalty of –25% to hit.
- **Choke (1)**   Requires a successful grab. Using a pressure point in the neck to disable an opponent. A successful skill roll will render an adversary unconscious immediately.
- **Throw (5)**   Requires a successful grab. A successful skill roll will throw the opponent to the ground. The defender will suffer damage from an uncontrolled fall.
- **Drop (5)**   Allowing yourself to fall with an adversary after a successful grab. A successful skill roll will inflict 10+2d6 injury damage to the part of the opponent that has been grabbed (arm or neck). Designed to break bones.
- **Leg Kick (4)**   3d6 damage.
- **Popup (1)**   A forceful shove. If a successful skill roll is made, the opponent will suffer an initiative penalty of –5 next round.
- **Wedge (3)**   A palm strike to the shoulder combined with a side step. 1d6 damage. This will give the attacker +5 to their initiative next round. This is usually done to force an opponent out of the way so that you can run away.
- **Knee Destruction (4)**   Pinning an opponent's knee and then kicking the knee. This will inflict 10+2d6 injury damage to the opponent's knee. The attacker suffers a penalty of –25% to hit.
- **Head Butt (4)**   Hitting an opponent's nose with your head, this will inflict 2d6 damage to an opponent. The attacker will not take any damage. The attacker will suffer a penalty of –25% to hit.
- **Straight Blast (4)**   A palm strike to the neck and a foot pin and knee kick. Designed to stun and knock down an opponent. The defender will be stunned for 1d6 rounds and prone. The attacker will suffer a penalty of –25% to hit.
- **Palm Strike (1)**   1d6 damage.
- **Elbow Strike (1):**   1d6 damage.
- **Knee Strike (3)**   2d6 damage.
- **Running Kick (5)**   The attacker drops to the ground and kicks the defender's knees. This will inflict 3d6 damage and also trip an opponent who will fall to the ground.
- **Neck Grab (1)**   This is in preparation for another maneuver such as a drop or a choke. The attacker suffers a penalty of –25% to hit.

Defense

- **Block (1)**   This will block an attack.
- **Two Handed Parry (3)**   The defender gains +10% to parry with this maneuver. This will block an attack.
- **Dodge (0)**   Roll under the attacker's roll to succeed. An attack cannot be made in the following round after a dodge.

Spiritual Warfare

✴ *Evil Spirits & Demons inflict* **spiritual damage** *in addition to any normal damage, which is subtracted from a person's spirit.*

✴ **Non-corporeal spirits** *cannot be parried, but may be dodged if they are visible.*

1. After a successful hit by an Evil Spirit or Demon, roll *spiritual attack dice*.

1. Subtract *spiritual armor* from the damage inflicted by a spiritual attack.

2. Determine the *severity of the spiritual wound* for additional effects.

3. When a person's *spirit is zero*, their spirit dies, they will lose consciousness and are then succeptible to *life drain*.

4. If a person becomes *unconscious* after recieving a severe spiritual wound, they are succeptible to life drain.

5. To *drain* a person's life, an Evil Spirit rolls their spiritual attack dice and subtracts it from the person's **strength** characteristic. Some spirits drain different characteristics.

6. When a person's strength (or other characteristic) is drained to zero, he will die, becoming an evil spirit.

7. Strength loss is permanent unless the victim receives the sacrament of the eucharist or a restoration spell.

Spiritual Wound Chart

Hits	Severity	Effect
1-4	Minor	–
5-9	Light	Chilled
10-14	Serious	Numbed
15-19	Critical	Paralyzed
20+	Terminal	Frozen

Effects of Spiritual Wounds

Chilled: If a person fails their Stun roll, then they will suffer a penalty of –25% to all of their subsequent actions.

Numbed: If a person fails their Stun roll, then they will be stunned for 1 round and then will suffer a penalty of –25% to all of their subsequent actions.

If they pass their Stun roll, then they will only suffer a penalty of –25% to all of their subsequent actions.

Paralyzed: If a person fails their Stun roll, then they will be stunned for 1-6 rounds. They will suffer a penalty of –25% to all of their subsequent actions.

If they pass their Stun roll, then they will be stunned for 1 round and then will suffer a penalty of –25% to all of their subsequent actions.

Frozen: If a person fails their Stun roll, then they will be knocked unconscious and will be completely open to Life Drain even if their Spirit score is not at zero. The person will be unconscious for 1-6 minutes.

If they pass their *Stun* roll, then they will be stunned for 1-6 rounds. They will suffer a penalty of –25% to all of their subsequent actions.

Spiritual Wounds to the Arms or Legs

If a person is wounded in the arm or leg, then only the injured limb will be affected.

Actions that do not use the affected limb to not suffer any penalties. A frozen limb will paralyzed for 1-6 minutes.

Spiritual Armor

Prayers

The Sign of the Cross	+ 5
Liturgy of the Hours	+ 5

Devotions (only one at a time will apply)

To Our Lord Jesus Christ	+ 5
To the Holy Spirit	+ 10
To Saint Joseph	+ 5
Stations of the Cross	+ 5

Blessings

An Object, Place, Person or Event	+ 5
Holy Water	+ 5

Sacraments

Anointing the Sick	+ 10
Matrimony	+ 5
Holy Relics (various)	+ 1–20

Demon Possession

✴ **Christians** *that have recieved the sacraments of* **baptism** *and* **confirmation** *are* **immune** *to demon possession.*

✴ *Victims will not be aware of being possessed.*

1. To *resist* possession by a demon, a person rolls equal to or less than their Piety. A demon may make one possession attempt each day.

2. After successful demon possession, the victim will suffer either a mental affliction, sickness, curse or a fate.

3. While possessed, demons can attempt to *control the actions* of the victim as often as desired. The victim can attempt to resist this control with a piety roll.

4. Cures for demon possession are an *exorcism* performed by a priest or through prayer.

Demonic Influence

✴ *These attacks will work on believers and unbelievers alike.*

1. Fallen Angels roll their *spiritual attack dice* and subtract the result from a victim's *spirit*. One attack may be made each day.

2. A person's *spirit will recover* 1d6 points every day. The sacrament of the *eucharist* will completely restore a person's spirit.

3. When a person's *spirit is reduced to zero*, their spirit *dies*. When this happens the person will suffer the effects of either a mental affliction, sickness, curse or a fate.

4. After the death of the spirit, demons can influence a person, controlling his actions. The victim can attempt to *resist* this control by rolling under their piety +25%.

5. Demons can be *banished* by a priest, and the sacrament of the *eucharist* will restore the person's spirit to it's original value.

Dream Warfare

✴ *Demons & Evil Spirits that attack a person while he is asleep are engaged in dream warfare.*

1. These nightmares can be overcome with a *dream weapon,* which are created by psychics.

2. Dream weapons function like a normal weapon but are used in dream combat.

Types of Evil Spirits

Evil Spirits are the wretched souls of those who have lost their soul before they died. They seek to destroy a person's *spirit* and then seek to *drain* a person's life.

There are three varieties of the Evil Spirits: *Corporeal, Non-Corporeal, and Animated.*

Corporeal Spirits such as ghouls have a physical body and their attacks can be parried as normal. If they attack without a weapon (unarmed combat), then an attack can be made instead of a defensive action and if it succeeds, the spirit's attack will fail (see Unarmed Combat).

Non-Corporeal Spirits such as wraiths do not possess a physical body. When these beings attack, they cannot be parried. However, their attacks can be dodged if they are visible. Special weapons are usually needed to harm these spirits.

Animated Spirits such as skeletons are created by *necromancers*, who bind them to their will. Killing the necromancer will release the animated spirit. Destroying their physical form will also release them.

Weaknesses of Demons & Evil Spirits

✶ *Demons* will retreat from the *Cross of Jesus Christ.*

✶ *Evil Spirits* have a *Focus*, which is a physical object of personal significance to the dead spirit. If the spirit's focus is physically destroyed, then the spirit will not be able to harm the living.

✶ *Holy Water* will harm both *Evil Spirits & Demons*, and will inflict 6d6 damage.

Miracles & Divine Intervention

God will intervene to help a person whenever the *Storyteller* chooses.

This intervention can be at the request of the person (through prayer) or not.

✶ The chance of *Divine Intervention* occurring is equal to the individual's *piety* score minus a variable percentage, depending on the degree of aid sought.

The likelihood that God will help a person depends on what the person is asking for. Some guidelines include:

Divine Intervention

Prayer	Penalty
To Meet the Love of Your Life	- 25%
To Recover from an Injury	- 50%
To Recover from a Disease	- 75%
To Heal a Wound	- 100%
To Recover from Certain Death	- 125%
To Strike Down an Enemy	- 150%
To Drive Away an Evil Spirit	- 75%
To Banish a Demon	- 125%
Resurrection	- 200%
To Cause an Event	- 0 to 100%
To Recover Spirit	- 10% per 1d6
Bonuses *(each requires a piety roll)*	
The Lord's Prayer	+ 5%
Hail Mary	+ 10%
Intercession of a Saint	+ 25%

Piety

Faith	Bonus
Believe in God	+ 10%
Obey Ten Commandments	+ 10%
Pray regularly	+ 5%
Study Scripture	+ 5%
Attend Church	+ 5%
Sacrament of Baptism	+ 5%
Sacrament of Confirmation	+ 10%
Virtues	**Bonus**
Generous	+ 5%
Humble	+ 5%
Loving	+ 5%
Repentant	+ 5%
Righteous	+ 5%
Service & Vows	**Bonus**
Sacrament of Holy Orders (Priest)	+ 25%
Vow of Chastity	+ 25%
Vow of Poverty	+ 25%
Vow of Silence	+ 25%
Crusader's Vow	+ 25%
Quest	+ 25%
Fasting	+ 10%
Sacrifice	+ 10%
Service (to the church, etc.)	+ 10%
Works of Charity	+ 10%
Works of Mercy	+ 10%
Sins	**Penalty**
Prideful	- 25%
Greedy	- 10%
Lustful	- 10%
Angry	- 10%
Gluttonous	- 10%
Envious	- 10%
Lazy	- 10%
Cruel (practices torture, etc.)	- 50%
Practices Witchcraft (Magic)	- 100%
Devotions *(temporary bonus)*	**Bonus**
To the Blessed Trinity	+ 10%
Devotions *(temporary bonus)*	**Bonus**
To Our Lord Jesus Christ	+ 5%
To the Blessed Virgin Mary	+ 5%
Blessed Artifacts *(temporary bonus)*	
Praying with a Blessed Rosary	+ 5%
Praying with a Blessed Artifact	+ 5%

Magic
Forbidden Skills

Ceremonial Magic

Alchymy	Intuition+Self Discipline
Conjuration	Intuition+Self Discipline
Ritualistic	Intuition+Self Discipline
Spiritualism	Intuition+Self Discipline

Natural Magic

Deciever	Reasoning+Ego
Elementalism	Reasoning+Ego
Enchantment	Reasoning+Ego
Sorcery	Reasoning+Ego

Extrasensory Magic

Mysticism	Awareness+Presence
Psychic	Awareness+Presence
Seer	Awareness+Presence
Talismanic	Awareness+Presence

Black Magic

The Black Arts	Special*
*Basic Skill:	Highest
*Saving Throw:	Lowest

Spellcaster's Table

Researching Spells

Time	3 days/level or 1 x.p./level
Expense	1 £ / level
Diffuculty	Skill - (level x 3, 2, 1)
Failure	Lose time / x.p. & money
One Discipline	+10% bonus

Learning Spells

Time	2 days/level or 1 x.p./level
Expense	None
Diffuculty	Skill - level
Failure	Lose time / x.p. & Faulure
One Discipline	+10% bonus

Casting Spells

Time	Variable
Expense	1 s / level
Diffuculty	Skill - level
Failure	Lose money & Failure
One Discipline	+10% bonus

Starting Power

Type of Spellcater	Power
Mage	10
Diletante	5

Starting Spells

Categories	Levels
One	30
Two	20
Three	10
Black Magic	0
Professional Mage	+20

New characters: No spells learned above 10 power points.

Magic Resistance & Power *(5 x.p.)*

If successful, increase by +1%.

To Acquire	Development Roll
Magic Resistance	Saving Throw +25%
Power	Power +50%

Forbidden Skills

Alchymy: The making of magical devices, potions, &tc. This skill is used to identify the same. Most Alchemists are pre-ocupied with discovering the Philosopher's Stone, and immortality.

Conjuration: The summoning of Angels, Devils, Faeries, Elementals, &tc. This skill is used to identify & decipher the secrets of magic circles, and to communicate with these supernatural beings.

Pagan Ritualism: The calling forth of miracles by pagans. This skill is used ward off evil. Members of the priesthood who practice this discipline solely are not accused of practicing witchcraft.

Spiritualism: Voodoo, necromancy & the knowledge of spirits. This skill can be used to communicate with the dead, and to influence the spirit world.

Deciever: The making of illusions. This skill is used to discover magical illusions, and to detect lies in others.

Enchantment: Binding others to your will. This skill can be used to tell if someone is under some kind of enchantment, and to identify the nature of an enchantment, along with it's source.

Elementalism: The study of the elements. This skill can be used to communicate with Elementals.

Sorcery: Modern Thaumaturgy. This skill is used for sensing, locating and identifying other sorceries.

Mysticism: The silent study of the divine. Mystics have learned to directly communicate with God, and can obtain information or aid with this skill.

Psychic: Extrasensory perception. This skill can be used to identify psychic influences in an area, and to understand how others are affected by the spirit world.

Seer: The second sight. This skill is used in fortunetelling, and for divining the future.

Talismans: The making of amulets, talismans, rune weapons, wards, and magic scrolls. This skill can be used to identify the same, and to read magic runes and scrolls.

Black Magic: Hexes, curses, etc. This skill can be used to communicate with evil supernatural beings, and to read a person's dark Fates.

Fate

Roll (d100)	Fate	Description
1–4%	Discovery	Discover something that changes your life.
5–8%	Fall in Love	Meet the "Love of your life."
9–12%	Fame	Become famous.
13–16%	Fateful Encounter	Meet someone that will change your life.
17–20%	Given Gift	The gift will be significant in some way.
21–24%	Guardian Angel	Saved from danger "miraculously."
25–28%	Honor	Some kind of honor is bestowed upon you.
29–32%	Miracle	The miracle will change your life.
33–36%	Power	Acquire some kind of power.
37–40%	Riches	Wealth is acquired suddenly.
41–44%	Accident	Left blinde, crippled, &tc.
45–48%	Death of Loved One	Someone close to you dies.
49–52%	Disaster	Caught in a natural disaster.
53–56%	Disinherited	Lose your inheritance, or good name.
57–60%	Enslavement	Made into a slave.
61–64%	Financial Ruin	Discover the joys of poverty.
65–68%	Harrassed by a Demon	A Dark Angel will begin to harrass you.
69–72%	Haunted	One of the recently deceased will haunt you.
73–76%	Imprisoned	Thrown into prison.
77–80%	Loss	Lose a valuable object.
81–84%	Mental Illness	Your mind has gone. See *Mental Affliction*.
85–88%	Ostracised	Blacklisted, or thrown out.
89–92%	Possessed	A Dark Angel will possess you.
93–96%	Violence	Be caught up in some kind of violence.
97–100%	Sudden Death	The Angel of death comes for you.

Mental Affliction

Roll (d100)	Mental Illness	Description
1–5%	Catatonia	Total withdrawal from the world.
6–12%	Schizophrenia	Develop multiple personalities.
13–18%	Compulsive Lying	Have trouble telling the truth.
19-–24%	Paranoia	Everyone will be out to get you for this.
25-–30%	Hallucinations	Seeing things can cause catatonia.
31–36%	Megalomania	You are better than everyone else.
37–42%	Hypochondria	You are always sick.
43–48%	Manic–depressive	Happy one minute and depressed the next.
49–54%	Depression	This can cause suicidal tendencies.
55–62%	Obsessive behavior	Total devotion to something (choose).
63–68%	Kleptomania	You can't help from stealing things.
69–74%	Pyromania	You love to set fires.
75–80%	Hysterical blindness	You think you are blind, or deaf, etc. (choose).
81–86%	Mindless aggression	Lose your temper easily.
87–94%	Phobia	You are deeply afraid of something (choose).
95–100%	Sexual Disorder	You develop unusual sexual habits.

Ceremonial Magic
Spell Failure Chart

Roll (d100)	Affect	Description
01–30%	Nothing	No Additional Effects
31–40%	Warped Spell	Spell works, but not as expected.
41–50%	Trait Loss	Lose 2d6% from random characteristic.
51–60%	Trait Loss	Lose 3d6% from either IN, or SD
61–70%	Power Burn	Power loss is not recoverable
71–80%	Power Loss	Lose all power (recoverable).
81–85%	Evil Spirit	An Evil Spirit is summoned.
86–90%	Insanity	Roll on the Mental Affliction Chart.
91–95%	Possession	A Demon tries to possess spellcaster.
96–99%	Impairment	Blindness, deafness, etc.
100%	Divine Wrath	An angry Angel appears.

Explanation of Spell Failures
Warped Spell: The spell is warped, reversed or changed.
Trait Loss: A characteristic is lowered permanently.
Power Burn: Power used for this spell is not recoverable.
Power Loss: Power is reduced to zero but may be recovered.
Evil Spirit: An evil spirit is summoned and will attack.
Insanity: The spellcaster develops a Mental Affliction.
Possession: A fallen angel attempts to possess the character.
Impairment: The character will suffer blindness, deafness, will go mute, etc.
Divine Wrath: God will send an angel to deal with the mage.

Extrasensory Magic
Spell Failure Chart

Roll (d100)	Affect	Description
01–30%	Nothing	No Additional Effects
31–40%	Warped Spell	Spell works, but not as expected.
41–50%	Trait Loss	Lose 2d6% from random characteristic.
51–60%	Trait Loss	Lose 3d6% from either AW, or PR
61–70%	Power Burn	Power loss is not recoverable
71–80%	Power Loss	Lose all power (recoverable).
81–85%	Faerie	An angry Faerie is summoned.
86–90%	Insanity	Roll on the Mental Affliction Chart.
91–95%	Possession	A Demon tries to possess spellcaster.
96–99%	Nightmares	Nightmares suffered by spellcaster.
100%	Amnesia	Suffer amnesia of random duration.

Explanation of Spell Failures
Warped Spell: The spell is warped, reversed or changed.
Trait Loss: A characteristic is lowered permanently.
Power Burn: Power used for this spell is not recoverable.
Power Loss: Power is reduced to zero but may be recovered.
Faerie: A faerie creature will appear to torment the mage.
Insanity: The spellcaster develops a Mental Affliction.
Possession: A fallen angel attempts to possess the character.
Nightmares: The character will have nightmares when sleeping. After an extended period of time, the character may not get rest from lack of sleep and may be driven mad.
Amnesia: The character will forget who he is for a random amount of time. Some memories may never return....

Natural Magic
Spell Failure Chart

Roll (d100)	Affect	Description
01–30%	Nothing	No Additional Effects
31–40%	Warped Spell	Spell works, but not as expected.
41–50%	Trait Loss	Lose 2d6% from random characteristic.
51–60%	Trait Loss	Lose 3d6% from either RE, or EG
61–70%	Power Burn	Power loss is not recoverable
71–80%	Power Loss	Lose all power (recoverable).
81–85%	Elemental	A hostile Elemental is summoned.
86–90%	Insanity	Roll on the Mental Affliction Chart.
91–95%	Possession	A Demon tries to possess spellcaster.
96–99%	Ageing	Age 10 years.
100%	Void	Fall into the Black Void......

Explanation of Spell Failures
Warped Spell: The spell is warped, reversed or changed.
Trait Loss: A characteristic is lowered permanently.
Power Burn: Power used for this spell is not recoverable.
Power Loss: Power is reduced to zero but may be recovered.
Elemental: An elemental is summoned and will attack. Choose a type of elemental randomly (air, earth, fire, water).
Insanity: The spellcaster develops a Mental Affliction.
Possession: A fallen angel attempts to possess the character.
Ageing: Characters will get older and older.
Void: No one has ever returned from the Black Pit.....

Black Magic
Spell Failure Chart

Roll (d100)	Affect	Description
01–30%	Nothing	No Additional Effects
31–40%	Warped Spell	Spell works, but not as expected.
41–50%	Trait Loss	Lose 2d6% from random characteristic.
51–60%	Trait Loss	Lose 3d6% from random characteristic
61–70%	Power Burn	Power loss is not recoverable
71–80%	Power Loss	Lose all power (recoverable).
81–85%	Demon	A Demon is summoned.
86–90%	Insanity	Roll on the Mental Affliction Chart.
91–95%	Possession	A Demon tries to possess spellcaster.
96–99%	Cursed	Suffer the effects of a random curse.
100%	Major Curse	Suffer the effects of a major curse.

Explanation of Spell Failures
Warped Spell: The spell is warped, reversed or changed.
Trait Loss: A characteristic is lowered permanently.
Power Burn: Power used for this spell is not recoverable.
Power Loss: Power is reduced to zero but may be recovered.
Demon: A demon is summoned and will attack.
Insanity: The spellcaster develops a Mental Affliction.
Possession: A fallen angel attempts to possess the character.
Cursed: The character will suffer a random curse.
Major Curse: The spellcaster will suffer the effects of a major curse.

Social Class, Experience, Time & Money

Social Class

% Roll	Social Class	Rank
1–50	Poor	1
51–75	Lower Middle Class	2
76–90	Middle Class	3
91–95	Upper Class	4
96–98	Wealthy	5
99–100	Rich	6

Experience Acquisition

To Acquire	Roll Over (d100)	X.P. Cost
Skill	Current skill.	1
Characteristic	Current characteristic	1
Morale	Current morale	5
Fighting Style	-	5 each
Weapon Expertise	-	5 each
Maneuvering Skill	-	5 each
Shield Expertise	-	5 each
Spirit	Current spirit	5
Magic Resistance	Current saving throw +25	5
Power Points	Current power	5
Magic Category	-	10
Research Spell	see magic	1/level
Learn Spell	see magic	1/level

Experience Increases

Developement	Current %	Increase by
Skill	01-80%	+1d6%
	81-90%	+1d3%
	91+%	+1%
Characteristic	01-80%	+1d6%
	81-90%	+1d3%
	91+%	+1%
Morale	01-80%	+1d6%
	81-90%	+1d3%
	91+%	+1%
Spirit	01-80%	+1d6%
	81-90%	+1d3%
	91+%	+1%
Magic Resistance	01-80%	+1d6%
	81-90%	+1d3%
	91+%	+1%
Power	01-80	+1d6
	81-90	+1d3
	91+	+1

Time

Service	Time
Matins	Midnight
Lauds	3 A.M.
Prime	6 A.M.
Tierce	9 A.M.
Sext	Midday
None	3 P.M.
Vespers	6 P.M.
Compline	9 P.M.

Currency Table

	Pound (£)	Shilling (s)	Pence (d)
1 Pound (£) =	1£	20s	240d
1 Shilling (s) =	1/20£	1s	12d
1 penny (p) =	1/240£	1/12s	1d

Travel Distances

Mode of Travel	Distance	Forced March
Foot	10 miles/day	20 miles/day
Horse	50 miles/day	100 miles/day*
Chariot/Wagon	50 miles/day	100 miles/day*

* 25% chance (cumulative) each day of killing the horse.
Notes:
- For poor road or weather conditions, the travel distance is cut in half.
- The rider and horses will be *exhausted* after a day of traveling at the speed of a forced march.

Characteristic Adjustments for Female Characters

Characteristic	Multiple
Strength	χ .75
Endurance	χ 1
Dexterity	χ 1.10
Intuition	χ 1.10
Self Discipline	χ 1
Reasoning	χ 1
Ego	χ 1
Awareness	χ 1
Presence	χ 1
Attractiveness	χ 1.25

Suits of Armor

Appendix D: Suits of Armor

Suits of Armor

These charts can be used to quickly choose a "suit" of armor for a character. The *Storyteller* should determine what styles are available depending on the setting of the story.

These charts can also be used as a quide to help the players assemble a suit of armor for their characters.

Each additional **layer** of armor will **add +1** to the value, with *only 2 additional layers* possible. If the additional layer is a *metallic armor*, then **add +3**. For instance, a steel helmet (20) over a steel mail coif (10) will have a value of 23.

When calculating the armor values for additional layers of armor, *use the highest value* and then add +1 or +3.

A **shield** will add +1 or +3 (for metal shields) to the armor value of what it covers, but it will only work when the shield has been *prepared* (this takes 2 rounds).

Areas protected by a shield will not be hit when the shield is used to parry an attack successfully.

Armor with a *(50%)* means that the armor will only work half of the time. Roll for this when the location is struck.

Shields on the Character Sheet

In the shield section of the character sheet, these factors are listed:
- **Shield:** The shield type is entered here.

- **Enhancements:** List whatever shield enhancements have been added to the shield. Most enhancements will increase the shield's hits.

- **Weight:** The weight of the shield.

- **Material:** The material the shield is made out of.

- **Initiative:** Apply this penalty to the character's initiative when using a shield.

- **Fatigue:** The character must "pay" endurance points every time the shield is used.

- **Turn:** How far a person can turn around without making a dexterity check. Failed dexterity checks will cause the character to become prone.

- **Missiles:** This penalty or bonus is applied when attempting to parry an incoming missile, such as an arrow.

- **Value:** The armor rating for the shield.

- **Hits:** How many hits the shield has.

- **Damage:** This is the damage that the shield has taken in combat. Leave this space blank until the shield is hit (when it parries an attack).

- **Parry:** This is the parry modifier listed on the shield chart. Add or subtract this number from the character's shield skill when using this type of shield.

- **Parry %:** This is equal to the character's shield skill plus or minus the parry modifier for the shield.

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Greek Helmet	5.5	40		Skull	16	Shoulder	
w/ Face Guard, Plate Bronze				Eye		Armpit	
Greek Cuirass, Plate Bronze	8	60		Ears		Upper Arm	
Lambrequins, Cuir-Bouilli	1	30		Nose		Inside Arm	
Greaves, Plate Bronze	2	20		Face, Mouth		Elbow	16 / 0
				Chin		Forearm	16 / 0
				Throat		Wrist	16 / 0
				Neck	16	Hand	16 / 0
				Chest	16	Thigh	6
				Abdomen	16	Knee	16
				Back	16	Shin	16
				Hip	6	Calf	
				Groin	6	Foot	

Maneuvering Skill: **Plate**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	Embossed	12	Bronze	3	5	–	– 25%	80	16		–	
Total Weight:		29		**Total Cost:**				22 £		**Initiative Penalty:**		– 7

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Imperial Helmet	5	65		*Skull*	20	*Shoulder*	
w/ Plumes, Plate Steel				*Eye*		*Armpit*	
Imperial Lorica, Plate Steel	8	80		*Ears*		*Upper Arm*	
Lambrequins, Cuir-Bouilli	1	30		*Nose*		*Inside Arm*	
				Face, Mouth	20	*Elbow*	20/ 0
				Chin		*Forearm*	20/ 0
				Throat		*Wrist*	20/ 0
				Neck	20	*Hand*	20/ 0
				Chest	20	*Thigh*	6
				Abdomen	20	*Knee*	
				Back	20	*Shin*	
				Hip	6	*Calf*	
				Groin	6	*Foot*	

Maneuvering Skill: **Plate**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Legionnaire	*Strapping*	8	*Cuir-Bouilli*	2	3	90	− 10%	120	6		+15%	
Total Weight:		22				**Total Cost:**			33 £	**Initiative Penalty:**		− 7

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Medusae Helmet, Bronze	6	50		Skull	16	Shoulder	16 / 0
Subligaculum, Cuir-Bouilli (loincloth)	.5	30		Eye	16	Armpit	
Galerus, Bronze (left shoulder)	3	30		Ears	16	Upper Arm	
Manicae, Cuir-Bouilli (vambraces)	.25	50		Nose	16	Inside Arm	
Ocrea, Bronze (Greaves)	2	20		Face, Mouth	16	Elbow	
				Chin	16	Forearm	16
				Throat		Wrist	6 / 0
				Neck		Hand	6 / 0
				Chest		Thigh	
				Abdomen		Knee	16
				Back		Shin	16
				Hip	6	Calf	
				Groin	6	Foot	

Maneuvering Skill: **None**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Buckler	Embossed	3	Bronze	0	3	–	– 35%	90	16		– 10%	
Total Weight:		**15**				**Total Cost:**			**8 £**		**Initiative Penalty:**	**– 0**

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Helmet, Cuir-Bouilli	1	40		Skull	6	Shoulder	6
Byrnie, Cuir-Bouilli	4	60		Eye		Armpit	6
Short Tunic, Linen	.5	20		Ears		Upper Arm	6
Vambraces, Leather	.25	15		Nose		Inside Arm	6
Leggings, Leather	2	25		Face, Mouth	−	Elbow	16 / 0
Boots, Leather	.5	15		Chin		Forearm	16 / 0
				Throat		Wrist	16 / 0
				Neck		Hand	16 / 0
				Chest	7	Thigh	3
				Abdomen	7	Knee	3
				Back	7	Shin	4
				Hip	4	Calf	4
				Groin	4	Foot	4

Maneuvering Skill: **Leather**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	B, S, E, Boss Gore	5	Cuir-Bouilli	1	2	−	− 25%	125	6		−	
Total Weight:		14				**Total Cost:**			6£		**Initiative Penalty:**	− 2

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Pot de Fer, Iron	2	65		Skull	18	Shoulder	5
Tunic, Ringmail	3	50		Eye		Armpit	5
Tunic, Linen	.5	20		Ears		Upper Arm	5
Vambraces, Ringmail	.25	25		Nose		Inside Arm	5
Leggings, Linen	.5	20		Face, Mouth		Elbow	16 / 0
Boots, Leather	.5	15		Chin		Forearm	16 / 0
				Throat		Wrist	16 / 0
				Neck		Hand	16 / 0
				Chest	5	Thigh	5
				Abdomen	5	Knee	1
				Back	5	Shin	4
				Hip	5	Calf	4
				Groin	5	Foot	4

Maneuvering Skill: **Ring**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	B, S, E	3	Leather	1	2	–	− 25%	115	3		–	
Total Weight:		29				**Total Cost:**			11 £		**Initiative Penalty:**	− 3

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Coif, Mail, Iron	3	50		Skull	21	Shoulder	6
Cervelliere, Iron	1.5	50		Eye		Armpit	6
Tunic, Studded	3	60		Ears	8	Upper Arm	6
Tunic, Linen	.5	20		Nose		Inside Arm	6
Vambraces, Studded	.25	35		Face, Mouth		Elbow	4 / 0
Gloves, Leather	.25	15		Chin	8	Forearm	4 / 0
Leggings, Linen	.5	20		Throat	8	Wrist	4 / 0
Shoes, Leather	.25	15		Neck	8	Hand	4 / 0
				Chest	6	Thigh	6
				Abdomen	6	Knee	1
				Back	6	Shin	1
				Hip	6	Calf	1
				Groin	6	Foot	4

Maneuvering Skill: **Ring**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	Strapping	4	Wicker	1	2	–	– 25%	85	4		–	
Total Weight:		14				**Total Cost:**		13 £		**Initiative Penalty:**		− 3

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Nasal Helm, Iron	2	60		Skull	18	Shoulder	9
Mail Hauberk, Iron	12	80		Eye		Armpit	9
Linen Tunic	.5	20		Ears		Upper Arm	9
Vambraces, Studded	.25	10		Nose	9	Inside Arm	9
Boots, Cuir-Bouilli	2	20		Face, Mouth		Elbow	12 / 0
				Chin		Forearm	13 / 5
				Throat		Wrist	13 / 5
				Neck		Hand	12 / 0
				Chest	9	Thigh	9
				Abdomen	9	Knee	
				Back	9	Shin	
				Hip	9	Calf	6
				Groin	9	Foot	6

Maneuvering Skill: **Mail**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Viking Shield	Binding	12	Wood	3	5	–	– 25%	100	12		–	
Total Weight:		**29**				**Total Cost:**			**24 £**		**Initiative Penalty:**	**– 7**

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Spangenhelm, Plate Steel	5	65		Skull	20	Shoulder	5
w/ Cheek Guard	.5	1		Eye		Armpit	5
Tunic, Ringmail	3	50		Ears	20	Upper Arm	5
Tunic, Linen	1	30		Nose		Inside Arm	5
Breeches, Linen	.5	20		Face, Mouth		Elbow	12 / 0
Boots, Leather	.5	15		Chin		Forearm	12 / 0
				Throat		Wrist	12 / 0
				Neck		Hand	12 / 0
				Chest	5	Thigh	5
				Abdomen	5	Knee	1
				Back	5	Shin	1
				Hip	5	Calf	4
				Groin	5	Foot	4

Maneuvering Skill: **Ring**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Oval Shield	Embossed	12	Wood	3	4	120	– 10%	95	12		+10%	
Total Weight:		22		Total Cost:				12 £		Initiative Penalty:		– 5

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Spangenhelm, Plate Steel	5	65		Skull	20	Shoulder	11
w/ Cheek Guard	.5	1		Eye		Armpit	11
Aventail, Mail, Steel	3	30		Ears	20	Upper Arm	11
Tunic, Mail	16	90		Nose		Inside Arm	11
Tunic, Linen	1	30		Face, Mouth		Elbow	12 / 0
Breeches, Linen	.5	20		Chin		Forearm	12 / 0
Boots, Leather	.5	15		Throat		Wrist	12 / 0
				Neck	10	Hand	12 / 0
				Chest	11	Thigh	5
				Abdomen	11	Knee	1
				Back	11	Shin	1
				Hip	11	Calf	4
				Groin	11	Foot	4

Maneuvering Skill: **Mail**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Oval Shield	Embossed	12	Wood	3	4	120	− 10%	95	12		+10%	
Total Weight:		22		**Total Cost:**				12 £		**Initiative Penalty:**		− 7

351

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Helmet, Iron	2	50		Skull	18	Shoulder	6
Byrnie, Scale, Leather	4	50		Eye		Armpit	6
Tunic, Linen	.5	20		Ears		Upper Arm	6
Leggings, Linen	.5	20		Nose		Inside Arm	6
Boots, Leather	.5	15		Face, Mouth		Elbow	12 / 0
				Chin		Forearm	12 / 0
				Throat		Wrist	12 / 0
				Neck		Hand	12 / 0
				Chest	6	Thigh	6
				Abdomen	6	Knee	1
				Back	6	Shin	4
				Hip	6	Calf	4
				Groin	6	Foot	4

Maneuvering Skill: **Scale**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	B, S, E	10	Wood	2	4	–	– 25%	135	12		–	
Total Weight:		18				Total Cost:			9 £		Initiative Penalty:	– 5

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Coif, Scale, Leather	1	40		Skull	19	Shoulder	6
Helmet, Iron	2	50		Eye		Armpit	6
Hauberk, Scale, Steel	10	80		Ears		Upper Arm	6
Gambeson	1	30		Nose		Inside Arm	6
Vambraces, Cuir-Bouilli	.5	12		Face, Mouth		Elbow	6 / 0
Gloves, Studded	.25	25		Chin		Forearm	7 / 6
Leggings, Studded	.25	30		Throat		Wrist	7 / 6
Shoes, Leather	.25	15		Neck		Hand	5 / 0
				Chest	10	Thigh	6
				Abdomen	6	Knee	5
				Back	6	Shin	5
				Hip	6	Calf	5
				Groin	6	Foot	6

Maneuvering Skill: **Scale**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	Strapping	5	Cuir-Bouilli	1	2	–	− 25%	90	6		–	
Total Weight:		20		**Total Cost:**				916£		**Initiative Penalty:**		− 4

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Helmet, Iron	2	50		Skull	18	Shoulder	8
Hauberk, Iron Brigandine	7	60		Eye		Armpit	8
Gambeson	1	30		Ears		Upper Arm	8
Vambraces, Ring	.25	8		Nose		Inside Arm	8
Gloves, Leather	.25	15		Face, Mouth		Elbow	4 / 0
Leggings, Linen	.5	20		Chin		Forearm	5 / 4
High Boots, Leather	.5	20		Throat		Wrist	5 / 4
				Neck		Hand	4 / 3
				Chest	8	Thigh	6
				Abdomen	8	Knee	4
				Back	8	Shin	4
				Hip	8	Calf	4
				Groin	8	Foot	4

Maneuvering Skill: **Scale**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	Embossed	4	Wicker	1	2	–	– 25%	55	16		–	
Total Weight:		29				**Total Cost:**			22 £		**Initiative Penalty:**	– 4

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Nasal Helm, Iron	2	60		Skull	21	Shoulder	11
Hauberk w/ Coif,	15	90		Eye		Armpit	11
Reinforced Mail, Iron				Ears	10	Upper Arm	11
Gambeson	1	30		Nose	9	Inside Arm	11
High Boots, Cuir-Bouilli	.5	30		Face, Mouth		Elbow	12 / 0
				Chin	10	Forearm	12 / 0
				Throat	10	Wrist	12 / 0
				Neck	11	Hand	12 / 0
				Chest	11	Thigh	11
				Abdomen	11	Knee	6
				Back	11	Shin	6
				Hip	11	Calf	6
				Groin	11	Foot	6

Maneuvering Skill: **Plate**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Kite Shield	Binding	10	Wood	3	4	180	— 30%	80	12		+10%	
Total Weight:		28		**Total Cost:**				22 £		**Initiative Penalty:**		— 7

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Nasal Helm, Plate Iron	2	60		Skull	21	Shoulder	9
Hauberk w/Coif, Mail, Iron	12	80		Eye		Armpit	9
Gambeson	1	30		Ears	8	Upper Arm	9
Half-Chausses, Mail, Iron	6	70		Nose	9	Inside Arm	9
Boots, Leather	.5	15		Face, Mouth		Elbow	12 / 0
Surcoat, Linen	1	15		Chin	8	Forearm	12 / 0
				Throat	8	Wrist	12 / 0
				Neck	9	Hand	12 / 0
				Chest	9	Thigh	9
				Abdomen	9	Knee	9
				Back	9	Shin	9
				Hip	9	Calf	9
				Groin	9	Foot	9

Maneuvering Skill: **Mail**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	11	Wood	2	4	–	– 20%	80	12		+5%	
Total Weight:		**23**				**Total Cost:**			**30 £**		**Initiative Penalty:**	**– 6**

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Baydah (Nasal Helm), Iron	2	60		Skull	16	Shoulder	10
Aventail, Fine Mail, Iron	2	35		Eye		Armpit	9
Jawshan (Cuirass), Scale, Leather	5	65		Ears		Upper Arm	9
Dir (Hauberk), Mail, Iron	12	80		Nose	8	Inside Arm	9
Tunic, Linen	1	30		Face, Mouth		Elbow	12 / 0
Saq (Mail Chausses), Mail, Iron	12	80		Chin		Forearm	12 / 0
Kaff, (Epaulier), Scale, Cuir-Bouilli	1.5	10		Throat		Wrist	12 / 0
Gaiter (Jambarts), Leather	.5	20		Neck	12	Hand	12 / 0
Boots, Leather	.5	15		Chest	10	Thigh	12
				Abdomen	10	Knee	8
				Back	10	Shin	10
				Hip	9	Calf	10
				Groin	9	Foot	9

Maneuvering Skill: **Mail**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Kite Shield	Binding	10	Wood	3	4	180	– 30%	75	12		–10%	
Total Weight:		**51**				**Total Cost:**			**35 £**		**Initiative Penalty:**	**– 7**

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Baydah (Nasal Helm), Steel	2	60		Skull	20	Shoulder	14
Aventail, Fine Mail, Steel	2	35		Eye		Armpit	14
Khazagand (2 layers of mail	50	150		Ears		Upper Arm	14
between 3 layers of cloth),				Nose	8	Inside Arm	14
Hauberk, Fine Mail, Steel				Face, Mouth		Elbow	12 / 0
Gaiter (Jambarts), Leather	.5	20		Chin		Forearm	12 / 0
Boots, Leather	.5	15		Throat		Wrist	12 / 0
				Neck	12	Hand	12 / 0
				Chest	14	Thigh	14
				Abdomen	14	Knee	
				Back	14	Shin	4
				Hip	14	Calf	4
				Groin	14	Foot	3

Maneuvering Skill: **Mail**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Kite Shield	Binding	10	Wood	3	4	180	– 30%	75	12		–10%	
Total Weight:		65		Total Cost:				42 £		Initiative Penalty:		– 7

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Heaume, Steel	5	75		Skull	23	Shoulder	14
Hauberk w/Coif, Fine Mail, Iron	18	100		Eye	20	Armpit	13
Gambeson	1	30		Ears	23	Upper Arm	13
Half-Chausses, Fine Mail, Iron	10	100		Nose	20	Inside Arm	13
Boots, Leather	.5	15		Face, Mouth	20	Elbow	12 / 0
Surcoat, Linen	1	15		Chin	23	Forearm	12 / 0
				Throat	12	Wrist	12 / 0
				Neck	12	Hand	12 / 0
				Chest	14	Thigh	13
				Abdomen	14	Knee	12
				Back	14	Shin	12
				Hip	14	Calf	12
				Groin	14	Foot	12

Maneuvering Skill: **Mail**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	11	Wood	2	4	–	– 20%	80	12		+5%	
Total Weight:		36		**Total Cost:**				34 £		**Initiative Penalty:**		— 6

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Heaume (Conical) w/ Ventail, Steel	7	85		Skull	23	Shoulder	15 / (12)
Coif, Banded Iron	4	45		Eyes	(20)	Armpit	12
Hauberk, Banded Iron	20	50		Ears	23	Upper Arm	12
Gambeson	1	30		Nose	(20)	Inside Arm	12
Ailette, Steel (50% coverage)	1.5	15		Face, Mouth	(20)	Elbow	16 / 0
Half Chausses, Banded Iron	4	40		Chin	23	Forearm	16 / 0
Surcoat, Linen	1	10		Throat	11	Wrist	16 / 0
				Neck	11	Hand	16 / 0
				Chest	12	Thigh	12
				Abdomen	12	Knee	11
				Back	12	Shin	11
				Hip	12	Calf	11
				Groin	12	Foot	11

Maneuvering Skill: **Mail**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	11	Wood	2	4	–	– 20%	80	12		+5%	
Total Weight:		39			Total Cost:			48£		Initiative Penalty:		– 6

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Bascinet w/ Visor, Steel	6	90		Skull	20	Shoulder	20 - (17)
Camil, Banded Iron	2	15		Eye	(20)	Armpit	22 - (12)
Hauberk, Banded	20	50		Ears	20	Upper Arm	22 - (12)
Breastplate, Iron	4	80		Nose	(20)	Inside Arm	12
Gambeson	1	30		Face, Mouth	(20)	Elbow	19 / 18
Roundels, Iron (50%)	1.25	10		Chin	11	Forearm	19 / 18 - (0)
Epaulieres, Articulated Iron	2	15		Throat	11	Wrist	22 / 21 - (8)
Demi-Brassarts, Iron (50%)	1.25	10		Neck	11	Hand	9 / 8
Coudiers, Iron	2	20		Chest	22	Thigh	6
Demi-Vambraces, Iron	1.25	25		Abdomen	22	Knee	21
Gauntlets, Mail, Iron	1	15		Back	12	Shin	21
Half Chausses, Banded Iron	4	40		Hip	12	Calf	11
Genouillieres, Iron	1.25	25		Groin	12	Foot	19
Demi-Jambarts	2	55					
Sollerets, Articulated Iron	2	20					
Surcoat, Linen				Maneuvering Skill: **Plate**			

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	12	Wood	2	4	–	– 20%	80	12		+5%	
Total Weight:		**51**				**Total Cost:**			**51 £**	**Initiative Penalty:**		**– 7**

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Bascinet, Reinforced, Plate Steel	6	100		Skull	20	Shoulder	2
Camail, Banded Iron	2	15		Eye		Armpit	2
Lamellar Cuirass, Splint Steel	10	80		Ears	20	Upper Arm	2
Gambeson	1	30		Nose		Inside Arm	2
Coudieres, Cuir-Bouilli	1.5	12		Face, Mouth		Elbow	16 / 0
Vambraces, Studed	.25	10		Chin	11	Forearm	17 / 5
Gauntlets, Articulated Iron (+2d6)	2	20		Throat	11	Wrist	20 / 16
Cuissarts, Splint Steel	2	40		Neck	23	Hand	19 / 16
Genouillieres, Plate Steel	1.5	30		Chest	13	Thigh	13
Demi-Jambarts, Splint Steel	2	40		Abdomen	13	Knee	20
Jambarts, Studded	.5	30		Back	13	Shin	12
Shoes, Leather	.25	15		Hip	2	Calf	5
				Groin	2	Foot	3

Maneuvering Skill: **Plate**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	12	Wood	2	4	–	– 20%	80	12		+5%	
Total Weight:		29		Total Cost:			40 £		Initiative Penalty:		– 7	

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Chapel de Fer, Plate Steel	4	80		Skull	20	Shoulder	9
Hauberk, Brigandine, Steel	6	60		Eye		Armpit	9
Gambeson	1	30		Ears		Upper Arm	9
Vambraces, Plate Steel	2	40		Nose		Inside Arm	9
Gloves, Leather	.25	15		Face, Mouth		Elbow	
Leggings, Leather	.25	10		Chin		Forearm	20
				Throat		Wrist	23 / 20
				Neck		Hand	21 / 3
				Chest	9	Thigh	6
				Abdomen	9	Knee	3
				Back	9	Shin	3
				Hip	9	Calf	3
				Groin	9	Foot	3

Maneuvering Skill: **Scale**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Buckler	Embossed	2	Steel	0	2	–	− 35%	80	20		− 10%	
Total Weight:		16		**Total Cost:**			20 £		**Initiative Penalty:**			− 3

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Bascinet, Steel w/Snout-faced Visor	7	90		Skull	20	Shoulder	20
Camail, Long, Reinforced Mail, Steel	5	55		Eye	(20)	Armpit	2
Hauberk, Sleeveless, Mail, Steel	8	80		Ears	20	Upper Arm	19
Gambeson	1	30		Nose	(20)	Inside Arm	2
Curiass, Plate Iron	6	90		Face, Mouth	(20)	Elbow	21 / 18
Epaulieres, Articulated Plate, Iron	2	15		Chin	(23) / 12	Forearm	21 / 18
Brassarts, Plate Iron	1.25	20		Throat	12	Wrist	21 / 21
Coudieres, Plate Iron	2	20		Neck	12	Hand	21 / 16
Vambraces, Plate Iron	1.5	35		Chest	22	Thigh	19
Gauntlets w/Gadilings, (3d6 punch)	2	25		Abdomen	22	Knee	18
Articulated Plate Iron				Back	22	Shin	18
Cuissarts, Plate Iron	1.5	55		Hip	12	Calf	
Genouillieres, Plate Iron	1.25	25		Groin	12	Foot	16
Jambarts, Plate Iron3	3	55					
Sollerets, Articulated Plate Iron	2	20					
Jupon, Fine Cloth	1	15		Maneuvering Skill: **Plate**			

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	7	Iron	2	3	–	– 20%	100	18		+5%	
Total Weight:		56				**Total Cost:**			66 £	**Initiative Penalty:**		– 7

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Barbutte, Plate Steel	4	90		Skull	20	Shoulder	19
Gorget, Plate Steel	3	45		Eye		Armpit	19
Cuirass, Plate Steel	8	100		Ears	20	Upper Arm	21
Gambeson	1	30		Nose		Inside Arm	2
Taces, Articulated Plate Steel	2.5	25		Face, Mouth	–	Elbow	23 / 20
Epaulieres w/Palette, Plate Steel	2.5	25		Chin		Forearm	23 / 20
Brassarts, Plate Steel	1.5	25		Throat	20	Wrist	24 / 23
Coudieres, Plate Steel	2.5	25		Neck	23	Hand	23 / 18
Vambraces, Plate Steel	2	40		Chest	21	Thigh	21
Gauntlets w/Gadlings, (3d6 punch)	2.5	30		Abdomen	21	Knee	20
Plate Steel				Back	21	Shin	20
Cuissarts, Plate Steel	2	60		Hip	19	Calf	20
Genouillieres, Plate Steel	1.5	30		Groin	19	Foot	18
Jarmbarts, Plate Steel	4	60					
Sollerets, Articulated Plate Steel	2.5	25					
				Maneuvering Skill: **Plate**			

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	9	Steel	2	5	–	– 25%	80	20		–	
Total Weight:		49				**Total Cost:**			89 £		**Initiative Penalty:**	– 7

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Salade, Plate Steel	4	85		Skull	20	Shoulder	21
Mentonniere, Plate Steel	1	50		Eye	(20)	Armpit	21
Cuirass, Steel	8	100		Ears	20	Upper Arm	21
Gambeson	1	30		Nose	(20)	Inside Arm	2
Taces, Articulated Plate Steel	2.5	25		Face, Mouth	(20)	Elbow	20
Tuilles, Articulated Plate Steel	2.5	20		Chin	20	Forearm	20
Pauldrons, Plate Steel	2.5	30		Throat	20	Wrist	23
Brassarts, Plate Steel	1.5	25		Neck	20	Hand	18
Coudieres, Plate Steel (shield)	2.5	25		Chest	21	Thigh	24
Vambraces, Plate Steel	2	40		Abdomen	21	Knee	20
Gauntlets w/Gadlings, (3d6 punch)	2.5	30		Back	21	Shin	20
Articulated Plate Steel				Hip	19	Calf	20
Cuissarts, Plate Steel	2	60		Groin	19	Foot	18
Genouillieres, Plate Steel	1.5	30					
Jambarts, Plate Steel	4	60					
Sollerets, Articulated Plate Steel	2.5	25		Maneuvering Skill: **Plate**			
Tabard, Fine Cloth	.5	20					

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Coudiere	–	–	–	–	–	–	–	–	–	–	–	
Total Weight:		40		**Total Cost:**			75 £		**Initiative Penalty:**			– 5

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Armet, Plate Fine Alloy	3	110		Skull	22	Shoulder	23
Gorget, Plate Fine Alloy	2	55		Eye	(22)	Armpit	23
Demi-Placcate Cuirass,	3.5	120		Ears	22	Upper Arm	23
Plate Fine Alloy				Nose	(22)	Inside Arm	2
Gambeson	1	30		Face, Mouth	(22)	Elbow	25 / 22
Taces, Articulated Plate Fine Alloy	1.25	30		Chin	22	Forearm	25 / 22
Tuilles, Articulated Plate Fine Alloy	1.25	25		Throat	25	Wrist	26 / 25
Pauldronsw/Passe-Gardes,	1.5	40		Neck	22 / (25)	Hand	25 / 20
Plate Fine Alloy (50% neck)				Chest	23	Thigh	26
Brassarts, Plate Fine Alloy	.75	30		Abdomen	23	Knee	22
Coudieres, Plate Fine Alloy	1.25	30		Back	23	Shin	22
Vambraces, Plate Fine Alloy	1	45		Hip	21	Calf	22
Gauntlets w/Gadlings, (3d6 punch)	1.25	35		Groin	21	Foot	20
Articulated Plate Fine Alloy							
Cuissarts, Plate Fine Alloy	1	65					
Genouillieres, Plate Fine Alloy	.75	35		Maneuvering Skill: **Plate**			
Jambarts, Plate Fine Alloy	2	65					
Sabbatons, Articulated Plate,	1.25	40					
Fine Alloy							

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	5	Fine Alloy	2	2	–	− 20%	120	22		+5%	
Total Weight:		**28**		**Total Cost:**				**182 £**		**Initiative Penalty:**		**− 7**

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Great Heaume w/Crest, Plate Steel	8	120		Skull	20	Shoulder	21
Gorget, Plate Steel	3	45		Eye	20	Armpit	21
Demi-Placcate Cuirass, Plate Steel	7	110		Ears	20	Upper Arm	21
Gambeson	1	30		Nose	20	Inside Arm	21
Taces, Articulated Plate Steel	2.5	25		Face, Mouth	20	Elbow	20 / 23
Tuilles, Plate Steel	2.5	20		Chin	20	Forearm	20 / 23
Pauldrons w/Passe-Gardes,	3	35		Throat	20	Wrist	23 / 26
Plate Steel				Neck	20 / 23 (50%)	Hand	18 / 21
Brassarts, Plate Steel	1.5	25		Chest	21	Thigh	23
Coudieres, Plate Steel	2.5	25		Abdomen	21	Knee	20
Vambraces, Plate Steel	2	40		Back	21	Shin	20
Gauntlets, Articulated Plate Steel	2.5	25		Hip	19	Calf	20
Cuissarts, Plate Steel	1.5	55		Groin	19	Foot	18
Genouillieres, Plate Steel	1.5	30					
Jambarts, Plate Steel	4	60					
Sabbatons, Articulated Plate Steel	2.5	35		Maneuvering Skill: **Plate**			
Queue & Vamplate	1	25					

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Heater	–	9	Steel	2	5	–	– 25%	80	20		–	
Total Weight:		55				**Total Cost:**			123 £	**Initiative Penalty:**		– 7

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Closed Helm, Plate Steel	6	100		Skull	20	Shoulder	21
Gorget, Plate Steel	3	45		Eye	(20)	Armpit	21
Demi-Placcate Cuirass, Plate Steel	7	110		Ears	20	Upper Arm	21
Gambeson	1	30		Nose	(20)	Inside Arm	21
Taces, Articulate Plate Steel	2.5	25		Face, Mouth	(20)	Elbow	20
Tuilles, Articulated Plate Steel	2.5	20		Chin	20	Forearm	20
Skirt of Mail, Steel	4	40		Throat	23	Wrist	23
Pauldrons w/Passe-Gardes,	3	35		Neck	23	Hand	18
Plate Steel				Chest	21	Thigh	26
Brassarts, Steel	1.5	25		Abdomen	21	Knee	20
Coudieres, Plate Steel	2.5	25		Back	21	Shin	20
Vambraces, Plate Steel	2	40		Hip	22	Calf	20
Gauntlets w/Gadlings, (3d6 punch)	2.5	30		Groin	22	Foot	18
Articulated Plate Steel							
Cuissarts, Plate Steel	1.5	55					
Genouillieres, Plate Steel	1.5	30		Maneuvering Skill: **Plate**			
Jambarts, Plate Steel	4	60					
Sabbatons, Articulated Plate Steel	2.5	35					

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
None	–	–	–	–	–	–	–	–	–	–		
Total Weight:		47				Total Cost:			89 £		Initiative Penalty:	− 5

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Morion, Plate Steel	5	85		Skull	20	Shoulder	21
Gorget, Plate Steel	3	45		Eye		Armpit	21
Demi-Placcate Cuirass, Plate Steel	7	110		Ears		Upper Arm	1
Shirt & Breeches	1	10		Nose		Inside Arm	1
Pauldrons, Plate Steel	2.5	30		Face, Mouth		Elbow	16 / 1
Taces, Articulated Plate Steel	2.5	25		Chin		Forearm	16 / 1
High Boots, Cuir Bouilli	.5	30		Throat	20	Wrist	16 / 1
				Neck	20	Hand	16 / 0
				Chest	21	Thigh	1
				Abdomen	21	Knee	7
				Back	21	Shin	7
				Hip	19	Calf	7
				Groin	19	Foot	6

Maneuvering Skill: **Plate**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Buckler	Embossed	2	Steel	0	2	–	− 35%	80	20		− 10%	
Total Weight:		**23**		**Total Cost:**					**50 £**	**Initiative Penalty:**		**− 7**

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Cassa (Nasal Helm), Plate Fine Alloy	1	80		Skull	22	Shoulder	17
Aventail, Fine Mail, Fine Alloy	1	45		Eye		Armpit	17
Wedkhap (Hauberk), Fine Mail,	12	120		Ears		Upper Arm	17
Fine Alloy	.5	20		Nose	11	Inside Arm	17
Tunic, Linen	.5	20		Face, Mouth		Elbow	0 / 22
Shoes, Leather	.25	15		Chin		Forearm	0 / 22
				Throat		Wrist	0 / 22
				Neck	16	Hand	0 / 22
				Chest	17	Thigh	17
				Abdomen	17	Knee	
				Back	17	Shin	
				Hip	17	Calf	
				Groin	17	Foot	3

Maneuvering Skill: **Mail**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	S, E	4	Fine Alloy	1	2	–	– 25%	155	22		–	
Total Weight:		20		**Total Cost:**				67 £		**Initiative Penalty:**		– 5

Type & Name	Wt.	Hits	Damage	Location	Value	Location	Value
Nasal Helm, Plate Fine Alloy	.5	80		Skull	22	Shoulder	17
Cuirass, Plate Fine Alloy	2	110		Eye		Armpit	17
Hauberk, Fine Mail, Fine Alloy	6	120		Ears		Upper Arm	17
Gambeson	1	30		Nose	11	Inside Arm	17
Boots, Cuir-Bouilli	.25	25		Face, Mouth		Elbow	0 / 0
				Chin		Forearm	0 / 0
				Throat		Wrist	0 / 0
				Neck		Hand	0 / 0
				Chest	26	Thigh	17
				Abdomen	26	Knee	17
				Back	26	Shin	6
				Hip	17	Calf	6
				Groin	17	Foot	6

Maneuvering Skill: **Plate**

Shield	Enhancements	Wt.	Material	I	F	Turn	Missiles	Hits	Value	Damage	Parry	Parry %
Round Shield	S, E	4	Fine Alloy	1	2	–	– 25%	155	22		–	
Total Weight:		**15**		**Total Cost:**				**76 £**		**Initiative Penalty:**		**– 6**

Character Sheet & Maps

Glossary

Bibliography

Storytelling

"Story."
 By Robert McKee.

"The Writer's Journey, Mythic Structure for Writers."
 By Christopher Vogler.

"How to Tell a Story."
 By Peter Rubie & Gary Provost.

"The Screenwriter's Bible."
 By David Trottier.

"Plot."
 By Ansen DIbell.

"Characters & Viewpoint."
 By Orson Scott Card.

"Beginnings, Middles & Ends."
 By Nancy Kress.

"Scene & Structure."
 By Jack M. Bickham.

"Conflict, Action & Suspense."
 By William Noble.

"Setting."
 By Jack M. Bickham.

"Stealing Fire from the Gods."
 By James Bonnet.

Legends & Myths

"The Complete Fairy Tales of the Brother's Grimm."
 Translated by Jack Zipes.

"The World Guide to Gnomes, Fairies, Elves,
 "and Other Little People."
 By Thomas Keightley.

"The Gods of Eden."
 By William Bramley.

"The Lost Books of the Bible,
 "and the Forgotten Books of Eden."
 By

"The Pseudepigripha. Vol. I & II."
 By

Weapons & Armor

"European Arms & Armor."
 By Charles Henry Ashdown.

"English Weapons & Warfare 449 - 1660."
 By A.V.B Norman & Don Pottinger..

"Arms & Armour of the Crusading Era 1050 - 1350.
 "Western Europe and the Crusader States."
 By David Nicolle.

"Arms & Armour of the Crusading Era 1050 - 1350.
 "Islam, Eastern Europe & Asia."
 By David Nicolle.

"Medieval Swordsmanship.
 "Illustrated Methods & Techniques."
 By John Clements.

"Renaissance Swordsmanship.
 "The Illustrated Use of Rapiers and
 "Cut & Thrust Swords."
 By John Clements.

Islam

"Islam & Terrorism."
 By Mark Gabriel.

"Islam Unveiled."
 By Robert Spencer.

"Why I am not a Muslim."
 By Ibn Warraq.

"The Great Arab Conuests."
 By General John Gagot Glubb.

Index